

## Strength

The characters physical might. Points in strength translate to the characters ability to lift objects, and inflict damage with melee attacks.

Strength Score	Base Scores
1	Lift 100 lbs, 0 Natural Armor, 0 Bonus Melee Damage
4	Lift 150 lbs, 1 Natural Armor, 1 Bonus Melee Damage
8	Lift 200 lbs, 2 Natural Armor, 2 Bonus Melee Damage
12	Lift 250 lbs, 3 Natural Armor, 3 Bonus Melee Damage
16	Lift 300 lbs, 4 Natural Armor, 4 Bonus Melee Damage
20	Lift 350 lbs, 5 Natural Armor, 5 Bonus Melee Damage
24	Lift 400 lbs, 6 Natural Armor, 6 Bonus Melee Damage
28	Lift 450 lbs, 7 Natural Armor, 7 Bonus Melee Damage
32	Lift 500 lbs, 8 Natural Armor, 8 Bonus Melee Damage
36	Lift 550 lbs, 9 Natural Armor, 9 Bonus Melee Damage
40	Lift 600 lbs, 10 Natural Armor, 10 Bonus Melee Damage
44	Lift 650 lbs, 11 Natural Armor, 11 Bonus Melee Damage
48	Lift 700 lbs, 12 Natural Armor, 12 Bonus Melee Damage
50	Strength Pinnacle 1
52	Lift 750 lbs, 13 Natural Armor, 13 Bonus Melee Damage
56	Lift 800 lbs, 14 Natural Armor, 14 Bonus Melee Damage
60	Lift 850 lbs, 15 Natural Armor, 15 Bonus Melee Damage
64	Lift 900 lbs, 16 Natural Armor, 16 Bonus Melee Damage
68	Lift 950 lbs, 17 Natural Armor, 17 Bonus Melee Damage
72	Lift 1000 lbs, 18 Natural Armor, 18 Bonus Melee Damage
76	Lift 1050 lbs, 19 Natural Armor, 19 Bonus Melee Damage
80	Lift 1100 lbs, 20 Natural Armor, 20 Bonus Melee Damage
84	Lift 1150 lbs, 21 Natural Armor, 21 Bonus Melee Damage
88	Lift 1200 lbs, 22 Natural Armor, 22 Bonus Melee Damage
92	Lift 1250 lbs, 23 Natural Armor, 23 Bonus Melee Damage
96	Lift 1300 lbs, 24 Natural Armor, 24 Bonus Melee Damage
100	Lift 1350 lbs, 25 Natural Armor, 25 Bonus Melee Damage, Strength Pinnacle 2
4	Lift +50 lbs, +1 Natural Armor, +1 Bonus Melee Damage
200	Strength Pinnacle 3
300	Strength Pinnacle 4

### Strength Pinnacle 1

The Characters Unarmed Attacks increase by 1 Dice type.  
2D6 > 2d8 > 2d10 > 3d8 > 3d10

### Strength Pinnacle 2

When the character takes a Jump action, increase their Jump by 20U for each 1U they would normally move (30U and 120U if Super Leap 3PP and 6PP are taken, respectively)

### Strength Pinnacle 3

When not wearing Armor, the Character treats all Piercing effects as though they were 10 lower

### Strength Pinnacle 4

Increase the Characters Lift Capacity by 10x

## Agility

The characters physical finesse. Points in Agility translate to the characters ability to dodge attacks, and his ability to inflict damage with ranged attacks

Agility Score	Base Scores
1	15 Dodge, 0 Initiative, 0 Reaction
4	16 Dodge, 1 Initiative, 1 Reaction
8	17 Dodge, 2 Initiative, 2 Reaction
12	18 Dodge, 3 Initiative, 3 Reaction
16	19 Dodge, 4 Initiative, 4 Reaction
20	20 Dodge, 5 Initiative, 5 Reaction
24	21 Dodge, 6 Initiative, 6 Reaction
28	22 Dodge, 7 Initiative, 7 Reaction
32	23 Dodge, 8 Initiative, 8 Reaction
36	24 Dodge, 9 Initiative, 9 Reaction
40	25 Dodge, 10 Initiative, 10 Reaction
44	26 Dodge, 11 Initiative, 11 Reaction
48	27 Dodge, 12 Initiative, 12 Reaction
50	Agility Pinnacle 1
52	28 Dodge, 13 Initiative, 13 Reaction
56	29 Dodge, 14 Initiative, 14 Reaction
60	30 Dodge, 15 Initiative, 15 Reaction
64	31 Dodge, 16 Initiative, 16 Reaction
68	32 Dodge, 17 Initiative, 17 Reaction
72	33 Dodge, 18 Initiative, 18 Reaction
76	34 Dodge, 19 Initiative, 19 Reaction
80	35 Dodge, 20 Initiative, 20 Reaction
84	36 Dodge, 21 Initiative, 21 Reaction
88	37 Dodge, 22 Initiative, 22 Reaction
92	38 Dodge, 23 Initiative, 23 Reaction
96	39 Dodge, 24 Initiative, 24 Reaction
100	40 Dodge, 25 Initiative, 25 Reaction, Agility Pinnacle 2
4	+1 Dodge, +1 Initiative, +1 Reaction
200	Agility Pinnacle 3
300	Agility Pinnacle 4

### Agility Pinnacle 1

The Character treats Cover as though it had 25 more HP

### Agility Pinnacle 2

The Character can treat their Agility as though it were Strength for the purposes of making a Jump action

### Agility Pinnacle 3

The Character gains Immunity: Unbalance

### Agility Pinnacle 4

The Character rolls 2 dice for their first Initiative and chooses which one to take

## Stamina

The characters physical endurance. Points in stamina translate to the characters ability to recover from wounds and push the limits of his vitality

Stamina Score	Base Scores
1	1 Hit Dice, 1 Heal Rate, 0 Physical Resist
4	2 Hit Dice, 2 Heal Rate, 1 Physical Resist
8	3 Hit Dice, 3 Heal Rate, 2 Physical Resist
12	4 Hit Dice, 4 Heal Rate, 3 Physical Resist
16	5 Hit Dice, 5 Heal Rate, 4 Physical Resist
20	6 Hit Dice, 6 Heal Rate, 5 Physical Resist
24	7 Hit Dice, 7 Heal Rate, 6 Physical Resist
28	8 Hit Dice, 8 Heal Rate, 7 Physical Resist
32	9 Hit Dice, 9 Heal Rate, 8 Physical Resist
36	10 Hit Dice, 10 Heal Rate, 9 Physical Resist
40	11 Hit Dice, 11 Heal Rate, 10 Physical Resist
44	12 Hit Dice, 12 Heal Rate, 11 Physical Resist
48	13 Hit Dice, 13 Heal Rate, 12 Physical Resist
50	Stamina Pinnacle 1
52	14 Hit Dice, 14 Heal Rate, 13 Physical Resist
56	15 Hit Dice, 15 Heal Rate, 14 Physical Resist
60	16 Hit Dice, 16 Heal Rate, 15 Physical Resist
64	17 Hit Dice, 17 Heal Rate, 16 Physical Resist
68	18 Hit Dice, 18 Heal Rate, 17 Physical Resist
72	19 Hit Dice, 19 Heal Rate, 18 Physical Resist
76	20 Hit Dice, 20 Heal Rate, 19 Physical Resist
80	21 Hit Dice, 21 Heal Rate, 20 Physical Resist
84	22 Hit Dice, 22 Heal Rate, 21 Physical Resist
88	23 Hit Dice, 23 Heal Rate, 22 Physical Resist
92	24 Hit Dice, 24 Heal Rate, 23 Physical Resist
96	25 Hit Dice, 25 Heal Rate, 24 Physical Resist
100	26 Hit Dice, 26 Heal Rate, 25 Physical Resist, Stamina Pinnacle 2
4	+1 Hit Dice, +1 Heal Rate, +1 Physical Resist
200	Stamina Pinnacle 3
300	Stamina Pinnacle 4

### Stamina Pinnacle 1

The Character gains +10 Physical Resist against Poison and disease

### Stamina Pinnacle 2

The Character doubles the amount of time before they begin Suffocating

### Stamina Pinnacle 3

The Character gains Immunity: Stun

### Stamina Pinnacle 4

The Character can choose not to go Unconscious to Bruising Damage

## Senses

The characters alertness and intuition. Points in senses translate to the characters ability to strike, resist harmful effects and notice details.

Senses Score	Base Scores
1	0 Perception, 0 Mental Resist, 0 Strike
4	1 Perception, 1 Mental Resist, 1 Strike
8	2 Perception, 2 Mental Resist, 2 Strike
12	3 Perception, 3 Mental Resist, 3 Strike
16	4 Perception, 4 Mental Resist, 4 Strike
20	5 Perception, 5 Mental Resist, 5 Strike
24	6 Perception, 6 Mental Resist, 6 Strike
28	7 Perception, 7 Mental Resist, 7 Strike
32	8 Perception, 8 Mental Resist, 8 Strike
36	9 Perception, 9 Mental Resist, 9 Strike
40	10 Perception, 10 Mental Resist, 10 Strike
44	11 Perception, 11 Mental Resist, 11 Strike
48	12 Perception, 12 Mental Resist, 12 Strike
50	Senses Pinnacle 1
52	13 Perception, 13 Mental Resist, 13 Strike
56	14 Perception, 14 Mental Resist, 14 Strike
60	15 Perception, 15 Mental Resist, 15 Strike
64	16 Perception, 16 Mental Resist, 16 Strike
68	17 Perception, 17 Mental Resist, 17 Strike
72	18 Perception, 18 Mental Resist, 18 Strike
76	19 Perception, 19 Mental Resist, 19 Strike
80	20 Perception, 20 Mental Resist, 20 Strike
84	21 Perception, 21 Mental Resist, 21 Strike
88	22 Perception, 22 Mental Resist, 22 Strike
92	23 Perception, 23 Mental Resist, 23 Strike
96	24 Perception, 24 Mental Resist, 24 Strike
100	25 Perception, 25 Mental Resist, 25 Strike, Senses Pinnacle 2
4	+1 Perception, +1 Mental Resist, +1 Strike
200	Senses Pinnacle 3
300	Senses Pinnacle 4

### Senses Pinnacle 1

The Character gains a +10 Perception bonus to detect Hidden Creatures within 20U of them

### Senses Pinnacle 2

The Character can See, Hear, and Smell twice as far. If the Character already has heightened senses from another source (such as Sonics) this ability increases that multiplier by 1

### Senses Pinnacle 3

The Character adds their Perception to their Reaction to determine if they can act in an Ambush

### Senses Pinnacle 4

If the Character fails a Mental Resist by 10 or less, they may immediately make a second Mental Resist to overcome the effect. This may only happen once per effect.

## Speed

The characters land speed. Points in speed translate to the characters ability to move and act in a turn. It also grants a small bonus multiple other scores.

Speed Score	Base Scores
1	2U Move Speed, 2 Actions
4	3U Move Speed
8	4U Move Speed
10	1 Dodge, 1 Initiative, 1 Reaction, 1 Bonus Melee Damage, 3 Actions
12	5U Move Speed
16	6U Move Speed
20	7U Move Speed, 2 Dodge, 2 Initiative, 2 Reaction, 2 Bonus Melee Damage , 4 Actions
24	8U Move Speed
28	9U Move Speed
30	3 Dodge, 3 Initiative, 3 Reaction, 3 Bonus Melee Damage, 5 Actions
32	10U Move Speed
36	11U Move Speed
40	12U Move Speed, 4 Dodge, 4 Initiative, 4 Reaction, 4 Bonus Melee Damage, 6 Actions
44	13U Move Speed
48	14U Move Speed
50	1 Dodge, 5 Initiative, 5 Reaction, 5 Bonus Melee Damage, 7 Actions, Speed Pinnacle 1
52	15U Move Speed
56	16U Move Speed
60	17U Move Speed, 6 Dodge, 6 Initiative, 6 Reaction, 6 Bonus Melee Damage, 8 Actions
64	18U Move Speed
68	19U Move Speed
70	7 Dodge, 7 Initiative, 7 Reaction, 7 Bonus Melee Damage, 9 Actions
72	20U Move Speed
76	21U Move Speed
80	22U Move Speed, 8 Dodge, 8 Initiative, 8 Reaction, 8 Bonus Melee Damage, 10 Actions
84	23U Move Speed
88	24U Move Speed
90	9 Dodge, 9 Initiative, 9 Reaction, 9 Bonus Melee Damage. 11 Actions
92	25U Move Speed
96	26U Move Speed
100	27U Move Speed, 10 Dodge, 10 Initiative, 10 Reaction, 10 Bonus Melee Damage, 12 Actions, Speed Pinnacle 2
+4	+1 Move Speed
+10	+1 Dodge, +1 Initiative, +1 Reaction, +1 Bonus Melee Damage
200	Speed Pinnacle 3
300	Speed Pinnacle 4

### Speed Pinnacle 1

The Character can take 3 Actions per Initiative, instead of 2 (does not grant more total actions)

### Speed Pinnacle 2

The Character can take 4 Actions per Initiative, instead of 2 (does not grant more total actions)

### Speed Pinnacle 3

The Character can take 5 Actions per Initiative, instead of 2 (does not grant more total actions)

### Speed Pinnacle 4

The Character can take 6 Actions per Initiative, instead of 2 (does not grant more total actions)

## Body

The characters physical self. Body represents how stressed the character is, how bruised or beaten, or how disfigured the character is

### What is Body

Body is a unique attribute. It has the following characteristics:

**Body starts at 100**, and can not – under normal circumstances – go above that limit.

All other Attributes can not increase over the Maximum Body Score. If the Maximum Body Score decreases, Attributes higher than the Maximum Body Score decrease to the new, lower, score.

Should the Character ever Temporarily fall to 0 Body they fall Unconscious until their Body increases to a minimum score of 1.

If the Character takes 100 points of Permanent Body Damage – instantly or over time, they are instead killed under most circumstances.

### How Does Body Damage Work?

The Characters Maximum Body Score can be reduced in the following ways:

**Stress:** Detailed in great length on page 14, Stress is Temporary Body Damage that completely heals after the Character **has a few moments to relax**.

**Bruising Damage:** Bruising Damage is Temporary Body Damage. It heals at the characters Heal Rate per Hour.

**Temporary Body Damage:** More persistent than Bruising Damage, Temporary Body Damage heals at the Characters Heal Rate per **Day**.

**Permanent Body Damage:** Permanent Body Damage is a **indefinite reduction** in the Characters Maximum Body Score. It can only be healed with the help of special powers or abilities.

### **Derived Scores**

Derived Scores are scores that come originate with an Attribute. When that Attribute increases, so to do the associated Derived Scores. There are a total of 14 Derived Scores that function as follows.

#### **Lift Score**

The Lift Score is the maximum amount of weight in Pounds (lbs) the Character can lift. Characters can drag twice this amount. Lift has a base of 100 lbs and increases as Strength increases

#### **Natural Armor**

The Natural Armor Score is part of the Armor Score which tells the player how much Damage a Character can in a single attack before the Character suffers ill effects. It is half of the Characters Armor, along with Worn Armor. Natural Armor has a base of 0 and increases as Strength increases.

#### **Bonus Melee Damage**

The Bonus Melee Damage Score is a flat bonus to any damage the Character deals with a melee attack. Bonus Melee Damage increase as Strength increases.

#### **Dodge**

The Dodge Score is what an attackers Strike must beat in order to be able to hit the Character with an attack. Dodge has a base Score of 15 and increases as Agility increases.

#### **Initiative**

The Initiative Score determines when a Character acts in combat. Characters roll 1 Initiative for every 2 actions they can take each Round. Initiative increases as Agility increases.

#### **Reaction**

The Reaction Score determines how quickly a character can adapt to changing situations. When caught in an Ambush, the Character may roll their Reaction against the highest Initiative of the Ambushing Creatures. If they succeed on this roll, they may roll Initiative and act normally in the Ambush stage of Combat. Reaction has a base of 0 and increases as Agility increases

#### **Hit Dice**

Hit Dice help determine the Characters Hit Points, and are determined by the Characters Origin. When a Creature is reduced to 0 Hit Points, it dies. Hit Dice are earned by increasing Stamina.

#### **Heal Rate**

The Heal Rate Score determines how fast a character recovers from injuries. Each point of Heal Rate allows the Character to regenerate 1 Hit Point and 1 Temporary Body Damage each day. Heal Rate has a base of 1 and increases as Stamina increases.

#### **Physical Resist**

The Physical Resist score determines how effectively the Character can fend of toxins, disease and other such effects. Physical Resist has a base score of 0 and increases as Stamina increases

#### **Perception**

The Perception Score is the chance that the Character will notice important details in their environment. Perception has a base score of 0 and increases as Senses increases.

#### **Mental Resist**

The Mental Resist score determines how effectively the Character can fend of various forms of mental incursion. Mental Resist has a base score of 0 and increases as Senses increases

#### **Strike**

The Strike Score determines how likely it is that the Character is to hit another Creature. After rolling 1d20, the Strike Score is added and compared to the Creatures Dodge. If the Strike is greater, the Creature is successfully hit. Strike has a base of 0 and increases as Senses increases

#### **Move Speed**

The Move Speed score determines how far the Character can move in a single action. It has a base rate of 2 and increases as Speed increases.

#### **Initiative**

At the beginning of battle, characters roll a D20 and add their initiative modifier to it. They do this once for every two actions, or portion thereof, they are capable of taking during a round. When a characters initiative starts, they are able to take two actions, or one if they only have a single action left during the round, and must wait until subsequent initiatives in the initiative order to take further actions. Initiative order is set for the battle.

## **Stress**

While Stress is often considered to be problematic, it's a natural function that allows Creatures to react to situations they find threatening. While some Creatures break under Stress, others use it to propel themselves forward to greater potential. Finding new abilities within honing them to be efficient and ready to face the next set of challenges that come their way.

### **When Can You Stress**

For most Characters it is most common for them to gain Stress in life or death situations. For most Characters this is literal, but for many it is figurative as well. A character might find themselves under Stress when fighting a Creature in a battle to the death, while another might find themselves Stressed in a crowded boardroom during the hostile takeover of a rival business.

### **Effects of Stress**

As mentioned under the Body section of this book, when a character gains a point of Stress it acts as though their body score had been lowered by 1. This has the effect of possibly limiting a Characters attributes and in extreme cases making a Character lose consciousness. You can only gain as much stress as your current Body Score. It is impossible to die from Stress

### **Benefits of Stress**

Stress has two primary benefits. The first is an increase in raw physical might. At any time during a stressful situation, even in response to another action, a character can accumulate 10 stress to gain +4 to an attribute. This can be done any number of times, though maximum attributes are limited by body scores (see above). Every 50 points of Stress a character accumulates in a single Attribute in this way permanently increases that Attribute by 1.

Stress is also used to manifest unearned Abilities of a Power. To do this, choose an Ability related to the current level of the Characters Power, and gain 10 Stress times the Powers Current Level. This ability then becomes available for the Character to use until their first Initiative on their next Turn. After a Power is Stressed a number of times, the Characters Body adapts to it making a new Ability permanently available to them. This is explained in further detail in the Powers section.

Certain Powers and Abilities also cause Stress when they are used. This will be noted in the Power or Ability description.

### **Healing Stress**

Unlike other types of Body damage, Stress heals extremely rapidly. When a Character removes themselves from the situation which caused Stress, and avoid further such situations, they automatically regain all Stress damage.

This most often occurs when a Character sleeps, but spending a few hours having drinks at a bar or even spending some time reading the newest COMIC book on the toilet may be enough to relieve Stress.

### **End of Game Bonuses**

If Characters had an especially fruitful session, the GM may consider allowing them to allocate a +1 bonus to any single derived score (Natural Armor, Melee Damage, Ranged Damage, Dodge, Initiative, Strike, Healing Rate, Mental Resist, Physical Resist, Reaction, or Perception). Characters also gain a single Power Point at the end of each Story.

If a character took 1 Credit Damage and no Credit Disruption, they gain 1 Income at the end of a Story.

Characters may also gain a Skill Tic at the end of a Session, depending on their Skill Level



### **Actions**

The Actions score determines how many Actions the Character can take in a round. A Creature can take up to 2 Actions each Initiative. Actions have a base of 2 and increases as Speed increases.

### **Holding Actions**

Characters are capable of holding actions until a specific event triggers that action. To do so, the character must have at least one action left for the round, and when choosing to hold an action, they must do two things. First they must choose what action they will take, and second they must decide what will trigger that action. If the held action is not triggered by the beginning of their next initiative, the action is lost.

### **Full Round Actions**

Some special actions require a full round to complete. Full round actions can be started as the first action in any initiative the character has, but the character can take no further actions until the full round action completes just before the initiative in which the action was started. If something stops a character from completing the action, the character can begin taking actions as normal at their next initiative order.

### **Attacking**

Characters may use any number of regular action during their initiatives to perform an attack using any weapons or powers they possess. To do so, the character rolls a single D20 and adds either their melee or ranged strike bonus, as applicable to the attack.

If the character rolls a 20 on their D20 roll, they may roll an extra number of D6's equal to their Bullseye or Martial Prowess abilities and add that to the total strike roll. If the character rolls a 1 on the D20 roll they may still strike their target should their bonuses be large enough, but they suffer a mishap, as per the mishap table. Additionally, they lose all further actions on that initiative.

### **Traumatic Damage**

When a character rolls damage, they have the possibility of inflicting Traumatic Damage on their opponent. If a Character rolls a single maximum damage die, and inflicts HP damage, they score a Potential Traumatic Injury and roll on the Traumatic Injury Table, detailed later in this book.

### **Persistent Effects**

Persistent Effects, such that that from burning, suffocating, or regeneration, always trigger just before the characters first action in a round, unless the source of that effect notes otherwise.

### **Moving**

Characters may use a regular action during their initiative to move a distance equal to their movement score. They may choose to do this with any of their regular actions.

### **Running**

As a full round action, a character may elect to run, forgoing their normal movement. While running, the character may move twice their movement for each of their actions. ( $2 * \text{movement} * \text{actions}$ ). If a character is interrupted in the middle of a Running action, they move the full distance allowed by run but can not take any further actions until the initiative in which the run would be completed, additionally they lose the ability to make a charge attack, running jump, or other permissible actions at the conclusion of their run action.

### **Charging**

As a special full round action, a character can charge. The character makes a normal running action. At the end of the run, the character makes a free melee attack action. Until the Character takes another Action, all Melee attacks gain a +5 Strike bonus against them, while all Ranged attacks suffer a -5 Strike penalty.

### **Jumping**

*Vertical:* A character can make a vertical jump equal to one quarter their strength.

*Horizontal:* A character can make a horizontal jump equal to their  $(\text{strength} + \text{speed})/8$ .

*Running Jump:* A character can jump as a free action at the end of a run action. A character performing a running jump jumps one quarter of their strength times the number of units they moved in that round.  
 $(\text{strength} * \text{units moved})/4$

## Credit

Credit represents the characters ability to purchase items. Every character begins play with a credit rating of 5, and can achieve a normal maximum credit rating of 10 (abilities and adjustments may increase a characters credit rating above 10). When a character makes a purchase they take credit damage, and potentially credit disruption. Credit Damage simply represents credit that has been used and has not been repaid yet. Credit disruption is a permanent drain on their credit rating. Use the following chart to determine how much damage or disruption a character takes for a purchase.

Purchase Price	Cost	Example Purchase	Example Cost
3+ Above CR	Impossible to Purchase	Action Comics #1	Impossible to Purchase
2 Above CR	2 Disruption	Batman #1	2 CR Disruption
1 Above CR	1 Disruption	Amazing Spider Man #1	1 CR Disruption
<b>Current Credit Rating (CR)</b>	<b>1 Damage</b>	<b>Current Credit Rating – 5</b>	<b>Baseline – 1 CR Damage</b>
1 Below CR	1 Damage	Invincible Iron Man #1	1 CR Damage
2 Below CR	1 Damage	Ms. Marvel #1	1 CR Damage
3+ Below CR	No Damage*	Deathstroke #1	No Damage*

*\* Characters purchasing items in reasonable amounts take no CR Damage. Subject to GM discretion.*

## Income

The characters income represents their ability to pay off their debts (Credit) and maintain a lifestyle. At the end of each story, A character heals an amount of credit damage equal to their income rating. Any credit damage in excess of the characters income becomes credit disruption.

While most characters have a stable income, it is possible for an income to fluctuate. For example, a vigilante that survives off of drug money stolen from criminals might lose some of their Income if they have a period of time where no criminals have money on hand. A dungeon diving adventurer might lose income if they find no treasures in their ancient tombs. Even a character with a steady job might see their income decrease if they suddenly begin missing work due to their heroics. The minimum Income a Character can have is 1.

A characters income also determines their lifestyle. A character can maintain a lifestyle with a rating equal to their income with no drawbacks. However, a character can also choose to maintain a higher level lifestyle. If they do, their Income is treated as 1 lower at the end of the Story. Alternatively, they can choose a lower rating lifestyle and treat their Income as 1 higher at the end of the story.

## Power Points

At character creation, players receive a number of power points to spend on their character, determined by their race. Power Points (PP) are the most versatile and least common currency a player will receive. Using PP a player may unlock additional powers for their character, obtain money or supplement their Character in a variety of ways. These expenditures are listed in the appropriate locations.

## Lifestyle

A character's lifestyle is a representation of the things they surround themselves with in everyday life. Lifestyles range from the most humble homeless street beggars to extravagant mansions on private islands only accessible by helicopter. Most characters adopt lifestyles equal to their income rating, though some seeking to conserve money, or portray themselves as wealthier than they are may adopt different surroundings. Example lifestyles are given on the following chart.

### Example Lifestyle Chart

Lifestyle Rating	Housing (example)	Transportation (example)
1	None, a bench in the park, or a box in an alley, etc...	A bicycle, if lucky
2	A studio apartment in a bad part of town.	A rundown used car
3	A two bedroom apartment in a bad part of town	A better rundown used car
4	A townhouse in a decent part of town	A good used car
5	A studio apartment in the nicest downtown area	A standard model new car
6	A 3 bedroom house in a decent part of town	A upgraded new car
7	A 4 bedroom house in a decent part of town	A standard model luxury car
8	A 5 bedroom house in the best part of town	A upgraded luxury car
9	A lower level luxury suite in the downtown area	Top of the line luxury vehicle
10	A small mansion on the outskirts of town	Several luxury cars
11		
12		
13	A large mansion on the outskirts of town	Several chauffeured vehicles
14		
15		
16	A penthouse suite downtown	A private helicopter
17		
18		
19	A large mansion in the downtown area	A private jet
20	A small island with a large mansion on it	A luxury super-yacht
21+	GM Creativity	GM Creativity

Minor Arcana give temporary bonuses and penalties, dependent upon the card drawn. When a character has completed all cards in their current destiny they are awarded with a power point. When completion goals involve resolving a conflict, the conflict can not be introduced by the character that attempts to complete it and it is suggested that collaborative efforts to begin a conflict with other characters to complete an Arcana not be rewarded as such. As always, the GM is the final arbiter of such disputes. If, on the rare occasion a card is drawn upside down (or backwards) reverse the effects of the bane and the boon – the completion remains the same.

Minor Arcana				
Suit	Card	Bane	Boon	Completion
		<b>Offense</b>	<b>Defense</b>	
Spirit	Ace		+5 Armor, Dodge	Prevent an Ally from dying in a conflict
Spirit	2	Up to -3 Mishap+	+1 Physical Resist	Survive an attack in a conflict
Spirit	3	-5 Strike	+1 Mental Resist	Avoid an attack by taking cover in a conflict
Spirit	4	-1 to Nat. Atk Roll	+1 Armor	Prevent 5 damage from a single attack with Armor
Spirit	5	-5 Melee Strike	+1 Dodge	Dodge an attack in a conflict
Spirit	6	-5 Ranged Strike	+3 Physical Resist	Succeed on a Physical Resist in a conflict
Spirit	7	-5 Melee Damage	+3 Mental Resist	Succeed on a Mental Resist in a conflict
Spirit	8	-5 Ranged Damage	+3 Armor	Survive a conflict
Spirit	9	-3 Strike	+3 Dodge	Survive a status effect in a conflict (burn, stun, etc...)
Spirit	10	Up to -2 Mishap+	+5 Physical Resist	Prevent a power from harming an Ally
Spirit	Page	-1 Strike	+5 Mental Resist	Prevent a non-power attack from harming an Ally
Spirit	Queen	Up to -1 Mishap+	+5 Armor	Survive losing over 1/2 your HP in damage in a round
Spirit	King	-1 Damage	+5 Dodge	In a conflict, do not take damage for one full round
		<b>Defense</b>	<b>Wealth</b>	
Earth	Ace		+3 Credit, Income	Hit a 0 credit rating and bounce back
Earth	2	-5 Dodge	+1 Credit	Purchase something without damaging your credit.
Earth	3	-5 Armor	+1 Income	Increase your credit.
Earth	4	-5 Mental Resist	+1 Lifestyle	Use your lifestyle to help a friend.
Earth	5	-5 Physical Resist	-1 Credit Damage	Purchase an item for an ally.
Earth	6	-3 Dodge	+2 Credit	Take 1 credit disruption
Earth	7	-3 Armor	+2 Income	Heal 5 credit damage
Earth	8	-3 Mental Resist	+2 Lifestyle	Help an ally with their financial obligations.
Earth	9	-3 Physical Resist	-2 Credit Damage	Purchase an item equal to your credit rating
Earth	10	-1 Dodge	+3 Credit	Take Credit damage equal to your Credit rating
Earth	Page	-1 Armor	+3 Income	Increase your credit by 5.
Earth	Queen	-1 Mental Resist	+3 Lifestyle	Use your lifestyle to the benefit of your allies.
Earth	King	-1 Physical Resist	-3 Credit Damage	Make an expensive purchase without damaging credit.
		<b>Creativity</b>	<b>Offense</b>	
Fire	Ace		+5 Strike, Damage	Prevent a foe from dying in combat.
Fire	2	7 / 4 Build Time	+1 Damage	Deal damage to a foe.
Fire	3	-5 Engineering	Up to +1 Mishap	Suffer negative effects from a mishap.
Fire	4	-3 Attach Points	+1 Strike	Strike a deciding blow.
Fire	5	+3 Add-on Cost	Up to +2 Mishap	Survive a mishap.
Fire	6	3 / 2 Build Time	+3 Strike	Hit an opponent
Fire	7	-3 Engineering	+5 Ranged Damage	Overcome armor with a ranged attack.
Fire	8	-2 Attach Points	+5 Melee Damage	Overcome armor with a melee attack.
Fire	9	+2 Add-on Cost	+5 Ranged Strike	Strike with a Ranged Attack
Fire	10	5 / 4 Build Time	+5 Melee Strike	Strike with a Melee Attack
Fire	Page	-1 Engineering	+1 to Nat. Atk Roll	Get a 21 on a natural roll during a conflict
Fire	Queen	-1 Attach Points	+5 Strike	Miss an opponent
Fire	King	+1 Add-on Cost	Up to +3 Mishap	Avoid effects from a mishap.

## Minor Arcana

Suit	Card	Bane	Boon	Completion
		<b>Helpfulness</b>	<b>Creativity</b>	
Water	Ace		-3 Add-on cost, +5 Engineering	Craft an item with a cost of 8 or more
Water	2	Up to -3 Mishap**	-1 Add-on Cost	Successfully acquire an ad-on.
Water	3	-5 Damage*	+1 Attach Points	Successfully equip an attachment to a weapon.
Water	4	-3 Mental Resist*	+1 Engineering	Successfully use your engineering to craft an item.
Water	5	-3 Physical Resist*	3 / 4 Build Time	Build an item in less than a day
Water	6	Up to -2 Mishap**	-2 Add-on Cost	Attach Add-Ons with a total credit expense of 4
Water	7	-3 Damage*	+2 Attach Points	Attach an Add-On to an item
Water	8	-2 Mental Resist*	+3 Engineering	Make blueprints to change the course of events
Water	9	-2 Physical Resist*	1 / 2 Build Time	Successfully build something you originally failed
Water	10	Up to -1 Mishap**	-3 Add-on Cost	Acquire an add-on that costs more than 4.
Water	Page	-1 Damage*	+3 Attach Points	Equip the maximum number of attachments.
Water	Queen	-1 Mental Resist*	+5 Engineering	Use your engineering to help an ally.
Water	King	-1 Physical Resist*	1 / 4 Build Time	Build an item that normally takes a month or more
		<b>Wealth</b>	<b>Helpfulness</b>	
Air	Ace		+1 Nat. Roll*	Help all allies get a 21 on a Natural Roll
Air	2	+3 Credit Damage	+1 Physical Resist*	Help an ally who has failed against a Mental effect
Air	3	-3 Lifestyle	+1 Mental Resist*	Help an ally who has failed against a Physical effect
Air	4	-3 Income	+1 Damage*	Help an ally damage an enemy
Air	5	-3 Credit	Up to +1 Mishap*	Help an ally survive the effects of a mishap.
Air	6	+2 Credit Damage	+2 Physical Resist*	Have an ally succeed a Physical resist you failed
Air	7	-2 Lifestyle	+2 Mental Resist*	Have an ally succeed a Mental resist you failed
Air	8	-2 Income	+3 Damage*	Defeat an opponent an ally has failed to defeat
Air	9	-2 Credit	Up to +2 Mishap*	Help an ally survive a mishap.
Air	10	+1 Credit Damage	+3 Physical Resist*	Help an ally overcome a Physical effect
Air	Page	-1 Lifestyle	+3 Mental Resist*	Help an ally overcome a Mental effect
Air	Queen	-1 Income	+5 Damage*	Assist an ally in defeating an opponent
Air	King	-1 Credit	Up to +3 Mishap*	Help an ally avoid the effects of a mishap.
Aries		-5 Reaction	+5 Languages	Be the first to start in a grave situation.
Taurus		-5 Drive and Ride	+5 Social Science	Get information that no one else could find.
Gemini		-5 Literature	+5 Arts & Humanity	Create a masterpiece seen by many.
Cancer		-5 Tactic and Strat.	+5 Survival	Survive in a situation that looked bleak.
Leo		-5 Math	+5 Medicine	Save the life of an ally or foe.
Virgo		-5 Stealth	+5 Science	Save the day with an innovative breakthrough.
Libra		-5 Languages	+5 Reaction	Solve a problem that no one else could.
Scorpio		-5 Social Science	+5 Drive and Ride	Help your allies get to their destination.
Serpentarius		-5 all Skills	+5 all Proficiencies	No completion is necessary for this card
Sagittarius		-5 Arts & Humanity	+5 Literature	Use your knowledge to turn around a bad situation.
Capricorn		-5 Survival	+5 Tactics and Strat.	Create a winning strategy for a conflict
Aquarius		-5 Medicine	+5 Math	Go looking for trouble... and find it.
Pisces		-5 Science	+5 Stealth	Survive an encounter by avoiding detection

\* Affects all allies within 10 units

+ GM decides degree of mishap penalty

The effects of all Major Arcana are permanent, but do not necessarily need to be used immediately. The effect of “The Fool” when drawn could be saved and later used to negate the effects of “Death” should that card happen to be drawn. Other cards with use limitation (This ability may be used X times...) can be stacked if a destiny is completed and the card redrawn without all previous uses being used. As always, the GM is the final arbiter of when and how these abilities can be used. If, on the rare occasion a card is drawn upside down (or backwards) see the reverse effects for the Major Arcana – the completion remains the same.

Card	Major Arcana	Completion
The Fool	Negate the effects of one draw	Complete a story arc
The Magician	Gain 30 skill tics	Take the lead and complete a quest or mission
The High Priestess	x3 Automatically succeed on a skill roll	Solve a conflict without resorting to violence
The Empress	x3 Survive a scene where you would die	Significantly advance your characters goals
The Emperor	Add 4 to all attributes	Complete all other cards in your destiny
The Hierophant	One time – gain truthful GM knowledge	Prevent a trap from being successful
The Lovers	x3 Prevent another characters death	Seduce or manipulate another character
The Chariot	Gain a Power Point	Set a difficult task and complete it
Strength	x3 Reroll (or force a character to reroll)	Spur an ally into completing a difficult task
The Hermit	Heal 10 points of permanent body damage	Help a large organization complete a task
Wheel of Fortune	x5 for one scene 19's count as 20's	Make a radical change to your character
Justice	x3 Grant an ally an automatic success	Complete a task that an ally failed
The Hanged Man	x3 Know the outcome of a decision	Allow someone to complete a task for you
Death	Shortly you will face death	Survive your encounter with death
Temperance	Increase your lowest attribute by 8	Succeed on a skill you previously failed
The Devil	X3 Double physical/mental resist for 1 scene	Escape from an overwhelming situation
The Tower	X3 Take double initiatives for a round	Help another complete a quest or mission
The Star	1/game Add +8 to all attributes for 1 scene	This requires no completion
The Moon	+1 to all derived stats	Prevent a betrayal
The Sun	+3 Credit, +1 Income	Take a long, significant trip
Judgment	1/game +/- 1d10 to a 1d20 roll	Prevent a character from making a poor decision
The World	x3 Increase a HD by 1 step	Have someone assist you in completing a task
<b>HD steps – 1d4 → 1d6, 1d6 → 1d8, 1d8 → 1d10, 1d10 → 1d12, 1d12 → 2d6, 2d6 → 2d8</b>		

Major Arcana, when drawn in reverse, can have disastrous effects. Should this happen, the GM is fully in charge of the time and place when the effects will occur.

Card	Major Arcana	Completion
The Fool	Negate the effects of one draw	Complete a story arc
The Magician	Lose 10 skill tics	Take the lead and complete a quest or mission
The High Priestess	x3 Automatically Fail on a skill roll	Solve a conflict without resorting to violence
The Empress	x3 Foe survives a scene and escapes	Significantly advance your characters goals
The Emperor	Subtract 4 from all attributes	Complete all other cards in your destiny
The Hierophant	One time – gain “truthful” GM knowledge	Prevent a trap from being successful
The Lovers	x3 Foe prevents another characters death	Seduce or manipulate another character
The Chariot	-1 level in a power (or 10 attribute points)	Set a difficult task and complete it
Strength	x3 Reroll (or force a character to reroll)	Spur an ally into completing a difficult task
The Hermit	Take 10 points of permanent body damage	Help a large organization complete a task
Wheel of Fortune	x5 for one scene 2's count as 1's	Make a radical change to your character
Justice	x3 Grant an ally an automatic failure	Complete a task that an ally failed
The Hanged Man	x3 “Know” the outcome of a decision	Allow someone to complete a task for you
Death	Shortly an ally will face death	This requires no completion
Temperance	Decrease your Highest attribute by 8	Succeed on a skill you previously failed
The Devil	X3 Halve physical/mental resist for 1 scene	Escape from an overwhelming situation
The Tower	X3 Lose a round	Help another complete a quest or mission
The Star	1/game Add -8 to all attributes for 1 scene	This requires no completion
The Moon	-1 to all derived stats (Min 1)	Prevent a betrayal
The Sun	-3 Credit, -1 Income	Take a long, significant trip
Judgment	1/game +/- 1d10 to a 1d20 roll	Prevent a character from making a poor decision
The World	x3 Decrease a HD by 1 step	Have someone assist you in completing a task
<b>HD steps – 1d4 → 1d6, 1d6 → 1d8, 1d8 → 1d10, 1d10 → 1d12, 1d12 → 2d6, 2d6 → 2d8</b>		



No 100 card Tarot Deck? No worries. Roll d% 5 times and follow the chart below. For each roll, roll d% a second time, if the result is 3% or less, the card gives the character it's reversed effects.

D% Roll	
1	Spirit Ace
2	Spirit 2
3	Spirit 3
4	Spirit 4
5	Spirit 5
6	Spirit 6
7	Spirit 7
8	Spirit 8
9	Spirit 9
10	Spirit 10
11	Spirit Page
12	Spirit Queen
13	Spirit King
14	Earth Ace
15	Earth 2
16	Earth 3
17	Earth 4
18	Earth 5
19	Earth 6
20	Earth 7
21	Earth 8
22	Earth 9
23	Earth 10
24	Earth Page
25	Earth Queen
26	Earth King
27	Fire Ace
28	Fire 2
29	Fire 3
30	Fire 4
31	Fire 5
32	Fire 6
33	Fire 7
34	Fire 8
35	Fire 9
36	Fire 10
37	Fire Page
38	Fire Queen
39	Fire King
40	Water Ace
41	Water 2
42	Water 3
43	Water 4
44	Water 5
45	Water 6
46	Water 7
47	Water 8
48	Water 9
49	Water 10
50	Water Page

D% Roll	
51	Water Queen
52	Water King
53	Air Ace
54	Air 2
55	Air 3
56	Air 4
57	Air 5
58	Air 6
59	Air 7
60	Air 8
61	Air 9
62	Air 10
63	Air Page
64	Air Queen
65	Air King
66	Ares
67	Taurus
68	Gemini
69	Cancer
70	Leo
71	Virgo
72	Libra
73	Scorpio
74	Serpentarius
75	Sagittarius
76	Capricorn
77	Aquarius
78	Pisces
79	The Magician
80	The High Priestess
81	The Empress
82	The Emperor
83	The Hierophant
84	The Lovers
85	The Chariot
86	Strength
87	The Hermit
88	Wheel of Fortune
89	Justice
90	The Hanged Man
91	Death
92	Temperance
93	The Devil
94	The Tower
95	The Star
96	The Moon
97	The Sun
98	Judgment
99	The World
00	The Fool

## Character Creation By The Numbers

### 1. Concept

Concept, Background, and Motivations – Perhaps the most important aspect of any character is answering the question “who is this character going to be, and why are they doing what they are doing?”. In COMIC almost anything is possible, and by answering these questions, you'll be off to a strong start in building your character.

### 2. Origin Points

After deciding what you want your character to be, next is to decide what origin gets them there. Is your character an elf? A wraith? Perhaps they're a demigod with a magical helm that grants them abilities. Use your 5 Origin Points to define your characters origin and origin abilities using the charts on pages 21 through 24.

### 3. The Origin

After deciding the characters Origin, turn to the corresponding Origin and note the Power Points available to the Character, how many attribute dice they have to distribute, and how many and what type of bonus dice they get for each attribute. Usually characters can not exceed 3 dice in an attribute. Please note that some Origins get 2 dice for Bonuses and Dice type. In these instances the 2 dice are considered 1 for the purposes of how many dice they can put into an attribute.

### 4. Advantages and Flaws

Determine whether or not the Character has any Advantages or Disadvantages. Advantages and Disadvantages can be found on pages 32 through 35. Note the Advantages or Disadvantages on the appropriate section on the character sheet, then add or subtract any additional bonus attribute dice to the bonus attribute dice pool, and do the same for any static attribute modifications such as those from the Large advantage.

### 5. Destiny

The Tarot describes the characters destiny. Refer to pages 15 through 18 to find the details on their destiny. Note the 5 cards the character draws in the Destiny section of the Character Sheet. Add or subtract any further bonus dice from the bonus dice pool, and do the same for static modifications. Note any other changes to the character from the Tarot.

### 6. Buy Powers and Skills

Use the Characters Power Points, determined by their Origin, to buy any powers or special abilities that the Character possesses. If you gained additional Abilities through your Origin – such as the Mutant does, determine which Abilities your character has. If this results in a change to the Characters attributes, note the change. If the Character is skilled, use Power Points to determine their skill level. You can choose to distribute their skill tics now or during the cleanup step of character creation. If the Character is going to begin play with additional Hit Points, make a note of how many times they will take that bonus as it will be needed in step 8 – Calculate Derived Scores.

### 7. Roll Attributes

By now you should have a pool of dice to distribute into the 5 attributes the character possesses, as well as static starting numbers for those attributes. Distribute the dice pool into the attributes, minding the dice limit (typically 3, but some advantages can change this). After the dice pool is distribute appropriately for your character, roll each distribution one by one and add the total to the static attribute score the Character already possesses. Keep in mind that you do not have to add dice to every attribute. In these circumstances simply roll the bonus dice for that attribute and proceed as described above.

### 8. Calculate Derived Scores

Upon finishing the calculations for the Characters starting Attributes, it is possible to determine their Derived Scores. Refer to the charts on pages 2 through 6 to quickly and easily adjust the Characters Derived Scores as appropriate. After all scores are calculated, add any additional Hit Points purchased in step 6, adjusted with the characters Heal Rate as described in the Hit Point bonus.

### 9. Clean-Up

Return to the Characters Origin to find their Income. Buy any items the Character needs or wants, decide on their Lifestyle, distribute any remaining skill tics, determine the nature of any racial weaknesses, and finally give the Character a name. At this point, you can begin using the character.

## Origin Points

Players begin with character creation, and character creation begins with Origin Points (O.P.). Each character is created using 5 Origin Points, which are used to make fundamental choices about the characters Origin, size, intelligence, power level, and other fundamental aspects of breathing life into a character. It is important to note that any unspent Origin Points are lost after character creation.

## Origins

Many characters fall outside of the spectrum of humanoid characters. It is possible to create such characters using one of a variety of origins. Their costs are listed below.

O.P. Cost	Origin	Description	Size
0	Humanoid	This origin encompasses not only Humans, but many fantasy- type creatures as well. Elves, Dwarves, Gnomes and other such creatures are all represented by this Origin.	Height: 2U Weight: 150-300
1	Undead	The Undead has a large number of subtypes that fall under it. This Origin covers creatures such as Vampires, Ghosts, Ghouls and Liches, and all other manner of walking dead.	Height: 2U Weight: 100-250
3	Celestial	Celestials are being from other planes of existence, and go by many names. This Origin deals in such beings as Angels, Demons, Gods, Demigods, and other unnamed elder beings.	Height: 1-3U Weight: 100-600
3	Mutant	Mutants are derived from the base creatures of any other Origin, but through traumatic experience during their acquisition of powers are set apart from others.	Height: 1-3U Weight: 50-600
3	Alien	Aliens compose the most diverse of the Origins. The only thing that specifically defines this Origin, other than varied and unique each one is, is an innate weakness to something.	Height: 2-3U Weight: 50-600
4	Mystic	Mystics are unique in the way they come into their power. Rather than having innate abilities, the Mystic draws their powers from some magical or scientific artifact.	Height: 1-3U Weight: 50-600
3	Feral	Ferals include all manner of both beast and man-beast. The dog with human-like intelligence, the pheonix, minotaurs, werewolves, and all other such creatures fall into this category.	Height: 1-2U Weight: 50-600

### Mixed Origin

Some characters are born from multiple Origins. You can create a such a character using Origin Points by Selecting two (no more, no less) Parent Origins and gaining the Strengths and Weakness listed, using Humanoid as the base. This prevents you from selecting a normal Origin (though you may still take Perks.)

O.P. Cost	Parent	Strength	Weakness
0	Humanoid	Reduce the cost of your second origin by 1 Origin Point. Gain Origin Perk benefits listed as Humanoid, as well as access to Humanoid Advantages	None
1	Undead	Gain 2 Attribute dice and increase Strength, Stamina, and Senses and Hit Dice to 1d10. Gain access to Undead Advantages.	The character is forced to, and restricted to only feed on members of its species (as the Undead disadvantage)
3	Celestial	Gain 1 free power off of the Celestial's Advantage list. Gain access to Celestial Advantages.	Suffer the same disadvantage as the Celestial.
1	Mutant	Take one Advantage from the Form, Essence, or Power list. Gain access to Mutant Advantages.	You must take 5 points of Disadvantages that count toward your Disadvantage limit.
2	Alien	Gain 3 additional Power Points. Reduce Tall and Short Perks by 1 Origin Point. Gain access to Alien Advantages.	Gain a weakness similar to the Alien weakness, but it must be at least Uncommon.
2	Mystic	Gain 5 Power Points and access to Mystic Advantages.	These power points are linked to a Phylactery. If that Phylactery is destroyed, lose access to these PP.
1	Feral	Choose Feral type A through E and gain it's advantages. Gain access to Feral Advantages.	The character can not use items, unless those items were made specifically with the character in mind.

Perks			
O.P. Cost	Perk	Description	Repeatable
1	Mr. Beefy	The character begins play with unnaturally high Attributes. After rolling Attributes, they add +2 to the total for every Attribute	Yes
1	Skill Monkey	After determining the characters skill level, and subtracting or adding any bonus skill tics from Origin, the character gains +10 skill tics. If the character is Humanoid, they gain +20 instead.	Yes
3	Tank	The character permanently increases the type of Hit Dice its origin uses by 1 step. The character begins with one max hit dice. D6 > D8 > D10 > D12 > 2D8 > 2d10	No
2	Wealthy	The character begins play with an addition 2 income and 2 credit.	Yes
2	Powerful	The character begins play with one bonus power point. Humanoids may select this one extra time.	No
3	Large	The character can be up to twice the maximum height and weight for their listed origin. Additionally, they gain +12 Strength, +12 Stamina, +5 Armor and -12 Agility, -12 Senses and -5 Dodge	Yes
3	Small	The character can be up to 1 / 2 the minimum height and weight for their listed origin. Additionally, they gain +12 Agility, +12 Senses, +5 Dodge and -12 Strength, -12 Stamina and -5 Armor	Yes
1	Bilingual	Your character begins play with 14 ranks in a second language. They gain 14 ranks in an additional language for each PP they spend on a skill tier.	No
4	Ghost	The character begins play with 20 ranks in Stealth instead of 6, 20 Ranks in Sneak, and 20 ranks in a Sneak Master Skill. If that character is Undead, they instead get Limited Ability: Phasing Level 5 as an Always Active Power (as per the advantage "Limited Ability" and the disadvantage "Always Active Power"). This has no impact on the number of other Advantages and Disadvantages they may take	No
1	Blessed	The character gains two free advantage points. These points do not count toward the normal limit for advantage points.	Yes
2	Arsenal	The character begins play with up to 10 credits worth of mundane ranged or melee weapons of their choice.	No
4	Advanced Arsenal	The character begins play with up to 15 credits worth of advanced ranged or melee weapons of their choice.	No

# Humanoid

**Attribute Dice**  
2 Dice

**Hit Die Type**  
d6

Attribute	Dice Type	Starting Bonuses
Strength	D6	1d6+2
Agility	D6	1d6+2
Stamina	D6	1d6+2
Senses	D6	1d6+2
Speed	D6	1d6+2

**Power Points** 10

**Skills** +10

**Starting Income** 3

## Advantages

Humans have no apparent advantages

## Disadvantages

Humans have no apparent disadvantages

## Power Restrictions

Humans have no power restrictions

## Humanoid Advantage More Human Than Human - 8 Points

The Humanoid increases their Hit Die Type to D8, gains 2 extra attribute dice, an extra 1d6 Starting Bonus dice for all stats, and gains one extra Origin Point that can only be spent on Origin Point Perks

## Humanoid Advantage Just About Average - 3 Points

Instead of rolling for any Attribute or Hit Die, the Humanoid may take the average of the die type round up. For example, the Humanoid would simply take 4 for any Hit Die they earned.

Averages are as follows for dice:

d4 -> 3

d6 -> 4

d8 -> 5

d10 -> 6

d12 -> 7

d20 -> 11



Humanoid

# Undead

**Attribute Dice**  
4 Dice

**Hit Die Type**  
d10

Attribute	Dice Type	Starting Bonuses
Strength	d10	1d10+2
Agility	d4	1d4+2
Stamina	1d10	1d10+2
Senses	1d10	1d10+2
Speed	d4	1d4

**Power Points** 6

**Skills** +10

**Starting Income** 5

## Advantages

At character creation, the undead gain abilities similar to the following powers: Sustenance (special: see disadvantages), Natural Immunity (Poison, Disease), Regeneration (3 PP version), and Immortality. Please note that they must still choose a means of death, per the immortality power.

## Disadvantages

An Undead must feed each day in order to sustain its life force. For their Sustenance, they must choose something related to the physical wellbeing of a living sentient creature. Examples include: Brains, Blood, Flesh, etc... Each day that the Undead does not feed, they take two points of temporary Body damage. They can heal this temporary damage by consuming two points of Body from a victim, but no other way, for each point of damage they wish to regain. See Undead Feeding for more info.

## Power Restrictions

Symbiote, Immortality, Regeneration, Cybernetics

## Special

The Undead gain a +5 bonus to both their mental and physical resist scores. Additionally, they may forgo using their 6 power points, and take the Necromancy, Superior Physique, or the Arcana power instead.

## Special Undead Feeding

The Undead must hunt victims to feed off of and when they do so they give off a predatory aura that makes living creatures instinctually avoid or resist them. In order to feed, the Undead must render their victim unconscious through bruising or temporary body damage or otherwise completely immobile. The act of feeding itself is as simple as any other creature eating. However, as the undead feeds they deal temporary body damage to their victim. If the victim reaches 0 temporary body damage, further damage from feeding results in permanent body damage. Each 2 points of body consumed takes one round.

## Undead Advantage Ephemeral Feeding – 7 points

The Undead feeds on something non-physical, such as the soul, happiness, creativity, etc... This feeding is not normally apparent to it's victims. Victims of ephemeral feeding do not need to be unconscious for the Undead to feed and other than fatigue, unease, and general malaise will not realize anything is happening. Finally, body damage from Ephemeral Feeding can not be healed through Biokinesis, Regeneration, etc...

## Undead Advantage Reproductive Feeding – 5 points

The Undead always deals permanent Body damage when it feeds. Creatures who die due to this Body damage return to life as the same type of Undead that killed them after 3d12 hours. Cyborgs and non-living creatures are immune to this effect.





Undead

# Celestial

**Attribute Dice**  
0 Dice

**Hit Die Type**  
d10

Attribute	Dice Type	Starting Bonuses
Strength	D6	2d6 +4
Agility	D6	2d6 +4
Stamina	D6	2d6 +4
Senses	D6	2d6 +4
Speed	D6	2d6 +4

**Power Points** 0

**Skills** -10

**Starting Income** 1

## Advantages

Celestials gain the effects of Sustenance and Immortality for free. Additionally, they must take one of the following powers for free: Aerokenisis, Aquakenisis, Biokenisis, Chronomancy, Cryokenisis, Electrokenisis, Energy Burst, Entanglement, Illusions, Necromancy, Pyrokenisis, Technomancy, Terrakenisis.

## Disadvantages

The celestial must take one of the above powers for free, and are then and henceforth barred from taking any of the other powers from the list.

## Power Restrictions

Blood

## Special Celestial Form

Celestials may choose any two of the following abilities: Any 7 pp super attribute (count each separately), the Expert skill tier, Natural Immunity, Fangs/Claws/Horns (4 pp version), Wings, or 1d6 Starting Bonus dice to every attribute (does not count for Dice cap).

## Celestial Advantage Pantheon God - 10 points

The Celestial gains an additional Power off of their Advantage list and is part of a pantheon of 1d12 other celestials who each share the remainder of the powers on the Celestial Advantages list. If one of these Celestials die, due to any cause, the power they represented becomes "free" and the Character may acquire it if they have the power points, regardless of the Celestial Disadvantage. Finally, if the Character kills a member of their Pantheon, they gain 2 Power Points.

## Celestial Advantage Omnipotence – 14 points

Celestial Form receives the following changes:

**Super Attributes** are increased to the 10 Power Point version.

**The Expert Skill Tier** grants 1 rank of Hyper Intelligence and 20 skill points

**Taking Natural Immunity** also grants Imperviousness and the 4 Power Point version of Regeneration

**Taking Fangs/Claws/Horns** grants 12 Power Points worth of abilities, rather than 4

**Taking the Wings ability** also confers the Flight ability and the 6 Power Point Super Leap ability.

**Taking 1d6 Starting Bonus** dice to each attribute grants an additional 1d6+8 bonus to each attribute for a total Starting Bonus of 4d6+12

**The Character can take up to 8 Power Points** of any combination of Cloaking and Vision

**The Character gets 4 points of Shape Shifting**

# Mutant

**Attribute Dice**  
7 Dice

**Hit Die Type**  
d12

Attribute	Dice Type	Starting Bonuses
Strength	D8	1d8+2
Agility	D8	1d8+2
Stamina	D8	1d8+2
Senses	D6	1d6+2
Speed	D6	1d6+2

**Power Points** 6

**Skills** 0

**Starting Income** 3

## Advantages

Mutants may take one ability from two different lists below for free: Form, Essence, or Power

## Disadvantages

Mutants must take 10 points of disadvantages.

## Power Restrictions

Mutants have no power restrictions

## Characters who take a Form ability have it at the listed Power Point level.

Overwhelming Might (7PP), Bullet Time (7PP), Unbreakable (7PP), Forecast (7PP), Supersonic Speed (7PP), Regeneration (8 PP), Immortality, Flight, Wings, Super Leap (6PP)

## Characters who take an Essence ability receive the listed number of PP to purchase aspects of the power.

Multiple Limbs (9PP), Hyper Intelligence (9PP), Shape-shifting (8PP), Natural Weapons (8PP), Vision (8PP), Climbing, Cloaking (8PP)

## Characters who take a Power ability begin with up to 6 Abilities in that power.

Aerokinesis, Aquakinesis, Biokinesis, Body Warping, Clone, Cryokinesis, Elasticity, Electrokinetics, Energy Absorption, Energy Burst, Entanglement, Illusions, Kineticism, Phasing, Power Manipulation, Pyrokinesis, Shields, Spiritual Manifestation, Sonics, Soul Theft, Telekinesis, Telepathy, Teleportation, Terrakinesis

## Mutant Advantage

### Just Like Everyone Else – 5 points

The Mutant does not have to take 10 points of Disadvantages

## Mutant Advantage

### Homo Superior – 14 points

The Mutant may take one ability from each of two different lists: Form, Essence or Power

# Alien

**Attribute Dice**  
7 Dice

**Hit Die Type**  
d6

Attribute	Dice Type	Starting Bonuses
Strength	d4	1d4
Agility	d4	1d4
Stamina	d4	1d4
Senses	d6	2d6
Speed	d4	1d4

**Power Points** 15

**Skills** -10

**Starting Income** 0

## Advantages

Other than the extremely diverse nature of beings in the universe, aliens have no specific advantages.

## Disadvantages

Aliens have a weakness to a substance that renders them helpless. While exposed to this weakness all their attributes are reduced to 2 and they cannot access any powers.

Additionally, Aliens lose power points, depending on the commonality of their weakness.

## Power Restrictions

Arcana, Symbiote, Corporate Sponsor (May take an Alien sponsor), Natural Immunity (in regards to their weakness)

## Special: Alien Weakness

Power Point Bonus	Example
0	Vials of Jupiters Atmosphere
1	Meteorite Fragments
2	Fossilized Trilobites
3	Silver
4	The Rays of the Sun
5	Water

## Alien Advantage Apex Predator – 6 points

The alien gains the effects of Sustenance, Regeneration (4 Power Points), and 6 Power Points worth of Fangs/Claws/Horns

## Alien Advantage Raised on Earth – 3 points

The Alien was raised on Earth in a Terran school system. Rather than the language of their species, they gain any Earth language as their starting language. They also have +10 skill points, rather than -10, and have a starting income of 3. Finally, the Corporate Sponsor power restriction is removed.

If the Alien has a Master level skill, they instead have a starting income of 5.

# Mystic

**Attribute Dice**  
2 Dice

**Hit Die Type**  
d6

Attribute	Dice Type	Starting Bonuses
Strength	d6	1d6
Agility	d6	1d6
Stamina	d6	1d6
Senses	d6	1d6
Speed	d6	1d6

**Power Points** 5 (+10 Phylactery)

**Skills** 0

**Starting Income** 3

## Advantages

Mystics have no apparent advantages

## Disadvantages

Mystics rely on a phylactery to use their powers. This phylactery must be brandished during power use, and if it is lost or destroyed, the mystic is powerless until it is retrieved or replaced.

## Power Restrictions

Symbiote, Arcana, Corporate Sponsor

## Special: Mystic Phylactery

Mystics suffer no penalties for stressing their powers (though still do for other types of stress, such as attributes). Instead, their phylactery has a body score of 100 which takes the stress normally spent on powers. This body does not automatically regenerate like normal stress, and can only be regained through recharging in some way – determined at creation of the character.

The Phylactery is not specifically loyal to the Character and may change loyalties if another character tries to wield it. This requires the character succeed on a mental resist roll equal to (10 x number of unique powers the Phylactery possesses). Success allows the new wielder to access all powers that the Phylactery possesses. Failure means that creature will never be able to use the Phylactery.

## Special: Phylactery Replacement

Crafting a new Phylactery should it ever be destroyed is a difficult process that drains the Mystic. This process takes a month and inflicts 25 permanent body damage. The end result is a new Phylactery that replicates the old one in power level, but may take a new form. It is also possible that the Phylactery may be restored by a being or organization working in the characters favor.

## Mystic Advantage Multiple Phylacteries – 3 points

Each Power the Mystic wields is contained in it's own, separate, Phylactery. Losing one Phylactery only results in the loss of that specific Power. Replacing such a Phylactery is a much easier process than with a normal Phylactery and only takes a week and causes 5 permanent body damage.

## Mystic Advantage Intelligent Phylactery – 4 points

The Phylactery is an intelligent object and gains the ability to Telepathically speak with it's owner across any distance. It also gains either Flight or the ability to Teleport itself back to it's owner. The Phylactery has no Strength score, so cannot carry other characters, butwhile flyings has a speed of 200.

If this Advantage and the Multiple Phylacteries Advantage are both taken, it applies to only one of the Phylacteries. However, for an addition 3 Advantage Points, this Advantage can extend across all of the Characters Phylacteries.

# Feral

**Attribute Dice**  
5 Dice

**Hit Die Type**  
d10

Attribute	Dice Type	Starting Bonuses
Strength	d8	d8+2
Agility	d8	d8+2
Stamina	d8	d8+2
Senses	d8	d8+2
Speed	d8	d8+2

**Power Points**

9

**Skills**

0

**Starting Income**

0

## Advantages

Ferals may choose two attributes and increase the dice type and starting bonus dice for those two attributes to 2d6. For each attribute they increase this way, they must decrease the dice type and starting bonus dice for an attribute to 1d4. Additionally, Ferals need to choose a feral type A through E.

## Disadvantages

Unless the shape-shifting power is taken, Ferals are for all purposes animals. Ferals may not use items unless they are specifically designed for their natural form. A ferals native language is that of their animal form.

## Power Restrictions

In their animal forms, Ferals may not use arcana. Ferals may not take Corporate Sponsor or Credit at character creation (but can earn these after character creation if appropriate).

### Special:

#### Type A Feral: Speed

Speed type ferals gain 6 Power Points worth of Fangs/Claws/Horns and gain an additional 3d6 Starting Bonus dice to Speed.

### Special:

#### Type B Feral: Agility

Agility Ferals gain the 7 Power Point version of Bullet Time and +10 to Reaction

### Special:

#### Type C Feral: Strength

Strength Ferals gain the Imperviousness power, 4 Power Points worth of Fangs/Claws/Horns, and increase their Strength by 8

### Special:

#### Type D Feral: Senses

Senses Ferals gain 10 Power Points to distribute between Fangs/Claws/Horns and Vision. They also gain +10 to any Survival skill check.

### Special:

#### Type E Feral: Stamina

Stamina Ferals gain the 3 Power Point version of Regeneration, 4 instances of Heightened Resistance, and start the game with 20 additional Max Hit Points.

### Feral Advantage

#### Aquan or Avian – 6 points

The Feral gains either the Wings power, or Gills (as the Aquakenisis Pinnacle) and the ability to swim at their normal speed. 4 extra advantage points may be spent to gain 4 instances of Multiple Limbs (Arms)

### Feral Advantage

#### Anthropomorphic – 4 points

The Feral no longer suffers from the Feral disadvantage, but looks distinctly like a half human, half animal. The Feral can still speak to creatures of its kind, but also gains 14 points in a humanoid language.

If the Feral that takes this is of a Half-Humanoid/Half-Feral origin, they look almost completely like their Humanoid half, with the exception of one distinct animal feature - wings, horns, or a tail for example.

# Advantages

Some people are blessed from birth. Characters can spend one power point to gain 2 points worth of advantages. Likewise, they can take advantages for disadvantages one for one. Characters can only ever gain 10 points of advantages. Advantages and Disadvantages may only be taken at character creation, and are subject to storyteller discretion.

## One Point Advantages

**Large** - Your character is larger than most people, their base height increases by 1 unit and their base weight increases by 100. Gain a +2 bonus to both your Str and Sta attributes.

**Smart** - Your character is smarter than your average bear. They start with +10 skill ticks.

**Speedy** - Your character is faster than most people. Gain a +2 bonus to your Speed Attribute.

**Deadeye** - Your character is more accurate than most people. Gain a +2 bonus to both your Agi and Sen Attributes.

**Pretty** - You look good, and you're not the only one who thinks so. People react better to your presence and are more likely to be helpful.

**Prodigal Son** - Your family loves you and will occasionally go to great lengths to assist you in your endeavors.

## Two Point Advantages

**Intimidating** - Your character is able to make men tell them the darkest of their secrets. Your character gains +2 to mental resist.

**Creative** - Your character has a knack for making things work when they shouldn't. Weapons your character modifies are treated as having one additional attachment point, however the weapons cost 1 credit more.

## Three Point Advantages

**Common Sense** - Your character has a knack for knowing if something is a good or bad idea. Once per game, you may request the GM to give you insight into a choice you are going to make.

**Heavy Handed** - Your character has just massive brute strength. When dealing unarmed damage they inflict 2 higher dice of damage (typically 2d10 rather than the standard 2d6).

## Four Point Advantages

**Uncontrollable Power** - Your character has a power that they just can't control. You may select a power for your character at ½ cost, however once per game session when the character fails to use the power, or fumbles an attack with the power, the Storyteller may roll on the Fumble chart and add or subtract one from the result.

**Mental Flexibility** - Your character's mind is more slippery than most. When making a Mental Resist roll, add +2d6 to the result.

**Great Fortitude** - Your character's body is heartier than most. When making a Physical Resist roll, add +2d6 to the result.

### Five Point Advantages

Starlet – Your character is a well known media icon. While this may make their super hero antics harder to conceal, it does allow them to more easily obtain items. The characters starting income increases by 5. If the character would purchase an item that would cost 10 credit or their income level (whichever is lower), they can find a sponsor to supply that item for free - normally with some strings attached.

### Six Point Advantages

Paragon – Your character is the pinnacle of their race. Their hit die increase by 1 die type and they gain 3 additional dice to distributed between 3 separate attributes, and allows an attribute to begin play with a maximum of 4 dice, rather than the normal 3 dice cap.

### Ten Point Advantages

Leader of Men – Your character attracts other people to them and has proven to be a competent leader. Your character has two human minions with no powers. Additionally The Power Point cost to recruit a new Minion is reduced by one to a minimum of one.

Finally, you may make a Hard (DC 50) Tactics and Strategy -> Military Operation ->

Leadership skill check to inspire your comrades, providing a +10 bonus to their next skill check or a +5 bonus to their next combat roll.



# Disadvantages

Just as some people are born blessed, others are born cursed. For every 5 points of disadvantages a character takes, they gain 1 power point. Characters may only take 10 points of Disadvantages (Mutants may take 10 points of Disadvantages above and beyond their compulsory 10 points of Disadvantages). When making Physical or Mental resist rolls in regards to Disadvantages, ignore bonuses from Powers, Cybernetics, etc...Advantages and Disadvantages may only be taken at character creation, and are subject to storyteller discretion.

## One Point Disadvantages

**Creepy** – Your Character gives off really bad vibes. They'll usually be charged extra for services, if they can get those services in the first place. No one WANTS to sponsor them, and is reluctant to give them gear. Characters have a 50% chance to be denied gear requests from their sponsor, and all goods and services have their cost increased by 1 credit.

**Pet Peeve** – there's something that really annoys you. Whatever that thing is, when confronted with it you suffer a -2 to Mental Resist until it disappears or stops.

**Small** - Your character is smaller than other creatures of its race. The characters base height and weight are 1/2 what they normally are and your character suffers -2 Str. And Sta.

**Dumb** – Your character can make a bag of rocks look like einstein. Your character loses 20 skill tics.

**Ugly** – You've made a baby or two cry in your day. People dont really like you, will be less helpful, and more likely to be violent towards you.

**Young** - Your character looks like a child, regardless of their age. They will be denied any services a child would be.

## Two Point Disadvantages

**Addiction** – Your character must have their fix. If your character hasn't partaken in their addiction in the past 24 hours, they suffer a -4 Physical Resist.

**Pleasant** – You're just too nice. You suffer a -2 to mental resist.

**Unskilled** – Your character constantly messes things up. The Character suffers a -5 to all skill checks.

**Black Sheep** - Your family hates you and will do anything in their power to make you as miserable as possible.

## Three Point Disadvantages

**Compulsive** – When your character fails a skill roll, they suffer -5 Mental Resist for the next 24 hours or until they successfully complete the skill, whichever comes first.

**Forgetful** - Your character has a 20% chance to forget details. If under high pressure situations, this increases to a 40% chance.

**Homeless** - Your characters starting Income and Credit are both reduced to Zero. If your character already had a zero income, they are so unfamiliar with money that they can never gain income or credit.

**Clumsy** – Your character has a knack for falling on their face. When rolling for Mishaps, the Storyteller may add or subtract one from the Mishap roll.

**Light Frame** – Your character is a lightweight, and is more prone to traumatic injuries. Reroll a result of 1 when your character takes a PTI to determine what location takes the PTI. This only occurs once per PTI.

**Conspiracy Theorist** - Your belief in outlandish ideas and your mind backs you up. When your stress is 50 or greater, you suffer -10 mental resist.

#### Four Point Disadvantages

**Localized Power** – Your power emanates from a specific location on your body, such as your hand, eyes, or mouth. Should that location be disabled, destroyed, or otherwise incapacitated, your power is likewise lost or hindered.

**Scandal** - You have a scandal in your past and are not trusted. You are constantly harrassed in public and law enforcement is merciless towards you.

**Unreliable Power** – One of your powers doesn't really work as well as you would like. Choose one of your powers with levels. Each time you use that power, there is a 25% chance that 1d4 abilities of the highest level of that power do not activate. If you have fewer abilities than your roll, the highest level of your power does not activate.

#### Five Point Disadvantages

**Feeble** – Your character is extremely weak for their Origin. They begin play with only a single hit point, and lose 1 attribute dice from four different attributes. This should be deducted from origin dice first, and then Starting Bonus dice if necessary.

**Blind** - The character suffers -10 to senses, and -10 to any roll where sight is needed.

**Phylactery** – This work as the Mystics phylactery in all regards, except it does not have it's own source of stress for the Character to use. The character can take Mystic Advantages.

**Deaf** - The character suffers -10 to senses, and -10 to any roll where hearing is needed.

#### Six Point Disadvantages

**Specialized Power** – Your characters powers works in a specific way (such as they can only manipulate shadows, or only their skin turns invisible – eyes, hair and clothes do not). If your character can not access their way to use their powers, they can not use their powers at all (shadowless room for example).

**Paladin** - All of your abilities are granted by a divine or cosmic being. Once per week, they demand Absolution from you in the form of a day of worship during which you can perform no other activity. Failure to perform this service results in losing your abilities until the next day of worship.

**Always Active Power** – Your characters powers are constantly active, and can not be controlled. Each round, your character must spend actions to use each of their powers if possible. While it may be possible to control these powers (GM discretion), it is impossible to overcome this disadvantage. Characters must have leveled powers to make use of this disadvantage.

**Cursed** - Your character has drawn the ire of a higher power. When making any roll, the Storyteller may choose to add or subtract one from the natural roll.

#### Ten Point Disadvantages

**Twin Power** - Your character has a twin, played by another player who must also take this disadvantage. In order to activate any power or ability, the twins must be in physical contact. More than two players may take this disadvantage. If they do, all characters with the disadvantage must be in contact. If any of the twins are incapacitated or die, none of the twins can use any abilities.

**Vertigo** - Your character constantly suffers from incurable Vertigo. Each initiative they may either move or take other actions, but not both.

**Rejected Cybernetics** - Your character tried to get Cybernetics, but their body rejected them. They are missing a limb, their Permanent Body is reduced by 20 and they cannot use Cybernetics

# Skills and Proficiencies

## Skill Level

Compulsory. Choose a skill level from below to determine how your character gains skills throughout the game. This choice cannot be changed after character creation. Bonus Skills begin at 14 ranks.

### Novice

Power Point Cost	0
Starting Skill Points	40
Bonus Basic Skills	0
Bonus Journeyman Skills	0
Bonus Master Skills	0
Frequency of Skill Increase	Once per five game sessions

### Advanced Beginner

Power Point Cost	1
Starting Skill Points	35
Bonus Basic Skills	1
Bonus Journeyman Skills	1
Bonus Master Skills	0
Frequency of Skill Increase	Once per four game sessions

### Competent

Power Point Cost	2
Starting Skill Points	30
Bonus Basic Skills	3
Bonus Journeyman Skills	2
Bonus Master Skills	1
Frequency of Skill Increase	Once per three game sessions

### Proficient

Power Point Cost	3
Starting Skill Points	25
Bonus Basic Skills	5
Bonus Journeyman Skills	3
Bonus Master Skills	1
Frequency of Skill Increase	Once per two game sessions

### Master

Power Point Cost	4
Starting Skill Points	20
Bonus Basic Skills	7
Bonus Journeyman Skills	5
Bonus Master Skills	3
Frequency of Skill Increase	Once per game session

## Proficiency Level

Optional. Choose a proficiency level from below. Proficiencies use skill points to increase. It is recommended to also take a skill tier. Bonus proficiencies begin at 10 ranks. This choice cannot be changed after character creation.

### Shokyū - 初級

Power Point Cost	0
Bonus Basic Proficiencies	1
Bonus Journeyman Proficiencies	0
Bonus Master Proficiencies	0

### Chūkyū - 中級

Power Point Cost	1
Bonus Basic Proficiencies	2
Bonus Journeyman Proficiencies	0
Bonus Master Proficiencies	0

### Jōkyū - 上級

Power Point Cost	2
Bonus Basic Proficiencies	3
Bonus Journeyman Proficiencies	1
Bonus Master Proficiencies	0

### Nidan - 二段

Power Point Cost	3
Bonus Basic Proficiencies	4
Bonus Journeyman Proficiencies	2
Bonus Master Proficiencies	0

### Godan - 五段

Power Point Cost	4
Bonus Basic Proficiencies	4
Bonus Journeyman Proficiencies	3
Bonus Master Proficiencies	1

### Shichidan - 七段

Power Point Cost	5
Bonus Basic Proficiencies	4
Bonus Journeyman Proficiencies	6
Bonus Master Proficiencies	2

### Jūdan - 十段

Power Point Cost	6
Bonus Basic Proficiencies	4
Bonus Journeyman Proficiencies	8
Bonus Master Proficiencies	4

## Skills

### Skill Rolls

When a skill check is called for, players will roll 1d20 and adds all points from basic, intermediate, and advanced skills to the roll. When a skill must be rolled against a derived score - Sneak vs Perception for example, divide the final total from the roll in half to establish the target number for the derived score roll.

### Basic Skills

All characters start with 6 points in all 11 basic skills – Arts and Humanities, Drive and Ride, Engineering, Literature, Medicine, Mathemaranks, Science, Social Science, Stealth, Survival, and Tactics and Strategy.

When a character has 14 or more points in a basic skill, they may choose a single related intermediate skill and they immediately gain 6 points in that skill, other intermediate skills are not affected. Basic skills can not exceed 20 points. Basic skills represent inherent knowledge in all individuals.

### Intermediate Skills

When a character reaches 14 points in a basic skill, they may put 6 points into a single related intermediate skill. Other related intermediate skills must be raised from zero points. For example, a character with 14 points in engineering may put 6 points into nanotech, but would then have to raise cyberneranks and mechanics from zero (though more points in the mechanics basic skill would not be necessary to raise those skills).

When a character reaches 14 points in an intermediate skill, they may automatically gain 6 points in a single related advanced skill. Intermediate skills can not exceed 20 points. Intermediate skills represent significant education in a field, equivalent to that of a bachelors degree.

### Intermediate Skills

When a character reaches 14 points in a intermediate skill, they may put 6 points into a single related advanced skill. Other related advanced skills must be raised from zero points, similar to intermediate skills. Because of the number of advanced skills (due to their specialized nature) players are encouraged to work out specific skills with their storyteller. Advanced skills can not exceed 20 points, though certain powers may raise them higher. Advanced skills represent unparalleled education in a field, equivalent to that of a doctoral degree.

### Languages

All characters start play with a single native language with 14 points in it. Languages do not have intermediate or advanced uses. Languages other than the characters native language must be raised from zero points.

## Proficiencies

Similar to skills, proficiencies are limited to 20 points in each area, and have intermediate and advanced uses. However, unlike skills, all proficiencies, including intermediate and advanced proficiencies, must be raised from zero. Characters must sill possess 14 points in a proficiency before adding ranks to a more advanced proficiency level.

### Weapon Proficiencies

For each 5 points in a weapon proficiency, characters gain a +1 to when rolling to hit with related weapons. For example, a character who has 15 points in standard firearms and 10 points in Pistols/SMGs would add 3 to any roll to hit when using an assault rifle, but that bonus would raise to 5 if they were using a pistol. Advanced weapon proficiencies apply to specific weapons, while Master weapon proficiencies grant special bonuses every 5 ranks.

### Master Proficiencies

Rather than granting bonuses to attack, when the Character begins to master a particular weapon such as the Katana or the Colt 1911, they gain special advantages for each 5 tics in their master level skill, up to 4 advantages at 20 skill tics. The player should work with the GM to establish what these advantages are. A sample list will be available at the end of the Skill section.

## Skills

### Arts and the Humanities

Creative Arts

Geography

History

Performance Arts

### Drive and Ride

Animal Handling

Heavy Machines

Pilot

Stunt Driving

### Engineering

Aeronautics

Cybernetics

Nanotech

Electronics

Mechanics

### Literature

Analysis

Ancient Texts

Composition

### Medicine

Advanced Field Medicine

Surgery

Pharmacology

Diagnostic Medicine

Veterinary Medicine

### Mathematics

Cryptography

Statistics and Probability

Uncertainty

### Science

Astronomy

Biology

Chemistry

Computer Science

Physics

### Social Science

Anthropology

Economics

Law

Poliranks

Psychology and Sociology

### Stealth

Disguise

Escapology

Slight of Hand

Sneak

### Survival

Dangerous Environments

Herbalism

Hunting, Trapping and Fishing

Tracking

### Tactics and Strategy

Game Theory

Logistics

Military Intelligence

Military Operations

### Languages

All languages taken individually

## Proficiencies

### Standard Firearms

Pistols and Sub-Machine Guns (SMG)

Shotguns (SG) and Grenade Launchers

Rifles and Assault Rifles (AR)

Gatling Gun (GG) and Large Machine Guns

Rocket Launcher (RL)

### Advanced Firearms

Advanced Shotguns and Launchers

Advanced Sniper and Assault Rifles

Advanced Gatling Guns and Heavy

### Archaic Ranged Weapons

Flintlocks and Muzzle Loaders

Bows and Crossbows

Blow Guns

Thrown Weapons and Slings

Advanced Pistols and SMG's

### Powers

Ranged Powers

Melee Powers

### Melee Weapons

Swords

Knives

Axes

Pole-arms

Whips and Chains

Clubs

Martial Arts

Natural Weapons

\*Note – Natural weapons are any weapons that the character can not rid themselves of, such as those they are born with (in the case of ferals) or that are taken through the swords/claws/fangs power.

## **Pistol Mastery - Gun Kata**

Rank 5

The Master gains +5 dodge when using their mastered pistol

Rank 10

The Master can reload a number of pistols equal to their Reaction as a non-action

Rank 15

The Master may make a Reaction vs a single strike each round. If successful, The Master avoids the attack, and may make an attack with their mastered pistol as a non-action.

Rank 20

The Master may take a attack with their mastered pistol at the end of each initiative as a non-action.

Power	Cost
<b>Attribute Bonuses</b>	
Might	See Entry
Agility	See Entry
Vitality	See Entry
Alertness	See Entry
Quickness	See Entry
<b>Attribute Superpowers</b>	
Overwhelming Strength	8 or 10 PP
Bullet Time	8 or 10 PP
Unbreakable	8 or 10 PP
Forecast	8 or 10 PP
Supersonic Speed	8 or 10 PP
<b>Special Needs</b>	
Hit Dice	See Entry
Skillful	See Entry
Bullseye	See Entry
Martial Prowess	See Entry
Power Points	10,000 EXP
Hardened Power	See Entry
Heightened Resistance	See Entry
<b>Other Powers</b>	
Sustenance	3 PP
Natural Immunity	2 PP
Regeneration	3 or 8 PP
<b>Character Creation</b>	
Credit	1 PP
Experience	1 PP
Arcana	#
Symbiote	#
Immortality	10 PP
Blood	5 PP
Multiple Limbs	5 PP
Corporate Sponsor	10 PP
Wings	2 PP
Luck	10 PP
Minion	Variable
<b>General Powers</b>	
Hyper Intelligence	3 PP
Imperviousness	3 PP
Shapeshifting	1 PP
Climbing	3 PP
Fangs/Claws/Horns	1, 2, 3, or 4 PP
Vision	1 to 5 PP
Language	2 PP

Power	Cost
<b>Psychic Powers</b>	
Telekenisis	5 PP
Telepathy	5 PP
Teleportation	6 PP
Illusions	8 PP
<b>Elemental Powers</b>	
Pyrokenisis	4 PP
Cryokenisis	4 PP
Aerokenisis	4 PP
Aquakenisis	4 PP
Terrakenisis	4 PP
Electrokenisis	4 PP
Biokenisis	4 PP
<b>Energy Manipulation</b>	
Energy Blast	4 PP
Energy Wave	4 PP
Shields	5 PP
Subsonics	5 PP
Keneticism	6 PP
<b>Debuff Powers</b>	
Power Theft	8 PP
Nullification	10 PP
Hyper Theft	8 PP
<b>Buff Powers</b>	
Rage	8 PP
Power Amplification	8 PP
Power Absorbtion	8 PP
<b>Body Powers</b>	
Flight	4 PP
Clone	8 PP
Cloak	5 PP
Phasing	5 PP
Elasticity	3 PP
Body Warping	8 PP
Entanglement	3 PP
<b>Mystic Powers</b>	
Necromancy	8 PP
Chronomancy	8 PP
Technomancy	8 PP
<b>Special Costs</b>	

# - 10 PP, Cannot take addition powers (Can still take special attributes and attribute bonuses.)

### Power Use Limitations

Powers may only be used once per initiative. Characters may circumvent this limitation by paying half again the powers PP cost. Movement related abilities are considered to persist from one initiative to the next if they are used.

## Affecting Targets

### Single (S)

Single target attacks only have a chance of affecting a single targeted character.

### Multiple (M)

Multiple target attacks have a chance of affecting anyone within range. They are resolved the same way that single target attacks are, with the following exceptions.

- Multiple target attacks are centered on the attacking character.
- Multiple target attacks are considered full round actions unless otherwise noted
- Multiple target attacks get a +10 to their strike roll and a -10 to any resist rolls.
- Multiple target attacks will hit any character within range (though not typically the user.)

### Burst

A Burst attack is a special multiple target template. Unlike standard Multiple target attacks that are centered on the user, a Burst powers center of origin is not restricted to the attacker. Instead, the attack will travel a short distance before expanding into a multiple target attack.

Burst effects will have two numbers, the first being the distance the burst is able to travel, the second being the attacks radius. Unlike a Multiple Target attack, which typically does not effect the user, all characters - including the user, within range of a burst attack will be affected. With these exceptions, a Burst attack is treated exactly the same as a multiple target attack.

## Damage

Damage is divided into two types:

### Bruising (B)

Bruising damage will not typically kill a character. Instead Bruising damage deals temporary body damage (though it acts as normal damage in all other respects). When a character is reduced to 0 body, by any method (Stress, Temporary damage, or Permanent damage) they go unconscious. Bruising damage cannot inflict PTIs.

### Lethal (L)

Lethal damage is directly against a characters Hit Points. Unless specifically noted all powers inflict Lethal damage.

## Elements (Optional Rule)

Every element is balanced by another element. Characters with elemental powers of any type have an intimate link to that element. The result being that a character damaged by a opposing element will take double damage

Element	Weakness	Element	Weakness
Fire (Pyro)	Water (Aqua)	Earth (Terra)	Energy (Force)
Ice (Cryo)	Fire (Pyro)	Electric (Electro)	Earth (Terra)
Life (Bio)	Wind (Aero)	Wind (Aero)	Ice (Cryo)
Water (Aqua)	Life (Bio)	Energy (Force)	Electric (Electro)

## Effects

### Stun

The stunned character loses one action per initiative for each initiative they remained stunned. Certain powers and cybernetic implants may make a character resistant or even immune to Stun status effect.

### Pierce

Piercing attacks will ignore a certain amount of armor on whomever they strike, as specified in the weapon or powers description. For any calculation purposes, worn armor always takes effect before natural armor. Worn armor has its structure reduced by the level of the pierce effect.



### **Contain**

Contain is an ability that creates a shield or shell around a character or characters. These containers restrict the characters movement, and characters can not willingly leave the area of the container, without authorization of the user of the power that created it. It functionally acts as a prison (or safe haven) for anyone inside of it.

- Characters can destroy a container by completely depleting its HP.
- Characters can see or hear events outside the container, unless otherwise specified.
- Characters still gain all their actions each turn, unless otherwise specified.
- Containers may be reinforced once per TURN, this takes one action.

### **Shock**

Characters reduce their total number of initiatives by X (defined by the effect causing the Shock) to a minimum of 1 initiative. While shocked, characters only move at half speed. Certain powers and cybernetic implants may make a character resistant or even immune to the Shock status effect.

### **Poison**

Characters who are poisoned must make a Physical Resist roll at the beginning of their first initiative each round, and continue to roll until they successfully resist the poison. Characters who fail this resist roll suffer XD4 (defined by the effect causing poison) points of Temporary Body damage. Excess Temporary Body Damage becomes Permanent Body Damage. After the poison has been successfully resisted Temporary Body Damage will start to heal after one day.

### **Freeze**

A character suffering from the Freeze status effect cannot move as part of their actions. On the frozen characters first initiative each round, they suffer 1 Temporary Body Damage, plus one point for each previous round they have been frozen. Finally, their total number of Initiatives each round are reduced by 1 to a minimum of 1. The effects of freezing last for one round, unless reapplied. After 5 rounds, the character becomes hypothermic and must make a Physical Resist roll (DC 15) on their first initiative each round or lose 1 Temporary Body Damage. This effect lasts until they receive medical assistance or regain one point of Temporary Body Damage.

### **Burning**

Characters must succeed a DC10 Physical Resist roll each round they are exposed to a Small or larger fire or begin Burning. The difficulty for this roll increases by +3 for each additional round they exposed to the flame. Characters who are burning take a cumulative 1d6 fire damage each round on their first initiative each turn after they begin burning. This damage ignores both worn and natural Armor, unless the armor specifically protects against fire damage. Characters may spend a full round to extinguish flames with damage up to 5d6, however, after that point the flames are too large and the character must receive assistance to put them out.

### **Unbalanced**

A character that is unbalanced must use their full turn if they wish to make a move action, as if they were running. Special move actions like running and charging are not possible. Additionally, unbalanced characters suffer a -5 penalty to all strike rolls.

### **Drowning**

Characters begin drowning when they are in a situation where they do not have access to their natural method of respiration. On their first initiative each turn the drowning character must make a Physical Resist roll with DC 1. This roll increases by +1 for each additional round they suffer from the Drowning status effect. If the character fails this roll, they suffer 10 Bruising damage. Excess Bruising Damage becomes Temporary Body Damage. Excess Temporary Body Damage becomes Permanent Body Damage.

**Might            1 PP**

Your character grows stronger

*Note: This is not a power*

**Effects:**

+4 Strength

**Agility            1 PP**

Your character grows more nimble

*Note: This is not a power*

**Effects:**

+4 Agility

**Vitality            1 PP**

Your character becomes more durable

*Note: This is not a power*

**Effects:**

+4 Stamina

**Alertness        1 PP**

Your characters senses become more acute

*Note: This is not a power*

**Effects:**

+4 Senses

**Quickness       1 PP**

Your character becomes faster

*Note: This is not a power*

**Effects:**

+4 Speed

## Overwhelming Might

More powerful than a locomotive!  
Characters with overwhelming might are capable of extraordinary feats of strength.

### 7 PP

Any time the characters Strength attribute would permanently increase by a number, it increases by 2 times that number instead. The characters maximum Strength is now  $2 * \text{Body}$ . Characters can lift an additional 400 lbs (for a total of 500).

### 10 PP

Any time the characters Strength attribute would permanently increase by a number, it increases by 3 times that number instead. The characters maximum Strength is now  $3 * \text{Body}$ . Characters can lift an additional 900 lbs (for a total of 1000).

## Unbreakable

No one will ever see me quit, because I simply won't. Such are the thoughts of the unkillable, those possessing super stamina. Like the bunny, they keep going and going...

### 7 PP

Any time the characters Stamina attribute would permanently increase by a number, it increases by 2 times that number instead. The characters maximum Stamina is now  $2 * \text{Body}$ .

### 10 PP

Any time the characters Stamina attribute would permanently increase by a number, it increases by 3 times that number instead. The characters maximum Stamina is now  $3 * \text{Body}$ . This over-rides, rather than stacks with 7 PP Unbreakable.

## Bullet Time

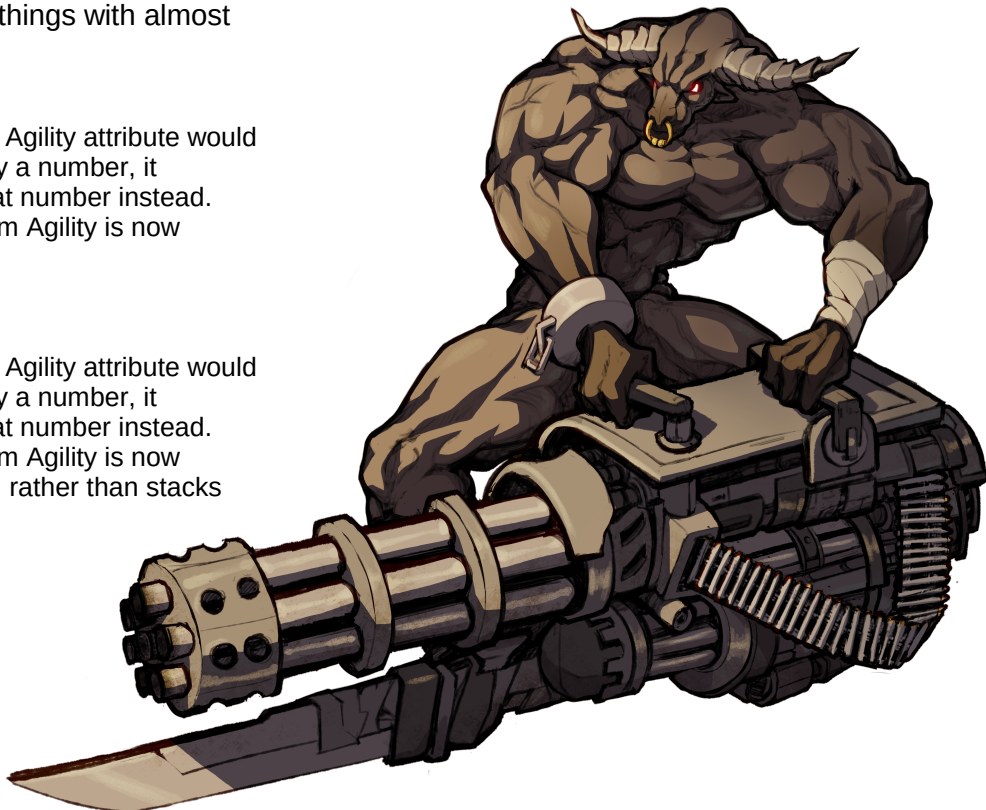
Are you telling me I can dodge bullets?  
Characters with bullet time are beyond agile, able to react to things with almost precognitive reflexes

### 7 PP

Any time the characters Agility attribute would permanently increase by a number, it increases by 2 times that number instead. The characters maximum Agility is now  $2 * \text{Body}$ .

### 10 PP

Any time the characters Agility attribute would permanently increase by a number, it increases by 3 times that number instead. The characters maximum Agility is now  $3 * \text{Body}$ . This over-rides, rather than stacks with 7 PP Bullet Time.



## Forecast

My senses are tingling! Characters with Forecast have an innate knowledge that something is up. This allows them to react to things faster than humanly possible. With powers like this villains don't stand a chance!

### 7 PP

Any time the characters Senses attribute would permanently increase by a number, it increases by 2 times that number instead. The characters maximum Senses is now  $2 * \text{Body}$ .

### 10 PP

Any time the characters Senses attribute would permanently increase by a number, it increases by 3 times that number instead. The characters maximum Senses is now  $3 * \text{Body}$ . This over-rides, rather than stacks with 7 PP Forecast.

## Supersonic Speed

...And you can eat my freaking dust! Characters with super speed do things at an accelerated rate, everything from running to eating to reading... They make lightning look slow.

### 7 PP

Any time the characters Speed attribute would permanently increase by a number, it increases by 2 times that number instead. The characters maximum Speed is now  $2 * \text{Body}$ . The character gains 5 additional units of movement per action.

### 10 PP

Any time the characters Speed attribute would permanently increase by a number, it increases by 3 times that number instead. The characters maximum Speed is now  $3 * \text{Body}$ . The character gains 10 additional units of movement per action.

## Superior Physique

Your character is more hale and hardy than most. While other attacks would leave a person disfigured or dismembers, you can shrug off the effects with ease.

### 10 PP

Double your body score. Effects resulting from permanent body damage, such as loss of limb, or disfiguring scarring, no longer affect you, although the body damage resulting from these is still permanent. Effects from non-permanent body damage affect you normally. This must be taken at character creation, and precludes you from taking any other powers.

### **Hit Points                    1 PP**

Your characters life force increases

*Note: This is not a power*

#### **Effects:**

Your character gains (4 x Heal Rate)HP, permanently increasing their maximum hit points.

### **Bulls-Eye                    2 PP**

Your characters ability to hit foes at range greatly increases

*Note: This is not a power*

#### **Effects:**

When you roll a natural 20+ on a ranged strike roll, add 1d10 to your strike roll, this ability may be taken multiple times. Every other time you take this ability, decrease the natural roll to trigger this ability by one.

### **Martial Prowess        2 PP**

Your characters ability to hit foes in melee greatly increases

*Note: This is not a power*

#### **Effects:**

When you roll a natural 20+ on a melee strike roll, add 1d10 to your strike roll, this ability may be taken multiple times. Every other time you take this ability, decrease the natural roll to trigger this ability by one.

### **Hardened Power        1 PP**

Your character becomes more adept at overwhelming the physical or mental stability of others

#### **Effects:**

Choose a power. All Resists for that power (as applicable) increase by 4.

### **Heightened Resistance    1 PP**

Your character resists negative effects easier

*Note: This is not a power*

#### **Effects:**

Your characters Mental and Physical resists each increase by +2

## Sustenance

### 3 PP at Character Creation

Your character is not subject to the normal conditions of Living such as eating and breathing

#### Effects:

Your character no longer needs to breath, eat, sleep, drink, or defecate. Your character must still obtain sustenance from some source, such as the rays of the sun, a cosmic entity, or methane from a sewer system.

## Natural Immunity

### 1 PP at Character Creation

Your character has a natural immunity to something that would harm Or kill a normal person.

#### Effects:

Your character is immune to effects of some type, such as the effects of radiation, poison, or disease. You may not choose something that causes instantaneous HP or STAT damage as your immunity, IE: you can not choose to be immune to a power.

## Regeneration

### 3 or 8 PP

Your character can heal abnormally fast: fast enough even to the point of Regrowing severed limbs

#### Effects:

**3 PP** – Your character replaces his daily healing rate with an hourly rate. Broken bones heal within a days time.

**8 PP** – At the beginning of each turn, you heal an amount of wounding and/or bruising damage equal to your current body score. This effect tires your body, however, and you take temporary body damage that begins to heal after you rest for a day, and is restored at your healing rate. You can heal more extreme damage, including permanent body damage, at a greater cost in temporary damage. The chart below details the temporary damage taken from healing. When your Body score reaches zero due to temporary damage, you are rendered unconscious until you restore at least one point. Characters reduced to negative health only die if the amount they heal at the beginning of the next turn can not restore them to positive health.

Damage Type	Cost	Example of Damage
Wounding or Bruising Damage	2 Temp. Body Damage	Damage from a Knife
Broken Bone	5 Body Damage	Broken Arm
Rejoining Severed Limb	10 Body Damage	Leg cut off
Heal 1 Point of Permanent Body Damage	10 Body Damage	Physical Drain from Vampire
Regrowing Severed Limb	20 Body Damage	Hand disintegrated
Rejoin Organ	50 Body Damage	Brain ripped out
Regrow Organ	80 Body Damage	Heart torn out and eaten
Completely Regrow Head or Torso	100 Body Damage	Regrow lost head or torso
<b>Special:</b>	Rejoining or Regrowing a limb, or other body part will completely heal any Body lost due to the injury.	

Note: These powers must be taken at character creation. They may not be taken any time after.

### **Credit or Income      1 PP at Character Creation**

Your character is slightly more wealthy than standard members of his race.

*Note: this is not a power*

#### **Effects:**

Increase either your Credit or Income rating by 1 to a maximum of 10.

### **Arcana                      10 PP at Character Creation**

Your character is adept in the mystical arts, able to conjure and bring magical elements to his aid.

#### **Effects:**

Special: Your character takes up the mantle of mystical training. The character can not take any powers, but may still take anything specifically noted as not being a power.

### **Symbiote                    10 PP at Character Creation**

Your character draws their power from another being to whom they are host

#### **Effects:**

Special: Your character has a foreign creature living within his being. This creature feeds off of the character and its power grows as the character grows in experience. The creature may also have its own objectives to fulfill and may do so at the character's expense. The character can not take other Symbiotes, and are restricted from taking other powers until their Symbiote has reached its final form, but may still take anything specifically noted as not being a power.

### **Immortality                10 PP at Character Creation**

Your character is immune to the effects of aging and becomes extremely resistant to death.

#### **Effects:**

Your character automatically succeeds on any physical resist not incurred by a power, ability, or advanced weapon. Additionally, your character does not die for having 0 or fewer HP. When selecting this power, choose a way in which it is possible to kill your character. If your character is reduced to 0 HP by this method, or takes damage from this method after being reduced to 0 HP, your character dies. Alternatively, your character can also be killed by being reduced to 0 Permanent body score, while having 0 or less HP.

Note: These powers must be taken at character creation. They may not be taken any time after.

## **Blood 5 PP at Character Creation**

Your character's blood is exotic and has special qualities making it a valuable tool, or perhaps, a valuable weapon.

### **Effects:**

Your character heals his every hour rather than every 24 hours. When the character suffers a TPI roll or is killed all creatures within 3 units must succeed a physical resist roll of 20+ or receive 3D10 damage. Additionally each time a character takes 5 or more damage from a single attack (self inflicted or otherwise), they generate enough blood for a single melee or ranged (5 unit) attack. **\*SPECIAL\*** Additional PP may be spent to add elemental properties or to increase the damage dealt on a 1 PP for 2D10 basis, each PP spent this way increases the resist difficulty for this power by 2.

## **Multiple Limbs 3 PP at Character Creation**

Your character grows an additional limb that is hard to hide but adds to the number of actions they are able to accomplish at once.

### **Effects:**

Your character grows a an extra limb. Each limb serves a different purpose, as detailed.	Arm	Gain a free extra non-movement action +1 / 2 initiatives.
	Leg	Increase the characters movement speed by half.
	Head	Ignore all distraction penalties (charging, multiple targets)
	Other	GM Discretion

## **Corporate Sponsor 8 PP at Character Creation**

Your character has financial backing from questionable sources and may be called upon to perform tasks for their benefactors.

*Note: this is not a power*

### **Effects:**

Your character's starting Credit and Income ratings increase by 10. Having a corporate sponsor allows the character to acquire items under cost or to be able to purchase equipment that is hard to come by and may still be in the prototype stages of development. Essentially, this allows characters the ability to buy any advanced weapons and ammunition, albeit at their full cost. At times, the character's sponsor may call upon the character to perform tasks for them. These tasks may range anywhere from an assassination to trying out a new piece of tech, however, at the end of the mission, the character will receive payment for their service in some manner. Upon taking this power, the player decides on a broad background of his sponsor and should work towards narrowing that background into a specific sponsor for role-playing purposes.

## **Wings 2 PP at Character Creation**

Your character grows a set of wings (or the equivalent thereof). These wings are hard to hide and allow them to fly with the grace of a falcon.

### **Effects:**

Your character grows a set of wings that allows them to fly at their unaltered run speed (the effects of supersonic speed do not apply to the characters flight speed). Characters possessing powers that would allow them to move faster may increase their fly speed up to double while those effects are active.



Note: These powers must be taken at character creation. They may not be taken any time after.

## Luck 10 PP at Character Creation

Your character has a uncanny amount of luck. They possess the ability to fire in just the right spot, at just the right time, or duck right as the bullet comes whizzing past.

Level	Effects:	Stress
1	Adjust all mishaps that occur within range of sight by + or – 1 per level of Luck	0
2	Fate Manipulation: your character can manipulate fate by altering the “natural” roll of any die they roll by increasing or decreasing the number rolled by 1. They can do this up to two times per game session for each level of Luck they possess, and any number of times per die. Additionally, at the beginning of each game session, Lady Luck smiles on the character, blessing them with a minor luck power for that session.	25
3	Your character suffers mishaps on 1 or 2, while foes may reroll 1 confirmed Potential Traumatic Injury against you per game session (Lady Luck is a fickle mistress). At the beginning of a game session, pick a number 2 – 19 and roll a D20. Roll and compare results to the chart below to determine effects for the game session.	18
4	The character can now extend their manipulation of fate to other characters. This ability functions the same as the level 2 power and uses the same pool of points, but extends to any die rolled during the session. Additionally, Lady Luck blesses the character with a Major luck power at the beginning of the session (as well as their minor luck power).	18
5	Foes suffer mishaps on 1, 2 or 3. When a foe suffers a mishap, they roll twice and you choose the result (then modify it if you wish). If your character would die, roll 1d20. Avoid death for the encounter on either a natural 20, or a natural 1.	20

Roll:	Effects:
1	-5 to all rolls for the game session, Skills suffer a -10 penalty.
1 Below Chosen Number	5 extra uses of fate manipulation for the game session, +5 to dodge or strike.
Chosen Number	One extra minor luck power for the game session.
1 Above Chosen Number	5 extra uses of fate manipulation for the game session, +5 to dodge or strike.
20	One extra major luck power for the game session.

### Minor Luck Powers

Right place, Right time	The character happens to stumble into the best situations. Free food, money on the ground, free gift cards. Three times for the game session, the character receives random items or services worth up to 2 credit, and suffers no credit damage.
Close Call	The character has a knack for avoiding imminent death. They just happen to be a single step clear of the piano as it falls, or step just out of the bullets trajectory. The character gains +5 dodge for the game session.
Careless Attack	The characters lazily thrown punches and kicks have a way of striking their target despite all odds. During the game session, when a character attacks but does not suffer any self imposed bonuses/penalties to their strike roll, they gain a +5 bonus to the strike roll.
Vital Blow	The characters attacks tend to find the chinks in armor and hit vital organs. For the game session, all of the characters attacks gain either +5 pierce (through worn armor only) or +3 damage.
I've Heard of That...	Your character just happens to have picked up some random knowledge a few days ago that may help in their current situation. 5 times during the game session, when making a skill check, your character may add a bonus 1d10 to their roll to determine the final skill check results.

Note: These powers must be taken at character creation. They may not be taken any time after.

### Major Luck Powers

Something Shiny	As your character steps clear of a killing blow, that blow miraculously turns on the attacker. If an opponent rolls a Potential Traumatic Injury against your character there is a 25% chance that it turns on the attacker instead dealing full effects. This can happen three times per game. This chance increases to 50% If your character took the "Right Place, Right Time" minor power and this is considered a use of that power (along with granting the effects of that power).
Bad Luck, Mate	When your character turns their attentions to an opponent, bad luck follows. Choose a single other player (excluding the GM). That players characters gain either -5 dodge and -5 to all rolls or +5 dodge and +5 to all rolls for the game session.
Lucky Strike	The characters attacks amazingly hit exactly where they need to. During the game session, when a character successfully hits a target and did not suffer any self imposed bonuses/penalties to their strike roll they re-roll 1's and 6's on the PTI confirmation.
Not Even the Strong	Even an opponents natural physical superiority can't stand up to your character ability to hit vital locations. When you attack an opponent, there is a 25% chance to completely ignore natural and worn armor. If your character took the "Vital Blow" minor power, they also deal 10 extra damage when this effect happens.
It's About Time	Somehow, enemies always fail to get the drop on your character. Up to 5 times per game, when rolling initiative or when rolling reaction during a surprise round your character may add an additional 1d10 to the roll results. Additionally, any time you would add dice to any other non-damage based d20 roll, as long as the dice you add is a d10 or smaller, it is considered to have rolled the maximum amount for that die type (IE: adding a d10 to a roll would net a flat +10 instead).

### Minion Variable

Minions are GM controlled NPCs, are predisposed to follow the characters commands, but will rebel under extreme circumstances such as betrayal, imminent death, or other reasons. Unless power points are paid, when these minions suffer death, the character loses them permanently. Minions with no additional abilities have 100 body. Those with additional abilities have a body score equal to your current body score, and can not be fed upon by any creature.

<b>Cost</b>	<b>Effects:</b>
1 PP	Obtain a minion of any race (excluding cyborg), but who has no money or power points. Having simple 1 PP minion is not considered a power.
3 PP	Obtain a cyborg minion with \$1,000,000 of cybernetics.
1 PP	Give your minion 4 PP to spend on powers that cannot advance past level 1 (must be a power with levels).
1 PP	Give your minion 2 PP to spend on powers that cannot advance past level 3 (must be a power with levels).
1 PP	Give your minion 1 PP to spend on powers that they may use to purchase powers as normal, this has no restriction on the powers that can be bought.
1 PP	give your cyborg minion \$25,000 more to spend on upgrades.
1 PP	You may regenerate your minion once per month
3 PP	You may regenerate your minion once per week
5 PP	You may regenerate your minion once per day
<b>Side Note</b>	You may spend your personal experience to raise the levels of your minions powers (up to the maximum they can achieve in that power). Once power points have been selected from the chart above, they may not be changed or upgraded, and must be spent in the way described in the chart above.

## Hyper Intelligence

3 PP

Your character is well above any normal creature in certain matters of skill.

### Effects:

Any time your character must make a non-physical skill check, they may choose to roll an additional 1d20 and add it to their final skill check. This ability may be taken multiple times. Each time it is taken, it adds an additional 1d20 to their skill check roll.

## Imperviousness 3 PP

Your character's body hardens and becomes resistant to all forms of damage.

### Effects:

Choose damage from one source (Elemental (one elemental type), force, melee weapons, firearms, etc... ). All wounding damage other than damage from the chosen source is converted to bashing damage.

## Shape-Shifting 2 PP

Your character gains the ability to morph into another form.

### Effects:

For every two Power Points your character spends, they gain one of the abilities from the list below. Each ability may be taken multiple times. Each ability may be used separately or in tandem with other abilities on the list. The character may activate all abilities they wish as a full round action. However, as a one time expenditure, the character may spend one power point to activate one ability each round as a free action.

- |                                  |   |
|----------------------------------|---|
| Double your normal size.         | Each time this ability is taken, the effects are additive, though each time you use it you can choose the exact size increase. Taking it twice would allow you to grow to four times your size, 3 times to 6 times your normal size, etc...   |
|                                  | <b>Special:</b> The character grows to twice their height and weight. Additionally, they gain +12 Strength, +12 Stamina, +5 Armor, -12 Agility, -12 Senses and -5 Dodge   |
| Shrink to half your normal size. | Each time this ability is taken, the effects are multiplicative, though each time you use it you can choose the exact size decrease. Taking it twice would allow you to shrink to ¼ your size, 3 times to 1/8 times your normal size, etc...  |
|                                  | <b>Special:</b> The character shrinks to 1 / 2 their height and weight. Additionally, they gain +12 Agility, +12 Senses, +5 Dodge, -12 Strength, -12 Stamina and -5 Armor   |
| Change Appearance                | This ability allows you change your appearance at will to resemble any individual of a particular race or species (which will be chosen each time you spend a power point on this ability).   |
| Change Form                      | The character chooses a single, alternate form (such as a human changing to a animal or elemental). Upon choosing the form, the character can move their attributes from one to another, but must keep each individual number the same. (For example: str 5, agi 8, sta 3, sen 5, spd 7 could be reallocated to str 8, agi 5, sta 5, sen 3, spd 7). The form may possess as many limbs as the base creature, however, the limb arrangement may be shifted into any array that the player chooses, additionally the creature does not have to manifest all of its limbs. The form may take the standard claws/horns power for free once for each limb it possesses and once for each head, it can upgrade these claws/horns/etc as detailed on the Feral page. |

## Natural Weapon Variable

Your character has a natural weapon that he can call upon to devastating effect.

### Effects:

Your character's natural weapon can be claws, horns, fangs, or a set of implanted blades. An additional power point may be spent to make this natural weapon retractable, two additional power points may be spent to double its normal damage (and pierce for body spikes) and give it an energy or elemental type, and three additional power points may be spent to give it both upgrades. Characters are limited to a number of natural weapons, as per the associated chart. Retracting or protracting a natural weapon is a single action. Each Natural weapon may be used once per initiative.

Once per round, if a creature with body spikes is injured in melee combat, they may make a free attack against their opponent. Claws may further be enhanced by applying the abilities of Knives or Martial Arts melee weapons for 1pp per ability. Likewise, blades may be improved by applying the abilities of the Swords melee weapons for 1pp per ability. Damage modifications are noted below. Natural weapons do not break due to mishaps.

Claws damage modifications: First decrease: 3d4 > 2d4 (6d4 > 4d4), Second decrease: 2d4 > 1d4 (4d4 > 2d4), First increase: d4's become d6's

Blades damage modifications: First increase: 1d12 > 2d8 (2d12 > 4d8), Second increase: 2d8 > 2d10 (4d8 > 4d10)

Natural Weapons	
Horns – 3D10	1 Each/Head
Fangs – 6D4	
Claws (set) – 3D4	1 /Limb
Blades(set) –1D12	
Body Spikes -5D6 (5 pierce)	1
Use of Body Spikes is a full round attack	

## Vision 1 - 6 PP

Your character gains powers that allow him to see things beyond the normal scope of human vision.

### Effects:

Your character gains an alternate form of vision, You may switch between any range of vision as a free action. Each vision must be purchased separately, and does not include lower cost visions.

Forms of Vision	
1 PP	Night- See perfectly in darkness
1 PP	Aural- See auras
2 PP	Thermal- See heat signatures
3 PP	Spectrum – See the electromagnetic spectrum (through, but not including xrays)
4 PP	X- Ray- See through 1 unit of material
5 PP	Pheromonal- See pheromones

## Language 1 PP

Your character mystically understands a new language and may even be able to talk to plants or animals.

### Effects:

Your character gains 20 points in any language in addition to those they may already know. This power includes the ability to talk to things that lie outside the scope of normal languages such as plants, animals, or alien beings.

## Climbing 3 PP

Your character can climb up any surface as though he were an insect.

### Effects:

Your character may climb up any surface without worrying about accidentally falling (unless he is knocked off) and may even climb across or lurk on the ceiling.

## **Cloaking            3 PP +**

The Character can become invisible to the naked eye and elude the senses.

### **Effects:**

The character becomes undetectable to the naked eye granting them +100 to all Stealth checks to avoid being seen by Creatures with normal Vision. The Character can extend this bonus to additional forms of Vision such as those listed on the previous page or any form of Vision granted by any Power or Item in this book at the cost of 1 Power Point per extra form of Vision negated. The Stealth bonus may be extended to other forms of enhanced senses such as that granted by the Sonics Power at the additional cost of 2 Power Points.

## **Flight                4 PP**

The Character gains the ability to Fly

### **Effects:**

The Character can Fly with perfect grace gaining the ability to stop in midair and hover and other normally impossible aerial acrobatic feats such as flying backwards. This Power has no visible outward signs and does not require any further investment. The character uses their Move speed to determine the distance they can Fly each round.

## **Super Leap        3 or 6 PP**

The Character gains the ability to leap amazing distances

### **Effects:**

With the 3PP version of this Power when the character makes a Jump action of any type, they Jump 10U for every 1U they would normally Jump. With the 6PP version of this power they Jump 100U for every 1U they would normally Jump.

Aerokinesis

**Aerokinesis**

**4 PP**

**Physical Resist**

**Range – 50 (LoS)**

Your character brings forth the powers of the winds to punish his foes

**Thresholds**

**2**  
**2**

**3**  
**2**

**4**  
**3**

**5**  
**3**

Level	Abilities	Stresses/Ability
1	<p>Gust: Create a gust of wind up to that hits all objects in the direction it is blowing – max wind speed of 30 mph (each 10 mph can move 2lb of objects)</p> <p>Increase max wind speed to 50 mph</p> <p>The resist for Aerokinesis increases by +2</p> <p>Wind Step: Increase Move by +3U</p> <p>Dust Devil: Creature gets -10 to strike when relying on eyesight for 1d4 rds</p> <p><b>Unbalance all creatures hit by your Gust for 1 round</b></p>	1       <b>Pinnacle</b>
2	<p>Wind Slash: A blade of wind eviscerates your foes – S, W – 1d6</p> <p>Increase max wind speed to 80 mph</p> <p>The resist for Aerokinesis increases by +2</p> <p>Wind Step: Increase Move by +5U</p> <p>Increase Wind Slash damage by 2 dice</p> <p><b>Wind Slash uses d10 damage dice, rather than d6</b></p>	2       <b>Pinnacle</b>
3	<p>Body of Wind: the air around you pushes attacks aside. Increase Dodge by +10</p> <p>Increase max wind speed to 100 mph</p> <p>The resist for Aerokinesis increases by +2</p> <p>Wind Step: Increase Move by +10U</p> <p>Increase Wind Slash damage by 2 dice</p> <p><b>Gust now moves 1lb of objects per wind speed mph</b></p>	2       <b>Pinnacle</b>
4	<p>One with the Air: Gain immunity to all Aerokinesis or other wind or air effects. Gain +20 senses.</p> <p>Increase max wind speed to 150 mph</p> <p>The resist for Aerokinesis increases by +2</p> <p>Wind Step: Increase Move by +30U</p> <p>Lighten Load: Grant your Wind Step bonus to up to 4 allies</p> <p><b>Gale Shield: Gain immunity to any ranged attack without pierce.</b></p>	2       <b>Pinnacle</b>
5	<p>Hurricane: Create a (1 at a time) self-sustaining Hurricane. Radius 150000U, duration 2d4 days. Hurricanes move anything that weighs 1500 lbs or less.</p> <p>Increase max wind speed to 250 mph</p> <p>The resist for Aerokinesis increases by +2</p> <p>Wings of Air: You gain the ability to fly. Fly speed 50U.</p> <p>Air Golem – Create 1 golem with level 4 Aerokinesis and 2 abilities/level.</p> <p><b>You can direct Hurricanes to move in a direction at 15000U per hour.</b></p> <p><b>Tornado: Create one or more self-sustaining localized Tornado(s) with wind speeds up to 400 mph. This Tornado moves on its own 1d6U in a random direction each round. It lifts all objects that weight 750lb per 100 mph of wind speed. Creatures must make a Physical Resist check each round to not be caught in the Tornado. Creatures caught in the Tornado take 10d8 bruising damage each round. Tornado's last for 1d10 rounds.</b></p>	2             <b>Pinnacle</b>       <b>Grand Pinnacle</b>

Aquakinesis

**Aquakinesis**

**4 PP**

**Physical Resist**

**Range – 25 (LoS)**

Your character has tapped into the fluidity of water to grace her actions

**Thresholds**

**2**  
**3**

**3**  
**3**

**4**  
**3**

**5**  
**3**

Level	Abilities	Stresses/Ability
1	<p>Blast Pressure – Single, Bruising, 2d6 damage. Requires half a gallon of water per dice.</p> <p>Increase Blast Pressure damage by 1d6 damage</p> <p>Dehumidify – Pull water from the air. +2U range. See side note.</p> <p>Alter Current – Alter or create a current. Strength: water moves at +2U/round.</p> <p>Underwater Expert – Gain +10 to any physical skills performed in the water</p> <p><b>Gills – Gain the ability to breathe water (Can not drown in water)</b></p>	2       <b>Pinnacle</b>
2	<p>Swimming Expert – You swim as fast as your normal land speed (normally you can only move half as fast).</p> <p>Swimming Expert – Your swim speed doubles (1x &gt; 2x &gt; 4x)</p> <p>Dehumidify – Pull water from the air. +2U range. See side note.</p> <p>Alter Current – Alter or create a current. Strength: water moves at +2U/round.</p> <p>Rust – Strip 1d10 Structure worn armor. Requires 1 gallon salt water.</p> <p><b>Underwater Master – Gain +20 to any skills performed in the water</b></p>	3       <b>Pinnacle</b>
3	<p>Aquakinesis – Telekinetically lift and control up to 100 gallons of water.</p> <p>Water trap (contain – 10D6, target begins drowning, requires 50 gal. of water)</p> <p>Increase Blast Pressure damage by 1d6 damage</p> <p>Dehumidify – Pull water from the air. +2U range. See side note.</p> <p>Alter Current – Alter or create a current. Strength: water moves at +2U/round.</p> <p>Rust – Increase Structure damage by 2d10</p> <p><b>Aquakinesis – Increase your telekinetic ability by 400 gallons (500 total)</b></p>	2       <b>Pinnacle</b>
4	<p>One with the Water – Gain immunity to all Aquakinesis abilities and any damage from water sources. Gain +20 Stamina.</p> <p>Swimming Expert – Your swim speed doubles (1x &gt; 2x &gt; 4x)</p> <p>Dehumidify – Pull water from the air. +2U range. See side note.</p> <p>Alter Current – Alter or create a current. Strength: water moves at +2U/round.</p> <p>Rust – Increase Structure damage by 2d10</p> <p><b>Water Lance – as Blast Pressure, but Lethal damage</b></p>	3       <b>Pinnacle</b>
5	<p>Mucous Coating – gain +20 to any roll made to hold onto an object, or slip free from restraints or grapples.</p> <p>Increase Blast Pressure damage by 1d6 damage</p> <p>Dehumidify – Pull water from the air. +2U range. See side note.</p> <p>Alter Current – Alter or create a current. Strength: water moves at +2U/round.</p> <p>Water Golem – Create 1 golem with level 4 Aquakinesis and 2 abilities/level.</p> <p><b>Alter Current – Multiply the characters Strength: U/Round by 10</b></p> <p><b>Liquid Body – Gain immunity to all Physical Damage (non-Elemental and non-Force Damage).</b></p>	2       <b>Pinnacle</b>  <b>Grand Pinnacle</b>

**Side Note**

Dehumidify requires no action (it can be done reflexively). While Dehumidify normally produces half a gallon of water per 2U affected, certain climate conditions may change it – arid climates may produce less (one quarter gallon), while humid climates may produce more (one gallon). Multiple uses of Dehumidify may also take its toll on the surrounding humidity. Adding salt to water normally takes two actions, but in certain climates (seaside) the water created by Dehumidify may already be salinated

Biokinesis

**Biokinesis**

**4 PP**

**Physical Resist**

**Range – 25 (LoS)**

“You may think of evolution as an upward process. Things evolve from primeval slime, up to single-celled organisms, up to intelligent life” - President Koopa

**Thresholds**

**2**

**3**

**4**

**5**

**2**

**2**

**3**

**2**

Level	Abilities	Stresses/Ability
1	Soothing Touch – Heal 1d10 HP to affected target Poison Touch – Choose an attribute and Poison affected target Increase Soothing Touch by 1d10 Medical Whiz – Gain +8 ranks in Medicine, and subsequent Medicine skills +2 Physical and Mental Resist Improve Self – Gain +20 to an attribute <b>Increase Poison Touch damage by 1d4</b>	5       <b>Pinnacle</b>
2	Revitalizing Touch – Heal 1d4 Temporary Body damage. Increase Soothing Touch by 2d10 Biology Whiz – Gain +8 Ranks in Science +2 Physical and Mental Resist Improve Self – Gain +20 to an attribute you have not already selected <b>Revitalizing Touch can also heal Permanent Body damage</b>	5       <b>Pinnacle</b>
3	Rapid Growth – Force simplistic lifeforms (plants, worms, micro-organisms, etc..) to rapidly grow and evolve. Permanently Shape-Shift them up to 10 PP. Increase Soothing Touch by 2d10 Increase Poison Touch damage by 1d4 Medical Whiz – Gain +6 ranks in Medicine, and subsequent Medicine skills Improve Self – Gain +20 to an attribute you have not already selected <b>As Rapid Growth on yourself, but not permanent and limited to 6 PP.</b>	3       <b>Pinnacle</b>
4	Grow Biological Weaponry (Advanced Weapons) Increase Soothing Touch by 2d10 Gain +14 Ranks in Biology (if you can access it) Gain Immunity to Stun, Shock, Unbalance, Poison, and Drowning Improve Self – Gain +20 to an attribute you have not already selected <b>Weapons you grow gain 1d3 free attachments.</b>	3       <b>Pinnacle</b>
5	Breath of Life – You may restore HP to dead characters who have not begun decomposing yet, returning them to life. Increase Soothing Touch by 2d10 Gain +8 Ranks in a Biology Master field (if you can access them) +6 Physical and Mental Resist Improve Self – Gain +20 to an attribute you have not already selected <b>Grow a clone of a creature with no memories or powers. This takes 1 year.</b> <b>Invoke Sentience – Take a creature that is not sentient (a normal Dog or Cat for example) and give it human level intelligence and comprehension. This does not put it under your control.</b>	1           <b>Pinnacle</b>  <b>Grand Pinnacle</b>



**Body Warping**

**8 PP**

**Physical Resist**

**Range – Self**

Known Masters- Jake the Dog, Genie, Venom, Carnage, Basil Karlo, Ditto, Nidalee, Elise, Nyarlathotep

**Thresholds**

**2**  
**2**

**3**  
**2**

**4**  
**3**

**5**  
**3**

**Level**

**Abilities**

**Stresses/Ability**

1	<p>Shape-shifting – The Character can take 10 Permanent Body Damage to gain 1 PP that can only be used on the Shape-shifting power. When the Character returns to their original form, this Body Damage is restored; it can not otherwise be healed by any means.</p> <p>Shape-shifting grants PP for (9 &gt; 8 &gt; 7 &gt; 6 &gt; 5) Permanent Body Damage Gain the ability to grow (1 &gt; 2 &gt; 3 &gt; 4 &gt; 5) Extra Limbs (as per the Power) The Character gains Regeneration (3PP) The Character gains (10 &gt; 15 &gt; 20) to Physical Resist</p> <p><b>Shape-Shifting can grant any Vision for a 2PP expenditure</b></p>	4
2	<p>Disguise – The Character can modify their appearance to that resemble that of any member of their species. Gain a +50 bonus to Disguise skill rolls.</p> <p>Shape-shifting grants PP for (9 &gt; 8 &gt; 7 &gt; 6 &gt; 5) Permanent Body Damage Gain the ability to grow (1 &gt; 2 &gt; 3 &gt; 4 &gt; 5) Extra Limbs (as per the Power) While Shape-shifting, the Character gains (10 &gt; 20) to all Attributes Gain Vision: Shape-Shifting (the ability to tell if something is Shape-Shifted)</p> <p><b>Disguise also changes other attributes (voice, etc...). +50 bonus to Disguise</b></p>	5
3	<p>Bone Growth – The character can grow Natural Weapons or bony plates that increase their Natural Armor by 10. An action can be spent to change which Bone Growth the Character is currently using.</p> <p>Shape-shifting grants PP for (9 &gt; 8 &gt; 7 &gt; 6 &gt; 5) Permanent Body Damage Natural Armor granted from Bone Growth increases to (15 &gt; 20 &gt; 25) Gain the ability to grow (1 &gt; 2 &gt; 3 &gt; 4 &gt; 5) Extra Limbs (as per the Power) The Character gains (10 &gt; 15 &gt; 20) to Physical Resist</p> <p><b>The Natural Weapons from Bone Growth are Improved Natural Weapons</b></p>	7
4	<p>Detach Limb – The character can take 25 Temporary Body Damage to detach a limb, which will act on its own for 1 hour. During this time the Character has a Telepathic link with the limb. The limb regrows as the Body Damage heals.</p> <p>Shape-shifting grants PP for (9 &gt; 8 &gt; 7 &gt; 6 &gt; 5) Permanent Body Damage Natural Armor granted from Bone Growth increases to (15 &gt; 20 &gt; 25) Gain the ability to grow (1 &gt; 2 &gt; 3 &gt; 4 &gt; 5) Extra Limbs (as per the Power) While Shape-shifting, the Character gains (10 &gt; 20) to all Attributes</p> <p><b>The Detached Limb has 6PP to spend on Shape-Shifting</b></p>	5
5	<p>Adaptivity – By spending an action to rearrange their internal structure, the Character can become immune to Bruising damage for the next round.</p> <p>Shape-shifting grants PP for (9 &gt; 8 &gt; 7 &gt; 6 &gt; 5) Permanent Body Damage Natural Armor granted from Bone Growth increases to (15 &gt; 20 &gt; 25) Gain the ability to grow (1 &gt; 2 &gt; 3 &gt; 4 &gt; 5) Extra Limbs (as per the Power) The Character gains (10 &gt; 15 &gt; 20) to Physical Resist</p> <p><b>Shape-shifting grants 2PP instead of 1PP per expenditure.</b></p> <p><b>Malleable Body – The Character can Rejoin severed organs, their head, or limbs, and regrow severed limbs. This functions exactly as Regeneration (8PP) but is limited to these abilities.</b></p>	4

Chronomancy

**Chronomancy**

**8 PP**

**Physical Resist**

**Range – Touch**

Your character can telepathically communicate with machines, telekenetically create equipment, and create more advanced items than normal.

**Thresholds**

**2**  
**3**

**3**  
**3**

**4**  
**3**

**5**  
**3**

**Level**

**Abilities**

**Stresses/Ability**

1

6

2

Pinnacle

6

3

Pinnacle

5

4

Pinnacle

5

5

Pinnacle

4

Pinnacle

Grand Pinnacle

## Chronomancy

**Change the Past – Reroll your last roll 1/round**

+1 Change the Past / round  
+4 Dodge  
+1 Action / round  
+2 Resist

**+5 Resist**

**Time Slip – Your character ceases to age, and can visually “rewind” or “advance” their age as they wish.**

+1 Change the Past / round  
+4 Dodge  
+1 Action / round  
+2 Resist

**Change Another's Past – Use Change the Past on another character.**

**Rejuvenation – Forfeit a change the past roll for the rest of the encounter to regain any HP, Temporary, or Permanent body damage inflicted in the past round (does not include Stress).**

+1 Change the Past / round  
+4 Dodge  
+2 Resist

You may choose not to be affected by Chronomantic effects.

**Rejuvenate another – as above, but another living/undead creature.**

**Slow Other – Choose a bonus that Chronomancy grants you (Dodge, Bonus Actions). Affected opponent takes an equivalent penalty.**

+1 Change the Past / round  
+4 Dodge  
+2 Resist  
+1 Action / round

**Grant a Bonus Chronomancy grants you (as above) to another.**

**Rewind – the previous round is replayed as though it never happened. All others repeat their actions, but you may change yours. 1 / scene.**

+1 Change the Past / round  
+4 Dodge  
+2 Resist  
+1 Action / round

**Grant or penalize (as above) an additional effect or target.**

**Expedited Aging – Forfeit any number of Change the Past rolls for the rest of the encounter to roll as many d8's. The target of this attack suffers that amount of permanent body damage as their body rapidly ages and deteriorates.**

Clone

**Clone**

**8 PP**

**Physical Resist**

**Range – Self**

Your character can create clones of themselves that can serve as an assault force or a distraction

**Thresholds**

<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>3</b>	<b>2</b>	<b>2</b>	<b>3</b>

<b>Level</b>	<b>Abilities</b>	<b>Stresses/Ability</b>
1	<p>Create-A-Clone – Time: 1 Day, 1/10 Attributes/Health, Cost: 50 Body. The clone suffers from any current PTI effects affecting you.</p> <p>Cost: up to 5 Body Reduction</p> <p>Clones gain +4 to all attributes except Speed (ignores Body score)</p> <p>1/8 Attributes/Health</p> <p>Clones gain +10 Bonus HP</p> <p><b>Time Decrease (1 Day &gt; 1 Hour &gt; 1 Minute &gt; 1 Round &gt; Free Action)</b></p>	2        <b>Pinnacle</b>
2	<p>Rapid Degeneration: By focusing on a clone, you can force it to die in any instant, natural way (heart attack, aneurysm, etc...). This takes 1 action.</p> <p>Cost: up to 10 Body Reduction</p> <p>Clones gain +10 Bonus HP</p> <p>1/6 Attributes/Health</p> <p>Clones gain +4 to all attributes except Speed (ignores Body score)</p> <p><b>Clone deaths deal Stress damage instead of Temporary Body damage</b></p>	2        <b>Pinnacle</b>
3	<p>Clone Thoughts - You can focus your attention on any specific clone to perceive the world through their senses.</p> <p>Cost: up to 15 Body Reduction</p> <p>Clones no longer suffer from PTIs affecting you when they are created.</p> <p>1 / 4 Attributes/Health</p> <p>Time Decrease (1 Day &gt; 1 Hour &gt; 1 Minute &gt; 1 Round &gt; Free Action)</p> <p><b>Created clones may increase attribute by +8 (Ignores Body Score)</b></p>	3        <b>Pinnacle</b>
4	<p>Trust Only Yourself – When adjacent to a clone, or a clone is standing adjacent to you or a clone, you and/or those clones gain +10 dodge.</p> <p>Cost: up to 10 Body Reduction</p> <p>Time Decrease (1 Day &gt; 1 Hour &gt; 1 Minute &gt; 1 Round &gt; Free Action)</p> <p>1 / 2 Attributes/Health</p> <p>Clone control – take complete control of a clone as though you were it.</p> <p><b>Trust Only Yourself also grants a +10 Strike Bonus</b></p>	4        <b>Pinnacle</b>
5	<p>Clone Reaction – When struck in melee, you may attempt a reaction roll vs their strike roll. If successful, create a clone to take the damage.</p> <p>Cost: up to 9 Body Reduction</p> <p>Clones gain +4 to all attributes except Speed (ignores Body score)</p> <p>Full Attributes/Health</p> <p>Clone Thoughts extends to all clones, or clones of your clones.</p> <p>Time Decrease (1 Day &gt; 1 Hour &gt; 1 Minute &gt; 1 Round &gt; Free Action)</p> <p><b>Forgotten Original: Imbue clones with as much body as you want. They have the Clone power as yours is, but, when one of their clones dies it deals permanent, irreversible, body damage to that clone (not to you).</b></p>	2        <b>Pinnacle</b>        <b>Grand Pinnacle</b>

Side Note Create-A-Clone: Create a perfect copy of yourself. This clone has no powers or equipment. It has 1/X of your attributes and HP (unmodified by powers and rounded up), where X is increased as the power increases. The Body cost associated with creating a clone is its body score and can not be restored in any way until the clone dies. When the clone dies, this body loss becomes temporary body damage, which heals as normal, but can not be supernaturally healed. Time is how long it takes to create a clone of yourself.

Cryokinesis

**Cryokinesis**

**4 PP**

**Physical Resist**

**Range – 25 (LoS)**

“Let it go!” - Female Cryokeneticist circa 2013

**Thresholds**

**2**

**3**

**4**

**5**

**3**

**3**

**3**

**3**

**Level**

**Abilities**

**Stresses/Ability**

1	<p>Chill Blood – Touch, Single, Bruising, 1d6</p> <p>Chill Blood - +2d6 damage                      Freeze Water – 3U radius                      Ice Tools – Create a simple item (screwdriver, etc...) from ice. Breaks easily.                      Steady Step – You never run the risk of slipping while walking on ice</p>	2
	<p><b>When a Cryo attack deals damage, target must make P.Resist or Freeze.</b></p>	Pinnacle
2	<p>Ice Shield – Form a shield with +10 Armor (10 Structure), deducted before worn or natural armor.</p> <p>Ice Shield - +10 Structure.                      Chill Blood - +2d6 damage                      Freeze Person – Touch, Single, target Freezes for 2d4 + (1 round/Cryo level)                      Gain Vision: Thermal (the ability to see levels of heat)</p>	3
	<p><b>Ice Body – Gain 10 Natural Armor</b></p>	Pinnacle
3	<p>Ice Bolt – Single, Wounding, 2d6</p> <p>Ice Bolt - +2d6 damage                      Ice Shield - +5 Armor                      Freeze Water - +22U radius                      Ice Cage – Contain, 5d6 HP, 1U radius</p>	2
	<p><b>Hard Ice – Ice Cage gains +5d6 HP and Armor 10</b></p>	Pinnacle
4	<p>One with the Ice: Gain immunity to all Cryokinesis or other Ice effects. Gain +20 Strength. Immunity to Freeze.</p> <p>Ice Shield - +10 Structure.                      Ice Bolt - +2d6 damage                      Freeze Water - +25U radius                      Cold Snap – Burst, Bruising, 3U radius, 5d6 damage</p>	3
	<p><b>Hail Storm – As Cold Snap but Lethal damage and Pierce 10</b></p>	Pinnacle
5	<p>Radiate Cold – 5U radius. Creatures that spend more than 3 rounds within 5U of you begin to suffer the effects of Exposure (cold) (-50* F) each round</p> <p>Ice Shield - +5 Armor                      Ice Bolt - +2d6 damage                      Freeze Water - +50U radius</p>	2
	<p>Ice Golem – Create 1 golem with level 4 Cryokinesis and 2 abilities/level.</p>	
	<p><b>Ice Bolt gains Pierce 30</b></p>	Pinnacle
	<p><b>Flash Freeze – Once per initiative use any non-damaging Cryokinesis ability without using an action.</b></p>	Grand Pinnacle

Elasticity

**Elasticity**

**4 PP**

**Physical Resist**

**Range – 25 (LoS)**

Known Masters – Reed Richards, Ralph Dibny, KI'Rt, Patrick "Eel" O'Brian, Buu, Jake the Dog, Helen Parr, Zac the Secret Weapon, Dhalsim, Adam Evans

**Thresholds**

**2**  
**3**

**3**  
**3**

**4**  
**3**

**5**  
**3**

Level	Abilities	Stresses/Ability
1	Elastic Stretch – The Character gains 5U reach for all applications, including Melee Strikes Elastic Stretch increases to (6 > 7 > 8 > 9 > 10)U range The Character gains (4 > 8 > 12 > 16 > 20) Natural Armor Increase move speed by (2 > 4 > 6 > 8 > 10) Melee Attacks gain (10 > 20 > 30) bonus Damage	2
	<b>Extendo-Eye – The Character can extend and flatten their eye up to 3U</b>	<b>Pinnacle</b>
2	Elastic Walk – The Character increases their Move speed by 2x Elastic Stretch increases to (6 > 7 > 8 > 9 > 10)U range Elastic Walk increases Move speed by (3 > 4 )x The Character gains (4 > 8 > 12 > 16 > 20) Natural Armor Increase move speed by (2 > 4 > 6 > 8 > 10)	3
	<b>Extendo-Jaw – The Character can fit any object their size or smaller in their mouth.</b>	<b>Pinnacle</b>
3	Elastic Body – The Character can make an attack roll to Contain a single Creature. The Character is the Container for HP and Armor purposes. Elastic Stretch increases to (6 > 7 > 8 > 9 > 10)U range The Character gains (4 > 8 > 12 > 16 > 20) Natural Armor Increase move speed by (2 > 4 > 6 > 8 > 10) Melee Attacks gain (10 > 20 > 30) bonus Damage	2
	<b>Characters can deal their Bonus Melee Damage each action without needing a Strike roll while they have another Creature contained</b>	<b>Pinnacle</b>
4	Elastic Leap – When the Character Jumps, the move 10U for every 1U they would normally move. Elastic Stretch increases to (6 > 7 > 8 > 9 > 10)U range Elastic Walk increases Move speed by (3 > 4 )x The Character gains (4 > 8 > 12 > 16 > 20) Natural Armor Increase move speed by (2 > 4 > 6 > 8 > 10)	3
	<b>When using Elastic Leap, the Character moves 20U for every 1U instead</b>	<b>Pinnacle</b>
5	Elastic Armor – The character becomes immune to Ballistic and Electric attacks. Fire attacks deal double damage. Elastic Stretch increases to (6 > 7 > 8 > 9 > 10)U range The Character gains (4 > 8 > 12 > 16 > 20) Natural Armor Increase move speed by (2 > 4 > 6 > 8 > 10) Melee Attacks gain (10 > 20 > 30) bonus Damage	3
	<b>The Character becomes immune to Temporary Body Damage</b>	<b>Pinnacle</b>
	<b>Perfectly Elastic – Elastic Stretch increases to 25U range and Elastic Body can Contain up to 4 Creatures at one time.</b>	<b>Grand Pinnacle</b>

Electrokinesis

**Electrokinesis**

**4 PP**

**Physical Resist**

**Range – 25 (LoS)**

Known Masters: Virgil Hawkins, Sailor Jupiter, Mikoto Misaka, Electro, Storm, Thor, Jefferson Pierce, Pikachu

**Thresholds**

**2**

**3**

**4**

**5**

**3**

**3**

**3**

**3**

**Level**

**Abilities**

**Stresses/Ability**

1	<p>Static Shock – Touch, Bruising, 2d4, Shock 1 round</p> <p>Generate Electricity: Power Room Electromagnetism – Control a single metal object weighing 100lbs or less Increase Static Shock damage by 3d4 Gain Vision: Currents (the ability to see electric currents) <b>Increase Static Shock damage by 3d4</b></p>	2
2	<p>Tesla Coil – 360* radius, 2U range, Shock 2d4 rounds</p> <p>Generate Electricity: Power House Tesla Coil - +3 range Increase Electromagnetism by 100lbs Increase Static Shock damage by 3d4 <b>When inflicting Shock double all duration's</b></p>	3
3	<p>Chain Lightning – You can choose to deal lethal damage with Static Shock. If you do, there is a 25% chance that the attack will hit a random target in a range of 25U. This continues until a roll is failed (either percent chance or strike). When this effect occurs, the next attack deals 5 dice less damage.</p> <p>Generate Electricity: Power City Block Gain Immunity to Shock Increase Electromagnetism by 100lbs, increase items affected by 1 Increase Static Shock damage by 3d4 <b>Lightning – Static Shock gains 50U range and 3U Burst</b></p>	2
4	<p>One with the Lightning - Gain immunity to all Electrokenesis or other Electricity effects. Gain +20 Agility.</p> <p>Generate Electricity: Power Small Town Tesla Coil - +5 range Increase Electromagnetism by 100lbs Increase Static Shock damage by 3d4 <b>Ionization – Enclosed Room Range. Creatures in the room begin Drowning</b></p>	3
5	<p>EMP Wave: Unshielded Electronics, Cybernetics, and Advanced Items take 10d10 damage that ignores Armor. 360* radius, 10U range.</p> <p>Generate Electricity: Power Small City Increase Electromagnetism by 100lbs, increase items affected by 1 Increase Static Shock damage by 3d4</p> <p>Lightning Golem – Create 1 golem with level 4 Electrokinesis and 2 abilities/level.</p> <p><b>Ignore Faraday Shields – Faraday shields can no longer stop your abilities</b> <b>Fast as Lightning – Even when failing a Reaction roll, your character may act in a surprise round as the last initiative. When rolling initiative, you may choose to forgo rolling one initiative and take the first initiative in the round.</b></p>	2

Energy Absorbtion

**Energy Absorption 10 PP Physical Resist Range – 25 (LoS)**

Known Masters: Android 19, Android 20, Lucas Bishop, Sebastian Shaw

**Thresholds**

<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>3</b>	<b>3</b>	<b>3</b>	<b>3</b>

Level	Abilities	Stresses/Ability
1	<p>Energy Absorption – Force or Elemental attacks allow the Character to make a Reaction roll vs Strike to absorb and negate 1d10 of the Damage directed at them. This Damage is stored for 5 rounds, then released in a 360* arc with a 5U range. Ballistics with Force or Elemental effects deal 1/2 damage, while 1/2 is Absorbed. If more Damage is Absorbed than the Characters maximum Body score, they take 25 Stress and become Unconscious until it heals.</p> <p>Damage Absorbed increases to (3 &gt; 5 &gt; 7 &gt; 10 &gt; 15)d10                      Damage is stored for (6 &gt; 7 &gt; 8 &gt; 9 &gt; 10) rounds before it releases                      At 10+ Absorbed Damage stored, the Character has Vision: Electromagnetic                      Energy Absorption release range increases to (6 &gt; 7 &gt; 8 &gt; 9 &gt; 10)</p>	5
Gain +10 to Reaction rolls vs Strike when Absorbing Damage		Pinnacle
2	<p>Redirect Energy – All Absorbed damage can be redirected to another Creature within 25U as a Force attack.</p> <p>Damage Absorbed increases to (3 &gt; 5 &gt; 7 &gt; 10 &gt; 15)d10                      Damage is stored for (6 &gt; 7 &gt; 8 &gt; 9 &gt; 10) rounds before it releases                      At 20+ Absorbed Damage stored, the Character can Fly at Move Speed                      Energy Absorption release range increases to (6 &gt; 7 &gt; 8 &gt; 9 &gt; 10)</p>	5
You may choose an Elemental property to bestow on your Redirect Energy		Pinnacle
3	<p>Heal Self – You may use all Absorbed Damage to heal for an equal amount.</p> <p>Damage Absorbed increases to (3 &gt; 5 &gt; 7 &gt; 10 &gt; 15)d10                      Damage is stored for (6 &gt; 7 &gt; 8 &gt; 9 &gt; 10) rounds before it releases                      At 30+ Absorbed Damage stored, the Character gains +30 Armor                      Energy Absorption release range increases to (6 &gt; 7 &gt; 8 &gt; 9 &gt; 10)</p>	5
Lay on Hands – You may touch another Creature and use Heal Self on them		Pinnacle
4	<p>Empower Self – Take 25 Stress damage and expend all Absorbed Damage to increase a single Attribute by an equal amount.</p> <p>Damage Absorbed increases to (3 &gt; 5 &gt; 7 &gt; 10 &gt; 15)d10                      Damage is stored for (6 &gt; 7 &gt; 8 &gt; 9 &gt; 10) rounds before it releases                      At 40+ Absorbed Damage stored, the Character deals 2x melee damage                      Energy Absorption release range increases to (6 &gt; 7 &gt; 8 &gt; 9 &gt; 10)</p>	5
Greater Empower Self – When using Empower Self, increase all Attributes		Pinnacle
5	<p>Field of Absorption – The Character can Absorb any Force or Elemental attacks within 5U of them. Otherwise this functions as Energy Absorption.</p> <p>Damage Absorbed increases to (3 &gt; 5 &gt; 7 &gt; 10 &gt; 15)d10                      Damage is stored for (6 &gt; 7 &gt; 8 &gt; 9 &gt; 10) rounds before it releases                      At 50+ Absorbed Damage stored, the Character has +50 to Reaction                      Energy Absorption release range increases to (6 &gt; 7 &gt; 8 &gt; 9 &gt; 10)</p>	3
Energy Absorption dice increase to d20's		Pinnacle
Battery - Absorbed Damage can be stored indefinitely, as long as the Character gains no Stress. Gaining Stress will release all Damage in a 360* arc with range = half of the damage in U. Absorbed Damage can be used on any abilities listed above in 1 for 1 increments rather than all at once.		Grand Pinnacle



Energy Burst

**Energy Burst**

**Cost: 5 PP**

**Physical Resist**

**Range – Special**

**Thresholds**

**Level 2**  
**2**

**Level 3**  
**2**

**Level 4**  
**2**

**Level 5**  
**3**

**Level**

**Abilities**

**Stresses/Ability**

1	Blast – 30 units, 1d12 damage Wave – Multiple Targets, 10 units, 30* Cone, 1d8 damage +2 unit range +1 dice damage +5 Pierce +5 Strike +2 dice damage	3
		<b>Pinnacle</b>
2	Blast gains +10 range Wave increases to 60* cone +3 unit range +1 dice damage +1 dice damage +5 Pierce	2
	Characters can choose to deal force or fire damage with their Energy Bursts	<b>Pinnacle</b>
3	Blast gains +20 pierce Wave gains +5 range +1 dice damage +1 dice damage +10 pierce +5 Strike	4
	When using a Blast, it can make 90* turns equal to this powers level	<b>Pinnacle</b>
4	Blast doubles its range Wave increases to 90* cone +1 dice damage You may make called shots when using your energy blast +10 strike +10 pierce	5
	When using a Wave, characters can exclude either creatures or materials from taking damage	<b>Pinnacle</b>
5	Double the pierce for Blast Wave increases to 180* cone +1 dice damage +1 dice damage +1 dice damage +10 unit range	2
	Increase damage for Blasts to d20's and Waves to d10's The character can take 50 stress damage as they kill a creature or destroy materials to completely disintegrate the creature or item – nullifying all regeneration, immortality, or other abilities.	<b>Pinnacle</b> <b>Grand Pinnacle</b>

Entanglement

**Entanglement**

**3 PP**

**Physical Resist**

**Range – 30 (LoS)**

Known Masters: Peter Parker, Pamela Isley, Miles Morales, Venom, Carnage, Mothra, Caterpie, Esidisi, Alexander Anderson, Ibara Shiozaki

**Thresholds**

**2**  
**2**

**3**  
**2**

**4**  
**3**

**5**  
**3**

**Level**

**Abilities**

**Stresses/Ability**

1	<p>Entangle – Make a Ranged Strike with a range of 30U. If successful the Creature or Item is Contained by a Thread. Creatures may make an Escapology roll of 15+ to get free. Creatures with 30+ Strength can break the Container. Otherwise, the container has 20HP</p> <p>Escapology difficulty increases to (20 &gt; 25 &gt; 30 &gt; 35 &gt; 40)                      Increase the Strength required to break free to (35 &gt; 40 &gt; 45 &gt; 50)                      The Entanglement increases to (30 &gt; 40 &gt; 50)HP                      Threads have (2 &gt; 4 &gt; 6 &gt; 8 &gt; 10) Armor</p> <p><b>Vision Thread – Entangled Creatures can not Hide or use Cloaking</b></p>	4
2	<p>Razor Thread – Your Entanglements are razor sharp. When a Creature attempts to escape, they take 1d10 damage</p> <p>Escapology difficulty increases to (20 &gt; 25 &gt; 30 &gt; 35 &gt; 40)                      Increase the Strength required to break free to (35 &gt; 40 &gt; 45 &gt; 50)                      Increase Razor Thread damage to (3 &gt; 5)d10                      Threads have (2 &gt; 4 &gt; 6 &gt; 8 &gt; 10) Armor</p> <p><b>Grounding Thread – Entangled Creatures can not Fly</b></p>	5
3	<p>Thread Blast – You can use Entangle as an area attack with a 5U radius</p> <p>Escapology difficulty increases to (20 &gt; 25 &gt; 30 &gt; 35 &gt; 40)                      The Entanglement increases to (30 &gt; 40 &gt; 50)HP                      Increase Thread Blast radius to 10U                      Threads have (2 &gt; 4 &gt; 6 &gt; 8 &gt; 10) Armor</p> <p><b>Phase Thread – Threads can Entangle Intangible Creatures</b></p>	7
4	<p>Threadwalking – By attaching a Thread to a Structure, the Character may move from their current location to the end of that thread as a movement action. Doing so allows the Character to use Entanglement again that Initiative if they have any actions remaining for that Initiative.</p> <p>Escapology difficulty increases to (20 &gt; 25 &gt; 30 &gt; 35 &gt; 40)                      Increase the Strength required to break free to (35 &gt; 40 &gt; 45 &gt; 50)                      Increase Razor Thread damage to (3 &gt; 5)d10                      Threads have (2 &gt; 4 &gt; 6 &gt; 8 &gt; 10) Armor</p> <p><b>Binding Thread – Entangled Creatures can not Teleport</b></p>	5
5	<p>Harden Thread – Double all Armor and HP a Thread has.</p> <p>Escapology difficulty increases to (20 &gt; 25 &gt; 30 &gt; 35 &gt; 40)                      Increase the Strength required to break free to (35 &gt; 40 &gt; 45 &gt; 50)                      The Entanglement increases to (30 &gt; 40 &gt; 50)HP                      Threads have (2 &gt; 4 &gt; 6 &gt; 8 &gt; 10) Armor</p> <p><b>Double the Strength required to break free from a Thread.</b></p> <p><b>Conduit – If you have a power with a Touch ability, you can use ability on any Creature caught by a Thread. The ability ends when you release contact with your Thread, or the Creature or Item breaks free.</b></p>	4

Illusions

**Illusions**

**8 PP**

**Mental Resist**

**Range – 25 (LoS)**

Known Masters: Mysterio, Mad Mod, Pennywise, Loki, Gastly

**Thresholds**

**2**

**3**

**4**

**5**

**3**

**3**

**3**

**3**

**Level**

**Abilities**

**Stresses/Ability**

1	<p>Holograph: Create a projection roughly the size of a human. Most creatures can easily tell this is not a real person or object. (-30 Disbelief modifier)</p> <p>Illusory Light – Candle Brightness Gain +8 ranks to Arts and Humanities The Mental Resist for Illusions increases by +5 Large Holograph: the Holograph can be up to 8 units tall and/or wide</p>	2
	<b>Range of Holograph becomes unlimited</b>	<b>Pinnacle</b>
2	<p>Illusory Sounds: Create audible, but indistinct sounds. Rain falling, people talking, birds chirping – but no individual sound can be distinguished.</p> <p>Illusory Light – Lantern Brightness Gain +8 ranks to Creative Arts if accessible Gain +8 ranks to Performance Arts if accessible Dull Roar: Your Illusory Sounds can make hearing difficult. -15 to reactions</p>	3
	<b>Your Illusory Sounds can make specific sounds, mimicking even speech.</b>	<b>Pinnacle</b>
3	<p>Illusory Creature: Create a creature no larger than 3U. Roll Creative Arts and Performance Arts to determine how realistic the creature looks and acts.</p> <p>Illusory Light – Flashlight Brightness Gain +6 ranks to Creative Arts and Performance Arts if accessible. Gain Vision: Illusions (the ability to see if something is an illusion) You may have a number of active Illusions equal to Initiatives per turn</p>	3
	<b>Perfect Performance: gain +20 to all rolls to determine realism.</b>	<b>Pinnacle</b>
4	<p>Vanish from Sight: Craft an Illusion that renders you invisible to the naked eye. Direct interaction negates this ability. Most Visions can bypass it.</p> <p>Illusory Light – Bonfire Brightness Gain +8 ranks in a Creative Arts master skill if accessible The Mental Resist for Illusions increases by +5 The penalty for Dull Roar increased to -25 to reactions</p>	3
	<b>Thermal Illusions: Your illusions can have heat signatures.</b>	<b>Pinnacle</b>
5	<p>Illusory Environment: Your illusions can affect swaths of terrain and replicate weather. You can make up to 25U of Illusory Environment, centered on you.</p> <p>Illusory Light – Sun Brightness Gain +8 ranks in a Performance Arts master skill if accessible See the true form of any creature or gain Improved Sight if un-owned Illusory Terrain range increases to 100U</p>	2
	<b>Illusory Environment can heat or chill leading to Exposure</b>	<b>Pinnacle</b>
	<b>Hard Light Illusionist: Your illusions have physical substance, and physically interacting with them no longer negates the realism bonus. Illusory creatures get the same movement and actions as you, but have 0 in all attributes.</b>	<b>Grand Pinnacle</b>

The first time a character sees an Illusion, they have a chance to disbelieve it with a Mental Resist roll. The difficulty for this roll increases by +5 for each multiple of 20 on the Illusionists realism rolls. If a character physically interacts with the Illusion, the bonus from the Illusions realism no longer applies (though the power still gets any other bonuses from Abilities or Hardening.)

**Kineticism****6 PP****Physical Resist****Range – Touch**

Known Masters: Robert Baldwin, Remy LeBeau, Accelerator

**Thresholds****2**  
**3****3**  
**3****4**  
**3****5**  
**3****Level****Abilities****Stresses/Ability**

1	Charge Item – Use an action to touch an Item and place up to a maximum of 1 kinetic charge in it. The next time it strikes an Item or Creature it Discharges, dealing 1 extra damage with Pierce 1 for each charge. If 5 or more Charges are Discharged, the Item is destroyed.	3
	Charge Item – Increase charges imbued/max to (3 > 5 > 7 > 9 > 11 > 15) Increase Pierce per charge to (2 > 3 > 4) Generate Heat – Never suffer the effects of Exposure to Cold Kinetic Leap – Increase Jump range by (2 > 4 > 8)	
	<b>Charge Item – Increase charges imbued/max to (3 &gt; 5 &gt; 7 &gt; 9 &gt; 11 &gt; 15)</b>	<b>Pinnacle</b>
2	Slow Projectiles – Use a readied action to slow all incoming projectiles from a single attack causing them to deal half damage. 10U range	4
	Charge Item – Increase charges imbued/max to (3 > 5 > 7 > 9 > 11 > 15) Increase damage per charge to (3 > 5) Charge Self – Increase Run speed from a factor of 2 to a factor of (3 > 4) Spontaneous Combustion – Cause a combustible item to begin Burning	
	<b>Halt Projectiles – As Slow Projectiles, but the Attack is halted and deals no Damage</b>	<b>Pinnacle</b>
3	Kinetic Reversal – Make a Reaction roll vs a Strike roll. If successful, turn the attack back on the attacker dealing half of the Damage as Bruising Damage.	4
	Charge Item – Increase charges imbued/max to (3 > 5 > 7 > 9 > 11 > 15) Increase Pierce per charge to (2 > 3 > 4) Velocity Detection – know the exact speed and direction of an Items path Kinetic Leap – Increase Jump range by (2 > 4 > 8)	
	<b>Slow Projectiles no longer requires a readied action.</b>	<b>Pinnacle</b>
4	Increase Velocity – Projectiles with a Charge gain 2x Range. When making an attack with a Charged Item, gain a bonus to Strike equal to its Charges	4
	Charge Item – Increase charges imbued/max to (3 > 5 > 7 > 9 > 11 > 15) Increase damage per charge to (3 > 5) Charge Self – Increase Run speed from a factor of 2 to a factor of (3 > 4) When an Item discharges, expended 5 charges to Unbalance for 1d4 rounds	
	<b>Double all bonuses granted from Increase Velocity</b>	<b>Pinnacle</b>
5	Exploding Charge – You can choose to make your Charges violently explode when they Discharge dealing 1d6 damage per charge in 360*, 3U range.	1
	Charge Item – Increase charges imbued/max to (3 > 5 > 7 > 9 > 11 > 15) Increase Pierce per charge to (2 > 3 > 4) Kinetic Leap – Increase Jump range by (2 > 4 > 8) When an Item discharges, expended 5 charges to Stun for 1d4 rounds	
	<b>Exploding Charge gains the same Pierce as regular Charges would have</b>	<b>Pinnacle</b>
	<b>Alter Vector - When you successfully Halt Projectile or use Kinetic Reversal, you can instead choose to redirect the attack to any other target that was within range of the original attack. This uses the original Strike role to determine whether it defeats the targets Dodge.</b>	<b>Grand Pinnacle</b>

**Necromancy Cost: 8 PP**

**Physical Resist**

**Range – Touch**

Your character gains the uncanny ability to interact directly with death.

**Thresholds**

<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>
2	2	2	2

**Level**

**Abilities**

**Stresses/Ability**

1	<p>Animate Dead: gain 1 animation point. Animation Points and Animate Dead are detailed on the next page.</p> <p>Speak with the dead – as name implies.</p> <p>+2 Animation Points</p> <p>+2 Animation Points</p> <p>+4 skill points in Medicine</p> <p><b>+5 Animation Points</b></p>	5
2	<p>Restore Life: Restore 1d10 HP to any creature that died within the past minute. If this brings it above 0 HP, it revives.</p> <p>+1d10 to Restore Life</p> <p>+5 Animation Points</p> <p>+5 to this powers Resist (+10 vs Undead)</p> <p>+4 skill points in Medicine</p> <p><b>Feel when a person is close to death, dies, or nearby Undead. 10U range.</b></p>	10
3	<p>Soul Theft: Upon killing a living creature with a body score you may regain 2d10 HP. If so the creature leaves no ghost and can not be restored to life.</p> <p>Gain the benefits of Greater Animate Dead</p> <p>+1d10 to Restore Life</p> <p>Banish ghosts and other noncorporeal Undead to a range of 3000U.</p> <p>+6 skill points in Medicine</p> <p><b>Soul Theft heals 10 stress. This lasts 1 hour.</b></p>	10
4	<p>Graft Necrotic Flesh: heal permanent body damage to any creature by using dead flesh. The flesh decomposes in a week and must be replaced.</p> <p>+5 Animation Points</p> <p>+1d10 to Restore Life</p> <p>+5 to this powers Resist (+10 vs Undead)</p> <p>Soul Theft heals 1d8 temporary body damage. This lasts 1 hour.</p> <p><b>Preserve Flesh: Keep dead flesh from decomposing indefinitely.</b></p>	5
5	<p>Compel Undead: Give an Undead a command. It must obey that command to the best of its ability if it fails a Mental Resist roll.</p> <p>+5 Animation Points</p> <p>+1d10 to Restore Life</p> <p>Banish any Undead to a range of 300U.</p> <p>Soul Theft heals 1d4 permanent body damage. This lasts 1 hour.</p> <p><b>Soul theft grants 1 skill point. All effects of Soul Theft become permanent.</b></p> <p><b>Necromaster: When using any necromancy ability that affects dead flesh or an undead creature, it affects all dead flesh or undead creatures within 50U of the source of the ability to the maximum of your resources.</b></p>	2

**Animate Dead, Greater Animate Dead, Animation Points, and Commanding Undead:**

*Creatures you touch and use this power on return to life as mindless undead under your control as the 1pp minion power. You must use this power each round for the creatures to remain animated, but are not required to touch the creature again. After obtaining Greater Animate Dead, you are no longer forced to use this power each round for creatures to remain animated – they remain animated until they are killed. A creature can resist animation with a successful Mental Resist roll. Undead, Cyborgs, and any characters with full body replacements are immune to this power.*

**Abilities  
Expanded**

*As your Necromantic power grows, so too does your ability to construct hardier creatures. Your Animation Points act as though they were Power Points for the purposes of creating Undead minions. Animations with costs greater than 1 Animation Point begin to gain a semblance of self, making it possible for them to resist your commands – each Animation Point grants a +2 to the Undead minions Mental Resist to break free of your hold. This check is made any time you give the animated creature a command, and is made against the standard resist for the powers level. Should the creature be successful, it can not furthermore be bound to you will (this also means you no longer have to use your ability to keep it animated), but can still be compelled to follow your commands via further use of Necromancy. Should this happen, it does not reduce your animation points – the released Undead is now simply its own creature free to do what it pleases – your Animation Point pool is restored by the amount of points spent on the newly freed creation.*

Phasing

**Phasing**

**5 PP**

**Physical Resist**

**Range – 25 (LoS)**

Known Masters: Lady Rainicorn, Danny Fenton, Jonathan Osterman, J'onnn J'onzz, The Vision

**Thresholds**

**2**  
**3**

**3**  
**2**

**4**  
**2**

**5**  
**3**

Level	Abilities	Stresses/Ability
1	<p>Intangibility – The Character can become Intangible allowing them to pass through other material and giving them immunity to Physical (non-elemental, non-force) Damage. Intangible Characters have a maximum Body of 10. Ending Intangibility inside a Creature or Object Shunts the Character to a nearby empty square inflicting 10 Permanent Body Damage to the Character.</p> <p>Max Body while Phased is (20 &gt; 30 &gt; 40 &gt; 50 &gt; 60 &gt; 70 &gt; 80 &gt; 90 &gt; 100)</p> <p>Max Body while Phased is (20 &gt; 30 &gt; 40 &gt; 50 &gt; 60 &gt; 70 &gt; 80 &gt; 90 &gt; 100)</p> <p>While Intangible the Character is immune to Exposure</p> <p>While Intangible the Character does not give off Pheromones</p> <p><b>While Intangible the Character gains the benefits of Sustenance</b></p>	5
2	<p>Invisibility – While Phased the Character can choose to be invisible to Normal Vision, gaining +100 to all Stealth rolls while Phased.</p> <p>Max Body while Phased is (20 &gt; 30 &gt; 40 &gt; 50 &gt; 60 &gt; 70 &gt; 80 &gt; 90 &gt; 100)</p> <p>Max Body while Phased is (20 &gt; 30 &gt; 40 &gt; 50 &gt; 60 &gt; 70 &gt; 80 &gt; 90 &gt; 100)</p> <p>Gains Vision: Intangibility (the ability to see intangible Items and Creatures)</p> <p>The Character can limit their Intangibility to (75 &gt; 50 &gt; 25)% of their body</p> <p><b>While Intangible the Character makes no Sound when they move.</b></p>	5
3	<p>Ghosting – The Character can take 10 Temporary Body Damage and touch another Creature or Item to extend their Intangibility while contact is maintained. Releasing the Creature could result in it being Shunted.</p> <p>Max Body while Phased is (20 &gt; 30 &gt; 40 &gt; 50 &gt; 60 &gt; 70 &gt; 80 &gt; 90 &gt; 100)</p> <p>Max Body while Phased is (20 &gt; 30 &gt; 40 &gt; 50 &gt; 60 &gt; 70 &gt; 80 &gt; 90 &gt; 100)</p> <p>Gains Vision: X-Ray (the ability to see through most Items)</p> <p>The Character can limit their Intangibility to (75 &gt; 50 &gt; 25)% of their body</p> <p><b>Ghosting no longer causes Temporary Body Damage</b></p>	5
4	<p>Portal – The Character can take 20 Temporary Body Damage and touch a surface to make 5U of that Surface Intangible while they touch it.</p> <p>Max Body while Phased is (20 &gt; 30 &gt; 40 &gt; 50 &gt; 60 &gt; 70 &gt; 80 &gt; 90 &gt; 100)</p> <p>Max Body while Phased is (20 &gt; 30 &gt; 40 &gt; 50 &gt; 60 &gt; 70 &gt; 80 &gt; 90 &gt; 100)</p> <p>While Intangible the Character is immune to Elemental damage</p> <p>The Character can limit their Intangibility to (75 &gt; 50 &gt; 25)% of their body</p> <p><b>Portals remain active until the Character decides to let them close</b></p>	5
5	<p>Blink – Once each round the Character can make a Reaction roll in response to a Strike roll against them. If they succeed, they Phase and become Intangible until their next Initiative.</p> <p>Max Body while Phased is (20 &gt; 30 &gt; 40 &gt; 50 &gt; 60 &gt; 70 &gt; 80 &gt; 90 &gt; 100)</p> <p>While Intangible the Character is immune to Force damage</p> <p>The Character gains +10 Reaction against Strike rolls</p> <p>Ghosting can force an Intangible creature to end its Intangibility</p> <p><b>Being Shunted does not result in Permanent Body Damage.</b></p> <p>Rupture – When the Character ends their Intangibility inside of another Creature, that Creature must pass a Physical Resist check or take 10 Permanent Body Damage.</p>	2

Power Amp

**Power Amplification**      **Cost: 10 PP**      **Physical Resist**      **Range – Touch**

With a touch your character can increase the powers of others, increasing their effectiveness.

**Thresholds**

**Level 2**  
3

**Level 3**  
2

**Level 4**  
2

**Level 5**  
1

Level	Abilities	Stresses/Ability
1	One power a creature already possesses is treated as though it were one level higher for one round. This includes all abilities and Pinnacles. +1 duration +1 duration +1 creature affected +2 Physical Resist to resist this power <b>When amping a creature, you may increase one of their attributes by 4</b>	6      <b>Pinnacle</b>
2	Affected powers are treated as though they are two levels higher. +1 duration +1 creature affected +1 creature affected +2 Physical Resist to resist this power <b>Increase amp durations by 1 interval (rounds &gt; minutes &gt; Hours &gt; Days)</b>	9      <b>Pinnacle</b>
3	Affected powers are treated as though they are three levels higher. +1 duration +1 creature affected +1 Duration Interval (rounds > minutes > Hours > Days) +2 Physical Resist to resist this power <b>When amping a creature, heal them for 1d10 for each Pinnacle achieved</b>	9      <b>Pinnacle</b>
4	You gain the ability to bestow Super Attributes (7pp version) +1 duration +1 power affected +1 creature affected +2 Physical Resist to resist this power <b>When amping a creature, restore 1d4 stress for each Pinnacle achieved</b>	9      <b>Pinnacle</b>
5	Affected powers are treated as though they are four levels higher. +1 duration interval (rounds > minutes > Hours > Days) +2 Physical Resist to resist this power Amp Burst – affect all creatures within range 3 Units Amp Drain - remove any amplifications from a creature touched <b>Power Amp Addiction – See below</b> <b>Bestow any power (Except Power Amplification) with any number of upgrades to a single character for one round.</b>	3      <b>Pinnacle</b> <b>Grand Pinnacle</b>

Side Note Power Amp Addiction: Creatures often become addicted to the rush that power amp gives. Upon achieving this pinnacle, when the character amps a creature, that creature must make a Physical Resist save, vs Power Amplification. If they fail this save, they gain the Disadvantage: Addiction: Power Amplification



Power Manipulation

**Power Manipulation      10 PP      Physical/Mental Resist      Range – Touch**

Known Masters: All For One, Rogue, Kirby, Mega Man, Shoto Aizawa

**Thresholds**

<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>3</b>	<b>2</b>	<b>2</b>	<b>3</b>

<b>Level</b>	<b>Abilities</b>	<b>Stresses/Ability</b>
1	<p>Nullify – Creatures within 1U of you can not use any Powers that have Abilities associated with them unless they succeed a Mental Resist</p> <p>Gain the ability to suppress your Nullify ability Nullify range increase to (3 &gt; 5 &gt; 7 &gt; 10 &gt; 15)U Power Manipulation gain (2 &gt; 4 &gt; 6 &gt; 8 &gt; 10) Mental Resist difficulty Power Manipulation gain (2 &gt; 4 &gt; 6 &gt; 8 &gt; 10) Physical Resist difficulty</p> <p><b>After being Nullified, Creatures can not access their Abilities for 1d4 rounds.</b></p>	5        <b>Pinnacle</b>
2	<p>Steal Power – Touch a Creature and Steal 1d6 of the lowest Abilities from a Power the Target possesses if it fails a Physical Resist. These Abilities may not be accessed and may not include Pinnacles or a Grand Pinnacle. The Character can use these abilities for 1 round, then the Target regains them.</p> <p>Nullify range increase to (3 &gt; 5 &gt; 7 &gt; 10 &gt; 15)U Power Manipulation gain (2 &gt; 4 &gt; 6 &gt; 8 &gt; 10) Mental Resist difficulty Power Manipulation gain (2 &gt; 4 &gt; 6 &gt; 8 &gt; 10) Physical Resist difficulty Increase the number of Abilities stolen to (2 &gt; 3 &gt; 4 &gt; 5)d6</p> <p><b>Steal Power now lasts for 1d6 rounds</b></p>	5        <b>Pinnacle</b>
3	<p>Nullify now negates any power that manipulates Attributes</p> <p>Nullify range increase to (3 &gt; 5 &gt; 7 &gt; 10 &gt; 15)U Power Manipulation gain (2 &gt; 4 &gt; 6 &gt; 8 &gt; 10) Mental Resist difficulty Power Manipulation gain (2 &gt; 4 &gt; 6 &gt; 8 &gt; 10) Physical Resist difficulty Increase the number of Abilities stolen to (2 &gt; 3 &gt; 4 &gt; 5)d6</p> <p><b>You can touch a creature to Nullify it's Powers for 1d4 rounds</b></p>	5        <b>Pinnacle</b>
4	<p>Power Theft can now Steal Powers that manipulate Attributes</p> <p>Nullify range increase to (3 &gt; 5 &gt; 7 &gt; 10 &gt; 15)U Power Manipulation gain (2 &gt; 4 &gt; 6 &gt; 8 &gt; 10) Mental Resist difficulty Power Manipulation gain (2 &gt; 4 &gt; 6 &gt; 8 &gt; 10) Physical Resist difficulty Increase the number of Abilities stolen to (2 &gt; 3 &gt; 4 &gt; 5)d6</p> <p><b>Steal Power can Steal Pinnacles</b></p>	5        <b>Pinnacle</b>
5	<p>Nullify now negates all powers, including physical powers such as Claws and Wings.</p> <p>Nullify range increase to (3 &gt; 5 &gt; 7 &gt; 10 &gt; 15)U Power Manipulation gain (2 &gt; 4 &gt; 6 &gt; 8 &gt; 10) Mental Resist difficulty Power Manipulation gain (2 &gt; 4 &gt; 6 &gt; 8 &gt; 10) Physical Resist difficulty Increase the number of Abilities stolen to (2 &gt; 3 &gt; 4 &gt; 5)d6</p> <p><b>Power Theft can now steal any power, including physical powers like Claws and Wings.</b></p> <p><b>Steal Power can Steal Abilities from any number of Powers with a single activation, though not any number of Abilities. The Character may also Steal Grand Pinnacles, though doing so limits the duration of this power to 1 round</b></p>	2        <b>Pinnacle</b>   <b>Grand Pinnacle</b>

Pyrokinesis

**Pyrokinesis**

**4 PP**

**Physical Resist**

**Range – 25 (LoS)**

Known Masters: Hephaestus, Prometheus, Sailor Mars, El Diablo, Johnny Storm, General Iroh, Enji Todoroki, Ifrit, Annie, Brand, Heat Man

**Thresholds**

**2**  
**3**

**3**  
**3**

**4**  
**3**

**5**  
**3**

**Level**

**Abilities**

**Stresses/Ability**

1	<p>Flame Thrower – 3U range, 2d10 damage</p> <p>Flame Thrower – gains +1d10 damage                      Flame Thrower – gains +2U range                      Start Small (2U) fires                      Increase or decrease ongoing fire radius by 1U &gt; 6U &gt; 16U &gt; 40U</p>	2
	<p><b>Flame Thrower – gains 2d10 damage</b></p>	<b>Pinnacle</b>
2	<p>Radiate Heat – When using radiate heat (a free action), items and creatures within 15U of you suffer the effects of Burning each round, without the status.</p> <p>Flame Thrower – gains 2d10 damage                      Gain immunity to Burning                      Wings of Fire – Gain or Increase fly speed of 10U &gt; 25U &gt; 50U                      Increase or decrease ongoing fire radius by 1U &gt; 6U &gt; 16U &gt; 40U</p>	3
	<p><b>After 5 rounds of Radiate Heat targets automatically gain the Burning status</b></p>	<b>Pinnacle</b>
3	<p>Fireball – Burst 10U, 25U range, Deals damage equal to Flame Thrower</p> <p>Flame Thrower – gains +3d10 damage                      Flame Thrower – gains +5U range                      Start Large (15U) fires                      Gain Vision: Thermal (the ability to see levels of heat)</p>	2
	<p><b>Purification – Deal 10 Permanent Body damage and remove all disease and poison from a character.</b></p>	<b>Pinnacle</b>
4	<p>One with the Flame - Gain immunity to all Pyrokinesis or other Fire effects. Gain +20 Senses.</p> <p>Flame Thrower – gains 2d10 damage                      Increase or decrease ongoing fire radius by 1U &gt; 6U &gt; 16U &gt; 40U                      Start Huge (50U) fires                      Wings of Fire – Gain or Increase fly speed of 10U &gt; 25U &gt; 50U</p>	3
	<p><b>Pyromancy – Spend an action to peer into a flame, until your next turn, roll all reaction and strike rolls twice and choose your result</b></p>	<b>Pinnacle</b>
5	<p>Weld/Cut – Touch. Securely join 2 pieces of metal or repair 5d20 structure to metal armor or cut metal in two dealing 5d20 structure damage per action</p> <p>Flame Thrower – gains +3d10 damage                      Increase or decrease ongoing fire radius by 1U &gt; 6U &gt; 16U &gt; 40U                      Wings of Fire – Gain or Increase fly speed of 10U &gt; 25U &gt; 50U                      Flame Golem – Create 1 golem with level 4 Pyrokinesis and 2 abilities/level.</p>	2
	<p><b>Sunsteel – Metal melee weapons you wield gain +5 dice of damage and deal Fire elemental damage.</b></p>	<b>Pinnacle</b>
	<p><b>Nova – while Radiate Heat is active Items and Creatures within 15U begin Burning immediately and the Burning effect doubles each turn.</b></p>	<b>Grand Pinnacle</b>

**Rage**

**10 PP**

**Physical Resist**

**Range – Self**

Known Masters: The Red Lantern Corp, Kratos, Michael Myers, James Howlett, Bruce Banner, Ryu Hoshi

**Thresholds**

**2**  
**3**

**3**  
**3**

**4**  
**3**

**5**  
**3**

**Level**

**Abilities**

**Stresses/Ability**

1	<p>Getting Angry! - When the Character loses HP from an attack they gain 1 Rage. A failed Strike in battle gives them 10 Rage. A Traumatic Injury, gives them Rage equal to the Body Damage taken. A Character with Rage greater than their maximum Body score is uncontrollable (falls to GM control). When a Character heals Stress, they also lose an equal amount of Rage.</p>	5
	<p>For each (5 &gt; 4 &gt; 3 &gt; 2 &gt; 1) Rage, the character gains 1 Natural Armor                      For each (5 &gt; 4 &gt; 3 &gt; 2 &gt; 1) Rage, the character gains 1 Strength                      When the Character has 10 or more Rage, they are immune to Unbalance                      For each point of Rage the Character has (1 &gt; 2 &gt; 3 &gt; 4 &gt; 5) maximum HP</p>	
	<b>When the Character has 25 or more Rage, they are immune to Stun</b>	<b>Pinnacle</b>
2	<p>Unstoppable!! - the Character can spend 5 Rage to heal 2d10 HP</p>	5
	<p>For each (5 &gt; 4 &gt; 3 &gt; 2 &gt; 1) Rage, the character gains 1 Natural Armor                      For each (5 &gt; 4 &gt; 3 &gt; 2 &gt; 1) Rage, the character gains 1 Strength                      For each (4 &gt; 2) Rage, the Character gains 1 Physical and Mental Resist                      For each Rage the Character has (1 &gt; 2 &gt; 3 &gt; 4 &gt; 5) maximum HP</p>	
	<b>Unstoppable!! also heals 1d6 Temporary Body Damage and 1 Permanent Body Damage</b>	<b>Pinnacle</b>
3	<p>Unrelenting!!! - At 30 Rage the Character ignores all negative effects of Temporary Body Damage</p>	5
	<p>For each (5 &gt; 4 &gt; 3 &gt; 2 &gt; 1) Rage, the character gains 1 Natural Armor                      For each (5 &gt; 4 &gt; 3 &gt; 2 &gt; 1) Rage, the character gains 1 Strength                      When the Character has 50 or more Rage, they are immune to Shock                      For each Rage the Character has (1 &gt; 2 &gt; 3 &gt; 4 &gt; 5) maximum HP</p>	
	<b>At 50 Rage ignore all negative effects of Permanent Body Damage</b>	<b>Pinnacle</b>
4	<p>Unyielding!!!! - When the Character has 75 or more Rage, they gain the effects of Overwhelming Might (7PP version)</p>	5
	<p>For each (5 &gt; 4 &gt; 3 &gt; 2 &gt; 1) Rage, the character gains 1 Natural Armor                      For each (5 &gt; 4 &gt; 3 &gt; 2 &gt; 1) Rage, the character gains 1 Strength                      For each (4 &gt; 2) Rage, the Character gains 1 Physical and Mental Resist                      For each Rage the Character has (1 &gt; 2 &gt; 3 &gt; 4 &gt; 5) maximum HP</p>	
	<b>Unyielding!!!! acts as though it were the 10PP version of Overwhelming Might</b>	<b>Pinnacle</b>
5	<p>Uncompromising!!!!!! - When forced to make a Mental Resist, the character gains Rage equal to that Mental Resists difficulty.</p>	3
	<p>For each (5 &gt; 4 &gt; 3 &gt; 2 &gt; 1) Rage, the character gains 1 Strength                      For each Rage the Character has (1 &gt; 2 &gt; 3 &gt; 4 &gt; 5) maximum HP                      At 100+ Rage when the Character is reduced to 0HP, they fall Unconscious and lose all Rage instead of dying.                      At 100+ Rage the Character can expend an initiative each Round to gain control for the remainder of that Round.</p>	
	<b>For each (5 &gt; 4 &gt; 3 &gt; 2 &gt; 1) Rage, the character gains 1 Natural Armor</b>	<b>Pinnacle</b>
	<b>Unforgiving!!!!!!!!!!!!!! - Each time the Character makes subsequent attacks against the same Creature, the Character gains 1 point of Rage.</b>	<b>Grand Pinnacle</b>



Spiritual Manifestation

**Spiritual Manifestation**

**8 PP**

**Mental Resist**

**Range – Self**

Known Masters: Momo Yaoyorozu, The Lantern Corps, Rustyrose, Beetlejuice, Maxwell the Scribblenaut

**Thresholds**

<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>
<b>4</b>	<b>3</b>	<b>3</b>	<b>2</b>

**Level**

**Abilities**

**Stresses/Ability**

1	<p>Create Melee Weapon – Cost: 5 Body. This body damage is permanent, and can not be healed.</p> <p>Dismiss any item you have created with this power, restoring Body spent on it</p> <p>Create a simple mundane item (screwdriver, utensil, cloth, etc...) cost: 5 Body</p> <p>+5 Body Cost: give Melee Weapon a bonus ability</p> <p>+5 Body Cost: give Melee Weapon a bonus ability</p> <p><b>Destroyed items cause temporary body damage that can be healed (retroactive).</b></p>	3	Pinnacle
2	<p>Create Contemporary Small Caliber Ranged Weapon – Cost 5 Body</p> <p>Contemporary Small Caliber Ammunition cost: 1 temporary Body damage each</p> <p>+5 Body Cost: give Melee Weapon a bonus ability</p> <p>+5 Body Cost: give Ranged Weapon an add-on</p> <p>+5 Body Cost: give Ranged Weapon an add-on</p> <p>+5 Body Cost: give Ranged Weapon an add-on</p> <p><b>Contemporary Small Caliber Weapon Ammunition causes no body damage.</b></p>	3	Pinnacle
3	<p>Weapon Training – Gain 14 proficiency ranks in a weapon skill of your choice.</p> <p>+5 Body Cost: give Melee Weapon a bonus ability</p> <p>+5 Body Cost: give Ranged Weapon an add-on</p> <p>Weapon Training – As above</p> <p>Create advanced mundane items (credit card, cell phone, vehicle) cost: 20 Body</p> <p><b>+10 Body Cost: give an item you create an elemental property</b></p>	4	Pinnacle
4	<p>Create Advanced Small Caliber Ranged Weapon – Cost 20 Body</p> <p>Advanced Small Caliber Ammunition cost: 2 temporary Body damage each</p> <p>+5 Body Cost: give Melee Weapon a bonus ability</p> <p>+5 Body Cost: give Ranged Weapon an add-on</p> <p>Weapon Training – As above</p> <p>+1 free Melee Weapon Ability</p> <p><b>Advanced Small Caliber Weapons and Ammunition cost half as much body to create.</b></p>	4	Pinnacle
5	<p>Create Powerful Melee Weapon – Cost: 5 Body. For each 5 body you spend on this ability, increase the damage the melee weapon deals by 1 die.</p> <p>+5 Body Cost: give Melee Weapon a bonus ability</p> <p>+5 Body Cost: give Ranged Weapon an add-on</p> <p>Weapon Training – As above</p> <p>+1 free Ranged Weapon Add-On</p> <p><b>Create Advanced Melee Weapon – Cost: 30 Body.</b></p> <p><b>When you create an item, you may create a duplicate of that item. This duplicate costs no body. It restores no body when you dismiss it. If it is destroyed however, it does inflict the same amount of temporary body damage that the original item would have, had it been destroyed.</b></p>	3	Pinnacle Grand Pinnacle

Sonics

**Sonics**

**5 PP**

**Physical Resist**

**Range – Special**

Known Masters: Black Canary, Black Bolt, Banshee, Sindel, Hizashi Yamada

**Thresholds**

**2**  
**3**

**3**  
**3**

**4**  
**2**

**5**  
**2**

Level	Abilities	Stresses/Ability
1	<p>Enhanced Hearing – The Character can hear things at a distance 4x further. Focus Voice – You may make it so only one Creature can hear your voice Increase range of hearing to (5 &gt; 6 &gt; 7 &gt; 8 &gt; 10) Enhanced Hearing grants +20 to reaction rolls for all sounds within its range. Alter Voice – The Character can emulate any other voice</p>	3
	<p><b>Focused Hearing – The character can focus their hearing on an area shutting out everything else. Their Reaction increases to +40 in this area.</b></p>	Pinnacle
2	<p>Sonic Scream – 45* arc, 5U – 60U range (depending on how loud the Character screams), 2d6 Bruising at up to 10U +1d6 per additional 10U Sonic Scream deals lethal damage to Items and Structures Increase range of hearing to (5 &gt; 6 &gt; 7 &gt; 8 &gt; 10) Infra-Hearing – The Character can hear tones lower than the human norm Ultra-Hearing – The Character can hear tones higher than the human norm</p>	4
	<p><b>Sonic Scream deals (2 &gt; 3)x damage to Items and Structures</b></p>	Pinnacle
3	<p>Selective Mutism – Using your own voice to make counter-soundwaves, you cancel out all sounds in a 25U radius, creating complete silence. Sonic Scream increases to (3 &gt; 4 &gt; 5)d6 base damage Increase maximum Sonic Scream range to (70 &gt; 80 &gt; 90 &gt; 100)U Increase range of hearing to (5 &gt; 6 &gt; 7 &gt; 8 &gt; 10) Focus Mutism – You can target a single creature with your Selective Mutism</p>	4
	<p><b>Each round non-Deaf creatures must make a Mental Resist or be Stunned</b></p>	Pinnacle
4	<p>Echolocation – As long as they can hear, the Character gains the abilities detect their environment using sound. This negates any illusions (except Hard Light), Invisibility, or penalties from vision impairment. Sonic Scream increases to (3 &gt; 4 &gt; 5)d6 base damage Increase maximum Sonic Scream range to (70 &gt; 80 &gt; 90 &gt; 100)U Increase range of hearing to (5 &gt; 6 &gt; 7 &gt; 8 &gt; 10) Sonic Flight – Using Sonic Scream, the Character can Fly at (10 &gt; 25)U</p>	4
	<p><b>Sonic Scream Unbalances Creatures for 1d4 rounds unless they pass a P.R.</b></p>	Pinnacle
5	<p>Destroy Hearing – Other Creatures within 60U must make a Physical Resist or suffer 5 Permanent Body Damage and become Deaf, suffering -25 to Reactions. Creatures with hearing protection gain +15 to this roll, Deaf Creatures are not affected. Healing this Damage removes the Deaf effect. Sonic Scream increases to (3 &gt; 4 &gt; 5)d6 base damage Increase maximum Sonic Scream range to (70 &gt; 80 &gt; 90 &gt; 100)U Increase range of hearing to (5 &gt; 6 &gt; 7 &gt; 8 &gt; 10) Sonic Flight – Using Sonic Scream, the Character can Fly at (10 &gt; 25)U</p>	1
	<p><b>Sonic Scream deals (2 &gt; 3)x damage to Items and Structures</b></p>	Pinnacle
	<p><b>Perceive Living Frequency – Succeed on an Impossible (Difficulty 80) Reaction roll while focusing on a single Creature. That creature can not Regenerate or heal, and loses Immortality and Imperviousness for a number of rounds equal to the difference between the Characters roll and 80.</b></p>	Grand Pinnacle

Soul Theft

**Soul Theft**

**8 PP**

**Physical Resist**

**Range – Touch**

Known Masters – Rogue, Dracula, Soma Cruz, Kain, Raziel, Soul Edge, Mega Man, Alucard

**Thresholds**

**2**  
**3**

**3**  
**2**

**4**  
**2**

**5**  
**3**

**Level**

**Abilities**

**Stresses/Ability**

1	<p>Vampirism – On a successful Unarmed Melee attack the target must succeed a Physical Resist or take 1d10 HP damage, the attacker heals this amount. This ability bypasses Natural Armor, but not Worn Armor.</p> <p>The Physical Resist of Soul Theft increase by (2 &gt; 4 &gt; 6 &gt; 8 &gt; 10)                      After successfully using Vampirism gain +20 Strength for 1 round                      After successfully using Vampirism gain +20 Stamina for 1 round                      After successfully using Vampirism gain +20 Agility for 1 round</p> <p><b>Vampirism damage increases to (2 &gt; 3 &gt; 4 &gt; 5)d10</b></p>	5
2	<p>Mental Vampirism – When you successfully use Vampirism you can choose one skill the target possesses and Steal 1d10 tics in that skill for 24 hours</p> <p>The Physical Resist of Soul Theft increase by (2 &gt; 4 &gt; 6 &gt; 8 &gt; 10)                      Mental Vampirism Steals (2 &gt; 3 &gt; 4) skills instead of only one                      After successfully using Vampirism gain +20 Senses for 1 round                      After successfully using Vampirism gain +20 Speed for 1 round</p> <p><b>Mental Vampirism damage increases to (2 &gt; 3 &gt; 4)d10</b></p>	5
3	<p>Body Theft – When successfully using Vampirism, you may choose to Steal 1d6 Temporary Body Damage instead, healing this amount for 24 hours</p> <p>Vampirism damage increases to (2 &gt; 3 &gt; 4 &gt; 5)d10                      The Physical Resist of Soul Theft increase by (2 &gt; 4 &gt; 6 &gt; 8 &gt; 10)                      Gain Vision: Aural (the ability to see auras)                      Mental Vampirism Steals (2 &gt; 3 &gt; 4) skills instead of only one</p> <p><b>Body Theft can heal Permanent Body Damage for (48 &gt; 96) hours instead</b></p>	5
4	<p>When using Mental Vampirism you can Read the surface thoughts of your Target – what they are currently thinking, what they are about to say, etc... This gives you +10 Dodge vs that Creature for 1 round.</p> <p>Vampirism damage increases to (2 &gt; 3 &gt; 4 &gt; 5)d10                      The Physical Resist of Soul Theft increase by (2 &gt; 4 &gt; 6 &gt; 8 &gt; 10)                      Mental Vampirism damage increases to (2 &gt; 3 &gt; 4)d10                      Mental Vampirism Steals (2 &gt; 3 &gt; 4) skills instead of only one</p> <p><b>You may change your looks to that of a Body Theft target within 24 hours</b></p>	5
5	<p>Attribute Theft – When successfully using Vampirism, you may choose to Steal 2d6 from any of the Targets Attributes for 24 hours instead.</p> <p>Vampirism damage increases to (2 &gt; 3 &gt; 4 &gt; 5)d10                      The Physical Resist of Soul Theft increase by (2 &gt; 4 &gt; 6 &gt; 8 &gt; 10)                      Mental Vampirism damage increases to (2 &gt; 3 &gt; 4)d10                      Body Theft can heal Permanent Body Damage for (48 &gt; 96) hours instead</p> <p><b>Ability Theft steals attributes for 48 hours instead</b></p> <p><b>Life Drain – The Character may choose to make anything they Steal from a Creature Permanent. This results in Permanent losses for the Creature, and doubles all duration's for the Character who Steals them.</b></p>	2

Stolen Attributes and Skills result in lower scores for the target of these attacks. If this would bring a Target to 0 or less in an Attribute, the Target becomes Comatose. Skills and Attributes that are Stolen return at the Creatures Healing Rate per day.

Technomancy

**Technomancy**

**8 PP**

**Physical Resist**

**Range – Touch**

Your character can telepathically communicate with machines, telekenetically create equipment, and create more advanced items than normal.

**Thresholds**

**2**

**3**

**4**

**5**

**2**

**3**

**2**

**3**

Level	Abilities	Stresses/Ability
1	<p>Craftsman – Gain +8 skill points in the Engineering Basic Skill, and all subsequent Advanced and Master Engineering Skills taken.</p> <p>+1 Income</p> <p>Craftsman bonus - +2</p> <p>Reduce costs of creations by 1</p> <p>EMP – 360* 2d8 affects Electronics only</p> <p><b>Apply your Craftsman bonus to Science</b></p>	10      <b>Pinnacle</b>
2	<p>Telepathically communicate with advanced electronics (Microchips or better).</p> <p>+1 Income</p> <p>EMP – 360* 4d8 affects Electronics only</p> <p>Reduce costs of creations by 1</p> <p>Minor mechanical Telekenesis (10lb telekenesis affects small mechanisms)</p> <p><b>By looking at a machine, gain an innate understanding of its workings</b></p>	8      <b>Pinnacle</b>
3	<p>Craft Advanced Weaponry – Craft advanced weapons of either the Energy or Technology variety.</p> <p>+1 Income</p> <p>Craftsman bonus - +2</p> <p>Reduce costs of creations by 1</p> <p>Apply your Craftsman bonus to Mathematics.</p> <p><b>All of your creations gain 1d3 free additional Attach points.</b></p>	5      <b>Pinnacle</b>
4	<p>Craft Cybernetics and Super-Suits. This process takes 1 day per credit of the items base (unmodified) cost.</p> <p>+1 Income</p> <p>Automatically succeed on any check to modify a weapon.</p> <p>Reduce costs of creations by 1</p> <p>EMP – 360* 8d8 affects Electronics only</p> <p><b>As a cyberghost, do not suffer Essence Damage while possessing as long as your body is still alive.</b></p>	5      <b>Pinnacle</b>
5	<p>Major Telekinesis – Technologically manipulate or move any machine or electronic, up to 1,000 lbs.</p> <p>+1 Income</p> <p>Craftsman bonus - +2</p> <p>Reduce costs of creations by 1</p> <p>EMP – 360* 10d8 affects Electronics only</p> <p><b>You can use your telekinesis to craft machines without other tools.</b></p> <p><b>Gain the ability to craft AI's or Memory Dumps. AI's you create always have superior programming. Memory Dumps you create never suffer Loss, but only if you are using them.</b></p>	3      <b>Pinnacle</b>  <b>Grand Pinnacle</b>

Machines are defined as items that are primarily mechanical such as engines, generators, mechanical locks, etc... Electronics are defined as items that rely primarily on microchips, vacuum tubes, etc... to function.





Telekinesis

**Telekinesis**

**5 PP**

**Physical Resist**

**Range – 25 (LoS)**

Using the power of their mind, your character is able to move objects, hold creatures in stasis, or even damage their foes.

**Thresholds**

**2**  
**0**

**3**  
**1**

**4**  
**3**

**5**  
**4**

**Level**

**Abilities**

**Stresses/Ability**

1	<p>Mind Over Matter: Lift single non-living item of up to 250 lbs. You can move this item at 2U/Action. You lose control of the item if it goes beyond range.</p> <p>Increase weight limit by 250 lbs. Increase range by 25U The character gains +5 Mental Resist The Physical Resist for Telekinesis increases by +5</p> <p><b>You can affect other living items and creatures with your Telekinesis</b></p>	5
2	<p>Multitasking: You can focus your Telekinetic powers on multiple objects. Split the amount you can lift in increments of 250lbs.</p> <p>Increase the speed you can move objects to 5U/Action Increase weight limit by 500 lbs. Decrease weight increments per item – 250 &gt; 100 &gt; 50 &gt; 1 Pinpoint Telekinesis: Use Telekinesis instead of simple tools for skill rolls.</p> <p><b>Decrease weight increments per item – 250 &gt; 100 &gt; 50 &gt; 1</b></p>	5
3	<p>Rend: Use your Telekinesis to rip stuff apart. S, W attack – 9d6 damage. This attack gains pierce equal to how much the target failed their PR roll by.</p> <p>Increase weight limit by 1000 lbs. Increase range by 50U The character gains +5 Mental Resist Increase the speed you can move objects to 25U/Action</p> <p><b>The amount of pierce Rend gains is doubled.</b></p>	7
4	<p>Stasis Field: Create a 10U container (as per Contain rules – 12d6 hp)</p> <p>Increase weight limit by 3000 lbs. Harden Stasis Field: Stasis Field gets 10 Armor The Physical Resist for Telekinesis increases by +5 Telekinetic Shield: Gain 10 natural armor</p> <p><b>You can affect yourself with your Telekinesis</b></p>	5
5	<p>Lay Waste - M, W attack, 360*, 10U range – 10d6 damage. Rend (as per the 3rd level ability), except modified as per this ability.</p> <p>Increase weight limit by 5000 lbs. increase the speed you can move objects to 50U/Action Harden Stasis Field: Stasis Field gets 15 Armor Telekinetic Shield: Gain 15 natural armor</p> <p><b>Decrease weight increments per item – 250 &gt; 100 &gt; 50 &gt; 1</b></p> <p><b>Gain natural armor equal to your Mental Resist. This armor is affected before any worn armor. If hit by an attack with Pierce greater than your Mental Resist, this armor does not apply.</b></p>	1

Pinnacle

Pinnacle

Pinnacle

Pinnacle

Pinnacle

Grand Pinnacle

Telepathy

**Telepathy**

**8 PP**

**Mental Resist**

**Range – 50**

Your character has found the ability to use their minds to communicate across vast distances, manipulate emotions, and even control people's minds.

**Thresholds**

**2**

**3**

**4**

**5**

**3**

**3**

**3**

**3**

Level	Abilities	Stresses/Ability
1	<p>Psychic: Read the surface thoughts of intelligent creatures – what they are currently thinking, what they are about to say, etc...</p> <p>Increase Mental Resist by +2</p> <p>Telepathy Mental Resist difficulty increases by +2</p> <p>Dig – read past 10 minutes worth of thoughts with Psychic</p> <p>Access one more creature with Telepathy each use.</p>	2
	<b>Prediction – Gain +10 dodge vs current target(s) of your Psychic ability.</b>	<b>Pinnacle</b>
2	<p>Whispered Thoughts – Communicate telepathically with sentient creatures at 10U range.</p> <p>Increase Mental Resist by +2</p> <p>Telepathy Mental Resist difficulty increases by +2</p> <p>Access one more creature with Telepathy each use.</p> <p>Increase Range of Whispered Thoughts to 25U</p>	3
	<b>Psychic Scream – Stun targets of Psychic ability for 1d4 rounds</b>	<b>Pinnacle</b>
3	<p>Empathomancy – Inflict intense emotions of your choice on targets of your Psychic ability.</p> <p>Increase Mental Resist by +2</p> <p>Gain Immunity to Stun</p> <p>Access one more creature with Telepathy each use.</p> <p>Extend your Mental Resist bonus from Telepathy to other characters</p>	3
	<b>Nightmares – Inflict 2d4 Bruising damage to targets of your Psychic ability. This ignores natural and worn armor.</b>	<b>Pinnacle</b>
4	<p>Shared Sight – See as though you were looking through the eyes of one of the targets of you Psychic ability</p> <p>Increase Mental Resist by +2</p> <p>Telepathy Mental Resist difficulty increases by +2</p> <p>Access one more creature with Telepathy each use.</p> <p>Telepathy range increase to 100U</p>	3
	<b>Mass Sight – your Shared Sight extends to all targets of your Psychic ability</b>	<b>Pinnacle</b>
5	<p>Mind Control – Gain complete control of one of the targets of your Psychic ability. You control all of their actions, but they remain aware.</p> <p>Increase Mental Resist by +2</p> <p>Telepathy Mental Resist difficulty increases by +4</p> <p>Access one more creature with Telepathy each use.</p> <p>Fugue State – The target of your mind control doesn't remember anything</p>	2
	<b>Crowd Control – Mind control extends to all targets of your Psychic ability</b>	<b>Pinnacle</b>
	<b>Mindslaver – When using Mind Control, you retain control of the creature for an indefinite amount of time (does not require repeated use of this power). You may have a number of creatures Mind Controlled equal to your Mental Resist, but each creature gains a bonus to their Mental Resist rolls equal to the number of current Mind Controlled creatures under your power.</b>	<b>Grand Pinnacle</b>

Teleportation

**Teleportation**

**6 PP**

**Physical Resist**

**Range – Special**

Manipulating time and space, your character has unlocked the ability to move instantaneously to any place they can touch, smell, see, or hear.

**Thresholds**

**2**  
**2**

**3**  
**3**

**4**  
**3**

**5**  
**3**

Level	Abilities	Stresses/Ability
1	<p>Jaunt: Once each round, you may make a reaction vs strike roll. If successful you may teleport 1U in any direction in reaction to the attack.</p> <p>When you roll Reaction for Jaunt, gain a +5 bonus</p> <p>You may Jaunt an extra 1U</p> <p>When you Teleport, you may bring any additional items you can lift</p> <p>After you Jaunt, gain an extra dice of damage against your attacker</p> <p><b>You may Jaunt after each of your initiatives</b></p>	5       <b>Pinnacle</b>
2	<p>Excursion: Once per round Teleport to any location within line of sight. After 1 full round, you automatically return to the location you Teleported from.</p> <p>When you roll Reaction for Jaunt, gain a +5 bonus</p> <p>You may Jaunt an extra 1U</p> <p>You may touch a willing creature and bring it with you when you Teleport</p> <p>T-Vision – See the lines people are Teleporting along.</p> <p><b>You may choose not to return to your original position when using Excursion</b></p>	4       <b>Pinnacle</b>
3	<p>Expedition: Spend 10 Temp. Body to Teleport to any very familiar location, or 20 Temp. Body to Teleport to a location you visited within the past 24 hours.</p> <p>When you roll Reaction for Jaunt, gain a +5 bonus</p> <p>You may Jaunt an extra 1U</p> <p>Reduce the Temp. Body cost to Teleport to a familiar location to 0</p> <p>Reduce the Temp. Body cost to Teleport to a previously visited location to 10</p> <p><b>Teleport to any location visited within the past 24 Hours &gt; Week &gt; Month</b></p>	3       <b>Pinnacle</b>
4	<p>Safari: Touch an unwilling creature and Teleport it with you if it fails a Physical Resist check</p> <p>When you roll Reaction for Jaunt, gain a +5 bonus</p> <p>The difficulty for Teleportations Physical Resist increases by 2</p> <p>Trace T-Line – Spend 10 Temp. Body to move along someone else's T-Line</p> <p>Teleport to any location visited within the past 24 Hours &gt; Week &gt; Month</p> <p><b>You may Teleport a creature without going with it</b></p>	5       <b>Pinnacle</b>
5	<p>Trek – You may spend 40 Temp. Body to Teleport to any location on your current planet. Each addition creature brought costs an extra 40 Temp. Body</p> <p>You may Jaunt an extra 1U</p> <p>The difficulty for Teleportation's Physical Resist increases by 3</p> <p>Reduce the Temp. Body cost for Trek to 20</p> <p>Reduce the Temp. Body cost to bring additional creatures on Trek to 10</p> <p><b>You may stun all creatures within 5U for 3 rounds when using Trek (no save)</b></p> <p>Instant Transport: Make a Mental Resist check against a 35 difficulty. If successful, you may Teleport yourself (only) without spending an action or any body to do so.</p>	2       <b>Pinnacle</b>  <b>Grand Pinnacle</b>

Terrakinesis

**Terrakinesis**

**4 PP**

**Physical Resist**

**Range – 25 (LoS)**

Known Masters: Terra, King Bumi, Toph Beifong, Geodude, Taliyah, Malphite, Gaara

**Thresholds**

**2**

**3**

**4**

**5**

**3**

**3**

**3**

**3**

**Level**

**Abilities**

**Stresses/Ability**

1	<p>Might of the Land – All melee attacks gain +10 damage. The characters unarmed attacks deal lethal damage.</p> <p>Burrow at (5 &gt; 10 &gt; 20 &gt; 40)U per turn</p> <p>Geokinesis – Control a stone or earth object weighing (250 &gt; 500) lbs or less</p> <p>Beat – Unarmed attacks deal 2d10 damage instead of 2d6</p> <p>Gain +20 to any crafting skill roll involving Stone, Earth or Metal</p> <p><b>Unarmed attacks gain Pierce 5 &gt; 10 &gt; 15</b></p>	2
2	<p>Quake – 360* radius, 10U Range, Unbalance, 1d4 round duration</p> <p>Increase Might of the Land by +10 Damage</p> <p>Quake gains (2 &gt; 3 &gt; 4 &gt; 5)d10 bruising damage</p> <p>Burrow at (5 &gt; 10 &gt; 20 &gt; 40)U per turn</p> <p>Gain Immunity: Unbalance</p> <p><b>Quake Unbalances for a 3d4 round duration</b></p>	3
3	<p>Rock Body - +10 Armor</p> <p>Unarmed attacks gain Pierce 5 &gt; 10 &gt; 15</p> <p>Quake gains (2 &gt; 3 &gt; 4 &gt; 5)d10 bruising damage</p> <p>Increase Rock Body to (20 &gt; 40) Armor</p> <p>Burrow at (5 &gt; 10 &gt; 20 &gt; 40)U per turn</p> <p><b>Geokinesis – Control a stone or earth object weighing (250 &gt; 500) lbs or less</b></p>	2
4	<p>One with the Earth - Gain immunity to all Terrakinesis or other Earth effects. Gain +20 Stamina.</p> <p>Increase Might of the Land by +10 Damage</p> <p>Quake gains (2 &gt; 3 &gt; 4 &gt; 5)d10 bruising damage</p> <p>Burrow at (5 &gt; 10 &gt; 20 &gt; 40)U per turn</p> <p>Crush – Unarmed attacks deal +3 dice of damage</p> <p><b>Gain Vision: Ground Vibrations (the ability to see vibrations in the ground)</b></p>	3
5	<p>Stonewall – Create a 5U wall out of earth or stone with 10d6 HP and Armor equal to the characters Rock Body. Once per round, this may be done as a reaction to an attack (Succeed on a reaction roll vs the attack roll).</p> <p>Unarmed attacks gain Pierce (5 &gt; 10 &gt; 15)</p> <p>Quake gains (2 &gt; 3 &gt; 4 &gt; 5)d10 bruising damage</p> <p>Increase Rock Body to (20 &gt; 40) Armor</p> <p>Earth Golem – Create 1 golem with level 4 Terrakinesis and 2 abilities/level.</p> <p><b>Smash – Attack a Stonewall you create with an Unarmed Punch to destroy it and deal your Unarmed Punch damage as an Area Attack with 3U range and 45* Cone to creatures on the other side. This attack has Pierce 10</b></p> <p><b>Earthquake – The characters Quake ability deals triple damage to Structures. Creatures caught in the Quake become Contained for a number of rounds equal to the rounds they are Unbalanced.</b></p>	2

## Hit Tables

Mishap Table					
Roll					
1	Miss	49	-1 Init. Placement 1 round	97	Roll 4 more times
2	Miss	50	Miss	98	1d10 Perm Body Damage
3	Miss	51	-5 P. Resist 1d4 rounds	99	Power Stresses (if using)
4	Miss	52	-5 M. Resist 1d4 rounds	00	Roll Twice for Opponent
5	Miss	53	Hit Yourself for 3 dice dmg		
6	Miss	54	-5 P. Resist 1d4 rounds		
7	Miss	55	-5 M. Resist 1d4 rounds		
8	Miss	56	Hit Yourself for 3 dice dmg		
9	Miss	57	-5 P. Resist 1d4 rounds		
10	Miss	58	-5 M. Resist 1d4 rounds		
11	Fall Prone	59	Hit Yourself for 3 dice dmg		
12	Drop all held items	60	Miss		
13	Hit closest creature	61	1 PTI Roll		
14	Fall Prone	62	5 Body Damage		Multiple effects of the same type do not stack. Use the greater (most harmful) of the two values, and apply that.
15	Drop all held items	63	Gain a relevant Phobia		
16	Hit closest creature	64	1 PTI Roll		
17	Fall Prone	65	5 Body Damage		
18	Drop all held items	66	Gain a relevant Phobia		
19	Hit closest creature	67	1 PTI Roll		
20	Miss	68	5 Body Damage		
21	Hit yourself for 1 dice dmg	69	Gain a relevant Phobia		
22	Stunned 1d4 rounds	70	Miss		
23	Weapon Breaks (if using)	71	Take Half dmg of attack		
24	Hit yourself for 1 dice dmg	72	1d4 Perm. Body Damage		
25	Stunned 1d4 rounds	73	Stunned 1d10 rounds		
26	Weapon Breaks (if using)	74	Take Half dmg of attack		
27	Hit yourself for 1 dice dmg	75	1d4 Perm. Body Damage		
28	Stunned 1d4 rounds	76	Stunned 1d10 rounds		
29	Weapon Breaks (if using)	77	Take Half dmg of attack		
30	Miss	78	1d4 Perm. Body Damage		
31	Unconscious 1 round	79	Stunned 1d10 rounds		
32	Unbalanced 1d4 rounds	80	Miss		
33	Hit yourself for 2 dice dmg	81	2 PTI Rolls		
34	Unconscious 1 round	82	1 / 2 Movement Speed		
35	Unbalanced 1d4 rounds	83	-10 Dodge		
36	Hit yourself for 2 dice dmg	84	2 PTI Rolls		
37	Unconscious 1 round	85	1 / 2 Movement Speed		
38	Unbalanced 1d4 rounds	86	-10 Dodge		
39	Hit yourself for 2 dice dmg	87	2 PTI Rolls		
40	Miss	88	1 / 2 Movement Speed		
41	-10 R. Strike 1d4 rounds	89	-10 Dodge		
42	-10 M. Strike 1d4 rounds	90	Miss		
43	-1 Init. Placement 1 round	91	Roll Twice More		
44	-10 R. Strike 1d4 rounds	92	3 PTI rolls		
45	-10 M. Strike 1d4 rounds	93	Take Full dmg of attack		
46	-1 Init. Placement 1 round	94	Roll Thrice More		
47	-10 R. Strike 1d4 rounds	95	Gain Compulsive Disadvtg.		
48	-10 M. Strike 1d4 rounds	96	Hit all creatures within 10		

## Hit Tables

### Potential Traumatic Injury Tables

What are Potential Traumatic Injuries, and how are they used?

When an attack hits, damage is not completely negated by armor, and any of the damage dice roll maximum damage, there is potential for a single traumatic injury. If this happens, roll 1d6 to see whether a PTI occurs and the location it occurs at, then refer to the chart below for specific effects.

Effects marked with a \* indicates permanent body damage

#### Legs

Roll	Effects (1)	Roll	Effects (2)	Roll	Effects (3)
1	½ Movement	1	¼ Movement	1	Cant Move (with legs)
2	Broken Foot	2	-1 Speed and Agility	2	Leg Broken (½ Speed)
3	-5 to skills using legs	3	Unbalanced	3	Stunned
4	-1 Agility (Min 1)	4	-5 Agility (Min 1)	4	Leg Maimed (½ Agility)
5	-1 Speed (Min 1)	5	-5 Speed (Min 1)	5	Lose Leg*
6	Roll on Effects (2)	6	Roll on Effects (3)	6	Dismembered! - Two Legs*

#### Torso

Roll	Effects (1)	Roll	Effects (2)	Roll	Effects (3)
1	-1 Heal Rate	1	-3 Heal Rate	1	-5 Heal Rate
2	-5 Max Health	2	-10 Max Health	2	-20 Max Health
3	Battle Scars (looks cool)	3	Battle Scars (disfiguring)*	3	Stunned
4	-1 Strength (Min 1)	4	-5 Strength (Min 1)	4	½ Strength
5	-1 Stamina (Min 1)	5	-5 Stamina (Min 1)	5	½ Stamina
6	Roll on Effects (2)	6	Roll on Effects (3)	6	Disemboweled! -32 Body*

#### Arms

Roll	Effects (1)	Roll	Effects (2)	Roll	Effects (3)
1	-1 Strike	1	-5 Strike	1	Lose Arm*
2	Broken Hand	2	-1 Strength and Agility	2	Cant Hold Items
3	-5 to skills using arms	3	-10 to Skills using arms	3	Stunned
4	-1 Strength (Min 1)	4	-5 Strength (Min 1)	4	Arm Mangled (½ Strength)
5	-1 Agility (Min 1)	5	-5 Agility (Min 1)	5	Arm Broken (½ Agility)
6	Roll on Effects (2)	6	Roll on Effects (3)	6	Dismembered! - Two Arms*

#### Head

Roll	Effects (1)	Roll	Effects (2)	Roll	Effects (3)
1	-1 Senses (Min 1)	1	-5 Senses (Min 1)	1	Facial Fracture (½ senses)
2	-5 Strike	2	-10 Strike	2	-20 Strike
3	Battle Scars (looks cool)	3	Battle Scars (disfiguring)*	3	Comatose
4	-5 to Skill Checks	4	-10 to Skill Checks	4	Lose Hearing*
5	Battle Scars (Not Cool)	5	Hallucinations	5	Lose Eye*
6	Roll on Effects (2)	6	Roll on Effects (3)	6	Blindness and Deafness*

When a PTI occurs, the first thing that happens is that it deals body damage, possibly permanent, equal to the number rolled times the Effects chart (excluding 6 which rolls on the next chart). All injuries are persistent until this body damage heals. If an effect is rolled a second time before that damage has healed, the result is treated as a roll on next effects table result (effects table 3 rerolls until it gets a unhealed result). If a result would leave a character with a 0 attribute, that character is comatose until the damage is healed, and the persistent effect ends.

## Special Notes

### Holding Actions

Characters can declare that they are going to hold a single action each initiative. This action is reserved (deducted from the characters total actions for the turn), and the character declares what they will do with the action, and what will trigger that response. Held actions may interrupt other characters turns when the effect is triggered. (Example: Red Bull wants to see what a mugger is going to do, he holds an action saying that he will punch the mugger if he draws a weapon. As soon as the mugger draws a weapon, red bull is immediately able to attack the mugger by punching him, as long as the mugger is within Red Bulls melee range.)

### Instant Actions

Instant actions, such as talking, holstering or drawing a weapon with a speed holster, or power effects such as teleport powers level 5 ability, fall outside of the normal purview of a game turn. These actions can be taken at any time during the players turn, and will not use one of their available actions for the turn. Additionally, the character may use these actions in response to a predetermined cause (just like held actions), they may also choose to use these actions at any place in the initiative roster that is before or after any other characters initiative, but not during another characters initiative.

### Aiming

A character who is not in close combat and is using a ranged weapon in which they have a proficiency of at least 14 with the weapon group the ranged weapon fall under may declare they are going to spend the round Aiming. A character must spend a full round aiming, however, they do not have to declare their intention to aim on the first action of their turn. At the end of the round, the character takes their shot, gaining a 1D6 bonus to their strike roll. Characters may spend up to 3 rounds aiming at a single target, gaining a cumulative 1d6 bonus each round. (example: Steve the Alien moves 1 unit, then declares he is going to aim his genetic light manipulator at a thug for 2 rounds, on his second action two rounds later he takes the shot he's been waiting for gaining a 2D6 bonus to his D20 strike roll.) If the character is forced into melee combat during their aiming period, all bonuses are lost.

### Called Shots

For any attack, a character may attempt a called shot. The character declares which part of the opponents body they are aiming for and makes their attack at a -10 strike penalty. The benefit of this is the ability to bypass any worn armor that is not specifically covering the location they are targeting (for example, Dragon Skin armor would not protect a called shot to the head, arms or legs), however any natural armor the character possesses is still deducted from damage. **Only characters with a proficiency of at least 14 with the weapon group they are using may declare a called shot (example: sword, pistol, sub machine gun, natural weapons, etc...).** **Characters with powers may make called shots if they have the requisite proficiency in natural weapons specializing in their power. Other than the ability to make called shots, this specialization grants no further bonuses.** If a called shot would result in a Potential Traumatic Injury, on the d6 to determine hit location, all locations other than the major location called become reroll results – leaving only 3 possible outcomes, no PTI or a PTI at the major location of the called shot.



## Special Notes

### Wielding Multiple Weapons

It is possible for characters to use multiple weapons simultaneously, albeit clumsily. Characters who use multiple weapons suffer a -10 penalty to attacks from their primary hand, and a -20 penalty to attacks from their off hand (or hands). The result is that the character can make a single additional attack from their off hand (or hands) for every two actions they spend to attack with their primary hand (so a character with 4 actions can attack 4 times at -10 strike, and 2 times at -20. While a character with 2 actions would only be able to attack 2 times at -10 and 1 time at -20 when wielding a second weapon). Characters who are currently wielding multiple weapons are not capable of aiming, nor are they capable of performing called shots. The Strength required to wield multiple weapons increases by the required strength to wield each weapon.

### Object Size

Characters can lift objects that are larger than their easy carrying load. A character can lift an object of double their easy carry limit, however while they do so, their speed is considered at half what it normally is. This is referred to as a large load. A character can lift an object 5 times larger than their easy carry limit, however while they do so, their speed is considered to be a 1 and movement is reduced to zero. This is referred to as a huge load.

### Throwing Range

A characters throwing range for an object is their strength in units. Characters can throw large objects by dividing the final score by half.

### Being Crushed

Sometimes people get large objects dropped on them, are crushed by vehicles, or find themselves trapped in a baling machine. This tends to happen more often to adventurers and heroes than to ordinary people. Every 250 pounds an object weighs - or each 24 points of strength of the character or object applying pressure has - deals 2d4 points of damage (+strength damage bonus). Every 5 units that the object moves before impact provides an additional 5 points of damage to the final result. This damage ignores worn armor, however, a characters natural armor is still applied to damage reduction.

### Exposure

Less common than being crushed, but no less a threat is that of exposure. It is assumed that characters are able to cope with weather that is above 30°F and less than 110°F with no negative effects other than discomfort. However when temperatures go below or above these amounts, the consequences can be deadly. Each hour the character is not equipped to deal with temperatures below 30°F they will take 1D6 bashing damage for each 10°F below 30°F, at 20°F below 0°F, this damage becomes lethal. Additionally, they must make a physical resist roll (difficulty 15 + 1 per 10°F below 30°F) or suffer 1D2 damage to each of their attributes. Each hour the character is exposed to temperatures above 110°F they will take 1D4 lethal damage for each 10°F above 110°F. If they are exposed to heat greater than 160°F and are not able to find shelter, they must make a resist roll (difficulty 15 + 1 per 10°F above 110°F they are exposed to) or become unconscious until they have been removed to a cooler environment and recovered all damage caused by heat.

Special Abilities are only applicable to characters who have at least a 14 proficiency for the base type of weapon being used (IE: Swords, Pole Arms, Axes, etc...). Special Abilities marked with a # are not subject to 14 proficiency requirement to be able to use those abilities.

To make a melee weapon, start at the base and add enhancements in list order, modifying the cost as appropriate until the final cost is reached.

Weapon Type	Damage	Range	Strength	Credit	Special*
<b>Axe (Base)</b>	2d8	-	10	2	Pierces (5 Points)
Size Increase	+1 Dice		+5	+1	
Efficiency Increase				x2	Dice increases 2d8 > 2d10
Range Increase		+1		+1	
Special Ability				+2	Pierce (+10 Points)
Special Ability				x2	Stuns for 1d10 rounds (P. Resist vs Damage Dealt negates)
<b>Club (Base)</b>	2d6	-	5	-	
Efficiency Increase				+1	Dice increases 2d6 > 2d8
Special Ability				-	Does not deal damage – Stuns for damage rolled rounds (P. Resist vs Damage Dealt Negates).
<b>Knives (Base)</b>	2d4	-	2	1	Concealed (Moderate Sleight of Hand)#
Size Increase	+1 Dice		+3	+1	+5 Sleight of Hand difficulty
Efficiency Increase				+1	Dice increases 2d4 > 2d6 (3d4 > 3d6)
Special Ability				x2	+5 Melee Strike
Special Ability				x2	+5 Dodge in Melee Combat
<b>Martial Arts (Base)</b>	2d6	-	-	1	
Special Ability				-	Only Inflicts Bruising Damage #
Special Ability				x2	Dice decrease 2d6 > 2d4, +10 to Sneak Skill
Special Ability				x2	Dice decrease 2d6 > 2d4 (2d4 > 1), +5 to Dodge in Melee combat
Special Ability				x2	Concealed (Moderate Sleight of Hand)#
Special Ability				x2	Does not deal damage – Stuns for damage rolled rounds (P. Resist vs Damage Dealt Negates).
<b>Pole Arms (Base)</b>	2d8	2	10	2	
Efficiency Increase				x2	Dice increases 2d8 > 2d10
Special Ability				+1	Dice decrease 2d8 > 2d6 (2d10 > 2d8), +5 to Dodge in Melee combat
Special Ability				+1	Pierce (5 Points)
Special Ability				+2	Pierce (+1 point for each unit moved before attack)
Special Ability				x2	+5 Melee Strike
Special Ability				x3	On successful strike, Opponent cannot move closer than 2 units until a new attack is made or weapon destroyed (15 HP)
Special Ability				x3	On a Successful Strike Opponent Loses One Action on next initiative
<b>Sword (Base)</b>	2d6	-	5	1	
Special Ability				+1	+5 Melee Strike
Special Ability				x2	+5 Dodge while wielded (In Hand)
Efficiency Increase			+5	x2	Dice increases 2d6 > 2d8
Efficiency Increase			+5	x2	Dice increases 2d6 > 2d8 (2d8 > 2d10)
Special Ability				0	Pierces (10 Points)
Special Ability				x2	+1 Attack Action with Sword per Round
Special Ability				x2	+10 Melee Strike
Special Ability				+1	Sturdy
<b>Unique Weapons (Base)</b>	2d6	-	5	1	
Special Ability				+1	+5 Dodge while wielded (In Hand)
Special Ability		4	+5	+1	
Special Ability		Thrown		+1	Contains Until Removed or Destroyed (15 HP)
Special Ability				x2	+5 Melee Strike
<b>Whip/Chain (Base)</b>	2d4		5	1	
Efficiency Increase			+5	x2	Dice increases 2d4 > 2d8
Special Ability		4		+1	
Special Ability				+1	Does not deal damage – Stuns for damage rolled rounds (P. Resist vs Damage Dealt Negates).
Special Ability				+1	Contains Until Removed or Destroyed (25 HP)

Ammo Type	Damage	Price	Burst	Firearm Type	Special	Strength Mod
<b>Small Caliber Ammunition</b>				<b>Small Caliber Ammunition</b>		
10x25 mm	2d6	1	-	Pistol	Revolver only	+2
.38-200	3d6	1	-	Pistol	Revolver only	+2
.380 ACP	3d4	1	-	Pistol	Revolver only	+0
.45 ACP	4d4	1	-	Pistol/SMG	-	+2
.38 Special	2d8	1	-	Pistol	-	+2
.44 Magnum	3d8	1	-	Pistol	Piercing (3)	+6
.357 Magnum	3d6	1	-	Pistol	Piercing (3)	+4
.45 Colt	4d6	1	-	Pistol	-	+2
9x19 mm	3d6	1	-	Pistol/SMG/AR	-	+2
9x18 mm	3d4	1	-	Pistol/SMG	-	+2
5.7x28 mm	3d8	1	-	SMG/AR	-	+2
.50 AE	3d10	1	-	Pistol	-	+8
.22 Long Rifle	2d4	1	-	Pistol/Rifle	-	+0
7.62x51 mm	3d10	1	-	Rifle	-	+2
10.6x74mm	3d12	1	-	Rifle	-	+6
.50 BMG	3d12	2	-	Rifle/LMG	Piercing (10)	+10
5.56x45 mm	3d8	1	-	AR	-	+0
7.62x39 mm	2d8	1	-	AR	-	+0
7.62x51 mm	3d10	1	-	AR/GG	-	+4
12 ga	3d10	1	-	SG	-	+2
.410-bore	3d8	1	-	SG/Pistol	Buckshot only	+2/+6(pistol)
7.62x63 mm	4d8	1	-	Rifle/LMG	-	+4
12.7x108mm	3d20	2	-	LMG	Piercing (10)	+10
7.62x54 mm	3d8	1	-	Rifle/LMG/GG	-	+2
<b>Large Caliber Ammunition</b>				<b>Large Caliber Ammunition</b>		
20 mm	5d20	7	-	GG	20 mm Rotary Cannon only	+0
30 mm DU	10d20	8	-	GG	30 mm Rotary Cannon only 1 / 2 Damage is Force Element (Depleted Uranium Round) Ignores Imperviousness Piercing (100)	+0
<b>Rockets and Guided Missiles</b>				<b>Rockets and Guided Missiles</b>		
105 mm Rocket *	6d6	2	3	Rocket Launcher	Piercing (70)	+0
125 mm Rocket *	7d6	2	3	Rocket Launcher	Piercing (70)	+0
127 mm Rocket *	8d6 +15	8	7	Guided Missile	Piercing (70)/+20 Strike	+0
60 mm Rocket *	5d6 + 13	1	3	Rocket Launcher	Piercing (70)	+0
66 mm Rocket *	5d6 + 15	2	7	Rocket Launcher	Piercing (70)	+0
70 mm Rocket *	7d6 + 13	7	3	Guided Missile	Piercing (70)/+10 Strike	+0
89 mm Rocket *	3d6 + 12	1	3	Rocket Launcher	Piercing (70)	+0
75 mm Rocket *	5d10	6	7	Rocket Launcher	-	+0
<b>Grenades</b>				<b>Grenades</b>		
37 mm LL	-	2	-	Grenade Launcher	Physical save vs 3d6 or Stuns for one round	+0
37 mm Tear Gas	-	2	20	Grenade Launcher	Causes Unbalance/Disperses in 3 Minutes	+0
40 mm Frag	3d6 + 10	3	3	Grenade Launcher		+0
40 mm Shotgun	6d10	2	-	Grenade Launcher	Does Not Leave Launcher/ Range 20 At 20 hits targets within 5 of primary target	+0
40 mm Smoke	-	1	20	Grenade Launcher	Causes Low-Light Condition Disperses in 3 Minutes	+0
40 mm WP	3d6 + 5	3	7	Grenade Launcher	Fire Element	+0
43 mm Flare	-	1	60	Grenade Launcher	Illuminates Radius for 3 Minutes	+0
43 mm Flash	1d6	5	7	Grenade Launcher	Stuns for 1 / 2 Damage Rolled Rounds (min 1)	+0

Prices indicated are for 100 rounds, except in the case of rockets and/or guided missiles, where the price indicated is per missile. Ammunition with a number in the "Burst" column indicates that it has a burst effect, as detailed in Power Description, and will affect characters within the bursts radius.

Standard Firearms

Small Caliber Weapons						
Weapon	Range/Mag	Shots/Action	Strength	Proficiency	Special	Price
Single Shot Pistol	3/1	1/1	4	Pistol	Conceal	1
Multi-Barrel Pistol	3/(2-5)	1/1	4	Pistol	+1/Barrel	1
Single Action Revolver	3/6	1 / 2	4	Pistol	Conceal	1
Double Action Revolver	3/6	1 / 1	4	Pistol	Conceal	1
Semi-Automatic Pistol	3/8	1/1	4	Pistol	Conceal	1
Automatic Pistol	3/15	1/1 or 3/1	6	Pistol	Conceal	2
Sub-Machine Pistol	3/30	3/1 or 10/-	5	SMG	Conceal	2
Sub-Compact Rifle	5/30	3/1 or 10/-	5	SMG		2
Full-Auto SMG	10/100	1/1 or 100/-	8	SMG	12 action reload	5
Bolt or Break Action Rifle	100/1	1 / 4	6	Rifle		1
Lever or Pump Action Rifle	50/7	1 / 2	6	Rifle		1
Semi-Automatic Rifle	50/7	1/1	6	Rifle		2
Automatic Rifle	30/15	1/1, 3/1, or 10/-	6	Rifle		2
Battle Rifle	75/30	1/1, 3/1, or 10/-	6	AR	+3 Attach points	3
Assault Rifle	50/30	1/1, 3/1, or 10/-	6	AR	+3 Attach points	3
Carbine	30/30	1/1, 3/1, or 10/-	4	AR	+2 Attach points	3
Break Action Shotgun	10/2	1/3	8	SG		1
Pump Action Shotgun	10/3	1 / 2	8	SG		1
Semi-Automatic Shotgun	7/8	1/1	8	SG		2
Automatic Shotgun	5/8	1/1 or 3/1	10	SG		3
Large Machine Gun	75/50	3/1 or 50/-	20	LMG		7
Gatling Gun	50/2000	100/-	40	GG	No Attach Points	12

Weapon Ability Add-Ons		
Ability	Effects	Add'l. Price
Multiple Ammo Type	Select two types of ammunition. Your weapon can use either type.	x2
Silenced	Your weapon comes standard with a silencer.	+1
Break	Your weapon has the Break feature.	x.5
Safe	Your weapon has the Safe feature. Can not have Break feature	X1.5
Sturdy	Your weapon has the Sturdy feature. Can not have Break feature	X1.5
Convert	Your weapon can convert to a different type (proficiency) of weapon.	x3
Scope	Your weapon comes with a x5 scope that can not be removed.	+1
Attach Points	+2 Attach points on your weapon.	X1.5
Launcher	Your weapons comes with a 40mm grenade launcher. Sniper, AR and SG only.	+3
Linked Ammunition	GG, and LMG Only. Double the magazine size of your weapon. Reloading takes 600 actions (5 minutes). If 10 or more round remain on the link however, additional links of 50 ammo can be added as a full round action. Can be added to all Gatling guns.	X1.5

1. All weapons have 2 attach points for additional equipment. Add-Ons do not use attach points

2. Weapons with multiple attack modes (semi-automatic and automatic) require 1 action to switch between modes (unless noted above)

3. Weapons with multiple Strike modes (semi-automatic and automatic) require 1 action to switch between modes (unless noted above)

4. All LMG Come standard with a Bipod, If the character utilizes the bipod while firing the weapon, the strength required to use the weapon accurately is reduced by 5. Should the character forgo the bipod use, standard strength restrictions apply.

5. All LMG must cool for 1 round after 5 consecutive rounds of autofire, GG must cool for 5 rounds after 50 consecutive rounds of autofire.

## Special Firearms

Weapon	Range/Mag	Shots/Action	Strength	Proficiency	Special	Price
<b>Large Caliber Weapons</b>						
20mm Rotary Cannon	150/500	100/-	350	GG	No Add-Ons 20 mm rounds	14
30mm Rotary Cannon	400/1150	250/-	1600	GG	No Add-Ons 30 mm DU rounds	15
<b>Grenade Weapons</b>						
Automatic Grenade Launcher	300/40	1/1 or 4/-	15	GL	120 Action Reload	7
Semi-Automatic Grenade Launcher	300/12	1/1	15	GL	60 Action Reload	5
Underbarrel Grenade Launcher	50/1	1/3	8	GL	Taken with a standard firearm	-
<b>Rocketry and Guided Missiles</b>						
Rocket Launcher	200/1	1/20	15	RL		2
Guided Missile System	200(min)- 1000(max)/1	1/20	25	RL	Must aim for 3 rounds, grains +15 to strike roll.	8

### Weapon Ability Add-Ons

Linked Ammunition	GG, and LMG Only. Double the magazine size of your weapon. Reloading takes 600 actions (5 minutes). If 10 or more round remain on the link however, additional links of 50 ammo can be added as a full round action. Can be added to all Gatling guns.					X1.5
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All weapons in this section require a sponsor to purchase.

Weapons in this section do not have any attach points.

All weapons (unless noted above) have 2 attach points for additional equipment

Weapons with multiple attack modes (semi-automatic and automatic) require 1 action to switch between modes (unless noted above)

Weapons with multiple Strike modes (semi-automatic and automatic) require 1 action to switch between modes (unless noted above)

All LMG Come standard with a Bipod, If the character utilizes the bipod while firing the weapon, the strength required to use the weapon accurately is reduced by 5. Should the character forgo the bipod use, standard strength restrictions apply.

All LMG must cool for 1 round after 5 consecutive rounds of autofire, GG must cool for 5 rounds after 50 consecutive rounds of autofire.

## Archaic Ranged Weapons

Weapon	Range/Mag	Shots/Action	Strength	Proficiency	Special / Damage	Price
Flintlock	5/1	1/10 reload	6	Flintlock	5d6 damage	1
Musket	50/1	1/10 reload	8	Flintlock	5d6 damage	1
American Longrifle	100/1	1/15 reload	8	Flintlock	5d6 damage	1
Longbow	50/1	1 / 3	1 / 2 Bow Strength	Bows	1d4 / 10 B. Str	1 per 30 B.Str
Shortbow	25/1	1 / 2	1 / 2 Bow Strength	Bows	1d4 / 10 B. Str	1 per 20 B.Str
Blowguns	5/1	1 / 4	1	Blowgun	Concealed / 1	1
Sling	15/1	1 / 2	2	Sling	1d10 + up to 5 M. Dmg Bonus	1

Thrown Weapons	5/1	1/1	Normal Weapon Strength	Thrown	Weapon Damage + M.Dmg Bonus	Weapon Cost
Shuriken, Throwing Knives, etc...	5/1	1/1	2	Thrown	M.Dmg Bonus +1d4	1

### Weapon Ability Add-Ons and Equipment

Ability/Attachment	Effects	Add'l. Price
Flintlock Rounds	Ammunition for Flintlock – 10 rounds	1
Composite	The Bow or Xbow can accommodate characters with great strength.	+1
Recurve	The Strength required to wield the bow is doubled. Reload times for Crossbows are doubled instead. After damage is rolled, double the bows damage.	+5
Compound	Compound Bows and Xbows deal 1d4 / 5 B.Str damage instead	x2
Reflex	Composite Recurve Bows only – no Xbows. The range of the bow is doubled.	+3

#### Crossbow

Crossbows do not require any additional cost, but number of Actions required for each Shot is tripled. Characters with Strength scores double the Xbows strength score can reload in 1 / 2 the time. Characters with Strength scores half of the Xbows Strength score can not reload the Xbow. In exchange, the Strength required to to use the XBow is reduced to 1 Strength for every 5 Bow Strength. Range for Xbows is double that of their Bow counterparts. XBows can also use the following Pistol Add-Ons: Grip, Laser Site, Reflex Site, Speed Holster, Tactical Flashlight, Tritium Sites. Xbows gain Piercing (20).

Stabilizer, Rest, Site	Bow only Attachment: +5 Strike	+1
Bow Quiver	Attachment: Bow or Crossbow only. Reduce the Actions per Shot by 1.	+1
Arrows or Bolts	Points or Broadheads – any type, set of 50	1
Arrows or Bolts	Exotic – Ask GM for effects	GM Approval
Cocking Aid	Crossbow Only. Reduce the Actions per Shot by 2.	+1

1. Flintlocks, Bows, and Crossbows have 2 attach points for additional equipment

2. Bows are built to accommodate a persons physical strength. As such, each bow is built with a specific strength (Bow Strength or B.Str) score that determines the final amount of damage it deals. Bows can be built to accommodate any amount of strength, with enough time and money.

3. To accommodate a Bow Strength (B.Str) greater than 20, a bow must be made of multiple materials (composite add on). If a character with Strength score that is double a bows Strength score uses that bow, the bow is destroyed during in the process. Characters with Strength scores half or less than a bows Strength score can not use that bow. Characters with low Strength scores that are still capable of using the bow suffer a -10 to strike for each 2 points of Strength they are deficient (rather than the usual -5) as they struggle to pull and aim the bow properly.

4. Bows are capable of indirect fire. To make an indirect fire attack, the attacker first suffers a -20 penalty to their strike roll. Firing this way allows the archer to triple their range, but after rolling damage, their damage is halved. Aside from the range increase, this may allow the archer to bypass objects and cover. Crossbows are incapable of indirect fire.

Special Abilities are only applicable to characters who have at least a 14 proficiency for the base type of weapon being used (IE: Swords, Pole Arms, Axes, etc...). Special Abilities marked with a # are not subject to 14 proficiency requirement to be able to use those abilities. Advanced Melee weapons use the same proficiencies as standard melee weapons.

To make a melee weapon, start at the base and add enhancements in list order, modifying the cost as appropriate until the final cost is reached.

Weapon Type	Damage	Range	Strength	Credit	Special*
Axe (Base – Advanced)	2d12	-	5	5	Pierces (10 Points)
Efficiency Increase				x2	Dice increases 2d12 > 3d10
Size Increase	+2 Dice		+10	+2	
Special Ability – Rebounding		15		x2	When thrown, returns to thrower
Special Ability – Monomolecular				+3	Pierce (+20 Points)
Special Ability – Fusion/Beam blade				+2	Pierce (+20 Points), All damage is Fire damage
Club (Base – Advanced)	3d6	-	5	3	
Efficiency Increase				x3	Dice increases 3d6 > 3d12
Special Ability – Mass Driver			+20	x2	Stuns and Unbalances in 2 unit radius for damage rolled rounds (P.Resist vs Damage rolled Negates)
Knives (Base – Advanced)	3d4	-	1	3	Concealed (Moderate Sleight of Hand)#
Efficiency Increase				+3	Dice increases 3d4 > 3d8
Special Ability – Rebounding		15		x2	When thrown, returns to thrower
Special Ability – Monomolecular				x2	Pierce (+10 Points)
Special Ability – Fusion/Beam blade				x2	Pierce (+20 Points), All damage is Fire damage
Martial Arts (Base – Advanced)	2d6	-	1	4	
Special Ability				-	Only deals bruising damage#
Special Ability – Stealth Field				x3	+20 to Sneak Skill
Special Ability – Dislocator				x2	2% chance to instantly teleport 1 unit when attacked in Melee combat when wielded in hand (before attack)
Special Ability – Retracting				+1	Concealed (Easy Sleight of Hand)#
Special Ability – Stunning				x3	Does not deal damage – Stuns for 1 round (No save)
Pole Arms (Base – Advanced)	2d8	2 – 5	10	5	Length changes on command
Efficiency Increase				+2	Dice increases 2d8 > 2d10
Special Ability – Barrier				x2	Dice decrease 2d8 > 2d6 (2d10 > 2d8), +5 to Armor (treated as natural armor)
Special Ability – Monomolecular				x2	Pierce (+20 Points)
Special Ability – Lancer				x2	While charging, double distance moved
Special Ability – Correcting				+3	+10 Melee Strike
Special Ability – Holding				+3	On successful strike, Opponent opponent is contained in a 2 unit force sphere (HP = 2x damage rolled)
Sword (Base – Advanced)	2d8	-	4	4	
Efficiency Increase				+1	Dice increases 2d8 > 2d10
Efficiency Increase				+3	Dice increases 2d8 > 2d10 (2d10 > 2d12)
Special Ability – Monomolecular				+2	Pierce (+20 Points)
Special Ability – Fusion/Beam blade				+2	Pierce (+20 Points), All damage is Fire damage
Special Ability – Retractable blade				+1	Concealed (Easy Sleight of Hand)#
Special Ability – Rebounding		5		x2	When thrown, returns to thrower
Special Ability – Mastercrafted				+1	Sturdy, Safe
Special Ability – Correcting				+3	+10 Melee Strike
Special Ability – Correcting				x2	+10 Melee Strike
Unique Weapons (Base – Advanced)	2d6	-	4	4	
Special Ability – Dislocator				x3	5% chance to instantly teleport 1 unit when attacked in Melee combat when wielded in hand
Special Ability – Extendable		15		+4	Concealed (Moderate Sleight of Hand)#
Special Ability – Stunning				x3	Contains (15 HP)
Special Ability – Homing		Thrown		+3	Does not deal damage – Stuns for 1 round (No Save)
Special Ability – Homing				+3	+20 Ranged Strike
Whip/Chain (Base – Advanced)	4d4		1	4	
Efficiency Increase				+2	Dice increases 4d4 > 4d6
Special Ability – Mass Driver	+2 Dice		+15	x3	Stuns and Unbalances in 2 unit radius for damage rolled rounds (P.Resist vs Damage rolled Negates)
Special Ability – Mastercrafted				+1	Sturdy, Safe
Special Ability – Monomolecular				+2	Pierce (+20 Points)
Special Ability – Fusion/Beam				+2	Pierce (+20 Points), All damage is Fire damage
Special Ability – Extendable		15		+2	Concealed (Moderate Sleight of Hand)#
Special Ability – Stunning				x3	Contains (35 HP)
Special Ability – Stunning				x3	Does not deal damage – Stuns for 1 round (No Save)

Ammo Type	Damage	Price	Burst	Firearm Type	Special	Str. Mod
<b>Small Caliber Ammunition</b>				<b>Small Caliber Ammunition</b>		
Tesla Arc Emanation Device	3d4	3	-	Energy	Electricity Damage	+4
Low Capacity Plasma Cell	2d8	3	-	Energy	Double Structure Damage	+6
Single Refractive Laser Grid	2d6	3	-	Energy	1d6 damage + 1d6 force damage	+4
High Capacity Plasma Cell	4d8	4	-	Energy	Double Structure Damage	+10
Double Refractive Laser Grid	4d6	4	-	Energy	4d6 damage + 2d6 force damage	+8
Low Density Particle Beam	1d6	3	-	Energy	Damage increases by 1d6 each round same target is attacked, up to 10d6	+0
Modular Gravitic Beam	1d6	3	-	Energy	As per Telepathy (50 lbs only)	+0
Ultra-Low Frequency Sonic Resonator	3d6	3	-	Energy	Physical Resist vs Damage Rolled or Stunned for 1 round	+6
.50 Magnetic Propulsion	3d8	3	-	Technology	Triple Range	+0
9x19mm Armor Piercing	3d6	3	-	Technology	Piercing (15)	+2
9x19mm High Explosive	3d6	3	2U	Technology	3d6 standard damage + 2d6 burst damage	+2
9x19mm Seeking	3d6	3	-	Technology	Aim for 1 action +10 strike	+2
9x19mm Incendiary	3d6	3	-	Technology	Fire element damage	+2
9x19mm Ricochet	3d6	3	-	Technology	Ignores Cover	+2
10mm Caseless Pulse	3d4	3	-	Technology	(shots x 3)/Action – see note at bottom	+4
12mm Caseless Magnum	9d4	5	-	Technology		+10
Manticore	-	-	-	Biological	Physical Resist vs 2d6 or Stamina Poison. Each round target is struck, Resist increases by 1d6.	+2
Catoblepas	-	-	-	Biological	Physical Resist vs 2d6 or Speed Poison. Each round target is struck, Resist increases by 1d6.	+2
Erinyes	3d4	-	-	Biological	+2 strike each round same target attacked	+4
Nue	2d6	-	-	Biological	Mental Resist vs 2d6 or target suffers mishaps on 1 or 2 for 1 round. Each round target is struck, Resist increases by 1d6.	+2
Vampire	-	-	-	Biological	Physical Resist vs 5d10 or target suffers 1 Body damage. Damage heals after 1 day.	+4
<b>Large Caliber Ammunition</b>				<b>Large Caliber Ammunition</b>		
High Powered Triple Capacity Laser Grid	10d6	10	-	Energy	10d6 physical damage + 5d6 force damage	+0
127mm Micro Swarm Missile	2d20	10	10*10U	Technology	+50 strike, Piercing (30), Each time this weapon is fired, it locks on and seeks up to 10 targets.	+0
Scarab	1	-	-	Biological	Physical Resist vs 5d6 or 1 damage/round (pierce 100). Surgery to remove – DC 20+1/Worm	+0
<b>Rockets and Guided Missiles</b>				<b>Rockets and Guided Missiles</b>		
Targeted Plasma Bolt	7d8	7	5U	Energy	Ignores Cover, Double Structure Damage	
Nanomolecular Vortex Bomb	Varies	10	10U	Energy	Range 5-10: 1d10 Damage Range 2-4: 3d10 Damage, Physical Resist vs 5d6 Or Moved 1 unit towards center of blast. Range 1: 10d10 Damage, Pierce (50)	+0
410mm Tungsten Spike	10d12	10	-	Technology	Ignores Imperviousness, Pierce (100)	+0
Mk 16 Tactical Nuclear Mortar	5d20	5	250U	Technology	+20 Strike, Pierce (70)	+0
Jorōgumo	2d8	-	10U	Biological	Those caught in blast are contained and suffer 2d8 damage/round for 3 rounds.	+0
<b>Grenades</b>				<b>Grenades</b>		
Micro Cryogenic Grenade	3d6 + 5	5	3U	Energy	Ice Element Damage, Freezes for 3 rounds	+0
Unstable Plasma Grenade	4d8 + 10	6	5U	Energy	Adheres to surfaces. Double Structure Damage	+0
40mm EMP Grenade	8d10	5	3U	Technology	Damage only affects electronics and cybernetics	+0
40mm Nuclear Grenade	5d12 + 15	7	5U	Technology	Pierce (30)	+0
Locust	2d6 + 5	-	3U	Biological	Physical Resist vs 5d6 or -5 Strike and -5 Dodge for 5 rounds	+0
Prices indicated are for 25 rounds, except in the case of rockets and/or guided missiles, where the price indicated is per missile. Ammunition with a number in the "Burst" column indicates that it has a burst effect, as detailed in Power Description, and will affect characters within the bursts radius.						
10mm Caseless Pulse Note: if a weapon would normally be a 1/1 it would instead be a 3/1, 3/1 would be 9/1, etc...						





## Armor

Armor provides a reduction in damage equal to its rating against the type of damage that is being inflicted. Structure is the amount of lethal damage any piece of armor can withstand before being considered unusable (effectively destroyed). Most armor can be worn either as a partial (torso only) or full set (full body protection). Torso only armor will cover the chest only while full armor will cover arms, legs, and chest. This will determine the effects of called shots. Heavy armor is only available as a full set. The penalty armor incurs to Agility and Speed (where applicable) is not an actual loss in those attributes, but rather an effective reduction in the scores and rolls associated with them, to a minimum score of 1.

Armor Type	Bruising	Lethal	Strength	Structure	Price	Special*
Light (Base)	1	1	-	5	1	Torso Only
Bruising Increase	+4		+1	+5	+1	
Lethal Increase		+4	+3	+5	+1	
Bruising Increase	+5		+1	+5	+2	-4 Agility
Lethal Increase		+5	+3	+5	+2	-4 Speed
Full Body Protection			x2	x2	x2	Full Body Armor
Medium (Base)	5	5	5	10	2	Torso Only, -2 Agility and Speed
Bruising Increase	+5		+1	+5	+1	-4 Agility
Lethal Increase		+5	+3	+5	+1	-4 Speed
Lethal Increase		+5	+3	+10	+2	-4 Agility
Lethal Increase		+5	+3	+10	+2	-4 Speed
Full Body Protection			x2	x2	x2	Full Body Armor
Heavy (Base)	10	10	10	20	4	Full Body, -4 Agility and Speed
Lethal Increase		+5	+5	+10	+2	-8 Agility
Lethal Increase		+5	+5	+10	+2	-8 Speed
Lethal Increase		+5	+5	+20	+4	-8 Agility
Lethal Increase		+5	+5	+20	+4	-8 Speed

### How Cybernetics Work:

Every (non-cyborg) character begins play with a "Body Score". For all (non-cyborg) races, this body score is 100, and represents the percentage of their physical body that is intact. Throughout gameplay, characters may lose digits, or limbs, or suffer such grievous injuries that whole sections of their bodies, such as their torso or head cannot function properly without mechanical help. That's where cybernetics comes in. Characters with the cash, or who know the right people can get brand new mechanical organs, digits, limbs... even replace their entire head! Many characters choose to undergo these procedures voluntarily, seeing cybernetics as a shortcut to power, and it is, but at a great price...

When a character suffers a decrease in their body score, they also suffer a loss to their maximum attribute rating. The maximum that any character can have in any attribute is limited by their body score. Characters who have a high ability score, and have their body score decreased past that level will lose their extra ability points until it is equal to the maximum of their body score. (so a character who has 80 Str, who has their body score reduced to 75, will also have their Str reduced to 75).

When a character's body score reaches 0 or all major portions of their body have been replaced (head, torso, arms and legs), they are considered a full body-replacement cyborg. Their HP is reduced to 1D10, and they lose access to any powers they may have had, however points spent in bullseye, martial prowess, and any skills they have obtained are retained, as are their credits, corporate sponsor, and minions (should they happen to have either of those). Any experience they possess is immediately lost.

If by the time a character reaches 0 body, they have not replaced all portions of their body with cybernetics, and cannot immediately do so, the character is considered to have suffered a major trauma and dies immediately.

Body cost is per the chart that follows. Please note that should a character lose an entire appendage, they do not suffer the body loss for the individual parts of that appendage as well. That is figured into the body cost of the appendage as a whole. The associated body cost is for a single unit of that type (ie: one finger, one leg)

Digit (finger, toe) -	1 Body
Organ (eye, tongue) -	5 Body
Limb (arm, leg)	12.5 Body
Torso	25 Body
Head	25 Body

**Side Note** *Some of the more unusual characters may have more arms, heads or torsos, than can account for their body score! If this is the case, the cost for each digit or organ remains the same, however the costs for limbs, torsos and heads is (25/number of extra appendages of that type).*

**Side Note** *Just like any electronics, cybernetics range from really bad to amazingly good, and everywhere in between. Because of this, some cybernetics may cost MORE body than the actual part of the body being replaced! Because of this, when a character upgrades to a better piece of tech they may end up with a "body surplus", a spot that should be filled but isn't. When this happens, the character does not regain the lost body score, it's gone forever! However they may take extra cybernetics without further damaging their body score! (example: a character who has a M1349 Torso, and replaces it with a M1276 has a 30 point body surplus! They decide to use that on a set of Model X-24 arms, and will not be required to reduce their body score the additional 30 points to do so!).*

*Some cybernetics are of such high quality that they require a smaller expenditure than on the chart above to have them installed! If a character has cybernetics of this quality installed voluntarily, they only spend the body score listed for the cybernetics, however, if they have them installed after a loss in combat, they lose the full body score for that location, and will instead have a body surplus.*

## How to read Cybernetics entries

### Manufacturer

The company that produces the product. GM's should feel free to replace this with to fit their campaign as necessary.

### Model

The model of the product. Again, GM's should feel free to rename the products as necessary to fit their campaign.

### Price

The cost of the product in credits

### Body Cost

The cost to the players Body Score. For more details on Body Score, see the last page.

### Bonuses

Bonuses to the characters various attributes and scores from the cybernetic implant. It should be noted that increases to attributes gained from cybernetics do not raise related scores, however certain cybernetics will affect scores bonuses (IE: A bonus to strength from a cyber arm will not grant bonus armor, however subdermal plating will grant a bonus to the characters armor.)

### Attach Points

The number of add-ons each cybernetic implant can hold, and the location on the implant (if necessary to specify). Add-ons do not usually require a extra Body expenditure, but may in certain extreme cases.

### Sponsor

The sponsor needed for the player to be able to find and purchase the implant or add-on. Characters with no corporate sponsor are limited to items that have a N/A in this column (however they may be able to gain these items through roleplaying and the course of a story).

### Prominence

How noticeable the implant is. The higher the rating, the more the implant resembles the characters normal body. A prominence rating of 1 is a hulking monstrosity, better fit to a assembly line than a person. A rating of 5 resembles a human limb, but is obviously mechanical in nature. A prominence of 10 is nearly impossible to distinguish from a normal limb.

For a character to notice a implant, it requires a reaction roll with a difficulty of 5 times the implants prominence rating.

Prominence ratings of less than 5 have a -10 to the difficulty of the reaction roll.

### Special

Any special rules or notes applicable to the associated equipment.

### Damage

The implants damage potential and damage type. When using a cyberlimb to make a melee attack, the character will only apply the strength bonus from the cyberlimb (and torso if applicable, as cybernetics will work in tandem with other cybernetics, but not with biological systems) used in the attack (so a character with 70 Str who uses a heavy load to crush his opponents will only use 50 points of their Str to determine bonus damage). If a cyberlimb does not have a listed damage value, consider it to be 1D6

Arms							
Manufacturer	Model	Price	Body Cost	Bonuses	Attach Points	Sponsor	Prominence
DynaCorp	X-12	\$45,000.00	25	+5 Str, +5 Sta	2 Hand, 1 Arm AP	N/A	5
DynaCorp	X-18	\$90,000.00	20	+5 Str, +5 Sta	3 Hand, 2 Arm AP	Cor	6
DynaCorp	X-24	\$135,000.00	15	+10 Str, +10 Sta	4 Hand, 2 Arm AP	Cor/Mil/BM	7
DynaCorp	3X	\$225,000.00	10	+10 Str, +10 Sta	4 Hand, 4 Arm AP	Mil/BM	8
CyberTech	OmniArm	\$100,000.00	20	+25 Str	0	N/A	1
CyberTech	Heavy Load	\$300,000.00	35	+50 Str	0	N/A	1
Arrow Systems	Arrowtech 10	\$200,000.00	12.5	+15 Str	0	N/A	10
M.A.L.E. CGLM	Mk-8	\$30,000.00	15	-	1	N/A	1
M.A.L.E. CGLM	Mk-9	\$75,000.00	15	-	2	N/A	1
M.A.L.E. CGLM	Mk-15	\$650,000.00	15	-	-	Mil	1

Arm Add-Ons							
Manufacturer	Model	Price		Bonuses		Sponsor	Prominence