

Super Powers Companion (Second Edition) Changes

Due to the unique and comprehensive nature of the changes in the Super Powers Companion (Second Edition), we are going to do something special for the folks who have supported the book since the first edition. We're providing a basic text PDF with *all* of the rules from character creation through headquarters, including the stuff that didn't end up changing. This document does cut some of the "fluff," but we decided to put all the actual rules in one place, so you don't have to flip back and forth between two places for all the rules.

It's not something we've ever done before and likely won't again, but we wanted to say thanks for all the support in the past, present, and in the future as well!

MAKING CHARACTERS

Race

Humans begin play with a free Edge of their choice as normal. Other races—undead, constructs, or even aliens from other worlds—are also possible, but you'll create those with super powers so that you can tailor your race as you see it. Like humans, custom races get a Free Edge and must meet the Edge requirements.

You might also consider using the racial abilities system found in *Savage Worlds* or the *Science Fiction Companion* if a race is particularly common in your setting.

Super Karma

Super powered characters are larger than life, with faults and responsibilities as great as their miraculous powers. For this reason, supers may take one additional Major Hindrance during character creation. This can be used normally, or to grant them 5 extra Power Points at Pulp and Street Fighter level, or 10 for Four Color heroes and up (see **Campaign Power Levels**, below). These bonus points do *not* increase the character's total for purposes of determining his **Power Limit**—see below.)

CAMPAIGN POWER LEVELS

Super heroes and villains start with all their powers up front. The number of Power Points characters get depends on the Power Level of the GM's campaign:

CAMPAIGN POWER LEVEL

Level	Power Points
Pulp Heroes	15
Street Fighters	30
Four Color	45
Heavy Hitters	60
Cosmic	75

After play begins, advances may be used normally for Traits and Edges. The Power Points and New Power Edges are not available.

Power Limit

Supers may not spend more than one third of their Power Points in a power (use the total after all Modifiers are accounted for). A Street Fighter hero, for example, can have up to 10 points in a single power, so he could buy 4 levels of *attack, melee*, for 8 points, and still have 2 points left over to buy the Multiple Attacks Modifier (10 points total).

This maintains the particular flavor of a campaign so characters in a “Street Fighters” setting aren’t running at the speed of light, for example.

OPTIONAL: RISING STARS

In some comics, heroes start with a few powers and learn more as they mature. This is especially appropriate if the supers are younger individuals.

Heroes in these types of campaigns start with a certain number of Power Points depending on the Power Level of the campaign.

Rising Stars may take the Power Points Edge (no more than once per Rank as usual) to add 5 additional points to their existing abilities, or new ones (there is no New Power Edge).

CAMPAIGN POWER LEVEL

Level	Initial Power Points
Pulp Heroes	5
Street Fighters	10
Four Color	20
Heavy Hitters	30
Cosmic	50

Power Limit: Characters may never spend more than their Initial Power Points in any power (total, after all Modifiers are accounted for).

NEW HINDRANCES

Alien Form (Major)

Your character is completely alien in appearance: a glowing ball of energy, an amoeba with tentacles, a large floating brain, and so on. He suffers -4 to Charisma, and his physiology is nearly impossible for humanoids to figure out. Healing rolls made to help the hero are made at -4. Numerous roleplaying instances should also be a major challenge as well—he can’t get into restaurants, wear a flak jacket, fit into a car, and so on, as defined by his odd shape.

Your alien’s form may grant him special perks, but these must be bought as powers. If a glowing ball of energy wants to be able to pass through walls, for example, take the *intangibility* power. In other words, if your character doesn’t have a power, his form doesn’t grant it to him “for free,” no matter how you describe it.

Allergy (Major/Minor)

Your character suffers an aversion to a common condition or substance, such as water, fire, cold, sunlight, etc. Exposure to that substance (generally within six feet of it) inflicts a -2 penalty to all your character's Trait rolls as a Minor Hindrance.

As a Major Hindrance, your hero suffers a -4 penalty to all Trait rolls and his Pace is halved. This continues while exposed and for 2d6 rounds after the substance is removed or shielded somehow.

Dependency (Major)

The creature must consume or have contact with some sort of relatively common substance periodically. Creatures from water-based worlds, for example, might need to immerse themselves in water one hour out of every 24 while a vampire might need a pint of blood each night.

If the character doesn't have the required contact, she suffers Fatigue each day until Incapacitated. A day after that, she perishes.

Each hour spent recovering with the appropriate substance restores a level of Fatigue.

Dependent (Major)

It may not be an intrepid reporter or a loyal butler, but your character has some person to which he is completely devoted and will do anything to protect. This may be his wife or girlfriend, one of his children, a minion, or even a pet.

The Dependent is a Novice Rank character and, while scrappy in her own right, just isn't up to par with the rest of the party. For whatever reason, this doesn't stop the Dependent from getting involved—often. She constantly requires saving, reveals team secrets, or otherwise causes your champion no end of grief. Of course, every now and then, the friend might just save the hero's life, but such instances should be rare.

If the Dependent ever dies, your hero is grief-stricken until he gets reasonably permanent justice...or revenge! This might mean putting a villain in jail or—for a villain—defeating a hero in a painful and elaborate death trap. Justice doesn't have to be truly permanent—just long and lasting rather than fleeting and temporary.

Until then, the affected character receives only one Benny at the beginning of each game session (but Luck and other bonuses apply normally).

Distinctive Appearance (Minor)

Your super's appearance is somewhat different from others of his race (a blue-skinned human, a talking gorilla, etc.), and is relatively easy to spot, even out of costume. This makes the character easier to track down and pick out of a crowd and can even cause troublesome social problems among his own people.

The appearance must be present in and out of costume to count as a Hindrance—all supers are distinctive in costume.

Gimmick (Major)

Your character must change clothes, get angry, drink blood, summon mysti-cal energy, swallow a pill or potion, or otherwise perform some task (taking at least one action) to access his powers—all his powers.

Whatever the case, the hero can be prevented from using his powers if he cannot enact his "gimmick." The hero cannot use any of his powers—or Edges or Traits bought with Power Points—without it.

Two Characters: If your super hero trans-forms into a completely different person, both "characters" should be made separately, with the "normal" person created as a normal Novice character. Advances gained through play may be added to either form, but not both.

Monologuer (Major)

Some villains are known for gloating over their foes when they should be killing them, and some heroes can't resist a chance to lecture or chastise evil-doers.

Any time the character's Action Card is a Club, he must make a Smarts roll at -2 or spend his action announcing his opponents' doom, making excuses for his failures, reveling in his success, or scolding those around him for their misdeeds. The talkative character may only take free actions during his monologue.

Mania (Minor / Major)

The character has a serious and negative mental illness of some kind, such as the lack of empathy toward others or a psychopathic compulsion to cause harm. Both reduce Charisma by 2 to those who know of it. A Minor Mania occurs infrequently or isn't often likely to get the character killed. A Major Mania is a more-or-less full time obsession with serious consequences if caught or discovered.

Out Of My League (Minor)

A character with this Hindrance may not spend more than one fifth of his total Power Points in any one power (instead of the usual one-third). He still has the same number of points; they just have to be divided between more powers. See page 4 for more on **Power Limits**.

Power Negation (Major)

Exposure to a certain substance or condition robs your hero of all his super powers, including Edges and Traits bought with Power Points. Near contact with the substance causes the hero to make a Vigor roll each round. If the roll is failed, his Pace is reduced to 1 and he suffers Fatigue that can cause death. This continues while exposed and for 2d6 rounds after the substance is removed or shielded somehow. A level of Fatigue is recovered every minute after the substance is removed.

The substance should be relatively uncommon or avoidable, such as gold, holy ground, or immersion in water. Very rare substances—chunks of your alien's home planet, lotus flowers—are possible as well, but foes *will* eventually discover it.

Ruthless (Minor/Major)

The character will do most anything to accomplish her goals. As a Major Hindrance, she'll harm anyone *and* everyone who gets in her way. As a Minor Hindrance, she stops short of true harm to anyone except those who directly oppose her.

Terminally Ill (Major)

Your character suffers from a terminal and incurable illness and will die soon. At the beginning of every game session, draw a card. A face card means your hero's symptoms are acting up this session. Whatever the specifics may be, he suffers a -1 penalty to all his Trait rolls this game.

A Joker means your hero is about to die. At some point in the game session, preferably after accomplishing an important goal or an act of personal redemption, he dies. The Game Master should always give a dying hero a few last rounds of action to commit some noble sacrifice.

Weakness (Major/Minor)

Your character is more susceptible to a specific **Power Type** (see page 21), such as ice and cold, fire and heat, radiation, magic, darkness, light, air, sound, and so on.

He suffers +4 damage when hit by an attack of that type, or -4 to resist other types of effects.

As a Major Hindrance, the hero or villain is incredibly vulnerable to the **Power Type** and should avoid it at all costs. He still resists at -4 but damage is doubled.

NEW EDGES

Restricted Edges: Any other version of Arcane Background, Arcane Resistance, Gadgeteer, Holy Warrior, New Power, No Mercy, Power Points, Rapid Recharge, Soul Drain, and Wizard.

Altered Edges: Champion, Mentalist, and Mr. Fix-It are available with no Arcane Background as a Requirement.

BACKGROUND EDGES

Arcane Background (Super Powers)

Requirements: Novice

This Edge replaces the version from *Savage Worlds* in a supers campaign and is a free Edge (on top of the usual free Edge for being human). It grants a number of Power Points equal to the Power Level of the campaign (see **Campaign Power Levels**, page 4).

No arcane skill is required. Super powers work “at will” and require no roll unless the specific power says otherwise. See page 17 for more information on activating and using powers.

The Best There Is

Requirements: Novice, Arcane Background (Super Powers)

This hero has one very potent power. Her Power Limit with one power is half her maximum Power Points, rounded up. See page 4 for **Power Limits**.

COMBAT EDGES

Combat Sense

Requirements: Seasoned, Fighting d8+, Notice d8+

The super has the perception, skill, and agility to handle multiple foes. Opponents halve any Gang Up bonuses against him (round down).

Improved Combat Sense

Requirements: Veteran, Combat Sense

Opponents gain no Gang Up bonus against this warrior.

Mastery

Requirements: Novice, Arcane Background (Super Powers)

One of the hero’s powers, chosen when this Edge is taken, ignores the –2 penalty when using Power Tricks (or the target does not gain a +2 to resist)—see page 10.

Take the Hit

Requirements: Novice, Vigor d10+

These bruisers are good at rolling with punches, are lucky, have fate on their side, or are perhaps just really tough. They add +2 to Soak rolls made to eliminate wounds.

LEADERSHIP EDGES

Team Leader

Requirements: Novice, Smarts d8+

Team leaders excel at getting people to work together like the idiomatic well-oiled machine. If a character with this Edge is present when a Cooperative roll is made, the lead character does not have to be designated beforehand. The participant with the highest total is automatically considered the lead.

SOCIAL EDGES

Dynamic Duo

Requirements: Novice, Arcane Background (Super Powers), Spirit d8

The hero chooses one other specific character. When assisting this partner in a successful Combined Attack, he adds +2 points of damage per power level, and 3 points with a raise (see **Combined Attacks**, page 8). This Edge may be taken multiple times to apply to additional allies.

If the partner should die or leave the campaign, the hero may, with the Game Master's permission, choose a new team member to replace him. This should usually take place after the two fight together for a battle or two.

Team Player

Requirements: Novice, Spirit d6

Team players fight like well-oiled machines when standing beside their trusted allies. A Team Player counts as an additional adjacent ally for purposes of determining Gang Up bonuses. This still cannot exceed the normal maximum Gang Up bonus of +4.

SETTING RULES

Blood & Guts, Born a Hero, Fanatics, Heroes Never Die, and Joker's Wild are all standard Setting Rules in supers campaigns, as are the new Setting rules below. Environmental Options, Genre Conventions, and the original Power Points Options Setting Rules have been replaced.

COMIC BOOK COMBAT

Combined Attacks

Heroes and villains can combine their attack powers for truly spectacular results. (Combining a non-attack power with an attack uses **Synergy** instead, see page 9.)

To combine attacks, the heroes tell the Game Master their plan. If she approves, the "lead" character (the one rolling damage) spends a Benny. To affect a target with Heavy Armor, the lead character must inflict Heavy Weapon damage.

The group acts on the slowest participant's Action Card (the faster characters should go on Hold until the last hero's card comes up). The supporting characters make normal attack rolls as their action using a skill connected to their contributing power (Shooting for ranged powers, Fighting for close combat, Throwing if the lead character is hurled at the target to make a melee attack, or whatever best fits the narrative).

Assuming the lead character is successful with his own attack, each supporting ally adds +1 to his damage total per power level in their relevant ability, or +2 with a raise.

Example: Two fire blasters, a super strong brick, and a scrapper (the lead) combine attacks against a heavily armored giant robot. The two blasters have five levels in ranged attack and roll their Shooting. One gets a normal success against the target (adding +5 damage) and another gets a raise (+10 damage). The super strong hero (8 levels) then makes a Throwing roll to hurl the scrapper at the target and gets a raise, adding +16 damage. The lead character has a Str+5d6 melee attack. His Fighting roll is successful, so he rolls Str+5d6 and adds (5+10+16=) +31 points of damage to his total! The robot is turned into a pile of junk.

Finishing Move

Super heroes and villains are notoriously hard to kill. Wild Cards with Arcane Background (Super Powers) are immune to Finishing Moves. Instead, helpless heroes and villains suffer the effects of the Drop (opponents gain +4 to attacks and damage against them).

Knockback

Any super powered attack causing 20 points of damage or more to a normal-sized foe causes the target to fly backwards 2d6". The damage threshold is 10 for Small and Tiny targets, 30 for Large, 40 for Huge, and 50 for Gargantuan. This occurs whether the attack is Soaked or not.

Targets fly in a direct line unless the attacker makes a Called Shot at -2 to choose the direction of the knockback. If the victim hits an object, he takes 1d6 damage for every 2" of knockback generated. Inanimate objects along the path, such as walls, trees, or vehicles, are automatically hit, but characters get an Agility roll at -2 to avoid flying heroes unless they're caught unaware. Those who don't get out of the way suffer a d6 damage for every 2" of knockback as well.

Synergy

Sometimes a power might work particularly well in a given situation, or in tandem with another power. A character dowsed by a water controller, for example, might take additional damage from an electrical attack right after, or a villain

subjected to a particularly personal and terrifying *illusion* might suffer a penalty when resisting the *fear* power. This is called Synergy.

If two powers affect a target in the same round (and only in the same round—this is comic book combat, after all), the Game Master might decide they have Synergy. The first power works as usual. The second gains a +2 effect modifier that’s added to damage or the active skill roll, or used as a negative modifier in case of powers like resisting *fear* or *paralysis*.

Sometimes powers might create negative Synergy as well. If a villain with fiery blasts hits a hero who’s just been doused by water, for example, reduce the damage (or effect for passive powers) by 2.

Unarmed Defender

Attackers ignore the Unarmed Defender rule in supers campaigns.

DEATH & DEFEAT

Heroes who would otherwise perish by the regular *Savage Worlds* rules are Defeated instead. Draw on the **Defeat Table** should your character meet such a terrible fate.

Back From the Dead

Even when heroes and villains die in comics they rarely *stay* dead. If a player wants to bring a dead character back rather than make a new one, he and the GM simply need to work up an appropriate story, and perhaps allow the rest of the team to be the ones who somehow rescue the fallen comrade from the cold hands of Death.

Returning heroes are weakened by the experience for a while (1d6 game sessions, known only to the Game Master), and receive a single Benny at the beginning of each session. This is modified by other Edges, Hindrances, or abilities as usual, and *can* result in no Bennies per session (combined with the Bad Luck Hindrance, for example).

DEFEAT TABLE

Card	Result
2	The Death of...: The character dies a tragic death. Her friends should prepare eulogies and read them aloud when the hero or villain is eventually laid to rest.
3–5	Marked: The hero is Exhausted (see below) and permanently wounded. The GM and player can work together to determine the most likely injury based on the circumstances of his defeat, but it should result in a Major Hindrance such as One Arm, One Eye, or One Leg, or the loss of an Edge, a Trait step, or two Power Points worth of abilities. The injury may not be healed through normal means (restoration could occur as the result of some epic quest or being, however).
6–10	Exhausted: The character is Exhausted from the mental and physical trauma of his defeat. This Fatigue can only be restored after 1d6 days regardless of other powers or abilities.
Jack Queen	Fatigued: The character is Fatigued for 1d6 days from the mental and physical trauma of his defeat. This Fatigue can only be restored after 1d6 days regardless of other powers or abilities.
King	Down But Not Out: The hero picks himself up and carries on after the encounter is over.
Ace	Not Today: The hero retains his wounds but stabilizes and is no longer Incapacitated.
Joker	Transformed: The character “dies” (or perhaps disappears), and is Exhausted as above. When she returns,

however, she has changed in some drastic way. The player may completely reconfigure her Power Points, perhaps as a dark reflection of her former self, or even an “ascended” form depending on her nature or background.

POWER STUNTS

Creative heroes and villains often use their amazing abilities in unusual ways, such as using fire to cauterize a wound or building a temporary suit of armor from ice. These are called Power Stunts.

This effectively grants a hero a temporary use of any other power, as long as it makes sense as an extension of the original ability. A character with *super attribute (Strength)*, for example, could make a ranged *attack* with the Cone Template to represent slamming his hands together, or a character with *swinging* and a web trapping might use his webbing to create a parachute for three rounds of *flight*.

The cost is a Benny, which grants a one-use effect of any instant power (such as an attack), or three rounds of any passive power. The number of Power Points in the temporary power must be equal to or less than the original (including any Modifiers).

POWER TRICKS

When a power affects a target, either as an attack or a resisted effect, a hero may use any of the Power Tricks below by describing the action and taking a -2 penalty to the active skill (or the victim adds +2 to his resistance roll if there is no active roll on the part of the attacker, like *fear*). If successful, the power works as usual and the Trick chosen from the list below is triggered as well.

Any effect may be used at any time with a good rationale and the Game Master’s permission—a character doesn’t have to choose the same effect each time. Exactly how it works is a matter of description. Lower Defenses might mean encircling the target in smoky blackness via *energy control (darkness)* so that he can’t see incoming attacks. A radiation blast (ranged *attack*) might cause dizziness (Lower Trait for Agility) or weakness (Vigor). Or an *earthquake* might setup a villain for a follow-up ranged attack. It’s all in the description.

Delay: The victim must trade his current Action Card with the next character lower than him (he can’t trade with a character on Hold). If the victim already acted this round, the trade occurs on the following round unless the target gets the Joker (which negates the effect).

Lower Defenses: The target’s Parry is lowered by 2 until his next action. This is simply a different way to successfully perform the Trick maneuver (see *Savage Worlds*), so it does not stack with a regular Trick.

Lower Trait: One of the target’s attributes and all linked skills suffer a -2 penalty on his next action.

Setup: Allies get a +2 bonus against the victim until his next action.

Slow: The target’s Pace is halved on his next action.

SUPER STRENGTH

It’s often handy to know just how much characters with *super attribute (Strength)* can lift or how much damage the school bus causes when they bash it over someone’s head. The **Superhuman Strength Table** shows how much weight super strong heroes can lift while the **Heavy Weaponry Table** lists the damage of different types of objects by weight.

A villain with d12+7 Strength, for example, can lift up to 20 tons. If he picks up a tank (16 tons), he causes his Strength of d12+7, plus another d12+8 (or 2d12+15).

Characters with Brawny can multiply the numbers by 1.6 for the effects of that Edge. A hero may throw an item under his load limit with a Range of 3/6/12. Items less than half max weight can be thrown at 6/12/24.

Strength over the human maximum is on a different scale than the normal d4 through d12+2. The **Superhuman Strength Table** defines the Load Limits and Maximum Weight liftable for higher Strength values.

Heavy Weapons: Heavy weaponry damage adds to *attack, melee* if the character has the Stackable Modifier. With Str d12+4 and a 4d6 Stackable attack, a hero with a 200 pound boulder causes an amazing 2d12+4d6+5 damage.

SUPERHUMAN STRENGTH

Strength	Load Limit	Max Weight
d4	20	80
d6	30	120
d8	40	160
d10	50	200
d12	60	240
d12+1	100	400
d12+2	250	1000
d12+3	500	1 ton
d12+4	1000	2 tons
d12+5	2500	5 tons
d12+6	2.5 tons	10 tons
d12+7	5 tons	20 tons
d12+8	12.5 tons	50 tons
d12+9	25 tons	100 tons
d12+10	50 tons	200 tons
d12+11	125 tons	500 tons
d12+12	250 tons	1000 tons

HEAVY WEAPONRY

Heroes and villains can throw or bash their foes with heavy items, using the world around them as weapons. These items fall apart after only a few uses (GM's call), but can cause massive damage in the hands of a super powered brawler.

Note: Anything of 1000 pounds or more is generally considered a Heavy Weapon.

Example	Weight	Damage
Parking Meter	50	Str+d10
Large rock	100	Str+d12
Boulder	200	Str+d12+1
Lamp post	400	Str+d12+2
Large Tree	1000	Str+d12+3
Statue	1 ton	Str+d12+4
Car	2 tons	Str+d12+5
Truck	4 tons	Str+d12+6
City Bus	8 tons	Str+d12+7
Tank	16 tons	Str+d12+8
Double tonnage for each point of Strength above d12+8 (so d12+9 is 32 tons, etc).		

GEAR

All modern gear found in *Savage Worlds* can be found in most supers settings at standard prices. Some new gear is listed in this chapter as well.

The Game Master should decide what's available in her setting, perhaps drawing from other resources such as the *Savage Worlds Science Fiction Companion* for high tech gear, or even the *Savage Worlds Horror Companion* for a campaign centered around monstrous heroes and villains.

PERSONAL EQUIPMENT

Auto Grapnel: This pistol-gripped climbing device sports 80 yards of super-fine nylon line strong enough to support 400 lb of weight. Its spear-headed tip can be fired into rock-hard surfaces or wrapped around outcroppings where it attaches for a secure hold. Once the user is confident in the grapnel's hold, he can activate the winch action and hang on for the ride.

The auto grapnel has a range of 10/20/40, while the line itself is 100 yards long. The winch allows the wielder to be pulled along at a rate of 10" per round. (5 lb, \$600)

Binoculars: High-end binoculars provide magnification up to 500×, including a digital readout of distance and compass direction. A button press also provides low light or infravision (eliminating illumination penalties). Binoculars add +2 to vision-based Notice rolls to see things at a distance.

Boosters: Boosters are drugs, nanites, or other artificial enhancements typically given street names that reflect their effect. "Red Rage," for example, might be a red pill that enhances Strength. "Clarity" might be a protein-building nanite that improves Smarts for a short while.

Boosters increase one attribute two die types for five minutes. Effects are not cumulative.

When the drug wears off, the user must make an immediate Vigor roll. A raise means there is no additional effect, while success means the hero suffers a level of Fatigue. Failure incurs two levels of Fatigue and the hero must make a Spirit roll. If that roll is failed, the character becomes addicted. He gains the Habit (Major) Hindrance. This can be bought off by sacrificing an Advance and—in roleplaying terms—therapy, rehab, or some other cleansing process.

Fatigue incurred from boosters can cause death, and recovers at the rate of one level per hour.

Boosters are usually illegal or at least regulated in most settings.

Commlink: This covers any type of voice-activated communications device that can be worn on the ear, throat, or collar, or held in the hand. It has a range of one mile on its own, or can tap into broadcast channels such as cellular, satellite, or internet services for near-infinite range. (1 oz, \$100)

Laser Sight: Adds +1 to Shooting, but is not cumulative with a scope. (1 lb, \$50)

Nullifier Shackles: The bane of powered beings everywhere, nullifier shackles are a catch-all term for any sort of binding that negates the wearer's super powers. They have an innate Toughness of 14. (1 lb, \$6000)

Rebreather: A face mask and small oxygen tank provides two hours of breathable air. It also adds +2 to Vigor rolls made to resist gaseous toxins. (1 lb, \$250)

Rocket Packs: Rocket packs are backpack devices that allow users to hover or fly. Standard models are Pace 24, Climb 0, and use the Piloting skill. Fuel is expensive for the rocket packs, approximately \$50 per hour of flight (maximum five hours). (30 lb, \$25,000)

Scope: Scopes may be mounted on rifles or other long-arms. When using the Aim maneuver, the character adds an additional +2 to Shooting rolls against targets at Medium, Long, or Extreme Range (see below). For 3× the price, the scope also includes low light and night vision, which can activated as a free action and eliminates all illumination penalties.

In addition to the benefits above, scopes add +2 to Notice rolls made to view things at a distance. (1 lb, \$300)

Stealth Suit: These lightweight, cushioned, jet-black body suits add +2 to Stealth rolls. (5 lb, \$600)

EXTREME RANGE

Firearm ranges are intentionally kept short to best fit the table-top experience, but most firearms can fire much farther with a little effort.

A shooter who takes the Aim maneuver may sacrifice the +2 bonus to instead fire at Extreme Range (up to 4× a weapon's Long Range), at a -8 penalty.

Extreme Range may only be used with Shooting, not Throwing.

ARMOR

All armor types from the *Savage Worlds* core rules are available, plus the additions below. High tech supers campaigns might also include armor types from the *Science Fiction Companion* as well. Unless noted otherwise, characters benefit only from the highest armor value worn.

Body Armor: This lightweight material can be worn under normal clothing with little inconvenience. It adds +4 Armor and negates up to 4 points of AP from ballistic attacks (but not energy or melee). (4 lb, \$200)

Combat Armor: These suits include a full jumpsuit, helmet, load-bearing harness for a backpack or other gear, boots, and gloves. The vest (5 lb, \$300) and helmet (2 lb, \$100) may also be worn separately. Combat armor adds +6 Armor and negates up to 4 points of AP from ballistic attacks (but not energy or melee). (12 lb, \$800)

Riot Shield: Riot shields like those typically given to the police or paramilitary troops act as large shields (see *Savage Worlds*). Modern composite materials add +4 Armor versus ranged attacks instead of the +2 provided by those of earlier eras. (5 lb, \$150)

CLOSE COMBAT WEAPONS

All the close combat weapons listed in *Savage Worlds* are available in a supers campaign, and may be greatly enhanced by any one (and only one) of the upgrades below.

Power Packs: Most of the weapon enhancements require "power packs." They continually recharge using a combination of kinetic motion, ambient radiation, and even body heat, but can burn out. On a 1 on the Fighting die, the power pack burns out and the weapon has no power until it is replaced, requiring an action. Each power pack costs \$50 and weighs 1 pound. The weight of each enhancement below includes one attached power pack.

Modification

Weight Cost

Chain / Vibro Blade: Any bladed weapon, such as a sword or axe, can be fitted with a rotating chain of diamond-edged blades, or made to vibrate at extremely high frequencies. Chain or vibro blades are extremely loud, but add +1d6 damage and AP +2 to the weapon's basic statistics. Unpowered, the blade is a normal weapon of its type.	+2	\$500
Energy Weapon: A weapon with a blade of pure energy or high frequency vibration. It increases the weapon's damage by one die type and grants +4 AP in addition to any other special abilities of the base weapon. Energy weapons have no minimum Strength limitation and count as a Heavy Weapon. They are unusable when unpowered.	+1	\$500
Molecular Blade: Edged weapons such as daggers or swords can be given a monofilament, "molecular," or extremely thin edge, making them far sharper than usual. This gives the weapon +2 damage and adds half its damage die type in AP (+2 AP for a d4, +4 AP for a d8, and so on). Molecular blades require no power.	—	\$500
Power Weapon: The weapon contains a variable burst of energy that's released on impact. It adds +1d6 to the character's damage. With a raise on the attack roll, the character's damage is a d10 instead of a d6. Power weapons function as their base type when drained of energy.	+1	\$500
Stun Charge: Blunt weapons can be rigged to deliver a stunning charge of energy. After a target is hit by the weapon (including a Touch Attack), resolve damage. Then the victim must make a Vigor roll or fall prone and Incapacitated. At the start of each subsequent action, he makes a Vigor roll to revive. Success means he revives but is Shaken for the round and can recover on the next as usual. A raise means he revives instantly and is not Shaken. An unpowered stun weapon does normal damage.	+1	\$500

RANGED WEAPONS

Most ranged weapons listed in *Savage Worlds* should be available in a typical supers campaign. If the society or a particular foe is advanced enough, weapons from the *Science Fiction Companion* might be available as well.

Pulse Weapons

"Pulse blasters" are comic-book style energy weapons used by police, corporate, criminals, or supers. All versions can cause double damage by "focusing the charge" (a free action), but if a 1 is rolled on the Shooting die while doing so, the high tech weapon hits any **Innocent Bystanders** as usual (see *Savage Worlds*) then malfunctions and must be repaired (one hour, Repair -2) or replaced. All may cause lethal or nonlethal damage.

	Range	Damage	RoF	Shots	Min Str	Weight	Cost
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Pistol	10/20/40	2d6	1	24	—	2	\$500
Notes: AP 2. Power packs cost \$20 and weigh .25 pounds each.							
SMG	10/20/40	2d6	3	24	—	2	\$1000
Notes: AP 2. Power packs cost \$20 and weigh .25 pounds each.							
Rifle	20/40/80	3d6	1	24	d6	6	\$1500
Notes: AP 4, Heavy Weapon. Power packs cost \$30 and weigh .5 pounds each.							
Pulse Gatling	20/40/80	3d6	3	48	d6	12	\$100K
Notes: AP 4, Heavy Weapon, Snapfire. Power packs cost \$50 and weigh 1 pound each.							
Pulse Cannon	100/200/400	3d10	3	24	d6	200	\$500K
Notes: Full-auto (but ignore recoil penalties when mounted), AP 10, Heavy Weapon. Power packs cost \$20 and weigh .25 pounds each. Additional power cores cost \$500 and weigh 10 pounds.							

Special Weapons

	Range	Damage	RoF	Shots	Min Str	Weight	Cost
Foam Thrower	10/20/40	Special	1	6	—	400	\$2000
Notes: This riot-control and containment weapon fills an area equal to a Small Burst Template with quick-hardening foam. Anyone caught in the area of effect must make an Agility roll versus the Shooting result or be caught. The foam is permanent until a solvent is applied or it suffers one wound (Toughness 10, blunt or cutting attacks only). For two shots (charges) per attack, the area affected is a Medium Burst Template, and for three shots it's a Large Burst Template.							
Net Gun	5/10/20	Special	1	1	d6	10	\$500
Notes: Fires a super-strong, lightweight net. With a successful hit, the target is entangled. He suffers -2 to all actions and cannot move. He may try to break free with an Agility or Strength roll at -2. The net is Toughness 10, cutting attacks only.							
Nullifier Gun	12/24/48	Special	1	4	—	5	\$1M
Notes: Typically given to paramilitary forces who must deal with super beings, this weapon fires a ray or projectile that temporarily renders super powers inert. When hit, a target must make a Vigor roll or lose all super powers for 1d6 rounds.							
Stun Gun	5/10/20	—	1	12	—	1	\$300
Notes: When a target is hit, he must make a Vigor roll or be stunned. Failure means he's Incapacitated. At the start of each subsequent action, he makes a Vigor roll to							

revive. Success means he revives but is Shaken for the round and can recover on the next as usual. A raise means he revives instantly and is not Shaken.

SPECIAL AMMUNITION

Police forces, vigilantes, and villains have a few additional options when it comes to ammunition for their weapons.

Type	Weight	Cost	Notes
Meta-Stoppers	1/5	x20	Heavy Weapon.
Notes: Meta-Stoppers are high tech rounds designed to take down super powered beings. Exactly what they're made of depends on the campaign, though most have cores of advanced metals augmented by "super science." They make any round a Heavy Weapon. Meta-Stoppers can be bought for any conventional ammo type (including arrows and quarrels) at 20 times the regular cost.			
Rubber Bullets	—	—	Nonlethal damage.
Notes: Rubber or "mercy" bullets allow a firearm to cause nonlethal damage. They lose all AP bonuses, and have the same weight and cost as the weapon's normal rounds.			

VEHICLES

For an extensive list of modern vehicles, see *Savage Worlds* or the *Science Fiction Companion*.

Armored Personnel Carrier

This is a typical troop transport for comic book militaries or evil super groups. It has a driver and two gunners, and can accommodate up to 12 additional passengers.

Acc/TS: 5/15; Toughness: 36/30/24 (23/17/11); Crew: 16; Cost: \$435K

Notes: Amphibious, Heavy Armor, Sensor Suite, Sloped Armor, Targeting System

Weapons:

2x Pulse Gatling: Range 20/40/80, Damage 3d6, RoF 3, AP 4, HW.

Assault Tank

A tank typical of a comic book military or evil super group.

Acc/TS: 5/10; Toughness: 57/45/33 (42/28/18); Crew: 4; Cost: \$2M

Notes: Heavy Armor, Sensor Suite, Tracked

Weapons:

Pulse Cannon: Range 100/200/400, Damage 3d10, RoF 3, AP 10. 4x extra power cores.

2x Pulse Gatling: Range 20/40/80, Damage 3d6, RoF 3, AP 4, HW. 4x extra power packs each.

Mini-Sub

Atlanteans or para-military groups might use these fast-moving underwater vessels to carry troops, sabotage shipping, or wage war. This version has a pulse Gatling for surface work, torpedo tubes with 8 torpedoes, and room for up to 8 passengers in addition to the pilot and gunner.

Acc/TS: 5/10; Toughness: 27(16); Crew: 2+8; Cost: \$617K

Notes: Heavy Armor, Sensor Suite, Targeting System

Weapons:

Pulse Gatling (when surfaced): Range 20/40/80, Damage 3d6, RoF 3, AP 4, HW. 4× extra power packs.

8×Torpedoes: Range 150/300/600, Damage 4d10, RoF 1, AP 40.

Team Transport Repulsorlift

Any good super team must have the means to respond to local threats quickly. This fast, light, and maneuverable transport carries up to eight heroes with 3000 cubic feet for cargo.

Acc/TS: 50/140; Toughness: 24(15), **Crew:** 1+7; Cost: \$98K

Notes: Anti-grav, Climb 2. (The vehicle flies using “repulsorlift” tech such as anti-gravity or hyper-efficient thrusters.)

Weapons: None

VEHICLE NOTES

Sensor Suite: Various sensors negate illumination penalties and add +2 to Notice rolls made to detect targets up to a range of 500 yards.

Targeting System: An integrated system connects to the vehicle’s weapons to compensate for movement, range, and the like. This negates up to four points of Shooting penalties when firing the vehicle’s weapons.

POWERS

On the following pages are dozens of powers for daring heroes and nefarious villains, along with Modifiers that allow even further customization. Here's how to read and use them:

Cost: The price of each power is listed in parentheses after its name. A "level" means each time the power is taken. Taking *super attribute* five times, for example, means the hero has five levels in it.

Trappings: These are suggestions for what a power might look like or how it's acquired. Most have no specific game effects, but a Trapping like Fire still has a chance to ignite flammable objects (see *Savage Worlds*). Other effects may occur in particular situations if the Game Master decides it's so.

Power Modifiers: Negative power Modifiers like **Requires Activation** limit a power, reducing both its cost and utility every time the power is used. All powers cost a minimum of 1 Power Point regardless of Modifiers.

Positive power Modifiers add to a power and provide greater flexibility. These Modifiers are optional every time the power is used—you're never required to use them.

Activation

Most passive powers don't require a skill roll to activate; they're always on. Active powers, such as *attack*, *ranged*, require a Shooting or Throwing roll and grant bonus damage for a raise as normal. Powers may also be used in the same round as a standard multi-action.

Touch Attacks: Any power that works via a Touch Attack also affects a target via a successful unarmed attack, *attack, melee*, or a weapon attack if the power is built into a weapon using the Device Modifier.

Apply damage first, then resolve the power as usual. If the power can only work with a specific melee attack, see **Contingent** (page 18).

See **Projectile** and **Range** (pages 18–19) to make these powers work at distance.

GENERIC MODIFIERS

Most powers have specific Modifiers that expand or narrow their usage in exchange for a higher or lower cost, but there are a few Modifiers that apply to many abilities.

Modifiers may be combined. *Stun* might be Contingent on a *ranged attack* with a high tech pistol (a Device), for example.

Modifiers may never take a power's cost below 1.

Contingent [-1/-2]

A Contingent power is triggered on the activation or success of another "primary" power.

For -1 point, the Contingent power is only triggered when the primary power is activated. If *toughness* is linked to *altered form*, for example, the character cannot use *toughness* without changing her form.

For -2 points, the Contingent power is activated only with the *success* of the primary power. Super Vigor might activate only after a villain successfully uses *decay* on a foe, for example.

In either case, if the primary power is deactivated or negated, all Contingent powers are as well. Permanent abilities that are always on, such as *ageless*, cannot be Contingent.

Device [-1/-2]

If the powers are derived from a wearable item that's hard for a foe to remove, such as a suit of armor, mask, helm, or mystical wristband, reduce the cost by 1.

If the item is hand-held and thus can be dropped or disarmed—such as a magic staff or firearm—reduce the cost by 2.

Note that unless it says otherwise, a power purchased as an item never works for other characters no matter what they're called or appear to be.

Limitation [-1/-2]

Some powers only work in certain situations, or on certain types of targets. A Minor Limitation, such as only being able to use *animal control* on mammals, reduces the power's cost by 1. A Major Limitation, such as only being able to control aquatic creatures, reduces the cost by 2.

Limitations can also be used for powers that prohibit the use of others that would normally be allowed. For example, a character who cannot fly while his *armor* is activated has a Minor Limitation. If his *flight* renders all his powers inoperative, a Major Limitation might be in order depending on how many other powers he has.

The nature of the campaign should also be taken into account. If a hero's attacks can't affect anyone wearing the color green, for example, it's likely Minor. If the main foes of the campaign wear green, however, it's a Major Limitation.

Projectile [+1]

This Modifier can be used with any Touch Attack power, such as *copycat*, *decay*, *ensnare*, *fear*, *infection*, *paralysis*, or *poison*.

Projectile ties this power to one of the hero's *ranged attack* powers. A successful hit with the *ranged attack* activates the linked power in place of its damage. Resolve the linked power from there.

For example, Arrowhead has a tangle arrow (*ensnare*) tied to his bow's *ranged attack*. When he fires the tangle arrow and hits his target, he resolves *ensnare* rather than rolling damage.

Note that Projectile is either/or—the attacker must decide before he fires whether he's causing damage as usual or using the Projectile.

Ranged Touch Attack [+2]

This Modifier can be applied to any power that requires a Touch Attack. When taken, the character can use the power at a range of 12". The Touch Attack is replaced by a straight Fighting roll if the trapping summons some sort of force or material at the spot of the attack (like grasping hands, swirling spirits, or poisonous fauna).

The Touch attack is replaced by Shooting or Throwing if the trapping involves firing or hurling some sort of missile such as spitting venom, tossing a grenade, or firing beams from one's hand or eyes.

Requires Activation [-1]

Passive powers such as *armor* or *absorption* are considered a hero's natural state and are always on. With this Modifier, the hero must first activate the power as a free action. If taken by surprise, for example, the power isn't active and has no effect.

This reduces the cost of the power by 1.

Requires Activation has no effect on active powers, such as *flight* or attacks, since those require actions to perform already (whether a roll is required or not).

Once activated, the power remains in effect until the hero decides to drop it. The power also deactivates if the character is Incapacitated, knocked unconscious, or otherwise cannot consciously maintain it.

Slow to Activate [-1]

The hero must charge up a power before it can be used. This requires a full action during which he may do nothing else besides free actions. If the power is normally always active, he should take **Requires Activation** as well.

Once activated, the power remains on until the super wishes to deactivate it. This might mean taking off a suit, calming down, or transforming back into human form, for example.

If all a hero's powers are Slow to Activate, he should use **Gimmick** instead (see page 5).

Switchable (+2)

This Modifier allows a character to switch between different powers or sets of powers.

Create each power independently. The most expensive is the "primary" power. Add +2 points for each additional power (or set) it can switch to.

The alternate power sets may be created with as many Power Points as the primary (not counting the Switchable Modifier). These points aren't actually spent and don't subtract from the hero's overall Power Points—they're just an alternate use of the same points.

Switching between powers or sets is a free action, but can only be done once per round.

Switchable powers can't use the Requires Activation Modifier, but Slow to Activate may be taken for the primary.

Example: Psi-Clops has a basic ranged attack worth 8 points (5d6 damage). He pays the Switchable Modifier on that power for 2 extra points. He can create a secondary ability up to the attack's base points (8), and switch to it as a free action. He decides to create an armor piercing version of the same ability—3d6 damage, AP 8 (8 points). This doesn't cost him 8 points—it reallocates the original 8 points at the cost of a round's delay in combat.

Example: The Archaeologist draws on ancient artifacts for her powers. She has the Arrow of Artemis, the Hammer of Thor, and Ankh of Isis.

The Hammer grants a 10 point melee attack. The Archaeologist makes that her primary power and adds 4 more points to cover the Arrow and the Ankh.

She creates a 10 point ranged attack for the Arrow, and a 10 point healing power for the Ankh.

She can switch between them each round, perhaps uttering ancient summons and incantations to please the relics' namesakes.

The Archaeologist has 45 Power Points total (her Campaign Level is Four Color). These three Switchable powers cost only 14 of her 45 total points (just under her Power Limit of 15), leaving her 31 points for other abilities. She can't use all the abilities at once, but she has access to many more powers because she's made them Switchable.

POWER TYPES

Powers like *energy* or *matter control* require the player to choose a particular type of energy or matter the power uses or affects. These are called "Power Types," and the usual categories you can choose from are listed below. Players and Game Masters may also add any additional types as needed for particular characters.

Energy: Cold, Darkness, Electricity, Fire/Heat, Kinetic, Light, Magnetism, Mental, Radiation, Sound, Wind.

Matter: Air, Biological (Animal/Human tissue), Earth/Stone, Force or Solid Light, Metal, Plant, Water.

Power Tricks & Trappings

Different types of energy and matter don't have specific effects (as they have in previous editions of this book). This lets you imagine a *wider* variety of effects using the Power Tricks on page 10. When using these as extensions of your power's Trapping or Power Type, think of the *effect* you want rather than "what radiation should do."

Using *matter control* (Biological) to manipulate insects, for example, might distract a foe to reduce his Parry (Lower Defenses), aggravate him and reduce his Smarts (Lower Trait), hinder his actions with a buzzing swarm (Delay), or set him up for an ally's attack (Setup). Best of all, this can be determined on the fly rather than locked into a power via a specific and inflexible effect.

Even the same narrative might produce different results. Imagine a cold-based power that creates a patch of slippery ice. It could reduce an opponent's Agility as he tries to keep his balance (Lower Trait), Slow his Pace to half, Delay him, or lower his resistance so that the next attack has additional effect (Setup).

POWERS

Absorption (2)

Trappings: Waves of energy, body of reflected matter, magic.

The character can absorb, negate, or even channel a specific kind of matter or energy.

Choose one type of matter or energy from the **Power Types** (page 21). The character makes a Vigor roll when wounded by that energy type. Each success and raise eliminates a wound. (Though it works the same, this is not a Soak roll.)

Modifiers

Matter / Energy Master (+5): The character can absorb all types of matter or energy (pick one, or both if it's taken twice).

He still absorbs one specific type as above, but may absorb other types with a Vigor roll at -2.

Reflection (+4): Damage is directed back toward the source, as long as the source is within the character's line of sight.

Every wound absorbed causes a wound to the original attacker.

Transference (+2): Each wound negated increases Strength or Vigor one step for the next five rounds.

Ageless (1)

The hero isn't affected by the aging process, or powers or effects that reference aging.

Modifiers

Very Old (+1): The character is already quite old, increasing his life experiences so that he adds +2 to most Common Knowledge rolls. Additional points in skills are recommended but not required.

Altered Form (3)

Trappings: Body composed of a particular matter or energy, elasticity, stretching.

The hero has a morphable body of a particular type of energy or matter, chosen from the **Power Types** (page 21). This is his normal, full-time state—take Requires Activation if he's normally human and must shift into his *altered form*.

The hero can stretch or contort his body into basic shapes, raising or lowering his effective Size by 3. This isn't actual mass, however, so he doesn't gain or lose Toughness.

Altered heroes have no vital organs (or they're very resistant, protected, or hidden). Called shots have no effect on them. They also take only half damage from falling or collisions, both of which can only Incapacitate—not kill them.

Modifiers

Grapple (+1): A hero with a matter Power Type can easily entwine his limbs around foes, granting him +2 to Grapple attacks.

Reach (+1/Level): The super can stretch his limbs, granting +1 Reach per level in this Modifier.

Replenish (+3): If the hero contacts an identical, substantial, and inanimate source of his Power Type, he may spend an action to make a Vigor roll. A success heals a wound, or two with a raise.

Viscous (+1): The morpher can flatten, ooze, or otherwise push herself through all but hermetically sealed openings. The amount of time this takes is up to the Game Master, the diameter of the opening, and the material the character is composed of.

Animal Control (2/Level)

Trappings: Jungle folk, animal characteristics, high tech devices, charms.

The hero has the ability to mentally control and communicate with natural animals up to one mile distant.

The character can control a number of creatures equal to his level in this ability. Two creatures with a Size of -3 or -2 count as one, and a creature of Size -1 or 0 counts as one. Larger creatures count as one plus their Size. A lion (Size +2) counts as three creatures, for example, while a rhino (Size +4), counts as 5.

Rats, insects, and smaller creatures may be controlled as swarms. Medium-sized swarms can split, use a Medium Burst Template, and count as two creatures. Small swarms (Small Burst Template, cannot split) count as 1.

The character can communicate with the animals under his command, but the beasts are ruled by instinct and tend to have very short memories. They might remember that “two-legs” passed by their home recently, but wouldn’t likely recall any significant details about them.

Hostile Animals: If a beast (or swarm) is already enraged, the controller must make an opposed Spirit roll to control it (at -2 if it’s already engaged in combat). This requires an action.

Modifiers

Animal Companion (Special): The animal(s) is a unique creature and a Wild Card. The cost is twice the normal base cost to control it. If the creature is slain, a replacement can be found or trained in 1d6 game sessions—or as the result of an adventure or quest designed by the GM.

Summonable (+4): The animal(s) can be summoned (including replacements) and dispelled as an action. The creatures appear within 12” of the hero.

Super Powers (Variable): Add Power Points at normal cost to create animals with super powers.

Telepathic Link (+1): The super can talk with animals via telepathy. They understand his basic instructions, and he can read their primary emotions.

Aquatic (2)

Trappings: Atlantean heritage, amphibious, sealed systems, gadgets.

The character is native to and can breathe in water. He doesn’t have to make Swimming rolls to avoid drowning when in water and adds +2 to all Swimming rolls. While in the water, his Pace equals his Swimming skill.

Armor (1/Level)

Trappings: Body armor, hardened skin, a shell, powered suits.

Your character gains 2 points of *armor* each time this power is purchased, to a maximum of 10 levels (+20 *armor*). This could represent mystical armor, power armor, or some other source of protection.

Armor covers the entire body and protects against all attacks, including area effect attacks. The power does not stack with regular armor, such as chain mail or Kevlar. The character takes the highest value instead.

Modifiers

Hardy (+3): The character is so tough only the most serious damage can harm him. If he is Shaken, additional Shaken results have no effect.

Heavy Armor (+4): The *armor* is considered Heavy Armor, and can only be damaged by Heavy Weapons.

Partial Protection (-1/-2): Gaps in protection allow the *armor* to be bypassed. For -1 point it requires a Called Shot at -6; for -2 points the armor only covers the torso and Called Shots bypass it at -2. Area effect attacks bypass the *armor* as usual.

Attack, Melee (2/Level)

Trappings: Claws, rock hard fists, summoned energy weapon, “super” martial arts.

Your character has a powerful melee attack that applies to one Fighting roll per round. Each level adds +1d6 to unarmed attack damage, to a maximum of +5d6. A fighter with a d8 Strength, for example, causes d8+1d6 unarmed damage with one level in this ability.

The power does not stack with hand weapons.

Attacks can switch between lethal and nonlethal freely.

Modifiers

Armor Piercing (+1): Every point put into this Modifier gives the attack an AP value of 2, allowing it to bypass that many points of *armor*.

Focus (+3): By taking no other actions (including movement), the super may bypass and ignore the Armor of inanimate objects and vehicles (not people or the armor they wear). If a super with this ability attacks a tank with a Toughness of 77 (60), for example, he ignores the 60 points of Armor and attacks its base Toughness of 17.

Heavy Weapon (+1): The attack counts as a Heavy Weapon.

Lethal (-1): The supers' attacks are inherently deadly. He can attempt a nonlethal attack but suffers the standard -1 penalty to the attack roll.

Multiple Attacks (+2): The power's damage may be applied to all Fighting rolls made in a round.

One Arm (-1): The character's melee attack can only be performed with one arm (or limb). It can be used with Frenzy or Sweep, but not off-hand attacks or multiple attacks granted by other powers.

Reach (+1): Your hero's natural attacks have a Reach of 1". This Modifier may be purchased multiple times to further extend his reach.

Stackable (+2): Your hero's damage may be stacked with hand weapons. A super with a great sword (Str+d10 damage) and one level in *attack, melee*, for instance, does Str+d10+1d6 points of damage.

Attack, Ranged (2/Level)

Trappings: Bolts, blasts, fire, water, high tech guns.

The super has an attack with a Range of 12/24/48. Damage is 2d6 at the first level, and increases by 1d6 per level to a maximum of 6d6.

Modifiers

Area Effect (+2/+4): For 2 points, the attack affects an area the size of a Medium Burst Template. For 4 points the hero may use either a Medium or a Large Burst Template.

Armor Piercing (+1): Every point put into this Modifier gives the attack an AP value of 2, allowing it to bypass that many points of armor.

Cone (+0/+1): For no points, the attack must use the Cone Template (extending out from the super). Targets may avoid the attack with an opposed Agility versus Shooting test. For 1 point, the attack can switch between the Cone Template and other uses as usual.

Enhanced Damage (+4): For +4 points, the attack uses d10s for damage.

Focus (+3): By taking no other actions (including movement), the super may bypass and ignore the Armor of inanimate objects and vehicles (not people or the armor they wear). If a super with this ability attacks a tank with a Toughness of 77 (60), for example, he ignores the 60 points of Armor and attacks its base Toughness of 17.

Heavy Weapon (+1): The attack counts as a Heavy Weapon.

Lethal (-1): The supers' attacks are inherently deadly. He can attempt a nonlethal attack but suffers the standard -1 penalty to the attack roll, and damage is reduced a die type.

Range (+2/+4): The Range increases to 24/48/96, or 50/100/200 for 4 points.

Rate of Fire (+3/Extra Shot): The hero can fire an extra missile each action, up to a maximum Rate of Fire of 5. There is no penalty for these extra attacks.

Requires Material (-1/-2): The character attacks by hurling, throwing, or manipulating matter of some sort. If the material isn't within Short range, he cannot use this power. For -2 points, the hero must be in contact with appropriate matter to make his attack.

Awareness (-3/+5)

Trappings: Radar, sonar, Zen training.

Your hero ignores any and all obscurement penalties (darkness, fog, *invisibility*, etc). Cover penalties for solid objects still apply normally.

For 5 points, the character can sense all around him, negating all attackers' Gang Up bonus against him.

Broadcast (2)

Trappings: High tech devices, machine men, big braces.

The hero can tap into radio and television broadcasts as long as there's a connection to the network within one mile. Connecting to an encrypted transmission requires a Smarts roll at -2.

Modifiers

Manipulation (+2/+4): The character can also manipulate sounds and images. For +2 points, he can transmit any audio or video exactly as it appears. He may also transmit his own voice without speaking. For 4 points, he can create electronic images or sounds, mimicking popular news anchors, pop stars, or super heroes as long as he has studied that person before.

One Channel (-1): The character can only tap into (or manipulate if that Modifier is taken) one channel at a time. He must make a Smarts roll to connect to the desired channel (at -4 if encrypted).

Range (+1): The hero can tap into networks up to 100 miles distant.

Burrowing (2)

Trappings: Earth control, transform to sand.

Burrowing characters can tunnel through earth at half Pace (and may "run" as well).

A *burrowing* character may tunnel on her action and erupt from the ground at any point within her *burrowing* Pace the same round if desired. Earth typically acts as Heavy Armor, Toughness 10, and if the burrower remains near enough to attack, requires a Notice roll at -6 to detect.

Burrowers strike by erupting from beneath their opponents and taking them by surprise. When this occurs, the *burrowing* character makes an opposed Stealth roll versus the target's Notice. If the burrower wins, she gains +2 to attack and damage that round, +4 if she gains a raise. If the target wins and was on Hold, he may attack just as the burrower erupts from the ground.

Solid rock, metal, and other hard substances stop the tunneler cold.

Modifiers

Pace (+1): The digger can tunnel through rock, metal, and other hard substances at his full Pace.

Chameleon (3)

Trappings: Malleable form, illusion-ary appearance.

This power allows the character to assume the appearance of another being or animal. The character cannot emulate someone more than two Size levels different from himself.

Someone familiar with the original target gets a Notice roll at -2 to detect that something is off (but even then only after short range interaction). Clever roleplaying and intimate questions might also see through the disguise as well.

Chameleons do not gain any of the target's abilities or Traits—only his appearance. A *chameleon* with the *copycat* super power can be very convincing!

Modifiers:

Inanimate Object (+3): The character can assume the shape of inanimate objects. The form assumed cannot vary from the character's size by more than 50%.

Voice (+2): Your *chameleon* can emulate voices as well. The mimicry is perfect enough to fool voice identification devices.

Combined with an assumed form, this Modifier increases the Notice roll allowed to detect the *chameleon* to -4.

Construct (8)

Trappings: A robot, cyborg, mass of wires.

This character is a living automaton, cyborg, robot, statue, or android. Most are products of alien technology, weird science, or the supernatural. Player character *constructs* have emotions and can feel fear. Their emotions are often complex, however, and many quest for “true life.”

Constructs add +2 when attempting to recover from being Shaken, don't need to breathe, and are immune to disease and poison. Wild Card constructs ignore one point of wound penalties as well—they may not feel pain but they're still affected by the damage.

Constructs do not heal wounds normally, and cannot recover wounds from the Healing skill or power. Repair is used instead. Each Repair roll requires tools and spare parts (-2 modifier without tools, another -2 without spare parts) and 1d6 hours work.

Copycat (1/Level)

Trappings: Natural, adaptive physiology, fast learner, prodigy.

This power allows the character to mimic any one other super power of a character she hits with a successful Touch Attack. The maximum point value of the power is equal to her level in this power. The power copied must be identical to the original in all ways, including all Modifiers and trappings.

Copycat cannot mimic powers from devices or the *invent* and *super sorcery* powers (nor powers duplicated by them).

Copied powers last for one hour.

Modifiers

Range (+2): The mimic can copy powers from anyone she sees in action (GM's call, but usually at least a couple of rounds of fighting and the use of the power to be copied)—but must make a Smarts roll at -4 as an action to do so. (Roll once for all powers with the Versatility Modifier.)

Devices (+2): The power can copy device effects as well, usually by creating a similar item somehow—from metal, magic, or even tangible illusions. The character can also mimic powers gained through *invent* but not the *invent* power itself.

Duration (+3): The power is retained until a new one is copied.

Magician (+2): The character can copy *super sorcery* powers.

Nemesis (+1): The power has the opposite Trapping as the target, if it exists. The GM has final say over the new Trapping but should give preference to one representing a weakness or vulnerability of the target.

Overly Accurate (-2): In addition to copied powers, the character also gains any physical Hindrances of the target as well. This includes any Hindrances that directly affect power use (such as the Gimmick Hindrance).

Uncontrolled (-2): The character automatically mimics the powers of any person she touches (or who touches her), and contact with a character with no powers removes all copied powers.

Versatility (+1/+2): For +1 point, the character may copy multiple powers of a single target as long as the total cost is not greater than her level in this power. For 2 points, the character can copy multiple powers of different targets, choosing which powers she wants to keep and which to drop (as long as the total points don't exceed her level in *copycat*).

Damage Field (3/Level)

Trappings: Fiery aura, radiation, cold, spikes.

This power creates a dangerous aura or field of some kind around the character. Choose a **Power Type** from the table on page 21.

The damage field must be activated (a free action). Once on, it remains that way until the character decides to shut it down or is Incapacitated.

At the end of the character's movement in a round, every adjacent character suffers 2d6 damage, plus a d6 per level in the power (to a maximum of 6d6). *Damage field* does not cause damage to those the character passes during his movement.

Modifiers

Armor Piercing (+1): Every point put into this Modifier gives the attack an AP value of 2.

Heavy Weapon (+1): The damage counts as a Heavy Weapon.

Medium Template (+3): Everyone within a Medium Burst Template centered on the character suffers the damage.

Permanent (-2): The character can't turn his damage field, even if he wants to!

Selective (+2): The character can control who is affected by her power.

Danger Sense (2)

Trappings: ESP, premonitions, uncanny senses.

The character detects and senses danger. He gets a Notice roll to detect hidden dangers, and on a raise starts the first round of an ambush or surprise attack on Hold. (This is a superior version of the Danger Sense Edge and doesn't stack with it.)

Decay (4)

Trappings: Rust, corrosion, rot, acid.

This truly terrible power destroys matter. Each full round spent in contact with a substance destroys 10 pounds of matter.

Harming living beings requires a Touch Attack. If successful, victims must make a Vigor roll or suffer a wound. Extremely thick clothing (up to Armor +1) absorbs a wound the first time the character is hit (unless circumvented via a Called Shot), and Armor +2 or more absorbs two. After that, the clothing or armor is effectively ruined.

Modifiers

Midas Touch (-2): The character can't turn off his power. Everything he touches (except himself) with his bare hands begins to *decay*.

Rapid Decay (+2): Each time this Modifier is chosen, the amount of matter destroyed in a round doubles. It has no additional effect on living beings.

Strong (+1): Vigor rolls are made at -2.

Deflection (1/Level)

Trappings: Swirling winds, mystic shields, fast reactions, "sixth sense."

This handy power deflects incoming attacks. Each level applies a -1 penalty to all ranged attack rolls made against the character. The maximum penalty is -10.

Deflection does not stack with penalties from other powers (use only the highest if a character has more than one power-based attack penalty).

Modifiers

Protector (+1/+2): For 1 point, the character can apply his *deflection* power to one person adjacent to him as a free action.

He loses the benefit of the power while he does so. For 2 points, the character can divide his levels of *deflection* between himself and all adjacent characters as a free action.

Doesn't Breathe (2)

Trappings: Alien life forms, elementals, immortals.

The super doesn't breathe. She isn't affected by inhaled toxins, can't drown, and doesn't suffocate in vacuum (this doesn't protect her from the cold of a vacuum, however—see *resistance* for that).

Doesn't Eat (1)

Trappings: Immortals, dimensional being.

The being doesn't need sustenance of any kind and ignores the effects of Hunger (see **Hazards** in *Savage Worlds*). Hunger may not necessarily mean human food.

A robot who needs occasional energy or a zombie who needs occasional meat still "eats." A vampire might have *doesn't eat* and still have the Dependency Hindrance for blood. In that case it ignores typical Vigor rolls for hunger but must deal with the more dire effects of Dependency.

Doesn't Sleep (1/2)

Trappings: Predatory senses, advanced beings.

The super needs half the normal amount of sleep as humans. For two points, she never sleeps. This can be particularly useful when far from the concrete jungle and in a *real* one.

Duplication (3/Level)

Trappings: Dimensional twin, homunculus, illusions, future selves.

Characters possessing this ability can create copies of themselves as an action. Each level allows for an additional "clone." The copies don't have the *duplication* power, or any power used to gain it such as *copycat*, *invent*, or *super sorcery*. The copies created are Extras even if the "parent" is a Wild Card and are completely under the creator's control.

Duplicates are always slightly off. Perhaps they don't sweat, don't cast shadows, or have some other "defect." Those who make a Notice roll at -2 can determine if a particular dupe is the real character or not. Note that foes don't instantly spot the original—they simply can tell whether or not a particular dupe is real or not.

The duplicates may be dispelled at the super's whim and automatically vanish if the "original" is Incapacitated.

Modifiers

No Tell (+1): Duplicates look more like the original. Notice rolls are made at -4 to tell a duplicate from the original.

Promotion (+2): If the original character is killed while a duplicate survives, the duplicate becomes the new Wild Card "parent" but cannot use his *duplication* power for 1d6 days.

Earthquake (2)

Trappings: Tremors, sonic vibrations, hi-tech "thumpers."

Earthquake allows a character to create a small rend in the earth that can stun and entrap foes. The crack is a shallow (two feet deep or so) crevice which races 12" from the super in a straight line. Every target in the line of attack must make an Agility roll or be Shaken. Those who are Shaken are stuck in the crack and cannot move until they become unshaken.

Modifiers

Depth (+3): The trench is much deeper—up to 5" (10 yards). Those who fall in suffer 3d6+3 damage.

Earthshake (+3): The character can also cause a circle of earth to tremble and shake. The size of the tremor is equal to a Large Burst Template, positioned up to 24" distant from the creator. All those within must make an Agility roll or be Shaken. Normal buildings within the area of effect generally suffer significant damage. Hardened buildings suffer minor damage at best, but might be breached if the power is repeated for several minutes.

Trigger (+1): If this power is used at the heart of a fault-line, such as deep within the earth at a tectonic plate, and the character has this Modifier, the results can be catastrophic. Roll a d6 when this is attempted (no more than once per game week). On a 6, a real earthquake is triggered. The size of the earthquake and its extent depends on the fault line, but is generally a d4+3 in intensity on the Richter scale and affects a d20 x 10 mile radius from the epicenter.

Elasticity-See Altered Form

Energy Control (5)

Trappings: Body of energy, devices, magic.

Energy control allows a super to manipulate any one form of energy chosen from the **Power Types** (page 21).

The controller can manipulate enough energy to fill a Medium Burst Template up to 12" distant. As a free action, he can perform and maintain minor effects appropriate to his power type—summoning a cool breeze, lighting or extinguishing a small fire, providing light in darkness, and so on.

More intense *energy control* effects are divided into Control, Damage, and Nullify.

Control: With a Smarts roll and an action, the controller can drain oxygen, increase or decrease the temperature, summon darkness or intense light, or otherwise make the environment within his zone of control distracting or extremely uncomfortable. This inflicts a –2 penalty to Trait rolls within the area of effect until his next action (–4 with a raise). This is a more intense version of the **Lower Trait Power Trick** (page 10), and doesn't stack.

Damage: *Energy control* can be used to injure targets by striking them with force, surrounding them with dangerous energy, dehydrating their bodies, and so on. The controller may use an action to make a Spirit roll. If successful, everyone within the area of effect suffers 2d6 damage. (For a more powerful attack, take the *attack, ranged power* separately.)

Nullify: With a Spirit roll and an action, the controller can completely contain or otherwise negate the selected energy type in a Medium Burst Template. Extremely intense sources of energy might inflict a –2 or –4 penalty as determined by the Game Master. If the roll is successful, the energy causes no harm to those inside. Direct attacks of the same type that enter or occur within the protected area do half damage (round down).

Modifiers

Area Effect (+2): The power affects everything in a Large Burst Template instead of a Medium.

Master (+5): The controller may affect all forms of energy, but only one type at once.

Range (+2): The controller's range is extended to 24".

Selective (+2): Without this Modifier, *Energy control* affects everything within. With it, the controller decides who gains the protection, gets hit, etc.

Ensnare (3)

Trappings: Glue bomb, vines, electrical net, handcuffs, spider webs, sorcerous bindings.

This power allows the super to restrain his target with some sort of binding material, such as energy, ropes, vines, or webbing.

Ensnaring a victim is a Fighting roll against an adjacent foe. If the attack is successful, the victim is bound and suffers a –2 penalty to Pace and skills linked to Agility and Strength until freed. With a raise, the binding fully restrains the target, who cannot make any physical action except to try and break free.

In either case, the target may make a Strength or Agility roll at –2 to escape. A raise allows the victim to break free and act in the same round.

Modifiers

Area Effect (+2/+4): For 2 points, the snare affects everyone in a Medium Burst Template. For 4 points the hero may use either a Medium or a Large Burst Template.

Very Strong (+2): The binding material is very tough. Those caught by it make their Strength or Agility rolls at –4 to escape.

Explode (2/Level)

Trappings: Bombs, radioactive form, gathering energy.

Your character has the unusual ability to *explode!* His own body is either unaffected or reforms immediately afterwards.

The hero must first “prime” himself by standing still and taking no other actions for one round. At the beginning of his next action, he explodes for 2d8 damage, plus a d8 per level (to a maximum of 6d8) in a Medium Burst Template.

Modifiers

Fatigued (-2): The character is Fatigued after exploding (four hours to recover; can cause Incapacitation but not death).

Heavy Weapon (+1): The damage counts as a Heavy Weapon.

Large Template (+1): Explode uses the Large Burst Template instead of the Medium Burst Template.

Extra Actions (3/Level)

Trappings: Super speed, adrenaline surge, super-analytical mind, temporal control.

This power allows a hero to take one additional action per round with no multi-action penalty. He could take two actions at no penalty, for example, or three actions at -2 to each. It does *not* affect movement—see the *speed* power for that.

Extra actions may be taken multiple times, though the Game Master has final say on how it can be used. If the action relies on a device, for example, it may not be able to work as fast as the hero (though the hero might use multiple devices, of course). For weapons with a Rate of Fire, most can only be doubled in a single round regardless of the user’s abilities. Melee weapons and most powers can be used every action.

Modifiers

Fast Action (+2): The hero can perform longer duration feats more quickly. Any single action taking multiple rounds can be performed in a single action. Actions requiring minutes to perform are done in rounds, and actions requiring hours are done in a like number of minutes. This has no effect on normal or free actions, nor anything requiring interaction with others since they can’t keep up (unless they have this Modifier as well).

Extra Limbs (3/Level)

Trappings: Tentacles, tail, robotic arm, extra-dimensional manifestation.

Your character has an additional prehensile limb of some sort. He can take an additional physical action with it every round, and he does not suffer multi-action or off-hand penalties while using it. He may also assign *extra limbs* to take a sustained action, such as grappling someone.

Each level in *extra limbs* grants an additional limb (and action).

Modifiers

Reach (+1): The extra limbs have Reach +1 each time this is taken.

Fear (3)

Trappings: Cold stare, horrible visage, dark cowl.

Some characters are so menacing they cause Fear checks in all who see them.

Fear must be activated to work, but is a free action and affects all foes (or neutral bystanders) within 12”. Even those who are permanently terrifying must yell, scream, glare, or otherwise “activate” the power.

No foe may be affected more than once per scene.

Modifiers

Scary (-2): The effect is permanent or inherent and subtracts 2 from the character’s Charisma.

Terror (+2): The Fear check is made at -2 if the character is particularly frightening in some way.

Fearless (2)

Trappings: Constructs, horror-themed characters, daredevils.

The character is completely immune to Fear checks.

Flight (2-20)

Trappings: Wings, jet packs, alien abilities.

Your super can fly. The more points put into the power, the faster he can move. Climb is 0, but can be improved (see below).

The number listed under Attack Penalty is the modifier foes suffer when trying to attack the flier when he's moving at this speed. Surprise attacks against the character when he's at rest suffer no such penalties.

These penalties are relative and only work in one direction. Faster characters ignore the penalties of everyone of equal speed or below. Slower characters use the difference between their penalty and their target (so a hero at Pace 48 has a -6 penalty to hit a foe moving at Super Sonic Speed rather than the standard -8).

Flight does not stack with penalties from other powers (use only the highest if a character has more than one power-based attack penalty).

Modifiers

Climb (+1/Level): Each level in this Modifier increases Climb by 2, to a maximum of +6.

FLIGHT TABLE

Points	Speed	Attack Penalty
2	Pace	0
4	2 x Pace	0
8	4 x Pace	-1
10	Pace 48 (120 mph)	-2
12	Pace 96 (240 mph)	-4
15	Sonic Speed (Mach 1)	-6
18	Super Sonic Speed (Mach 2+)	-8
20	Near Light Speed	-10

Force Control (2/Level)

Trappings: Pure energy, force fields, tangible illusions.

This power allows a character to create and control a tangible force that can lift objects, form shapes, or bind enemies. The Strength of the field is d10 initially, and each additional level in the power adds a further die step. This is its damage if used to attack, how much it can lift, and so on, just as if it were a character's Strength. The controller uses Fighting to attack with it, and can reach up to 12" distant.

The force can form rough shapes—giant hammers, fly swatters, scoops, and so on. Fine manipulation (creating a key or a Fabergé egg) isn't possible with this power.

Multiple uses of the power may be used at once with multi-action penalties.

Modifiers

Area Effect (+2): The power affects everything in a Medium Burst Template. If used to attack or Grapple, make one roll versus everyone within rather than as separate actions. Each of the targets resist that total separately. Area Effect does not apply to the Force Field Modifier (below).

Force Field (+3): The controller creates a sheath or bubble of airtight protective energy. As long as they are within her range, she may protect a number of individuals up to her level, providing each with +1 Toughness per level in *force control*.

This requires intense concentration, so the controller suffers -1 per force field created or maintained in a round to all other actions. If she is Shaken or wounded, she must make a Spirit roll or drop all fields (automatic if she's Incapacitated).

Heavy Weapon (+1): If used to attack with its Strength, the force counts as a Heavy Weapon.

Range (+2): The power's reach is 24".

Gifted (2)

Trappings: Well-read, robotic, hyper-intelligent, photographic memory or reflexes.

The character ignores the -2 penalty when making unskilled rolls.

Growth (3/Level)

Trappings: Growth pills, words of power, mutated metabolism.

Growth allows a character to become larger, increasing his Size and Strength. It takes one entire action to grow or return to the character's normal Size. The super may increase his Size by less than allowed if he wants.

Each time *growth* is purchased it adds +1 to Size, which is added directly to Toughness and adds one step to the character's Strength.

Between Size +4 to +7, the character is considered Large, at +8 to +10 he's Huge, and at +11 and higher he's Gargantuan. See *Savage Worlds* for specific effects. If using miniatures, Large characters occupy a 2" square, Huge 3", and Gargantuan 4" plus another inch square per additional level.

Modifiers

Big Fists (+1/+2): For +1 point, the character ignores the -2 attack penalty against smaller targets when Large and reduces the -4 penalty for Huge to -2. For 1 more point, she ignores the full -4 attack penalty when Huge. Smaller opponents still get the bonus to attack her.

Fast Growth: (+2): The character can grow or return to normal size as a free action.

Long Stride (+2): When the character is Large, her Pace is doubled. When Huge, her Pace is doubled again (4x Pace total). The Running die is unaffected and this Modifier doesn't stack with the *speed* power; use the higher Pace.

Monster (-2): The user can't turn this power off; he is always this Size. This gives him a -2 to Charisma, makes him much easier to spot or track, and makes it difficult to find gear the proper size.

Healing (5)

Trappings: Mystical glow, miraculous touch, blessed, advanced technology.

Your character can heal herself and others of wounds and Fatigue with a touch. To do so, the healer decides to heal either wounds or Fatigue (these are two separate uses of the ability). Then she must contact the patient and make a Spirit roll as an action with a penalty equal to the victim's number of wounds if any—there is no penalty for Fatigue.

Failure means the healer suffers a level of Fatigue that can only be recovered after an hour has passed. Success eliminates one level of Fatigue or wounds per success and raise.

Extras can also be returned to action using the same process outlined above. The GM must check to see if an Extra has expired or not before the healer makes her roll (see **Aftermath** in *Savage Worlds*).

Modifiers

Cure (+3): The character can negate any poison, disease, or sickness with a touch and a successful Spirit roll (applying any penalties for the disease/poison to the Spirit roll). Failing the roll causes a level of Fatigue to the healer that can cause death and is only recovered after 24 hours.

Refresh (+3/+5): This ability allows a healer to aid her allies in the heat of battle. To do so, she makes a Spirit roll as an action, filling a Medium Burst Template centered on her with healing energy. Anyone she chooses within the template automatically recovers from being Shaken. For 5 points, the healer uses a Large Burst Template.

Restoration (+2): The character can heal permanent crippling injuries. This requires a Healing roll at -4 (minus any current wounds of the target) and may only be attempted one time per injury by this character (a different healer could try again).

Resurrection (+8): The ultimate healing ability is the power to raise a character from the dead. In the comics, everyone comes back from the dead unless the death was part of a hero's origin. This Modifier just shortens the wait. The deceased must have been dead no longer than 24 hours and the body must be reasonably intact. Resurrected characters return to life unwounded but Exhausted. It takes an hour to recover each level of Fatigue.

Heightened Senses (1/Level)

Trappings: Animal senses, mutation.

The character has extremely powerful senses. Choose one of the enhanced senses below for each level in the power. All instances of *heightened senses* stack with the Alertness Edge, but not with each other.

Eagle Eyes: The character can see details twice as far as most members of his species. Range penalties are halved (-1 for Medium -2 for Long, -4 for Extreme range).

Infravision: The character can see heat sources. He halves darkness penalties against targets with heat signatures (or lack thereof in normal environments). If he also has Low Light Vision, he ignores all illumination penalties.

Low Light Vision: The character can see in Dim and Dark conditions, but not in total darkness. If he also has Infravision, he ignores all illumination penalties.

Perception: The hero has a highly developed sense of detection. He adds +2 to Notice and Investigation rolls made to find clues or notice details.

Super Sense: +2 to Notice with one sense (can be taken once for each sense).

Tracking: Your hero has a keen sense of smell, giving him a +2 to Tracking rolls.

Modifiers

Spatial Sense (+2): Your hero has a special sense (smell, hearing, x-ray vision, bioelectrical sensors, etc) that allows him to perceive through solid objects and even other characters.

As an action, he may make a Notice roll at -4 through up to six feet of almost any material (see below). If attacking a target through an object (see Obstacles in *Savage Worlds*), he suffers the same -4 penalty to his attack roll as well as the standard multiple action penalty.

Finally, each version of this power has some relatively common material (or situation) that blocks it, such as lead for x-ray vision, overpowering scents for an incredible sense of smell, or extreme noise for super hearing.

Illusion (2/Level)

Trappings: Sorcery, mind tricks, holograms.

Illusion allows your character to create imaginary images and sounds. The *illusions* cannot actually affect the real world, but can pretend to. An imaginary monster might "pick up" a real car, but in truth, the car is just "blotted out" while a false one is hurled by the beast. The *illusion* must cover the "removed" object, and cannot mimic true invisibility.

The range of illusion is sight, and the total volume is a 4" (8 yard) diameter sphere, plus an additional inch (2 yards) per level in the power.

Modifiers

Film Quality (+1): Cameras and microphones detect and record the *illusions*.

Obscurement (+2/+4): The *illusion* may be used to darken or otherwise obscure vision. For 2 points, it inflicts a -2 penalty to all rolls dependent on vision made within. For 4 points, it inflicts a -6 penalty. The super is immune to his own illusions, but others (including allies) are not. This isn't *actual* darkness, so low light and other types of vision enhancements don't reduce the penalty.

System Shock (+2): The *illusion* may attack one target per level of the power each round. It automatically "hits" and each target affected must make a Smarts roll or be Shaken. A second Shaken result from an *illusion* doesn't cause an actual wound, but those who roll a 1 on their Smarts die *do* suffer a wound from the shock to their system.

Targeted (-1): The *illusion* affects the mind rather than creating tricks of light. Any character who wishes to "disbelieve" a particular *illusion* can make an opposed Smarts roll as a free action on her turn. If successful, she can detect what is real and what is false and is immune to the power for the rest of the encounter.

Immune to Poison/Disease (1)

Trappings: Aliens, genetic modifications, filters.

The character is completely immune to poison or disease. The power can be taken twice to resist both—including the *poison* and *infection* powers.

Infection (3)

Trappings: Sickening touch, swarm of flies, aura of corruption.

The character infects foes with a magical or extremely fast-acting disease via a Touch Attack. Completely sealed armor protects from *infection* Touch Attacks, but regular fabric and the like do not.

If the attack is successful, the target must make a Vigor roll. Failure means he's infected (see below), success means there is no effect this time, and a raise means the defender is immune to this attacker's *infection* for the rest of this encounter.

An infected victim suffers an immediate level of Fatigue. On his next action, he must make a second Vigor roll. With a raise, there is no further effect and he is immune to any further effects of this particular attacker for the rest of the encounter. Success staves off any further effects this round, but the victim must roll again on his next action. Failure incurs another level of Fatigue.

Fatigue can lead to death. One Fatigue level is recovered every day (halved with medical attention).

Modifiers

Carrier (-1): The character cannot "turn off" her ability to transmit disease. She must wear a hazard or sealed suit at all times or risk infecting her friends. She suffers a -2 Charisma with those aware of her "Typhoid Mary" status.

Contagious (+2): Infected persons can pass the *infection* to anyone who comes in skin contact with them, requiring the same Vigor roll to avoid the effect.

Strong (+1): Vigor rolls to resist *infection* are made at -2.

Intangibility (5)

Trappings: Mist or energy form, a ghost, out of phase, a swarm of insects.

Intangibility makes the character unable to affect or be affected by physical and energy attacks or objects. The super can walk through walls or other barriers but cannot affect the physical world while intangible.

Turning *intangibility* on or off requires a Spirit roll and is an action.

While intangible, any items the character carries also become intangible and do not function. Other beings carried by the character do not become intangible and are dropped.

If the hero becomes corporeal "inside" someone or something, both she and her victim suffer damage. A hand causes 1 wound to each, an arm causes 2 wounds, both arms causes 3 wounds, and the whole body causes 4 wounds.

Vulnerabilities: Some attack forms still affect the intangible character (depending on her trappings). If a character chose mist form as her trapping, for example, the GM might decide that fire or wind-based trappings still affect her normally. Similarly, a ghost might be affected by magical or spiritual attacks. Magical or psychic attacks should almost always affect incorporeal creatures.

Modifiers

Phase (+5): The character can phase in long enough to take a single action (such as an attack) and immediately phase back out again. This requires a single Spirit roll to successfully phase in and phase back out (or vice-versa). An opponent can hit the character while solid by being on Hold and interrupting his action.

Permanent (-2): The character is permanently *intangible*. She must make a Spirit roll to affect the physical world (such as that required by Phase). Whenever she fails such a roll, she suffers Fatigue that can lead to Incapacitation and can only be recovered after one hour. Besides the obvious roleplaying issues, she can only heal with natural healing or via supernatural means (such as powers).

Reflexive Control (+2): The hero has an instinctive reaction when becoming corporeal inside a target or if someone attempts to become corporeal inside her. She makes a Vigor roll in such cases, reducing the damage done by one wound for each success and raise.

Tag Along (+2): The character can make intangible as much as she can carry in items, or up to two other willing individuals by holding hands or carrying them in her arms. Her Spirit roll is made at -2 to do so and failure causes a level of Fatigue that can cause Incapacitation and is recovered at the rate of one level per hour. The heroine can take no other actions besides movement while carrying others.

Interface (2)

Trappings: Robots, cyborgs, laptops, "jacking in."

Your hero can interface with electronic gadgets, giving him much greater access to their inner workings than others. He gains +4 to rolls involving the use of computers or other electronics.

Modifiers

Code Breaker (+1): The super can open electronic locks, bypass security systems, and override other similar protection devices without any tools. This requires a Lockpicking roll modified for the quality of the lock. The character can even try if unskilled and normally not allowed an attempt, and still adds the +4 bonus for *interface*. It takes 1d6 rounds to bypass a system or half that (round down) on a raise.

Invent (2/Level)

Trappings: Super genius, advanced education.

This impressive ability allows an inventor to create one-off devices that duplicate any other power in this book. A character must have a minimum Smarts of d10, a Knowledge (Engineering) of d10, and a Repair skill of d10 to take this power.

The inventor can create a device that mimics any power in this book. He cannot use the Limitation Modifier for it being a device—that's already assumed—but he can use other Limitations as usual.

The cost of the power duplicated can never be greater than the creator's level of *invent*. The inventor can make several devices as long as he has the Power Points in *invent* to pay for them. A super with *invent* at level 10 could have two 4-point devices and a third 2-point device, for example.

The device invented requires 10 minutes times its original cost to assemble. The devices created are permanent, but can be disassembled for "parts" to make a new device (thereby freeing up the Power Points to *invent* something new).

Devices may be given to other heroes, but Trait rolls made to use them are made at -2 as only the inventor truly understands his jury-rigged creations.

Modifiers

On The Fly (+3): This Modifier allows the inventor the chance to change her powers quickly. As an action, the character can make a Repair roll to attempt to switch her levels from one power (or powers) to a single other power. She suffers a -1 penalty to the roll for every level devoted to the new power. If she fails, she not only fails to get the new power but loses the powers being changed as well. If the inventor rolls a 1 on her Repair die (regardless of the Wild Die), she is Shaken from a glitch or feedback from the device.

Invisibility (4/Level)

Trappings: Cell alteration, stealth suit.

The character and all his gear become cloaked and difficult to see.

Invisible beings leave some tell-tale trace of their presence, whether it's a shimmer, a smell, footsteps, etc., so foes get a Notice roll at -2 per level to detect them if given some reason to do so, or if the invisible character closes within 5" (10 yards). If the invisible character does something obvious like attack or stand in the rain, the penalty to attack is halved and no Notice roll is necessary to detect their presence.

Attacks made against invisible heroes suffer a -2 penalty per level, to a maximum of -6 (use only the highest penalty if a character has more than one power-based attack penalty).

Modifiers

Permanent (-2): The character is always *invisible*. Besides the obvious roleplaying issues, such as finding an Incapacitated, invisible ally or the difficult of personal relationships, those who try to heal him suffer a -4 penalty since his wounds can't be seen.

Personal (-2): The supers' *invisibility* doesn't cover gear. He must be *au natural* to gain the full effect. Carrying any object counts as an obvious action for purposes of being noticed.

Projection (+4/+6): The hero can project her *invisibility* field. For +4 points, she can share her power with one adjacent person as an action each round. For +6 points, she can share with one adjacent person as a free action each round, or up to six other adjacent allies as a normal action each round. This Modifier cannot be taken with Personal.

Jinx (2)

Trappings: Evil eye, curse, black cat.

Enemies constantly suffer minor slips, misfires, and other mishaps when your hero's in action.

Any foe making a direct action against your character—whether an attack, Test of Wills, or other action—suffers a mishap if his skill die is a natural 1, regardless of Wild Die. When this occurs, the foe's weapon malfunctions, he slips and falls, a super villain's power fails, and so on. The exact effect is up to the Game Master, but should usually cause the foe to miss his turn at the very least.

Modifiers

Improved Jinx (+2): Foes suffer misfortune on a roll of 1 or 2 on their Trait die.

Leaping (1-5)

Trappings: Massive strength, springs, thick legs.

Your character may actually be able to leap tall buildings in a single bound. The number of points in this power determines how far he can jump as a free action.

The leaper ignores falling damage for heights up to his vertical distance (unless bound or otherwise prevented from landing on his feet).

LEAPING TABLE

Level	Vertical	Horizontal
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	Distance*	Distance*
1	2"	4"
2	4"	8"
3	8"	16"
4	16"	32"
5	32"	64"

*Table-top inches. Double these numbers for yards.

Modifiers

Bounce (+1): The character has learned to bounce off vertical surfaces to climb higher than he might otherwise. He may scale any height as long as he has an opposing wall within half his horizontal distance to bounce off of.

Death From Above (+1): If combined with a Fighting attack, the leaper may add his level to any damage caused at the end of his jump.

Malfunction (3)

Trappings: Electromagnetic pulse, hexes, bad luck.

The character can cause tech-no-logical devices to fail by picking a target within 12" and making a Spirit roll, minus the modifiers below. If successful, the device mal-func-tions in some way. Simple to moderately complex devices just stop working. Complex devices lose a random sub-system, determined by the Game Master.

Particular sub-systems of complex devices can be selected as well. This incurs a further -2 penalty on the device. Causing a tank's gun to *malfunction*, for example, is a total modifier of -6 (-4 for complex device, -2 for a subsystem).

Modifiers

Area Effect (+2): *Malfunction* affects everything in a Medium Burst Template.

MALFUNCTION TABLE

Penalty	Device
-0	Simple (can opener, handgun, bow)
-2-	Moderate (laser rifle, car transmission, microwave oven)
-4-	Complex (tank, shielded military hardware, alien technology)

Matter Control (2/Level)

Trappings: Concentration, magic, mutant powers, *altered form* of similar matter.

The character can manipulate a particular type of matter chosen from the **Power Types** on page 21.

The range of the power is 12", and its Strength for pushing, binding, lifting, basic attacks and the like is equal to d10 plus a die type per additional level in *matter control*. Use the **Superhuman Strength Table** (page 11) to figure out how much weight can be manipulated.

Shape: The character can shape as much matter as his power can lift in a round as an action. Component and nonsolid shapes—such as a sculpture of metal parts or a Barrier of sand (see below)—may be maintained at the cost of concentration (-1 to all other actions), but collapse the moment the super moves out of range or drops concentration. Solid, altered matter retains its new form normally. Created matter that is not maintained consciously begins to dissolve immediately.

Barrier: If used as a cage or barrier, the material has a Toughness of 10 plus an additional point per additional level in *matter control*. It doesn't matter if the Barrier is made of glass or feathers or stone—its Toughness is a reflection of the controller's power with it rather than material strength.

Modifiers

Constructs (+3): The controller can give a semblance of life to constructs made of his chosen material. Each time this Modifier is purchased creates a Matter Construct (see the sidebar on page 35). Alternatively, he may swap a single construct for a Medium swarm of lesser constructs that split into two small swarms when wounded. See *Savage Worlds* for swarm statistics.

Master (+5): The controller may affect all forms of matter, but only one type at once.

Range (+2): The controller's range is extended to 24".

Requires Material (-2): The character cannot create matter and must have a source of it within range to use his power.

MATTER CONSTRUCT

The construct's Strength is equal to the controller's Strength in *matter control*. Constructs must stay within the controller's range or fall part.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength (Special), Vigor d8

Skills: Fighting d6, Notice d6, Throwing d6

Cha: +0; Pace: 6; Parry: 5; Toughness: 8(2)

Special Abilities:

Armor +2: The construct is made of solid or malleable matter.

Construct: +2 to recover from being Shaken; does not breathe; immune to poison and disease; ignores one level of wound penalties; no additional damage from Called Shots.

Flight: 6", Climb 0. The controller can manipulate the matter as if it could fly.

Natural Weaponry: Str+d10. The construct has fists or "weapons" of matter. The weapons have no special abilities regardless of form.

Size: Increase Size (and therefore) Toughness by 1 for each of the controller's levels (Strength is already accounted for).

Mind Control (5)

Trappings: Concentric rings of energy, mesmerism, voodoo dolls.

The power to control minds is perhaps the ultimate psionic ability. With it, the mentalist can contact and control another mind within 12" by making an opposed Smarts roll as an action. With success, the target becomes a puppet under the character's control.

This requires intense concentration, so the controller suffers -1 to all other actions. If she is Shaken or wounded, she must make a Spirit roll or lose control (automatic if she's Incapacitated, sleeps, rendered unconscious, etc).

Controlled victims may make another contested Smarts roll to resist any time he's forced to do something anathema to his personality, such as walk off a cliff or attack a loved one (Game Master's call). Success means the character resists for

the round and performs no action, while a raise allows him to break free of the controller's grip entirely. (Of course the controller can use the power on this victim again on his next action.)

If a controller also has *telepathy*, he has a mental link of infinite distance with his victim. The subject may now venture outside the controller's range of 12" and can mentally relay any information the controller requires.

Modifier

Memory Alteration (+2/+4): For +2 points, the controller can manipulate the victim's memories so that he does not remember what he did while under *mind control*. For 2 additional points, the controller can alter the target's memories so he believes he did something else during that time of his own choice.

Multiple Minds (+2): The mentalist can attempt to control another mind each time this Modifier is taken. This does not incur any additional concentration penalty, and attacking multiple minds does not count as a multi-action (though other actions do).

Mind Reading (3)

Trappings: Concentration, mystical glow.

Mind reading allows a character to read another's thoughts. This is an opposed Smarts roll with a range of 12".

Failure results in a level of Fatigue for the mind reader that requires an hour to recover.

Success detects the target's surface thoughts, and a raise reveals a single short memory (no more than 5 minutes) or known facts about one specific subject in the same amount of time. Regardless of the result, the target is aware that someone is in his head. Reading a person's mind without being noticed applies a -4 penalty to the roll, but the target is only aware if the mind reader rolls a 1 on his Smarts die.

Modifier

Memory Mastery (+3): The mind reader can not only read memories but also alter and repair them. This requires an opposed Smarts roll as if reading the mind (including Fatigue for failure). If successful, the character can remove a short memory. With a raise the mind reader can completely change the memory or remove a longer memory (up to an hour). If repairing a memory (one changed due to this power, *mind control*, or perhaps lost to trauma), the mind reader recovers a short memory or a part of a longer one (5 minutes maximum again) on a success, or the entire lost memory on a raise. If the memory was altered by someone else, the mind reader is opposed by the Smarts of the one who changed it. The target may roll his own Smarts as a Cooperative Roll to either side of the contest (depending on whether he wants to reveal or keep the original memory hidden).

Mind Rider (+3): The hero can see, hear, taste, touch, and feel through the senses of someone she's in contact with. This requires absolute concentration, so no other actions are possible while doing so.

Minions (2/Level)

Trappings: Uniformed thugs, a gang.

Any good villain has loyal minions, while the greatest heroes are often accompanied by brave (or mercenary) underlings.

Each level in *minions* provides one loyal sidekick under the player's control. Unlike normal allies gained through roleplaying, minions are replaced if lost (with any earned advances) after 1d6 days. The replacement may be hired, built, summoned, or the original might be returned to life depending on specific trappings and events.

Modifiers

Summonable (+4): The master can summon her minions via warpgate, magical portal, rapid transport, etc., as an action. They arrive within 1d4+1 rounds within 12" of the summoner, and are equipped as suits their role (warriors have swords and chain mail, thugs have guns and knives, etc).

Super Powers (Variable): Each point spent on this Modifier grants one Power Point to every minion. These may be spent on super powers as usual.

TYPICAL MINION

The Game Master should tailor the minion's profile to fit the situation. The henchmen of a villain from the ocean depths, for example, are likely *aquatic*.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Shooting d6, Throwing d6

Cha: +0; Pace: 6; Parry: 5; Toughness: 5

Gear: The master can equip his minions however he likes. Summoned minions arrive as they were last equipped, though generally restricted to personal items.

Negation (4)

Trappings: Devices, magic, parasitic touch.

This handy power allows your hero to negate a foe's Traits (and powers with the Leach Modifier).

With a successful Touch Attack, the negator chooses a skill or attribute and makes an opposed Spirit roll with the target. Success reduces the Trait a die type for each success and raise (to a minimum d4).

As an action, the affected character may make a new opposed Spirit roll each turn to shake off the *negation*. The stolen abilities return automatically if the negator is Incapacitated.

Modifiers

Full Spectrum (+5): The character affects all of the target's Traits (or powers if he also has Leach) instead of just one.

Leach (+5): The negator can negate a power instead of a Trait. If the target character is more powerful than the negator (GM's call, but generally has more Power Points), he adds +2 to his Spirit roll to resist.

Paralysis (3)

Trappings: Poison touch, fetid breath, tendrils

A successful Touch Attack causes the victim to make a Vigor roll if the power's trapping is physical, Smarts if it's mental, or Spirit if it's a matter of will (the Game Master and player should decide this when the power is first taken, based on its Trapping).

If the victim fails the roll, he's Incapacitated. On his following turns, the paralyzed victim makes a Vigor (or Smarts or Spirit) roll to revive. With a raise, he revives and may act normally. With a success, he revives but is Shaken and at half Pace until un-Shaken.

Modifiers

Strong (+1): The victim's Vigor (or Smarts or Spirit) rolls are made at -2.

Parry (1/Level)

Trappings: Claws, mystic shields, fast reactions, "sixth sense."

Your character's Parry increases by +1 each time this power is taken, to a maximum of +10. This doesn't stack with penalties from other powers (use only the highest if a character has more than one power-based attack penalty).

Modifiers

Deflect (+4): If the hero is armed with a weapon, shield, or other solid item and is hit with a ranged attack, he can sacrifice his next action (or come off Hold) to deflect the attack using his *parry* ability. This requires an Agility roll for thrown weapons or -2 versus firearms, energy weapons, or powers, and -4 versus bursts, double-taps, or three-round bursts. Area effect attacks may not be deflected. If the roll is successful, the attack is harmlessly redirected and misses. With a raise, it hits any available target of the character's choosing within 12". Roll the attack's base damage, ignoring any raises on the original roll.

Protector (+1/+2): For 1 point, the character can apply his *parry* power to one person adjacent to him as a free action. He loses the Parry bonus for himself while he does so. For 2 points, the character can divide his levels of *parry* between himself and all adjacent characters as a free action.

Plant Control-See Matter Control

Poison (3)

Trappings: Venom, coated blades, filth.

Poison causes instant Fatigue, or (with the Lethal Modifier) death. (For paralyzing *poison*, use the *paralysis* power instead.)

Poisoning someone requires a successful Touch Attack. If successful, the victim must roll Vigor or be poisoned and suffer a level of Fatigue. This is recovered after one hour. Multiple attacks can cause additional Fatigue that leads to Incapacitation, but not death.

Hardened or sealed armor protects from *poison* touch attacks, but regular fabric and the like do not.

Modifiers

Knockout (+3): The *poison* causes a mild coma or unconsciousness. Each round after being poisoned, the victim must make a Vigor roll as a free action. Failure means he's knocked out for 2d6 hours. Success means he must roll again the following round, and a raise means he has fought off the *poison* is immune to this attacker's *poison* for the rest of the encounter.

Lethal (+5): This works just like Knockout, except that if the roll is failed, the character perishes.

Strong (+1): The victim's Vigor rolls (and any Healing rolls made to treat him) are made at -2.

Possession (8)

Trappings: Ghosts, soul swapping.

This terrible ability allows a super-powered being to push a target's soul out of his body so that he may inhabit it himself.

To do so, the possessor must be within sight and 24" of his target. He and his target then make opposed Spirit rolls. If the possessor succeeds, he has control over the target for one action. With a raise, he controls him as long as he maintains concentration (-1 to all other actions). Range to the possessor is ignored once the victim is controlled so he may be moved out of sight or over great distances as desired.

The controller's own body is completely helpless during this time, so it's best to leave it in a hidden place or protected by a friend.

The victim may make an opposed Spirit roll to break free anytime the possessor is Shaken or wounded. If the possessor's body is wounded, his spirit snaps back to it and frees the target.

Victims of *possession* are fully aware of their actions while controlled (though memories might be erased with the *mind control* power).

Modifiers

Memories (+2): The possessor has access to all the victim's memories.

Regeneration (2/Level)

Trappings: Powerful undead, mutant healing factor, magic.

Whether through self-knitting flesh and blood or advanced technology, your character heals in an amazingly short amount of time.

At level 1, your character makes natural healing rolls every day. At level 2, he rolls every hour. At level 3, he rolls every 10 minutes. At level 4, he rolls every minute, and at level 5 (the maximum), he makes natural healing rolls every round.

Modifiers

Recovery (+1): Your hero halves recovery time for Fatigue.

Regrowth (+2): Your hero can recover even from serious traumatic damage. Treat all permanent injuries as temporary.

Resistance (1/5/10)

Trappings: Other powers that control or affect the Power Type.

Your hero is resistant to a particular type of damage or effect chosen from the **Power Types** (page 21). For 1 point, this grants her +4 Toughness against damage of that type, and +4 to rolls made to resist opposed rolls or effects of that type. She's generally immune to all but the most intense background effects (but not attacks) of the Power Type as well. A fire controller could enter a burning building at no risk, for example, but still burns should she end up in lava.

For 5 points, the character gets +4 to resistance rolls as above, but suffers half damage versus the particular damage type (instead of gaining +4 Toughness). She's also immune to all but the most extreme background effects. The fire controller would be unaffected by lava but not direct exposure to the sun, for example.

For 10 points, the hero resists the damage type completely. A super with resistance to fire takes no damage from attacks with a fire Trapping of any kind, and could literally ignore heat equivalent to the sun.

Space: To survive in space, a hero needs 1 point of resistance to air (for the vacuum), cold, fire/heat, and radiation for a total cost of 4 points. He still needs some way to breathe (or no need to breathe), and he cannot move without *flight* or some other form of propulsion.

Shape Change (Variable)

Trappings: Totem animals on a necklace, shamanism, morphability, magic.

The character can change into another creature (or resume her original form) as an action. (To change into other people, see the *chameleon* power.)

The number of points in the power determines the maximum size of the creatures she can change into. For 4 points, the character can change into any animal of Size 0 or smaller. Each additional point adds +1 to the maximum Size (11 points in *shape change* allow the hero to change into any animal of Size +7 or smaller).

Clothes and other personal possessions are assumed into the creature's shape, but cannot be used (so worn armor provides no benefit). Carried objects such as weapons are dropped.

The hero retains her own Smarts, Spirit, and linked skills while in the animal's form. She gains the animal's Agility, Strength, Vigor, senses, and special abilities. She also gains the animal's skills, or retains hers if they're higher.

Supers in animal form can't speak and can't use any device their form can't manipulate (GM's call).

Powers: The super retains her other powers while in animal form, unless the form prevents her from using them for some reason.

The super gets any "natural" powers of her chosen shape, but not supernatural or magical abilities, nor any ability not directly tied to the animal's form. She gets a dragon's power, size, wings for flight, and claws, for example, but not its breath weapon.

If changing into an alien or mythological creature with powers, the super may use additional Power Points beyond the Size of the creature for supernatural or magical abilities. For example, a character with 18 points in *shape change* could become a dragon for 12 points (Size +8), and then have 6 points left to buy fiery breath (*attack, ranged*).

Modifiers

Speech (+2): The super can speak in her animal form. Since most animals don't have appropriate vocal folds, this usually means some sort of magic or technological trapping.

Swarms (+2/+4): The super can transform into a swarm of smaller creatures. The swarm fills a Small Burst Template for +2 or a Medium Burst Template for +4.

Shrink (4)

Trappings: Shrinking pills, magic words, mutated metabolism.

This power allows the hero to become smaller while retaining his normal strength. The character can shrink down to about a tenth his normal height (between 6 inches and one foot), making him Small (see *Savage Worlds*). The shrinker is generally more difficult to detect as well (-2 to Notice rolls).

While the character has his normal Strength, he is easier to hurt, suffering -2 to Toughness when shrunk. Shrinking or growing back to normal size requires an action to perform. A character cannot use *shrink* and *growth* at the same time.

Modifiers

Density (+1): The character's Toughness is not reduced when shrunk.

Microscopic (+4): The character can become the size of a germ. In this form he cannot generally affect or be affected by the normal world. Even poison gas doesn't affect him at this size, though diseases might manifest as gigantic monsters.

On the plus side, he can enter most any place completely unseen (even most "airtight" facilities offer no obstacle), travel through the human body (a la *Fantastic Journey*), and so on.

Quick Change (+1): The character can *shrink* (or unshrink) as a free action. If he grows during a Fighting attack, he can apply his momentum to the strike, adding +4 to the damage result.

Tiny (+4): The character can shrink down to an inch or less in size. The modifier to attacks increases to +4/-4 as does the penalty to Notice him (-4). Toughness suffers an additional -2 penalty.

Speak Language (1)

Trappings: Devices, surface mind reading, latent skills.

Your hero can speak any language. If it's one he's never heard before, he becomes conversational in minutes and fluent in a few hours.

Modifiers

Written Word (+1): He can read and write any language as well (after brief exposure for those without some sort of data or reference access).

Sidekick (5)

The hero has a Wild Card sidekick under his control. Build the character normally for your Campaign Power Level, but with two-thirds the starting Power Points (Pulp sidekicks get 10 points, Street Fighters 20, Four Color 30, Heavy Hitters 40, and Cosmic 50).

The sidekick advances as usual, but receives 1 less XP than usual per session.

Speed (Variable)

Trappings: A blur of motion, powerful legs.

Your character can run at incredible speeds based on the number of points put into it, as shown below.

The number listed under Penalty is the modifier foes suffer when trying to attack the speedster, assuming he's actually in motion.

Speed doesn't stack with penalties from other powers (use only the highest if a character has more than one power-based attack penalty). Surprise attacks against the character when he's at rest suffer no such penalties. In combat, assume the speedster is always in motion unless he's bound, entangled, or the player specifically says he's stopped moving.

SPEED TABLE

Points	Speed	Attack Penalty
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2	2 × Pace	0
5	4 × Pace	-1
7	Pace 48 (120 mph)	-2
10	Pace 96 (240 mph)	-4
12	Sonic Speed (Mach 1)	-6
15	Super Sonic Speed (Mach 2+)	-8
18	Near Light Speed	-10

Modifiers

Blinding Reflexes (+2): The hero reacts so quickly she can potentially avoid area effect attacks. Unless caught unaware, she can make an Agility roll vs the attack result. If successful, she moves just outside the closest edge of the explosion (as long as it is within her normal movement).

Catch and Throw (+2): Your hero can catch ranged weapons that miss him and hurl them back instantly. Catching a thrown projectile such as a rock or spear doesn't require a roll. Arrows and other muscle-powered projectiles require an Agility roll. (Bullets can only be caught if the hero has Sonic Speed or greater, and requires an Agility roll at -2.) Throwing the missile back is a normal Throwing roll as a free action with a range of 3/6/12. Thrown weapons such as spears cause their normal damage. Bullets, arrows, and the like cause their normal damage.

Pummel (+1): Your character can pummel a foe with a multitude of quick strikes. This is a normal Fighting attack consuming the speedster's entire action (no other actions or movement allowed). If the pummel is successful, add the penalty others need to hit the speedster to his damage roll (add +6 to damage with Sonic Speed, for example, +8 for Super Sonic Speed, etc.).

Surface Tension (+1): This Modifier requires a minimum of Sonic Speed. With it, the character can run across water or even up and down the sides of buildings. The speedster cannot stop moving or he will sink or fall.

Vibrate (+5): The speedster can vibrate his molecules so fast he can actually pass through solid objects. This is particularly difficult, so the hero can only move up to 6" (12 yards) per round regardless of his Pace, and automatically gains a level of Fatigue each round it's maintained. The character may never stop inside an object, and must have Near Light Speed to take this Modifier.

Whirlwind (+2): By running in a tight circle (the size of a Large Burst Template or smaller), every creature within must make a Strength roll or be sucked into a miniature whirlwind and thrown into the air. Place all figures 1d10" away from their current position in a d12 direction (read it like a clock face). Creatures or objects weighing over 300 pounds are not tossed, but suffer a -2 penalty until the whirlwind stops or they move out of it, which requires a Strength roll at -2. This tactic consumes the speedster's entire action.

Storm (3)

Trappings: Thunder and lightning.

The very atmosphere trembles at your character's whims. With this power he can both summon and dispel storms. 1d6 rounds after activating *storm*, a small tempest appears overhead, or an existing storm is dispelled.

The *storm* is 10 miles in diameter. The power only works outdoors. In areas where storms do not typically exist (the desert), summoning a *storm* requires a Spirit roll at -4, and may only be attempted once per week.

When a *storm* is created, the rain reduces visibility to 24", extinguishes most normal fires (but not super-powered fires) within 1d10 rounds, and only volatile materials still have a random chance of catching fire from flame-based attacks.

Storm conditions inflict a -1 penalty to most actions from slipping, difficulty hearing, and so on. The Game Master must decide which actions are affected (Tests of Will, Soak rolls, and other "passive" rolls are generally unaffected).

Modifiers

Downpour (+1): The rain is very heavy and comes down in thick sheets. Visibility is reduced to 12", and the ground becomes very slick. Deep puddles form quickly, and raw earth turns to slippery mud. Anyone running in the mud must make an Agility roll or fall prone and become Shaken.

Gale Force (+1): The super can focus the *storm* into a small but powerful blast once per round by making a Spirit roll. She then places a Large Burst Template anywhere within 24". All those within must make a Strength roll or be knocked prone and Shaken.

Lightning Strike (+3): The character can call down a bolt of lightning from a *storm* to strike a single target. This requires a Spirit roll, which acts as the character's attack skill. Powers, Edges, and other abilities that generally subtract from ranged attack rolls subtract from the Spirit roll as well. Damage from a lightning strike is 3d10, and it is considered a Heavy Weapon. It has no range modifier (but the target must be within sight).

Stun (2)

Trappings: Electrical attack, mild toxin, mind lash, deafening siren.

Stun allows the hero to make a Touch Attack against a target. If the attacker wins, the victim must make a Vigor (Smarts if the stun has a mental Trapping) roll or be Shaken. If he wins with a raise, the victim is Incapacitated on a failure.

Incapacitated characters make a Vigor (or Smarts) roll each round to revive. Success means they revive but are Shaken and can recover on the next round as usual. On a raise they revive instantly, not Shaken.

Modifiers

Area Effect (+2/+4): For +2 points, *stun* affects all targets in a Medium Burst Template. For 4 points, the character can also affect a Large Burst Template if she wishes.

Selective (+2): If the heroine has the Area Effect Modifier, Selective allows her to decide which targets within the burst template are affected.

Strong (+1): The victim's Vigor (or Smarts or Spirit) rolls are made at -2.

Super Attribute (2/Step)

Trappings: Uncanny reflexes (Agility), massive brain (Smarts), power armor (Strength), religious conviction (Spirit), incredible constitution (Vigor).

This power increases a chosen attribute one step per level. Derived statistics, such as Toughness, round down, so that a d12+1 Vigor produces a Toughness of 8.

Each level in *super attribute* also raises the attribute's maximum a like amount.

Each attribute is considered a separate power, and Modifiers affect them individually.

Modifiers

Not Today (+2): Once per session, the character can substitute the *super attribute* for any other attribute roll (not skill rolls). A super strong character might use Strength to Soak damage (grabbing the attacker's fist as it comes in) or a super intelligent one might use Smarts to break free of an *ensnare* (finding the thread that unravels the whole thing).

Super Edge (2/Level)

Trappings: Extraordinary training or background, extension of super powers.

Each level of this power grants the character any one Combat Edge allowed in the setting—regardless of its requirements (except other required Edges—a character still has to have Frenzy before taking Improved Frenzy, for example).

Note this power cannot grant other types of Edges (Background, Social, Legendary, etc.).

Super Skill (1/Step)

Trappings: Natural genius, software programs, intensive training.

Super skill buys or increases a skill (and its maximum) by 1 step per point. This reflects extreme training, talent, or supernatural enhancement of some sort.

Super skill counts as a single power regardless of the number of skills affected.

Super Sorcery (2/Level)

Trappings: The character is a wizard, priest, or magic-user. She might get her powers innately, from old books, or she might channel them from some more powerful beings.

Note: This power is for true super sorcerers. Magicians with a few constant “spells” should be made by taking specific powers instead.

Super sorcerers control powerful eldritch energies that allow them to do nearly anything with a little preparation and time. The strength of a super sorcerer lies in her flexibility. She can manipulate raw magic itself instead of focusing on only a handful of spells.

Super sorcerers must have the Spellcasting skill (linked to Smarts) at d8 or higher, a Smarts of at least d8, and Spirit of d8 or more.

Each level of *super sorcery* gives the character 1 Power Point she can use to give herself other powers as “spells.”

Activating a spell is an action and requires a Spellcasting roll at –2. The sorcerer must be able to move both hands and speak to work her magic. The Spellcasting roll serves as the active skill, replacing Shooting for a ranged attack, for instance, or Smarts in an opposed Smarts roll.

If a Spellcasting roll fails, the caster is automatically Shaken. If a 1 is rolled on the Spellcasting die (regardless of the Wild Die), she’s made a dangerous mistake and must roll on the **Super Sorcery Backlash Table** (below).

Memorization: A super sorcerer can improve the reliability of a spell by memorizing it ahead of time. Each spell memorized reduces the sorcerer’s remaining Power Points for normal casting, but incurs no –2 Spellcasting penalty. Further, the magician suffers no backlash should she roll a 1 on her Spellcasting die while casting a memorized spell.

A witch with 10 levels in *super sorcery*, for example, could memorize *stun* for 2 points and cast it with no penalty. She’d have 8 points left to create other spells as needed on the fly.

SUPER SORCERY BACKLASH

2d6 Effect

- 2 Rift:** Something from another dimension has been disturbed by the sorcerer’s dabbling and lashes out at him. He must make a Spirit roll at –2 or die instantly. If he manages to live, he may not use powers for d6 days.
- 3 Mind Whip:** The character suffers a wound, loses a permanent die in Spellcasting, and may not use his powers for d6 days.
- 4-5 Mental Blast:** The sorcerer takes a level of Fatigue and can’t use his powers for a day.
- 6-8 Mystic Feedback:** The sorcerer is Shaken and unable to use his powers for d6 hours.
- 9-10 Energy Fatigue:** The strain of dealing with such vast power has taken its toll. He is Shaken and can’t use his powers for d8 rounds.

11 **Magic Shock:** The hero is Shaken and may not use his powers for d6 rounds.

12 **Power Surge:** The sorcerer taps into a particularly potent source of magic. She may double the damage, effect, or Power Points in the spell—her choice.

Swinging (2)

Trappings: Web-lines, cable guns.

Characters with any kind of cord, rope, webbing, or other grappling lines can move through certain types of settings—such as the tall buildings of large cities or jungle trees—with ease. The hero can travel through such environments at a Pace of 12.

In a tactical setting (on a battle map), he can move to any point within 12" that it is feasible to *swing* to.

The line can hold up to 500 pounds safely.

Swingers who fall can make a single Agility roll to catch themselves at the midpoint of their descent.

Swingers may also make a single Agility roll to grab someone else who is falling with their line. The roll suffers no penalties if the character was on Hold. If not on Hold and the character hasn't acted yet, he may discard his action card to attempt to grab a single falling victim. This is an Agility roll at -4. Lines used in this way can usually snag a falling victim up to 24" (twice his usual distance).

In either case (stopping his own fall or someone else's), the swinger can land within his usual tactical distance.

Modifiers

Strong Line (+1/1000 lb): The line can safely hold 1000 more pounds for each point in this Modifier.

Telekinesis (2/Level)

Trappings: Mind over matter, mental force, magical animation.

Telekinesis is the ability to move objects or creatures (including one's self) with pure thought or will.

The range of the power is 12", and its Strength starts at d10, increasing a die type per additional level (d12+2 at level 4, and so on). This is the Strength used to throw objects (which still requires a Throwing roll) or damage targets with objects (by Fighting) as if it were wielded by a character of the same Strength.

Actively using *telekinesis* counts as an action, so while a villain may use the power to carry five baseball bats, striking with each of them is still five separate actions (a -8 multi-action penalty to each).

Living Creatures: If the telekinetic wants to lift a living creature, the target may try to resist with a Spirit roll opposed by the caster. If the telekinetic wins, he may pick up the target and move it up to 2d6" per round. Smashing the victim into something causes Strength damage automatically. Dropping him causes falling damage as usual.

Modifiers

Focus (+3): By taking no other actions (including movement), the super may bypass and ignore the Armor of inanimate objects and vehicles (not people or the armor they wear).

Heavy Weapon (+1): Damage caused by the *telekineses* counts as a Heavy Weapon.

Range (+2): The range of the power is 24", but still requires line of sight.

Telepathy (2)

Trappings: Communicators, psychic connection, conference call.

The character can communicate with friends and allies via mental contact. This is a free action, has a range of one mile, and she can contact as many minds at once as her Smarts die.

Modifiers

Broadcast (+1/+3): The telepath may contact all minds within one mile. For 3 points, the Broadcast is selective.

Mind Rider (+3): The telepath can see, hear, taste, touch, and feel through the senses of someone she's in contact with.

This requires absolute concentration, so no other use of *telepathy* is possible while doing so.

Switchboard (+2): The telepath can link a number of minds equal to her Smarts to each other. All of the "guests" can hear each other, however. Only the telepath can send or receive private messages.

Teleport (3)

Trappings: A cloud of smoke, magic, "phasing" out, teleportation discs.

Teleport allows a character to disappear and instantly reappear up to 12" distant. This counts as his movement for the round and is a free action. Adjacent opponents do not get a free attack against the teleporting character as he exits (but those with First Strike do as the teleporter appears next to them).

The teleporter must be able to see his destination to *teleport* with no roll. If he's teleporting to a place he's previously seen, he may do so safely with a Smarts roll at -2. If he wishes to *teleport* to a previously unseen location, he must roll at -4. Failure means the teleporter has hit an object of some sort. He returns to where he came from and is Shaken. A roll of 1 on the Smarts die (regardless of the Wild Die) results in 3d6 damage.

The teleporter can never enter a solid space, even if he tries. The power instantly returns him to his starting location as above.

Carrying Others: The teleporter can take others with him by touching them (up to six unless the GM says otherwise), but this requires a Smarts roll as above, and each rider inflicts a -1 penalty to the roll.

Modifiers

Range (+2/+4): For +2 points, the teleporter's range is increased to 24", and for 2 additional points, her range increases to 48".

Rapid Teleport (+3): The character *teleports* very rapidly around a foe to attack from multiple angles in rapid succession. The 'porter can divide multi-actions or extra attacks over the teleportations. The foe is treated as if he were being ganged up on by as many different foes as the 'porter's attacks. Three attacks, for example, carry a Gang Up bonus of +2.

Teleport Other (+5): Characters with this ability can teleport others to any point within their range. If the target is friendly, the teleporter makes a Spirit roll (one individual per action, additional targets may be transferred at -1 per character). Hostile foes get an opposed Spirit roll to resist being teleported, with the 'porter suffering a -1 penalty per additional target to her roll.

Traverse (+3): The character is able to teleport much farther at the cost of extreme concentration. To use this ability, the teleporter must focus on her destination for at least one full round. She takes no other actions (including free actions) and teleports at the beginning of her action on the next turn. While she is concentrating, anyone attacking the 'porter effectively has The Drop on her, and if she is Shaken, the teleport attempt fails. Maximum range is determined by the number of rounds of concentration. For one round, the character can teleport up to 100 miles. For two rounds, she can travel 1000 miles, and with the maximum of three rounds, she can travel up to 15,000 miles (anywhere on the planet). With the Game Master's permission, and generally only in campaigns with high power levels, a full minute's concentration allows the character to *teleport* anywhere in the multiverse.

Toughness (1/Level)

Trappings: Big guys, dense skin, reinforced bones.

Your character's Toughness improves by +1 from mystical protection, super strong skin, dense bones, etc. The maximum *Toughness* bonus from this power is +10. Note that this is different from *armor* because it cannot be negated by

Armor Piercing attacks.

Modifiers

Hardy (+3): Your character is so tough only the most serious damage can harm him. If he is Shaken, additional Shaken results have no effect—they do not cause a wound.

Uncanny Reflexes (4/8)

Trappings: Amazing reflexes, extra-sensory perception, calculated trajectories, enhanced danger sense

As long as the hero is aware of an incoming attack, it suffers a -2 penalty (or -4 for 8 points).

This applies to both melee and ranged attacks, but doesn't stack with penalties from other powers (use only the highest if a character has more than one power-based attack penalty).

Modifiers

Blinding Reflexes (+2): The hero can potentially avoid area effect attacks as well. Unless caught unaware, she can make an Agility roll vs the attack result. If successful, she moves just outside the closest edge of the explosion (as long as it is within her normal movement).

Undead (10)

Trappings: Vampires, liches, zombies, harrowed.

A rare few individuals don't let even the cold hand of death stop them. These are *undead*—vampires, zombies, liches, spiteful revenants from beyond the grave, and more.

The specifics of your cadavers' abilities depend on his exact "species," but all undead have a few things in common. *Undead* gain +2 to their Toughness, add +2 to recover from being Shaken, don't breathe, are immune to disease and poison, and don't suffer additional damage from called shots. *Undead* Wild Cards also ignore one point of wound penalties.

Undead don't benefit from the Healing skill, but roll natural healing rolls once per day. They suffer -2 Charisma in close contact due to their clammy skin and dark aura. (If your *undead* is decayed, take the Ugly Hindrance.)

Undead who are forced to roll on the **Knockout Blow Table** do not Bleed Out or suffer permanent injuries—they're merely Incapacitated until healed. They may still die (again), however, and use the **Death & Defeat** rules normally.

Wall Walker (1)

Trappings: Adhesive pores, super-grip, extra limbs.

Characters possessing this power can walk on horizontal surfaces or even upside down at their normal Pace (and may run). As long as the surface can support it, wall walking characters may carry their normal load limit with them as they go.

Whirlwind (2)

Trappings: A swirling column of wind, a poltergeist.

The character can create a small movable cyclone that can scatter and disrupt his foes.

The *whirlwind* is the size of a Medium Burst Template. It must remain within 24" of the super hero controlling it or instantly disappear. The *whirlwind* can be moved up to the controller's Spirit each round.

Controlling the *whirlwind* is an action. Conjuring it takes one full round (two if indoors), and no other actions are allowed.

Anyone touched by the *whirlwind* must make a Strength roll or be Knocked Prone. If his Strength die is a 1 he is also Shaken.

Modifiers

Large Template (+2): The *whirlwind* uses a Large Burst Template.

Twister (+2): The *whirlwind* is much stronger. Characters must make Strength rolls at -2 or be sucked up and thrown 1d10' in a random direction (roll a d12) for 2d6 damage (+1d6 if the victim hit a solid object in addition to the ground). Thrown victims are automatically Shaken regardless of damage.

Super heroes—and villains—can have spectacular headquarters. Superman's Fortress of Solitude, Batman's Bat Cave, or the Fantastic Four's Baxter Building are well-known examples of super hero strongholds where they can research the latest threats, create technology to defeat new foes, or meet with other crusaders to form meta-powered leagues.

HEADQUARTERS

CREATING AN HQ

Rather than keeping track of how much the team's base costs, maintenance, and the like—which aren't very heroic things to focus on—super teams are granted 5 HQ points per member per Rank. A group of four seasoned characters, for example, has 40 points to build a base with.

These points might represent money, time and effort, or rewards given to the team by a grateful patron, city, or government organization.

Some common headquarters and various components that can be added to them are listed on the following pages. The super team should appoint one of the team to keep track of their base and its amenities as the campaign goes on.

(1) BUILDING

At least one of the 5 initial HQ Points must be spent acquiring a building, cave, or other shelter.

There is nothing preventing the team from owning multiple buildings, but all contents and extras must be paid for individually. Exactly what shape the building takes is up to the team.

Every building must have a Size and Location from the following tables.

Size

The Room column lists how many rooms the building typically has. The HQ can be altered afterward at 2 points per room.

HEADQUARTERS SIZE

Size	Rooms	Points	Example
Tiny	1	1	Basement
Small	3	2	Apt
Average	6	3	Typical house
Large	10	5	Floor in office block
Huge	20	7	Mansion
Gargantuan	30	10	Entire office block

Location

Next the hero must pick a location. Is the headquarters in a nondescript downtown tenement? Is it in the secret basement of an uptown brownstone? Underwater? The moon? A cave? Deep beneath the Arctic ice?

If the characters choose a location which requires special transport to reach, such as a space station or deserted island, they'll need a suitable vehicle to get there as well.

HEADQUARTERS LOCATION

Location	Points
Urban area	0
Deserted island/wilderness	+1
Underground/extinct volcano	+1
Underwater (base or submarine)	+2
In space (in orbit, on the Moon)	+3
Another planet/dimension	+4

(2) CONDITION

Some supers live in upscale conditions with the latest high tech equipment, vehicles, and even servants. Others live in squalor, barely eking out a living in the slums.

The condition of the headquarters determines not only the state of the actual building, but also the contents. All headquarters have a Facility Modifier based on their condition. If you don't spend any points on condition, your headquarters' condition is Starter (-1). This is used as a modifier to certain rolls as detailed in Rooms.

Condition can be improved *after* play begins by paying the full HQ Point cost, not the difference. For example, upgrading a good headquarters to an advanced headquarters costs five HQ Points, not two.

HEADQUARTERS CONDITION

Condition	Facility Mod	Points
Starter	-1	0
Average	+0	1
Good	+1	3
Advanced	+2	5
State of the Art	+4	10

(3) ROOMS

HQs consist of one or more rooms, each with a defined purpose as listed below. A team cannot add more rooms than the headquarters has space for. If there is no more space, a bigger building must be acquired.

Command Center (+1)

The command center is somewhere the team can gather to discuss plans. The meeting room contains the headquarters' communication and monitoring equipment. The headquarters' condition determines the capabilities of the communications array. An average system allows monitoring and communication within a single city, whereas a state-of-the-art system may allow instantaneous communication with other planets or dimensions.

Garage (+2)

Each time this facility is purchased, the characters gain a new garage capable of housing one of their vehicles (their choice) away from prying eyes, as well as any tools needed to keep it running. (If using vehicles from the *Science Fiction Companion*, each garage handles up to Size 8.)

Repair rolls to the vehicle are modified by the headquarters' facility modifier. Tools from one garage may not be used in another.

Generator (+1)

Most headquarters are powered by the national grid. This leave them susceptible to blackouts and also means larger headquarters could be found by monitoring power usage. A generator provides their own electricity. Headquarters outside a city must have a generator.

Hangar (+4)

Established super teams may have aircraft or even starships. A hangar has enough space for one fighter-sized jet or two average-sized helicopters. Additional hangars may be placed together to handle larger vessels.

If using the *Science Fiction Companion*, each Hangar space accommodates 24 points worth of aircraft or starships.

Kitchen & Dining (+1)

If the headquarters is designed for permanent occupation, the occupants need somewhere to store, cook, and eat food. Depending on the headquarters condition, the kitchen may be a small microwave and cooler or something rivaling a 5-star restaurant.

Add an additional +1 for advanced greenhouses, hydroponics, or rooms that actually create or provide food.

Library/Computer Lab (+1)

A library/computer room contains a vast store of books and multiple computer terminals or tablets for fast access to external computer networks. It grants a bonus to Investigation rolls equal to the headquarters' Facility Modifier found on the **Headquarters Condition Table**.

Medical Center (+2)

A medical center provides a place where injured heroes can recuperate. In addition to general modifiers for the era and level of care, the medical center adds the headquarters' Facility Modifier to all Healing rolls and Vigor rolls for natural healing in the headquarters.

Personal Quarters (-1 per 4 heroes)

Sleeping quarters may be a camping bed in a communal room with shared lavatory facilities up to personal bedrooms with four-poster beds and en suite bathrooms, depending on the headquarters' Facility Modifier.

Specialist Library/Lab (+2)

Unlike a reference library, a specialist library or laboratory is dedicated to one core subject—such as arcana or chemistry. This is a Knowledge skill chosen when the room is purchased. Using the library or lab grants a bonus to the chosen Knowledge skill rolls equal to the headquarters' Facility Modifier.

Security Cells (+1)

The addition of secure cells allows the super heroes to contain captives (even super villains) for questioning. The cells have surveillance systems and a base Toughness of 15, modified by the headquarters' Facility Modifier. Each time this option is taken adds two cells. Or two cells can be combined into one *nullifier* cell, which negates super powers. Super heroes can still choose to capture and imprison super villains in a regular room, but the base Toughness is reduced to 10 and there are no dedicated cameras.

Teleporter (+1 to +8)

This ultra tech room may only be taken with the Game Master's permission. It houses a coded teleporter that allows users to instantly travel to other locations, perhaps even other dimensions. The teleporter doesn't actually have to be a "teleporter." It might be a secret door that provides access to the street above.

A standard teleporter allows one character to use it at a time. Add +1 if up to five can use it at once, +2 to accommodate up to 10, +3 for 20, and so on.

TELEPORTER COST

Cost	Type
+1	Quick access to the outside, up to half a mile from the base.
+2	Up to 1 mile distant.
+3	Up to 10 miles distant.
+4	Up to 100 miles distant.
+5	Anywhere on the planet.
+8	Anywhere in any dimension.

Training Room (+2/+4)

A training room might be a simple gym at a cost of +2, or a computer-controlled chamber with death rays and robot minions (+4).

Workshop (+2)

The headquarters is equipped with a workshop for creating and repairing mechanical, robotic, electrical, and electronic devices. All Repair rolls (except for vehicles) are modified by the headquarters' Facility Modifier.

(4) HQ Extras

As well as dedicated rooms, a base can have other features not vital to daily operations.

Camouflaged (+2)

The headquarters is camouflaged to look like a regular building. All high tech crime-fighting gear is hidden behind rotating desks, revolving paintings, and secret chambers.

If the team wants the actual building itself to be hidden, they'll need to buy **Well-Hidden** (see below).

Defenses (Special)

HQ points can also be used to create defensive systems. Each HQ point buys two points of super powers. There are also some generic new power Modifiers below for headquarters defenses.

Typical defenses are blast cannons (*attack, ranged*), guards (*minions*), or ensnarement devices such as nets or cages (*ensnare*). As always, the GM has the final say on what powers can and cannot be invested in a headquarters.

Unless modified, the defenses are in all common areas (not personal quarters), inside and out.

Activation is automated if the headquarters has Secure Access (see below). If the power uses a die roll for activation, start at d4 for a starter headquarters and increase the die type one step for each level of condition higher, up to d12 at State of the Art. Otherwise, defenses are manually activated and use the skill die of the operator.

Modifiers:

Perimeter Only (-2): The defenses only protect the outside of the building.

Single Room Only (-3): The defenses only protect one room. This must be declared when the power is purchased.

Moving the defenses to a different room at a later stage costs 1 HQ Point.

Escape Pod (+1)

The headquarters has a built-in, hidden escape pod. This can be a chute, teleportation pad, short-range rocket, etc. The escape pod is relatively small and only accommodates five individuals at a time. The route typically exits a mile or so away.

Secure Access (+1)

Only those people with the proper key (chip implant, keycard, mystic amulet, etc.) may access all of the headquarters and its systems. Anyone else sets off an alarm that alerts everyone who has proper access via klaxon horns, silent signal, radio broadcast, or similar alert.

Well-Hidden (+3)

The headquarters is well-hidden, either underground, underwater, or obfuscated in some way. All attempts to track, scry, detect, or otherwise find a character in the HQ, track its broadcasts, or monitor its comings and goings, suffer a -4 to relevant die rolls.

A headquarters may still be located underground, in a volcano, underwater, or in space and not have this feature. In such cases, the base has no special concealment, and communications can be easily monitored. Perhaps the base still shows up on radar, or maybe the volcano doesn't have a special sliding roof to conceal the base from the air.