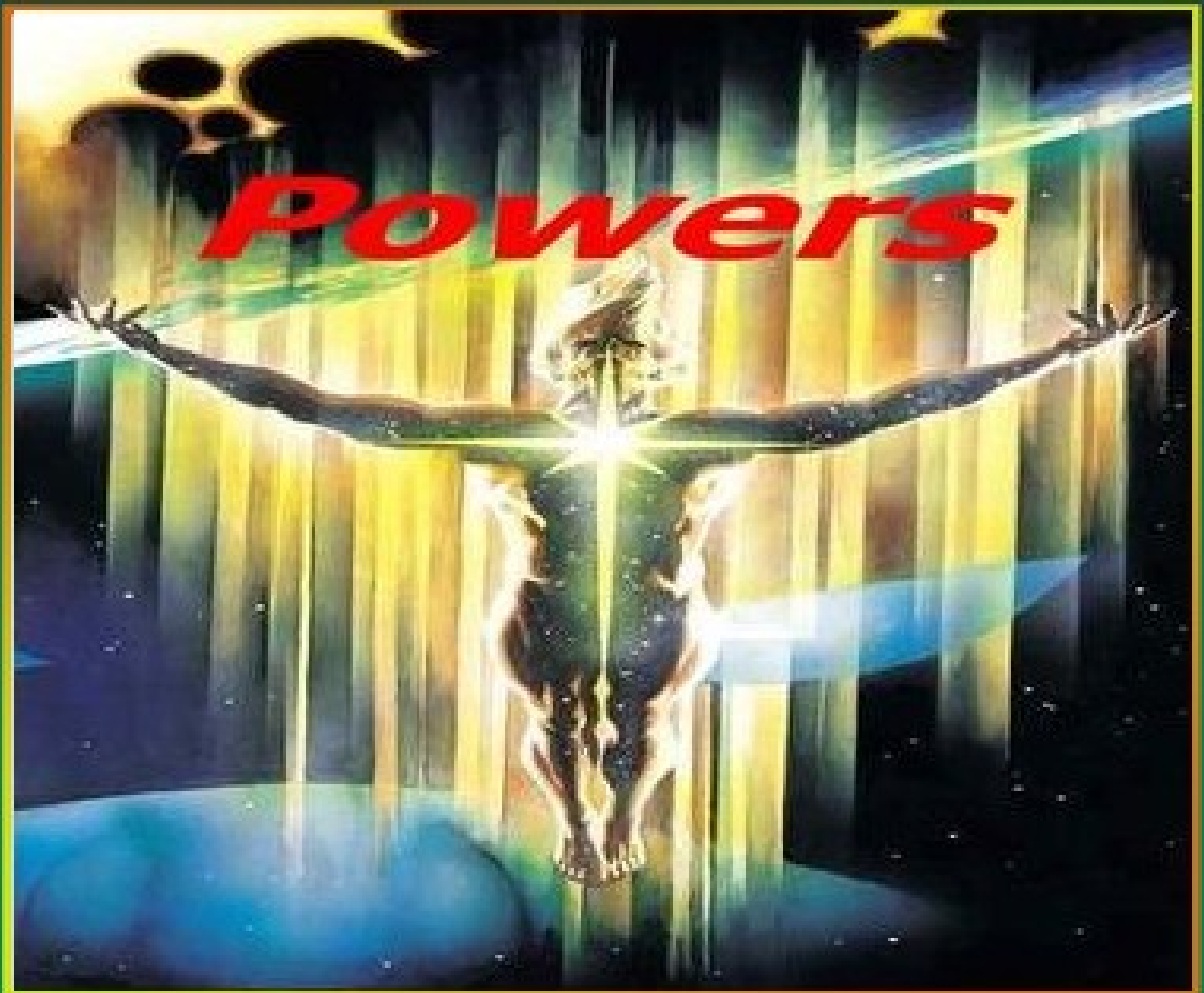


Beyond Heroes

Core Supplement BH3



The Role Playing Game for all Genres

The Beyond Heroes Role Playing Game Book III: The Book of Powers

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Contents

Foreword	3
Index of Powers	3
Alteration Powers	14
Defensive Powers	83
Mental Manipulation Powers	93
Offensive Powers	151
Physical Enhancement Powers	175
Travel Powers	184
Cosmic Powers	197

Foreword

The Beyond Heroes Role Playing Game is based on a heavily revised derivative version of the rules system from Advanced Dungeons and Dragons 2nd edition. It also makes extensive use of the optional point buying system as presented in the AD&D Player's Option Skills and Powers book. My primary goal was to make this system usable in any setting, from fantasy to pulp to superhero to science fiction.

The powers presented here are mainly for superhero campaigns but can easily be fit into any genre.

[This is the fifth version of the powers pdf now with 89 new powers.](#)

Section 1: Index of Powers

Powers are those abilities which ordinary people do not have, only certain classes have access to them. These classes grant a specific amount of character points exclusively for the buying of powers. More points may be obtained for buying by taking disadvantages.

If the character does have powers he needs to determine when they manifested;

01-20 The hero has possessed all his powers from birth onward (although learning to control them took time).

21-80 The hero gained his powers sometime after reaching adulthood.

Powers may have begun manifesting themselves sporadically during adolescence, or even childhood, but full control wasn't achieved until maturity.

Most Random Mutants are in this class.

81-00 The hero's powers still haven't manifested. It will most likely happen in the first game session or early on in the campaign.

Choose or roll to determine which category the powers come from;

01-16 Alteration

17-32 Defensive

33-48 Mental Manipulation

49-64 Offensive

65-84 Physical Enhancement

85-00 Travel

Presented here are the revised random roll tables incorporating the newest powers which are in blue.

Roll	Power
01-16	Alteration
01	360 Degree Rotation
02-03	Ability Boost; roll below
	01-50 Ability Boost Self
	51-00 Ability Boost Others
04	Absorb Life
05	Absorb Mass
06	Aciukinesis
07	Adapt
08	Additional Parts; roll below
	01-33 Additional Body Part
	34-67 Additional Limb II
	68-00 Additional Limb III
09	Alter; roll below
	01-50 Alter Metabolism
	51-00 Alter Object
10	Anatomic Separation; roll below
	01-50 Anatomic Separation
	51-00 Anatomic Separation II
11	Antidote
12	Armour
13	Attribute Leech
14	Battery Chi
15	Battery Energy
16	Battery Mana
17	Chemical Secretion
18	Costume Change
19-20	Digitize
21-22	Diminish Object
23	Diminutive
24	Duplicate Others; roll below
	01-10 Duplicate Others I
	11-20 Duplicate Others II
	21-30 Duplicate Others III
	31-40 Duplicate Others IV
	41-50 Duplicate Others V
	51-60 Duplicate Others VI
	61-70 Duplicate Others VII
	71-80 Duplicate Others VIII
	81-90 Duplicate Others IX
	91-00 Duplicate Others X
25-26	Elongation
27-28	Empower Object

<u>Roll</u>	<u>Power</u>
29-30	Enhanced Regeneration; roll below
	01-17 Enhanced Regeneration II
	18-34 Enhanced Regeneration III
	35-51 Enhanced Regeneration IV
	52-67 Enhanced Regeneration V
	68-84 Enhanced Regeneration VI
	85-00 Enhanced Regeneration VII
31-32	Enlarge
33-34	Enlarge Object
35-36	Flesh to Object
37-38	Friction Control
39-40	Graft; roll below
	01-11 Graft Animals
	12-22 Graft Cybernetics Others
	23-33 Graft Cybernetics Self
	34-44 Graft Insects
	45-55 Graft Objects
	56-66 Graft Others
	67-77 Graft Others II
	78-89 Graft Plants
	90-00 Graft Self
41	Harm
42	Hydrokinesis II
43-44	Increase/Decrease
45-46	Infectious
47	Item Creation
48	Liquefy
49-54	Manipulate; roll below
	01-20 Manipulate Adipose
	21-40 Manipulate Attributes
	41-60 Manipulate Density
	61-80 Manipulate Flesh
	81-00 Manipulate Liquid
55-56	Metamorph; roll below
	01 Metamorph Acid
	02 Metamorph Air
	03 Metamorph Alternate Self
	04 Metamorph Alternate Self Others
	05 Metamorph Animal
	06 Metamorph Artifact

<u>Roll</u>	<u>Power</u>
07-08	Metamorph Cartoon
09-10	Metamorph Cloud
11	Metamorph Copper
12	Metamorph Crystal
13-14	Metamorph Diamond
15-16	Metamorph Digital
17-18	Metamorph Dinosaur
19-20	Metamorph Dragon
21-23	Metamorph Earth
24-26	Metamorph Electrical
27-29	Metamorph Electromagnetic
30-32	Metamorph Fire
33-35	Metamorph Ice
36-38	Metamorph Insect
39-41	Metamorph Iron
42-44	Metamorph Lead
45-47	Metamorph Light
48-50	Metamorph Liquid
51-52	Metamorph Liquid Metal
53-54	Metamorph Lycanthrope
55-56	Metamorph Machine
57-58	Metamorph Magma
59-60	Metamorph Magnetic
61-62	Metamorph Monster
63-64	Metamorph Mythic Animal
65	Metamorph Oil
66	Metamorph Ooze
67	Metamorph Others
68	Metamorph Plant
69-70	Metamorph Radiation
71-72	Metamorph Shadow
73-74	Metamorph Silver
75-76	Metamorph Smoke
77-78	Metamorph Snow
79-80	Metamorph Sound
81-82	Metamorph Sponge
83-84	Metamorph Steam
85-86	Metamorph Supernatural
87-88	Metamorph Swarm
89-90	Metamorph Tar
91	Metamorph Tin

<u>Roll</u>	<u>Power</u>	<u>Roll</u>	<u>Power</u>
	92 Metamorph Toy		19-36 Regenerate Others II
	93-94 Metamorph Titanium		37-51 Regenerate Others III
	95-96 Metamorph Undead		53-68 Regenerate Others IV
	97-98 Metamorph Void		69-84 Regenerate Others V
	99-00 Metamorph Wood		85-00 Regenerate Others VI
57-58	Mimicry; roll below	72	Reincarnate Others
	01-05 Alternate Self	73	Revive
	06-11 Animal	74	Self Duplication; roll below
	12-16 Art		01-10 Self Duplication I
	17-22 Dinosaur		11-20 Self Duplication II
	23-28 Dragon		21-30 Self Duplication III
	29-34 Energy		31-40 Self Duplication IV
	35-40 Fictional		41-50 Self Duplication V
	41-46 Insect		51-60 Self Duplication VI
	47-52 Machine		61-70 Self Duplication VII
	53-58 Monster		71-80 Self Duplication VIII
	59-64 Mythic Animal		81-90 Self Duplication IX
	65-70 Object		91-00 Self Duplication X
	71-76 Supernatural	75-76	Sense Restoration
	77-82 Technology I	77-80	Shapeshift; roll below
	83-88 Technology II		01-33 Shapeshift I
	89-94 Undead		34-66 Shapeshift II
	95-00 Videogame		67-00 Shapeshift Others
59	Movement Leech	81	Solar Sustenance
60	Necroscopic Touch	82	Solidify
61	Object Duplication	83-84	Spectrum Control
62	Phase	85-86	Spontaneous Mutation; roll below
63-64	Power Absorption; roll below		01-50 Spontaneous Mutation Other
	01-10 Power Absorption I		51-00 Spontaneous Mutation Self
	11-20 Power Absorption II	89-90	Two D
	21-30 Power Absorption III	91-92	Wall Crawl
	31-40 Power Absorption IV	95-96	Weapon Limb
	41-50 Power Absorption V	97-98	Weapon Merge
	51-60 Power Absorption VI	99-00	Webbing
	61-70 Power Absorption VII		
	71-80 Power Absorption VIII		
	81-90 Power Absorption IX		
	91-00 Power Absorption X		
65-66	Puppet II		
67	Purify		
68	Putrefy		
69-71	Regenerate Others; roll below		
	01-18 Regenerate Others I		

Roll	Power	Roll	Power
17-32	Defensive		
01-18	Absorption; roll below		73-76 Plant
	01-12 Energy		77-80 Reductive
	13-24 Energy II		81-84 Shadow
	25-36 Kinetic		85-88 Solar
	37-48 Kinetic II		89-92 Sonic
	49-60 Mana		93-96 Terrakinetic
	61-72 Psionic		97-00 Void
	73-84 Shadow	87-88	Ignore Attacks
	85-00 Sound	89-90	Immunity
19-20	Acid Blood	91-92	Orb
21-22	Adaptable Defense; roll below	93-94	Poison Blood
	01-50 Adaptable Defense I	95-98	Reflect; see below
	51-00 Adaptable Defense II		01-50 Reflect I
23-24	Anchor; roll below		51-00 Reflect II
	01-50 Anchor I	99-00	Unique
	51-00 Anchor II		
25-26	Bubble Protection		
28-42	Deflection; roll below		
	01-20 Aerokinetic		
	21-40 Hydrokinetic		
	41-60 Magical		
	61-80 Pyrokinetic		
	81-00 Terrakinetic		
43-86	Field; roll below		
	01-04 Acid		
	05-08 Aerokinetic		
	09-12 Aerokinetic II		
	13-16 Anti Mana		
	17-20 D'arqueness		
	21-24 Earth		
	25-28 Electrical		
	29-32 Fire		
	33-36 Force		
	37-40 Gravity		
	41-45 Hydrokinetic		
	45-48 Ice		
	49-52 Laser		
	53-56 Magnetic		
	57-60 Mana		
	61-64 Matter		
	65-68 Metal		
	69-72 Microwave		

Roll	Power	Roll	Power
33-48	Mental Manipulation	18	Cryokinesis
01	Absorb Skill	19	CSI
02	Adhesive Bubbles	20	D/Evolve; roll below
03	Aerialkinesis; roll below		01-50 D/Evolve
	01-33 Aerialkinesis		51-00 D/Evolve Object
	44-66 Aerokinetic Speed	21	Danger Sense
	67-00 Aerokinetic Strength	22	D'arque Communication
04	Alternate Selves Connection	23	Daydream
05	Animal Companion	24	Death Stare
06	Animate; roll below	25	Detect Meta
	01-13 Animate I	26	Detonate
	21-26 Animate II	27	Diagnose
	27-40 Animate III	28	Divination
	41-52 Animate IV	29	Domination; roll below
	51-64 Animate V		01-33 Domination I
	65-76 Animate VI		34-66 Domination II
	75-88 Animate VII		67-00 Domination III
	89-00 Animate VIII	30	Earthquake
07	Aura; roll below	31	Electrokinesis
	01-25 Disguise	32	Emergency Bond
	26-50 Divine	33	Empathic; roll below
	51-75 Life		01-33 Empathic
	76-00 Mana		34-66 Ecological
08	Backfire		67-00 Vampirism
09	Bibliophile	34	Empower Device
10	Blend	35	Energy Avatar
11	Bubble Communication	36	Enhanced Cognition; roll below
12	Chronokinesis		01-50 Enhanced Cognition I
13	Combat Reflexes		51-00 Enhanced Cognition II
14	Control; roll below	37	Event; roll below
	01-10 Animal		01-50 Anchor
	11-20 Emotion		51-00 Displacement
	21-30 Fabric	38	Exorcism
	31-40 Insect	39	External Metabolism
	41-50 Mirror	40	Extradimensional Storage; roll below
	51-60 Monster		01-50 Extradimensional Storage I
	61-70 Parchment		51-00 Extradimensional Storage II
	71-80 Plant	41	Ghost Stealth
	81-90 Spirit	42	GPS
	91-00 Undead	43	Gravitykinesis
15	Cosmic Awareness	44	Heads Up Display
16	Create Object		
17	Create Solid Energy Construct		

<u>Roll</u>	<u>Power</u>	<u>Roll</u>	<u>Power</u>
45	Hearing; roll below 01-50 Aerokinetic 51-00 Parabolic		41-46 Matter IV
46	Holographic Projection		47-52 Music
47	Holy Weapon		53-58 Neural
48	Hydrokinesis		59-64 Paradox
49	Hypnotism		65-70 Probability
50	Illusion		71-76 Radiowaves
51	Immovable		77-82 Shadows
52	Information Storage; roll below 01-25 Information Storage I 26-50 Information Storage II 51-75 Information Storage III 76-00 Information Storage IV		83-88 Spheres
53	Insanity		89-94 Weather
54	Insight		95-00 Writing
55	Intimidate	60	Mechakinesis; roll below 01-20 Mechakinesis I 21-40 Mechakinesis II 41-60 Mechakinesis III 61-80 Mechakinesis IV 81-00 Mechakinesis V
56	Invisibility; roll below 01-25 Invisibility I 26-50 Invisibility II 51-75 Invisibility III 76-00 Invisibility IV	61	Medium
57	Karma; roll below 01-50 Karma I 51-00 Karma II	62	Memory; roll below 01-25 Ancestral Memory 26-50 Memory Repair 51-75 Memory Replication 76-00 Total Memory
58	Language; roll below 01-12 Language I 13-24 Language II 23-36 Language III 37-48 Language IV 49-61 Language V 62-74 Language VI 75-87 Language VII 88-00 Language VIII	63	Mental; roll below 01-11 Mental Backup 12-22 Mental Blast 23-33 Mental Control 34-44 Mental Drain 45-55 Mental Freeze 56-66 Mental Message 67-77 Mental Probe 77-88 Mental Repair 89-00 Mental Shield
59	Manipulate; roll below 01-05 Adhesive 06-10 Clouds 11-15 Ectoplasm 16-20 Kinetic 21-25 Locks 26-30 Matter 31-35 Matter II 36-40 Matter III	64	Mirrored Pain
		65	Nullify
		66	Omni; roll below 01-33 Omnisense 34-66 Omnittracking I 67-00 Omnitracking II
		67	Overload
		68	Overdrive
		69	Postcognitive; roll below 01-14 Postaudience 15-28 Postcognition

Roll	Power
	29-42 Postempathy
	43-56 Postgustance
	57-70 Postolfaction
	71-84 Posttactileness
	85-00 Posttelepathy
70	Precognition
71	Prophecy Construction
72	Psi Weapon
73	Psychic; roll below
	01-50 Psychic Combat
	51-00 Psychic Interference
74	Psychokinesis
75	Psychometry
76	Puppet
77	Pyrokinesis
78	Radar Sense
79	Refuse to die
80	Reanimate
81	Reincarnate
82	Relive; roll below
	01-50 Injury
	51-00 Trauma
83	Replay; roll below
	01-50 Replay
	51-00 Replay II
84	Respawn; roll below
	01-33 Respawn
	34-66 Respawn II
	67-00 Respawn Roulette
85	Rewind
86	Sensory Distance; roll below
	01-20 Clairaudience
	21-40 Clairgustation
	41-60 Clairolfaction
	61-80 Clairtactileness
	81-00 Clairvoyance
87	Situational Synchronicity
88	Sleep
89	Sonar Sense
90	Soul; roll below
	01-50 Soul Absorption
	51-00 Soul Purification
91	Speech Throwing

Roll	Power
92	Suspended Animation
93	Tattoo
94	Telekinetics; roll below
	01-50 Telekinesis
	51-00 Telekinetic Surgery
95	Telepathy
96	Telereception
97	Terrakinesis
98	Vertigo
99	Vision; roll below
	01-15 Chronal Vision
	16-30 Dimensional Vision
	31-45 Entropic Vision
	46-60 Floating Eye
	61-80 Perspective Vision
	81-00 True Sight
00	Willpower

Roll	Power
49-64	Offensive
01-02	Attraction/Repulsion
03-04	Buzzsaw
05-06	Brittle
07-09	D'arque Punch
10-12	Deconstitute
13-68	Emission; roll below
01	Acid
02	Acid II
03	Acid Cage
04	Acid Net
05	Additional Limb
06	Aerokinetic
07	Aerokinetic II
08	Aerokinetic Bomb
09	Aerokinetic Cage
10	Aerokinetic Net
11	AntiMana Cage
12	AntiMana Net
13	Binding
14	Bomb
15	Bomb Touch
16	Chronal Blast
17	Chronal Bomb
18	Chronal Cage
19	Claws Energy
20	Claws D'arqueness
21	Claws Electrical
22	Claws Fire
23	Claws Ice
24	Cold
25	Cryokinetic Bomb
26	D'arqueness Weapon Melee
27	Electrical Cage
28	Electrical Net
29	Electricity
30	Electrokinetic Bomb
31-32	Energy Cage
33-34	Energy Lasso
35-36	Energy Net
37-38	Energy Weapon Melee
39-40	Energy Weapon Ranged

Roll	Power
41-42	Explosive Cage
43-44	Fire
45-46	Fire Cage
47	Fire Net
48	Gas Sphere
49	Gravitonic Bomb
50	Gravitonic Pulse
51-52	Gravity Cage
53-54	Gravity Net
55	Hydrokinetic
56	Hydrokinetic Sphere
57-58	Ice Cage
59-60	Light
61-62	Magma
63-64	Magma Cage
65-66	Magma Net
67	Mana
68	Matter
69-70	Matter Cage
71-72	Matter Net
73-74	Microwave
75-76	Microwave Cage
77-78	Microwave Net
79-80	Multiple Ballistic
81-82	Plant Cage
83-84	Plant Net
85-86	Projectile
87	Pyrokinetic Bomb
88	Pyrotechnics
89-90	Shadow
91-92	Solar
93-94	Solar Cage
95-96	Solar Net
97	Sonic
98	Sonic Bomb
99	Sonic Cage
00	Vibration
69-70	Energy Kick
71-72	Energy Punch
73-74	Explode
75-76	Glow

<u>Roll</u>	<u>Power</u>
77-98	Infuse Weapon; roll below
01-02	Accurate
03-04	Acid
05-06	Aerokinetic
07-08	Affects Intangible
09-10	Area Affect
11-12	Area Affect Mobile
13-14	Area Bind
15-16	Cold
17-19	Combat Dance
20-22	Cone Effect
23-25	Contagious
26-28	Continuous Effects
29-31	Continuous Hit
32-34	Delayed Effect
35-37	Electrical
38-40	Explosive
41-42	Fire
43-44	Gas
45-46	Homing Attack
47-49	Hydrokinetic
50-52	Invisible Effects
53-55	Knockback
56-58	Light
59-61	Negate
62-64	No Range
65-67	Piercing
68-70	Precise
71-73	Projectile
74-76	Rapid Fire
77-79	Ricochet
80-82	Shadow
83-85	Silence
86-88	Sonic
89-91	Split Attack
83-91	Split Attack No Loss
92-94	Telescoping
95-97	Vibration
98-00	Works in Unsuitable Environment
99-00	Poison Breath

<u>Roll</u>	<u>Power</u>
65-84	Physical Enhancement
01-02	Accelerated Hearing
03-04	Bio Tap
05-06	Blur
07-08	Claws
09-10	Consumptive Regeneration
11-12	Consumptive Regeneration II
13-14	Dig
15-16	Emission Adhesive Spit
17-18	Emission Explosive Fart
19-20	Emission Sonic Fart
21-22	Emission Toxic Fart
23-24	Enhanced Agility
25-26	Enhanced Breath
27-28	Enhanced Charisma
29-30	Enhanced Hearing
31-32	Enhanced Leap
33-34	Enhanced Molecular Structure
35-36	Enhanced Movement
37-38	Enhanced Regeneration
39-40	Enhanced Scent
41-42	Enhanced Smell
43-45	Enhanced Stamina
46-48	Enhanced Strength
49-50	Enhanced Taste
51-54	Enhanced Touch
55-56	Enhanced Voice
57-58	Fangs
59-60	Feign Death
61-62	Hallucinogenic Phermones
63-64	Matter Consumption
65-66	Photographic Reflexes
67-69	Prehensile Hair
70-72	Prehensile Tail
73-74	Prehensile Tongue
75-76	Razor Skin
77-78	Spare Organ
79-80	Unfeel
81-97	Vision; roll below
01-09	Accelerated Vision
10-18	Aura Vision
19-27	D'arque Vision
28-36	Independent Vision

<u>Roll</u>	<u>Power</u>
	37-45 Micro Vision
	46-54 Night Vision
	55-63 Penetra Vision
	64-72 Spectrum Vision
	73-81 Telescopic Vision
	82-90 Thermal Vision
	91-00 Ultra Violet Vision
98-00	Water Freedom

<u>Roll</u>	<u>Power</u>
85-00	Travel
01-02	Alternate Reality Retrieval
03-04	Astral Body
05-06	Biblioportation
07-08	Chronal; roll below
	01-25 Chronal Retrieval
	26-50 Chronal Shift I
	51-75 Chronal Shift II
	76-00 Chronal Shift III
09-10	Cyberspace Walking
11-12	D'arqueportation; roll below
	01-50 D'arqueportation I
	51-00 D'arqueportation II
15-18	Dimensional Shift; roll below
	01-33 Dimensional Shift 1
	34-66 Dimensional Shift II
	67-00 Dimensional Shift Fantasy
19-20	Dreamwalk
21-22	Emapthicportation
23-26	Enhanced Movement Spin
27-66	Flight; roll below
	01-06 Aerokinetic Flight
	07-12 Electrical Flight
	13-18 Electrokinetic Flight
	19-24 Explosive Flight
	25-30 Hydrokinetic Flight
	31-36 Hydrokinetic Flight II
	37-44 Magnetic Flight
	45-52 Microwave Flight
	53-60 Platform Flight
	61-68 Sonic Flight
	69-76 Telekinetic Flight
	77-84 Thermal Flight
	85-92 Void Flight
	93-00 Winged Flight
67-70	Flight, Space; roll below
	01-33 Lightspeed
	34-66 Hyperspace
	67-00 Jump
71-72	Gateway; roll below
	01-50 Gateway I
	51-00 Gateway II
73-74	Hydroportation

Roll	Power
75-76	Isoportation
77-78	Jaunt
79-80	Mirrorportation
81-82	Possibility Shift
83-84	Pyroportation
85-86	Pyroportation II
87-88	Sandswim
89-90	Shadowportation
91-92	Sonicportation
93-94	Sonicportation II
95-96	Teleportation; roll below
	01-25 Teleportation I
	26-50 Teleportation II
	51-75 Teleportation III
	76-00 Rapid Teleportation
97-98	Telereformation
99-00	Transport Trigger

Section 2: Alteration

Powers

360 DEGREE ROTATION

The character can rotate their neck, torso, arms and legs turning them at any angle they want.

5 points to buy this power. It cannot be rebought.

ABILITY BOOST

Ability boost allows its possessor to temporarily augment - significantly - any one trait of his choice. When activated, its wielder can choose one attribute to temporarily enhance by +1 point per 5 WIS. This lasts only for 1 turn per WIS. Once it wears off, ability boost may not be used again for an hour - at least, not without degrading its overall capability. For each additional use without a one hour 'cool down', ability boost loses -1 point of its overall effectiveness.

10 points to buy this power. +1 attribute each time rebought.

ABILITY BOOST OTHERS

Ability boost allows its possessor to temporarily augment - significantly - any one trait of his choice of anyone within sight. When activated, its wielder can choose one attribute to temporarily enhance by +1 point per 5 WIS. This lasts only for 1 turn per WIS. Once it wears off, ability boost may not be used again for an hour - at least, not without degrading its overall capability. For each additional use without a one hour 'cool down', ability boost loses -1 point of its overall effectiveness.

10 points to buy this power. +1 attribute each time rebought.

ABSORB LIFE

The character can absorb the life force of any organism that he touches and add it to his own at a rate of 1 day of life per WIS per round that he touches the victim, +1 day per level. This is permanent unless the stealer gives it back or dies.

10 points to buy this at 1 day of life per WIS. +1 day each time rebought.

ABSORB MASS

The character can absorb the mass of anything that he touches and add it to his own. The more he absorbs the larger and heavier he becomes. Each time he absorbs the equivalent of his own body weight he can reduce his AC by 1 and increase his STR by 1 and HPs by 2.

Living things are not killed by the absorption process and are perfectly fine once released, although likely less than happy about the experience. He can hold the extra mass for 1 round per WIS, +1 round per level.

10 points to buy this power. +1 round per WIS each time rebought.

ACIUKINESIS

The character can control the sharpness of any object, either imbuing or taking the quality of sharpness away. Sharp edges cut better, while non-edged surfaces or objects, can be imbued to cut through nearly anything. Or he can remove the sharpness from things, turning knives and other edged weapons into awkward bludgeons against the user. The effect lasts for one hour per WIS and requires that the item either be touched or seen. 1 object per WIS at a time, +1 per level.

10 points to buy this power. +1 object each time rebought.

ADAPT

There are two separate components to this power;

1) Can adapt to any atmosphere within 1 hour, -1 minute per CON. Thereafter can switch between environment types at will (but must first adapt to each individual environment).

2) Can adapt to any temperature within 1 hour, -1 minute per CON. Thereafter can switch between temperature types at will (but must first adapt to each individual environment). +4 CON, +3 on all saves.

5 points to buy Atmosphere Adaptation.

5 points to buy Temperature Adaptation.

ADDITIONAL BODY PART

The character can temporarily grow additional body parts such as mouths, eyes, ears, noses, fingers or toes on themselves. He can create one per 3 WIS. The limb has the character's normal attributes. The character is of course limited by the amount of space available on his body.

5 points to buy this power. +3 body parts each time rebought.

ADDITIONAL LIMB II

The character can temporarily grow one additional arm, leg or head per 5 WIS. The limb has the character's normal STR and DEX and does an additional D6 damage per 5 WIS +D6 per level. The character is of course limited by the amount of space available on his body. 5 points to buy this power. +D6 damage or +1 new type of limb each time rebought.

ADDITIONAL LIMB III

The character can temporarily attach one additional appendage created from an outside source such as machines, plants, branches, tyres, weapons, etc. He can create one per 5 WIS. The limb may grant additional abilities depending of from what kind of mechanical features they have and what limb they replace. The character is of course limited by the amount of space available on his body. 5 points to buy this power. +1 additional limb each time rebought.

ALTER METABOLISM

The character can manipulate his metabolism in several ways;

- 1) Once per melee per level the character can initiate a surge of adrenalin which gives +1 Initiative, +1 on Thac0, and +1 attack. +1 to all of these bonuses every 3 levels.
- 2) He can go without food or water for an additional day per level longer than normal.
- 3) He can also manage without sleep for an additional 2 days, +8 hours per level. 5 points to buy this power. It cannot be rebought.

ALTER OBJECT

The character can examine objects and later recreate them from memory. He can alter any other object into the one he wants. The only limitation is size. While a gun would be easy to recreate, a truck would require something of equal size. The character can retain a number of different items equal to his WIS +1 per level. eg. a 3rd level character with a WIS of 11 can recreate 14 different items. If the character's repertoire of items is full one must be forgotten to remember another one.

10 points to buy this power. +1 object each time rebought.

ANATOMIC SEPARATION

With this power the hero can spontaneously and harmlessly separate his body into independently functioning segments. Physiological functions like blood flow and neural activity continue in the same manner as if the body were whole. He can detach one part of his body per 4 WIS, +1 per level.

Detached parts cannot regenerate if the body is destroyed unless the hero has a regenerative power. If any detached part is damaged or destroyed, the hero suffers the normal damage. His body also reassembles immediately, if possible.

The practical basis for this is the power of Gateway/Spacewarp targeted on the hero's own body. In "game reality" the hero forms two parallel Spacewarps at the desired point of detachment, then shifts the location of the outer warp. The perceived result is that part of the hero's body detaches and flies off on its own. Normally the majority of the hero's body acts as an anchor and cannot be moved by shifting the Spacewarps. The hero can develop power stunts with which he can transport himself. (Example: the hero sends out a hand to grab onto a distant object and then pulls himself to it). The maximum range is WIS x 1 metre +1 metre per level. Each additional detachment decreases the range by -1 metre for a cumulative effect.

Separating the legs from the torso does not cause the hero to fall. Rather the torso can move freely about on its own at normal MR.

10 points to buy this. It cannot be rebought.

ANATOMIC SEPARATION II

The character can split his own body apart into pieces and control the said pieces however he wishes, by levitating them away from the main body and using them as they were connected to user. He is immune to cutting and being slashed because he can just pull his body back together again. He can also remove his own organs without dying and will neither bleed to death nor die without brain or heart. He can detach one part of his body per 4 WIS, +1 per level.

Detached parts cannot regenerate if the body is destroyed unless the hero has a regenerative power. If any detached part is damaged or destroyed, the hero suffers the normal damage. His body also reassembles immediately, if possible.

Detached segments can travel at normal MR while involuntary reattachment due to injury is instantaneous. The maximum range is WIS x 1 metre +1 metre per level. Each additional detachment decreases the range by -1 metre for a cumulative effect.

If a single detached segment is prevented from returning to the body once he wills it or is unconscious, the rest of the hero's body is instantly drawn to the missing piece. Any intervening barrier is destroyed, doing damage to the hero appropriate to the barrier. If there are two or more missing parts, the rest of the hero's body is instantly drawn to a point midway between them. From there he can move freely in order to recover himself.

Separating the legs from the torso does not cause the hero to fall. Rather the

torso can move freely about on its own at normal MR.

This power lends itself to several useful stunts. A self-propelled swordarm is handy in a fight. A hero facing a toxic cloud could leave his nose behind. A blade cannot sever something already detached.

10 points to buy this. It cannot be rebought.

ANTIDOTE

The character's body is capable of creating cures for poisons, venoms and toxins of any kind. He must first ingest whatever the victim has taken. His body then synthesizes a cure in the form of spit which the victim must swallow.

Once swallowed the victim gains +1 per 2 CON to save vs Toxins. The character is immune to all forms of toxins.

5 points to buy this power. +1 save each time rebought.

ARMOUR

The character can create a complete body covering of a super hardened bone substance which can be extended and retracted as desired. It has an AC of 5 -1 per character's CON, and an HPs equal to the character's CON x100. The character has enough air to last his CON x1 minute, +1 minute per level. It can withstand the vacuum of space, deep water up to CON x100 fathoms, CON x100 rads, CON x -100C degrees cold, CON x 100C heat, and CON x10 gravity.

10 points to buy this at with the base rates. +100 HPs, +100 fathoms, +100 rads, -100C cold, +100C heat, and +10 gravity each time rebought.

ATTRIBUTE LEECH

You can temporarily drain attribute points from any one person within WIS x1 metre radius and add them to your own (this does include HPs). However the points can only be transferred between the same attributes.
 eg. The hero has 18 STR, victim has 15 STR and 10 CHA. The hero could drain up to 17 STR and add it to his own giving him 35 STR. However he cant add the CHA points to his STR, although he can add the victim's CHA to his CHA.
 You can drain up to 1 attribute point per WIS, + half your WIS per level. If he can drain 20 points he can either drain all 20 from 1 attribute or 10 from 2, etc. Attributes can never be reduced to 0, 1 point must always remain.
 10 points to buy this and leech 1 victim.
 +1 victim each time rebought.

BATTERY, CHI

Identical to Energy Battery but instead the character generates Chi which others can draw from and use. He can generate up to WIS x10 chi per hour.
 5 points to buy this. +10 chi each time rebought.

BATTERY, ENERGY

One of the major weaknesses of advanced technology is the incredible power requirements involved. Whether you're talking about the immense energy necessary to fire a practical laser weapon or to propel a vehicle through the inky depths of space, high tech toys need a lot of juice to function properly. And on occasion, when one runs out of said juice, it's not all that easy to go and pick up more. Enter the artificial power source ability. Using this ability, a

character can provide the energy a device requires to function. He is a living power source for anything that requires any form of energy to run. The character can generate up to WIS x1 megawatt per hour.
 5 points to buy this. +1 megawatt each time rebought.

BATTERY, MANA

Identical to Energy Battery but instead the character generates Mana which others can draw from and use. He can generate up to WIS x10 mana per hour.
 5 points to buy this. +10 mana each time rebought.

CHEMICAL SECRETION

The character's body is capable of synthesizing drugs of any kind from simple aspirins to heroin and secreting it from his body. The sweat can be licked directly or collected and put into a jar. Each level the character gains victims are an additional -1 to save against the drugs he secretes (eg. at 3rd level victims are -3 to save). The character can secrete up to 1 litre per WIS per day per level.
 5 points to buy this power. +1 litre each time rebought.

COSTUME CHANGE

This character has the ability to summon any clothing he wants and exchange it with whatever he is currently wearing. The garments must either come from a predetermined location or from somewhere within his line of sight. He can summon 1 garment per 5 WIS.
 5 points to buy this power. +1 garment each time rebought.

DIGITIZE

The ability to alter an object into digital form. It can then be stored on a CD, DVD, Hard Drive, storage crystal, or whatever else is available on your world. The storage item must be touched by the character in order to digitize the object into it. Otherwise nothing happens and the object remains unaltered. The character can later release the object from the storage device. For every 1kg of weight around 100 meg of storage is required. This can be spread out over multiple storage devices though all need to be held to release an object. The object or person will be able to fully interact with any virtual world they have been stored in, including the internet. After turning an object into information the object can then be sent through to another location. The character can alter 10kgs per WIS +10kgs per level. 10 points to buy this power. +10kgs affected each time rebought.

DIMINISH OBJECT

This is identical to Diminutive except it applies to other objects. So instead of shrinking himself the character can instead shrink other objects and victims. When reducing size mass is not compressed into the reduced stature. Rather the mass is somehow extended into an extraphysical dimension from which the mass is later reclaimed automatically once size is increased. Size can be reduced by 10% per WIS. This can then be reduced by a further 10% per level.

MR changes from metres per minute to centimetres per minute. If taken twice then gain Atomic Shrinkage which allows you to reduce the size of your

atoms, thus reducing overall size and mass. Strength and HPs remains proportional to the hero's current size. This is the only form that enables the hero to reach a microverse. 10 points to buy this power. +10 to buy atomic shrinkage. It cannot be rebought beyond this.

DIMINUTIVE

This is the ability to get a lot smaller. When reducing size mass is not compressed into the reduced stature. Rather the mass is somehow extended into an extraphysical dimension from which the mass is later reclaimed automatically once size is increased. Size can be reduced by 10% per WIS. This can then be reduced by a further 10% per level.

MR changes from metres per minute to centimetres per minute. If the character retains his mass then only MR reduced as above (all else remains same). If taken twice then gain Atomic Shrinkage which allows you to reduce the size of your atoms, thus reducing overall size and mass. Strength and HPs remains proportional to the hero's current size.

This is the only form that enables the hero to reach a microverse. While this is the most popular form of Shrinking, it has a potentially deadly disadvantage. As the hero's atoms shrink they can no longer interact with other, normal size atoms. As a result the hero cannot breathe, drink, or eat normal-size matter. Fortunately the power envelops the hero with an aura that temporarily reduces all atoms to be consumed.

10 points to buy this power. +10 to buy atomic shrinkage. It cannot be rebought beyond this.

DUPLICATE OTHERS I

The character can create one double per 2 WIS +1 per level, of any one person he touches (but not any equipment he is carrying). All replicas can be controlled by the character and everything they see and hear the character will see and hear. 10 points to buy this at one double per 2 WIS. +1 double per WIS and +1 person duplicated each time rebought.

DUPLICATE OTHERS II

This is the bizarre ability to reach into alternate realities and pull over copies of another person. This gives you a potentially unlimited army of doppelgangers. The doppelgangers are distinctively different from the original, either by dress, haircut, colour, etc. This power requires a full melee of concentration to summon one double who appears anywhere within his line of sight. The character can summon one double per 2 WIS, +1 per level.

The double must be worked out ahead of time by the GM.

10 points to buy this at one double per 2 WIS. +1 double per WIS, and +1 person copied each time rebought.

DUPLICATE OTHERS III

The character can create one double per 2 WIS +1 per level, of any one person he touches (but not any equipment he is carrying). However with each new duplicate, the doubles (but not the character) reduce their height, weight and HPs by half. This is because they are spreading their collective mass out between each person. All replicas can be

controlled by the character and everything they see and hear the character will see and hear.

5 points to buy this at one double per 2 WIS. +1 double per WIS, and +1 person affected each time rebought.

DUPLICATE OTHERS IV

The character can create an energy duplicate of 1 person and have have them fight alongside the person. He can create one double per 2 WIS, +1 per level. The duplicates are totally mindless able to obey only the simplest of commands (eg. protect me, slay him, carry her, etc.). The duplicate's stats are; INT 1, WIS 1, CHA 1, STR (character's STR +10), DEX (character's DEX +5), CON (character's CON +20), MR (character's MR +5), and HPs (character's HPs x2).

10 points to buy this at one double per 2 WIS for 1 person. +1 double per WIS, and +1 person each time rebought.

DUPLICATE OTHERS V

The character can create ghostly duplicates of another person and have them fight alongside the person. He can create one double per 2 WIS, +1 per level. The duplicates are totally mindless able to obey only the simplest of commands (eg. protect me, slay him, carry her, etc.). The duplicate's stats are; WIS 1, WIS 1, CHA 1, STR (character's STR +10), DEX (character's DEX +5), CON (character's CON +20), MR (character's MR +5), and HPs (character's HPs x2).

The character's ghosts cannot harm anything physical, instead being able to fight the intangible and ethereal.

10 points to buy this at one double per 2 WIS for 1 person. +1 double per WIS, and +1 person each time rebought.

DUPLICATE OTHERS VI

The ability to use the effects of force to replicate another person. The character simply hits another person with non-lethal force, and the kinetic energy from the momentum creates a double of the other person. The character can create one double of per 2 WIS, +1 per level of 1 person (but not any equipment he is carrying). All replicas can be controlled by the character and everything they see and hear the character will see and hear. 10 points to buy this at one double per 2 WIS for 1 person. +1 double per WIS, and +1 person each time rebought.

DUPLICATE OTHERS VII

The character can transform other people into exact, hive-minded, duplicates of 1 selected person, both physically and in persona. The effect lasts for WIS x1 minute and he can affect up to one person per 2 WIS, +1 per level. They must be within 1 mtr per WIS radius of the person he selects to be duplicated. All replicas are hosts of a single collective mind and everything they see and hear the character will see and hear. 10 points to buy this at one double per 2 WIS. +1 double and +1 mtr radius per WIS each time rebought.

DUPLICATE OTHERS VIII

The character can transform any animals into exact, hive-minded, duplicates of 1 selected person, both physically and in persona. The effect lasts for WIS x1 minute and he can affect up to one person per 2 WIS, +1 per level. They must be within 1 mtr per WIS radius of

the person he selects to be duplicated. All replicas are hosts of a single collective mind and everything they see and hear the character will see and hear. 10 points to buy this at one double per 2 WIS. +1 double and +1 mtr radius per WIS each time rebought.

DUPLICATE OTHERS IX

The character can create alternate versions of others and place them in other dimensions, universes or timelines (even in universes, dimensions and timelines that aren't theirs), giving them skills, powers and even their own histories. The character can create one double of 1 person per 2 WIS, +1 per level (but not any equipment he is carrying). All replicas can be controlled by the character and everything they see and hear the character will see and hear. 10 points to buy this at one double per 2 WIS. +1 double per WIS each time rebought.

DUPLICATE OTHERS X

The character can create clones of other people, using mirrors and any reflective surfaces, manifesting the images/reflections into reality. The character can create one double of 1 person per 2 WIS, +1 per level (including any equipment he is carrying). All replicas can be controlled by the character and everything they see and hear the character will see and hear. 10 points to buy this at one double per 2 WIS. +1 double per WIS each time rebought.

ELONGATION

The ability to make your body elastic and malleable enabling distortion and elongation.

Neck and fingers can extend by 20 centimetres per WIS, +20 centimetres per level.

Arms can extend by 30 centimetres per WIS, +30 centimetres per level. Legs can extend by 50 centimetres per WIS, +50 centimetres per level. The body can extend by 1 metre per WIS, +1 metre per level. Or flatten to -1 centimetre thickness per level, may glide (see Animal Mimicry Bird entry).

His entire body can be condensed into a ball with a 50 centimetre radius and then bounce.

Kinetic attacks, collisions, explosions and falls only do half damage.

The amount the character can stretch in a round is equal to his maximum running speed.

10 points to buy this power. Can increase each elongation by +50% each time rebought.

EMPOWER OBJECT

With this potent power a character can build himself permanent psionic devices usable by himself or others. This power works by embedding a power in an otherwise inanimate objects. To begin with he must choose the item he wishes to be empowered with the ability; any old item will do, but it is usually good to pick something that isn't about to fall apart. In fact an empowered device tends to be more potent if real effort is put into the construction of an item, especially if the character makes it himself.

Secondly he must decide what powers he wishes to install within the device.

Powers to be used with Empowering are bought separately to normal and can only be used with the Empower Object power. The powers for this pool are bought at half cost, rounded down (thus

10 point powers are 5 points, and 5 point powers are 2 points). These powers cannot be used by the character outside of the object. eg. if he bought Emission Light the object would be able to fire lasers but not the character.

Further he needs to decide which powers are granted to the wielder and which are inherent to the device. For example, if an item has Enhanced Regeneration will the power apply to the item (in the event that it is damaged) or to the wielder (to help him recover his lost Hps).

Finally there is the matter of actually empowering the device. He can only impart one power per day +1 per level. The empowerment lasts one day per WIS, +1 day per level. Or he can make it permanent but be unable to use his Empower for one week.

10 points to buy this power. +1 power each time rebought or -1 day to recover from making an object permanent.

ENHANCED REGENERATION II

The ability to heal oneself at phenomenal rates by physically touching a specific element or material (the element must be specified when this power is first taken, it cannot be altered later). Examples include earth, fire, wood, shadows, steel, etc. +8 CON, +25 HPs, +6 vs. Poisons, Gases, Drugs, and Diseases. Recover 1 HP per minute and heal any broken bones x4 faster with no skin scarring. Fire, heat and cold are only 25% effective, while poisons, Gases, Drugs and Disease are only 15% effective.

10 points to buy this power.

If rebought can regenerate 1 limb once per day taking D4 hours.

If rebought again can regenerate 1 organ per 2 days taking 2D4 hours and are impervious to the transformative bite of vampires and certain werebeasts.

If rebought a third time then no longer age and if killed can regenerate completely so long as a single drop of blood remains. However each time that die must take an Insanity. Can only be killed through disintegration.

ENHANCED REGENERATION III

The ability to heal oneself at phenomenal rates by shedding their body skin or the specific wounded area leaving that wound on the old skin. +8 CON, +25 HPs, +6 vs. Poisons, Gases, Drugs, and Diseases. Recover 1 HP per minute and heal any broken bones x4 faster with no skin scarring. Fire, heat and cold are only 25% effective, while poisons, Gases, Drugs and Disease are only 15% effective.

10 points to buy this power.

If rebought can regenerate 1 limb once per day taking D4 hours.

If rebought again can regenerate 1 organ per 2 days taking 2D4 hours and are impervious to the transformative bite of vampires and certain werebeasts.

If rebought a third time then no longer age and if killed can regenerate completely so long as a single drop of blood remains. However each time that die must take an Insanity. Can only be killed through disintegration.

ENHANCED REGENERATION IV

The ability to heal oneself by taking any event that had happened and reverting it back to the state that it was previously in, as if the event never happened, thus effectively undoing any changes that occurred in said event. This could range

from something as simple as regenerating an arm that has already been severed and incinerated and the wound already sealed off, to rejecting death itself for resurrection (depending on the level of the power). The character can go back 1 day per WIS.

10 points to buy this power. If rebought can go back 1 week per WIS. If bought again 1 month per WIS. If bought again 1 year per WIS.

ENHANCED REGENERATION V

The ability to heal oneself at phenomenal rates by transferring any sustained damage to another. He can shift damage between individuals, regardless of whether it is physical, mental, disease, spiritual or supernatural.

When he transfers a disease to another being, it allows him to cure the subject while also making another sick in their place. +8 CON, +25 HPs, +6 vs.

Poisons, Gases, Drugs, and Diseases. Recover 1 HP per minute and heal any broken bones x4 faster with no skin scarring. Fire, heat and cold are only 25% effective, while poisons, Gases, Drugs and Disease are only 15% effective.

10 points to buy this power.

If rebought can regenerate 1 limb once per day taking D4 hours.

If rebought again can regenerate 1 organ per 2 days taking 2D4 hours and are impervious to the transformative bite of vampires and certain werebeasts.

If rebought a third time then no longer age and if killed can regenerate completely so long as a single drop of blood remains. However each time that die must take an Insanity. Can only be killed through disintegration.

ENHANCED REGENERATION VI

The character has tears that can heal any wound it touches. They can heal any living being including humans, animals, plants, etc. The tears must either be swallowed or placed into a wound.

- 1) Restore 1 HP per WIS, +1 per level per 10 minutes.
 - 2) Reduce the damage and duration of drugs, toxins and poisons by 4% per WIS, +1% per level and gives +1 to save per 4 WIS.
 - 3) Negate all pain for 1 minute per WIS, +1 minute per level.
 - 4) Immediately bring a comatose patient up to 1 HP per WIS and stabilize their condition (stops bleeding, binds wounds, etc.) for 15 minutes per level.
- 10 points to buy this power.

If rebought can regenerate 1 limb once per day taking D4 hours.

If rebought again can regenerate 1 organ per 2 days taking 2D4 hours.

ENHANCED REGENERATION VII

The characters can heal themselves by using kinetic energy to treat the body, galvanizing personal metabolic rates by stimulating cellular activity through kinetic interaction for induced regeneration. In other words slapping this person will accelerate their healing.

Recover 1 HP per WIS, and heal any broken bones x4 faster for each blow.

Fire, heat and cold are only 25% effective, while poisons, Gases, Drugs and Disease are only 15% effective.

10 points to buy this power.

If rebought can regenerate 1 limb per blow once per day taking D4 hours.

If rebought again can regenerate 1 organ per blow per 2 days taking 2D4 hours and are impervious to the transformative bite of vampires and certain werebeasts.

If rebought a third time then no longer age.

ENHANCED REGENERATION VIII

The character can become stronger, faster, more durable, etc. by sexuality, possibly unlocking abilities related to the power and enhancing the existing powers. The power can heal and repair any damage done to the body, mind and soul by having sex, sexual contact, or using sexual energy, which can repair damages done.

- 1) It restores 1 HP per WIS per turn of sex, +1 per level.
- 2) Reduce the damage and duration of drugs, toxins and poisons by 4% per WIS, +1% per level and gives +1 to save per 4 WIS.
- 3) Negate all pain for 1 minute per WIS, +1 minute per level.

10 points to buy this power.

If rebought can regenerate 1 limb once per day taking D4 hours.

If rebought again can regenerate 1 organ per 2 days taking 2D4 hours.

ENLARGE

The ability to increase one's size and mass. This process requires the rapid acquisition of bodily mass from an extra-dimensional source. This extra dimensional mass fortifies all the cellular tissue, including bones and muscles enabling him to support his increased weight and giving additional strength. +4 CON. Can grow +10% per WIS. Increase HPs +20, STR +1, MR +1, and weight +22.5kgs for every extra 10% of height.

10 point to buy this at +10% per WIS.

+10 points for each additional +10% per WIS. Thus bought twice = +20% per WIS.

ENLARGE OBJECT

A variation on Enlarge, this instead allows the character to increase the size and mass of other objects and victims. This process requires the rapid acquisition of bodily mass from an extra-dimensional source. This extra dimensional mass fortifies all the cellular tissue, including bones and muscles enabling organisms to support their increased weight and giving additional strength. Can grow +10% per WIS. Increase HPs +20, STR +1, MR +1, and weight +22.5kgs for every extra 10% of height. 10 point to buy this at +10% per WIS. +10 points for each additional +10% per WIS. Thus bought twice = +20% per WIS.

FLESH TO OBJECT

The ability to turn one person per level into one form of inorganic solid material. The solid can be of any one type chosen by the character at the time this power is selected. This power can permeate through woven material, but is not "conductive"; that is another individual in contact with the target cannot be affected. The person is totally paralysed while in this form though he remains alive. The effect lasts for one hour per WIS, +1 hour per level. 10 points to buy this power. +1 person each time rebought.

FRICTION CONTROL

This is the ability to eliminate traction on any part of the character's body. On his feet he can slide over almost any surface at a speed of 30kph, +5kph per level. He is also very difficult to catch or hold on to due to his slippery aura. +4 to any evasion rolls.

5 points to buy this at 30kph speed. +5kph each time rebought, with a maximum speed of 100kph.

GRAFT ANIMALS

The character can merge two or more separate animals into one new species. He can decide which animal is dominant in the union. It lasts for 1 minute per WIS, +1 minute per level. He can affect 1 animal per WIS. 10 points to buy this power. It cannot not be rebought.

GRAFT CYBERNETICS OTHERS

This power allows a character to add cybernetic enhancements to anyone he touches without the medical and technical knowledge to back him up. He can both make the implants, and connect them. Another, aspect of this power allows him to remove cybernetic devices without injury to the implants. Removing an implant though may end up killing the victim if he relied on the implants to perform basic biological functions (like a fake heart). 10 points to buy this power. It cannot be rebought.

GRAFT CYBERNETICS SELF

This power allows a character to add cybernetic enhancements to himself without the medical and technical knowledge to back him up. He can both make the implants, and connect them. Another, aspect of this power allows him to remove cybernetic devices without injury to the implants. 10 points to buy this power. It cannot be rebought.

GRAFT INSECTS

The character can merge two or more separate insects that he touches into one new species. He can decide which insect is dominant in the union. He can affect 1 insect per WIS at a time. This is permanent.

5 points to buy this power. It cannot not be rebought.

GRAFT OBJECTS

The character can merge two or more separate objects into one, regardless of whether the objects are organic, inorganic, living, dead, technological, etc. He can decide which parts of the objects are dominant in the union, what are deleted and which merge. Thus he can fuse inorganic materials and create new substances with all the strengths and none of the weaknesses of their precedents. So he could attach a gun to one arm and a sword to the other, wheels on the feet, etc. The only thing he cannot fuse is 2 organic beings. It lasts for 1 minute per WIS, +1 minute per level.

10 points to buy this power. It cannot not be rebought.

GRAFT OTHERS

The hero can psionically operate on, dissect, rearrange, and perform transplants without the need for normal medical techniques to ensure success. No matter how crude the conditions in which the operation is performed or how messy it proves to be, the subject's life force is preserved. There is no major blood loss nor will the body reject any transplants. This power even permits the character to perform acts beyond current medical science, like brain transplants.

10 points to buy this power. It cannot not be rebought.

GRAFT OTHERS II

The character can swap any external part of someone's body with an external part of someone else's body. This includes the head, arms, legs, and er genitals. It is permanent unless the user swaps them back.

10 points to buy this power. It cannot be rebought.

GRAFT PLANTS

The character can merge two or more separate flora that he touches into one new species. He can decide which plant is dominant in the union. He can affect 1 plant per WIS. This is permanent.

5 points to buy this power. It cannot not be rebought.

GRAFT SELF

The hero has the grotesque power to rearrange and perform transplants on his own organs and limbs. As before the hero's own life force is preserved. There is no major blood loss nor is there any need for recuperation. He can replace his hands, feet, arms, legs, eyes, ears, nose, etc with those of other life forms (even aliens) and take on the skills, abilities and powers of the being to whom the parts belonged. The hero can also add additional parts which normally he normally wouldn't possess such as wings, prehensile tail, etc.

10 points to buy this power. It cannot not be rebought.

HARM

With this power either one super ability or hand strikes used by the character do damage to beings considered to be normally invulnerable to such, even supernatural creatures or cosmic beings.

10 points to buy this power. It cannot not be rebought.

INCREASE/DECREASE

For 1 minute per 3 WIS(+1 minute per level) the character can double or halve either the range or damage of his own powers or anyone that he can touch or see.

5 points to buy this power. +1 minute each time rebought.

INFECTIOUS

The character can carry and transmit any existing non lethal disease via skin contact. As a side effect he is also completely immune to all diseases.

10 points to buy this power. Can also carry lethal viruses if rebought.

ITEM CREATION

This is a variation on Matter Manipulate. The character can produce actual objects from ambient subatomic particles and personal energy. The character can spontaneously create, from seeming nothingness, a vast array of electronic and/or mechanical implements. Said implements are built using ambient subatomic particles, which permeate the environment around oneself in limitless numbers. The trick is that one can only generate so much material with each use of this incredible ability.

Such items consist of only one piece and can be made from a limited amount of materials. Though this power can only produce one item at a time it can be used to make a more complex device by making it one piece at a time. This is unlike Matter Manipulate where you can only convert atomic structure. The two

powers however would work together very well.

This power differs from standard matter generation in that it cannot produce matter willy-nilly; anything it creates has to come in the form of memorized patterns, technological matter that can be used in some fashion. In other words, the possessor of device generation can create a pair of handcuffs or a laser blaster with it, but they must commit designs for the components involved to memory first. One can recall a number of distinct designs that is equal to their INT, +1 per level. Furthermore, the components of a sufficiently complicated device may actually require the memorization of multiple designs; a robot's 'brain' may necessitate one design, while its frame and moving parts require another, each kind of sensor consumes yet another, and any weapons involved might take even more. One strategy to work within this system may involve developing common parts for the power to make use of, saving design 'space'. Once a character has memorized his or her maximum amount of design patterns, they must either raise their INT trait or forget older designs to acquire more. The latter option is often the easiest, as not everyone can get smarter on demand. Of course, if one acquires the eidetic memory power during character generation (or at a later point), they can bypass this restriction on design memorization entirely.

When creating a device, the wielder of this power must first pass an ACTION roll of a difficulty determined by the form of materials they are generating. Devices made from a simple elemental material or alloy (such as chrome or

bronze) require a red ACTION roll, while blue ACTIONS are necessary when producing complex chemical compounds or artificial elemental material (such as semiconductors or bohrium).

A yellow power ACTION is only required when attempting to generate items out of fictional elements or compounds - these are most often materials that are campaign specific, or exist only within one's preferred fictional setting (things like Promethium, which is also a real element, but has fantastic fictional variants). Generating items out of such substances is incredibly hard, but not entirely impossible.

The amount of time such spontaneously generated devices persist is determined by a second ACTION roll, made after an initial success. A black ACTION makes it last for a number of turns equal to this power rank value, a red ACTION lets a device exist for a number of minutes equal to this power rank value, and a blue ACTION allows an item to persist for a number of hours equal to this power's rank value.

Finally, a yellow power ACTION creates devices from nowhere that last indefinitely.

Device generation functions within Very Near distance of its wielder, and then only within one's direct line-of-sight. Wielding this power at rank value 100, for example, would allow its possessor to generate matter anywhere within 100 yards of their person - assuming nothing lies between them and where they would like to create it. Created items have no inherent velocity, but gravity definitely affects them immediately.

Typically, a 'to hit' roll is not necessary when wielding this ability - it just makes

something, approximately where one would like it to manifest. However, if one is attempting to create matter in a fashion that is opposed somehow, such as generating a stun grenade over someone's head, a Coordination roll is required. Targets who are aware of such attempts may do everything in their power to avoid them.

Device generation is a bit expensive, but may be taken with a variety of limitations to reduce its cost somewhat - on top of those that are already indicated above, that is. One can easily limit it by reducing the kinds of materials it can generate; curtailing device generation to one kind of material (wood, plastic) is a weak limitation, while reducing it to a specific substance (ice, ytterbium) is a strong limitation.

Similarly, allowing a body to only build one item with this power - perhaps a trusty accessory - counts as a very strong limitation, extreme if it can only be made out of one substance, as well.

Finally, removing permanence from the power also counts as a weak limitation; this reduces a yellow ACTION roll to a duration equal to the power rank value in days. This is still quite a while, but can be inconvenient nonetheless.

He can affect a 30 cm radius per level from each hand, changing 2 objects per WIS.

10 points to buy this power. +1 object each time rebought.

MANIPULATE ADIPOSE

The character can generate or reduce bodily fat in oneself or others. By beefing up his own fat he gains +1 AC, x2 HPs and +1 STR per CON. But he will also lose half his MR. By reducing

his fat he gains x2 MR and +1 DEX per CON, but loses half his HPs and STR. He can also do this to another person by touching them. However in their case extra weight will make them slow and unfit while removing their fat will make them incredibly hungry. If bought again he can make his body so flabby that all kinetic attacks bounce off him, doing no damage. 10 points to buy this power. It can be rebought once.

MANIPULATE ATTRIBUTES

This is the startling ability to temporarily rearrange the points between any of your primary attributes (STR, DEX, CON, INT, WIS, CHA or MR). For example you may have a STR 15 and INT 10. You are under mental attack and so in order to increase your Psi save you decrease your STR to 10 and increase your INT to 15. In effect you shifted 5 points from your STR to INT. Or using the same example you could reduce your INT to 5 to increase your STR to 20 for one blow. You may do this once per turn per level.
5 points to buy this power. It cannot be rebought.

MANIPULATE DENSITY

The ability to increase or reduce the mass of organic and inorganic matter. The character can affect himself or anything within his line of sight lasting until his concentration is broken. He can increase or decrease weight by 45kgs per melee, +5kgs per level up to a max of 1 ton per level. Every additional 45kgs adds +20 HPs and +D4 damage, but organisms are unable to move once they reach 360kgs. At less than 1kg weight he can glide at 30kph.

10 points to buy this power. +5kgs affected each time rebought.

MANIPULATE LIQUID

The character is able to convert any liquid to any other form of liquid (milk, alcohols, soda, etc.). He can affect 1 litre per WIS, +1 litre per level.

5 points to buy this power, +1 litre per WIS each time rebought.

METAMORPH, ACID

The ability to turn into a being of acid. The transformation is accomplished by mentally shunting the matter of his body into the dimension from which he draws his acid and replacing it with a corresponding amount of acid. His mind remains in this dimension to control the acid parcel which has taken the place of his body. Requires 1 action to transform.

While in this form he has several abilities;

- 1) +20 HPs per WIS. Anyone touching him or that he touches takes up to D6 per level per round until they wash the acid off. He is immune to all acid, gases, cold, fire and physical attacks. He remains vulnerable to magic and psionics.
- 2) Can spray acid from his form over one metre per 2 WIS radius (+2 metres per level). No called shot is possible with this attack as it is more like a spray fire effect in all directions. Any allies within the radius will also be hit. The acid does D4 per level per round on anyone it hits until they wash it off.
- 3) Manipulate Shape; to the point of being able to move through the tiniest crack or space.

10 points to buy the Acid Form. +5 points to buy each additional ability. +D6 or D4 damage each time rebought.

METAMORPH, AIR revised

The ability to turn into a being of gas. The transformation is accomplished by mentally shunting the matter of his body into the dimension from which he draws his gas and replacing it with a corresponding amount of gas. His mind remains in this dimension to control the gas parcel which has taken the place of his body.

He can change into each of the gas forms below at will. In each form he can spread himself out over an area of 1 mtr per WIS, +1 mtr per level.

While in any of these forms;

1) He has no HPs, and gives no heat signature. He can move through the tiniest crack or space, and is immune to all gases. The character's body cannot be struck or harmed by any solid objects, this includes punches, kicks, swords, blunt weapons, bullets, arrows, cars, falls, etc. Cold based attacks do half damage. Suffers full damage from radiation, electricity, gasses, diseases, magic, psionics and energy-based attacks. The character is clearly visible as a floating vapour with a vague human shape, or becomes a swirling mass of air, like a mini-whirlwind in humanoid form. As a vapor or swirling wind, the super being can travel through air ducts and vents, subway grates, leaky steam pipes, and manhole covers, as well as through cracks under doors and any opening large enough for a vapour/mist to enter. Note: The character cannot pass through solid objects or through airtight doors or containers, nor through force fields.

2) The character can spin his body composed of air, dust and small objects into a small tornado. He can move at up to MR x3kph, rotate at MR x5kph and spread out over an area of WIS x2 metre radius.

At 80kph spin any within cant attack, cast spells, speak, etc are hurled 2 metres in air for every 10kph MR.

At 90kph also do D6 per round to anything within +D6 per 10kph over 90. The character can use his tornado vortex to pick up and hurl objects at a specific target. These can be small items like knives, bricks, bottles, and similar items (one per level of experience) flung up to double their normal range and each doing an additional D6 damage, or a medium-sized item such as another person, garbage can, dumpster, mailbox, park bench, chair, small table, and similar objects weighing under 225 kg launched up to 65 mtrs.

Anything hit by a small items will take usual damage +D6 additional.

Anything hit by a medium-sized item will take 4D6 per 45 kgs.

Damage to a human or animal getting picked up and tossed is 4D6 damage if tossed comparatively gently, or 8D6 if thrown hard. In addition, those struck by a medium item or picked up and tossed as a weapon, lose initiative, lose two melee actions/attacks (the time it takes to get his wits and back on his feet) and have a 80% likelihood of dropping whatever they were holding at the time. Characters who can fly, teleport, or become weightless can stop themselves from hitting before impact and avoid taking any damage, but lose one melee action. Likewise, an opponent who has a garbage dumpster hurling toward him can attempt to dodge.

Forms**Ammonia**

Sterilize an area of any bacteria.

Argon

Coats and renders inert any volatile substances but also gives off a very strong glow.

Carbon Dioxide

Removes all Oxygen from the area knocking out anything needing to breathe, extinguishes flames and can be used as a refrigerant.

Carbon Monoxide

Lower temperature by 10C per 2 WIS per round, +10C per level. Toxic to lifeforms in high levels.

Chlorine

Purifies water and treats putrefaction of existing wounds, including septic wounds.

Helium

Allows balloons to float but will not ignite. Can alter a person's voice but in too large a quantity can asphyxiate.

Hydrogen

Can be ignited for use in welding.

Nitrogen

Raise temperature by 10C per 2 WIS per round, +10C per level. It is also useful as fertilizer for plants.

Oxygen

Required by most organics for respiration, and is required for nearly all combustion.

Radon

Inflict 1 rad per WIS per round, +1 per level.

Sulphur Dioxide

Death within 6 rounds unless get hospital treatment. Useful as a refrigerant.

10 points to buy this power. Increase MR by x1 each time rebought. Eg. If bought again goes from x3 to x4.

METAMORPH ALTERNATE SELF

The user can swap bodies with alternate versions of themselves from other dimensions, timelines, or realities. His mind then takes over the alternate body he is in for the duration. This will of course require the player making up multiple alternate characters with the GM's assistance. The swap lasts for 1 turn per WIS of the player.

10 points to buy 1 alternate self. +1 alternate self each time rebought.

METAMORPH ALTERNATE SELF OTHERS

The user can cause others to swap bodies with alternate versions of themselves from other dimensions, timelines, or realities. Their mind then takes over the alternate body they are in for the duration. The swap lasts for 1 turn per WIS of the player.

10 points to buy to affect 1 person. +1 person each time rebought.

METAMORPH, ANIMAL

This is the ability to transform into 1 animal type per 2 WIS while retaining one's own memories, powers and attributes. Requires 1 action to transform.

10 points to buy 1 animal form per 2 WIS. +5 points for each additional form. Animal Mimicry may be bought at half price.

METAMORPH, ARTIFACT

This power allows the character to transform into an Arcane Artifact which can be used by whoever the character decides. The mind continues to function in an astral form even when the head is converted into the artifact or the brain dispersed.

Step 1: Type

Choose or roll for the Artifact type.

- 01-03 Armour, Ancient (either Banded Mail, Brigandine, Bronze Plate Mail, Chain Mail, Field Plate, Full Plate, Hide, Leather, Padded, Plate Mail, Ring Mail, Scale Mail, Splint Mail, or Studded Leather)
 04-06 Shield (either Buckler, Large Bronze, Large Steel, Large Wooden, Small Bronze, Small Steel, Small Wooden or Tower)
 07-09 Helmet, Ancient (either Armet, Barbut, Burgonet, Close, Galea, Great, Morion, Myrrmillo, Pikeman, or Sallet)
 10-12 Gauntlet (either Chain, Leather or Plate)
 13-15 Whip (Scourge or Whip)
 16-18 Sword (Bastard, Katana, Long, Scimitar, Sabre, Two-handed sword, Cutlass, Khopesh, Wakizashi, Short or Drusus)
 19-21 Axe (Battle or Hand)
 22-24 Bow (Composite long, Composite short, Daikyu, Long or Short)
 25-27 Crossbow (Hand, Heavy crossbow or Light)
 28-30 Mace (Belaying pin, Club, Footman's mace, Horseman's mace, Morning star, Tonfa, Maul, or Cudgel)
 31-33 Knife (Dagger, Dirk, Knife, Stiletto, or Main-gauche)
 34-36 Hammer (Standard or Warhammer)
 37-39 Flail (Footman's or Horseman's)
 40-42 Staff (Bo, Long or Short)
 43-45 Spear (Harpoon, Javelin, Long Spear, Short or Trident)
 46-48 Halberd (Awl pike, Bardiche, Bec de corbin, Bill-guisarme, Fauchard, Fauchard-fork, Glaive, Glaive-guisarme, Guisarme, Guisarme-voulge, Halberd, Hook fauchard, Lucern hammer, Mancatcher, Military fork, Naginata,

- Partisan, Ranseur, Spetum, Tetsubo or Voulge)
 49-51 Pick (Footman's or Horseman's)
 52-54 Chain (Spiked Chains, Ball and Chains, Goupillon Flails, Mace and Chains, Manriki Gusari, Sa Tjat Koens, Nunchaku or Chain Flails)
 55-57 Lance (Heavy horse, Light horse, Jousting or Medium horse)
 58-60 Bracelet
 61-63 Ring
 64-66 Necklace
 67-69 Amulet
 70-72 Crown
 73-75 Earring
 76-78 Belt
 79-81 Wand
 82-84 Sceptre
 85-87 Carpet
 88-91 Other Weapon
 92-95 Other Jewellery
 96-00 Other Object (eg. clock, skull, etc)

Step 2: Intelligence

The character retains his full INT and WIS while in this form

Step 3: Abilities

As an artifact the character has hit points equal to the character's x10. It regenerates hit points at the rate of 1 per WIS per hour. Give its owner +1 Thac0 and AC when using it. Affects all Infinite and supernatural beings. Does double the normal damage for its type. If separated from the Artifact the most recent owner can teleport it back to himself so long as it is within his line of sight. While in this form the character can speak to the wielder verbally and telepathically. Grants an additional +3 to save vs any form of mind control, possession or anything else that might

cause him to involuntarily remove the Artifact.

Additionally he may spend points on any of the following abilities. As he earns more experience he may buy or rebuy more abilities.

AC

Cost: 5

The Artifact's normal bonus to the welder's Armour Class is increased by +1.

Attribute Bonus

Cost: 5

The welder gains +1 to one attribute while he has the object on him. It can be either STR, DEX, CON, INT, WIS, CHA or MR.

Damage

Cost: 5 The Artifact's normal damage is increased by +D6.

HP Bonus

Cost: 5 The welder gains +10 to his hit points while he has the object on him.

Power

Cost: 5 The character can use as many of his points as he likes to buy powers which he can use while in artifact him.

Saves, Mental

Cost: 5

The welder's normal non magical WIS saves are all increased by +1.

Saves, Physical

Cost: 5

The welder's normal non magical CON saves are all increased by +1.

Saves, Magical

Cost: 5

The welder's magical saves are increased +1.

Spellcast

Cost: 5

The Artifact can cast spells. Spells cost 5 points per sphere. It starts with one spell per INT point over 9, and can learn an

equal amount per level. Thus INT 13 = 3 spells +3 per level. The spells can come from any sphere of magic and in any combination.

Thac0

Cost: 5 The Artifact's normal bonus to hit and parry is increased +1
10 points to buy the Artifact Form. +5 points to buy each additional ability.

METAMORPH, CARTOON

This power turns the character into a cartoon.

While in this form;

1) The character can make his body elastic and malleable enabling distortion and elongation. +80 HPs, AR 10, +6 CON and DEX. Neck and fingers can extend by 2 centimetres per WIS, +2 per level. Arms can extend by 3 centimetres per WIS, +3 per level. Legs can extend by 5 centimetres per WIS, +5 per level. The body can extend by 10 centimetres per WIS, +10 per level. Flatten to -1
Take no damage from HTH attacks, collisions, explosions and falls. Kinetic attacks do half damage.

2) The character can alter distance and perspective at will. For instance he can step down from the top of a building just like stepping off of the street and on to a curb. If someone falls off a building, he can reach out and catch the victim as if he was standing right next to him. He can step over a mile wide chasm as if it were only an inch wide.

3) The character can ignore many laws of physics, such as gravity, and can walk upon walls and ceilings. The character can choose to be unaffected by the effects of Gravity powers. If so, the character gains neither the benefits nor penalties of this power's effects upon him until he changes his mind. The

character can also fall great heights, taking only 1 point of damage per 200 metres fallen).

4) The character can pick up a car and stuff it in his pocket (or ear, mouth or other imaginative opening) as easily as a piece of gum. The size and shape of the item does not matter so long as it is within the character's weight allowance; the cartoon can even lift up heavy items that his STR would not normally allow for. This only applies to items that are going to be stored. Storing or removing an object costs one melee action. 100 kgs per WIS, +100 kgs level of experience for 10 minutes per WIS.

5) Finally he can buy joke items from a novelty trick store and have them really work. For instance a joybuzzer will actually shock someone for D4 damage, X-Ray Glasses will work like the minor power, etc.

10 points to buy this power. +5 points to buy each additional ability. None of these abilities may be rebought.

METAMORPH, CLOUD

The ability to transform into a physical body made up of clouds; visible collections of particles of water or ice suspended in the air. The transformation is accomplished by mentally shunting the matter of his body into the dimension from which he draws his material and replacing it with a corresponding amount of material. His mind remains in this dimension to control the cloud parcel which has taken the place of his body. The transformed form can be either anatomically identical to their normal form, aside of being made of cloud, in which case it contains all to organs and is somewhat vulnerable to attacks. Alternately he can transform into

literally a cloud without any part of their form being more important than the other.

While in this form;

1) He has no HPs, and gives no heat signature. He can move through the tiniest crack or space, and is immune to all gases and kinetic attacks. He remains vulnerable to magic and psionics.

2) The character can move at MR x3kph, with a ceiling height of WIS x1 km, plus an equal amount per level (maximum of 85kms).

3) He can expand his body to surround an area of up to WIS x1 metre radius +30 centimetres per level. The concentrated moisture makes it extremely difficult to breathe. Anyone caught in it has their STR, DEX, CON, MR and HP temporarily reduced by 1 for each round within. Prolonged exposure can irritate and inflame pulmonary membranes, causing chest pains, coughing, and throat irritation.

4) The character can solidify his cloud form by causing the loose molecules to come together with metal-like hardness. He can create tools, objects, weapons, armour, buildings and even appendages.

5) He can generate lightning if at least two metres off the ground (the higher he is the more targets he'll be able to see and reach), doing D6 per 5 WIS +D6 per level, to a 1 metre per 5 WIS radius +1 metre per level, with a range of 1 metre per WIS per level.

6) The character can create loud thunderclaps which will startle most people and usually cause animals to flee.

7) He can increase and decrease the level of precipitation. He can do all this within a WIS x10 metre radius (+10 metres per level) for WIS x1 minute (+2 minutes

per level). This can be used to simply drench someone or be turned into a torrential downpour (movement, actions and any combat rolls reduced by two thirds).

10 points to buy this. +D6 damage, +1 mtr, and +1 km each time rebought.

METAMORPH, COPPER

The ability to turn into a being of living copper. The transformation is accomplished by mentally shunting the matter of his body into the dimension from which he draws his copper and replacing it with a corresponding amount of inorganic matter. His mind remains in this dimension to control the copper parcel which has taken the place of his body.

While in this form; AC 4, +100 HPs per WIS, and STR +4 for every additional 100 HPs. Immune to all electrical attacks. Susceptible to rust. Radiates no heat, is immune to hold, cold, heat and normal fires. Armour piercing projectiles do one third damage. Explosions, energy, and solar powers do half damage. Physical attacks must do STR 20+ in damage, otherwise have no effect.

10 points to buy this. It cannot be rebought.

METAMORPH, CRYSTAL

The ability to transform all or part of one's body into a being of living Crystal. The mind continues to function in an astral form even when the head is converted.

While in this form; +100 HPs per WIS, AC 4, STR +1 for every additional 100 HPs. Radiate no heat. Are immune to hold, cold, heat and normal fires.

Armour piercing projectiles, explosions, electrical, energy, fire and solar powers

do half damage. Physical attacks must do STR 19+ in damage otherwise have no effect. Energy attacks bounce off and strike another target.

The character can also choose to reflect light around him and conceal himself from sight.

METAMORPH, DIAMOND

The ability to transform all or part of one's body into a being of living Diamond. The mind continues to function in an astral form even when the head is converted.

While in this form; +150 HPs per WIS, AC 2, STR +6 for every additional 100 HPs. Radiate no heat. Are immune to hold, cold, heat and normal fires.

Armour piercing projectiles, explosions, electrical, energy, fire and solar powers do half damage. Physical attacks must do STR 19+ in damage otherwise have no effect. Energy attacks bounce off and strike another target.

10 points to buy this power. This cannot be rebought.

METAMORPH, DIGITAL

The ability to transform all or part of one's body into a digital form. The mind continues to function in an astral form even when the head is converted. The character can then jump into a CD, DVD, Hard Drive, storage crystal, or whatever else is available on your world. The storage item must be touched by the character in order to digitize himself into it. The character can later release himself from the storage device. For every 1kg of weight around 100 meg of storage is required. He will be able to fully interact with any virtual world he has entered, including the internet. He can also transmit himself between locations so

long as there is a means of doing so such as cable or satellite. He can alter himself + an additional 10 kgs per level. 10 points to buy this power. +5kgs affected each time rebought.

METAMORPH, DINOSAUR

This is the ability to transform into one dinosaur type while retaining one's own memories, powers and attributes. Requires 1 action to transform. If the character is exposed to something which is a weakness for his dinosaur form then he will revert back to his original form and take the appropriate damage for 1 melee. Form refers to what the character gains when transformed.

Examples follow below;

Anklyosaur

Herbivore. Armoured body with club like tail, and spiky horns decorating its entire body. It lived during the Upper Cretaceous.

Form: 4.5 metre length, AC 0, +450 HPs, tail does D20 x2.

Apatosaur

Herbivore. Formerly known as Brontosaurus, it was originally believed to be sluggish, slow, and not very bright. Now it is believed they travelled long distances in packs like elephants, keeping the younger ones in the centre of the herd for protection. When attacked they may have raised up on hind legs, slashing with their tail and using their massive forelimbs as weapons. Long necked, long tailed body with a long low skull. Their hind limbs were longer and more powerful than their fore limbs. It lived during the Late Jurassic.

Form: 21 metres length x4.5 metres height, AC 5, +250 HPs, tail does D20.

Brachiosaur

Herbivore. One of the largest dinosaurs. It had longer fore limbs than hind limbs, much like a modern giraffe. It used its incredibly long neck to feed on the tops of trees. Its nostrils were located on a high bump on its head above the eyes. It lived during the late Jurassic.

Form: 12 metre height x27 metre length, AC 4, +350 HPs, 70kph, tail does D20.

Compsognathus

Carnivore. These tiny hunters were bipedal, with a very long tail, and a long, flexible neck. It lived during the Late Jurassic.

Form: 60 centimetres height, AC 9, +10 HPs, 30kph, claws do D6.

Deinonychus

Carnivore. Large brained, light weight hunter designed for speed and agility. It ran upright and hunted both alone and in packs. It had strong forelimbs ending with grasping hands tipped with curved claws. Its muscular hind limbs ended with a nasty 5" long scythe like claw on each foot. Its tail was stiffened with bony rods to use as a counterweight for balance. It lived during the Early Cretaceous.

Form: 3.9 metre length, AC 4, +90 HPs, 200kph, teeth do 3D10, claws do 5D10.

Gallimimus

Carnivore? A fast Ostrich-like runner. Exactly what they ate remains unknown, but most likely consisted of small lizards and insects. It lived during the Late Cretaceous.

Form: 3.9 metre height, AC 9, +30 HPs, 240kph.

Ichthyosaur

Carnivore. Ichthyosaurs swam in the Mesozoic ocean when dinosaurs walked on land. To be precise, they appeared

slightly earlier than dinosaurs and disappeared again earlier.

Form: 1 metre height x12 metre length, AC 4, +120 HPs, 300 knots, teeth do D100.

Pterodactyl

Carnivore. This flying predator fed mainly on fish and lived during the Upper Cretaceous.

Form: 8 metre length, AC 7, +80 HPs, 350kph flight, beak does 5D4.

Stegosaurus

Herbivore. A quadruped with a huge body and tiny sloping head. It is known mainly for its row of plates that grew along its spine from head to tail. Its only defence was the row of sharp spikes on its tail. It lived during the Late Jurassic period.

Form: 10 metre length, AC 0, +200 HPs, 30kph, tail spikes do D12 x10 each.

Triceratops

Herbivore. The largest and heaviest horned dinosaur. Its horns reached 4' or more in length. Two horns grew from above the eyes, with a third shorter horn on the nose. It also had a large, solid bone frill on its head. It lived during the Late Cretaceous.

Form: 11 metres length, AC 2, +120 HPs, 40kph, three 1 metre horns doing D20 x10 each.

Tyrannosaur

Carnivore. The most famous of all carnivorous dinosaurs. It had a 4' skull with massively powerful jaws. It may have hunted in packs, though some scientists speculate it may have moved too slowly to be an effective hunter, eating carrion instead. It lived during the Late Cretaceous.

Form: 15 metre height, AC 5, +150 HPs, 60kph, teeth do D10 x100.

Velociraptor

Carnivore. A small, but powerful, bipedal hunter like its larger cousin Deinonychus. It had a large brain, and its muscular hind limbs were each tipped with a large sickle-like claw, making it an extremely dangerous predator. It lived during the Late Cretaceous.

Form: 2.1 metre height, AC 9, +75 HPs, 250kph, teeth do 2D10, claws do 4D10 each.

10 points to buy this power. +5 points for each additional form.

METAMORPH, DRAGON

This is the ability to transform into a dragon while retaining one's own memories, powers and attributes. Requires 1 action to transform. If the character is exposed to something which is a weakness for form then he will revert back to his original form and take the appropriate damage for 1 melee. Complete information on all Dragon forms can be found here. Some examples follow; Black, Blue, Brass, Bronze, Copper, Gold, Green, Red, Silver, White.

10 points to buy one dragon form. +5 points for each additional form.

METAMORPH, EARTH

The ability to transform all or part of one's body into a being of living stone. Through conscious effort can affect the degrees of molecular cohesion between the numerous adjoining surfaces of his particles right down to the individual grains. The mind continues to function in an astral form even when the head is converted or the brain dispersed.

While in this form gain;

1) +60 HPs per WIS. STR +2 for every additional 100 HPs. Immune to

paralysis/stun, cold, heat, fire, gas and radiation. Armour piercing projectiles do one third damage. Explosions, energy, fire, solar and electrical powers do half damage. Radiates no heat.

2) Can draw on any body of sand, dirt or mud to increase size and mass.

For every 1 cubic metre added gain +45kgs, +8 STR, and +600 HPs.

Can maintain for 8 melees per level –1 melee per cubic metre. Alternatively he can his disperse limbs and body into sand/dirt particles and flow at one quarter MR. Can also flow through any opening.

3) Can cast off 1 mud ball per 4 WIS once per round which does 1 point of damage.

4) Can also cast off dirt to encase an object in a 2 metre radius per WIS (+3 metres per level), with up to 10 HPs per WIS (+10 HPs per level). May be used to encase objects, limbs or the entire body.

10 points to buy the Earth Form. +5 points to buy each additional ability.

None of these abilities may be rebought. Terrakinesis, Deflection Terrakinetic, and Field Matter may be bought at half price.

METAMORPH, ELECTRICAL

The ability to turn into living electricity. The transformation is accomplished by mentally shunting the matter of his body into the dimension from which he draws his energy and replacing it with a corresponding amount of energy. His mind remains in this dimension to control the energy parcel which has taken the place of his body.

While in this charged form gain;

1) +20 HPs per WIS. Anyone touching him or that he touches takes up to 1000

volts per level. Take half damage from fire and lasers but x2 damage from water attacks. He is immune to any electrical attacks, including magical.

2) Can travel along any conductible material that touch as an electrical bolt at a rate of 1 metre per WIS per second, +1 metre per level.

3) Can recharge any batteries using his own electrical power or by touching a power source. He can recharge up to 100 watts per WIS if using his own power.

4) He can transform himself into an electrical bolt and throw himself up to 1 metre per WIS per level, doing D6 per 5 WIS +D6 per level to anything he hits when he comes down. This is a form of transportation.

10 points to buy the Electrical Form. +5 points to buy Transmission. None of these may be rebought.

Electrokinesis, Electrical Emission and Electrical Field may all be bought at half price.

METAMORPH, ELECTROMAGNETISM

The ability to turn into living electromagnetic energy. The transformation is accomplished by mentally shunting the matter of his body into the dimension from which he draws his energy and replacing it with a corresponding amount of energy. His mind remains in this dimension to control the energy parcel which has taken the place of his body.

While in this charged form gain;

1) +20 HPs per WIS. Anyone touching him or that he touches takes up to 100 volts per level. Take half damage from fire and lasers but x2 damage from water attacks. Is immune to any electrical or magnetic attacks, including magical.

2) Can travel along any radio or microwaves at a rate of 1 metre per WIS per second, +1 metre per level. The hero can carry an additional weight of +10kgs per WIS.

3) The character has the ability to interrupt or stimulate the flow of electrical energy. Any appliance, switch, weapon, computer, vehicle or robot that he touches can be affected. The duration of this effect lasts as long as the character concentrates, (-2 on initiative and the loss of one melee action while in use). The flow of energy can be completely interrupted or boosted by up to 5% per WIS.

4) It is possible to distort all or selected radio frequencies within 1 metre per WIS of the character. The affected targets are unable to send or receive recognizable radio signals. On the flip side, the character can also boost the range of a single radio transmitter by 5% per WIS. He can 'hear' and potentially 'see' any transmitted information that passes through his sphere of effect, and if either the transmitter or a receiver is nearby, he can transmit his own images and sounds. With this he can blank out all communication devices except those of his allies, and speak through any radio device within range. He also can sense the general location of any transmitters.

5) With a range of line of sight the character has the ability to see most of the EM spectrum. This includes standard visible light, infrared, ultraviolet, power waves (can see if machines are turned on/have an energy flow), radio waves (can actually see radio signals, transmissions, and receptions), and higher forms of EM energy like X-rays and gamma rays (so he can see areas and beings of radiation). Through a simple

wall or door the character can also see living creatures - he can pick them out by their body heat and neuroelectric activity. Any obstacle thicker than about 12 inches, made out of metal, or that has a large number of wires carrying electricity within it will be impossible to see through.

10 points to buy the Electromagnetic Form. +5 points to buy each additional ability. None of these may be rebought. +3 metres to Radio Frequency Manipulation each time rebought. Thus bought twice = <WIS x1> +3kph. Electrical Emission, Electrical Field and Electrokinetics may be bought at half price.

METAMORPH, FIRE

The ability to turn into a being of fiery plasma. The transformation is accomplished by mentally shunting the matter of his body into the dimension from which he draws his energy and replacing it with a corresponding amount of energy. His mind remains in this dimension to control the plasma parcel which has taken the place of his body. While in this plasma form;

1) +20 HPs per WIS. Anyone touching him or that he touches takes up to D4 per level. Take half damage from solar attacks but intense cold, chemicals or water have a 50% chance of dowsing his flame for 2D4 melees. Are immune to any heat or fire based attacks (including magical).

2) Can radiate heat from his form over one metre per 2 WIS radius (+2 metres per level), at a rate of 10C per WIS per round, +10 per level. See table below for effects.

3) Can perform a supernova discharge of fiery energy much like a dying sun;

Damage is 10,000 points x (character's WIS + level) over a 30 metre radius x (character's WIS + level).
 5000 points x WIS + (character's WIS + level) over the next 30 metre radius x (character's WIS + level).
 2500 points x WIS + (character's WIS + level) over the next 45 metre radius x (character's WIS + level).
 1250 points x WIS + (character's WIS + level) over the next 60 metre radius x (character's WIS + level).
 625 points x WIS + (character's WIS + level) over the next 75 metre radius x (character's WIS + level).
 310 points x WIS + (character's WIS + level) over the next 100 metre radius x (character's WIS + level).
 150 points x WIS + (character's WIS + level) over the next 125 metre radius x (character's WIS + level).
 The character requires one day per 1000 points of damage expended to recover any of his fire powers.
 10 points to buy the Flame Form. +5 points to buy each additional ability.
 None of these may be rebought.
 Flame Emission, Field Fire and Pyrokinesis may be bought at half price.

Temperature Effects

31C

Discomfort. Shortness of breath. Sweating.

40C

Blurry vision. Breathing is difficult. 50% chance of fainting every 8 minutes. -1 Thac0.

50C

Can't open eyes. 80% chance of fainting every minute. D6 damage every 2 rounds. -3 Thac0.

110C

Blind while in the area. 80% chance of

Temperature Effects

fainting every 30 seconds. 2D6 damage per round. Can't do anything.

150C

Unbearable pain. Can't breathe. 90% chance of fainting per round. 3D6 damage per round. Anything combustible ignites in 4 rounds.

Humidity Effects

The body attempts to maintain a constant temperature of 37°C at all times. In hot weather, the body produces sweat, which cools the body as it evaporates. As the humidity or the moisture content in the air increases, sweat does not evaporate as readily. Sweat evaporation stops entirely when the relative humidity reaches about 90 percent. Under these circumstances, the body temperature rises and may cause illness.

50-59%

30°C to 36°C;

Heat rash, or prickly heat, occurs when blocked sweat glands become inflamed. This painful rash reduces the body's ability to sweat and to tolerate heat. -1 on Thac0 and skill rolls.

60-69%

37°C to 39°C;

Heat cramps are painful spasms of the muscles. The muscles used in doing the work are most susceptible. The spasms are caused by the failure of the body to replace its lost body salts and usually occur after heavy sweating usually in the leg or abdomen muscles. -2 on Thac0 and skill rolls.

70-89%

40°C to 45°C;

Heat exhaustion results when the body loses large amounts of fluid by sweating during work in hot environments. The skin becomes cool and clammy.

Humidity Effects

Symptoms include profuse sweating, weakness, dizziness, nausea, and headaches. The pulse becomes weak. Fainting and vomiting accompanies heat exhaustion. -5 on Thac0 and skill rolls.

Over 90%

Over 45°C;

Heatstroke is the most serious condition and requires immediate medical attention. The body stops sweating, and its temperature becomes very high (even exceeding 41°C). Symptoms include hot and dry skin, and can progress to delirium, convulsions, coma and death. Unconsciousness is possible. No bonuses maybe used with combat rolls, -10 on skill rolls.

Other Heat Effects

Extreme heat reduces INT thinking ability by -1 point per 10C over 400C when in direct exposure.

Thermal and Infravision are useless once the temperature reaches over 50°C due to all the thermal drafts in the air and over 80% humidity due to all the moisture in the air.

Water boils at 1000C causing steam within the immediate area and reducing visibility to 15 metres or less.

METAMORPH, ICE

This is the ability to lower one's external and internal body temperature, projecting intense coldness from the body. The character can mentally override his hypothalamus to allow his body temperature to be lowered by an unknown internal mechanism. This ability converts the latent thermal energies in and around his body into an unknown form of energy that is efficiently dissipated. His body tissues

are unaffected by subzero temperatures. He in effect can transform all or part his body into a being of living ice. The mind continues to function in an astral form even when the head is converted.

While in this form;

1) +40 HPs per WIS. STR +1 for every additional 100 HPs. Anyone touching him or that he touches takes up to D4 per level in frostbite damage. He gives no heat signature and is totally immune to cold. Explosives, fire and heat do half damage while energy attacks bouncing off.

2) Can radiate cold from his form over one metre per 2 WIS radius (+2 metres per level), at a rate of 10C per WIS per round, -10 per level. See table below for effects.

3) Can encase an object in ice by touching it. He can affect a 2 metre radius per WIS (+3 metres per level), with up to 10 HPs per WIS (+10 HPs per level). May be used to encase objects, limbs or the entire body.

10 points to buy the Ice Form. +5 points to buy each additional ability. None of these may be rebought.

Temperature Effects**0C**

Shivering. Uncomfortable.

-10C

Rasped breathing. D4 damage per minute. 50% chance of fainting every 8 minutes. -1 strike, dodge, etc.

-30C

Eyes half shut. 70% chance of fainting every minute. D6 damage every 2 rounds. -3 to Thac0, AC, dodge, etc.

-50C

Can't open eyes. 80% chance of fainting every minute. D10 damage every 2 rounds. -5 and -50% to do anything.

Temperature Effects**-75C**

Breathing slow. Can't move. 90% chance of fainting per round. 2D6 damage per round. cant do anything. For every 10C below -300C reduce DEX and INT by 1.

Reduce temperature by an additional -200C if wet, and -10C for every 1kph of wind speed.

Treat normal clothes as reducing the effects of cold by +1C, heavy clothes +2C, a parka +3C, winter garments +4C, military winter garments +6C, and eskimo clothing +10C.

METAMORPH INSECT

This is the ability to transform into any 1 insect form per 2 WIS while retaining one's own memories, powers and attributes (eg. WIS 11 = 5 forms). +1 form per level.

5 points to buy 1 insect form per 2 WIS. +5 points for an additional equal amount of forms.

METAMORPH IRON

The ability to turn into a being of living iron. The transformation is accomplished by mentally shunting the matter of his body into the dimension from which he draws his iron and replacing it with a corresponding amount of inorganic matter. His mind remains in this dimension to control the iron parcel which has taken the place of his body.

While in this form;

AC 3. +80 HPs per WIS. STR +3 for every additional 100 HPs. Susceptible to rust. Radiates no heat. Is immune to all fire attacks, paralysis/stun, cold, and heat. Armour piercing projectiles do one third damage. Explosions, thermonuclear, energy, and solar powers

do half damage. Electrical and magnetic effects are doubled. Physical attacks must do STR 20+ in damage, otherwise have no effect.

Iron is also lethal against certain supernatural beings and can be disruptive to magic.

10 points to buy this. It cannot be rebought.

METAMORPH LEAD

The ability to turn into a being of living lead. The transformation is accomplished by mentally shunting the matter of his body into the dimension from which he draws his lead and replacing it with a corresponding amount of inorganic matter. His mind remains in this dimension to control the lead parcel which has taken the place of his body.

While in this form;

AC 6. +120 HPs per WIS. STR +4 for every additional 100 HPs. Immune to magnetic attacks and forces. Physical attacks must do STR 17+ in damage, otherwise have no effect. X-rays and radiation wont penetrate lead. Radiates no heat, is immune to paralysis/stun, cold, heat and normal fires. Armour piercing projectiles do one third damage. Explosions, thermonuclear, energy, and solar powers do half damage.

10 points to buy this. It cannot be rebought.

METAMORPH LIGHT

The ability to turn into a being of pure light. The transformation is accomplished by mentally shunting the matter of his body into the dimension from which he draws his energy and replacing it with a corresponding amount of energy. His mind remains in this

dimension to control the energy parcel which has taken the place of his body.

While in this light form;

1) +10 HPs per WIS. Immune to radiation, gases, toxins, laser beams and ion blasts. Explosions do half damage. Physical attacks (arrows, bullets, people, swords, etc) pass right through him.

Nuclear explosions will dissipate the character killing him. Heat (including plasma), cold and water based attacks (tech, magical, psi, etc) all do half damage. He must touch or pass through a victim to do damage.

2) In any of his energy forms he can fly at 2.997925×10^8 metres per second. The different forms include cosmic rays, electromagnetism, gamma rays, infrared, microwaves, photons, protons, solar particles, ultraviolet and xrays.

3) While transformed the character has negligible weight, so gravity or weight manipulation powers are useless against him. Photons (particles of light) are pretty much the only massless structure in the universe.

4) When transformed he can see and distinguish all the different energy types, equal to normal sight range.

10 points to buy this power. It cannot be rebought.

Light Emission and Field may be bought at half price.

METAMORPH LIQUID

The ability to bodily transform whole or in part into a watery liquid substance of unknown composition. While in this state his consciousness can control every droplet that comprises his body. The mind continues to function in an astral form even when the head is converted into liquid or dispersed.

While in this form;

1) He radiates no heat. Physical attacks, gases and explosions do no damage but electricity does double. He is immune to any liquid attacks including corrosive, toxic and magical.

2) Can draw on other water and add it to his own mass increasing in size. Punch does +D6 per square metre and he gains +10 HPs per square metre. Can merge with any liquid and become undetectable (except for psi scan). Can also slip through cracks, keyholes, etc.

10 points to buy this power. It cannot be rebought.

Hydrokinesis, Emission and Field Hydrokinetic may be bought at half price.

METAMORPH LIQUID METAL

This allows the character to turn part or all of his body into a semi-thick shiny molten metal liquid. The mind continues to function in an astral form even when the head is converted or dispersed.

While in this form gain;

1) +40 HPs per WIS, +2 STR for each additional 100 HPs. Radiate no heat. Physical attacks, gases and explosions do no damage. Immune to paralysis/stun, cold, heat and normal fires. Explosions do $\frac{1}{2}$ damage scattering the character. Electrical and magnetic effects are doubled.

Physical attacks must do STR 20+ in damage otherwise have no effect.

2) Can draw on other metal and add it to own mass increasing in size. Punches do +D6 per square metre and +10 HPs per square metre. Can merge with any metal and become undetectable (except for psi scan). Can also slip through cracks, keyholes, etc.

3) Finally he can fire a jet stream of liquid metal doing STR damage +2D4,

+D4 per level. Range of 9 metres +1 per level, pushing victim back 1 metre per STR point greater than the victim's. 10 points to buy the Liquid Form. +5 points to buy each additional ability. Neither of these may be rebought.

METAMORPH LYCANTHROPE

Can become 1 pre-existing Were type per 3 WIS type at will (gaining all abilities and weaknesses while in this form), +1 per level. If the character is exposed to something which is a weakness for his were form (i.e. sunlight, garlic, etc.), then he will revert back to his original form and take the appropriate damage for 1 melee. Existing Weres include; Wolf, Bear, Tiger, Hyena, Shark, Vulture, Coyote, Fox, Dingo, Cheetah, Cougar, Puma, Jaguar, Leopard, Lion, Lynx, Alligator, Crocodile and Tiger. The GM may of course add more. 10 points to buy this power. It cannot be rebought.

METAMORPH MACHINE

The ability to transform all or part of one's body into a living machine, such as an android, robot, automaton or mecha. The mind continues to function in an astral form even when the head is converted into a robotic one. If the character wishes his appearance will look and feel human/organic even if he is completely artificial inside. He may or may not have any visible artificial components. The character's form is made of a metal alloy and unlike the nanite version is static. In other words once the appearance is worked out it cannot be changed. While in this form he gains;

1) AC drops by 1 for every 2 CON of the character, +100 HPs per CON, and STR +4 for every additional 100 HPs.

Immune to all gas attacks. Susceptible to electrical and magnetic attacks. Radiates no heat, is immune to hold, cold, heat and normal fires. Armour piercing projectiles do one third damage.

Explosions, energy, and solar powers do half damage. Physical attacks must do STR 20+ in damage, otherwise have no effect.

2) He is able to interface with computers and IT networks either by touch or wifi with all forms of technology, including machinery, computers and other electronics, allowing him to download and gather information. The character can hack into cyber systems, restore information and break computer codes. He can perceive, understand, control and generate electronic, digital, and radio transmissions with/without accessing any standard source of communication.

3) The character possesses the analytical prowess of a supercomputer, allowing him to compute and process information at great speeds. He can analyse the data and information that is gathered, including not just technological and digital subjects, but also subjects that are biological, chemical, etc. This includes identifying such things as a DNA owner's identity, or any mutations. He can use what he has scanned to determine all the variables of any situation, predict the outcomes and what choices he could make to reach the conclusion he wants. Other uses include reading body language and telling if someone is lying.

10 points to buy the Machine Form. If rebought he gains a second machine form which he may transform into, such

as a car or plane. Other powers may be bought to use with this form such as flight, electrical emission, metamorph silver, enlarge, invisibility, etc.

METAMORPH MAGMA

The ability to transform all or part of one's body into a being of living, molten rock. Through conscious effort can affect the degrees of molecular cohesion between the numerous adjoining surfaces of his particles right down to the individual grains. The mind continues to function in an astral form even when the head is converted into magma or the brain dispersed. Along with increased strength and protection, the form also grants the character the ability to manipulate stone and fire to a limited degree. The character transforms into a glowing orange and red being with the following abilities:

While in this form;

1) +450 HPs, STR and CON +8.

Physical attacks must do STR 19+ in damage, otherwise have no effect.

Normal projectiles melt before striking the character and do no damage.

Electricity, energy and explosions do half damage. Immune to fire, heat, magma and all gases.

Anyone touching the character (including punching him) takes D6 damage per level.

2) Can sense the presence of nearby geothermal events or intrusions, and pinpoint them in space and time.

3) The character can make himself unstable allowing any physical attack to ooze through. He can then harden around it if desired trapping an attacker's limb. Can also melt into an existing pocket of lava or magma, merging with the substance and travelling through it or

hiding within it. As a mode of travel, it is slow and difficult, and consists of following the lava down the tubes into the mantle, and back up again through the crust and onto the surface. A 5 km run becomes an epic 70 km journey. However it is not expected and if given time can enable a character to reach places no one would suspect. As a means of hiding or evading, it is unparalleled. Few people draw close enough to a magma intrusion to get a good look anyway, and the character is virtually invisible within the mix. Characters can move through magma at one third of their MR.

4) Can generate 30C per WIS per melee in both hands doing 10D10 damage to anything held onto for 1 round. This will melt most objects, boil water, etc.

5) The character can summon up anywhere within sight a cylinder of magma to erupt from the earth, cooling and spreading to form a volcano. The size depends on the level of the character: height is 1 metre per 5 WIS +3 metres per level, width is 1 metre per 7 WIS +1.5 metres per level. The magma jetting forth from the cone typically does D6 damage per metre per round. It melts rock and plastics, sets fire to trees, boils water away, etc. The volcano will last until the character dispels it and drives it back underground. Careless magma characters will leave these things lying around almost as a signature. Rather than a volcano, the character can elect to make a lava tube erupt, crack in the earth break open and leak magma, or whatever the character wishes, as long as it falls within the dimensions and effects of the power.

6) Can radiate heat from his form over one metre per 2 WIS radius (+2 metres per level), at a rate of 10C per WIS per round, +10 per level. See table below for effects. Use heat table under the Metamorph Fire power for the effects of heat.

10 points to buy the Magma Form. +5 points to buy each additional ability. None of these may be rebought.

METAMORPH MAGNETIC

The ability to turn into a being of pure magnetism. The mind is unaffected by the electro magnetic forces and continues to function in an astral form even when the head is converted or the brain dispersed.

While in this form;

1) The character's aura deflects up to WIS x10 HPs damage (+1 per level. Second level = WIS x11) per round on anything that has at least 20% iron/steel composition. Further this aura has a physical HPs of 10 per WIS (+10 per level. Second level = WIS x10 +10).

Explosions do half damage. Immune to any electrical or magnetic attacks.

2) He can attract and repel metal of up to up to 45kgs per WIS (+5kgs per level. Second level = 50kgs per WIS) on anything that has at least 20% iron/steel composition, up to a 50 metre radius +5 metres per level. Can be used to parry metal projectiles.

Damage from hurled objects:

Tiny items weighing less than 1 kg do 1 damage per 4 WIS each.

Items weighing 2 to 5 kgs do 1 damage per 3 WIS.

Items weighing 6 to 12 kgs do 1 damage per 2 WIS.

Items weighing 13 to 26 kgs do 1 damage per WIS.

Items weighing 27 to 54 kgs do 2 damage per WIS.

Items weighing 55 to 110 kgs do 3 damage per WIS.

Items weighing 111 to 222 kgs do 4 damage per WIS. At this point large objects may also do crushing damage.

Items weighing 223 to 446 kgs do 5 damage per WIS.

Items weighing 447 to 894 kgs do 6 damage per WIS.

Damage is not greater with large objects than presented as more effort is required to move them.

3) Can sense the presence of iron/steel within a 10 metre radius per WIS, +6 metres per level.

4) It is possible to distort all or selected radio frequencies within a radius of WIS x1 metre radius, +3 per level. Or boost the range of a single radio transmitter by 25%.

5) Within his normal sight range the character has the ability to see most of the EM spectrum. This includes standard visible light, infrared, ultraviolet, power waves (can see if machines are turned on/have an energy flow), radio waves (can actually see radio signals, transmissions, and receptions), and higher forms of EM energy like X-rays and gamma rays (so he can see areas and beings of radiation).

6) Can magnetize objects for 1 day per level requiring 1 round per kilogram. 10 points to buy the Magnetic Form. +1 aura and +10 field each time rebought. Thus bought twice would give aura WIS x11 and field WIS x10 +10.

+5 points to buy Attract/Repel Metal with 45kgs per WIS. +5kgs each time rebought.

+5 points to buy Magnetize Objects for 1 day. +1 day each time rebought.

+5 points to buy Radio Frequency Manipulation at WIS x1 metre radius. +3 metres each time rebought. Thus bought twice = <WIS x1> +3kph.

+5 points to buy See Electromagnetic Energy. This may not be rebought.

METAMORPH MONSTER

This is the ability to transform into one pre-existing monster or giant type while retaining one's own memories, powers and attributes. Requires 1 action to transform. If the character is exposed to something which is a weakness for his monster form then he will revert back to his original form and take the appropriate damage for 1 melee.

Complete information on all Monster forms can be found here. Some examples follow; Ahuizotl, Amphisbaena, Barghest, Basilisk, Bugbear, Catoblepas, Chimera, Cockatrice, Giant, Gremlin, Griffin, Hellhound, Hippogrif, Hydra, Kraken, Manticore, Roc, Sphinx, Troll, Will O' Wisp, and Wyvern.

10 points to buy one monster form. +5 points for each additional form.

METAMORPH MYTHICAL ANIMAL

This is the ability to transform into a mythical animal type while retaining one's own memories, powers and attributes. Requires 1 action to transform. If the character is exposed to something which is a weakness for his animal form then he will revert back to his original form and take the appropriate damage for 1 melee. Complete information on all Animal forms can be found here. Some examples follow below; Cockatrice,

Kirin, Onyx, Narwhal, Pegasus, Peryton and Unicorn.

10 points to buy one Mythical form. +5 points for each additional form.

METAMORPH OIL

The ability to bodily transform whole or in part into a liquid oily material. While in this state his consciousness can control every droplet that comprises his body. The mind continues to function in an astral form even when the head is converted or dispersed.

While in this form;

1) +20 HPs per WIS. STR +1 for every additional 100 HPs. Immune to paralysis/stun, cold, heat, fire, gas and radiation. Armour piercing projectiles do no damage. Explosions, energy, fire, solar and electrical powers do half damage. Radiates no heat. Also the character is incredibly slippery with an AC of 15 and +1 to evade physical attacks.

2) Can throw streams of oil like a hose over 1 mtr per 2 WIS. They do no damage but will clog and stick to any hole they enter. Any object coated in it will also become very slippery and difficult to hold.

3) Reduce Shape; to the point of being able to move through the tiniest crack or space.

4) Increase Shape; by drawing on other oil it can expand its body to surround an area of up to WIS x1 metre radius +30 centimetres per level. Anyone walking through it has their MR temporarily reduced by half for each round within.

10 points to buy the Oil Form. +5 points to buy each additional ability.

METAMORPH OOZE

The ability to bodily transform whole or in part into a residual, semi-solid material of unknown composition. While in this state his consciousness can control every droplet that comprises his body. The mind continues to function in an astral form even when the head is converted or dispersed.

While in this form;

1) +40 HPs per WIS. STR +2 for every additional 100 HPs. Immune to paralysis/stun, cold, heat, fire, gas and radiation. Armour piercing projectiles do no damage. Explosions, energy, fire, solar and electrical powers do half damage. Radiates no heat. Further anyone touching him takes D6 per 4 WIS, +D6 per level per round until washed off.

2) Can throw balls of ooze over his normal distance x2. They do D8 acidic damage per 5 WIS +D8 per level per round until washed off.

3) Reduce Shape; to the point of being able to move through the tiniest crack or space.

4) Increase Shape; by drawing on other ooze it can expand its body to surround an area of up to WIS x1 metre radius +30 centimetres per level. Anyone walking through it has their MR temporarily reduced by half for each round within.

10 points to buy the Ooze Form. +5 points to buy each additional ability. +D6 or D8 damage each time rebought.

METAMORPH OTHERS

The ability to bodily transform whole or in part another lifeform into one form. The character choose one other metamorph power from this list at the time Metamorph Others is selected (see

each individual Metamorph power for all the abilities gained with it). eg. if Metamorph Silver is chosen then he can turn other into a functional silver form. This power can permeate through woven material, but is not "conductive"; that is another individual in contact with the target cannot be affected. The person may function as normal while in this form as though he had the selected Metamorph power himself. The effect lasts for one hour per WIS, +1 hour per level.

10 points to buy this power. +1 Metamorph form each time rebought.

METAMORPH PLANT

This power allows the character to take on the genetic structure and general abilities of a plant. The mind continues to function in an astral form.

While in plant form;

1) The character breathes through his entire body and is nearly impossible to smother. He heals x2 faster and can regrow any lost limbs within 24 hours, – 1 hour per level. The character can absorb sunlight and minerals from the ground, allowing him to survive indefinitely without food as long as enough water is available.

2) AC 6. +10 HPs per WIS. STR +1 for every additional 100 HPs. Physical attacks must do STR 17+ in damage, otherwise have no effect. Radiates no heat, is immune to paralysis/stun, and cold. Armour piercing projectiles do one third damage. Immune to paralysis/stun, cold, heat and normal fires. Heat and normal fires, explosions, thermonuclear, energy, and solar powers do double damage.

3) Can also absorb enough water in D4 hours to allow him to survive for 1 day

per WIS, + 1 day per level without so much as a sip. He automatically alters salt water into fresh water in his body. By concentrating he can release water through his hands for others' use. All stored water will be released when the he reverts back to human form.

4) He can secrete a resin which causes a severe reaction on skin, causing a rash, severe itching, and watering eyes. Scratching the rash will only make it worse and will remain even after the goo is washed off, but will wear off in about 3 days, although there are several creams available that will neutralize the itching. While scratching, the hero loses 2 attacks per melee and is -3 to all combat rolls.

5) Finally when in a rural area he can blend into the surroundings and become 100% undetectable if stand still, 75% if move up to 1 metre per round, 50% if 2 metres per round, 25% if 4 metre per rounds and 0% if move any faster. 10 points to buy the Plant Form. +5 points to buy each additional ability. None of these can be rebought.

METAMORPH RADIATION

The ability to turn into a humanoid form of living radiation. The transformation is accomplished by mentally shunting the matter of his body into the dimension from which he draws his energy and replacing it with a corresponding amount of energy. His mind remains in this dimension to control the energy parcel which has taken the place of his body. While in this form;

1) Gain +20 HPs per WIS. Anyone touching or that touch takes up to D6 damage per 3 WIS (+D6 per level) and D10 rads per WIS (+D10 rads per level). He is immune to radiation, heat and lava.

2) He can absorb 10 rads per WIS (+100 rads per level). If have Solar Emission the absorbed energy can then be added to the next attack.

3) He can detect radiation 5 metres per WIS, +5 metres per level.

4) Finally he can radiate 10 rads per WIS (+ 100 rads per level). 1 metre per 2 WIS, +5 metres per level.

10 points to buy the Radiation Form. +5 points to buy each additional ability.

Rads and Effects

1-100

Discomfort.

101-149

Nausea and vomiting for 1 hour. 50% chance of gaining anemia. 30% chance of gaining leukaemia after 3 months.

150-599

Nausea and vomiting for 1 day. 75% chance of gaining anemia. 50% chance of gaining leukaemia after 3 weeks.

600-1000

Nausea, vomiting, bloody diarrhoea and fever. Loss of hair in D10 days and loss of immune system in 12 +3D6 days. Gain anemia and leukaemia after 3 days. After 4 weeks go into coma for D10 days before dieing.

4000-4999

Physically crippled and die within D4 days.

5000+

Instant death.

Anemia - Loss of red cells.

Leukaemia - Loss of white cells (antibodies).

Maximum Rad Exposure - 8 rads per 13 weeks or 30 rads per year. No more than 25 rads in one dose.

METAMORPH SHADOW

The ability to transform all or part of one's body into a living shadow. The transformation is accomplished by mentally shunting the matter of his body into the dimension from which he draws his form and replacing it with a corresponding amount of D'arqueness. His mind remains in this dimension to control the form which has taken the place of his body. Characters with this power have a connection to D'arque Lords but it is up to the GM to determine the nature of it.

While in this form;

- 1) The character is invisible to heat, motion, and many other kinds of sensors. He weighs a mere 1/16th of his normal mass (or 1/4 of the shadow form mass) and can travel under doors, through cracks, etc. Gases and fumes do half damage, plus the character is immune to drugs that must be ingested or injected. In the 2-D form the character has 100% Stealth, but his speed is limited to half. The character can take himself and up to 100lbs of matter into the 2-D realm. Can merge with any size shadow becoming a part of it. However strong light (300 watts) will force him out of the shadow.
- 2) Has nightvision equal to normal vision.
- 3) Can create an area of darkness of 1 metre radius per WIS (+5 metres per level) anywhere within his line of sight. If desired the player can focus this darkness around a single person and exert his will creating an unexplainable fear of the dark on the victim. He must make a saving throw vs. insanity or else he will be permanently afflicted with the phobia. Thereafter the victim will always suffer a -4 penalty on all rolls whenever

attempting to do anything in darkened conditions.

10 points to buy the Shadow Form. +5 points to buy each additional ability. Neither of these may be rebought.

METAMORPH SILVER

The ability to turn into a being of living silver. The transformation is accomplished by mentally shunting the matter of his body into the dimension from which he draws his silver and replacing it with a corresponding amount of inorganic matter. His mind remains in this dimension to control the silver parcel which has taken the place of his body.

While in this form;

AC 5. +60 HPs per WIS. STR +2 for every additional 100 HPs. Immune to magnetic attacks and forces. Lasers attacks reflect off. Physical attacks must do STR 17+ in damage, otherwise have no effect. Take normal damage from fire. Radiates no heat, is immune to paralysis/stun, cold, heat and normal fires. Armour piercing projectiles do one third damage. Explosions, thermonuclear, energy, and solar powers do half damage. Physical attacks must do STR 20+ in damage, otherwise have no effect.

Silver is also lethal against certain supernatural beings particularly were-creatures.

10 points to buy this. It cannot be rebought.

METAMORPH SMOKE

The ability to turn into a being of smoke. The transformation is accomplished by mentally shunting the matter of his body into the dimension from which he draws his gas and replacing it with a

corresponding amount of gas. His mind remains in this dimension to control the gas parcel which has taken the place of his body.

While in this form;

- 1) He has no HPs, and gives no heat signature. He can move through the tiniest crack or space, and is immune to all gases and kinetic attacks. He remains vulnerable to magic and psionics.
- 2) He can expand his body to surround an area of up to WIS x1 metre radius +30 centimetres per level. The concentrated smog makes it extremely difficult to breathe. Anyone caught in it has their STR, DEX, CON, MR and HP temporarily reduced by 1 for each round within. Further smog can irritate and inflame pulmonary membranes, causing chest pains, coughing, and throat irritation.
- 3) He can make his form hot enough that anything combustible will catch alight. 10 points to buy the Smoke Form. +5 points to buy each additional ability.

METAMORPH SNOW

The power to transform into or have a physical body made up of snow. The mind continues to function in an astral form even when the head is converted. A character's transformed form is anatomically identical to their normal form, aside of being made of snow, in which case it contains all to organs and is somewhat vulnerable to attacks. While snow lacks the raw power and durability of ice, it more than makes up with flexibility.

He in effect can transform all or part his body into a being of living snow. While in this form;

- 1) +20 HPs per WIS. STR +1 for every additional 100 HPs. Anyone touching

him or that he touches takes up to D4 per level in frostbite damage. He gives no heat signature and is totally immune to cold. Explosives, fire and heat do half damage. Kinetic attacks only do one quarter damage due to his slushy form.

2) Can radiate cold from his form over one metre per 2 WIS radius (+2 metres per level), at a rate of 10C per WIS per round, -10 per level. See table below for effects.

3) Can encase an object in snow by touching it. He can affect a 2 metre radius per WIS (+3 metres per level), with up to 1 HP per WIS (+1 HP per level). May be used to encase objects, limbs or the entire body.

4) Can rearrange any snow he touches into any shape or appearance he desires, while still looking like snow. 10 points to buy the Ice Form. +5 points to buy each additional ability. None of these may be rebought.

Temperature Effects _____

0C

Shivering. Uncomfortable.

-10C

Rasped breathing. D4 damage per minute. 50% chance of fainting every 8 minutes. -1 strike, dodge, etc.

-30C

Eyes half shut. 70% chance of fainting every minute. D6 damage every 2 rounds. -3 to Thac0, AC, dodge, etc.

-50C

Can't open eyes. 80% chance of fainting every minute. D10 damage every 2 rounds. -5 and -50% to do anything.

-75C

Breathing slow. Can't move. 90% chance of fainting per round. 2D6 damage per round. cant do anything.

For every 10C below -300C reduce DEX and INT by 1.

Reduce temperature by an additional -200C if wet, and -10C for every 1kph of wind speed.

Treat normal clothes as reducing the effects of cold by +1C, heavy clothes +2C, a parka +3C, winter garments +4C, military winter garments +6C, and eskimo clothing +10C.

METAMORPH SOUND

The ability to turn into a humanoid form of living sound. This unique power allows the character to actually adjust the aspects of everyday sound, so that they function in the character's favour. The mind continues to function in an astral form even when the head is converted or the brain dispersed.

While in this form;

1) The character is invisible to heat and sound sensors. He is immune to any sound based attacks and can even parry such attacks, deflecting the at his attacker or at another person. Against a character with the same major power, both will find their sound powers effectively negated. He can alternatively choose to alter his soundwave body's vibrations to a point where physical attacks pass through him. Gain +10 HPs per WIS.

2) He can choose a particular sound, such as person's footsteps, a voice, or even breathing, and increase its volume (to his ears only) so that it can be heard and located with ease. It takes a melee action to active this aspect of the power, but it does not require any concentration to maintain. Part of this power allows the character to increase his own hearing range by a factor of one per WIS.

3) The character can actually put his hands or fingers to windows and some walls and hear any sounds or conversations on the other side. The sound waves are absorbed by the wall, channelled into the hands and translated within the brain. Further he can replay the sounds for anyone near him to hear.

4) He can absorb and dissipate all sound from within a one metre per WIS radius surrounding the character. This means that no one (except the character) can hear anything. This makes sneak attacks a much easier reality.

5) Finally the character can alter the sound input for anyone in the radius of his influence, or for those he specifically targets. In essence, those who fall victim to this power will hear the sounds of the current area at varying pitches, lengths, tones, volumes, and rhythms. The effect is so disorienting, that all victims suffer a combat penalty of -6 to Thac0 for the before mentioned duration.

10 points to buy the Sonic Form. +5 points to buy each of the other abilities. None of these individual abilities may be rebought.

Sonic Emission and Sonic Field may be bought at half price.

METAMORPH SPONGE

The ability to bodily transform whole or in part into a semi solid sponge material. While in this state his consciousness can control every droplet that comprises his body. The mind continues to function in an astral form even when the head is converted or dispersed.

While in this form;

1) AC 12, 30 HPs per WIS, STR +1 for every additional 100 HPs. Weight in the rubber form decreases by 50%, and speed is increased by 25%.

Cutting weapons, vibration attacks, electricity, and sonic attacks do no damage at all. Kinetic and cold attacks do half damage. Explosions and falls do no damage, but will disperse the character into pieces and the character must take 2D4 minutes to pull himself back into his normal shape. Energy weapons, psionics, and magic are the only things the character is truly vulnerable to. Can endure underwater pressure up to depths of 20 mtrs per CON and can function in a vacuum as he does not breathe in this form.

2) The character can make his body elastic and malleable enabling distortion and some elongation.

Neck and fingers can extend by 1 centimetre per WIS, +1 centimetre per level.

Arms can extend by 2 centimetres per WIS, +2 centimetres per level. Legs can extend by 4 centimetres per WIS, +4 centimetres per level. The body can extend by 8 centimetres per WIS, +8 centimetres per level. Or flatten to -1 centimetre thickness per level.

His entire body can be condensed into a ball with a 30 centimetre radius and then bounce. The height of a self-induced bounce from ground level is about 1 mtr per STR, double to triple if deliberately struck or pushed by a powerful superhuman, explosive force or speeding vehicle.

3) The character can absorb any and all kinds of liquids by physical touch without any harm to himself no matter how corrosive it is. This includes acids, toxins, poisons, oil, etc. He can absorb up to 10 ltrs per WIS for up to 10 mins per WIS.

4) Any absorbed liquids can then be expelled from any part of the character's

body as streams of up to 1 mtr per WIS long. The stream creates knockback on anything it hits with a STR equal to the character's WIS, as well as any damage consistent with the type of liquid (eg. acid, ooze, etc).

5) The character can also absorb any and all kinds of gases within a 1 mtr per 2 WIS radius without any harm to himself. This includes any airborne toxins, poisons vapours, gases, smoke, etc. He can absorb up to 10 ltrs per WIS for up to 10 mins per WIS.

6) Any absorbed gases can then be expelled from the character's body as a surrounding cloud up to 1 mtr per 3 WIS diametre. The cloud produces damage consistent with the type of gas (eg. toxic gas).

10 points to buy this power. Can increase each range by +1 mtr and absorption by +1 ltr each time rebought.

METAMORPH STEAM

The ability to bodily transform whole or in part into a watery liquid substance of unknown composition. While in this state his consciousness can control every droplet that comprises his body. The mind continues to function in an astral form even when the head is converted into liquid or dispersed.

While in this form;

1) He radiates no heat. Physical attacks, gases and explosions do no damage. He is immune to any liquid attacks including corrosive, toxic and magical. Anyone touching or passing through him takes D6 scalding damage per 5 WIS +D6 per level.

2) He can strike an opponent with a strong, focused blast of hot air doing D6 per 5 WIS scalding damage (+D6 per

level over 1 metre per 2 WIS, +1 per level).

3) He can manipulate his shape to the point of being able to move through the tiniest crack or space.

4) He can radiate heat up to 5 metres +3 per level radius at rate of 10C per round per level.

10 points to buy the Steam Form. +5 points to buy each of the other abilities.

METAMORPH SUPERNATURAL

Can become 1 pre-existing supernatural type per 3 WIS type at will (gaining all abilities and weaknesses while in this form), +1 per level. If the character is exposed to something which is a weakness for that race (i.e. sunlight, garlic, etc.), then he will revert back to his original form and take the appropriate damage for 1 melee. This includes any Supernatural and Altered Supernatural class as well as any supernatural race.

10 points to buy this power. +5 points for each additional form.

METAMORPH SWARM

The body of this character is a collection of individual bodies held tightly together by either a single consciousness or a hive mind and functioning as a single unit. One helpful side effect of this power is that the individual bodies do not physically suffer while they are joined together; breathing is assumed to occur without difficulty. However, the collective mass will probably have to break apart in order to allow the individual units to eat. He is highly adaptable, able to morph into any form, reconstruct/replicate himself, react to threats and hostile environments, and

assimilate surrounding materials to produce more of his form.

Because of its peculiar dual nature, the collective mass has two sets of attributes. The first set represents the abilities possessed by the individual component entities; the second set is that of the combined entities. The majority of powers can only be manifested when the mass is combined. Individual entities can at best exhibit the powers at their lowest setting. The combined form's abilities may be affected by the loss or addition of more individual entities to its form. The combined form's unique physical structure allows it to simply create holes in its body to avoid making contact with the attacking force. However, such beings have a peculiar weakness: a successful grappling attack breaks the body into two masses. The body can automatically rejoin in D4 rounds unless something prevents this, like teleporting half the body into a parallel dimension.

The combined form can be any size, depending on the size and number of the individuals entities that compose it. Most are human-size and composed of smaller creatures generally less than 3" long (between the size of a mouse and a dragonfly). The form may be organic or inorganic (such as nanites). He can manipulate it in any way he sees fit, able to transform and reshape himself down to his genetic and cellular structure. He can impersonate others or enhance his body for combat, either by turning into animals, monsters or making his body deadlier. He can change his appendages shifting entirely new extremities out of himself, and form them into weapons or

threads/ribbons (which may also be razor sharp).

10 points to buy this power. It cannot be rebought.

METAMORPH TAR

The ability to turn all or part of one's body into living tar. Through conscious effort can affect the degrees of molecular cohesion between the numerous adjoining surfaces of his particles right down to the individual grains. The mind continues to function in an astral form even when the head is converted or the brain dispersed.

While in this form;

1) AC 5, 30 HPs per WIS, STR +2 for every additional 100 HPs.

Weight in the tar form increases by 50%, and speed is cut by 25%.

Cutting weapons, vibration attacks, electricity, and sonic attacks do no damage at all. Kinetic and cold attacks do half damage. Explosions and falls do no damage, but will disperse the character into a puddle of tar and the character must take 2D4 minutes to pull himself back into his normal shape.

Extreme amounts of fire and heat damage the character, but also liquefy him some (see below). If exposed to high temperatures long enough, the character will totally liquefy and have to take 2D4 minutes to reform, as stated.

Energy weapons, psionics, magic, and fire are the only things the character is truly vulnerable to.

2) The character's body can temporarily become more liquid in nature. This state takes two melee actions to achieve and can last for one minute per level of experience. During this time, all physical attacks do no damage. The character can also draw objects and people into his

body and trap them. Consider this an entangle attack with a +4 bonus. If trapped, victims are cut down to one attack and no combat bonuses.

3) The character can expunge a bolt of hot, sticky tar, with about double the impact of a punch. If targeted at a limb or the face, that particular part of the body is entangled (or blinded, in the case of eyes). The tar can also be used to stick doors shut and bond feet to floors. It has an effective STR of the INT attribute plus the character's level with a range of 20 metres +5 per level.

10 points to buy the Tar Form. +5 points to buy each additional ability. None of these may be rebought.

METAMORPH TIN

The ability to turn into a being of living tin. The transformation is accomplished by mentally shunting the matter of his body into the dimension from which he draws his tin and replacing it with a corresponding amount of inorganic matter. His mind remains in this dimension to control the tin parcel which has taken the place of his body.

While in this form;

AC 6. +50 HPs per WIS. STR +2 for every additional 100 HPs. Immune to corrosion and rust. Radiates no heat, is immune to paralysis/stun, cold, heat and normal fires. Armour piercing projectiles do one third damage. Explosions, thermonuclear, energy, and solar powers do half damage. Physical attacks must do STR 20+ in damage, otherwise have no effect. Double the effects from electrical and magnetic attacks.

10 points to buy this. It cannot be rebought.

METAMORPH TITANIUM

The ability to turn into a being of living titanium. The transformation is accomplished by mentally shunting the matter of his body into the dimension from which he draws his titanium and replacing it with a corresponding amount of inorganic matter. His mind remains in this dimension to control the titanium parcel which has taken the place of his body.

While in this form;

AC 3. +70 HPs per WIS. STR +3 for every additional 100 HPs. Immune to magnetic attacks and forces, corrosion, rust and infrared radiation. Suffers double damage from vibration attacks. Radiates no heat, is immune to paralysis/stun, cold, heat and normal fires. Armour piercing projectiles do one third damage. Explosions, thermonuclear, energy, and solar powers do half damage. Physical attacks must do STR 20+ in damage, otherwise have no effect.

10 points to buy this. It cannot be rebought.

METAMORPH TOY

The character can transform into a living toy or toys. His transformed form can be anatomically identical to their normal form, aside of being made of toys, or he can take a completely different look. The toy can take different forms and objects of varying detail and permanence, ranging from simple shapes and images, to individual elements, substances and materials, to functional items such as tools and weapons, to more complex creations such as living or non-living entities, entire structures and even

The mind continues to function in an astral form even when the head is converted into a toy one.

While in this form he gains;

1) AC drops by 1 for every 2 CON of the character, +50 HPs per CON, and STR +1 for every additional 100 HPs.

Immune to all gas attacks. Susceptible to electrical and magnetic attacks. Radiates no heat, is immune to hold, cold, heat and normal fires. Armour piercing projectiles do one third damage.

Explosions, energy, and solar powers do half damage. Physical attacks must do STR 10+ in damage, otherwise have no effect.

2) He can rearrange his structure at will requiring one round to do so. Any ranged weapons he creates will do a damage of D6 per 2 WIS, and will have a range of 2 mtrs per WIS.

3) He is able to cause any toy that he touches to come alive and obey simple commands. The object can talk (will answer questions), move (if has wheels or legs), and use any weapons it has. Control 1 toy per 2 WIS, +1 per level of up to WIS x10kgs size (+10kgs per level). A toy's ranged weapons will do D6 per 3 WIS of the character, with a range of 1 mtr per WIS. The toy's stats will be;

STR 2 per WIS, DEX 1 per WIS, MR 3 per WIS, HPs 4 per WIS.

4) The character can fully repair/heal and return any broken or damaged toy to its optimal state no matter how long it has been broken or how damaged it was.

5) He can also change toys into different forms and objects of varying detail and permanence, ranging from simple shapes and images, to individual elements, substances and materials, to functional items such as tools and weapons, to

more complex creations such as living or non-living entities, entire structures and even environments in certain cases.

Depending on their control over the source of their constructs, those who have mastered this ability can use it for almost any situation, creating anything they need.

Other powers may be bought to use with the toy form such as flight, emission powers, enlarge, invisibility, etc.

10 points to buy the Toy Form. Each time rebought he can affect +1 toy, and add +D6 damage, +5 mtrs range, and +10kgs.

METAMORPH UNDEAD

This is the ability to transform into one undead type while retaining one's own memories, powers and attributes.

Requires 1 action to transform. If the character is exposed to something which is a weakness for his undead form then he will revert back to his original form and take the appropriate damage for 1 melee. Note that upon death the character will become whatever undead he was last imitating permanently.

Complete information on all Undead can be found here. Some examples follow below; Ghast, Ghoul, Lich, Mummy, Nightmare, Poltergeist, Scarecrow, Shadow, Skeleton, Skeleton Ghost, Spectre, Vampire, Wight, Wraith and Zombie.

10 points to buy this power. +5 points for each additional form.

METAMORPH VOID

The ability to turn into a being of pure nothingness. The transformation is accomplished by mentally shunting the matter of his body into the dimension from which he draws his energy and

replacing it with a corresponding amount of non matter. His mind remains in this dimension to control the form which has taken the place of his body. The character has the ability to instantaneously alter atmospheric density by creating vacuum type voids. This can be used in several radically different ways.

While in this form;

1) Are Intangible and have no HPs. Immune to radiation, gases, toxins, heat and cold attacks. Physical attacks (arrows, bullets, people, swords, etc.), explosions, and energy blasts pass right through him. Nuclear explosions will dissipate the character, killing him. This form allows the character to survive not only in any airless environment, but also in both a pressure-less and high pressure area. He does not have to breathe. This could allow an alien from a toxic environment to survive without an air supply.

2) The character can create a 1 metre per 4 WIS diameter (+1 metre per level) sphere of vacuum anywhere within line of sight. It bursts the blood vessels within a victim's lungs when air is forcefully drawn out. It also induces unconsciousness for D6 minutes. When the opponent finally awakes, he will be weak, and unable to fight (only ONE attack per melee) until he receives 4 hours on an oxygen tank. Further it does 2D4 hit points damage.

3) By touching an object can create a vacuum within it, causing it to violently collapse inward on itself. Each time it is used, the object is crushed into itself a little more. Can affect a 5 cm radius per WIS area, plus the same amount per level. Any caught in it take 3D6 x10

damage per round from the vacuum until crushed.

4) Finally the character can create a vacuum directly in front of him which serves to pull him forward. The maximum speed possible when using this is 1kph per WIS, +2kph per level. 10 points to buy the Void Form. +5 points to buy each additional ability. Void Bubble gains +1 metre each time rebought. Thus bought twice = (1 metre per 4 WIS) +1 metre. Void Implosion gains +5 cms radius per WIS area each time rebought.

METAMORPH WOOD

This power allows the character to take on the genetic structure and general abilities of wood. The mind continues to function in an astral form even when the head is converted into wood or the brain dispersed.

While in wooden form;

1) The character breathes through his entire body and is nearly impossible to smother. The character can absorb sunlight and minerals from the ground, allowing him to survive indefinitely without food as long as enough water is available. He can also absorb enough water in D4 hours to allow him to survive for 1 day per WIS, + 1 day per level without so much as a sip. All stored water will be released when the he reverts back to human form.
2) AC 4, +30 HPs per WIS. STR +1 for every additional 50 HPs. Physical attacks must do STR 17+ in damage, otherwise have no effect. Radiates no heat, is immune to paralysis/stun, and cold. Armour piercing projectiles do one third damage. Heat and normal fires, explosions, thermonuclear, energy, and solar powers do double damage.

3) The character can fire splinters from his body which do 1 point of damage each with an effective range of 3 metres +1 metre per level. Once per hour (plus once more per level) can shoot 1 splinter per CON (plus half this per level).

4) When in a rural area he can blend into the surroundings and become 100% undetectable if stand still, 75% if move up to 1 metre per round, 50% if 2 metres per round, 25% if 4 metre per rounds and 0% if move any faster. He is easily mistaken for a tree.

5) In this form the character's blood is replaced with an extremely strong adhesive that can be used to glue broken items back together or sticking enemies in one spot. It is strong enough to seal down someone with a STR of up to 20 for 1 round per WIS. Characters with a STR above 20 can break free in half the normal time. A thorough coating of the sap (entire body) can even hold a character up to STR 30.

6) Damage can be healed by replacing damaged tissue with any other bits of wood. He simply touches a tree or other wooden object and absorbs its material until healed.

10 points to buy the Wood Form. +5 points to buy each additional ability. None of these may be rebought.

MIMICRY ALTERNATE SELF

The user can mimic another one of their alternate selves from other universes, timelines and dimensions in various ways, including; powers, attributes, and skills. This lasts for 1 turn per WIS.

15 points to buy this power. +1 turn per WIS each time rebought.

MIMICRY ANIMAL

The power to totemically draw on certain abilities from animals for a temporary duration. Each animal ability lasts only so long as an animal remains within his line of sight or a 1 metre radius per WIS, +2 metres per level. Can copy the abilities of 1 different animal per 5 WIS at the same time, +1 animal per level. If there are more different animals present than can copy then may choose which abilities he copies. Some examples of abilities follow below;

Alligator

The character's skin AC drops by 5, and HPs increases by 10 per CON. Swim at 100% normal skill and reach a depth of CON x1 metres. Swim rate is MR x2. Hold breath for x2 the normal rate.

Bat

Sense objects in total darkness including shape, distance, direction and speed with a range of 2 metres per WIS + half this per level.

Bear

CON is doubled, HPs increases by x4, STR increases by 50% and can carry and lift double the normal amount.

Bird

Sight increases by x1 normal range per 5 WIS with an additional x1 per level (eg. WIS 15 = x3 range), can also see small objects clearer. Can glide at WIS x2kph speed, +2kph per level with sufficient wind.

Bull

CON is doubled, MR increases by x2, STR increases by 50% and can carry and lift double the normal amount.

Camel

If drink sufficiently can internalise enough water to last for 1 day per 2 CON, +1 day per level.

Canine

Hearing increases by x1 normal range per 5 WIS with an additional x1 per level (eg. WIS 15 = x4 range). At 25% of radius hear as low as 1 decibel, at 50% of radius 10 decibels, at 75% 20 decibels, and at 100% cant hear below 39 decibels.

Smell increases to x1 normal range per 6 WIS with an additional x1 per level (eg. WIS 15 = x3 range). Can identify the specific odour or scent of anyone that have previously met, and track by smell so long as know the scent.

Crab

AC drops by 2.

Swim at 100% normal skill and reach a depth of CON x10 metres. Swim rate is MR x2. Hold breath for x2 the normal rate.

Dolphin

Can see clearly in the dark, and heat images and traces equal to normal vision range.

Swim at 100% normal skill and reach a depth of CON x10 metres. Swim rate is MR x2. Hold breath for x2 the normal rate.

Echidna

The hero can sprout quills over any part of his body or even up to his entire body if desired. When the entire body is covered the quills offer an AC 10 and an HPs of x10. The quills are not retractable and instead must be shed. New ones can be grown once every hour. Alternatively the hero may forcefully expel the quills from his body with a range of STR x1 metre and do D6 +STR damage each. His tongue can stretch out to x1 normal range per 5 WIS with an additional (eg. WIS 15 = x4 range). It has an adhesive quality to it equal to his STR.

Elephant

STR increases by 50% and can carry and lift double the normal amount. The character's skin AC drops by 5, and HPs increases by 10 per CON.

Emu

The hero has an extremely flexible neck, allowing him to turn it completely around and see behind him.

He can run at up to double his normal MR.

Feline

DEX and MR increase by 50%, +1 on dexterity skills. Gain night vision equal to normal range.

Fish

Can swim at 100% normal skill and can reach a depth of CON x10 metres. Swim rate is MR x2. Can breathe underwater.

Frog

Can leap at double the normal range. Also swim at 100% normal skill and can reach a depth of CON x1 metre. Swim rate is MR x2.

Gecko Lizard

The character can climb any surface at 5% per of his normal running MR (but can never exceed 75%). This doesn't include loose rocks, ice or any other slippery surface. Can also blend into the surroundings and become 100% undetectable if stand still.

Goat

Can leap at double the normal range. His leg damage is augmented to STR damage x2 (+1 per 2 levels). Each time an opponent is hit he receives the following penalties: loses his next attack, -2 to Thac0 and AC, and inflicts an automatic knockback. The penalties last for D4 +1 melees and are cumulative.

Horse

Can leap at double the normal range. He can run at up to double his normal MR.

Kangaroo

Can leap at double the normal range and hop at x2 normal running MR. Kick does triple normal damage.

Koala

Gain one claw per finger which do D4 damage each. Can climb at 100% normally but use DEX roll instead of percentage for extreme rolls. Not bothered by heights. Climb rate is MR x2.

Kookaburra

Can glide at WIS x2kph speed, +2kph per level with sufficient wind. Voice is x3 normal range.

Mustelid

The hero can travel swiftly through the earth by burrowing a tunnel at his normal land movement rate. Normally the tunnel the hero makes collapses within 10 minutes of the hero's passage at a specific spot. The exception is the tunnel within 3 metres of the hero's current location. This allows the hero to occasionally stop. A tunnel never collapses on the hero, unless a higher intensity force is applied. Examples include explosives, Vibration, etc. If the hero wants to build a relatively permanent tunnel, his movement rate is cut in half as he takes the time to make reinforced walls. The hero may burrow through materials with lower material strength than his damage ability. Materials with equal or greater material strength are obstacles to be detoured around. If the hero also possesses Super Strength he can burrow through harder materials, like granite intrusions or bank vaults, at half speed. Can also see clearly in the dark and heat images and traces equal to half normal vision range.

Platypus

The hero can travel swiftly through the earth by burrowing a tunnel at his normal land movement rate.

Can also swim at 100% normal skill and can reach a depth of CON x2 metres.

Swim rate is MR x2. Hold breath for x2 the normal rate.

Rabbit

Hearing increases by x1 normal range per 5 WIS with an additional x1 per level (eg. WIS 15 = x4 range). At 25% of radius hear as low as 1 decibel, at 50% of radius 10 decibels, at 75% 20 decibels, and at 100% cant hear below 39 decibels.

Can leap at double the normal range.

Shark

Swim at 100% normal skill and can reach a depth of CON x10 metres. Swim rate is MR x2. Can breathe underwater. The hero's teeth gain a STR equal to five times his hand's STR allowing him to bite through some materials. His teeth also have HPs equal to twice his own.

Skunk

Special glands within the throat/lungs allows the character to spit out a toxin up to 1 metre per 2 CON. Causes major skin irritation and burns flesh. Causes 2D6 damage per melee for 3D6 melees. Save for half damage and effects.

Snake

The hero can make his body elastic and malleable enabling distortion and elongation. +40 HPs, +3 CON, +2 Thac0. The body can extend by 1 metre per 2 WIS, +1 metre per level. Flatten to -1 centimetre thickness per level.

Kinetic attacks do half damage.

Special fangs within the jaw allows the character to bite a victim and inject a deadly toxin which will kill the victim

on a failed save. If the save is successful then the victim suffers 4D6 damage.

Squid

Swim at 100% normal skill and can reach a depth of CON x10 metres. Swim rate is MR x2. Can breathe underwater.

Special glands within the throat/lungs allows the character to release a dark mist up to 1 metre per 2 CON, double this in the water. Nothing can see through the mist, not even night vision.

Tasmanian Devil

Can leap at double the normal range.

Gain one claw per finger which do D4 damage each.

Turtle

The character can create a complete body covering of a super hardened bone substance which can be extended and retracted as desired. It reduces the character's AC by -1 per 2 CON and HPs equal to the character's x20. The character has enough air to last CON x1 minute, +1 minute per level. It can withstand the vacuum of space, deep water up to CON x20 fathoms, CON x20 rads, CON x -20C degrees cold, CON x 20C heat, and CON x2 gravity.

Swim at 100% normal skill and can reach a depth of CON x1 metres. Swim rate is MR x2. Hold breath for x2 the normal rate.

Whale

Swim at 100% normal skill and can reach a depth of CON x10 metres. Swim rate is MR x2. Hold breath for x2 the normal rate. The character's skin AC drops by 5, and STR increases by 10 per CON.

Wombat

The hero can travel swiftly through the earth by burrowing a tunnel at his normal land movement rate. The hero's teeth have a STR equal to five times his

hand's STR allowing him to bite through some materials. His teeth also have an HPs equal to twice his own.

5 points to buy this power. +1 more animal the character can mimic each time rebought.

MIMICRY ART

The character can copy the abilities of any piece or art he can see or touch. This includes paintings, sculptures, prints, photos, drawings, tattoos, graffiti, stickers, animation and any other visual media. Can copy the abilities of 1 different being per 5 WIS at the same time, +1 being per level. The player and GM will need work out the abilities of the one being copied ahead of time.

5 points to buy this power. +1 more being the character can mimic each time rebought.

MIMICRY DINOSAUR

The power to totemically draw on certain abilities from dinosaurs for a temporary duration. Can copy the abilities of 1 different dinosaur per 5 WIS at the same time, +1 dinosaur per level.

Some examples of abilities follow below;

Anklyosaur

The character's skin AC drops by 5, and HPs increases by 10 per CON.

Gallimimus

Can leap at double the normal range. He can run at up to double his normal MR.

Icthyosaur

Can swim at 100% normal skill and can reach a depth of CON x10 metres. Swim rate is MR x2. Can breathe underwater.

Pterodactyl

Sight increases by x1 normal range per 5 WIS with an additional x1 per level (eg.

WIS 15 = x3 range), can also see small objects clearer. Can glide at WIS x2kph speed, +2kph per level with sufficient wind.

Triceratops

The character's skin AC drops by 5, and HPs increases by 10 per CON. He also has 2 retractable horns on his head which do D6 each.

Tyrannosaur

The hero's teeth gain a STR equal to five times his hand's STR allowing him to bite through some materials. His teeth also have HPs equal to twice his own. AC drops by 2.

Velociraptor

He can run at up to double his normal MR and has 1 claw per finger which do D6 each.

5 points to buy this power. +1 more dinosaur the character can mimic each time rebought.

MIMICRY DRAGON

The power to totemically draw on certain abilities from dragons for a temporary duration. Can copy the abilities of 1 different dragon per 5 WIS at the same time, +1 dragon per level.

Some examples of abilities follow below;

Black

Can expel acid from his mouth doing D6 per 5 WIS (+D6 per level over 1 metre per 2 WIS, +1 per level) and are immune to acid.

Blue

Can expel bio-energy from his mouth drawing on his own HPs to do damage directly to the HPs of any victim in the line of sight. These recover at 3D4 per hour but only when used in this manner. Damage of 2 per HP, +1 per level. Are immune to bio-energy attacks.

Brass

Can fire cryogenic liquid from his mouth (the liquid will hang on a target for D4 melees and cause 1 damage per CON +50% per level each melee unless the victim takes two attacks to shake it off with no dodges or any other actions during that time). Are immune to cold attacks.

Bronze

Can expel electrical bolts from its mouth which do D6 per 5 WIS +D6 per level, over 1 metre per WIS per level. Are immune to electrical attacks.

Copper

Can expel explosive spheres from his mouth which have a blast radius of 1 metre per 5 WIS +1 metre per level, doing D6 per 5 WIS (+D6 per level). Anyone caught within the sphere is subject to knockback. Can be made to last for up to 1 hour per WIS before detonating, +1 hour per level. Are immune to explosions.

Gold

Can expel fireballs from his mouth D8 per 5 WIS +D8 per level and have a 20% chance, +10% per level of causing anything combustible to catch alight. Immune to fire and heat attacks.

Green

Can expel toxic gas from his mouth of up to 1 metre per 3 WIS length, +1 metre per level x10 centimetre per WIS diameter, +50 centimetres per level. Are immune to poisons and toxins.

Platinum

Can emit sonic blasts from his mouth a concentrated sonic blast against opponents equivalent to 10 decibels per WIS, +10 per level. These do D6 per 5 WIS +D6 per level, over 10 metres per WIS per level. Victims are -6 until the noise stops, plugging ears reduces the

effects by half. Are immune to sonic attacks.

Red

Can expel radiation from his mouth radioactive bolts which do D10 rads per WIS +D100 per level, over 1 metre per WIS per level with a 30cm radius at core expanding 1cm for every 5 metres travelled. Are immune to radiation and heat.

Silver

Can expel ice shards from his mouth at a rate of 2 per round per level which do 2D6 (+D6 per level). Are immune to ice and cold attacks.

White

Can generate a brilliant flash of light to blind all people within a 30 metres radius +1 per level. The effect lasts for 2D6 melees per level and causes -6 on all rolls. Are immune to flare attacks. 5 points to buy this power. +1 more dragon the character can mimic each time rebought.

MIMICRY ENERGY

By touching energy for 1 melee the character can turn into a living version of that form (identical to the Metamorph powers) for as long as desired or until knocked out. At first level it affects the entire body. At second level he can change one limb to another form, +1 limb at level 4, 6, 8 and 10. This includes; electrical, fire, laser (light), microwave and solar.

10 points to buy this power (can convert individual limbs or entire body). It cannot be rebought.

MIMICRY FICTIONAL

The power to totemically draw on certain abilities from characters or animals from a fantasy tale, book, poem,

comic, magazine or game for a temporary duration. Can copy the abilities of 1 different being per 5 WIS at the same time, +1 being per level. The player and GM will need work out the abilities of the one being copied ahead of time.

5 points to buy this power. +1 more being the character can mimic each time rebought.

MIMICRY INSECT

The power to totemically draw on certain abilities from insects for a temporary duration. Each insect ability lasts only so long as an insect remains within his line of sight or a 1 metre radius per WIS, +2 metres per level. Can copy the abilities of 1 different insect per 5 WIS at the same time, +1 insect per level. If there are more different insects present than can copy then may choose which abilities he copies.

Some examples of abilities follow below;

Ant

Can climb any surface at one third the normal running MR (except loose rocks, ice or any other slippery surface).

The hero's teeth have a STR equal to five times his hand's STR allowing him to bite through some materials. His teeth also have an HPs equal to twice his own.

Beetle

The character can create a complete body covering of a super hardened chitinous substance which can be extended and retracted as desired. It has an AR of 10 and HPs equal to the character's CON x20. The character has enough air to last his CON x1 minute. It can withstand the vacuum of space, deep water up to x20 fathoms, CON x20 rads, CON x -20C degrees cold, CON x 20C

heat, and CON x2 gravity. STR +8, carry and lift x2 normal.

Fly

Can glide at WIS x2kph speed, +2kph per level with sufficient wind.

Also he can literally see what's behind him. +5 Initiative. Can also see small objects clearer.

Mantis

The character's hands and arms are razor sharp. When performing a chopping or slicing motion he does 3D6 + STR damage per hand/arm, +1 per level. He can also leap at double normal range.

Moth

The character can manipulate any fabric material within sight. He can physically rearrange it, stretch it, unravel it or constrict it around the wearer. He can also glide at WIS x2kph speed, +2kph per level with sufficient wind.

Scorpion

Can climb any surface at one third the normal running MR (except loose rocks, ice or any other slippery surface).

The character's fingernails allows him to scratch a victim and inject a deadly toxin which will kill the victim on a failed save. If the save is successful then the victim suffers 4D6 damage.

Wasp

Can glide at WIS x2kph speed, +2kph per level with sufficient wind.

The character's fingernails allows him to scratch a victim and inject a mild toxin which will paralyse the victim on a failed save. If the save is successful then the victim suffers D6 damage. Victims will be paralyse for 1 melee per WIS, and induce shock/coma unless save.

5 points to buy this power. +1 more insect the character can mimic each time rebought.

MIMICRY MACHINE

The character has the ability to touch any machine and copy its abilities. The character retains the copied powers as long as he wants until he has to trade out something to make room for more.

When this happens the rule is first in, first out with all of the properties of the earliest object he mimicked leave at once and then the next object, until there's enough room in the pool for the new one. Can copy the abilities of 1 different machine per 2 WIS at the same time, +1 machine per level.

Some examples of abilities follow below;

Bulldozer

The character gains pulling and lifting STR equal to that of the Dozer.

Gun

The character can fire any bullets he is holding from his hands doing damage and range equal to the gun he is copying.

Plane

The character can fly at MR and altitude equal to that of the plane's.

Speed Boat

The character can swim at MR equal to that of the boat's.

Sports Car

The character's MR is equal to that of the car's.

5 points to buy this power. +1 more machine each time rebought.

MIMICRY MONSTER

The power to totemically draw on certain abilities from monsters and giants for a temporary duration. Can copy the abilities of 1 different monster per 5 WIS at the same time, +1 monster per level.

Some examples of abilities follow below;

Ahuizotl

The character's skin AC drops by 5, and HPs increases by 10 per CON. Swim at 100% normal skill and reach a depth of CON x1 metres. Swim rate is MR x2. Hold breath for x2 the normal rate.

Amphisbaena

The hero can make his body elastic and malleable enabling distortion and elongation. +40 HPs, +3 CON, +2 Thac0. The body can extend by 1 metre per 2 WIS, +1 metre per level. Flatten to -1 centimetre thickness per level.

Kinetic attacks do half damage.

Special fangs within the jaw allows the character to bite a victim and inject a deadly toxin which will kill the victim on a failed save. If the save is successful then the victim suffers 4D6 damage.

Barghest

+3 CHA and can detect the emotional state of any one person within his line of sight or 20 metre radius (+5 metres per level) and further refine that knowledge to discover the target's physical state, surroundings, and location, insofar as these have an influence on the emotions. It can be used to detect lies or sense a nearby presence.

Basilisk

The character can turn to stone any living creature which meets his gaze. However if its gaze is reflected so that the character sees his own eyes he will be petrified instead, but this requires light at least equal to bright torchlight and a good, smooth reflector. A victim must Save vs Spell each time or be turned to stone.

Bugbear

CON is doubled, HPs increases by x4, STR increases by 50% and can carry and lift double the normal amount.

Catoblepas

The character can turn to stone any living creature which inhales his breath. A victim must Save vs Spell each time he inhales its breath or be turned to stone. The range of breath is 5 metres.

Chimera

Can leap at double the normal range. His leg damage is augmented to STR damage x2 (+1 per 2 levels). Each time an opponent is hit he receives the following penalties: loses his next attack, -2 to Thac0 and AC, and inflicts an automatic knockback. The penalties last for D4 +1 melees and are cumulative.

Any Giant

Can double own height with all the bonuses that come from that.

Griffin or Hippogrif

Can glide at WIS x2kph speed, +2kph per level with sufficient wind. Has claws which do +D6 damage per hand.

Hellhound

Gain Truesight and immunity to damage from any fire including magical.

Hydra

The character can create one double of himself per WIS, +1 per level (but not any equipment he is carrying). However with each new duplicate, the doubles (but not the character) reduce their height, weight and HPs by half. This is because they are spreading their collective mass out between each person. Only the original can duplicate himself. Even if killed the duplicate can be recreated at any time.

Kraken

Swim at 100% normal skill and can reach a depth of CON x10 metres. Swim rate is MR x2. Can breathe underwater. Special glands within the throat/lungs allows the character to release a dark mist up to 1 metre per 2 CON, double

this in the water. Nothing can see through the mist, not even night vision.

Manticore

The character grows a tail which has a cluster of 3D6 spikes. These may be launched at a foe up to 1 metre per 5 CON away doing D6 each.

Roc

Sight increases by x1 normal range per 5 WIS with an additional x1 per level (eg. WIS 15 = x3 range), can also see small objects clearer. Can glide at WIS x2kph speed, +2kph per level with sufficient wind.

Troll

Starting three rounds after the first wound the character recovers 3 hit points per round until healed. Even if incapacitated he will continue to regenerate and stand up to fight as soon as he has a positive number of hit points.

Will O' Wisp

Can fire an electric charge which does D6 damage per 3 WIS.

Wyvern

STR increases by 50% and can carry and lift double the normal amount. The character's skin AC drops by 5, and HPs increases by 10 per CON.

5 points to buy this power. +1 more monster the character can mimic each time rebought.

MIMICRY MYTHIC ANIMAL

The power to totemically draw on certain abilities from mythical animals for a temporary duration. Can copy the abilities of 1 different mythical animal per 5 WIS at the same time, +1 animal per level.

Some examples of abilities follow below;

Cockatrice

Sight increases by x1 normal range per 5 WIS with an additional x1 per level (eg. WIS 15 = x3 range), can also see small objects clearer. Can glide at WIS x2kph speed, +2kph per level with sufficient wind.

Narwhale

Swim at 100% normal skill and can reach a depth of CON x10 metres. Swim rate is MR x2. Hold breath for x2 the normal rate. The character's skin AC drops by 5, and STR increases by 10 per CON.

Oryx

Can leap at double the normal range. His leg damage is augmented to STR damage x2 (+1 per 2 levels). Each time an opponent is hit he receives the following penalties: loses his next attack, -2 to Thac0 and AC, and inflicts an automatic knockback. The penalties last for D4 +1 melees and are cumulative.

Pegasus

Can run at up to double his normal MR. Can glide at WIS x2kph speed, +2kph per level with sufficient wind.

Qilin

Can breathe a continuous gorge of fire which does 3D6 over a 5 metre radius. Anything combustible instantly catches alight. Also are immune to fire.

Unicorn

Can leap at double the normal range. He can run at up to triple his normal MR. 5 points to buy this power. +1 more animal the character can mimic each time rebought.

MIMICRY OBJECT

By touching an object for 1 melee the character can turn into a living version of that form (identical to the Metamorph powers) for as long as desired or until

knocked out. At first level it affects the entire body. At second level he can change one limb to another form, +1 limb at level 4, 6, 8 and 10. Listed below are some materials;

Ceramic, Kevlar - +200 HPs

Crystal - The limb takes no damage from cold, laser, or radiation attacks. Fire does half damage. Attacks from beings with a STR of 17 or less do half damage (unless supernatural). Sonic and vibration attacks do double damage to the limb however. Add +D6 +2 damage to all hand to hand attacks. +30 HPs.

Fabric - +60 HPs

Rubber, Plastic - +150 HPs

10 points to buy this power (can convert individual limbs or entire body). It cannot be rebought.

MIMICRY SUPERNATURAL

The power to totemically draw on certain abilities from any supernatural being for a temporary duration. Each ability lasts only so long as the being remains within his line of sight or a 1 metre radius per WIS, +2 metres per level. Can copy the abilities of 1 different being per 5 WIS at the same time, +1 being per level. If there are more different beings present than can copy then may choose which abilities he copies. This includes any Supernatural and Altered Supernatural classes as well as any supernatural race.

5 points to buy this power. +1 more being the character can mimic each time rebought.

MIMICRY TECHNOLOGY I

This character can change his body in order to perform any electromechanical function that he can see or touch. For instance, he could mold his hand into a

pistol, his muscle and skin tissue into a powered exoskeleton, or form his eyes into telephoto lenses, now able to focus to a level of detail far beyond that of normal folk. Can copy the abilities of 1 different cybernetic per 3 WIS at the same time, +1 per level. Once he has mimicked it once he can redo so at any time.

5 points to buy this power. +1 more cybernetic the character can mimic each time rebought.

MIMICRY TECHNOLOGY II

A character with this power can absorb the properties of any device he touches into his or her body. It doesn't affect the source of the technology so copied, and said source may not even know (if it's alive) that it was duplicated. Once a device is copied, it remains available to the wielder of such until they duplicate another technology. This inherent device functions at its original score. If the power is idle, it can be rendered dormant, fading from one's body until used again. Can copy the abilities of 1 different device per 3 WIS at the same time, +1 per level. Once he has mimicked it once he can redo so at any time.

5 points to buy this power. +1 more device the character can mimic each time rebought.

MIMICRY UNDEAD

The power to totemically draw on certain abilities from undead for a temporary duration. Each ability lasts only so long as the relevant undead remains within his line of sight or a 1 metre radius per WIS, +2 metres per level. Can copy the abilities of 1 different undead per 5 WIS at the same

time, +1 undead per level. If there are more different undead present than can copy then may choose which abilities he copies.

Some examples of abilities follow below;

Ghast

The character can exude a carrion stench in a 10' radius which causes retching and nausea unless a saving throw versus poison is made. Those failing to make this save will attack at a penalty of -2. He is immune to any form of Sleep and Charm.

Ghoul

The character can cause victims to become rigid by touching their skin unless a saving throw versus paralyzation is successful. This paralysis lasts for 2+D6 rounds or until negated by magic. He is immune to any form of Sleep and Charm.

Lich

The character can cause any bone or bones from a corpse within his line of sight to explode like a fragmentation grenade doing D6 per WIS to all caught in an area of 2 metres per WIS. The character can raise and control the skeletal remains of deceased creatures within a range of 1 metre per WIS. He can raise and manipulate one skeleton per 5 WIS for 1 hour per WIS.

Mummy

The victim upon having his bare skin touched must save vs Lethal Disease or catch tomb rot. The rot removes -1 from CON and CHA every minute until dead or cured. Those killed by the rot do not become Mummies, they just decay into dust. To eliminate Tomb Rot the curse must first be removed and then healing spells applied.

The character can materialize a set of bandages around himself which he can then manipulate as if they were an extension of his own body. He can throw strands of his wrappings out at any victim in sight up to CON x50 centimetres. The STR and AC of the bandages is identical to the character's (as its carrying capacity and damage it can cause). He can throw out one bandage per 5 CON, +1 per level.

Nightmare

The character's feet each become surrounded in hellfire which D6+4 damage each and will set any combustibles on fire.

The character can also emit a smoking, hot cloud of noxious vapours which blinds and chokes all those within 1 metre per WIS of him.

Poltergeist

The character can handle material objects without having to make direct or indirect physical contact (pushing or blowing for example). He can perform any action that could be accomplished using normal strength. Line of sight range. Can move up to 20kgs (+1 per level) per WIS or push/punch with STR 2 per WIS. He can also levitate himself up to WIS x2 metres (+2 metres per level), and fly at a rate of WIS x3kph (+3kph per level).

Shadow

Can drain the life force of his victims. His touch inflicts D6 points of damage to him victim as well as draining one point of STR and adding to his own. Lost Strength points return D6 +4 turns after being touched. The character can take himself and up to 100lbs of matter merge with any size shadow becoming a part of it. However strong light (300 watts) will force him out of the shadow.

Skeleton

The character can bite through most objects, even brick. His teeth do 4D6. The character can touch the skin of any living organism and cause any bones just beneath to snap. This counts as a full attack.

Spectre

The character can instill fear in all those meeting his gaze which causes a 4% chance of fleeing per WIS, +3% per melee. Combat rolls reduced to one third but fleeing MR is doubled. All the character's attacks can affect any intangible being.

Vampire

Add +6 to all physical attributes, and +3D6 HP. Fangs do 2D6 bite damage.

Wight

The character can briefly reanimate a corpse allowing it to speak aloud about what happened to it. He can also see decay wherever he looks; a wall showing signs of filth and disrepair, statues crumbling, and people close to death have a corpselike pallor. A character can use this ability to gain insight into an object's weak points or a living person's general health.

Wraith

The character can turn unsolid but while in this state has to concentrate to prevent himself sinking into the ground. Otherwise he could wind up at the centre of the earth. While unsolid he can attempt to enter and take over a victim's body completely including use of any powers they may have but can only use his own skills. Victims can make a saving throw at the start and once every (hour x1 WIS of the victim). After this the victim is too weak to resist any further for another week at which point will have rested enough to try again.

Zombie

The character can bite or scratch someone infecting their wound. Note this is not the Zombie virus but rather a normal yet nasty infection which will need hospital treatment. The victim will be -1 on all rolls until cured. He can also bring forth a greenly flow of rotting bile once per day which does D4 per round and leaves an unpleasant stench which all Zombies can then track by smell. 5 points to buy this power. +1 more undead the character can mimic each time rebought.

MIMICRY VIDEO GAME

Characters with this power can mimic and adopt the powers, skills and traits of video game characters in real life and live it as if they were the actual characters from the game they are mimicking. As part of this the character also gains multiple lives while in this form, up to +1 life per 3 WIS. Can copy the abilities of 1 different being per 5 WIS at the same time, +1 being per level. The player and GM will need work out the abilities of the one being copied ahead of time. 5 points to buy this power. +1 more being the character can mimic each time rebought.

MOVEMENT LEECH

The character can transfer the speed of other people and objects, whether linear or rotational, to himself. He can leech the MR of anything moving within 1 mtr per WIS of him. Once out of range he loses the additional speed but can then leech from others. 10 points to buy to affect 1 object or lifeform per 2 WIS. +1 person each time rebought.

NECROSCOPIC TOUCH

This is the ability to exacerbate any wound causing it to become putrid, fester and seethe. This prevents any cuts from healing in a proper manner. The wounds grow fetid and do not recover for many months, considerably weakening the victim. The victim takes an additional 1 HP damage per WIS of the character (+1 per level) and -1 CON per 5 WIS (-1 per 2 levels) per touch. Already severely wounded victims are immediately rendered comatose. Their condition becomes critical and they will die without medical attention. Damage and duration of drugs, toxins and poisons doubled and the victim is -4 on any further saves. Double all pain for 15 minutes per level. 10 points to buy this power. It cannot be rebought.

OBJECT DUPLICATION

The character can create a clone of any non magical object by holding it. He can replicate one object once per 2 WIS, +1 per level. Size is limited to a 1 mtr radius per 5 WIS. 10 points to buy this at one double per 2 WIS. +1 double and +1 mtr size each time rebought.

PHASE

The character can render his body intangible to normal matter. This enables him to pass harmlessly through any object. Can render himself + an additional 3kgs per WIS, +3kgs per level unsolid. The character is only vulnerable to mind attacks. Once he lets go of an object it turns solid again. Further the character has to concentrate to prevent himself sinking into the ground.

Otherwise he could wind up at the centre of the earth.

10 points to buy this power. It cannot be rebought.

POWER ABSORPTION I

This ability lasts so long as the victim remains within his line of sight or a 1 metre radius per WIS, +2 metres per level. Can copy the power/s from 1 person per 4 WIS, +1 person per level. The character can copy up to 1 power per 5 WIS, +1 power per 3 levels. If taken twice then the character gains the ability to recopy any power that he previously held at any time even if the victim is no longer around.

A character would not know who in a crowd he was copying powers from unless they were actively doing something with their powers. As to knowing what powers he has manifested they may reflexively activate. That is, he knows he just got something, but not what, and spontaneously triggers it and then figures out what it is. If he is in very close proximity to his (unknown) target, he may be able to get a feel for where his new power was coming from, but not necessarily. In any event, the sudden triggering of the power, if it's at all visible or spectacular, will most likely draw out the original owner of the power.

10 points to buy this power. Can recopy any previous power if rebought.

POWER ABSORPTION II

The hero can duplicate a power by absorbing the traces left behind whenever a power is used. The residue may be in anything that was near, or the target of a power's emission. The duration of the borrowed powers is

determined by the hero's WIS x1 minute. The average amount of residue bearing material is about the size of a bread loaf. It is completely drained after a single use. As with Power Absorption I if taken twice then gain the ability to recopy any power that previously held at any time. 10 points to buy this power. Can recopy any previous power if rebought.

POWER ABSORPTION III

This ability works a little differently in that by touching someone instead of copying a power the character can instead absorb one power per 5 WIS, +1 power per 3 levels from the victim for one minute per WIS, +1 minute per level. The power returns to its owner after the time is up unless he is dead in which case it's lost.

10 points to buy this power. +1 minute each time rebought.

POWER ABSORPTION IV

The hero can duplicate a power by looking at a piece of artwork which shows the power in action. Can copy the power/s from 1 person per 4 WIS, +1 person per level. The character can copy up to 1 power per 5 WIS, +1 power per 3 levels. As with Power Absorption I if taken twice then gain the ability to recopy any power that previously held at any time.

10 points to buy this power. Can recopy any previous power if rebought.

POWER ABSORPTION V

The hero can duplicate a power by looking at a photo which shows the power in action. Can copy the power/s from 1 person per 4 WIS, +1 person per level. The character can copy up to 1 power per 5 WIS, +1 power per 3 levels.

As with Power Absorption I if taken twice then gain the ability to recopy any power that previously held at any time. 10 points to buy this power. Can recopy any previous power if rebought.

POWER ABSORPTION VI

The hero can duplicate a power by watching a movie or cartoon which shows the power in action. Can copy the power/s from 1 person per 4 WIS, +1 person per level. The character can copy up to 1 power per 5 WIS, +1 power per 3 levels. As with Power Absorption I if taken twice then gain the ability to recopy any power that previously held at any time. 10 points to buy this power. Can recopy any previous power if rebought.

POWER ABSORPTION VII

The bizarre ability to absorb the skills and powers of a person by eating them. The player may choose how much of a change to undergo. A full change means that the player replaces his own physical traits (including powers and mental attributes) with those of his victim. Partial change means that all traits become an average between the two. The player may maintain these changes for as long as he wishes while awake, but second loses consciousness, his genetic structure will return to normal or can negate these changes and return to normal at any time. Can mix genetic structures, but only 1 structure per level may be absorbed at a time. 10 points to buy this power. It cannot be rebought.

POWER ABSORPTION VIII

The hero can duplicate a power by reading a detailed description of how it

works. Can copy the power/s from 1 person per 4 WIS, +1 person per level. The character can copy up to 1 power per 5 WIS, +1 power per 3 levels. As with Power Absorption I if taken twice then gain the ability to recopy any power that previously held at any time. 10 points to buy this power. Can recopy any previous power if rebought.

POWER ABSORPTION IX

The hero can duplicate the skills and powers of a dead person by holding something that was important to them or that they carried regularly. The player may choose how much of a change to undergo. A full change means that the player replaces his own physical traits (including powers and mental attributes) with those of his victim. Partial change means that all traits become an average between the two. The player may maintain these changes for as long as he wishes while awake, but second loses consciousness, his genetic structure will return to normal or can negate these changes and return to normal at any time. Can mix genetic structures, but only 1 structure per level may be absorbed at a time. 10 points to buy this power. It cannot be rebought.

POWER ABSORPTION X

The character can create a replica that can mimic the forms and abilities of another, whom after which they can re-absorb in order to assimilate their copied powers, into themselves. Can copy the power/s from 1 person per 4 WIS, +1 person per level. The character can copy up to 1 power per 5 WIS, +1 power per 3 levels. If taken twice then the character gains the ability

to recopy any power that he previously held at any time even if the victim is no longer around.

10 points to buy this power. Can recopy any previous power if rebought.

PUPPET II

This goes a bit further than the Mental Manipulation power. It actually allows the character to touch a person and make the victim an exact duplicate of him physically and mentally. The duplicate looks exactly like him, thinks exactly like him, has the same spirit and personality as he does, and has the same powers he has. Whatever the character does his puppet will also do in perfect synchronicity like a mirror image. The character can take control of one victim per 5 WIS, +1 per level. The puppet reverts back to normal once the character relinquishes control over him or either of them lose consciousness.

10 points to buy this power. +1 victim each time rebought.

PURIFY

This power cleans spoilt, rotten and otherwise poisoned food and water. Up to 10 cubic centimetres of food and drink per WIS per level can be thus made suitable for consumption.

5 points to buy this power. Plus an additional 10 cubic centimetres per WIS each time rebought.

PUTREFY

This power makes clean food and water spoil, turn rotten, poisonous, or become otherwise contaminated. Up to 10 cubic centimetres of food and drink per WIS per level can be thus made unsuitable for consumption.

5 points to buy this power. Plus an additional 10 cubic centimetres per WIS each time rebought.

REGENERATE OTHERS

The ability to heal another life form at phenomenal rates. Must touch the organism for 1 minute uninterrupted to perform the following healing;

- 1) Restore 1 HP per WIS, +1 per level per 10 minutes.
- 2) Reduce the damage and duration of drugs, toxins and poisons by 4% per WIS, +1% per level and gives +1 to save per 4 WIS.
- 3) Negate all pain for 1 minute per WIS, +1 minute per level.
- 4) Immediately bring a comatose patient up to 1 HP per WIS and stabilize their condition (stops bleeding, binds wounds, etc.) for 15 minutes per level.

10 points to buy this power. It cannot not be rebought.

REGENERATE OTHERS II

The ability to heal another life form and oneself at the same time at phenomenal rates. Must touch the organism for 1 minute uninterrupted to perform the following healing;

- 1) Restore 1 HP per WIS, +1 per level per 10 minutes to both characters.
- 2) Give a +1 to save per 2 WIS bonus against drugs, toxins and poisons to both.
- 3) Immediately bring a comatose patient up to 1 HP per WIS and stabilize their condition (stops bleeding, binds wounds, etc.) for 15 minutes per level.

10 points to buy this power. It cannot not be rebought.

REGENERATE OTHERS III

The ability to heal another life form at phenomenal rates by emplacing them within a plant cocoon. He can cause any nearby plant to enlarge until it is big enough to hold the person or animal which must then be placed within. The lifeform must remain inside until fully healed after which they are released as the plant dissolves. The cocoon does the following healing;

- 1) Restore 1 HP per WIS, +1 per level per 5 minutes.
- 2) Give a +1 to save per WIS bonus against drugs, toxins and poisons.
- 3) Negates all pain while within the cocoon.
- 4) Immediately bring a comatose patient up to 1 HP per WIS and stabilize their condition (stops bleeding, binds wounds, etc.) immediately.

10 points to buy this power. It cannot not be rebought.

REGENERATE OTHERS IV

The ability to heal another life form at phenomenal rates by emplacing them within a group of soap type bubbles. He can emit a stream of bubbles over the patient until he is completely surrounded. The patient must remain inside until fully healed after which they are released as the bubbles dissolve. The bubbles do the following healing;

- 1) Restore 1 HP per WIS, +1 per level per 5 minutes.
- 2) Give a +1 to save per WIS bonus against drugs, toxins and poisons.
- 3) Negates all pain while within the cocoon.
- 4) Immediately bring a comatose patient up to 1 HP per WIS and stabilize their condition (stops bleeding, binds wounds, etc.).

10 points to buy this power. It cannot be rebought.

REGENERATE OTHERS V

The character can endow any food he touches with healing properties to be used on oneself and others. The food does the following healing;

- 1) Restore 1 HP per WIS, +1 per level per 5 minutes.
- 2) Give a +1 to save per WIS bonus against drugs, toxins and poisons.
- 3) Negates all pain for 10 minutes per WIS.
- 4) If the juice from the food is squeezed into a comatose patient's mouth it can immediately revive them up to 1 HP per WIS and stabilize their condition (stops bleeding, binds wounds, etc.).

10 points to buy this power. It cannot be rebought.

REGENERATE OTHERS VI

The character can cleanse, purify, and heal any lifeform by singing to them. The singing does the following healing;

- 1) Restore 1 HP per WIS, +1 per level per 5 minutes.
- 2) Give a +1 to save per WIS bonus against drugs, toxins and poisons.
- 3) Negates all pain for 10 minutes per WIS.
- 4) If the juice from the food is squeezed into a comatose patient's mouth it can immediately revive them up to 1 HP per WIS and stabilize their condition (stops bleeding, binds wounds, etc.).

10 points to buy this power. It cannot be rebought.

REINCARNATE OTHERS

The hero can capture disembodied spirits and merge them into new bodies. The spirits can be the newly dead, ghosts, or

free spirits. The bodies can be anything including clones, androids, robots, monsters, undead, animals, plants and any race. If the victim is an intelligent being then it gets to make a Will save at -5 to prevent being taken over. The victim can continue to make a save once per day per WIS point they have. Once this has been exceeded then the original personality is suppressed with no further attempts to resist until such time as the occupier leaves or is exorcised.

Because of the power's interference, the reincarnated person retains his full memories and powers. The spirit is permanently bonded to the new body for as long as that body lives, unless the bond is deliberately broken by the spirit or by a hero with the Exorcism power. The hero can indefinitely hold the spirit in stasis (requiring a Will roll by the hero once per day) while seeking a suitable body into which he can transplant the soul. If the hero fails his roll he has 10 turns in which to implant the spirit or lose it forever.

The hero can also accept the spirit into himself; the result is the hero now has a complete second person living in his head. The player now has to redo his character sheet to reflect the secondary set of characteristics for INT and WIS. When a character is reincarnated into a body, he retains his INT and WIS and any skills and powers. The hero can look after one spirit per 5 WIS +1 per level. 10 points to buy this power. +1 spirit per 5 WIS each time rebought.

REVIVE

Resvive is something of an extended first aid power, in that it allows one to revive those who have recently died.

Generally, the power can restore the spark of life to its target if used within a number of minutes equal to the character's WIS, +1 minute per level. In addition to restoring life, Revive repairs just enough damage to sustain it. A revived character resumes life with a percentage of Hit points equal to the character's WIS x5%.

10 points to buy this power. It cannot be rebought.

SELF DUPLICATION I

The character can create one double of himself per 2 WIS, +1 per level (but not any equipment he is carrying). Only the original can duplicate himself. Even if killed the duplicate can be recreated at any time. At the time of character creation the player chooses whether the duplicates copy his powers or if they each individually randomly roll new powers.

10 points to buy this at one double per 2 WIS. +1 double per WIS each time rebought.

SELF DUPLICATION II

This is the bizarre ability to reach into alternate realities and pull over copies of yourself (this is similar to the movie *The One*). This gives you a potentially unlimited army of doppelgangers. The doppelgangers are distinctively different from the original, either by dress, haircut, colour, etc. This power requires a full melee of concentration to summon one double who appears anywhere within his line of sight. The character can summon one double per 2 WIS, +1 per level.

The main problem with this power is if the original witnesses the death of one of

his doppelgangers then he must roll vs trauma or be greatly upset by the event. The double must be worked out ahead of time by the GM.

10 points to buy this at one double per 2 WIS. +1 double per WIS each time rebought.

SELF DUPLICATION III

The character can create one double of himself per WIS, +1 per level (but not any equipment he is carrying). However with each new duplicate, the doubles (but not the character) reduce their height, weight and HPs by half. This is because they are spreading their collective mass out between each person. Only the original can duplicate himself. Even if killed the duplicate can be recreated at any time. At the time of character creation the player chooses whether the duplicates copy his powers or if they each individually randomly roll new powers.

5 points to buy this at one double per 2 WIS. +1 double per WIS each time rebought.

SELF DUPLICATION IV

The character can create energy duplicates of himself and have them fight alongside him. He can create one double of himself per 2 WIS, +1 per level. Only the original can duplicate himself. Even if killed the duplicate can be recreated at any time. The duplicates are totally mindless able to obey only the simplest of commands (eg. protect me, slay him, carry her, etc.). The duplicate's stats are; WIS 1, WIS 1, CHA 1, STR (character's STR +10), DEX (character's DEX +5), CON (character's CON +20), MR (character's MR +5), and HPs (character's HPs x2).

10 points to buy this at one double per 2 WIS. +1 double per WIS each time rebought.

SELF DUPLICATION V

The character can create ghostly duplicates of himself and have them fight alongside him. He can create one double of himself per 2 WIS, +1 per level. Only the original can duplicate himself. Even if killed the duplicate can be recreated at any time. The duplicates are totally mindless able to obey only the simplest of commands (eg. protect me, slay him, carry her, etc.). The duplicate's stats are; INT (character's INT +10), WIS (character's WIS +5), CON (character's CON +20), MR (character's MR +5), and Mental HPs (character's HPs x2). The character's ghosts cannot harm anything physical, instead being able to fight the intangible and ethereal. 10 points to buy this at one double per 2 WIS. +1 double per WIS each time rebought.

SELF DUPLICATION VI

The ability to use the effects of force to replicate oneself. One with this ability simply gets hit by non-lethal force, and the kinetic energy from the momentum creates a double of the user. The character can create one double of himself per 2 WIS, +1 per level (but not any equipment he is carrying). Only the original can duplicate himself. Even if killed the duplicate can be recreated at any time. At the time of character creation the player chooses whether the duplicates copy his powers or if they each individually randomly roll new powers.

10 points to buy this at one double per 2 WIS. +1 double per WIS each time rebought.

SELF DUPLICATION VII

The character can transform other people into exact, hive-minded, duplicates of himself, both physically and in persona. The effect lasts for WIS x1 minute and he can affect up to one person per 2 WIS, +1 per level. They must be within 1 mtr per WIS radius of him. All replicas are hosts of a single collective mind and everything they see and hear the character will see and hear. The character can also assimilate the knowledge, skills, memories and special abilities of their victims and share them with all replicas, becoming exponentially more powerful with each upgrade.

10 points to buy this at one double per 2 WIS. +1 double and +1 mtr radius per WIS each time rebought.

SELF DUPLICATION VIII

The character can transform any animals into exact, hive-minded, duplicates of himself, both physically and in persona. The effect lasts for WIS x1 minute and he can affect up to one person per 2 WIS, +1 per level. They must be within 1 mtr per WIS radius of him. All replicas are hosts of a single collective mind and everything they see and hear the character will see and hear. The character can also assimilate the knowledge, skills, memories and special abilities of their victims and share them with all replicas, becoming exponentially more powerful with each upgrade.

10 points to buy this at one double per 2 WIS. +1 double and +1 mtr radius per WIS each time rebought.

SELF DUPLICATION IX

The character can create alternate versions of themselves and place them in other dimensions, universes or timelines (even in universes, dimensions and timelines that aren't theirs), giving them skills, powers and even their own histories. The character can create one double of himself per 2 WIS, +1 per level (but not any equipment he is carrying). Only the original can duplicate himself. Even if killed the duplicate can be recreated at any time. At the time of character creation the player chooses whether the duplicates copy his powers or if they each individually randomly roll new powers. He can mentally communicate with any of his doubles at any time no matter where or when they are.

10 points to buy this at one double per 2 WIS. +1 double per WIS each time rebought.

SELF DUPLICATION X

The character can create clones of themselves, using mirrors and any reflective surfaces, manifesting the images/reflections into reality. The character can create one double of himself per 2 WIS, +1 per level (including any equipment he is carrying). Only the original can duplicate himself. Even if killed the duplicate can be recreated at any time. At the time of character creation the player chooses whether the duplicates copy his powers or if they each individually randomly roll new powers.

10 points to buy this at one double per 2 WIS. +1 double per WIS each time rebought.

SENSE RESTORATION

The character by touching someone can restore and return senses (sight, smell, hearing, etc.) to those who have lost them by various means. Unlike regeneration, the target's senses are not created from scratch or regrown, rather they're restored to the point as if they never lost them in the first place.

5 points to buy this power. It cannot be rebought.

SHAPE SHIFT

At its base level this power allows the character to alter or imitate his face shape, hairline, eye colour, hair length and skin colour pigmentation, hands and fingerprints and add and remove 30 centimetres to his height, age and dimensions. Internally he can rearrange own internal organs so they are better protected or not where an attacker expects them to be, and alter or imitate his voice.

If taken again then he can alter any part of his body to resemble anything from imagination. His structure may be no less than half, or more than double his original size. He can alter any limb into any melee weapon doing damage according to the weapon type + STR damage. HPs of weapons = 10 per STR +1 per level with length not exceeding 50% greater than that area of body. His HPs and attributes however do not alter and remain the same as in his normal form.

10 points to buy this power. It can only be rebought once.

SHAPE SHIFT II

The disgusting power to shapeshift into someone after having eaten a part of his corpse. He does not gain their abilities unless accompanied by Power Absorption VII.

5 points to buy this power. It cannot be rebought.

SHAPE SHIFT OTHERS

This ability is identical to Shape Shift I but only affect others that the character can touch. He can affect up to 1 person per 3 WIS, +1 person per level. It lasts 1 minute per WIS after which all affected automatically revert to their original form.

10 points to buy this power. It can only be rebought once to reshape the victim into anything from imagination.

SOLAR SUSTENANCE

Instead of needing to breathe, eat or drink the character can absorb stellar energy via photosynthesis. Further he can absorb any kind of solar or radiation attack directed against him up to a max of 1 megawatt per WIS, +1 per level.

5 points to buy this power. It cannot be rebought.

SOLIDIFY

The user can solidify or give solid-like properties to any vapour or liquid with the level of solidity going from loose jelly to metal-like hardness or beyond. He can also increase the material strength of any matter he touches. He can affect 1 object per WIS, and add +10 HPs per WIS to any object.

5 points to buy this power. +1 more object affected and +10 HPs each time rebought.

If the character spends an additional +10 points he can also force anything intangible to turn solid if he is within 1 mtr per WIS of it.

SPECTRUM CONTROL

The hero has total control over the colouration and colour transmitting abilities of any target substance whether solid, liquid, or gaseous. This power enables the hero to alter basic physics and the chemical properties of any target. The power operates in either of these two modes.

First Mode:

In the first mode the hero can consciously alter the frequency and intensity of light itself. He can change any frequency to any other frequency including infrared, the visible spectrum, and ultraviolet. Like a prism the power can split apart white light into a rainbow or re-combine back into white. He can lower the intensity of light to create normal darkness, even in the midst of brilliant light, though these shadows lack the opacity of those created by the shadow power.

Different frequencies of light have different properties. By altering the frequency of light, the hero can alter these properties. Infrared light causes objects to heat up. Ultraviolet light causes changes in pigmentation; effects can vary from the tanning of normal human skin to the rapid fading of printed material. It is also the key to photosynthesis. If the light is in a coherent form like a laser beam, the effects of colour become more dramatic. Red lasers carry more heat and do greater damage for the Intensity. Blue-

green lasers can pass unhindered through water. Again change the frequency of light and you change its effects.

Second mode:

The second operating mode for the power is altering the physical colouration of the target material. The colour of an object can have great importance both to the fickle aesthetic tastes of humans and to the impartiality of Momo's Nature. Colouration determines the type and amount of energy that is either reflected or absorbed by the material in question. White and silvery surfaces reflect all light. Dark colours and black absorb all light. There is the matter of transparency. A perfectly clear substance lets light pass through. Examples include air, glass, and the lens in a human eye. Change the degree of transparency and you stop light from travelling though.

A character with this power can stop anything in its tracks if the target depends on vision to find its way around. Conversely, the Power can make an opaque target transparent. Uses for this vary from humane through mischievous to outright criminal. A humane use is curing those types of blindness that result from the loss of the eye's natural transparency. A mischievous use is turning someone's clothing transparent. A criminal use is turning concealing barriers transparent if the character is seeking information behind that barrier; this can be anything from reading the contents of an envelope or locked file cabinet to studying a lock's mechanism while cracking the combination.

Colour conveys information. Change the colour and you alter or even destroy the message.

Consider the effect changing colour has on things as varied as comic books, paintings, photographic film, traffic lights, feathers, furs, and human skin. On a more prosaic level, the ability to change the colour of printed or written material can have immense consequences in an Information Age society such as our own. The possibilities include both vandalism and creation. Colourizing a closed book would not harm the printed pages; Colourizing a cow purple wouldn't change the colour of a steak later on. As for the question of affecting the eyes of a living target, the GM and players should assume that the Power only affects the layer of tears that protect the eye. In effect, the target is momentarily blinded by coloured water that quickly washes away.

This power does not actually change the physical nature of a target. Elemental, molecular, and genetic structures remain unchanged except where light is concerned. A steel safe made glass-like is still as strong as ever. A pane of glass given a steel-like surface shatters just as before. The duration of the power varies. The normal limit is 1-100 hours after the colouration occurs. The hero can immediately reverse any colouration if he chooses.

10 points to buy this power. It cannot be rebought.

SPONTANEOUS MUTATION

OTHERS

The ability to cause other people's powers to randomly mutate into totally new ones by touching them. Can only affect one power per attack. The victim then rolls on the table for his new power/s.

10 points to buy this power. It cannot be rebought.

SPONTANEOUS MUTATION SELF

Every 3 hours per WIS the character develops a completely new set of random powers. Only this one power remains permanently, all other powers must be rerolled each time.

10 points to buy this power. It cannot be rebought.

TOY ACTUALIZATION

The character can bring realness and functionality to toys for up to 1 hour per WIS. This allows the toys to act as if they really are the things they are based on. An example of this power in use is giving life to a toy dog into a real dog with all the behaviors and physical features of a real dog. Another example is giving a toy ray gun a functioning ray blast feature. Affect 1 toy per 2 WIS, +1 per level of up to WIS x10kgs size (+10kgs per level). A toy's ranged weapons will do D6 per 3 WIS of the character, with a range of 1 mtr per WIS. The toy's stats will be; STR 2 per WIS, DEX 1 per WIS, MR 3 per WIS, HPs 4 per WIS.

10 points to buy this power, +1 toy and +1 hour each time rebought.

TRANSFER POWER

This power allows the character to shift his power to someone else for a limited

amount of time. The power that he may lend is any one or all of the one's he currently has. He may lend it up to 1 minute per WIS, +1 minute per level of experience or may have it continually channeled for as long as he wishes as long as the person he's lending the power to remains in his line of sight. The power is lent at the level of the character. This is most useful if the character transferring the power, is down to a few hit points and cannot continue fighting. So he transfers his abilities to someone else who can continue the battle. 5 points to buy this power. +1 minute each time rebought.

TWO DIMENSIONAL

The hero can harmlessly reduce his body (and any nonliving matter he carries) to a flat, two-dimensional version. To an onlooker, the hero appears to have transformed himself into a life-size photograph. The hero's body functions and abilities are unaffected. Because the hero is now extremely thin, gaining leverage on three-dimensional objects is extremely difficult. He is also extremely hard to hit if he can turn his flat side toward his opponents, -10 to enemys' Thac0s. While in a flattened state, the hero takes only half damage from blunt physical attacks. On the other hand, a flat hero can suffer all sorts of abuse that he would normally ignore, such as being folded like a map and locked in a glove compartment. The hero can pass through the cracks around a door or adhere to a wall and pretend to be a poster.

The hero can choose to flatten himself in any direction. He can appear to be a front-back, left profile-right profile, top-view-bottom view, or similar shaped

two-dimensional image. Note: that while the one dimension is drastically altered, the remaining measurements remain the same.

5 points to buy this power. It cannot be rebought.

VIBRATE

The character can move through objects and ignore most physical effects in his way, by vibrating his molecules allowing them to move between other molecules. He is able to ignore most attacks, and physical dangers. Can affect himself + an additional 3kgs per WIS, +3kgs per level. The character is only vulnerable to mind and electrical attacks.

10 points to buy this power. It cannot be rebought.

WALL CRAWL

The character can climb and move along any surface at 5% per WIS of his normal running MR, +1% per level (but can never exceed 100%). This doesnt include loose rocks, ice or any other slippery surface, but does allow him to run upside down.

5 points to buy this at 5% per WIS. +1% per WIS each time rebought up to a max of 100%.

WEAPON LIMB

The character has the ability to alter his hands and forearms into a variety of weapons both ranged and melee.

Projectile firing ranged weapon; the character can alter his limbs into any type of gun he has seen before within limits, and the type of ammunition as well. Where the bullets come from depends on the special effect of his powers. Typically his body manufactures them somehow but they

could be teleported in, inserted with an actual magazine like a normal firearm, or the like. Range is identical to whichever firearm is being imitated while damage is the same as the ammunition being used. Melee weapon; The character can alter his fingers, hands and arms into spikes, knives, swords, axes, ball and maces, etc. Damage is identical to whichever weapon is being imitated.

5 points to buy Projectile and another 5 for Melee.

WEAPON MERGE

This ability allows the character to merge any weapon with his body. Usually this is done with a limb but any part of the body is possible. A ranged weapon may be reloaded in its usual way.

5 points to merge 1 weapon. +1 weapon each time rebought.

WEBBING

With this power the character can fire one stream of webbing per round. The webbing causes D6 impact damage to anything hit by it. The webbing can be fired in the form of a strand or a cone, both able to hold up to twice the body weight of the character.

If the webbing is fired in strand form it is up to 1 centimetre per WIS wide in a circular radius and up to 2 metres per WIS long. The character can decide how long and wide to make the webbing before firing it.

The character can create a webbed shield of similar diameter. The shield has a sticky side and a non-sticky side. The shield is permeable to all gases and liquids. Weapons, items, people, etc. all

stick to the sticky side of the shield. The stickiness of the web is equal to 1 STR per WIS. After 1 minute per WIS, +1 minute per level the webbing will degenerate.

5 points to buy Webbing with 1 STR per WIS stickiness, and dissolves after 1 minute per WIS. +1 STR per WIS stickiness, and + 1 minute per WIS each time rebought.

Section 3: Defensive

Powers

ABSORPTION, ENERGY

The ability to absorb all forms of energy. The character can absorb any kind of energy attack directed against him be it pure energy, electricity or lightning, fire (not heat), and lasers. The character can absorb up to 2 points of damage per WIS, plus an equal amount per level. In terms of other power sources such as batteries or power plants the character can absorb a maximum of 1 megawatt per WIS, +1 per level. If he also has an energy emission power he can add the damage he absorbs into the damage done by the blast.

10 points to buy this power. +1 point of damage per WIS each time rebought.

ABSORPTION, ENERGY II

A variation on Energy Absorption. The character can still absorb all forms of energy damage but only if its near him and not directed at him. It can be pure energy, electricity or lightning, fire (not heat), and lasers. The character can absorb up to 2 points of damage per WIS, plus an equal amount per level. In terms of other power sources such as batteries or power plants the character can absorb a maximum of 1 megawatt per WIS, +1 per level. If he also has an energy emission power he can add the damage he absorbs into the damage done by the blast.

10 points to buy this power. +1 point of damage per WIS each time rebought.

ABSORPTION, KINETIC

The ability to absorb all forms of kinetic damage. The character can absorb any kind of physical attack directed against

him be it a punch, kick, fall, arrow or bullet. The character can absorb up to 2 points of damage per WIS, plus an equal amount per level. He can then rechannel the damage into any physical attacks performed by himself.

For example, a character is shot with a full clip from an Ingram Model 10 and does 100 points of damage. The damage taken is added to the STR damage bonus until the all the energy is redirected. The character can divide the bonus any way he wants, i.e. 2 attacks with +20 to damage, or 4 attacks with +10 to damage, and so on. If the energy is held for too long it will hurt the character and may even kill him. The character can store kinetic energy the number of melee rounds equal to his CON. If it is held for longer then that time, then the character takes 2D6 times the number of extra points of kinetic energy to his HPs every melee round until all the energy is redirected.

10 points to buy this power. +1 point of damage per WIS each time rebought.

ABSORPTION, KINETIC II

A variation on Kinetic Absorption. The character can still absorb all forms of kinetic damage but only if its near him and not directed at him. It can be a punch, kick, fall, arrow or bullet. The character can absorb up to 2 points of damage per WIS, plus an equal amount per level if it happens within a radius of 1 metre per WIS, +1 per level. He can then rechannel the damage into any physical attacks performed by himself. If the energy is held for too long it will hurt the character and may even kill him. The character can store kinetic energy the number of melee rounds equal to his CON. If it is held for longer then that

time, then the character takes 2D6 times the number of extra points of kinetic energy to his HPs every melee round until all the energy is redirected.

Remember any direct attacks on him will not be absorbed and will do full damage. 10 points to buy this power. +1 point of damage per WIS each time rebought.

ABSORPTION, MANA

The character can remove all mana from within a 3 metre per WIS range, +3 metres per level over a 1 metre per WIS radius +1 metre per level. This also allows him to absorb any kind of magic attack directed against him of up to 2 points of damage per WIS, plus an equal amount per level. If he also has the mana emission power he can add the damage he absorbs into the damage done by the blast.

10 points to buy this power. +3 metre range, +1 metre radius and +1 point of damage per WIS each time rebought.

ABSORPTION, PSIONIC

The ability to disrupt psionic powers by removing all psionic energy from within a 3 metre per WIS range, +3 metres per level over a 1 metre per WIS radius +1 metre per level. This also allows him to absorb any kind of psionic attack directed against him of up to 2 points of damage per WIS, plus an equal amount per level.

10 points to buy this power. +3 metre range, +1 metre radius and +1 point of damage per WIS each time rebought.

ABSORPTION, SHADOW

The user can absorb the shadows of others to become stronger from within a 3 metre per WIS range, +3 metres per level over a 1 metre per WIS radius +1

metre per level. For each shadow he absorbs he temporarily gains +1 to STR, CON and MR. This lasts for 1 minute per WIS.

10 points to buy this power. +3 metre range, +1 metre radius and +1 minute per WIS each time rebought.

ABSORPTION, SOUND

The character can remove all sound from within a 3 metre per WIS range, +3 metres per level over a 1 metre per WIS radius +1 metre per level. This also allows him to absorb any kind of sonic attack directed against him of up to 2 points of damage per WIS, plus an equal amount per level. If he also has the sonic emission power he can add the damage he absorbs into the damage done by the blast.

10 points to buy this power. +3 metre range, +1 metre radius and +1 point of damage per WIS each time rebought.

ACID BLOOD

The character's blood is a deadly form of concentrated acid which does D6 per 4 WIS to anyone or anything it touches. The damage will continue until the acid has been washed off, AC will not stop it from penetrating. As a side effect he is immune to all acids. After a few seconds the acid will begin clotting on the character's wound as if true blood and will heal as normal. Forget about transfusions though.

5 points to buy this power.

ADAPTABLE DEFENCE

When in combat the character instantly gains the necessary power/s required to counter an enemy or deal with a threat to him, but is still restricted to his natural limit of power points. Whatever other

powers he has are temporarily displaced until the situation passes. He can also compensate for a target's combat style and reflexes. This power can't be used to defend against sneak attacks.

10 points to buy this power. It cannot be rebought.

ADAPTABLE DEFENCE II

When in combat the character instantly gains the opposite power/s of his enemy, but is still restricted to his natural limit of power points. Whatever other powers he has are temporarily displaced until the situation passes. He can also compensate for a target's combat style and reflexes.

This power can't be used to defend against sneak attacks.

10 points to buy this power. It cannot be rebought.

ANCHOR

This power prevents the character from being forcibly removed via banishment, dimensional transport, gateway, portal, or any form of time displacement.

Further even if history changes you will remember both versions and cannot be erased by paradoxes, even if the rest of your world is. You will have a place in the new timeline whatever it is. You will remember all your experiences, even the ones that never happened. Finally the character is completely immune to having his body physically altered in any way. This includes lycanthropy and vampirism.

10 points to buy this power. It cannot be rebought.

ANCHOR II

This character can create a personal mono-directional gravity field beneath himself to make himself virtually

immovable as long as he is in contact with a solid surface such as the ground, although an incredible force of STR at at least double his WIS can uproot him, along with a chunk of whatever he is standing on.

5 points to buy this power, it cannot be rebought.

BUBBLE PROTECTION

The character can by touching any existing bubble enlarge it to surround himself and then make it super hard. He can expand the bubble up to an area of 2 metre radius, with WIS x100 HPs (+1 per level). Replenish WIS x10 HPs (+1 per level) per minute of non use.

10 points to buy this power. An additional WIS x1 HP each time rebought.

DEFLECTION AEROKINETIC

With this power the character can parry any air and sonic based attacks with no damage taken to the limb used. +4 to parry when using this and can only parry 1 attack per 4 WIS per round. The character can attempt to deflect the attack back to the person who fired it by making a successful Thac0 roll.

5 points to buy this power. +1 attack each time rebought.

DEFLECTION HYDROKINETIC

With this power the character can parry any Acid, Ice or Water based attacks with no damage taken to the limb used. +4 parry when using this and can only parry 1 attack per 4 WIS per round. The character can attempt to deflect the attack back to the person who fired it by making a successful Thac0 roll.

5 points to buy this power. +1 attack each time rebought.

DEFLECTION MAGICAL

With this power the character can parry any magical spell or attack with no damage taken to the limb used. +4 Thac0 when using this and can only parry 1 attack per 4 WIS per round. The character can attempt to deflect the attack back to the person who fired it by making a successful Thac0 roll.

5 points to buy this power. +1 attack each time rebought.

DEFLECTION PYROKINETIC

With this power the character can parry any electrical, fire, laser, or microwave attacks with no damage taken to the limb used. +4 parry when using this and can only parry 1 attack per 4 WIS per round. The character can attempt to deflect the attack back to the person who fired it by making a successful Thac0 roll.

5 points to buy this power. +1 attack each time rebought.

DEFLECTION TERRAKINETIC

With this power the character can parry any bullets, arrows, or physical attacks with no damage taken to the limb used. +4 parry when using this and can only parry 1 attack per 4 WIS per round. The character can attempt to deflect the attack back to the person who fired it by making a successful Thac0 roll.

5 points to buy this power. +1 attack each time rebought.

FIELD ACIDIC

This is the ability to create an acidic cloud mist of up to (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, +30 centimetres per level) x (15 centimetres per WIS radius, +30 centimetres per level) anywhere within 2 metres per

WIS, +3 metres per level. This does not block movement but does slightly obscure line of sight. Any character within or passing through a section suffers D6 damage per 5 WIS for each metre passed through. The mist lasts only while the character concentrates on it.

As a side effect he is immune to damage from acid.

5 points to buy the power at the minimum level listed. +5 points to rebuy with the listed increases.

FIELD AEROKINETIC

The ability to manipulate pressure in the air molecules in order for the air to become an extremely dense wall (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, +30 centimetres per level) x (15 centimetres per WIS radius, +30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level.

The field has 50 HPs per square metre.

5 points to buy the power at the minimum level listed. +5 points to rebuy with the listed increases.

FIELD AEROKINETIC II

The ability to manipulate a swirling mass of air currents (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, +30 centimetres per level) x (15 centimetres per WIS radius, +30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. The field adds -10 to the casters physical elusiveness against hurled missiles like arrows and spears. This increases to -20 for heavier objects due to the fact the tornado obscures the caster's position. The shield adds -5 to the caster's physical

elusiveness against swords, etc. The vortex has a STR of 18, +1 per 5 mana, and people must make a strength roll to force their way through the vortex to grab the caster.

5 points to buy the power at the minimum level listed. +5 points to rebuy with the listed increases.

FIELD ANTI MANA

Can form a shield or wall of anti mana (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, +30 centimetres per level) x (15 centimetres per WIS radius, +30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level.

This wall drains the mana of anything magical passing through including charged magic items.

5 points to buy the power at the minimum level listed. +5 points to rebuy with the listed increases.

FIELD D'ARQUENESS

The ability to create a semi visible layer of d'arqueness around oneself or any within the character's line of sight which when hit by a kinetic or energy attack will absorb the first WIS x100 HPs (+1 per level) of damage. Replenish WIS x10 HPs (+1 per level) per minute of non use. Can create multiple fields so long as combined HPs don't exceed the total. The absorbed damage is sent into the shadowscape.

10 points to buy this power. An additional WIS x1 HP rebought.

FIELD EARTH

Can raise a wall or shield of dirt or sand out of the ground (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, +30

centimetres per level) x (15 centimetres per WIS radius, +15 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. The wall simply absorbs any kinetic attacks without taking damage or allowing it to pass through. It is much like a wall of quicksand.

5 points to buy the power at the minimum level listed. +5 points to rebuy with the listed increases.

FIELD ELECTRICAL

Can form a shield or wall of electricity (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, +30 centimetres per level) x (15 centimetres per WIS radius, +30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level.

Does D6 damage per 5 WIS for every 30 centimetres the victim walks through.

As a side effect he is immune to electrocution but not the physical damage from electrical attacks.

5 points to buy the power at the minimum level listed. +5 points to rebuy with the listed increases.

FIELD FIRE

Can form a shield or wall of fire (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, +30 centimetres per level) x (15 centimetres per WIS radius, +30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level.

Does D6 damage per 5 WIS for every 30 centimetres the victim walks through.

As a side effect he is immune to the effects from heat but not the damage from fire attacks.

5 points to buy the power at the minimum level listed. +5 points to rebuy with the listed increases.

FIELD GRAVITY

The ability to create an intense area of gravity around oneself or any within the character's line of sight. The size is up to (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, +30 centimetres per level) x (15 centimetres per WIS radius, +30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. The affected area increases gravity in it by a factor of -5% or +5% per WIS, +10% per level.

5 points to buy this power. +1% intensity per WIS each time rebought.

FIELD HYDROKINETIC

This is the ability to draw condensation and form a shield or wall of water (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, +30 centimetres per level) x (15 centimetres per WIS radius, +30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level until concentration broken. Most weapons will have their range halved by the water if not swept away together. As a side effect the character can draw oxygen more efficiently from water allowing him to breathe in it.

5 points to buy the power at the minimum level listed. +5 points to rebuy with the listed increases.

FIELD ICE

Can form a wall or shield of ice (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, +30 centimetres per level)

x (15 centimetres per WIS radius, +30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. The field has 100 HPs per square metre. As a side effect he is immune to the effects of cold but not the damage from ice attacks.

5 points to buy with a 1 square metre size, 100 HPs, and within a 30 metre range. +1 square metre, +10 HPs and +3 metre range each time rebought.

FIELD LASER

Can form a shield or wall of lasers (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, +30 centimetres per level) x (15 centimetres per WIS radius, +30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. Does D6 damage per 5 WIS for every 30 centimetres victim walks through.

As a side effect he is immune to the effects from radiation but not the physical damage from laser attacks.

5 points to buy the power at the minimum level listed. +5 points to rebuy with the listed increases.

FIELD MAGMA

Can form a shield or wall of magma (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, +30 centimetres per level) x (15 centimetres per WIS radius, +30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. D10 damage per 5 WIS for every 30 centimetres the victim walks through.

As a side effect he is immune to the effects from heat but not the damage from magma attacks.

5 points to buy the power at the minimum level listed. +5 points to rebuy with the listed increases.

FIELD MAGNETIC

The ability to create an intense wall or shield of magnetism of up to (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, +30 centimetres per level) x (15 centimetres per WIS radius, +30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. The wall deflects up to WIS x10 HPs damage (+1 per level. Second level = WIS x11) per round anything that has at least 20% iron/steel composition. 5 points to buy this power. +1% intensity per WIS each time rebought.

FIELD MANA

Can form a shield or wall of pure mana energy (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, +30 centimetres per level) x (15 centimetres per WIS radius, +30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. This wall amplifies the mana of anything magical passing through by x2 including charged magic items.

5 points to buy the power at the minimum level listed. +5 points to increase rank by x1. eg. if bought twice then x3.

FIELD MATTER

Can form a wall or shield of matter (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, +30 centimetres per level) x (15 centimetres per WIS radius, +30 centimetres per level) anywhere within 2

metres per WIS, +3 metres per level. The field has 100 HPs per square metre. 5 points to buy the power at the minimum level listed. +5 points to rebuy with the listed increases.

FIELD METAL

Can form a wall or shield of metal out of any nearby metal based materials (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, +30 centimetres per level) x (15 centimetres per WIS radius, +30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. The field has 200 HPs per square metre. 5 points to buy the power at the minimum level listed. +5 points to rebuy with the listed increases.

FIELD MICROWAVE

The character can form a shield or wall of microwaves (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, +30 centimetres per level) x (15 centimetres per WIS radius, +30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level.

Does D6 damage per 5 WIS for every 30 centimetres the victim walks through.

The radiated particles have exceptional penetration power against all non-metallic substances. Even tinfoil will deflect the rays with no damage.

Everything else however is penetrated easily. Plastic, Kevlar, wood, glass, ceramics, and other common substances are useless as a defence. Beings wearing plastic or composite body armour take damage from the microwave beam as if they weren't wearing any armour.

However a knight in a suit of metal armour is completely protected - his

armour doesn't even take damage. Against force fields, electromagnetic disturbances, characters who are impervious to energy attacks, have Hardened Molecular Structure or Invulnerability, half damage is inflicted. Those who are impervious to fire and heat take no damage at all. As a side effect he is immune to the effects from heat but not the damage from microwave attacks. 5 points to buy the power at the minimum level listed. +5 points to rebuy with the listed increases.

FIELD PLANT

Can raise a wall of plants out of the ground with very tough, pliable, tangled brush bearing needle-sharp thorn tips as long as a human's finger. The size can be up to (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, +30 centimetres per level) x (15 centimetres per WIS radius, +30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. Does D4 damage per 4 WIS for every 30 centimetres the victim walks through. 5 points to buy the power at the minimum level listed. +5 points to rebuy with the listed increases.

FIELD REDUCTIVE

The character can form a shield or wall (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, +30 centimetres per level) x (15 centimetres per WIS radius, +30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level which reduces any incoming kinetic attacks to such a small size that they can't harm him. Anyone punching

through the field will likewise have their limb reduced so much that they do no damage. Once they pull their limb out its size will be restored. This has no effect on explosions, falling, gases, lasers or any other non kinetic attacks. 10 points to buy the power at the minimum level listed. +10 points to rebuy with the listed increases.

FIELD SHADOW

Can form a wall or shield out of any nearby shadows (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, +30 centimetres per level) x (15 centimetres per WIS radius, +30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. The field completely negates any form of nightsight, darksight or thermal vision. Only the character can see in his field. 5 points to buy the power at the minimum level listed. +5 points to rebuy with the listed increases.

FIELD SOLAR

The character can form a shield or wall of radiation (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, +30 centimetres per level) x (15 centimetres per WIS radius, +30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. Inflicts D6 rads +D6 per level for every 30 centimetres victim walks through. As a side effect he is immune to the effects of radiation but not the damage from it. 5 points to buy the power at the minimum level listed. +5 points to rebuy with the listed increases.

FIELD SONIC

The ability to create (10 centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, +30 centimetres per level) x (15 centimetres per WIS radius, +30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level.

Does D6 damage per 5 WIS for every 30 centimetres the victim walks through.

Victims are also -6 and can't hear properly for 1 minute per round spent in the field, plugging ears reduces the effects by half.

As a side effect he is immune to the effects of loud noises but not the physical damage from sonic attacks.

5 points to buy the power at the minimum level listed. +5 points to rebuy with the listed increases.

FIELD TERRAKINETIC

Can raise one large stone per WIS to take up orbit around him and swoop and swirl in an attempt to intercept incoming physical attacks. For every pair of stones that whirl and dance around the user, the user receives a +1 AC bonus against all physical attacks. The stones attempt to swoop and dive in front of any physical attack including those from behind. Each stone is destroyed upon intercepting an attack but prevents any damage reaching the character.

5 points to buy the power at the minimum level listed. +5 points to rebuy with the listed increases.

FIELD VOID

The ability to create a semi visible layer of shielding which vaporises anything touching it. Can create shields around oneself or any within the character's line of sight. The size is up to (10

centimetres per WIS thick, +30 centimetres per level) x (30 centimetres per WIS tall, +30 centimetres per level) x (15 centimetres per WIS radius, +30 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level.

The shield can destroy up to WIS x10 HPs, plus x1 per level (eg. at third level the HPs would be WIS x12). The total HPs replenishes at a rate of WIS x1 HP (+1 per level) per minute of non use.

Can create multiple shields so long as the combined HPs don't exceed the total. 5 points to buy this power. It cannot be rebought.

FORCEFIELD

The ability to create an invisible or semi visible layer of protection, until depleted or cancelled. This includes;

1) Surrounding oneself or any within the character's line of sight with a body armour type field of force or an area of 12 metre radius +3 per level, with WIS x100 HPs (+1 per level). Replenish WIS x10 HPs (+1 per level) per minute of non use. Can create multiple fields so long as combined HPs don't exceed the total.

2) Can fire small bolts of forcefield over the character's line of sight doing D6 per 20 HPs in bolt's (identical to Field) but can create multiple bolts distributing the total HPs between them.

10 points to buy this power. An additional WIS x1 HP rebought.

IGNORE ATTACKS

The character can cause any/all attacks to completely ignore him, this allows him to avoid damage by causing any attack to bypass them as a viable target. Even attacks that are homing, locked on,

or even selective would completely ignore him as if he weren't even there. He can ignore 1 attack per 3 WIS per hour.

10 points to buy this power. +1 attack per hour each time rebought.

IMMUNITY

This character is totally immune to 1 form of attack. Choose from; Magic, Supernatural or 1 type of metapower (eg. if immune to Explode then immune to all explosions).

10 points to buy one form of Immunity. Choose one additional Immunity each time rebought.

ORB

The character can surround himself with a series of energy globes which will move to intercept any attacks. He can create one orb per 5 WIS, +1 per level. Each orb will orbit around the wearer's body at whatever distance he chooses but no further than 1 metre per 4 WIS. Each orb will orbit at an opposite 45 degree angle. All of the orbs can be sped up, slowed, or made to hover in place. An orb can jump in the way of any attack and absorb up to 2 HPs per WIS of damage per hit, +1 HP per WIS per level. If the damage is greater than what the orb can take then it is destroyed and requires a minute to regenerate.

Orbs can also collide with an object doing damage STR damage equal to the character's WIS.

10 points to buy this power. +1 orb each time rebought.

POISON BLOOD

The character's blood is a lethal poison which can kill a human size lifeform in 30 minutes, -1 minute per level. One

minute is the minimum it can drop to. As a side effect he is immune to all poisons. 5 points to buy this power. -1 minute each time rebought.

REFLECT

Can reflect back 1 damage point per WIS of either physical, energy or psi damage back at the attacker. Each level increases this by the original WIS amount. Must declare which reflect is being used before the attack begins. +2 Parry +1 per 3 levels when using Reflect.

10 points to buy this at 1 point per WIS. +1 per WIS each time rebought.

REFLECT II

The ability to transfer the effects of power attacks back onto the attacker or deflect it to another. The victim must be within 10 metres per WIS. He can deflect it onto one victim per 5 WIS, +1 per level.

10 points to buy this. +1 victim each time rebought.

REFLECT III

The ability to transfer any injuries, wounds or ailments inflicted on the character back onto the attacker or another victim. The victim must be within 10 metres per WIS. He can deflect it onto one victim per 5 WIS, +1 per level.

10 points to buy this. +1 victim each time rebought.

UNIQUE

The character is one-of-a-kind, absolutely unique. In other words, he cannot be cloned, copied or imitated in any way, even magically or by illusion. Moreover, it is impossible to bring past

or future versions of him into a time where he already exists. Likewise no alternate versions of him from other dimensions may be brought into the one he currently inhabits.
10 points to buy this. It may not be rebought.

Section 4: Mental Manipulation Powers

ABSORB SKILL

This ability allows the character to gain the skill knowledge needed to use any non electrical or mechanical object by touching it, and absorbing the necessary skill/s from the previous owner or user. The skill level will be equal to that of the previous person's. The skills are retained for 1 day x WIS, +1 day per level.
5 points to buy this at 1 day x WIS. +1 day each time rebought.

ADHESIVE BUBBLES

The ability to generate a cloud of sticky bubbles at will. The bubbles resemble the soapy bubbles made by children, but they have a consistency of glue covered rubber. The bubbles adhere to anyone they touch (except the character creating them) and impair the individual's movement and combat abilities.

He can create up to 5 bubbles per WIS at a time. The bubble size is that of a golf ball and each one lasts for 1 min per WIS. The bubbles can be fired up to 1 mtr per WIS one at a time or in a stream. Alternatively he can make bubbles float around him surrounding him, and trapping anyone that touch them.

Victims need a STR greater than the user's WIS to pull free of the bubble. Each attached bubble will reduce all physical skill rolls, combat rolls and MR reduced by 1.

5 points to buy this. +1 bubble per WIS each time rebought.

ADHESIVE MANIPULATION

User can create, shape and manipulate any/all types of adhesion, the tendency

of dissimilar particles or surfaces to cling to one another. This can be used to make non-adhesive things sticky and cling onto one another, or it can make adhesive objects not so adhesive. The adhesive will have a STR of 2 per WIS. 5 points to buy this. +1 STR per WIS each time rebought.

AERIALKINESIS

This is the ability to tap into and manipulate the element of air. This conveys several abilities.

1) The character can surround himself or any within his line of sight with a pocket of air of up to WIS x10 centimetres radius (+30 centimetres per level) and an MR equal to WIS (+1 per level). Air supply lasts 1 minute per WIS, +1 per level. This can also act to purify air, removing all pollutants, including but not limited to: smoke, poison gas, dust and anything of a particulate size of than a grain of sand or less from its area of effect. It will not affect natural moisture in the air at all. It will also reduce the duration of any gas based magics or attacks that are affected.

2) A thin layer of air surrounding the character is enhanced so that it now forms an armour, with HPs equal to 10 per WIS. This armour retains the transparent properties of clear air and the recipient can easily see through the Air Armour. Those observing the target see his outline as slightly blurred or obscured, although not in such a way that he is more difficult to strike in combat.

3) This is a more surgical use of the character's powers. He can gently force a wind into an organism's lungs, inflating it and restoring their ability to breathe.

Alternatively this can be used to devastating effect.

4) The character can change the wind's direction and even increase its speed or stop it altogether within a WIS x10 metre radius (+10 metres per level). A wind rush can have a speed of up to WIS x6kph, and is able to knock people and objects over. Using this he can ride the wind at WIS x2kph (+2kph per level), lifting himself and an extra WIS x5kgs, +5kgs per level. One final side effect is he can greatly enhance the effectiveness of missile weapons by increasing the force and accuracy with which they strike. It adds a +1 to the attackers Thac0, 1 to damage and doubles the range.

5) The character can create a whirlwind with a 1 metre radius per 2 WIS (+2 metres per level) anywhere in his line of sight. It has a rotational speed of WIS x10kph, +5kph per level. Any caught in it will be swept up and hurled around unable to perform any actions. Damage to those within is D6 per WIS per round. However his control is such that he can create a cyclonic prison of air. The character may walk in and out of the cyclone as if it were clear air. Otherwise the vortex will not permit anything to exit it and will suck in anything that touches it that fails a successful STR versus STR roll with the vortex having a STR of 20 +1 per 2 WIS. Exiting the vortex does D6 per WIS. It is possible to fly over the top but this requires a DEX roll with recapture and 8D6 of impact damage if you fail. The vortex appears to be smoked glass with dust and fog writhing around in it and is remarkably quiet.

Another side to this is his ability to create a similar pocket cyclone around

himself. Said cyclone adds -2 to his physical elusiveness against hurled missiles like arrows and spears. This increases to -5 for heavier objects due to the fact the tornado obscures the caster's position. The shield adds -1 to the caster's physical elusiveness against swords, etc. The vortex has a STR of 18, +1 per 5 WIS, and people must make a strength roll to force their way through the vortex to grab the caster.

6) The character can walk on mist, fog, or other vapours as if they were a solid surface. The character uses his normal walking movement on the level and half his normal walking movement while climbing.

10 points to buy this power. +10 points to rebuy with the listed increases (+5, +2, etc. Whatever the bonus is listed after the plus symbol).

AEROKINETIC SPEED

The character can run faster by using strong winds to propel him. He can summon a wind to add +1 MR per WIS, +1 MR per level.

5 points to buy this power, it cannot be rebought.

AEROKINETIC STRENGTH

The power to enhance one's strength using air pressure to lift heavy objects and land harder strikes. He can summon a wind to add +1 STR per WIS, +1 STR per level.

5 points to buy this power, it cannot be rebought.

ALTERNATE SELVES CONNECTION

The character can contact and be connected with other pre-existing versions of themselves throughout the

endless multiverse of past, present, or future, allowing them to share information and knowledge between each "self" and even gain advice and data they didn't initially know beforehand and give info of their own to their alternates. They soon become an endless library of information through their multiple selves, saving, advancing, and guiding themselves with the knowledge a different version of them may have, whether they be slightly different or drastically divergent.

In game terms the character can acquire or refine skills or powers by interacting with an alternate version of themselves (usually from the future). The abilities will suit them perfectly, as they are their own technique, perfected over many years of training. The character can acquire or learn one new skill per day. The usual INT limit on skills doesn't apply to this character. Any skill gained is permanent.

10 points to buy this power, it cannot be rebought.

ANCESTRAL MEMORY

You have access to the memories of your direct genetic ancestors. If you want to know something the GM must determine whether or not your ancestors knew the answer. Skills available from an era previous to your own may be bought at half price.

5 points to buy this power. It may not be rebought.

ANIMAL COMPANION

The character can form a sacred and powerful union between himself and an animal companion/s, with both tending

to protect and care for one another and assist each other in multiple situations. The creature in question has befriended the character with a lifelong bond, and is always by their side, constantly ready for combat and play. It is completely loyal to the character, understands and obeys his every command, and is very protective of him, always watching his back. Selecting your animal companion is an important choice, and can have major effects on how your character functions. With the right choices, your animal companion can be a scout, a striker, a defender, or a mount, depending on your needs. When selecting your animal companion, keep in mind what role you want them to fill.

How did your character become so in tune with their beast companion? Did they find it and nurse it back to health? Were they a professional handler or trainer of beasts for a circus? Were they simply living alone with only the company of their beast companion in the wilderness? Were they lost in the wilderness as a child, and found a new family with a pack of wolves? Whatever the case, they must have a strong connection to beasts.

1) He is permanently psionically linked with a companion animal/s of the character's choice. At any point they may see through the each other's eyes, smell through each other's nose, hear through each other's ears, taste with each other's mouth or link with any of its other senses (including supernatural ones). The two are always in constant telepathic contact with a range limit of

line of sight or a radius of 1 km per WIS, +1 km per level. He can also sense his companion's emotional state.

2) The animal possesses all its normal animal abilities, but +1 to all its attributes per 5 WIS of the character.

3) Whenever within 1 mtr per WIS of each other both the character and his companion gain +1 to all attributes, +1 to any saves, +1 on all combat rolls, do +1 damage, heal at double the normal rate, and can perservere in physical tasks (including running) for +1 hour. Also sight, hearing and smell ranges increase by +1% per WIS, +10% per level. Mana also increases by +1 per WIS, +10 per level.

4) At any time either the character or his companion can transfer their STR, DEX, CON, MR, HPs, Mana or powers to each other temporarily. He can only transfer one type per round but given enough time could transfer all of them (eg. round 1 transfers STR, round 2 HPs, etc). But the attributes can never drop to below 1.

5) The character or animal can also at will trigger a +1 per 3 WIS save vs diseases, venoms and poisons for both of them.

If the animal companion should die the character cannot replace the animal for 1 month, -1 day per WIS, -1 day per level. 10 points to buy this power. +1 on all bonuses each time rebought.

+10 points to buy an additional Animal Companion.

ANIMATE I

The character can cause any non living physical object that he touches to come alive and obey simple commands. The object can talk (will answer questions) and move (if has wheels or legs).

Control 1 object per 2 WIS, +1 per level

of up to WIS x10kgs size (+10kgs per level).

5 points to buy this power. +1 object and size +10kgs each time rebought.

ANIMATE II

The character can bring to life any image that he touches including tattoos, paintings, sketches, photos, video and digital images. The image will possess a full body with all weapons, powers, etc displayed in its picture along with HPs equal to the animator's. It will obey all commands but for each day alive has a 10% cumulative chance of gaining free will, -5% per level of animator. Can give life to 1 image per 3 WIS. It will remain for 1 hour per WIS, +1 hour per level.

10 points to buy this power. +1 image and +1 hour each time rebought.

ANIMATE III

The character can transport his body into any object that he touches, without damaging either, and to somehow fuse with the object's form. The character's body disappears and looks as if it is being poured into the object being animated. He can then mentally control it and perceive what ever it perceives. He can then make the object move around either by walking, sliding or rolling. Likewise he can attack others using whatever the object has available. Example: If the character animated a car then he could start the car and move the car and use any instruments installed into the car.

While the character is in an inanimate object he can see, hear, smell, and sense anything just like a real body, but, if he is attacked he does take damage (the object animated takes on the character's

hit points). For any of these attacks the damage would be equivalent to a physical hit, plus any damage adjustments. Any inanimate object that the character animates, he then can control any moving parts within the object.

10 points to buy this power. It cannot be rebought.

ANIMATE IV

The character can bring to life any organism or object that he dreams about. The objects only remain while he is asleep and dreaming. Can give life to 1 object per WIS, +1 per level.

10 points to buy this power. +1 object per WIS each time rebought.

ANIMATE V

The character can bring to life any literature he reads aloud, projecting narrative stories into reality. He can read a book aloud causing the narrative to assume tangible life, with the characters and environments manifesting within his present surroundings. Can give life to 1 object per WIS, +1 per level.

10 points to buy this power. +1 object per WIS each time rebought.

ANIMATE VI

The character can bring to life any word he writes, materializing solid words in their depicted form (i.e. writing "fire" would create fire). The more words he adds to the original word the more detailed the created object becomes. Can give life to 1 object per WIS, +1 per level. Must be able to spell and write, as the power may backfire spectacularly if spelled incorrectly. Only works with nouns (people, places, things), and it doesn't work with the abstract concepts

(such as peace, a noun that is not an actual object). The word can still be written in complete darkness but if more than one syllable may require a roll to see if it was written correctly.

10 points to buy this power. +1 object per WIS each time rebought.

ANIMATE VII

The character can transport his body into any object that he touches, without damaging either, and to somehow fuse with the object's form. The character's body disappears and looks as if it is being poured into the object being animated. He can then mentally control it and perceive what ever it perceives. He can then make the object move around either by walking, sliding or rolling. Likewise he can attack others using whatever the object has available. Example: If the character animated a car then he could start the car and move the car and use any instruments installed into the car.

While the character is in an inanimate object he can see, hear, smell, and sense anything just like a real body, but, if he is attacked he does take damage (the object animated takes on the character's hit points). For any of these attacks the damage would be equivalent to a physical hit, plus any damage adjustments. Any inanimate object that the character animates, he then can control any moving parts within the object.

10 points to buy this power. It cannot be rebought.

ANIMATE VIII

The character can meld with a city, effectively becoming one with it. In this state, he is aware of any activity within

the city and may locate a specific individual with ease. He may also travel from any point in the city to any other point in the same city. Functions as Teleportation, but is limited to a citywide range.

10 points to buy this power. It cannot be rebought.

AURA DISGUISE

This is the ability to disguise one's true aura concealing experience, health, powers, magic, etc. After third level the character can also alter the auras of other living organisms within his line of sight. This transference can lead to innocent beings being considered powerful beings or practitioners of magic. Can affect up to 1 organism within line of sight per 5 WIS, +1 per level.

5 points to buy this and affect 1 organism within sight per 5 WIS. +1 per 5 WIS each time rebought.

AURA DIVINE

This character can surround himself with a field which makes him seem more imposing. May only use 1 of the following at a time;

- 1) Once per melee he can issue a command (eg. stop, look, no, etc) which everyone who hears must obey. Victims are -1 to attack.
- 2) The character can attract one follower per 4 WIS (+1 per level) who will obey only him and do all he commands unquestioningly.
- 3) He can subtly alter his aura to one of extreme intimidation. When this is active anyone looking at the character must save vs trauma or break down, start crying and beg for mercy until the power is turned off.

4) Another aura shift can cause nausea to all in view. When this is active anyone looking at the character must save at -2 (additional -1 per 2 levels) or start vomiting until the power is turned off. 10 points to buy this power. It cannot be rebought.

AURA LIFE

This is the ability to surround oneself in an aura of pure lifeforce. He and any who enter the area of the aura will heal and mend any wounds as well as remove any diseases, drugs, poisons, toxins and venoms. He can even heal one's mental state and/or soul. Any area within his aura will be purified of any blight and putrefication and plant life will begin to instantly grow again. The aura extends to a diameter of his WIS x10 metres. Likewise the character or anyone within the aura gain +1 to any save rolls while they remain within the area, +1 every second level.

10 points to buy this. +1 metre and +1 save each time rebought.

AURA MANA

This is the ability to surround oneself in an aura of pure mana such as what is used to cast magic. He and anyone who touches him or is touched by him can increase the strength, duration, and potential of spells, making them more powerful and durable than usual. The amount he can make available is equal to his WIS x10, and requires 1 hour per 10 points to recharge. Likewise the character or anyone touched gains +1 to any rolls involving magic per 10 mana he generates.

10 points to buy this. Increase by x1 each time rebought. eg. if bought twice

then WIS x11, 3 times then WIS x12, etc.

BACKFIRE

By touching a victim the character can cause their power/s to feedback and do damage to themselves even if they're immune to it. Once touched the victim is affected until he leaves his line of sight. 10 points to buy this power. It cannot be rebought.

BIBLIOPHILE

This power allows the character to instantly find the information he needs from a book. All he need do is pick up the book, concentrate for a minute on what it is he is looking for, then drop the book. It will then fall open on the exact page which has the information he is looking for.

5 points to buy this power. It cannot be rebought.

BLEND

The character can blend into his surroundings and become 100% undetectable if standing still, 75% if move up to 1 metre per round, 50% if 2 metres per round, 25% if 4 metres per round and 0% if move any faster.

5 points to buy this power. It cannot be rebought.

BUBBLE COMMUNICATION

The character can communicate with others using bubbles. He creates a normal soapy bubble whispers into it whatever message he wants and then sends it flying to the intended recipient. The bubble will splat against the recipient's ear and deliver the verbal message to them. The character can

include up to 5 words per WIS in his message, +5 words per level.

5 points to buy this power, it cannot be rebought.

CHRONOKINESIS

The ability to control the element of time. This confers several abilities;

1) The character can place himself between two time periods (a fraction of a second between the character's present time line and the future). As a result, the character's outline appears blurred, shifting and wavering. This distortion grants the subject semi invisibility (-4 to hit). Another effect of this temporal field is to shroud himself from detection by divination and psionic powers, spells and mystic objects such as crystal balls.

2) He can age any object or organism he touches 1 year per WIS, +1 year per level for every melee that touch (unless save). An object can be aged to the point that it weakens or decays. For example a character touching a sword may be able to age it to the point that it rusts, for a door it will age it to the point that it warps, for stone it will weather to the point that it will turn to sand, for food it will decay to the point that it becomes rotten or spoiled etc. The effect lasts for 1 hour per WIS unless the organism dies or the object is destroyed. He can also do the reverse and rejuvenate organisms.

3) The character can slow objects over a 3 metre radius per WIS (+2 metres per level) anywhere within the character's line of sight. If he cant see then it just centres around him. He can slow 1 person or object by 50%, +10% per level for WIS x1 melee. This will of course also effect actions, dodge ability, etc. He can also speed up objects in exactly the same way.

15 points to buy this power. +15 points to rebuy with the listed increase (+5, +2, etc. Whatever the bonus is listed after the plus symbol).

CLAIRAUDIENCE

Can tune in to any location that have been to before or person that have met and listen for 1 minute per WIS, +1 per level. In this case he can hear distant sounds and voices despite any intervening distance or barriers. The power is not hindered by factors that affect normal sound transmission such as distance, time lag, muffling, distortion or the absence of a transmitting medium.

Because of this Clairaudience has superior range over any enhanced hearing. Only Clairaudience enables the character to hear across a vacuum for example.

Unfortunately Clairaudience can act as a pipeline to direct another's Psionic or Sonic attacks toward the character.

Because of this side-effect the character is +1 to resist such attacks. These attacks need not even be aimed at the character but might still affect the character if the other Power is being used in the area the character is spying upon.

When the power operates it overrides the character's natural hearing. Distant sounds are sensed at their original volume level. The power is normally a voluntary power that must be summoned. Sometimes it functions automatically; this can be the result of improper control, tampering by outside forces, or be triggered by sudden, dramatic events occurring to someone with whom the character shares an emotional rapport. When using the power to eavesdrop on another Clairaudient, that person may

automatically sense the first Clairaudient's effort.

5 points to buy with one minute limit. +1 minute each time rebought.

CLAIRGUSTATION

Clairolfaction allows its wielder to taste things far, far beyond the range of their natural sensory apparatus. While a sense of taste is generally restricted to physical contact with one's person, clairgustation allows one to vicariously sample the flavours of items and substances (and even people) without physically interacting with them. While using this power, the character with this ability can smell anything that they could otherwise in the observed area, but cannot directly affect it at all. Similarly, materials in the remote area cannot harm the user, though sensory overload (from, say, powerful tastes) can happen. No damage can transfer through this link, but particularly extreme input can momentarily distract him. The nature of clairalience allows it to defeat most methods of disguising one's scent, as the surrogate olfactory organs can quickly move about to determine the source of would-be countermeasures - and then disregard them. He can tune in to any location that have been to before or person that have met and taste for 1 minute per WIS, +1 per level. When the power operates it overrides the character's natural taste.

5 points to buy with one minute limit. +1 minute each time rebought.

CLAIROLFACTION

Clairolfaction allows its wielder to smell things far, far beyond the range of their natural sensory apparatus. While a sense of smell is generally restricted to the

immediate area, clairolfaction allows one to vicariously smell items and substances (and even people) without resorting to physically interacting with them. While using this power, the character with this ability can smell anything that they could otherwise in the observed area, but cannot directly affect it at all. Similarly, materials in the remote area cannot harm the user, though sensory overload (from, say, powerful odours) can happen. No damage can transfer through this link, but particularly extreme input can momentarily distract him. The nature of clairolfaction allows it to defeat most methods of disguising one's scent, as the surrogate olfactory organs can quickly move about to determine the source of would-be countermeasures - and then disregard them. He can tune in to any location that have been to before or person that have met and smell for 1 minute per WIS, +1 per level. When the power operates it overrides the character's natural smell.

5 points to buy with one minute limit. +1 minute each time rebought.

CLAIRTACTILENESS

Clairtactileness allows its wielder to touch things far, far beyond the range of their natural sensory apparatus. While a sense of touch is generally restricted to physical contact with one's person, clairtactileness allows one to vicariously feel items and substances (and even people) without resorting to physically interacting with them. While using this power, the character with this ability can feel anything that they could otherwise touch in the observed area, but cannot directly affect it at all. Similarly, materials in the remote area cannot harm

the user, though sensory overload (from, say, complex textures) can happen. No damage can transfer through this link, but particularly extreme tactile input can momentarily distract him. He can tune in to any location that have been to before or person that have met and touch for 1 minute per WIS, +1 per level. When the power operates it overrides the character's natural touch.
5 points to buy with one minute limit. +1 minute each time rebought.

CLAIRVOYANCE

The character can tune in to any location that have been to before or person that have met. The duration is 1 minute per WIS, +1 per level. The character can see distant sights without directly seeing it with his eyes. The character receives a visual simulation of what he would see if he were actually present at the scene. The power is not hindered by any of the factors that affect normal light transmission such as distance, blockage, obscurement, and time lag. It can be used to see things that are impossible for a telescope or Telescopic Vision. For example current conditions inside a sealed room on the surface of Venus.

When in use the power overrides normal vision. Normally the power is consciously controlled. Sometimes it functions automatically. This can be the result of improper control, interference, or be triggered by sudden, dramatic events occurring to someone who whom the character shares an emotional rapport. The power can work against the character if unwanted visions obscure the character's sight or distract him at a crucial moment. When the power is used to spy on another Clairvoyant there is a

possibility of that person detecting the use of the Power. Clairvoyance can function as a pipeline to draw light-based and Psionic attacks toward the character. Such attacks may even affect him if they were aimed at something else within the area he is spying upon. The character has +1 resistance to such attacks. Clairvoyance can be used in conjunction with other powers to increase the range at which those powers can affect a target.

5 points to buy with one minute limit. +1 minute each time rebought.

COMBAT REFLEXES

The character gains an uncanny insight into the actions of his or her foes. Once invoked, he will begin to 'read' his target, and after three rounds of combat in an encounter, he will have a 'good idea' just what their opponent will be planning at any given moment. Once the target is read, he will gain +1 to Initiative, Thac0, AC and evade against that opponent (but only that opponent). This bonus lasts until the combat is finished, but if the character using this power has wielded the ability on an antagonist in a previous encounter, he can 'read' them after only one turn on subsequent activations.

10 points to buy this power. It cannot be rebought.

CONTROL ANIMALS

The character is one with the animals and can pass among them without disturbing them (birds will not fly away and animals will not hide). He has several abilities;

1) Animals will obey simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per WIS, +10 per level.

2) The character also has empathy with all animals, able to sense their emotional state.

3) He can summon any animals in the area. Up to 1 animal per 2 WIS of choice, +2 per level. He can summon any animal within a 100 metres per WIS radius, +100 metres per level.

4) For 1 hour per WIS (+1 hour per level) can add +1 HPs per WIS (+5 per level) to any 1 animal per WIS within range. 10 metre per WIS radius. +3 metres per level.

10 points to buy this power. +10 points to rebuy all the abilities with the listed increases (+5, +2, etc. Whatever the bonus is listed after the plus symbol).

CONTROL EMOTION

The character can transmit either his own emotional state to another or manipulate their emotions to what he desires. They must be within his line of sight or 20 metre radius (+5 metres per level). The power functions for as long as the character concentrates on using it. Apathy will make the victim lose interest in whatever he is doing and have a 5% chance per WIS of leaving.

Confusion will affect the victim's ability to make decisions, his sense of direction, time or what is going on. -3 on everything.

Despair will cause a 3% chance of surrender per WIS, +2% per melee. Combat rolls halved but fleeing MR is doubled.

Fear will cause a 4% chance of fleeing per WIS, +3% per melee. Combat rolls reduced to one third but fleeing MR is doubled.

Hate will cause the victim to act rashly, with a 4% chance per WIS to attack the

source of his dislike (old hatreds surface), +1 to hit source, -1 all else. Satisfaction will cause a 4% chance per WIS to reconsider actions, not attack, show mercy, halt rampage, etc. 10 points to buy this power. It cannot be rebought.

CONTROL FABRIC

This character can manipulate any form of cloth, thread, and textile fibres in general. Note that this power only works against cloth (including artificial fibres like polyester) and objects made from it. It would not work against leather, the rubber soles of shoes, metal buckles, ivory buttons, or the like. All abilities are touch based, except for sense fabric.

1) Manipulate Wardrobe; he can manipulate fabrics and alter it to resemble any wardrobe the character has seen before or can imagine. The original size does not change. He can affect 1 piece of clothing per WIS plus an equal amount per level. He may also alter its colour.

2) Unravel Clothing; a variation on the manipulation power. The character can cause all the stitching to come apart and make clothing fall apart. A victim could wind up naked.

3) Animate Clothing; any fabric can also be animated so as to dance around, lash out and bind someone or anything else the user desires. The item's attributes will be identical to that of the creator but its HPs wont change.

4) Harden Molecular Structure of Clothing; he can increase the HPs of any fabric by +1 HP per WIS. If there are multiple fabrics joined together then each sheet receives the increase.

Combined with other abilities this can be used to create armour, shields, etc.

5) The character can sense any fabric within one metre per WIS radius. 10 points to buy this, it cannot be rebought.

CONTROL INSECTS

The ability to command insects. This confers several abilities;

- 1) Insects will obey simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per WIS, +10 per level.
- 2) The character also has empathy with all insects, able to sense their emotional state.
- 3) For 1 hour per WIS (+1 hour per level) can add +1 HPs per WIS (+5 per level) to any 1 insect per WIS within range. 10 metre per WIS radius. +3 metres per level.
- 4) The character can summon 100 insects per 2 WIS of choice, +100 per level. He can summon any insect within a 100 metres per WIS radius, +100 metres per level. If desired he can make them cover him creating a form of armour with 10 HPs per WIS, +30 HPs per level.
10 points to buy this power. +10 points to rebuy all the abilities with the listed increases (+5, +2, etc. Whatever the bonus is listed after the plus symbol).

CONTROL MIRROR

A character with this power has complete control over mirrors and reflective surfaces.

- 1) Explosive Mirror; this allows the character to cause a mirror within his sight range to crack and explode into tiny razor shards. Each shard does D4 damage with up to one shard per WIS.
- 2) Receptive Mirror; the character can concentrate on any mirror he can see

willing it to show the scene of any location where there is another mirror present that have previously visited or been told about (same as Clairvoyance).

- 3) Curative Mirror; the character can stand in front of any mirror and transfer his injuries into the mirror and entirely onto his reflection, leaving himself full healed. Each mirror may absorb up to 1 HP per WIS of injury before breaking and becoming unusable.
- 4) Multiple Mirror; this allows the character to create multiple illusory duplicates of himself which then emerge from the mirror and move in a realistic fashion away from him (the character should also really move away from where they were at this point). All of the illusory duplicates will then act normally for as long as they last. This can be highly confusing in a combat situation. He can create 1 duplicate per 4 WIS +1 per level.
- 5) Entrapping Mirror; this allows the character to trap others within a mirror. The mirror is a window in and out of the cage. Breaking the mirror will free any prisoners. However breaking it by throwing it off a cliff or under a truck will probably also kill them. The mirror prison can hold up to 1 victim per 5 WIS +1 per level, for 1 day per WIS +1 per level. Alternatively the character can use the prison to store items which he can later release at will. The amount of items he can store is the equivalent size of up to 1 person per 5 WIS +1 per level, for 1 day per WIS +1 per level.
- 6) Reflective Mirror; the character can use a mirror to parry any electrical, fire, solar or other energy based attack of up to WIS x10 damage per blast. If the damage is greater than this in any one attack then the mirror is destroyed.

7) Truthful Mirror; the character can cause any mirror to show the true image of any person or object in front of it regardless of any form of concealment, disguise, illusion or invisibility.

8) Transportive Mirror; once the character has found a location through his Receptive Mirror power then he can use this ability to walk through the mirror to the destination on the other side. He can also bring other people and objects through by holding them.

10 points to buy one of these powers. +5 points for each additional ability. +1 bonus to each ability which is rebought (5 point cost).

CONTROL MONSTERS

The character can manipulate and control any monsters. He has several abilities;

1) Monsters will obey simple telepathic commands. The telepathy works within line of sight or a radius of 10 metres per WIS, +10 per level.

2) The character also has empathy with all monsters, able to sense their emotional state.

3) He can summon any monsters in the area. Up to 1 animal per 3 WIS of choice, +1 per level. He can summon any monster within a 100 metres per WIS radius, +100 metres per level.

4) For 1 hour per WIS (+1 hour per level) can add +1 HPs per WIS (+5 per level) to any 1 monster per WIS within range. 10 metre per WIS radius. +3 metres per level.

10 points to buy this power. +10 points to rebuy all the abilities with the listed increases (+5, +2, etc. Whatever the bonus is listed after the plus symbol).

CONTROL PARCHMENT

This character can manipulate any form of paper or paper based products (eg. newspapers, toilet paper, books, cards, posters, papyrus, etc). All abilities are touch based, except for sense paper.

1) Manipulate Shape; he can manipulate paper and alter its shape sculpting it into whatever he can imagine. The original size does not change however individual pieces can be combined to create a larger object. He can affect up to 1 A3 piece of paper per WIS plus an equal amount per level.

2) Animate Parchment; any paper item can also be animated so as to dance around, lash out and bind someone or anything else the user desires. When combined with the altering shape aspect he can create paper birds, soldiers, animals, etc. The item's attributes will be identical to that of the creator with 1 HP per sheet of paper used in its creation.

3) Harden Molecular Structure of Parchment; he can increase the HPs of any paper sheet by +1 HP per WIS. If there are multiple sheets joined together then each sheet receives the increase. Combined with other abilities this can be used to create armour, shields, etc.

4) Make Parchment Razor Sharp; this is a paper cut magnified. The character can increase the slicing damage from paper so it does D6 per 5 WIS. Combined with other abilities this could be used to create paper swords, axes, etc.

5) The character can instantly find any information he needs from a book. All he need do is pick up the book, concentrate for a minute on what it is he is looking for, then drop the book. It will then fall open on the exact page which has the information he is looking for.

6) The character can sense any paper within one metre per WIS radius. Disadvantages; regardless of what abilities are used it is still paper. It burns like paper, is ruined by water like paper and can be shredded by strong winds like paper.
10 points to buy this, it cannot be rebought. See also Manipulate Writing.

CONTROL PLANTS

The ability to command plants. This confers several abilities;

- 1) Plants will obey simple telepathic commands and perform actions they are normally not capable of. The telepathy works within line of sight or a radius of 10 metres per WIS, +10 per level. He can manipulate all plants causing any vines, weeds, shrubs, or trees to trap and ensnare or cover a victim. The plants cannot move from the soil which they are rooted into. Tree limbs may be capable of knocking someone out.
- 2) As an extension of the telepathy the character can confer with any plant within range and question it. It will answer truthfully about anything it knows or sensed passed by it.
- 3) For 1 hour per WIS (+1 hour per level) can add increase the size of any 1 plant per WIS within telepathy range by +10% per WIS (+10% per level).
10 points to buy this power. +10 points to rebuy all the abilities with the listed increases (+1, +10%, etc. Whatever the bonus is listed after the plus symbol).

CONTROL SPIRITS

The character can dominate the wills and actions of previously living, ethereal beings whether humans or animals. This is done by completely overriding the will and conscious mind of the spirit. Once

control is established the character can order the spirit to perform any task he desires, so long as it is within their ability. Control ceases when the task is accomplished but can be reinstated at that time. This power cannot affect anything living. Intelligent spirits may hold a grudge against the character and later try to destroy him. Worse they might attempt to make the character into one of themselves. This includes Nightmares, Poltergeists, Shadows, Spectres, Wights, and Wraiths.

- 1) Spirits will obey simple telepathic commands. The character also has empathy with them able to sense their emotional state. The telepathy works within line of sight or a radius of 10 metres per WIS, +10 per level.
- 2) The character is immune all spirit special attacks.
- 3) For 1 hour per WIS (+1 hour per level) can add +1 HPs per WIS (+5 per level) to any 1 spirit per WIS within range. 10 metre per WIS radius. +3 metres per level.
- 4) The character can summon up to 1 spirit per 2 WIS of choice, +2 per level. He can summon any spirit within a 100 metres per WIS radius, +100 metres per level. Any spirits over that number are in effect free agents who can act independently. Such free spirits never attack their animator though unless they are unique in some way.
- 5) The effect of the control on an spirit is peculiar. Spirits don't actually heal since that is a function of living organisms. Any attempt to heal them actually kills them by negating the animation.
Note: The popular misconception is that spirits are inherently evil. This is not true. Spirits are only a reflection of their Animator's personality.

6) He can telepathically probe the brain of the deceased or undead for specific data. The GM must decide how decayed the brain being scanned is.
10 points to control 1 spirit per 5 WIS.
+1 each time rebought.

CONTROL UNDEAD

The character can dominate the wills and actions of previously living, still-corporeal beings whether humans or animals. Part of the power is used to halt the process of decay and to maintain the structural integrity of the remaining body parts.

Once control is established the hero can order the undead to perform any task he desires, so long as it is within their ability. Control ceases when the task is accomplished but can be reinstated at that time. This power cannot affect anything living. Intelligent undead may hold a grudge against the hero and later try to destroy him. Worse they might attempt to make the hero into one of themselves. This includes Ghosts, Ghouls, Mummies, Skeletons, and Zombies.

- 1) Undead will obey simple telepathic commands. The character also has empathy with them able to sense their emotional state. The telepathy works within line of sight or a radius of 10 metres per WIS, +10 per level.
- 2) The character is immune all Undead special attacks.
- 3) For 1 hour per WIS (+1 hour per level) can add +1 HPs per WIS (+5 per level) to any 1 undead per WIS within range. 10 metre per WIS radius. +3 metres per level.
- 4) The character can summon up to 1 undead per 2 WIS of choice, +2 per level. He can summon any undead

within a 100 metres per WIS radius, +100 metres per level. Any zombies over that number are in effect free agents who can act independently. Such free zombies never attack their animator though unless they are unique in some way.

5) The effect of the control on an undead is peculiar. Undead don't actually heal since that is a function of living organisms. Any attempt to heal them actually kills them by negating the animation.

Note: The popular misconception is that undead are inherently evil. This is not true. Undead are only a reflection of their Animator's personality.

6) He can telepathically probe the brain of the deceased or undead for specific data. The GM must decide how decayed the brain being scanned is.
10 points to control 1 undead per 5 WIS.
+1 each time rebought.

COSMIC AWARENESS

The character is in tune with the entire scope of reality. He possesses a detached, omniscient viewpoint that allows him to explore the entire existence of a chosen subject. Unfortunately, this causes such a massive overload of superfluous information that he is hard pressed to sort it all out. Secrets, weaknesses, arcane knowledge, and anything else the GM wants to make difficult to find out requires an WIS roll. In combat the power raises the hero's own combat rolls by +1 per 4 WIS, detecting the weak points in an opponent and sensing what he is about to do. He has the following abilities;

- 1) The power to see what choice one should make when confronted with a

situation, see all the variables of any situation, predict the outcomes of certain situations, and then to accelerate oneself along that path of causality immediately. When utilizing this ability the character sees paths projected in front of him, illuminating possible courses of action. He can then foresee the best tactic, and accelerate himself along that path.

2) The character has an absolute sense of direction always knowing which way is polar north.

3) He also has an absolute sense of time always know the exact time according to the current time zone.

4) He can detect any weakness in any opponent or structure within sight.

5) He can detect if anyone is lying to him or attempting to otherwise deceive him.

6) He can detect any concealed person or object within his line of sight.

10 points to buy this power. It cannot be rebought.

CREATE OBJECT

The character can create a desired object from virtually nothing. The artifact can be of any substance, and is limited to being composed of a single piece.

Although the power can create facsimiles of more complex construction, close examination reveals that all the smaller pieces are fused together. However, the character can create complex items by forming them one piece at a time. The Objects disintegrate after being separated from the host for WIS x1 round. Each Object damage is weapon specific. The character can create in one turn a number of kilograms equal to his WIS. The character must have detailed knowledge of the design of whatever he

wants to create. He can only store a finite number of designs in his mind at any one time. This is equal to WIS x1.

The player must keep a record of which items the character knows how to create. The list can be changed at any time. If no memory slots are available, the new design replaces an old one. Normally the power is used to create facsimiles of objects that already exist. These can be directly studied by the character as he memorizes their designs. This takes at least 30 minutes before attempting the creation, -1 minute per WIS. Failure requires another 30 minutes of study, and another attempt. As you can guess, their character might never be able to master certain designs.

The character can also create new designs based solely on his own imagination. Since this requires really intense concentration, his chances are WIS x4%. The artifact has the same properties as a normally manufactured item of its type. In the case of altered or imaginary designs, the player and GM should agree on reasonable statistics for the item in question.

The character can materialize the artifact at any site within one area. The artifact is initially stationary; you can't launch an artifact as you can a missile or a spray. The character can take advantage of gravity, though, by materializing the artifact uphill or over a target. Such raw matter can be formed in any shape, though. This permits the character to change the composition of any of his already memorized designs. For example, if he already has memorized a knife design and the nature of silver, he

can make either a steel knife (like the one he memorized) or one made of silver.

The character can create facsimiles of living matter, but such facsimiles are not themselves capable of living. He can make a dead chicken but not a live one; however the one he makes will taste just as good. Being able to create corpse versions of yourself could be extremely handy, especially for villains out to confound the law.

15 points to buy this power. +1 memory slot for an object each time rebought.

CREATE SOLID ENERGY CONSTRUCTS

The character can transform energy into a matrix that simulates solid matter. This matrix may be any shape the character desires, although greater complexity requires an WIS roll to create. The energy matrix possesses Strength equal to the character's WIS. It continues to exist for a duration determined by the character's WIS x1 minute. After that time the matrix harmlessly dissipates. Some of the uses for this power include; Forming cages or barriers.

Forming servants to perform desired tasks.

Creating Body Armour to protect and enhance the character's abilities.

Pieces that are "broken off" from the matrix immediately revert to their original energy form. It has a line of sight range with a size of 1 metre per 5 WIS, + 3 per level. HPs per object = WIS x10. Can create any shape objects, up to 1 per 5 WIS, +1 per level. Melee weapons do D6 damage per 10 HPs.

10 point to buy this power. It cannot be rebought.

CRYOKINESIS

This is the ability to tap into and manipulate the element of cold. This conveys several abilities.

1) The character can increase and decrease the level of a snow storm. He can do all this within a WIS x10 metre radius (+10 metres per level) for WIS x1 minute (+2 minutes per level). This can be used to simply drench someone or be turned into a full blizzard (movement, actions and any combat rolls reduced by two thirds). Cold effects apply during a blizzard.

2) The character can reduce the temperature dramatically anywhere within his line of sight. This can cause a victim's hands and feet to get frostbitten, as if from exposure to extreme cold. The victim gets a save against this effect, but it must be made at -2. When affected by Frostbite the victim will fight with -4 and -40% on all rolls. These effects persist until the victim's extremities are defrosted by heat. Note that any extremity in a frostbitten state for more than 3 hours could potentially become gangrenous. Surfaces on the other hand will become extremely slippery and in some cases brittle.

3) He can sculpt and shape snow and ice as he desires. One side effect of this is the ability to turn a pile of ice into a weapon which does D6 damage per 4 WIS.

4) The character can draw on an snow or ice source and surround himself with it so that it now forms an armour, with HPs equal to 15 per WIS.

5) The character can reach out to snow and ice and form arms or other shapes out of the ground. He can then exert his strength through these arms. The arms can take damage equal to his total HPs,

and its stretching ability is dependant on the amount of material available for it to draw on. Does D10 damage per 3 metres height.

6) The character is totally immune to cold and like attacks.

10 points to buy this power. +10 points to rebuy with the listed increases (+5, +2, etc. Whatever the bonus is listed after the plus symbol).

CSI

This allows the character to determine the exact cause of death of a corpse. He can also see whatever the recipient corpse saw at the very instant of death with the intent of learning the identity of the murderer, or at least the location of death. As a side effect by looking at a person he can sense if they are about to die within the next 24 hours, and if so how.

5 points to buy this power. It cannot be rebought.

D/EVOLVE

The character can alter his mind and body or that of another to simulate any stage of the evolutionary path of his species. If the character possesses other powers, the player may divide them among different evolutionary stages. Example; the caveman gets the physical Powers while the giant brain gets the mental ones.

Duration is equal to WIS x1 minute. For the caveman drop INT and WIS scores by D6 but raise STR and CON by the same amount. For the giant brain reverse the process. Each stage also has intrinsic advantages. The caveman possesses skills like tracking, while the giant brain possesses abilities like telepathy.

10 points to buy this power. +50% time each time rebought.

D/EVOLVE OBJECT

The character can alter tools, objects, weapons and other items to simulate any stage of the evolutionary path of the item. Example; a sword may evolve into an energy sword or devolve into a club. Can affect one item per 5 WIS +1 per level, with duration equal to WIS x1 minute.

10 points to buy this power. +1 object and an additional x1 each time each time rebought.

DANGER SENSE

This power automatically warns the character about impending danger. There are 2 different ways it may work. The character chooses at the start which type he has. It either;

1) Actively gives him a sense of imminent danger with a warning time of 1 minute per 5 WIS, +1 minute per level. Will know direction and threat level. +1 to Perception. Gain +1 willpower save per 5 WIS, and +1 every 2 levels.

2) Whenever there is impending danger to the character he avoids it by not noticing its there. He becomes distracted by a passing pretty girl and avoids a punch. He bends over to pick up the shiny pebble and dodges a bullet, etc. Gain +1 willpower save per 5 WIS, and +1 every 2 levels.

5 points to buy this power. +1 minute each time rebought.

D'ARQUE COMMUNICATION

This power allows the hero to speak to someone he knows by talking through the recipient's shadow. This is auditory only, there is no visual. However if the

hero prefers he need not speak and instead just listen in to what's going on near the recipient. Range is line of sight or within a 1 kilometre radius per WIS. However, the recipient must have a shadow present for this to work. 5 points to buy this power. It cannot be rebought.

DAYDREAM

Wielding this useful power, one may drop the mind of his or her target into a relatively blank, daydreaming state. If affected by this ability, an individual is not quite asleep, but isn't really awake, either. They may be thinking about nothing at all, or may give in to flights of fancy, possibly envisioning any number of pleasant fantasies to pass the time. In this state, a daydreamer won't be all that aware of their surroundings. Typically, this mental state will last for 1 round per WIS. Otherwise, one might spontaneously drop out of a daydream if assaulted by similar, intense sensory input - anything from bright lights to noxious odours will do. 5 points to buy this power. It cannot be rebought.

DEATH STARE

Must have eye contact. Once this is achieved the victim must save vs. Willpower or die. Even if the victim saves then he is knocked out for 1 day per WIS of the user. The character is immune to own stare. 10 points to buy this power. It cannot be rebought.

DETECT META ABILITIES

The character has the unique ability to sense super powers in other beings. He automatically senses when a super being

comes within sight range. With this ability it is also possible to determine some things about the being. The character can sense the general power of the abilities (latent, low, equal to the character, high, powerful), the nature of the being's powers (mutant, alien, or experiment), and their general type (energy expulsion, heightened senses, some sort of shapeshifting). Magical super abilities cannot be sensed or tracked due to their non biological nature.

5 points to buy this power. It cannot be rebought.

DETONATE

The character can trigger any explosive materials. This can be done by concentrating and then either looking at the item or extending a trigger field of WIS x1 metre radius, +1 metre per level. This includes bombs, grenades, ammunition, etc.

5 points to buy this power. +1 metre radius each time rebought.

DIAGNOSE

By carefully laying on hands, the character can sense the subtle currents of living energy within an organism. He can detect any flaws within this energy flow and diagnose ailments and injuries. 5 points to buy this power. It cannot be rebought.

DIVINATION

This power confers precognitive flashes which can be used to determine correctly the procedure for overcoming a problem or surviving (eg. escape a trap, defuse a bomb, etc).

5 points to buy this power. It cannot be rebought.

DOMINATION I

This character can transfer his mind into any life forms within his line of sight. Once inside he takes over the body completely (the victim will remember nothing from moment that he is taken over). He can still use his own skills but not any other powers he may have. Victims can make a saving throw at the start and then once every one hour per WIS of the victim. If taken twice he can transfer his entire body.
10 points to buy this power. It can only be rebought once.

DOMINATION II

This is a unique form of Domination. By touching a dead body (human, animal or alien) he can transfer his mind into the living body of whomever last saw the dead victim alive. He will initially be disorientated for D4 turns as he takes stock of where he has ended up. Once inside the victim he can still use his own skills but not any other powers he may have. There is no limit to the distance of transferral but it must be in the same dimension and era. If taken twice he can transfer his entire body.
10 points to buy this power. It can only be rebought once.

DOMINATION III

This character can transfer his mind into any machine within his line of sight. Once inside he takes over the device completely. He can still use his own skills but not any other powers he may have. The device has no saving throw. If taken twice he can transfer his entire body.
10 points to buy this power. It can only be rebought once.

ELECTROKINESIS

This is the ability to tap into and manipulate the element of electricity. This conveys several abilities.

- 1) The character can interrupt the electrical signals in a victim's brain. The victim will become dazed and disorientated. Combat rolls will be -10 and -50%. Range is line of sight.
- 2) The character can hinder the function of electrical devices by slowing the current that powers the object. WIS x2% chance +10 per level of disrupting and ruining any electrical equipment. Line of sight or WIS x10 metre radius, +2 metres per level.
- 3) The character can change the nature of normal weapons into electrical ones. This may be either melee weapons or batches of missile weapons (arrows, bullets, bolts) which are within his line of sight. The electrical characteristic of a weapon does not appear until he concentrates on it, and then lasts until the first time it hits something or can no longer see it. Weapons do an additional +D4 per 3 WIS. This however can be regulated. So if he could normally do +4D4 then he can choose to do anywhere between +D4 to +4D4.
- 4) He can sense all electromagnetic fields and locate any operating electrical devices (eg. hidden surveillance devices, power cables, electrical traps, etc) within his line of sight or WIS x10 metres, +10 per level.
- 5) The character is immune to all electrical type attacks.
- 6) He can target specific electrical systems within his line of sight and overload them. Alternatively he can manipulate any electricity into lashing out up to 1 metre per 2 WIS +4.5 metres per level doing 3D6, +D6 per level.

10 points to buy this power. +10 points to rebuy with the listed increases (+5, +2, etc. Whatever the bonus is listed after the plus symbol). Damage begins at D6 and increases by the same amount each time rebought.

EMERGENCY BOND

Whenever the character has suffered severe injury he can bond his body with any other person. He merges into the other body so outwardly he looks like the person he has bonded with. While he is taking in energy from them to heal they can use all his other powers. While bonded with this person the character is aware of everything they do but cannot control them. Healing takes 1 minute per HP, 1 hour per broken bone and 3 days per organ.

10 points to buy this power. It cannot be rebought.

EMPATHIC

The character can detect the emotional state of any one person within his line of sight or 20 metre radius (+5 metres per level) and further refine that knowledge to discover the target's physical state, surroundings, and location, insofar as these have an influence on the emotions. It can be used to detect lies or sense a nearby presence.

5 points to buy this power. It cannot be rebought.

EMPATHIC ECOLOGICAL

The character can sense the overall well-being and conditions of their immediate environment and natural setting stemming from a psychic sensitivity to nature, including all biomes (forests, deserts, tundras, wetlands, mountains, etc). A tree naturally falling or predator

catching their prey in a near by forest would be felt by the user, leaving them feeling calmly relieved. Unnaturally, would leave the user sickened. Can detect natural changes as well (raise in temperature, humidity, etc). His senses reach up to 2 metres per WIS, + an additional equal amount per level.

5 points to buy this power. It cannot be rebought.

EMPATHIC VAMPIRISM

The character feeds off other lifeforms' emotions. The victim must be within WIS x1 metre radius and appears as if he is having a heart attack or some other type of physical pain. Each time he feeds the victim's abilities are -5 on all rolls for D10 turns.

If he feeds with the intent to kill, the victim's WIS drops at -1 per round, until it reaches 0 at which point the victim dies. However the victim must be touched for this kind of feeding.

10 points to buy this power. It cannot be rebought.

EMPOWER DEVICE

With this power, a character can build himself permanent psionic devices, usable by himself or others. This power works by embedding metapowers in otherwise inanimate objects.

1) Firstly the character must choose the item he wishes to be empowered with a metapower; any old item will do, but it is usually good to pick something that isn't about to fall apart. In fact, a psionic device tends to be more potent if real effort is put into the construction of an item, especially if the psi makes it himself.

2) Secondly, he must decide what powers he wishes to install within the

device. Normally he can only add powers to a device that he himself knows, but he can also imprint the powers of any others who are willing.

3) Thirdly, he needs to decide which powers are granted to the wielder and which are inherent to the device. For example, if an item has the Regeneration power, will the power apply to the item (in the event that it is damaged) or to the wielder (to help him recover his lost HPs)?

4) Finally, there is the matter of actually empowering the device. To begin the procedure, the empowering power is used on the item to prepare it for the process of acquiring power. After this it is primed and waiting for any imprint. Then either he or someone else must physically hold the object to imprint their powers for 1 minute per level of each power.

The device can hold up to 1 different power per 5 WIS of the character. The level of the power will be equal to the imprinter's with a limit of 1 level per WIS of the character. The device will work for 1 day per WIS.

15 points to buy this power. If bought a second time it works for 1 week per WIS again. Works for 1 month per WIS if bought a third time. And finally if bought a fourth time the device will last for one year per WIS.

+15 points for each additional power which can be added.

+15 points for each +1 level added.

ENERGY AVATAR

The use of this power brings forth very potent energies to the caster's disposal. It creates an energy duplicate of him with identical attributes, skills and abilities with the following exceptions; its HPs

are +10 per WIS and Thac0 +1 per 3 WIS. It can fight independently of the caster or directly under his control. It lasts until dispersed by the controller, destroyed, or the controller is rendered unconscious or dead.

ENHANCED COGNITION

This character is of gifted intelligence. The character's hyper-analytical mind can evaluate the most likely course of actions for people, phenomena and events around him. The user's mind is capable of carrying out multiple calculations and thought processes at once. He can learn any new skills and abilities within 10% of the normal time required.

1) Analyse a combat or crisis situation instantly and devise the best possible course of action thus allowing the character to maximize his efficiency and act as quickly and decisively as possible. +1 on all combat rolls including initiative.

2) Mathematical equations are a breeze, and he can solve virtually any problem in his head in a matter of seconds.

3) Memories are permanent and can be recalled with crystal clarity at any time.

4) Can read through 1 page per minute per WIS, +1 page per level.

5) Can learn one additional skill per level per WIS point over 18, and any course can be learnt in half the time.

6) Can break any sort of codes that have been placed, if every someone has given a mysterious message which leads to a clue or the persons next move. He can also break certain seals with encrypted messages or symbols.

10 points to buy this power. It cannot be rebought.

ENHANCED COGNITION II (HYPERINVENTION)

This character is of superior intelligence, he is a master of a variety of sciences, from biology to physics. His work stands far ahead of the efforts of other researchers, allowing him to produce gadgets, machines, and computers more advanced than any in the real world. He must first buy Enhanced Cognition I before buying this power. As well as gaining all the abilities from Enhanced Cognition I his overall intelligence is channelled into the field of mechanical design and engineering. The hero is an Edison-like genius who take existing materials and technologies and use them to create new devices or applied technologies. He can repair previously operational devices, even if the device was of an unknown type. The hero has the ability to manufacture or modify items using any technology he knows.

The super inventor has the ability to subconsciously create technological items leaps and bounds ahead of that which others of comparable intelligence can produce - and can do so in a fraction of the time otherwise required. This often allows the super inventor to rapidly produce items that are well in advance of anything else on their world - even if he or she can't explain how they work.

He still requires adequate physical resources to create the items. Pick one area for the character to specialize in from the following; Androids (specializing in creating androids, robots and cybernetic organisms which don't require physical pilots); Fabrication (specializing in creating super headquarters); Mechanised Armour

(specializing in creating exoframes, power armour and mechanised vehicles); Vehicles (specializing in creating fantastic vehicles); or Weapons (specializing in creating destructive armaments). In each case he can build, repair, custom modify and design the item the ability applies to. Weapons can have their damage and range increased up to +50%, and HPs, AC and speed increased up to +50% prior to attaching any armour. He starts with the free skills of Science Chemistry, Science Maths and Science Physics.

Also the character can use mundane items to produce highly effective gadgets and gear. Using baling wire, duct tape, circuit boards, and a TV, he could produce a laser rifle, a hologram projector, or some other gadget. If he has sufficient raw materials on hand, he can produce an item duplicating a single gadget or piece of high tech gear. This item lasts for a short time before its jury-rigged construction fails. The TV used to project an illusion burns out from the strain placed on it, or his crude laser pistol's barrel melts.

Finally the character can figure out how to use any device within 10 minutes, -1 minute per INT and +1 hour per 1 tech level that it is higher than the character's. 15 points to buy this power. It cannot be rebought.

EVENT ANCHOR

The character is able to create points in history that are locked and unchangeable. This means that the said event will happen no matter what changes are made in the past. This can allow the character to ensure that the past is never altered and cause dangerous

paradox's. However he could use this ability to ensure a situation turns out better for someone. If a time traveller tried to change the event then they would be refused to enter that particular point in time or any changes made do not effect the finally outcome. He can lock 1 event per 5 WIS per week. 15 points to buy this power. It cannot be rebought.

EVENT DISPLACEMENT

The character has the ability to transport events that are already happening or are about to happen to any place in time that he wants. He can shift events up to 10 years per WIS, + an equal additional amount per level. 15 points to buy this power. If rebought it is x100 years and if rebought one last time then x1000 years.

EXORCISM

Force out anyone/thing possessing a victim unless save. Even if fail the victim gains a new attempt at resisting the possession at +1 per exorcism attempt. 5 points to buy this power. It cannot be rebought.

EXTERNAL METABOLISM

The character can assign part of his metabolism to any other life form with his line of sight. The victim's body will perform the task for him, so long as their own metabolism is adequate to cope. Thus another person could do the breathing while he went underwater, or make them vomit if he was ill, or have them suffer the effects of his illness. 5 points to buy this power. It cannot be rebought.

EXTRA DIMENSIONAL STORAGE

The character has the ability to place physical objects into a pocket dimension. It travels near the character at all times and is not centred upon any physical object. It takes 1 melee action to pull objects out of or put them into the pocket. The pocket dimension has a maximum storage capacity of WIS x9kgs, +4.5kgs per level. The size of the object matters not, just the mass. The character can sense what is going on inside the pocket. Further, those attempting to open the pocket dimension are immediately known to the character. In an emergency the character can place himself in the pocket but it will remain in the same spot. While he can breathe in there he wont have any food or water except what he takes in with him. 10 points to buy this power. + an extra x1kg each time rebought.

EXTRA DIMENSIONAL STORAGE II

The character has the ability to place any item living or not into an object he has converted into a pocket dimensional prison and re-materialize them at will. It can be used to "suck in" coming attacks or effects, nullifying them and releasing them as they wish. Examples of prison objects can include cards, paintings, photos, tvs, etc. It takes 1 melee action to pull objects out of or put them into the pocket. The pocket dimension has a maximum storage capacity of WIS x9kgs, +4.5kgs per level. The size of the object matters not, just the mass. The character can sense what is going on inside the pocket. Further, those attempting to open the pocket dimension are immediately known to the character. In an emergency the character can place

himself in the pocket. While he can breathe in there he won't have any food or water except what he takes in with him.

10 points to buy this power. + an extra x1kg each time rebought.

GHOST STEALTH

The character has several small abilities that comprise his unnatural stealth.

1) He can jog (running at half speed) while prowling and make no more noise than if he were walking. He can mask his body heat to be equal with those of his surroundings, thus becoming invisible to thermal vision and heat sensing devices. External body temperature can be varied (plus or minus) by 10C degree per 3 WIS at level one plus 10C degree per level of experience.

2) His natural odour is imperceptible, preventing any lifeform from tracking him by smell alone. Animals (most anyway) will not recognize the character as a human or as a predator. Deer will graze and birds will continue to chirp in the character's presence.

3) Social Invisibility is a pseudo psionic power that warps the mind of all those who view the character. This unrecognition enables the character to slip from other people's memory. An eyewitness will be unable to describe the character. People will wonder if they actually met the character or not. This can be a very useful power for characters (or spies) who wish to remain anonymous but can be disadvantageous to those who rely on personal reputation or recognition. This power allows the character to fit in anywhere. Most people will ignore the social invisible character

and soon pass them off without a second glance.

4) Finally a bio-aura surrounds this character making him invisible to all cameras, electronic sensors, artificial optics, robots, etc... This power does not affect normal sight unless the viewer is relying on an electronic means of perception.

10 points to buy this power. It cannot be rebought.

GPS

This ability allows the character to know exactly where he is geographically on any planet. He will know everything about the area within a WIS x1 kilometre radius.

5 points to buy this power. It cannot be rebought.

GRAVITYKINESIS

This is the ability to tap into and manipulate the element of gravity. This conveys several abilities.

1) The character can rearrange his centre of gravity so that any designated surface becomes "down". If he jumps off the surface then normal gravity takes effect again. This can allow the character to walk along walls or ceilings but without needing to worry about weight or speed restrictions.

2) The character can use his gravitational power to crush his opponent. He can increase or decrease the gravity in an area of 1 metre radius per 2 WIS +1 metre per level, anywhere within his line of sight. He can manipulate the gravity by a factor of -5% or +5% per WIS, +10% per level. Those affected by extra gravity will be -1 on all rolls per 10% increase.

3) The character can also increase his physical grip by forming a gravitational field in his hands and arms. This effectively increases his gripping STR by 8 points, plus 1 per level. STR damage bonus applies to damage done with these attacks.

3) The character can make his body and any object within a 1 metre radius impervious to the effects of external gravitational fields allowing him to float. The character can then focus his attractive power on a distant heavy object, pulling himself towards it. Combined with his float power, above, the character gains a limited flight capability. The character must always be moving towards the object he is focused on. A severe limitation on the character's flight is that he needs an object behind him to slow down. This might not pose a problem in locations with many buildings, etc, but must be taken into consideration. The character can also grapple onto objects above ground level to gain altitude (coming back down is easy, because the ground is always there).

4) The character can surround himself with a field of gravity. While not adding any HPs it will draw straight to the ground any kinetic attacks, preventing him from being hit. It has no effect on other attacks such as lasers or mental.

5) The character can hurl objects from him. It relies on rotational motion, functioning like a hammer throw. If a character pulls an object towards him, he gives it velocity. The character can then step out of the object's path, and pull it towards him so that it traces a somewhat circular path (with the character at the centre). The character can then release the object, and it will travel in a straight

path towards the target. The limitation is that objects must have a mass no greater than one third the mass of the character, or he will be pulled off of his feet towards the object/s being hurled. This will cause the character to lose control of the object, sending it off behind him.

Objects must initially be no closer than 3 metres away and no further than 180 metres plus 6 metres per level. The range of the thrown object is 30 metres. After landing the object will likely skid for a short distance doing half damage to anything it strikes. 2D4 x10 damage +4 per level.

6) The character can pull objects towards him with an effective STR of 40, +5 per level. Note when objects are pulled they often have considerable velocity, especially if they're not held back by large frictional forces. This means small objects will typically move faster than large objects when pulled in this manner. Characters can regulate the effective STR of their pull by 5 attribute points per level of experience. The character can stop using his power before the object reaches him, hoping that friction with the ground will slow it down. If the character attempts to pull large objects (comparable to his own mass), he will feel the gravitational attraction as well, and must "anchor" himself to an object in the opposite direction. This anchoring is a natural reflex, and costs no additional attacks. 180 metres + 8 per level. Example: A fourth level character can opt not to use the +15 effective STR bonus, and can lower the standard STR of 40 to as little as a STR of 20.

If the character steps out of the way the object will cause the effective STR times 2 HPs damage to whatever was behind the character. If the character doesn't

step out of the way the object will strike him. The object has likely been pulled with an effective STR greater than the character's actual STR, and will cause 2 HPs for every point of difference between the two (reduced because the character can try to "catch" the object). For small objects (22.5kgs) the object does only 1 HPs per STR point.

10 points to buy this power. +10 points to rebuy each ability with the listed increase (+5, +2, etc. Whatever the bonus is listed after the plus symbol).

HEADS UP DISPLAY

The character can create or see a heads-up display containing information about the world around them, allowing them to perceive data without requiring user to look away from their usual viewpoints. This includes the user's own and others' health gauges, magic gauges, stamina gauges, power gauges, minimaps, etc. The user might also be capable of identifying everything in another person's combat arsenal such as magic spells, magic weapons and forms of martial arts.

5 points to buy this power, it cannot be rebought.

HEARING AEROKINETIC

The character can use the wind to carry a conversation or any other sounds to him. He has a range of 10 metres per WIS, + an equal additional amount per level. 5 points to buy this power. +10 metres per WIS each time rebought (thus twice would be x20, three times x30, etc).

HEARING PARABOLIC

The character can pick anywhere within his line of sight to tune in to. He can

then listen in as if the person were right next to him.

5 points to buy this. It cannot be rebought.

HOLOGRAPHIC PROJECTION

Can project a realistic 3D image of anything the person can imagine up to one metre away with a radius of 30 centimetres. The projection can be a realistic simulation of something the character saw, a fanciful creation direct from the character's mind, or an abstract display of light. If the character has telepathy he can project whatever he sees in the other person's mind.

5 points to buy this power. It cannot be rebought.

HOLY/UNHOLY WEAPON

Can mentally will into existence a soul weapon of light or dark which can affect both physical and ethereal supernatural creatures. Can use this either to paralyse for 1 melee per WIS, induce shock/coma unless save or disrupt, disrupt an entity's body enough to banish it back to its original plane, or destroy Spirit. Once per day per WIS the character can will his weapon to do 1 damage per WIS, +D4 per level. All weapons are +1 to strike per 2 WIS. Remains until cancelled or KOed but uses up 1 attack per melee while in use.

Hand Held Weapons - Swords, axes, machetes, staves, maces, and all manner of melee weapons.

Thrown Weapons - Short bows, shuriken, throwing axes, and throwing knives. The weapon has 20% more range than a normal weapon of its type. Use limited only by number of melee attacks of character.

Whips - Can fire a soul rope WIS x1metre +1 metre per level and mentally control end of it making it sticky, allowing people to swing on it, climb up it or entangle with STR equal to WIS. 10 points to buy this power. It cannot not be rebought.

HYDROKINESIS

This is the ability to tap into and manipulate the element of water. This conveys several abilities.

- 1) The character can reach out through a pool or lake, forming arms or other shapes out of the water. He can then exert his strength through the water arms. The arms can take damage equal to his total HPs, and its stretching ability is dependant on the amount of water available for it to draw on. Does D6 damage per 3 metres height.
- 2) He can breathe any true water which has oxygen in it.
- 3) He can exert control over a nearby body of water able to calm it or create waves. 2 metre radius per WIS, +3 metres per level within line of sight while concentrate. The size of the wave can be up to WIS x1 metre doing D6 damage per metre size. If the body is large enough he can even create a whirlpool of 1 metre radius per 2 WIS, +2 metres per level until his concentration is broken.
- 4) The character can purify any water so that it is suitable for drinking. In the case of sea water it removes the salt content. 2 metre radius per WIS, +3 metres per level. As a side effect he can also remove toxins from himself or another. He must first make a cut somewhere on the body. From this cut he can then summon out any poison, venom or other toxins from the body.

5) He can form a protective barrier of water around himself from an existing water source. Any kinetic attacks are simply caught in the water and slowed to the point of ineffectiveness. Lasers are diffused and rendered harmless. There are no actual HPs.

6) The character or any within his line of sight can walk on water.

10 points to buy this power. +10 points to rebuy with the listed increases (+5, +2, etc. Whatever the bonus is listed after the plus symbol).

HYPNOTISM

This allows the character to;

- 1) Implant an idea into a victim's head (eg, I'm your friend, you're sleepy, etc) but only outside of combat.
 - 2) Cause a victim to speak what he is actually thinking.
 - 3) Block a specific memory in another for 1 week per WIS, can save at start and once per week.
 - 4) Implant a post-hypnotic suggestion which the victim may save against once per command. If the command is something abhorrent to victim then gain +2 to save. All powers require eye contact and speech.
- 5 points to buy this power. It cannot be rebought.

ILLUSION

The character can create realistic 3D images, sounds and smells of anything the person can imagine anywhere within line of sight with a radius of 2 metres per WIS +5 per level.

Although not physical images will look, sound and smell real to the victim. These Illusions can be mechanically detected and recorded by such means as photography or television. The Illusion

can take any size or appearance the character desires and is limited only by his imagination. The Illusion can be a realistic simulation, a fanciful creation direct from the character's mind, or an abstract display of light. The character is playing with light itself and can create anything that is visible. Since most people depend on vision to gain information on their surroundings, this power presents the awesome ability to apparently alter the nature of reality. The character can cast his Illusions anywhere though he must be able to clearly see the area where the Illusion is formed if he wants to make it at all realistic.

If the character possesses a means of extending the range of his senses, he can maintain the realism of his Illusion at up to full range of both this Power and that of whatever means he uses to extend his vision. Ways of increasing the senses' range include mechanical means such as binoculars and remote TV cameras and sense-extending Powers, most notably Telescopic Vision and Clairvoyance. The GM is free to determine how long the character can maintain his concentration in a given circumstance. Breaking the character's concentration abruptly terminates the Illusion, while merely getting distracted causes the Illusion to begin to lose realism (drift, lose detail, become translucent, and so on).

The Illusion's effect on a viewer varies. A viewer must make a Psionic save at -1 per level of the Illusionist, success means the viewer now recognizes the Illusion's true nature. Players running characters viewing an Illusion are only allowed to make a roll if they suspect the

Illusion. This can occur if they physically touch the Illusion, if the Illusion is somehow flawed, or if the character is just naturally cynical. Since Illusion-Casting includes the Power of Light Control, Illusions can provide a measure of protection against light-based attacks. An Illusory tent would provide protection against both infrared and ultraviolet light, thus keeping the character cool and safe from sunburn. It does not provide protection against any of the other ways Momo's Nature has of affecting us. That Illusory tent would be drafty, cold, and flimsy. More commonly the power is used to disguise the true nature of anything the character or her companions might be doing.

The main drawback to Illusion is that the character must keep his Power's true nature a secret from his adversaries. It must be presented as if it were another power entirely. Even if the Power's nature is public knowledge, the Power is still effective. The Powers of Light Emission and Light Control are innate factors of Illusion. As such, the character has the ability to generate any intensity and frequency of light. He can warp light, alter its frequency, and change its degree of coherency. The character can simulate other visual Powers with some effectiveness as well. As well the character can simulate invisibility. The effects are nearly the same anyway; the character becomes effectively invisible to any living or artificial being.

The character actually remains visible but he can now surround himself with a holographic Illusion of empty space. This field can be limited to the character's body or increased to cover a

large area. Within the Illusory Invisibility, things remain visible. From the point of view of anyone within the Power's protection, it appears that the area has been surrounded by an irregularly-shaped transparent balloon that causes weird tricks of light. Outside the "balloon" a viewer sees only the Illusion of empty space, even if the viewer has just stepped out of the invisibility field. Standing at the edge of the field can result in a headache as the viewer's eyes see both the reality and the Illusion.

Of course, the character has to be able to see his intended target; otherwise he would be unable to simulate the appearance of emptiness appropriate to the target area. Casting an Illusory Invisibility in the air or in space is easier. Note that as this is an Illusion, it can be detected by careful visual examination or the simplest of physical tests. The "empty space" is only what the character imagines such an empty space to look like. As the character tries to hide more area, the problems of realism multiply.

If the Illusory Invisibility and the viewer move in relationship to each other, the viewer might be able to detect a slight distortion of light at the edge of the field. (The player can imagine it by thinking of a clear drinking glass). The flaw is when the field is viewed from above; a viewer sees the ground below but may realize that the surface detail is not continuous. Rivers and roads have sudden, unexplained gaps. Clairvoyance cannot detect illusions at all and thus would also penetrate the deception. The power cannot deceive any of the other senses or

such Powers as Radar, True Sight or Telepathy.

10 points to buy this power. It cannot be rebought.

IMMOVABLE

The ability to withstand great amounts of expected kinetic force and remain in a perfect upright position. As long as the character knows he's about to be hit by sudden force like a truck, he automatically becomes almost impossible to move. 5 tons per WIS +1 per level. The subject must be aware of an attack to prepare for the blow. If the user is permitted to make a dodge or a parry roll, then he is able to activate his power. Likewise if he grabs the ground with his fingers or toes he is extremely difficult to lift (with the same abilities). HPs +4D6 x10.

10 points to buy this power. It cannot be rebought.

INFORMATION STORAGE I

The character can memorize a large amount of knowledge within his own brain for the purpose of carrying it until it can be transferred to paper or a media storage device. He cannot access this knowledge himself, only carry it. He can store up to 100 pages per INT point for 1 week per WIS. At any point he can release this information by writing it down or holding a storage device with enough space. The transfer will take up his full concentration until finished, at which point all the knowledge is removed from his mind.

10 points to buy this power. +100 pages and +1 week each time rebought.

INFORMATION STORAGE II

The character can transfer a large amount of knowledge to another person's mind who must then immediately release the information by writing it down or holding a storage device with enough space. He can transfer up to 100 pages per INT point over a distance of one kilometre per WIS. It must be transferred to someone he knows. This is particularly useful in reconnaissance missions or tests, since the user can send information regarding miscellaneous data, they can transfer even images and symbols to the person. The user can help others with answering questions and even in undercover operations, possessing knowledge of certain people. The user can help their allies navigate where to go by transferring "maps" into their heads. The data that the user can transfer also includes the knowledge of certain superpowers and secrets to techniques.

10 points to buy this power. +100 pages and +1 kilometre each time rebought.

INFORMATION STORAGE III

The character can store his memories or that of another in some form of object by touching it. This can allow him to keep his memories safe in case his mind is damaged or prevent someone from stealing them. The memories will remain in the object for 1 week per WIS.

5 points to buy this power. It cannot be rebought.

INFORMATION STORAGE IV

The character can index any and all different kinds of information, DNA, data, history, etc. and preserve such sources by putting them in an object such as a computer, vault, book, etc. He

can store up to 100 pages per INT point for 1 week per WIS. He can release the information by touching the object to a book or a media device.

10 points to buy this power. +100 pages and +1 week each time rebought.

INSANITY

Through eye contact with the victim the character can force him to witness the moment of death of all those he has harmed, through his victims' eyes and develop a random insanity. For every minute of eye contact the victim has 10% cumulative chance of going into coma. Victim can save vs. insanity at -1 per level.

10 points to buy this power. It cannot be rebought.

INSIGHT

This has three components;

- 1) Detect weakness in any opponent or structure within the character's line of sight.
 - 2) Sense concealed people or objects within his line of sight.
 - 3) Detect lies of anyone talking to him.
- 5 points to buy this power. It cannot be rebought.

INTIMIDATE

The ability to instil fear in others through eye contact or within a 5 metre radius +5 metres per level. Victims who fail to save break down, start crying and beg for mercy until the power is turned off. From third level on the fear attack also causes the victim to vomit until the attack ceases. The base victim save is -1 per WIS of the user, +1 every 2 levels. Immune to all fear attacks including magical.

5 points to buy this with 5 metre radius. -1 save and +5 metres each time rebought.

INVISIBILITY I

With this power a character can render himself undetectable by normal, consciously willed sight. There are four very different means of accomplishing this effect. Each form has unique characteristics regarding such factors as the area made invisible, protection against light-based attacks, mechanical detection, and detection by other means. Enemies are -10 Thac0 to hit an invisible character. He can affect himself + an additional 3kgs per WIS +3kgs per level. Simple physical contact can alert others to the character's presence (Physics, Hallucinatory, Holographic). An invisible character may find himself surrounded by a coating material (rain, dust, and paint for example). This only effects the physics based Invisibility.

Type I is the form possessed by Sue Richards. The character's body is totally transparent to the visible light spectrum. He cannot be mechanically detected or recorded (i.e. by photography or television) and is immune to attacks using visible light (lasers mostly). The invisibility range can be extended to cover other sections of the energy spectrum (infrared and ultraviolet light, radio waves, hard radiation); this also bestows immunity to attacks using these forms. At these levels the character can also extend the area of invisibility beyond his body. This permits the character to protect others and more importantly to wear clothing.

10 points to buy this power. It cannot be rebought.

INVISIBILITY II

With this power a character can telepathically render himself undetectable by normal, consciously willed sight. The character is actually visible but is ignored and immediately forgotten by beings who would otherwise be capable of detecting his presence. He is also immune to detection by other senses. He can be mechanically detected and recorded (this is where this Power gets weird); a video monitor or alarm that reveals the character's presence will be ignored by anyone within range of the character's Power. Photographic film records the character, but anyone looking at it while within range of the character's Power will ignore the character's image. Anyone outside this range can see the character quite clearly, and will be very confused about the lack of reaction by those around the character.

He can extend this invisibility to anyone in physical contact with him. If the character loses touch (literally) with someone whom he was protecting in this way, that person is immediately susceptible to the Power's effect and forgets that the character was ever there. Robots and cybernetic beings are unaffected by this Power, but they can be protected by it. The Power does not affect any light-based attack but does provide protection against psionic attacks +2.

Enemies are -10 Thac0 to hit an invisible character. He can affect himself + an additional 3kgs per WIS +3kgs per level. 10 points to buy this power. It cannot be rebought.

INVISIBILITY III

This is a variation on the telepathic invisibility power (Invisibility II). The character is actually visible but is surrounded by a telepathic field that makes others see an empty spot where the character is. The hallucination can incorporate the character's surroundings and affect real-time viewers at a great distance. In other words the character can disguise the area around himself and this disguise will fool anyone looking at the area, even if they are miles away. However this power doesn't fool film or videotape; these record the scene as it really is. Hallucination also prevents detection by other senses. The character can be mechanically detected and recorded; as with the telepathic form anyone within range of the effect ignores the character. Robots and cybernetic beings can also detect him. Simple physical contact can alert others to the character's presence. This power provides no protection against light-based attacks, but does provide a +2 protection against psionic attacks. Enemies are -10 Thac0 to hit an invisible character. He can affect himself + an additional 3kgs per WIS +3kgs per level. 10 points to buy this power. It cannot be rebought.

INVISIBILITY IV

The character is actually visible but has surrounded himself with a holographic image of empty space. The holograph can incorporate a wide area and affects anyone within line of sight (if someone can see across interstellar space, the holograph fools you). Simple physical contact can alert others to the character's presence. The holograph can be mechanically detected

and recorded as if it were real. It will not prevent detection by other senses. Robots and cybernetic life accept the holograph as real. It provides protection against light based attacks equal. 10 points to buy this power. It cannot be rebought.

KARMA

The character can manipulate reality to the extent of having every good deed they perform reciprocated. Save someone from muggers? Someone will step in and help you out the next time you're getting stomped by a villain. Gave money to a homeless dude? Expect a similar handout to come your way in the future. It essentially encourages you to be as selfless and heroic as possible, because all those good deeds come back to you and empower you to do even greater good deeds. 10 points to buy this power. It cannot be rebought.

KARMA II

A variation on Karma I. The character can manipulate reality to the extent of having every bad deed performed against him reciprocated on them. If someone punches you in the nose, they suffer a nose punch of equal force. If someone throws you to the ground, they get thrown to the ground. If someone tears your shirt, their shirt is torn. If someone robs you of one hundred dollars, they lose one hundred dollars of their own money, plus they lose your hundred as well. Repeat offenders suffer a multiplier. Thus the second nose punch from the same aggressor means the aggressor suffers two punches in quick succession. The third punch gets three punches back.

10 points to buy this power. It cannot be rebought.

LANGUAGE

The character has the ability to rapidly learn any language if sufficient material is available for him to work with. Once the language is mastered the character is fluent in that language, provided he is physically capable of communicating in it. The number of languages a character is currently fluent in is limited to his level + (INT x2). When a character exceeds that limit he begins to forget a previously mastered language. This will usually be some obscure tongue the character has had little use for. The speed with which a character can learn a new language is determined by its strangeness and what source materials are available. He can read, write, speak and understand any language at his base INT score after 1 day (-1 hour per INT of listening, studying and practicing it). The languages he learns does not use up his normal skill slots, he still has all of those. These are in addition to his other skills.

5 points to buy this power. The amount of languages known increases by his INT score each time rebought. eg. With an INT of 11 he would start with the ability to learn 11 languages. If bought again it increases to 22.

LANGUAGE II

The character is capable of assimilating other languages through physical contact with another being. Once the language is absorbed the character is fluent in that language, provided he is physically capable of communicating in it. The number of languages a character is currently fluent in is limited to his level

+ INT. When a character exceeds that limit he begins to forget a previously mastered language. This will usually be some obscure tongue the character has had little use for.

5 points to buy this power. The amount of languages known increases by his INT score each time rebought. eg. With an INT of 11 he would start with the ability to learn 11 languages. If bought again it increases to 22.

LANGUAGE III

The power to talk to animal life forms and understand their reactions. He can speak and understand, and where possible read and write any animal language he comes into contact with at his base INT score after 1 day (-1 hour per INT of listening, studying and practicing it). The number of languages a character is currently fluent in is limited to his level + INT. When a character exceeds that limit he begins to forget a previously mastered language. This will usually be some obscure tongue the character has had little use for.

5 points to buy this power. The amount of languages known increases by his INT score each time rebought. eg. With an INT of 11 he would start with the ability to learn 11 languages. If bought again it increases to 22.

LANGUAGE IV

The power to talk to dragon life forms and understand their reactions. He can speak and understand, and where possible read and write any dragon language he comes into contact with at his base INT score after 1 day (-1 hour per INT of listening, studying and practicing it). The number of languages

a character is currently fluent in is limited to his level + INT. When a character exceeds that limit he begins to forget a previously mastered language. This will usually be some obscure tongue the character has had little use for.

5 points to buy this power. The amount of languages known increases by his INT score each time rebought. eg. With an INT of 11 he would start with the ability to learn 11 languages. If bought again it increases to 22.

LANGUAGE V

The power to talk to insect life forms and understand their reactions. He can speak and understand, and where possible read and write any insect language he comes into contact with at his base INT score after 1 day (-1 hour per INT of listening, studying and practicing it). The number of languages a character is currently fluent in is limited to his level + INT. When a character exceeds that limit he begins to forget a previously mastered language. This will usually be some obscure tongue the character has had little use for.

5 points to buy this power. The amount of languages known increases by his INT score each time rebought. eg. With an INT of 11 he would start with the ability to learn 11 languages. If bought again it increases to 22.

LANGUAGE VI

The power to talk to monster life forms and understand their reactions. He can speak and understand, and where possible read and write any monster language he comes into contact with at his base INT score after 1 day (-1 hour

per INT of listening, studying and practicing it). The number of languages a character is currently fluent in is limited to his level + INT. When a character exceeds that limit he begins to forget a previously mastered language. This will usually be some obscure tongue the character has had little use for.

5 points to buy this power. The amount of languages known increases by his INT score each time rebought. eg. With an INT of 11 he would start with the ability to learn 11 languages. If bought again it increases to 22.

LANGUAGE VII

The power to talk to mythical animal life forms and understand their reactions. He can speak and understand, and where possible read and write any mythical animal language he comes into contact with at his base INT score after 1 day (-1 hour per INT of listening, studying and practicing it). The number of languages a character is currently fluent in is limited to his level + INT. When a character exceeds that limit he begins to forget a previously mastered language. This will usually be some obscure tongue the character has had little use for.

5 points to buy this power. The amount of languages known increases by his INT score each time rebought. eg. With an INT of 11 he would start with the ability to learn 11 languages. If bought again it increases to 22.

LANGUAGE VIII

The power to talk to plant life forms and understand their reactions. He can speak and understand, and where possible read and write any flower, fruit, vegetable,

pollen, tree or other flora language he comes into contact with at his base INT score after 1 day (-1 hour per INT of listening, studying and practicing it). The number of languages a character is currently fluent in is limited to his level + INT. When a character exceeds that limit he begins to forget a previously mastered language. This will usually be some obscure tongue the character has had little use for.

5 points to buy this power. The amount of languages known increases by his INT score each time rebought. eg. With an INT of 11 he would start with the ability to learn 11 languages. If bought again it increases to 22.

MANIPULATE CLOUDS

The character can control and shape clouds. He can;

- 1) Create clouds at street level to reduce visibility to almost nothing as long as there is moisture in the air. He can cover an area of 1 metre per WIS +1 metre per level radius smoke cloud in which victims are blind and have trouble breathing with -9 and -50% penalties.
- 2) He can solidify clouds by causing the loose molecules to come together with metal-like hardness. He can create tools, objects, weapons, armour, buildings and even appendages out of the clouds.
- 3) He can manipulate existing cloud formations into any shape he chooses. The complexity of the changes he can make to a cloud's shape is pretty much limitless, though he can't expand the cloud more than double it's original dimensions.
- 4) He can make a cloud solid enough to ride on. He can affect a cloud of up to 1 metre per 5 WIS radius in size. The cloud's speed is WIS x10kph, +10kph

per level with a maximum ceiling height of 100 metres per WIS. The character can carry his normal weight carrying capacity without it affecting his speed. After that he loses 1kph for every 10 additional kilograms.

10 points to buy this power. It cannot be rebought.

MANIPULATE ECTOPLASM

The character can project an invisible expanded force of Ectoplasm or Spirit Energy. He can then manipulate and shape this spirit matter called Ectoplasm to perform a variety of stunts. Ectoplasm has two forms: an invisible vapour and a luminous, solid state. The vapour is a sort of floating, probing finger that can snuff out candles, open doors, knock over or pick up objects tap somebody on the shoulder, rustle leaves and knock on a door. The ectoplasmic vapour can be seen only by its creator, psychics and supernatural beings who can see the invisible, or with infrared optic systems. Ectoplasm, although an invisible vapour, has physical properties, which means it can not go through walls or other solid obstructions. Thus a person walking into an ectoplasm stream may feel a slight sensation, like walking into a spider's web or brushing against a cotton ball. Often a person will unwittingly walk into and snag the stream of floating ectoplasm, pulling or stretching it along without being aware of it. In such cases, the psychic must manoeuvre the snagged portion to loop around the human obstruction. The creator of the vapour can control the full length of the vaporous stream like a floating tentacle. Although the vapour can not go through solid objects it can slip through keyholes, cracks under doors or loose

seals around a window. If a breeze can blow through, so can ectoplasm. The only drawback is that the character must be able to see the ectoplasm to manoeuvre it. The appendage and its connecting line can float, levitate and fly (MR = WIS). As an appendage it has STR equal to the character's INT and DEX equal to the character's WIS. 10 points to buy this power. +1 STR and DEX each time rebought.

MANIPULATE KINETIC

The character can rob objects and life forms of their kinetic energy, motion, or momentum and use the energy to accelerate himself even faster. He can affect a 3 metre per WIS range, +3 metres per level over a 1 metre per WIS radius +1 metre per level. He can also lend speed to inanimate objects or allies enabling them to temporarily travel nearly as fast as himself. He can absorb 1 MR per WIS + an equal amount per level. eg. with a WIS of 12 at first level he can steal or lend up to 12 MR, at third level it would be 36 MR, etc. This can include bullets in flight, speeding vehicles, falling objects, etc. At super speed levels he automatically gains a specific resistance to friction, wind resistance and wind burn while his lungs are also adapted to breathe high-velocity air.

10 points to buy this power. +3 metre range, +1 metre radius and +1 point of MR per WIS each time rebought.

MANIPULATE LOCKS

This power allows the character to open anything stuck, barred, or locked. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, and chains.

However he must touch the object to open it.

5 points to buy this power. It cannot be rebought.

MANIPULATE MATTER

This character can alter the molecular structure of anything that he touches with a 30 cm radius per level from each hand, changing 2 elements per WIS. If the elements are next to each other on the periodic table then the change is instant, if not then it requires 1 melee for each space it is away, -1 melee per level (minimum of 1).

10 points to buy this at 2 elements per WIS. +1 element per WIS each time rebought.

MANIPULATE MATTER II

This character can alter and create architectural structures from/with different elements. He is able to plan, design, and create buildings and other forms of architecture, from the macro-level (urban design, landscape architecture) to the micro-level (construction details and furniture), including bridges, dams, apartments, monuments/memorials, windmills, houses, homes, school, etc., and manipulate/shape every part of them. He can also create any fortification of various sizes and strengths and from differing substances, ranging from energy to wood, stone, metal or anything that the user can imagine. He can affect up to 1 square metre per 3 WIS, +1 metre per level.

10 points to buy this power. +1 square metre each time rebought.

MANIPULATE MATTER III

This is a variation of Domination and Matter Manipulate. The character can transfer his mind into any object or machine within his line of sight. Once inside he takes it over completely, and can alter the appearance and shape of the item. He can manipulate the density, solidity and sharpness of an object or part of the object, and its size/volume as well. If it is damaged he can repair it by rearranging the structure. If taken twice he can transfer his entire body. He can affect up to 1 square metre per 3 WIS, +1 metre per level.

10 points to buy this power. +1 square metre each time rebought.

MANIPULATE MATTER IV

A highly specialized form of matter manipulation, this power allows its wielder to supply an item all the consumable materials it needs to function. When activated, fuel will attune the mind of its possessor to the item in question, allowing him or her to determine what expendable material it requires to work as designed. Then, the power will fabricate it on the spot - loaded in the device and ready to go. The character can generate any kind of expendable material for an item, whether one needs paper for a printer, gasoline for an airplane, or even bullets for a firearm. Thus, one can really drive forever on a single tank of gas, or can endlessly fire a revolver. To do this, however, one must be in physical contact with the item to be reloaded with whatever supplies it needs.

Fuel of a transient nature may or may not be beneficial to the wielder of this power. Bullets that fade quickly would be very hard to trace by a crime lab,

while temporary paper would make it difficult to keep records. At the same time, jet fuel (or whatever) that has been burned for energy will simply see its remnants return to their original state of nonexistence - making for a truly 'low emission' engine.

He can create up to 1 square metre or litre per 3 WIS, +1 metre or litre per level.

10 points to buy this power. +1 square metre and litre each time rebought.

MANIPULATE MUSIC

The character can generate and project music for different purposes, including offensive, distraction, entertainment, etc., by creating music out of thin air. Its common elements are pitch (which governs melody and harmony), rhythm (and its associated concepts tempo, meter, and articulation), dynamics, and the sonic qualities of timbre and texture. The character can make their music come from somewhere else, even great distances or somewhere where the user isn't physically present.

The character can reproduce any music he has heard at least once, and replay it up to WIS x10 decibels, anywhere within WIS x5 mtr radius. Alternatively he can make any music within the same radius stop playing or alter it to his own tune.

5 points to buy this power. +5 metres and +10 decibels each time rebought.

MANIPULATE NEURAL

The ability to induce trauma to the nervous system through the power of the mind to anyone within the character's line of sight. Can use on one victim per level. It includes the following abilities; 1) Blindness which causes -9 on rolls.

2) Deafness which removes any initiative and causes -6 on Thac0 and AC to any attacks outside of the victim's immediate line of sight.

3) Muteness which prevents sonic abilities and some magic.

4) Pain which causes 1 point damage per WIS. If this exceeds the victim's CON then he is incapacitated, otherwise -1 on all rolls for every 2 CON effected.

10 points to buy this power. It cannot be rebought.

MANIPULATE PARADOX

The user of this power can take any event that has happened and revert it back to the state that it was previously in, as if the event never happened, thus effectively undoing any changes that occurred in said event. This could range from something as simple as regenerating an arm that has already been severed and incinerated and the wound already sealed off, to rejecting death itself for resurrection. If bought again he can affect another person.

15 points to buy this power. +1 person can affect each time rebought.

MANIPULATE PROBABILITY

The ability to control the random elements known as luck and chaos and cause improbable things to happen.

1) He can cause something unlucky to happen to any 1 enemy per WIS within his line of sight. This may include fumbling Thac0 rolls, failing saves, taking critical damage from a minor blow, etc.

2) Conversely he can also choose to have something lucky happen to any one person per WIS within his line of sight. This may include performing a failed roll, saving against great penalties,

turning a minor hit into a critical one, etc.

3) Burn a person or light something with water. This happens instantly and reverts back to its normal state immediately after.

4) Freeze objects with fire. This happens instantly and reverts back to its normal state immediately after, although the object will remain frozen until it melts.

5) Reverse the effects of any attack inflicted on him. So an attack which causes injury instead heals him. Or instead of taking damage the character gains that amount in extra HPs.

6) Prevent any or all errors and mistakes that may happen in any situation, from weakness to problems to flaws and other things. The user can keep them from happening no matter what may happen. 15 points to buy one ability from this power (player's choice). +1 ability each time rebought.

MANIPULATE RADIOWAVES

The character can control existing radiowaves, whether AM, FM, or microwaves. The character can increase or decrease the radiowaves' intensity in order to alter the frequency and direction of such waves and garble transmissions.

It can also disrupt microwave attacks rendering them useless. The character can create complex signals that simulate an actual broadcast. These can include; voice-only, musical or multi-voice, still pictures, single figures with a blank background or a simple cartoon, single figures with a complex background (think of an evening news broadcast), etc. Range is WIS x2 metres.

5 points to buy this power. Range is doubled each time rebought.

MANIPULATE SHADOWS

This power enables the character to affect normal shadows and indirectly light as well. He can shift the location and size of normal shadows. He can form them into two-dimensional images that can do D6 damage per 2 WIS to real targets, +D6 per level. The character can also see through these shadow constructs eyes, but they must remain within a range of WIS x1 metre. He can create one shadow construct per 2 WIS, +1 per level.

10 points to buy this power. +1 metre per WIS, +D6 and +1 construct each time rebought.

MANIPULATE SPHERES

The user can create, shape and manipulate balls, spheres and other round or ovoid objects of any sizes and material whether energy or matter (organic, inorganic, objects, etc.), with various effects, levels of damage, and size. These spheres can be projected, used as a part of melee attacks, orbit around the user, or transport him. He can create up to 5 spheres per WIS which have 2 HPs per WIS each.

- 1) Defensive - He can get one, some or all of the spheres to rotate around him slowly or rapidly in a protective manner intercepting and taking the damage from any attacks. The character must make a successful parry roll against each attack.
- 2) Offensive - The character can launch as many of the spheres as he wants against an enemy. This is simply done via a successful Thac0 roll and do D6 damage each.
- 3) Transport - The spheres can be joined together in order to support his weight and transport him via flight at a speed of 2 kms per WIS.

MANIPULATE WEATHER

The character can alter the weather in various ways. He can primarily make the sky overcast although it remains the GM's decision how far away the clouds he needs to summon are. Once done it allows the following abilities;

- 1) Once in position he can bump the clouds together to create loud thunderclaps which will startle most people and usually cause animals to flee.
- 2) He can increase and decrease the level of precipitation. He can do all this within a WIS x10 metre radius (+10 metres per level) for WIS x1 minute (+2 minutes per level). This can be used to simply drench someone or be turned into a torrential downpour (movement, actions and any combat rolls reduced by two thirds).
- 3) The character can call down a lightning bolt anywhere in his line of sight if it is overcast doing D6 per WIS. +2 Thac0 with the bolt.
- 4) He can create a 1 metre per 2 WIS +1 metre per level radius cloud in which victims are blind and have trouble breathing with -9 on all rolls.
- 5) This ability can be used without any clouds present. He is in tune with the atmospheric pressure around him, and senses when something moves within it (much like a motion detector). His sense radius is WIS x1 metre, +1 metre per level.

10 points to buy this power. It cannot be rebought.

MANIPULATE WRITING

This power allows the character to alter the script of a magical, electronic or mundane nature from any surface it is inscribed on that he can touch or see. He

can even add his own material. Finally he can simply erase the script altogether. 5 points to buy this power, it cannot be rebought. Parchment Control can be bought for half price with this.

MECHAKINESIS

By touching any machine whether electrical or mechanical the character will instantly have the skill necessary to be able to use, maintain and repair it (but only for so long as he continues touching it). He can also directly interface with computers by touch (they will respond to any command). As a side effect the character can also access the internet just by touching a linked modem or phone line. All he need do is close his eyes and he'll be able to see the internet as if it were on a computer screen.

5 points to buy this. It cannot be rebought.

MECHAKINESIS II

By touching any machine whether electrical or mechanical the character will instantly be able to make it function no matter how damaged it or what it is missing. eg. A burnt out car wreck will function even with no fuel or tyres. Likewise a broken weapon will still work although he cant generate infinite ammo, only make it work. As soon as the character stops touching it, the machine will revert to its previous state and no longer work.

5 points to buy this. It cannot be rebought.

MECHAKINESIS III

By touching any machines whether electrical or mechanical the character will instantly be able to merge them. This can be used to completely

reorganise machines by adding and removing parts. eg. The front blade from a bulldozer could be added to the front of a car. A stereo could be merged into a tv.

5 points to buy this. It cannot be rebought.

MECHAKINESIS IV

By touching any machine whether electrical or mechanical the character can make impromptu repairs on the fly - most often wielding whatever tools or supplies one has on hand. This ability assists in the process, giving its wielder an intuitive grasp of what is required to make a broken item functional again, thus making the attempted fix successful - even when conducted with seemingly improbable materials. The repairs will last 1 minute per WIS, +1 minute per level.

5 points to buy this. +1 minute per WIS each time rebought.

MECHAKINESIS V

By touching any machine whether electrical or mechanical the character can crank it up to its maximum power or effectiveness - and far, far beyond. A device so overdriven operates at +100% x WIS, thus a character with WIS 12 could make the device work at +1200% its normal effectiveness. This relates to damage, range, speed, etc. But with each use at such a higher operating level, it will only work for WIS x 1 round before burning out. Once its burnt out its useless.

5 points to buy this. +1 round each time rebought.

MEDIUM

This character can see and talk to spirits and ghosts. Specifically he can;

- 1) Listen to and relate conversations with the departed.
- 2) Go into a trance and allow a spirit to enter his body in order to speak through it.
- 3) Sense the emotional state of the departed and whether they are being truthful.

5 points to buy this power. It cannot be rebought.

MEMORY REPAIR

The character can heal others' memories which have been altered or even deleted. Those suffering from amnesia will fully regain their lost memories. Victims of memory manipulation and mental manipulation can go to the user to get them back/unaltered. Can repair 1 memory per WIS per day, +1 per level. 5 points to buy this power. +5 memories each time rebought.

MEMORY REPLICATION

The character can copy the memories of others and immediately gain access to those memories. They can stockpile all the memories they copied to their own and can also be able to tell who's memory they are looking at. Can copy 1 memory per WIS per day, +1 per level. 5 points to buy this power. +5 memories each time rebought.

MENTAL BACKUP

The character uses a portion of his brain as a backup of all his memories, abilities, and personalities. He can regenerate from any damage done to his mind, including brain damage, brain disease, alterations caused by powers

such as mental manipulation, etc. As his mind restores, he regains any lost memory, heals any mental traumas and breakdowns.

10 points to buy this power, it cannot be rebought.

MENTAL BLAST

Through touch or line of sight the character can send a mental bolt causing 1 point of pain per WIS to the victim's HPs. If this amount exceeds the victim's own WIS then he must save vs trauma or collapse for 1 melee per WIS, otherwise he is -1 on all rolls for every 2 WIS effected. Gain +1 psi save per 5 WIS, and +1 every 2 levels.

5 points to buy this and cause 1 point of pain per WIS. +1 point of pain per WIS each time rebought.

MENTAL CONTROL

The character can take control of the body and voice of any one victim per 5 WIS (+1 per level) within his line of sight.

10 points to buy this power. +1 victim each time rebought.

MENTAL DRAIN

By touching a victim the character can wipe any memory he desires. However the character cant just read all the victim's memories and pick one to erase. He must know ahead of time which memory he wants to remove. He cant affect memories he doesn't know about. The memory loss lasts for 1 day per WIS, +1 day per level.

10 points to buy this power. +1 day per WIS each time rebought.

MENTAL FREEZE

A character with this power can telepathically freeze 1 victim per WIS (+1 victim per level) in a WIS x 1 metre radius area (+1 metre per level). While frozen the victims cannot use their senses or even sense the passage of time. They wake up thinking nothing unusual has happened. The character can choose which people are frozen so he can interact with those who aren't. 10 points to buy this power. +1 victim and +1 metre each time rebought.

MENTAL MESSAGE

A mental message is a psionic construct, a sort of semi-sentient package of mental energy that its creator can insert a message within. Once this message has been instilled within, it will then make its way from its creator to the recipient of said message. After the message is delivered, the sending will dissipate, its purpose complete. In a way, sendings serve as a sort of one-way telepathic messaging system. The message can locate the recipient of its cargo anywhere in reality or time. It is immaterial by nature, able to pass through most objects with ease (unless they are strong enough to possess psi resistance), and usually the only way to stop one from doing its job is to wield power over the psionic energy that makes it up. It will reach up to 100 parsecs per WIS within the same dimension, 10 years per WIS, or 1 dimension per WIS.

5 points to buy this power. +100 parsecs, +10 years and +1 dimension each time rebought.

MENTAL PROBE

The character can bond with another person via touch and learn everything

the victim knows unless they save. The knowledge gained lasts for 1 minute per WIS, +1 minute per level.

5 points to buy this power. +1 minute per WIS each time rebought, eg. bought 3 times would equal 3 minutes per WIS +3 minutes per level.

MENTAL REPAIR

The character can heal mental illnesses, disorders and other forms of mental trauma, to their healthy state and reverse the effects of mental tampering, such as mind control, memory loss and memory alteration. He can heal any damage done to a victim's mind, including brain damage, brain disease, or any alterations or damage caused by metapowers. Those suffering from amnesia or mental alteration will fully regain their lost memories. The character can heal up to one other person per 3 WIS per day. 10 points to buy this power. +1 person each time rebought.

MENTAL SHIELD

This is the ability to completely block oneself or others from all mental attacks or probes. This will protect anyone from attacks aimed at the mind, neural system, and psyche. The character can shield himself and up to one other person within sight per 3 WIS.

10 points to buy this power. +1 person each time rebought.

MIRRORED PAIN

The ability to harm or inflict pain on others by inflicting damage upon one's own body. The character is able to mentally link with 1 victim per 3 WIS within his line of sight and cause varying levels of pain, including physical, mental and/or emotional, to the targets by

inflicting damage upon their own body. This ability allows the user maintain an offensive advantage at the behest of the user's health as with every attack the opponent deals to the user, the damage is also reflected on the opponent. Once the victim leaves his sight he can no longer cause harm.

10 points to buy this power. +1 victim each time rebought.

NULLIFY

The ability to neutralize certain types of abilities. The character can affect one person per 3 WIS, +1 per level. There are three different ability types he can nullify. Choose one:

Magic; victims cant cast any spells or invoke any magic from any object so long as they remain within line of sight of the negator (this includes magic enhancements).

Metapowers; victims cant use any of their metapowers so long as they remain within line of sight of the negator.

Supernatural; victims cant use any of their supernaturally derived abilities or enhancements so long as they remains within line of sight of the negator. A Were would revert to human in his presence.

10 points to buy this power, choose one type when first bought. Choose a new one each time rebought .

OMNISENSE

The ability to instantly know what dimension the character is in (Note: it may be possible for Cosmic beings in another dimension to block his senses) and the ability to perceive wormholes, gates, planar portals, etc and where they go. Further the character always knows which way is polar north, and what the

exact time is according to the time zone he is in.

5 points to buy this. It cannot be rebought.

OMNITRACKING

The character can psionically locate a chosen target. This differs from normal tracking in that all that is required is a photo or some other image or even by touching someone that knows the person. Consequently the power is not hampered by the concealment, erasure, or absence of the target's scent. It can operate over immense distances and even time. The only factors that can hinder the power are those that diminish any psionic activity. He can track a specific person or lifeform anywhere within the same dimension over a time span of 10 years per WIS, +10 per level. 10 points to buy this power. +10 years per WIS each time rebought.

OMNITRACKING II

The character can psionically locate any item no matter where it is. This potent power allows one to use what they know about an object, no matter how little, to determine its position in 7D space-time . This differs from normal tracking in that all that is required is a photo or some other image or even by touching someone that knows the object. It can operate over immense distances and even time. The only factors that can hinder the power are those that diminish any psionic activity. He can track a specific object anywhere within the same dimension over a time span of 10 years per WIS, +10 per level. However, he cant locate an object that he is totally unfamiliar with and has no visual reference.

10 points to buy this power. +10 years per WIS each time rebought.

OVERDRIVE

This character has the ability to crank a device up to its maximum power, and beyond by touching it. A device so driven operates at double its normal range, effect, endurance and damage, but with each use of the device in this way gives it a 10% cumulative chance of failing spectacularly. Eg. Used twice would be 20% chance, 4 times 40% chance. This is a dangerous power to use on one's own devices, as it quickly burns them out permanently.

10 points to buy this power. Increase range, effect, endurance and damage by x1 each time rebought. Eg. If bought once more then x3 total, a second time x4, etc.

OVERLOAD

The ability to push one's own super abilities beyond their normal limits by drawing from his own HPs. He can reduce his HPs all the way down to 0, but becomes comatose at this point for D4+2 hours. Only a medical doctor can determine that he isn't dead. This confers several abilities;

- 1) He can increase his CHA, WIS, STR, DEX and CON by 1 per HP or MR by 2 per HP.
- 2) He can add +1 die (usually a D6) to damage of an attack power per HP used (4 HPs = +4D6 damage bonus on 1 attack). For attacks that do D4x10 or D6x10 damage, or anything similar 3 HPs can instead give a +10 damage bonus.
- 3) Each HP used can add a melee to duration of a power that is measured in

melees, or can add a minute to a power with a duration in minutes, etc.

4) For animal control powers 20% more animals than normal can be affected for 3 HPs per hour. For more powerful abilities (controlling people, creating giant insects, or creating more duplicates than normally possible) the cost is 5 HPs per extra per hour.

5) Each 1 HP can be used to give +20% range bonus on visual ranges, and effect lasts for 1 minute. For effect powers the range of effect or the area of the effect (2 different concepts) can be boosted by +10% per HP for 1 melee.

6) For 1 HP accuracy of a heightened sense can be increased by 20% per HP per melee

7) 2 HPs will boost running or flying speed by 16 kph for 1 minute per level. Valid only for characters with super fast running or flying speeds.

10 points to buy this power. It cannot be rebought.

POSTAUDIENCE

A form of extrasensory perception wherein the character can mentally hear events from the past, at locations relative to them, including hearing supernatural sounds, etc. The power requires the character to have physical contact with the target or area whose history is being examined. As such it only reveals factors that somehow affected the target or area. Range of 10 metres per WIS, +100 metres per level. The character can hear up to WIS x1 minute in the past. If rebought he can hear up to WIS x5 minutes in the past. If rebought again then WIS x10 minutes in the past. Then WIS x30 minutes in the past. WIS x1 hour in the past. WIS x1 day in the past. WIS x1 week in the past. WIS x1 month

in the past. And finally WIS x1 year in the past.

Gain +1 psi save per 5 WIS, and +1 every 2 levels.

5 points to buy this power. +100 metres each time rebought. The ability increase as detailed above each time rebought.

POSTCOGNITION

The character has the ability to see the past. The power requires the character to have physical contact with the target whose history is being examined. The character can mentally examine a person, item, or site and mentally relive a specific moments of history. As such it only reveals factors that somehow affected the target. It need not be connected to the person. It may also come as a dream within the area.

Postcognition can be used to gain information on what an item is and who may have handled it. It cannot provide a detailed analysis of the item's internal structure or as yet unrealized potential. Range of 10 metres per WIS, +100 metres per level. The character can see up to WIS x1 minute in the past. If rebought he can see up to WIS x5 minutes in the past. If rebought again then WIS x10 minutes in the past. Then WIS x30 minutes in the past. WIS x1 hour in the past. WIS x1 day in the past. WIS x1 week in the past. WIS x1 month in the past. And finally WIS x1 year in the past. Gain +1 psi save per 5 WIS, and +1 every 2 levels.

5 points to buy this power. +100 metres each time rebought. The timeframe also increases identically to the Precog power.

POSTEMPATHY

A form of extrasensory perception wherein the character can perceive the emotions, emotional imprints, and emotional links from the past, at locations relative to them. The power requires the character to have physical contact with the target or area whose history is being examined. As such it only reveals factors that somehow affected the target or area. Range of 10 metres per WIS, +100 metres per level. The character can sense up to WIS x1 minute in the past. If rebought he can sense up to WIS x5 minutes in the past. If rebought again then WIS x10 minutes in the past. Then WIS x30 minutes in the past. WIS x1 hour in the past. WIS x1 day in the past. WIS x1 week in the past. WIS x1 month in the past. And finally WIS x1 year in the past.

Gain +1 psi save per 5 WIS, and +1 every 2 levels.

5 points to buy this power. +100 metres each time rebought. The ability increase as detailed above each time rebought.

POSTGUSTANCE

A form of extrasensory perception wherein the character can taste substances from the past, at locations relative to them. The power requires the character to have physical contact with the target or area whose history is being examined. As such it only reveals factors that somehow affected the target or area. Range of 10 metres per WIS, +100 metres per level. The character can taste up to WIS x1 minute in the past. If rebought he can taste up to WIS x5 minutes in the past. If rebought again then WIS x10 minutes in the past. Then WIS x30 minutes in the past. WIS x1 hour in the past. WIS x1 day in the past.

WIS x1 week in the past. WIS x1 month in the past. And finally WIS x1 year in the past.

Gain +1 psi save per 5 WIS, and +1 every 2 levels.

5 points to buy this power. +100 metres each time rebought. The ability increase as detailed above each time rebought.

POSTOLFACTION

A form of extrasensory perception wherein the character can smell scents from the past, specific to their current location. The power requires the character to have physical contact with the target or area whose history is being examined. As such it only reveals factors that somehow affected the target or area. Range of 10 metres per WIS, +100 metres per level. The character can smell up to WIS x1 minute in the past. If rebought he can smell up to WIS x5 minutes in the past. If rebought again then WIS x10 minutes in the past. Then WIS x30 minutes in the past. WIS x1 hour in the past. WIS x1 day in the past. WIS x1 week in the past. WIS x1 month in the past. And finally WIS x1 year in the past.

Gain +1 psi save per 5 WIS, and +1 every 2 levels.

5 points to buy this power. +100 metres each time rebought. The ability increase as detailed above each time rebought.

POSTTACTILENESS

A form of extrasensory perception wherein the character can touch substances from the past, at locations relative to them. The power requires the character to have physical contact with the target or area whose history is being examined. As such it only reveals factors that somehow affected the target or area.

Range of 10 metres per WIS, +100 metres per level. The character can touch up to WIS x1 minute in the past. If rebought he can touch up to WIS x5 minutes in the past. If rebought again then WIS x10 minutes in the past. Then WIS x30 minutes in the past. WIS x1 hour in the past. WIS x1 day in the past. WIS x1 week in the past. WIS x1 month in the past. And finally WIS x1 year in the past.

Gain +1 psi save per 5 WIS, and +1 every 2 levels.

5 points to buy this power. +100 metres each time rebought. The ability increase as detailed above each time rebought.

POSTTELEPATHY

A form of extrasensory perception wherein users can perceive the thoughts, mental imprints, and mental links from the past, at locations relative to them. The power requires the character to have physical contact with the target or area whose history is being examined. As such it only reveals factors that somehow affected the target or area. Range of 10 metres per WIS, +100 metres per level. The character can sense up to WIS x1 minute in the past. If rebought he can sense up to WIS x5 minutes in the past. If rebought again then WIS x10 minutes in the past. Then WIS x30 minutes in the past. WIS x1 hour in the past. WIS x1 day in the past. WIS x1 week in the past. WIS x1 month in the past. And finally WIS x1 year in the past.

Gain +1 psi save per 5 WIS, and +1 every 2 levels.

5 points to buy this power. +100 metres each time rebought. The ability increase as detailed above each time rebought.

PRECOGNITION

This power gives the character sufficiently clear insight into upcoming events that he might be able to use that foreknowledge to his advantage.

The problem lies in two areas; the flexibility of the timestream and the preparedness of the GM. One problem with the power is that the timestream is extremely malleable. Each decision made creates an alternate timeline, a parallel Earth almost but not quite identical to the version of earth where your campaign occurs. Each vision is an event that will come to pass in some time stream somewhere. It need not be the character's impending timeline.

That's where Precognition comes in.

Each precog vision gives the character a chance to consciously shape his world's timeline. Because of this the envisioned event might never come to pass, at least not where the character is concerned.

This leads to the second problem, that of GM preparedness. To accurately and realistically portray precognition the GM would need to work out a detailed timeline of the campaign's future events, including variables that account for probable player actions.

Short range precognition can be useful in combat. The character can use his power to discover his opponent's next move.

This form can be used by any precog regardless of the limits otherwise constraining the power. If he wants to hide something he can glance into the future and see where his adversaries are likely to look for it then use that knowledge to improve his chances to hide that object.

If he's planting a bomb he can look into the future to see what types of methods

his enemies will try to disarm it then counteract them in advance. If he's trying to pick a lock he can look into the future and see all the methods he's tried that failed making it easier to pick the right method. By glancing a few seconds into the future he can see where his pursuers will look for him and what they'll do to find him, then all he has to do is be somewhere they're not looking. He could be standing right next to them but they'll never know it because they're always looking the wrong way. The possibilities are practically endless.

The character can see up to WIS x1 minute ahead. If rebought he can see up to WIS x5 minutes ahead. If rebought again then WIS x10 minutes ahead.

Then WIS x30 minutes ahead. WIS x1 hour ahead. WIS x1 day ahead. WIS x1 week ahead. WIS x1 month ahead. And finally WIS x1 year ahead.

5 points to buy this power. The ability increase as detailed above each time rebought.

+5 points to also hear what is happening.

+5 points to also smell what is in the event.

PROPHECY CONSTRUCTION

This character is able to simply predict prophecies but also create them and set events in motion creating a chain which will lead to some of the greatest moments in history and cause destinies to collide. He can create 1 prophecy per week per 5 WIS. This is extremely powerful and requires the GM and player working together to prevent it breaking a campaign.

15 points to buy this power. +1 prophecy each time rebought.

PSI WEAPON

The character can mentally will into existence a weapon of psychic energy which does synaptic damage directly to the victim's brain. Can use this either to paralyse for 1 melee per WIS, or induce shock/coma unless psi save. Once per day per 5 WIS (+1 per level) can will it to do 1 damage per WIS, + half your WIS per level. All weapons are +1 to Thac0 per 2 WIS. Remains until cancelled or KOed but uses up 1 attack per melee while in use.

Types include;

Hand Held Weapons - Swords, axes, machetes, staves, maces, and all manner of melee weapons.

Thrown Weapons - Short bows, shuriken, throwing axes, and throwing knives. The weapon has 20% more range than a normal weapon of its type. Use limited only by the number of attacks the character has.

Whips - Can fire a psi-rope WIS x1 metre +1 metre per level. Can mentally control the end of it making it sticky, allowing people to swing on it, climb up it or entangle with STR equal to WIS.

10 points to buy this power. It cannot be rebought.

PSYCHIC COMBAT

The character can phase himself and someone else's spirit into the Mindscape unless they save vs. Psi. Their physical bodies remain behind unmoving and defenceless. The two can then engage in psychic combat.

The following is a variation on Dan Steiner's Psi Combat rules;

On the psychic plane Mental Points are used instead of Hit Points. MPs are determined by WIS +D6, +D6 per level.

Psychic Agility is used instead of DEX and MR, and determined by INT.

Wisdom remains the same and is used in the place of CON.

Any mental powers will work with greater effect in the Mindscape, physical powers on the other hand wont. Once MPs are reduced to zero then the character is knocked out. If the person's MPs are reduced to zero and takes additional damage equal to 100% of his normal MP roll below.

Mental Trauma table;

01-50 Mentally exhausted for the next D6 days, cant use any mental powers during this period.

51-83 Mentally exhausted for the next D12 days. The victim also incurs a Minor Insanity.

84-93 Mentally exhausted for the next D20 days. The victim also incurs a Major Insanity.

94-98 Mentally exhausted for the next D6 weeks. The victim also incurs an Extreme Insanity.

99-00 The victim is lobotomised.

10 points to buy this power. It cannot be rebought.

PSYCHIC INTERFERENCE

The character can radiate a field of psionic static within a WIS x2 metre radius, +2 metres per level around him. This doesn't prevent the use of powers but can dampen out psionic abilities. An example would be causing interference in telepathic communications making transmissions sound like they are full of static and barely audible (like a badly tuned in radio). Anyone attempting to use a psionic power must save vs willpower or have his power completely fail. Even with a successful save his power will still only work at half its

effectiveness. The save must be rolled for each power each time it is used.

5 points to buy this power. +2 metres and +1 save each time rebought.

PSYCHOKINESIS

The character can touch any physical object and charge it with kinetic energy. The longer the object is held the more damage it does (initially doing x2 damage, +1 point per round +1 per level), the greater the blast radius (initially 30 centimetres +10 per round, +10 per level) and the greater the range (initially x2, +1 metre per round +1 per level). As a side effect falls, explosions, physical attacks and melee weapons only do half damage.

5 points to buy this power. Additional x1 damage, +10 centimetres radius and an extra x1 range each time rebought. Also reduce damage against character by half each time rebought.

PSYCHOMETRY

The power to touch an object and read images and the history about any who have previously held it. The character can also deliberately imprint images and other sensations into any objects he touches. The implanted images and sensations only last for one day per WIS + the level of the character. It will be impossible for any mage or psychic reading these impressions to know what is a true impression or an implanted impression. This can be used to implant a message onto a object that can be only picked up by reading the object or to provide a false trail. The final ability of this power allows the character to psychically wipe or clean any object of any impressions.

5 points to buy this power. +1 day per WIS each time rebought.

PUPPET

This power allows the character to touch a person and make the victim duplicate the character's movements completely. The puppet will gain all the character's skills but not powers. Whatever the character does his puppet will also do in perfect synchronicity like a mirror image. The character can take control of one victim per 5 WIS, +1 per level. 10 points to buy this power. +1 victim each time rebought.

PYROKINESIS

This is the ability to tap into and manipulate the element of fire. This conveys several abilities.

- 1) The character can change the nature of normal weapons into flaming ones. This may be either melee weapons or batches of missile weapons (arrows, bullets, bolts) which are within his line of sight. The flaming characteristic of a weapon does not appear until he concentrates on it, and then lasts until the first time it hits something or can no longer see it. Weapons do an additional +D4 per 3 WIS. This however can be regulated. So if he could normally do +4D4 then he can choose to do anywhere between +D4 to +4D4.
- 2) He can manipulate any flames within his line of sight of up to a 27 metre radius +2 metres per level. The character can either extinguish flames or increase their size. He can cause the fire to lash out up to 1 metre per 2 WIS +4.5 metres per level doing 3D6, +D6 per level.
- 3) If there is an existing flame source within his line of sight he can create a 1 metre per 2 WIS +1 metre per level

radius smoke cloud in which victims are blind and have trouble breathing with -9 and -50% penalties.

4) The character can also breathe smoke, brimstone, and other noxious materials.

5) He can cause any 1 object per round within his line of sight which is combustible to ignite doing D6 per level. If used on human skin it can scar the entire body and melt the skin, making the effective CHA 1. The fire only does 1 point of pain damage every turn, slowly torturing the person to death, but does no real damage except for that of the marring of facial features.

6) The character can use an existing flame source to spot weld any two pieces of stone or metal he touches. It is especially useful for sealing entrances and exits in a hurry.

10 points to buy this power. +10 points to rebuy with the listed increases (+5, +2, etc. Whatever the bonus is listed after the plus symbol).

RADAR SENSE

The character can sense objects in total darkness including shape, distance, direction and speed. It has a radius of 10 metres per WIS, +30 metres per level radius. +4 Initiative, +2 AC, +3 Thac0 and +1 Attack. The ability is halved in heavy rain, snow and other multiple obscuring objects.

5 points to buy this power. +30 metres each time rebought.

REANIMATE

This is the ability to instill a semblance of life into formerly living creatures. This works in a number of fashions, the end result being that the formerly inanimate biological matter reanimate was used upon has been given the ability

to move again. Such reanimated creatures are under the control of their creator, and will usually do his bidding without question. Most often, the reanimated creatures will take the form of a zombie or skeleton, nigh-mindless humanoids. Mummies can also be revived but are extremely rare. It can even be used on animals.

This power cannot be used to take control of an existing undead. However someone with the power of Control Undead can attempt to wrest control from the character. This would then require a battle of wills for control.

The character can reanimate and control 1 corpse per 2 WIS, +1 per level. Reanimation and control will last 1 day per WIS for each corpse or until it is destroyed. While reanimators can only directly command this many at once, other undead under their sway will continue previous tasks given to them - at least, until they've completed such. Alternately, a reanimator can temporarily animate bits of dead bodies, like a macabre puppet master. This does not create new undead creatures at all, but simply allows the reanimator to make use of such 'spare parts' in a pinch. 10 points to buy this power. +1 more corpse affected and for +1 more day each time rebought.

REFUSE TO DIE

Not like this, and not by you.

This character simply refuses to die when his time comes, thus once a day he can ignore a fatal hit. Note this doesn't prevent injury, bleeding, pain, illness, loss of limbs or old age. The character can still die and is not immortal. Its just

every 24 hours he can negate any attack that would have killed him. Any wounds from that attack disappear.

10 points to buy this power. Each time this is rebought he can ignore one more death per day.

REINCARNATE

The character's soul can survive the death of the physical body without being immediately drawn into an afterlife dimension. He can then jump into any nearby body which can include clones, androids, robots, monsters, spirit, animals, plants and any race. If the victim is an intelligent being then it gets to make a Will save at -5 to prevent being taking over. The victim can continue to make a save once per day per WIS point they have. Once this has been exceeded then the original personality is suppressed with no further attempts to resist until such time as the occupier leaves or is exorcised.

The reincarnated person retains his full memories and powers. The spirit is permanently bonded to the new body for as long as that body lives, unless the bond is deliberately broken by the spirit or by a character with the Exorcism power. The character's soul can indefinitely drift around while seeking a suitable body into which he can transplant his soul.

10 points to buy this power. It cannot be rebought.

RELIVE INJURY

This is the power to make people re-experience any injury from their memory. The victim immediately suffers the full effects of that injury. This includes cuts, broken limbs, ruptured organs, etc. However he can only relive

previous injuries through this power not suffer new ones. The range is line of sight.

10 points to buy this power. It cannot be rebought.

RELIVE TRAUMA

This is the power to make people re-experience any traumatic experience from their memory. The victim immediately must save vs trauma or break down, start crying and beg for mercy until the power is turned off.

However he can only relive previous traumas through this power not suffer new ones. The range is line of sight.

10 points to buy this power. It cannot be rebought.

REPLAY

At any point the character can reverse time and repeat an event. You and any other players remember what happened the 'first time', but the NPCs don't. You can now act on what you learned, or avoid things that didn't work out the way you wanted them to. However each event can only be repeated once. You can rewind up to one minute per WIS, +1 minute per level.

15 points to buy this at one minute per WIS. +1 minute per WIS each time rebought.

REPLAY II

At any point the character can trap anyone or anything in a reiterating time stream where everything inside the loop is restarted precisely every so often, possibly even backwards. They may be able to force someone to relive the same minute, hour, day, year, etc. for as long as the character keeps them there. On some occasions people have been know

to retain a small amount of memories or eventually escape weaker temporal loops reverse time and repeat an event. The character and any other players remember what happened the 'first time', but the NPCs don't. He can create one loop per week per WIS, with each one lasting up to one day per WIS, +1 day per level. If rebought it increases to 1 week per WIS, +1 per level. If rebought again then it is 1 month per WIS. Again increases it to 1 year per WIS, and one final time brings it to 10 years per WIS. 15 points to buy this.

RESPAWN

The ability to return to life after a devastating death. He can recreate himself or others by reforming the body from energy or some other forces. All damages done to the body will be fully restored when respawned. He can use this once per day per WIS. It takes 24 hours to reconstitute himself minus 1 hour per WIS. 15 points to buy this power. +1 time and -1 hour each time rebought.

RESPAWN II

Identical to Respawn I but instead of respawning where they died the character instead can recreate himself after dying at the place he last slept. This could be one's bed, a desk in class, or a park bench. Because where they respawn is tied to where they last slept, the user can change their respawn point. He can use this once per day per WIS. It takes 24 hours to reconstitute himself minus 1 hour per WIS. 15 points to buy this power. +1 time and -1 hour each time rebought.

REWIND

The character can reverse the direction and motion of anything he can see, making things and people that are moving forward suddenly move into reverse, or someone who jumped down go back up. Within a 24 hour period (-1 hour per WIS) he can rewind up to one person per WIS, +1 person per level. 10 points to buy this power, +1 person each time rebought.

RESPAWN ROULETTE

Identical to Respawn I but the new body gained is completely random along with its race and powers. 15 points to buy this power. +1 time and -1 hour each time rebought.

SITUATIONAL SYNCHRONICITY

This power enables the character to reach a state of complete context with whatever situation he finds themselves in, in other words being in the right place at exactly the right time. This state prevents fatal injuries from occurring when he experiences a dangerous accident, and allows him to meet the right type of ally for a specific task that requires expertise they do not possess. 15 points to buy this power. It cannot be rebought.

SLEEP

The character with this power has the ability to send out a wave of psionic force that fires all the brain's synapses at once and short circuits the consciousness of the target. The target may make a Willpower roll to resist the effect. If the target fails this roll, they are stunned for D10 rounds. However even if they succeed at this roll they are still at a -1 on all actions for the next D4 rounds.

The character can affect one person per 3 WIS within sight or everyone (including allies) within a 1 metre per 2 WIS radius.

5 points to buy this power. + 1 metre per WIS radius each time rebought.

SONAR SENSE

This is the underwater equivalent of Radar Sense. The character can sense objects in total darkness including shape, distance, direction and speed while in a liquid environment. It has a radius of 10 metres per WIS, +30 metres per level radius. +4 Initiative, +2 AC, +3 Thac0 and +1 Attack.

5 points to buy this power. +30 metres each time rebought.

SOUL ABSORPTION

The character can literally absorb the victim's soul. The victim's spirit is sent to a peaceful and paradisaical internal limbo within the character's being. While the mind is gone, the victim is in a comatose state until his/her mind is released. The soul can be held for WIS x1 day, and up to one soul per 2 WIS at a time. After this the soul returns to its former body unless it has been destroyed.

10 points to buy this power. +1 soul each time rebought.

SOUL PURIFICATION

The character has the ability to cleanse a soul. It immediately removes any evil stains and changes their alignment to lawful, neutral or chaotic good. It also removes any curses placed on the character.

5 points to buy this power. It cannot be rebought.

SPEECH THROWING

This is best described as super-ventriloquism. Simply put the character can make his voice audible in a distant location, without the vocal soundwaves actually travelling the intervening distance. The power enables the character to be heard instantaneously at any distance, despite any barriers to normal sound transmission. The character has 100% accuracy, provided he can somehow sense the target area. This is commonly provided by such powers as Clairaudience and Clairvoyance. If the character lacks the means to check on his aim, he cannot control anything but the basic direction his voice is being sent. If the character has other sonic-based Powers, they can be combined with this power to greatly enhance their range.

If rebought the character can Speech-throw into other dimensions or times. 5 points to buy this power. It can be rebought twice; once for dimensions and once for time.

SUSPENDED ANIMATION

This power allows the character to place himself or anyone he touches to enter a state of suspended animation for 1 hour per WIS. What this means is, while so suspended, the character with this ability need not eat, drink, age, sleep, or breathe, as their body is doing literally nothing at all. While in stasis, the character is physically inert, and will thus appear dead for all intents and purposes - however freshly so their body may seem.

The person has a vague awareness of conditions outside their body while it is active, but won't be conscious, per se. This means that one can enter stasis if

the situation in their vicinity has become life-threatening, and then end their stasis when the coast is clear. Similarly, one can 'program' the ability to wake them up after so much time has passed, though this process is never quite exact. During this period any wounds will no longer bleed, and any ailments, venoms, poisons, etc will not progress any further. It is especially useful in medical situations.

5 points to buy this power. It cannot be rebought.

TATTOO

This Power is similar to the Animate I except that the images are mentally inscribe on the character's body. The number of tattoos he can have on his body at one time is equal to 1 per 2 CON rounded up. This is because the Tattoos require great physical stamina to be contained on his body. With just the slightest mental instruction, the Tattoos disappear and leap off the host's body materializing into reality. All images have their specific abilities and characteristics. The player can recall the Images at any time. When the images are destroyed or recalled, they appear back on the host's body. When creating the character the player creates a list of possible tattoos that are on his body. The player may opt to replace a tattoo at any given time, but he/she must delete one from the original list. Some example of Tattoos can be found here.

10 points to buy this power. +1 Tattoo each time rebought.

TELEKINESIS

The character can handle material objects without having to make direct or indirect physical contact (pushing or

blowing for example). He can perform any action that could be accomplished using normal strength. Most telekinetics visualize their power in terms of an amorphous arm extending from the body. Line of sight range. Can move up to 20kgs (+1 per level) per WIS or push/punch with STR 2 per WIS. The character's punch can be augmented telekinetically to do +1 damage per 4 WIS. Additionally it can be used to block blows and projectiles by making a successful parry roll. Finally telekinesis can be used to levitate the character up to WIS x2 metres (+2 metres per level), and fly at a rate of WIS x3kph (+3kph per level).

10 points to buy this power. It cannot be rebought.

TELEKINETIC SURGERY

The power to conduct complex surgery through telekinetic means. This includes minor cutting, clamping, moving insides around delicately, sewing up, etc. Basically identical to performing normal surgery but without the need to physically touch the lifeform being operated on.

5 points to buy this power. It cannot be rebought.

TELEPATHY

The ability to read minds and communicate with others by thought. It confers the following powers;

1) He can mentally communicate with 1 person per 3 WIS (+1 per level) within his line of sight or 100 metre radius, +10 metres per level. From third level on he can create a multi linkup between all people that are communicating with. Can also bond with another person via touch and learn everything the victim knows

for 1 minute per WIS, +1 per level unless save. From fifth level he can track any person that have previously linked with by their thoughts if within 10km radius, +10 per level.

2) He can attack a victim's mind through touch or line of sight causing 1 point of pain per WIS to the victim's WIS. If this exceeds the victim's WIS then he collapses for 1 melee per WIS, otherwise -1 on all rolls for every 2 WIS effected.

3) He can create mental illusions identical to the Illusion power but only the victim can see it. Affect 1 person per 4 WIS within line of sight, +1 per level.

4) The character can detect the location and number of any hidden lifeforms by their thoughts within a 30 metre radius (+5 metres per level) even if hidden by magic (unless save).

5) He can shield himself +1 person per 2 WIS, +1 per level against any psionic attack or intrusion gaining +1 save per level.

10 points to buy this power. It cannot be rebought.

TELERECEPTION

This is the ability to transmit what the character is experiencing through his own senses to another. This can be either what he is currently seeing, hearing, tasting, touching or feeling. The person it is being transmitted to must either be well known to the character or within his line of sight. +1 person per level. The character can also receive the same from anyone he knows if he tunes in to them. 5 points to buy this power. Can transmit to one additional person each time rebought.

TERRAKINESIS

This is the ability to tap into and manipulate the element of earth. This conveys several abilities.

1) The character can dig a hole in the earth by force of will alone. He may choose to have the excavated material pile up at the edge of the hole or to have it slip off deeper into the earth. The hole takes 1 minute to excavate per 100 cubic metres. He can also split the ground open up to (1 metre wide per 3 WIS, +2 per level) x (1 metre deep per 2 WIS, +3 per level) x (1 metre length per WIS, +5 per level). The second method however is not as precise or controllable as the first.

If he goes deep enough he may bring forth a geyser or even lava. Geysers consist of hot, sulphurous water and any hit will take a scalding D4 points of burn damage. Lava on the other hand does D6 per second. Anything combustible will instantly catch alight.

2) The character can reach out to the earth and form arms or other shapes out of the ground. He can then exert his strength through these arms. The arms can take damage equal to his total HPs, and its stretching ability is dependant on the amount of earth available for it to draw on. Does D10 damage per 3 metres height. Alternatively he can soften the soil making it not unlike quicksand with a (1 metre radius per 3 WIS, +1 per level) x (1 metre depth per 2 WIS, +2 per level). Victims sink at a rate of 60 centimetres per round and are -5 on all combat rolls.

3) He can refine earth materials and cause them to separate into their component minerals. One kilogram per WIS per round may be sorted, +1kg per level.

4) The character can draw on an existing earth source and surround himself with it so that it now forms an armour, with HPs equal to 20 per WIS.

5) By touching any stone or earth material he can see through it up to 1 inch per WIS. Lack of light does not affect this sight.

6) The character can hurl pieces of earth at nearby victims whether rocks or shards. 2 metres per WIS, +3 metres per level. 2kgs per WIS, +5 per level at a speed of up to 150kph doing D6 damage per 4.5kgs and per 10kph of speed. 10 points to buy this power. +10 points to rebuy with the listed increases (+5, +2, etc. Whatever the bonus is listed after the plus symbol).

TOTAL MEMORY

This power grants the character an almost perfect memory. By studying a map or document for 1 minute, -2 seconds per WIS the character will be able to recall them with total accuracy. The character will also be able to recognize faces, costumes, and cars that they have only seen once or twice before. Memories are permanent and can be recalled with crystal clarity at any time.

5 points to buy this power. It cannot be rebought.

VERTIGO

The character can cause extreme vertigo to any victim affecting their balance and causing extreme dizziness. This can be employed in one of two ways, switching between the attacks though requires one melee action. It can either affect everyone looking at the character or he can choose to affect a radius of 1 metre per 2 WIS, +1 metre per level. Those

affected are -10 on all rolls, have their actions halved and MR reduced to one third. Further any victim must save vs. trauma or start vomiting.

10 points to buy this power. It cannot be rebought.

VISION CHRONAL

The hero can see into different time zones both the future and the past. He can look into different years one at a time sequentially, but he can only see into the area identical to where he is standing. He can see up to 1 year per WIS + an equal additional amount per level.

5 points to buy this power. If rebought it becomes x10 years, then x100 and finally x1000.

VISION DIMENSIONAL

The hero can see overlapping dimensions beyond our plane of existence. He can look into different realities one at a time sequentially, but he can only see into the area identical to where he is standing. He can see up to 1 dimension per WIS + an equal additional amount per level.

5 points to buy this power. If rebought it becomes x10 dimensions, then x100 and finally x1000.

VISION ENTROPIC

The hero can see how something will die. It will appear as an image over the victim's head only he can see and will display the events leading up to the person's death. He can also see any structural weaknesses in any inorganic object.

5 points to buy this power. It cannot be rebought.

VISION FLOATING EYE

The hero can create a floating sphere which resembles an eye the size of a hand, made out of translucent energy. He can move it up to 1 mtr per WIS away and see through it. He can move it at a speed equal to his own MR and an altitude of up to 10 mtrs per WIS. It has 10% of the character's normal HPs.

5 points to buy this power. Can shield one additional person each time rebought.

VISION PERSPECTIVE

The ability to see things from a different location, as if his eyes had floated out to a point and then looked around. This point can be up to 1 metre per WIS away, +1 metre per level. When using this a character can see around corners, looking around them as if he were standing beyond them. He can also look back at himself and see his surroundings. The only restriction is that the character must be able to see the point that he wishes to use as his perspective. It can also be sent straight up for a top down view.

5 points to buy this power. +1 metre per WIS each time rebought.

VISION TRUE SIGHT

This character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility. This also includes the ability to detect whether it is magical, but not the exact nature of the magic aside from whether it is harmful or helpful.

5 points to buy this power. It cannot be rebought.

WILLPOWER

The character can shield himself from 1 person per 5 WIS, +1 person per level against any psionic attack or intrusion.

Section 5: Offensive

Powers

ATTRACTION/REPULSION

The character has the ability to create a beam of force that can attract or repulse any physical objects within his line of sight. Up to 45kgs per WIS +5kgs per level can be attracted or repulsed.

Victims who fail to dodge will be dragged towards (or pushed away) from the character a number of metres per melee per 3 points of strength of the beam per melee. Anyone hit by a repulsion beam also suffers knockdown and take D4 damage per 10 pts of the beam's STR. The victim is also pushed back a number of metres equal to the beam's.

Its possible to use the beam as a climbing tool (+2 bonus). Disarming an opponent with the beam is also possible; add a +2 bonus at levels two and four, +1 more at levels seven, and ten. Halve the bonus if the character is attempting to snatch a weapon away and into his own hand.

Finally it can be used as a jump booster (can jump a total number of metres equal to x2 the beam's STR).

5 points to buy this with a pull of 45kgs per WIS, all abilities are instantly gained. +5kgs each time rebought.

BRITTLE

This particular nasty power allows the character to cause a victim's bone to break by touching it.

5 points to buy this power. It cannot be rebought.

BUZZSAW

The character has 20 centimetre long rotating metal buzzsaws which extend from his forearms. They do D6 cutting damage each plus STR damage bonus. 5 points to buy one buzzsaw. +1 buzzsaw or +D6 damage each time rebought.

D'ARQUE PUNCH

The character can throw a punch or kick and have the blow emerge from the victim's shadow, hitting from behind doing double the normal damage. Range is line of sight.

10 points to buy this power. It cannot be rebought.

DECONSTITUTE

The character can destroy a target's physical structure without resorting to a physical or overt energy attack. The molecular bonds that give a target its solidity are directly deconstituted with the result that the target collapses into dust, sand, liquid, or even vapour. He can affect any target within both line of sight or WIS x1 metre range. The amount of matter the character can affect in a single turn is WIS x1 kilogram. This is equal to D6 damage per 5 WIS +D6 per level.

5 points to buy this power. +D6 damage each time rebought

EMISSION ACID

This is the ability to generate acid from ones' hands. He can either;

- 1) Spray the acid from his hands doing D6 per 5 WIS (+D6 per level over 1 metre per 2 WIS, +1 per level),
- 2) Or just secrete it directly onto an object and do D6 per 4 WIS, +D6 per level.

As a side effect he is immune to damage from acid.

5 points to buy this power. +D6 damage and +1 metre range each time rebought.

EMISSION ACID II

Create and launch spheres of acid which do D6 per 5 WIS (+D6 per level over 1 metre per 2 WIS, +1 per level). Upon impact the acid spreads over a 1cm per WIS area. As a side effect he is immune to damage from acid.

5 points to buy this power. +D6 damage and +1 metre range each time rebought.

EMISSION ACID CAGE

The character is able to create mesh style cages out of acid and entrap opponents within them. The cage is (1 centimetre per WIS thick, +1 centimetre per level) x (15 centimetres per WIS radius size for each of the 6 walls, +5 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. Anyone attempting to pass through a section suffers D6 damage per 5 WIS for each centimetre passed through. The cage lasts only while the character concentrates on it. He can create 1 cage per 5 WIS per melee.

5 points to buy this power. +D6 and +1 cage each time rebought.

EMISSION ACID NET

The character is able to create nets out of acid and launch them at opponents. The net is (1 centimetre per WIS thick, +1 centimetre per level) x (15 centimetres per WIS radius, +5 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. Anyone attempting to pass through a section suffers D6 damage per 5 WIS for each centimetre passed through. The net lasts

only while the character concentrates on it. He can create 1 net per 4 WIS per melee.

5 points to buy this power. +D6 and +1 net each time rebought.

EMISSION ADDITIONAL LIMB

The character can create one additional arm, leg or head made of a non physical material per 5 WIS. The limb has the character's normal STR and DEX and does an additional D6 damage per 5 WIS +D6 per level. Available types of arms include; Acid, Aerokinetic, Bomb, Electricity, Fire, Gravitonic Pulse, Hydrokinetic, Ice, Light, Magma, Microwave, Solar, Sonic and Vibration. See each Emission type for what type of damage is done. It will float in the air and can be moved around at an MR equal to half the character's so long as he can see it.

5 points to buy this power. +D6 damage or +1 new type of limb each time rebought.

EMISSION AEROKINETIC

The ability to fire a blast of rapidly spinning air molecules from his arms that hit like a ton of bricks doing STR damage +D6 per 5 WIS, +D6 per level, over 1 metre per WIS per level. This pushes the victim back 1 metre per WIS. 5 points to buy this power. +D6 and +1 metre each time rebought.

EMISSION AEROKINETIC II

The ability to fire hardened razor sharp air molecules from his arms that can slice objects doing STR damage +D6 per 5 WIS, +D6 per level, over 1 metre per WIS per level. Although this attack does usually slashing damage, some are able

to focus it into single piercing stab like immaterial bullet.

5 points to buy this power. +D6 and +1 metre each time rebought.

EMISSION AEROKINETIC BOMB

The ability to form compressed explosions of air into shapes such as spheres and cubes which can be hurled at a target up to 1 metre per WIS away or orbit the character until such time as he is ready to use them. When the bomb comes into contact with a target the air is released with force doing STR damage +D6 per 5 WIS, +D6 per level, over 1 metre per WIS per level.

5 points to buy this power. +D6 and +1 metre each time rebought.

EMISSION AEROKINETIC BOMB II

The ability to form compressed explosions of air into shapes such as spheres and cubes which can be hurled at a target or orbit the character until such time as he is ready to use them. When the bomb comes into contact with a target the whirlwind within is released. The whirlwind will engulf the victim and all within a 1 metre radius per 2 WIS (+2 metres per level) with a rotational speed of WIS x10kph, +5kph per level. Any caught in it will be swept up and hurled around unable to perform any actions. Damage to those within is D6 per WIS per round.

5 points to buy this power. +D6 and +1 metre each time rebought.

EMISSION AEROKINETIC CAGE

The character is able to create mesh style cages out of a swirling mass of razor sharp air currents and entrap opponents within them. The cage is (1 centimetre

per WIS thick, +1 centimetre per level) x (15 centimetres per WIS radius size for each of the 6 walls, +5 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. Anyone attempting to pass through a section suffers D6 damage per 5 WIS for each centimetre passed through. The cage lasts only while the character concentrates on it. He can create 1 cage per 5 WIS per melee.

5 points to buy this power. +D6 and +1 cage each time rebought.

EMISSION AEROKINETIC NET

The character is able to create nets out of swirling masses of razor sharp air currents and launch them at opponents. The net is (1 centimetre per WIS thick, +1 centimetre per level) x (15 centimetres per WIS radius, +5 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. Anyone attempting to pass through a section suffers D6 damage per 5 WIS for each centimetre passed through. The net lasts only while the character concentrates on it. He can create 1 net per 4 WIS per melee.

5 points to buy this power. +D6 and +1 net each time rebought.

EMISSION ANTIMANA CAGE

The character is able to create mesh style cages out of anti mana and entrap opponents within them. The cage is (1 centimetre per WIS thick, +1 centimetre per level) x (15 centimetres per WIS radius size for each of the 6 walls, +5 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. The cage drains the mana of anything magical within it including charged magic items. It lasts only while the

character concentrates on it. He can create 1 net per 5 WIS per melee. 5 points to buy this power. +1 cage each time rebought.

EMISSION ANTI MANA NET

The character is able to create nets out of anti mana and launch them at opponents. The net is (1 centimetre per WIS thick, +1 centimetre per level) x (15 centimetres per WIS radius, +5 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. The net drains the mana of anything magical it hits including charged magic items. The net lasts only while the character concentrates on it. He can create 1 net per 4 WIS per melee. 5 points to buy this power. +1 net each time rebought.

EMISSION BINDING

The character can create and launch spheres which when the target is hit they sprouts tendrils, paste, or some other binding material which ties up the victim with a STR equal to that of the welder's WIS. It lasts for 1 round per 2 WIS. He can throw each sphere 1 metre per 2 WIS, +1 per level. 5 points to buy this power. +1 round, STR and metre each time rebought.

EMISSION BOMB

The ability to manipulate explosive forces in 2 ways;

- 1) Can cause a 1 metre radius per 5 WIS (+1 metre per level) explosion within the character's line of sight doing D6 per 5 WIS, +D6 per level. Anyone caught within the sphere is subject to knockback.
- 2) Can create energy spheres which can be thrown over the character's normal

range with a blast radius of 1 metre per 5 WIS +1 metre per level, doing D6 per 5 WIS (+D6 per level). Anyone caught within the sphere is subject to knockback. Can be made to last for up to 1 hour per WIS before detonating, +1 hour per level.

As a side effect he is immune to the direct damage from an explosion but not any indirect damage (such as shrapnel). 5 points to buy this power. +D6 and +1 metre blast radius each time rebought.

EMISSION BOMB TOUCH

The character can cause anything or anyone to explode through his touch. It has a blast radius of WIS x1 metre (+1 per level) doing HPs x1 damage (+1 per level). This power can be turned off at will.

5 points to buy this power. +D6 damage and +1 metre range each time rebought.

EMISSION CHRONAL BLAST

The character can emit bolts that cause time to accelerate that cause targets to age rapidly. Any object or organism ages 1 year per WIS, +1 year per level for every melee that touch (unless save). An object can be aged to the point that it weakens or decays. For example a character touching a sword may be able to age it to the point that it rusts, for a door it will age it to the point that it warps, for stone it will weather to the point that it will turn to sand, for food it will decay to the point that it becomes rotten or spoiled etc. The effect lasts for 1 hour per WIS unless the organism dies or the object is destroyed. He can also do the reverse and rejuvenate organisms. 5 points to buy this power. +1 year each time rebought.

EMISSION CHRONAL BOMB

The ability to create temporal explosives that rapidly age anything caught in their blast radius. Can create chronal spheres which can be thrown over the character's normal range with a blast radius of 1 metre per 5 WIS +1 metre per level, aging 1 year per WIS, +1 year per level for every melee that touch (unless save). An object can be aged to the point that it weakens or decays. Can be made to last for up to 1 hour per WIS before detonating, +1 hour per level. 5 points to buy this power. +1 year and +1 metre blast radius each time rebought.

EMISSION CHRONAL CAGE

The character is able to create mesh style cages out of temporal energy and entrap opponents within them. The cage is (1 centimetre per WIS thick, +1 centimetre per level) x (15 centimetres per WIS radius size for each of the 6 walls, +5 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. Any within the cage find time has stopped inside. To an outside observer, the victims inside will appear to be standing still, while they are actually moving, very slowly. The cage will last 1 hour per WIS, +1 hour per level. This double each time rebought. 5 points to buy this power. Duration doubles each time rebought.

EMISSION CLAWS D'ARQUENESS

The character has 30 centimetre long claws made of pure D'arqueness which extend from his wrists. They have no effect on anything physical. Instead, when used to hit a person's or object's shadow it does D6 damage per 5 WIS, +D6 per level which is then transferred

directly to the victim's HPs. Essentially allowing him to bypass any armour or fields.

5 points to buy this power. +D6 damage, or +1 claw each time rebought, but no more than 3 claws per wrist.

EMISSION CLAWS ELECTRICAL

The character has 30 centimetre long claws made of electricity which extend from his wrists. They do D6 electrocution damage plus STR damage bonus. As a side effect he is immune to electrocution but not the physical damage from electrical attacks. 5 points to buy one claw per hand. +D6 damage, or +1 claw each time rebought, but no more than 3 claws per wrist.

EMISSION CLAWS ENERGY

The character has 30 centimetre long claws made of energy which extend from his wrists. They do D6 plus STR damage bonus. 5 points to buy one claw per hand. +D6 damage or +1 claw each time rebought, but no more than 3 claws per wrist.

EMISSION CLAWS FIRE

The character has 30 centimetre long claws made of fire which extend from his wrists. They do D6 burning damage plus STR damage bonus, and have a 20% chance, +10% per level of causing anything combustible to catch alight. As a side effect he is immune to burning damage. 5 points to buy one claw per hand. +D6 damage and +10%, or +1 claw each time rebought, but no more than 3 claws per wrist.

EMISSION CLAWS ICE

The character has 30 centimetre long claws made of ice which extend from his wrists. They do D6 slicing damage plus STR damage bonus. There is a 5% chance per WIS of a slice on a person numbing the area hit. If it is a limb then reduce the victim's bonuses and speed by a cumulative 10%, which wears off in D4 mins.

5 points to buy one claw per hand. +D6 damage, or +1 claw each time rebought, but no more than 3 claws per wrist.

EMISSION COLD

The ability to control the elements of cold in 2 ways;

1) A chilling bolt of cold can be directed at victims doing D6 per 5 WIS +D6 per level, over 1 metre per WIS per level. Taking more than 22 points of damage at once will reduce the victim's bonuses and speed by a cumulative 10%, and wears off in D4 mins. A being that loses all HPs in this manner falls into cryostasis and must be revived. Using heat will revive the victim in 3D4 minutes with little if any side effects. Using this power it is possible to build up amounts of ice, equal in HPs to the damage rolled (each attack keeps adding strength to the ice).

2) Can also form Ice Balls at the rate of 1 per round which do D6 damage (+D6 per level), and Ice Shards at a rate of 2 per round per level which do 2D6 (+D6 per level), normal throwing range.

3) Or create snowballs at a rate of 1 per 4 WIS once per round which does 1 point of damage.

As a side effect he is immune to the effects of cold but not the damage from ice attacks.

5 points to buy this power. +D6 damage and +15 metre range each time rebought. Snowball does not increase regardless of how many times it is rebought.

EMISSION CRYOKINETIC BOMB

The ability to form explosive constructs with freezing properties. Instead of a fiery blast, the bombs raptly disperse heat, freezing liquids and coating objects in ice. Compressed explosions of cold can be shaped into spheres and cubes which can be hurled at a target up to 1 metre per WIS away or orbit the character until such time as he is ready to use them. When the bomb comes into contact with a target the cold is released with force doing STR damage +D6 per 5 WIS, +D6 per level, over 1 metre per WIS per level. Taking more than 22 points of damage at once will reduce the victim's bonuses and speed by a cumulative 10%, and wears off in D4 mins. A being that loses all HPs in this manner falls into cryostasis and must be revived.

5 points to buy this power. +D6 and +1 metre each time rebought.

EMISSION D'ARQUENESS WEAPON MELEE

The character can create a melee weapon of pure D'arqueness in his hands. Types may include; swords, axes, machetes, staves, maces, etc. The weapon has no effect on anything physical. Instead, when used to hit a person's or object's shadow it does D6 damage per 5 WIS, +D6 per level which is then transferred directly to the victim's HPs. Essentially allowing him to bypass any armour or fields.

5 points to buy this power. +D6 damage each time rebought.

EMISSION ELECTRICAL

The character can fire;

1) Lightning bolts which do D6 per 5 WIS +D6 per level, over 1 metre per WIS per level.

2) Electro Magnetic Pulse bolts which will disrupt and ruin any electrical equipment.

As a side effect he is immune to electrocution but not the physical damage from electrical attacks.

5 points to buy this power. +D6 damage and range increase each time rebought.

EMISSION ELECTRICAL CAGE

The character is able to create mesh style cages out of acid and entrap opponents within them. The cage is (1 centimetre per WIS thick, +1 centimetre per level) x (15 centimetres per WIS radius size for each of the 6 walls, +5 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. Anyone attempting to pass through a section suffers D6 damage per 5 WIS for each centimetre passed through. The cage lasts only while the character concentrates on it. He can create 1 cage per 5 WIS per melee.

5 points to buy this power. +D6 and +1 cage each time rebought.

EMISSION ELECTRICAL NET

The character is able to create nets out of acid and launch them at opponents. The net is (1 centimetre per WIS thick, +1 centimetre per level) x (15 centimetres per WIS radius, +5 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. Anyone attempting to pass through a section suffers D6 damage per 5 WIS for each centimetre passed through. The net lasts only while the character concentrates on

it. He can create 1 net per 4 WIS per melee.

5 points to buy this power. +D6 and +1 net each time rebought.

EMISSION ELECTROKINETIC BOMB

The ability to concentrate electrical energy in a magnetic field shaped into spheres and cubes which can be hurled at a target up to 1 metre per WIS away or orbit the character until such time as he is ready to use them. When the bomb comes into contact with a target the magnetic field collapses and the bomb releases electricity and kinetic energy, exploding doing STR damage +D6 per 5 WIS, +D6 per level, over 1 metre per WIS per level. The victim also receives electrical burns and any equipment is destroyed.

5 points to buy this power. +D6 and +1 metre each time rebought.

EMISSION ENERGY CAGE

The character is able to create mesh style cages out of solid energy and entrap opponents within them. The cage is (1 centimetre per WIS thick, +1 centimetre per level) x (15 centimetres per WIS radius size for each of the 6 walls, +5 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. Each wall has WIS x50 HPs, (+1 per level). The cage lasts only while the character concentrates on it. He can create 1 cage per 5 WIS per melee.

5 points to buy this power. +10 HPs and +1 cage each time rebought.

EMISSION ENERGY LASSO

The character can create an energy rope WIS x1 metre long, +1 metre per level. He can mentally control it to either

soften the energy output in order to entangle with it, with a STR equal to his WIS. Or he can harden the energy so it does D6 damage per 5 WIS upon contact, +D6 per level. It may also be used as a swing line to swing great distances. To use this the character must be able to attach his lasso to high buildings, trees, or cliffsides. However, if the character is in a flat environment, it would be reasonable to penalize the character's velocity or to disallow swinging all together.

5 points to buy this power. +D6 damage each time rebought.

EMISSION ENERGY NET

The character is able to create nets out of solid energy and launch them at opponents. The net is (1 centimetre per WIS thick, +1 centimetre per level) x (15 centimetres per WIS radius, +5 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. Anyone physically hit by the net suffers D6 damage per 5 WIS and is knocked down. It has WIS x50 HPs, (+1 per level). The net lasts only while the character concentrates on it. He can create 1 net per 4 WIS per melee.

5 points to buy this power. +10 HPs and +1 net each time rebought.

EMISSION ENERGY WEAPON MELEE

The character can create an energy melee weapon in his hands. Types may include; swords, axes, machetes, staves, maces, etc. The weapon does D6 damage per 5 WIS upon physical contact, +D6 per level.

5 points to buy this power. +D6 damage each time rebought.

EMISSION ENERGY WEAPON RANGED

The character can create an energy melee weapon in his hands. Types may include; bows, shuriken, slings, throwing axes, throwing knives, guns, etc. The weapon's range is 1 metre per WIS per level. Use limited only by the number of attacks the character has.

5 points to buy this power. +D6 damage and +1 metre range increase each time rebought.

EMISSION EXPLOSIVE CAGE

The character is able to create mesh style cages out of explosive energy and entrap opponents within them. The cage is (1 centimetre per WIS thick, +1 centimetre per level) x (15 centimetres per WIS radius size for each of the 6 walls, +5 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level.

Anyone touching a section of the cage suffers D6 explosive damage per 5 WIS. The cage lasts only while the character concentrates on it. He can create 1 cage per 5 WIS per melee.

5 points to buy this power. +D6 and +1 cage each time rebought.

EMISSION FIRE

The character can manipulate fire in 3 ways;

1) Throw fireballs over his normal distance x2. They do D8 per 5 WIS +D8 per level and have a 20% chance, +10% per level of causing anything combustible to catch alight.

2) Form a continuous gorge of fire which does D6 per 5 WIS +D6 per level, over 1 metre per WIS per level. Anything combustible instantly catches alight.

3) The character can emit fire from his body and manipulate it to perform the most delicate welding jobs. He can fuse craters, holes, or seal openings in walls, floors, ceilings, or the ground.

As a side effect he is immune to the effects from heat but not the damage from fire attacks.

5 points to buy this power. Ball does +D8 damage and +10% and Flamethrower does +D6 damage and +4.5 metre range each time rebought.

EMISSION FIRE CAGE

The character is able to create mesh style cages out of fire and entrap opponents within them. The cage is (1 centimetre per WIS thick, +1 centimetre per level) x (15 centimetres per WIS radius size for each of the 6 walls, +5 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. Anyone attempting to pass through a section suffers D6 burning damage per 5 WIS for each centimetre passed through. Also anything inflammatory will catch alight. The cage lasts only while the character concentrates on it. He can create 1 net per 5 WIS per melee.

5 points to buy this power. +D6 and +1 cage each time rebought.

EMISSION FIRE NET

The character is able to create nets out of fire and launch them at opponents. The net is (1 centimetre per WIS thick, +1 centimetre per level) x (15 centimetres per WIS radius, +5 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. Anyone attempting to pass through or hit by a section suffers D6 burning damage per 5 WIS for each centimetre passed through. Also anything inflammatory will catch

alight. The net lasts only while the character concentrates on it. He can create 1 net per 4 WIS per melee. 5 points to buy this power. +D6 and +1 net each time rebought.

EMISSION GAS SPHERE

The character can create and launch spheres which when the target is hit they release gas clouds which expand up to 1 mtr per WIS. He can throw each sphere 1 metre per 2 WIS, +1 per level. The gas can be of any of the following;

Ammonia

Sterilize an area of any bacteria.

Argon

Coats and renders inert any volatile substances but also gives off a very strong glow.

Carbon Dioxide

Removes all Oxygen from the area knocking out anything needing to breathe, extinguishes flames and can be used as a refrigerant.

Carbon Monoxide

Lower temperature by 10C per 2 WIS per round, +10C per level. Toxic to lifeforms in high levels.

Chlorine

Purifies water and treats putrefaction of existing wounds, including septic wounds.

Helium

Allows balloons to float but will not ignite. Can alter a person's voice but in too large a quantity can asphyxiate.

Hydrogen

Can be ignited for use in welding.

Nitrogen

Raise temperature by 10C per 2 WIS per round, +10C per level. It is also useful as fertilizer for plants.

Oxygen

Required by most organics for respiration, and is required for nearly all combustion.

Radon

Inflict 1 rad per WIS per round, +1 per level.

Sulphur Dioxide

Death within 6 rounds unless get hospital treatment. Useful as a refrigerant.

5 points to buy this power. +1 metre each time rebought.

EMISSION GRAVITONIC BOMB

The ability to create explosives that are infused with gravitons and shaped into spheres and cubes which can be hurled at a target up to 1 metre per WIS away or orbit the character until such time as he is ready to use them. When the bomb comes into contact with a target the bomb releases the gravitons either increasing or decreasing gravity within a 1 metre per WIS per level radius. The character must choose what he is doing with the gravitons at the time of forming the bomb. In each case the effects of the bomb will only last one minute per WIS, +1 minute per level.

Option one has the bomb increase gravity by a factor of +10% per WIS, +10% per level. Those affected by extra gravity will be -1 on all rolls per 10% increase and maybe pinned down.

Option two has the bomb reduce gravity by a factor of -10% per WIS, -10% per level. All in the area will be hurled into the sky up to 1 metre per 10% reduction in gravity.

5 points to buy this power. + or - 10% each time rebought.

EMISSION GRAVITONIC CAGE

The character is able to create mesh style cages out of gravitic force and entrap opponents within them. The cage is (1 centimetre per WIS thick, +1 centimetre per level) x (15 centimetres per WIS radius size for each of the 6 walls, +5 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level.

Anyone within have their gravity increased by a factor of +5% per WIS, +10% per level. Those affected by extra gravity will be -1 on all rolls per 10% increase. The cage lasts only while the character concentrates on it. He can create 1 net per 5 WIS per melee.

5 points to buy this power. +10% and +1 cage each time rebought.

EMISSION GRAVITONIC NET

The character is able to create nets out of gravitic force and launch them at opponents. The net is (1 centimetre per WIS thick, +1 centimetre per level) x (15 centimetres per WIS radius, +5 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level.

Anyone ensnared has their gravity increased by a factor of +5% per WIS, +10% per level. Those affected by extra gravity will be -1 on all rolls per 10% increase. The net lasts only while the character concentrates on it. He can create 1 net per 4 WIS per melee.

5 points to buy this power. +10% and +1 net each time rebought.

EMISSION GRAVITONIC PULSE

A directed pulse of gravitic energy can be fired by the character like a "reverse bullet." The impact has a high knockdown value but in the forward direction. Characters who brace themselves for the impact in the wrong

direction will be pulled forward off of their feet. Because of this unusual effect targets have a difficult time adjusting to the blast and suffer a penalty of -6 their next rolls. Further because the waves easily travel through matter, armoured characters take half damage to their own HPs in addition to the full damage done to the armour.

Effective range is about 1 metre per WIS per level. D6 damage per 5 WIS +D6 per level.

5 points to buy this power. +D6 damage and range increase each time rebought.

EMISSION HYDROKINETIC

This is the ability to draw condensation from the air and direct it as a jet stream of water doing STR damage D6 per 5 WIS +D6 per level, over 1 metre per WIS per level. This pushes the victim back 1 metre per STR point greater than the victim's. A shot to an open mouth can drown a victim. As a side effect the character can draw oxygen more efficiently from water allowing him to breathe in it.

5 points to buy this power. +D6 and +15 metres each time rebought.

EMISSION HYDROKINETIC SPHERE

This is the ability to draw condensation from the air and create a bubble of water up to WIS x10 centimetres radius (+30 centimetres per level) and an MR equal to WIS (+1 per level). Any who cannot breathe water must break free before they drown.

5 points to buy this power. +30 centimetres each time rebought.

EMISSION ICE CAGE

The character is able to create mesh style cages out of ice and entrap opponents within them. The cage is (1 centimetre per WIS thick, +1 centimetre per level) x (15 centimetres per WIS radius size for each of the 6 walls, +5 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. Each wall has WIS x50 HPs, (+1 per level). The cage lasts only while the character concentrates on it. He can create 1 cage per 5 WIS per melee.

5 points to buy this power. +10 HPs and +1 cage each time rebought.

EMISSION LIGHT

The power to control amplified light. The character can fire a laser bolt which does D6 per 5 WIS +D6 per level, over 1 metre per WIS per level. As a side effect he is immune to the effects from radiation but not the physical damage from laser attacks.

5 points to buy this power. +D6 damage and +15 metres each time rebought.

EMISSION MAGMA

The character can manipulate the geothermal forces of magma in 2 ways; 1) Throw magma balls over his normal distance x2. They do D12 per level and have a 20% chance, +10 per level of causing anything combustible to catch alight.

2) Alternatively he can form a continuous torrent of hot magma which does D6 per 5 WIS +D6 per level, over 1 metre per WIS per level. Anything combustible instantly catches alight. As a side effect he is immune to the effects from heat but not the damage from magma attacks.

5 points to buy this power. +D12 damage, +4.5 metres and +10% each time rebought.

EMISSION MAGMA CAGE

The character is able to create mesh style cages out of burning magma and entrap opponents within them. The cage is (1 centimetre per WIS thick, +1 centimetre per level) x (15 centimetres per WIS radius size for each of the 6 walls, +5 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. Anyone attempting to pass through a section suffers D6 burning damage per 5 WIS for each centimetre passed through. The cage lasts only while the character concentrates on it. He can create 1 net per 5 WIS per melee.

5 points to buy this power. +D6 and +1 cage each time rebought.

EMISSION MAGMA NET

The character is able to create nets out of magma and launch them at opponents. The net is (1 centimetre per WIS thick, +1 centimetre per level) x (15 centimetres per WIS radius, +5 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. Anyone attempting to pass through or touch a section suffers D6 burning damage per 5 WIS for each centimetre passed through. The net lasts only while the character concentrates on it. He can create 1 net per 4 WIS per melee.

5 points to buy this power. +D6 and +1 net each time rebought.

EMISSION MANA

The character can manipulate the natural magical energy known as mana in 2 ways;

1) The character can fire a mana bolt which does D6 per 5 WIS +D6 per level, over 1 metre per WIS per level.

2) Alternatively he can fire a non damaging stream at any spellcaster enhancing any spell they are about to cast. He can pass on up to 1 mana per WIS, +1 per level.

5 points to buy this power. +D6 damage, +1 metre and +1 mana each time rebought.

EMISSION MATTER

The character is able to generate and fire a torrent of solid material (like a flamethrower but without the flame). It does D6 per 5 WIS +D6 per level, over 1 metre per WIS per level.

5 points to buy this power. +D6 damage and +15 metres each time rebought.

EMISSION MATTER CAGE

The character is able to create mesh style cages out of solid matter and entrap opponents within them. The cage is (1 centimetre per WIS thick, +1 centimetre per level) x (15 centimetres per WIS radius size for each of the 6 walls, +5 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. Each wall has WIS x50 HPs, (+1 per level). The cage lasts only while the character concentrates on it. He can create 1 cage per 5 WIS per melee.

5 points to buy this power. +10 HPs and +1 cage each time rebought.

EMISSION MATTER NET

The character is able to create nets out of solid matter and launch them at opponents. The net is (1 centimetre per WIS thick, +1 centimetre per level) x (15 centimetres per WIS radius, +5 centimetres per level) anywhere within 2

metres per WIS, +3 metres per level. Anyone physically hit by the net suffers D6 damage per 5 WIS and is knocked down. It has WIS x50 HPs, (+1 per level). The net lasts only while the character concentrates on it. He can create 1 net per 4 WIS per melee. 5 points to buy this power. +10 HPs and +1 net each time rebought.

EMISSION MICROWAVE

This creates a beam of pure heat which does D6 per 5 WIS +D6 per level, over 1 metre per WIS per level. The radiated particles have exceptional penetration power against all non-metallic substances. Even tinfoil will deflect the rays with no damage. Everything else however is penetrated easily. Plastic, Kevlar, wood, glass, ceramics, and other common substances are useless as a defence. Beings wearing plastic or composite body armour take damage from the microwave beam as if they weren't wearing any armour. However a knight in a suit of metal armour is completely protected - his armour doesn't even take damage. Against force fields, electromagnetic disturbances, characters who are impervious to energy attacks, have Hardened Molecular Structure or Invulnerability, half damage is inflicted. Those who are impervious to fire and heat take no damage at all. As a side effect he is immune to the effects from heat but not the damage from microwave attacks. 5 points to buy this power. +D6 damage and +15 metre range each time rebought.

EMISSION MICROWAVE CAGE

The character is able to create mesh style cages out of microwaves and entrap opponents within them. The cage is (1

centimetre per WIS thick, +1 centimetre per level) x (15 centimetres per WIS radius size for each of the 6 walls, +5 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. Anyone attempting to pass through a section suffers D6 burning damage per 5 WIS for each centimetre passed through. Microwaves will penetrate most shielding, see the description above for more details. The cage lasts only while the character concentrates on it. He can create 1 net per 5 WIS per melee. 5 points to buy this power. +D6 and +1 cage each time rebought.

EMISSION MICROWAVE NET

The character is able to create nets out of fire and launch them at opponents. The net is (1 centimetre per WIS thick, +1 centimetre per level) x (15 centimetres per WIS radius, +5 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. Anyone attempting to pass through or hit by a section suffers D6 burning damage per 5 WIS for each centimetre passed through. Microwaves will penetrate most shielding, see the description above for more details. The net lasts only while the character concentrates on it. He can create 1 net per 4 WIS per melee. 5 points to buy this power. +D6 and +1 net each time rebought.

EMISSION MULTIPLE BALLISTIC

By touching a missile (including arrows, bolts, bullets, stones, etc) the character can cause it to create a replica of itself when fired or thrown at a target. The hit is only rolled once, either all the missiles strike or they all fail. Can create one additional replica per 4 WIS, +1 per level. Note the replicas only appear once

the object is fired. Once they have hit or missed they all disappear.

5 points to buy this power. +1 replica each time rebought.

EMISSION PLANT CAGE

The character is able to create mesh style cages out of thorny plants and entrap opponents within them. The cage is (1 centimetre per WIS thick, +1 centimetre per level) x (15 centimetres per WIS radius size for each of the 6 walls, +5 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level.

Anyone attempting to pass through a section suffers D6 stabbing damage per 5 WIS for each centimetre passed through. Each wall has WIS x50 HPs, (+1 per level). The cage lasts only while the character concentrates on it. He can create 1 net per 5 WIS per melee.

5 points to buy this power. +D6, +10 HPs and +1 cage each time rebought.

EMISSION PLANT NET

The character is able to create nets out of thorny plants and launch them at opponents. The net is (1 centimetre per WIS thick, +1 centimetre per level) x (15 centimetres per WIS radius, +5 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level.

Anyone attempting to pass through or hit by a section suffers D6 stabbing damage per 5 WIS for each centimetre passed through. It has WIS x50 HPs, (+1 per level). The net lasts only while the character concentrates on it. He can create 1 net per 4 WIS per melee.

5 points to buy this power. +D6, +10 HPs and +1 net each time rebought.

EMISSION PROJECTILE

The ability to expel projectiles from your body (can be small needles like a porcupine, shards of glass, etc). D6 per 5 WIS +D6 per level, over 1 metre per WIS + an equal increase in range per level.

5 points to buy this power. +D6 and + an equal increase in range each time rebought.

EMISSION PYROKINETIC BOMB

The ability to concentrate plasma fire in spheres or cubes which can be hurled at a target up to 1 metre per WIS away or orbit the character until such time as he is ready to use them. When the bomb comes into contact with a target the the bomb releases pyrotic energy, exploding doing STR damage +D6 per 5 WIS, +D6 per level, over 1 metre per WIS per level. The victim also receives horrific burns and anything inflammable catches alight.

5 points to buy this power. +D6 and +1 metre each time rebought.

EMISSION PYROTECHNICS

The ability to expel multi coloured globules of energy which are very similar to fireworks in noise and sound. Damage is limited to D6 +D6 per level, over 1 metre per WIS + an equal increase in range per level. Although the damage seems limited, firing it into someone's eyes will still have a significant effect. Additionally he can cause his pyrotechnics to explode out as a form of fireworks display. If fired straight up it can be used as a flare to signal or warn others.

5 points to buy this power. +D6 and + an equal increase in range each time rebought.

EMISSION SHADOW

The ability to emit an area of darkness of 1 metre radius per WIS (+5 metres per level) over 1 metre per WIS per level. Any caught in it will feel an unexplainable fear of the dark, and must make a saving throw vs. insanity or else he will be permanently afflicted with the phobia. Thereafter the victim will always suffer a -4 penalty on all rolls whenever attempting to do anything in darkened conditions. The field completely negates any form of nightsight, darksight or thermal vision. Only the character can see in his field.

5 points to buy this power. +1 metre each time rebought.

EMISSION SOLAR

The ability to control solar energy in 2 ways;

1) The character can fire radioactive bolts which do D10 rads per WIS +D100 per level, over 1 metre per WIS per level with a 30 centimetre radius at core expanding 1 centimetre for every 5 metres travelled.

2) Can melt objects with a 1000C per level touch with a 30 centimetre radius +10 centimetres per level. Can generate heat at a rate of 500C per round per level.

As a side effect he is immune to the effects of radiation but not the damage from it.

5 points to buy this power. +1000C damage, +10 centimetres each time rebought, and Radioactive Bolt +D100 rads and +10 metres each time rebought.

Rads and Effects**1-100**

Discomfort.

101-149

Nausea and vomiting for 1 hour. 50% chance of gaining anemia. 30% chance of gaining leukaemia after 3 months.

150-599

Nausea and vomiting for 1 day. 75% chance of gaining anemia. 50% chance of gaining leukaemia after 3 weeks.

600-1000

Nausea, vomiting, bloody diarrhoea and fever. Loss of hair in D10 days and loss of immune system in 12 +3D6 days. Gain anemia and leukaemia after 3 days. After 4 weeks go into coma for D10 days before dieing.

4000-4999

Physically crippled and die within D4 days.

5000+

Instant death.

Anemia - Loss of red cells.

Leukaemia - Loss of white cells (antibodies).

Maximum Rad Exposure - 8 rads per 13 weeks or 30 rads per year. No more than 25 rads in one dose.

EMISSION SOLAR CAGE

The character is able to create mesh style cages out of radioactive energy and entrap opponents within them. The cage is (1 centimetre per WIS thick, +1 centimetre per level) x (15 centimetres per WIS radius size for each of the 6 walls, +5 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. Anyone within suffers D10 rads per WIS per minute. Anyone attempting to pass through a section suffers likewise and D6 burning damage per 5 WIS for each centimetre passed through. The cage lasts only while the

character concentrates on it. He can create 1 net per 5 WIS per melee. 5 points to buy this power. +D10 rads, +D6 and +1 cage each time rebought.

EMISSION SOLAR NET

The character is able to create nets out of radioactive energy and launch them at opponents. The net is (1 centimetre per WIS thick, +1 centimetre per level) x (15 centimetres per WIS radius, +5 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. Anyone touched by the net suffers D10 rads per WIS per minute, and D6 burning damage per 5 WIS for each centimetre passed through. The net lasts only while the character concentrates on it. He can create 1 net per 4 WIS per melee.

5 points to buy this power. +D10 rads, +D6 and +1 cage each time rebought.

EMISSION SONIC

The ability to control sound. The character can release a concentrated sonic blast against opponents equivalent to 10 decibels per WIS, +10 per level. These do D6 per 5 WIS +D6 per level, over 10 metres per WIS per level. Victims are -6 until the noise stops, plugging ears reduces the effects by half. As a side effect he is immune to the effects of loud noises but not the physical damage from sonic attacks. 5 points to this power. +D6 and +10 metres each time rebought.

EMISSION SONIC BOMB

The ability to concentrate sound into spheres or cubes which can be hurled at a target up to 1 metre per WIS away or orbit the character until such time as he is ready to use them. When the bomb

comes into contact with a target it releases a deafening sound, rendering anyone within hearing distance unable to hear for 10+D10 minutes. All within 1 metre per WIS also take STR damage +D6 per 5 WIS, +D6 per level. Brittle or fragile objects will shatter. 5 points to buy this power. +D6 and +1 metre each time rebought.

EMISSION SONIC CAGE

The character is able to create mesh style cages out of sound and entrap opponents within them. The cage is (1 centimetre per WIS thick, +1 centimetre per level) x (15 centimetres per WIS radius size for each of the 6 walls, +5 centimetres per level) anywhere within 2 metres per WIS, +3 metres per level. Anyone within suffers the equivalent to 10 decibels per WIS, +10 per level which do D6 per 5 WIS +D6 per level. Victims will be unable to concentrate, cast spells, etc and suffer a -6 penalty to anything they attempt. The cage lasts only while the character concentrates on it. He can create 1 net per 5 WIS per melee.

5 points to buy this power. +10 decibels, +D6 and +1 cage each time rebought.

EMISSION VIBRATION

The hero has the ability to control vibrations in 2 ways;

1) He can fire a single burst which does D6 per 5 WIS +D6 per level, over 1 metre per WIS per level. Knockback applies.

2) Or he can instead send out smaller waves over a 2 metre per WIS range, +2 metres per level. This does 1 point of damage per WIS + an equal amount per level cracking roads, walls, etc. with Knockback also applying.

As a side effect he is immune to knockback but not the physical damage from vibration attacks.

5 points to buy each ability at its base level. Each ability increases by the amount shown each time rebought.

ENERGY KICK

This power surrounds the character's feet with an energy shield which augments his STR damage x2 (+1 per 2 levels) while protecting his feet. Each time an opponent is hit he receives the following penalties: loses his next attack, -2 to Thac0 and AC, and inflicts an automatic knockback. The penalties last for D4 +1 melees and are cumulative.

By concentrating the character can then stamp one of his feet on the ground and create a fissure of up to (1 centimetre per WIS diameter +1 per level) x (10 centimetres length per WIS +10 per level) and x (20 centimetres per WIS deep +20 per level).

5 points to buy at STR damage x2, and base centimetre measurements. An additional x1 damage and +1, +10 and +20 centimetre measurement increases respectively each time rebought.

ENERGY PUNCH

This power surrounds the character's fists with an energy shield which augments his STR damage x2 (+1 per 2 levels) while protecting his hands. Each time an opponent is hit he receives the following penalties: loses his next attack, -2 to Thac0 and AC, and inflicts an automatic knockback. The penalties last for D4 +1 melees and are cumulative.

By concentrating the character can then slam one of his fists into an object or the ground and punch through up to 10 centimetres deep per WIS +10 per level.

5 points to buy at STR damage x2, and base centimetre measurements. An additional x1 damage and +10 centimetres each time rebought.

EXPLODE

The character can blow him self up and safely reintegrate a short time after after. This confers several abilities;

1) The character can detonate his entire body with a radius of WIS x10 metres (+1 per level) doing HPs x10 damage (+1 per level). The person reintegrates after D4 rounds in the same area where he exploded.

2) Or he can detonate just one limb with a radius of WIS x1 metre (+1 per level) doing HPs x1 damage (+1 per level). Each limb detonated counts as one attack. The limb is restored within 1 round.

3) He can parry using his explosive force. It acts just like a normal parry but it does D6 damage to the object parried.

4) As a last resort he can put all his energy into one mega blast;
 Damage is 10,000 points x (character's WIS + level) over a 30 metre radius x (character's WIS + level).
 5000 points x WIS + (character's WIS + level) over the next 30 metre radius x (character's WIS + level).
 2500 points x WIS + (character's WIS + level) over the next 45 metre radius x (character's WIS + level).
 1250 points x WIS + (character's WIS + level) over the next 60 metre radius x (character's WIS + level).
 625 points x WIS + (character's WIS + level) over the next 75 metre radius x (character's WIS + level).

310 points x WIS + (character's WIS + level) over the next 100 metre radius x (character's WIS + level).

150 points x WIS + (character's WIS + level) over the next 125 metre radius x (character's WIS + level).

The character requires one hour per 1000 points of damage expended to reintegrate and one day per 1000 points of damage expended to recover any of his powers.

10 points to buy this power. An additional x1 to to both each time rebought (thus WIS x11 if bought twice).

GLOW

This character can emit extreme amounts of light allowing him several abilities;

1) Once per melee he can generate a brilliant flash of light to blind all people within a 30 metres radius +1 per level.

The effect lasts for 2D6 melees per level and causes -6 on all rolls.

2) He can shed a lesser amount of light that can be used to see by all in a 15 metre radius +3 per level, equal to 150 watts +25 per level. This light can be seen for a few kilometres at night.

Opponents are at -2 to hit with any ranged attack, -5 with melee combat in a very dark area (near blinding).

Opponents are at -1 to hit with any ranged attack, -3 with melee combat in a dimly lit area (semi- blinding).

Opponents are at -1 to strike with melee attacks in daylight or a well lit area.

3) He can create an intense spotlight from any part of his body with a range of 50 metres per 10,000 watts.

4) As a side effect he is immune to the effects of blinding light.

5 points to buy this power. It cannot be rebought.

INFUSE WEAPON ACCURATE

The character can cause any weapon that he welds to gain an additional +1 Thac0 per 5 WIS. Once the character lets go of the weapon it will no longer have the bonus.

5 points to buy this power. +1 Thac0 each time rebought.

INFUSE WEAPON ACID

The character can cause any weapon that he welds to secrete acid. Any hit from this weapon will do an additional +D6 per 5 WIS burning damage. Once a victim is hit he will continue taking damage until the acid is washed off.

Once the character lets go of the weapon it will no longer produce acid. He is immune to damage from any acids.

5 points to buy this power. +D6 each time rebought.

INFUSE WEAPON AEROKINETIC

The character can cause any weapon that he welds to fire a blast of rapidly spinning air molecules that hit like a ton of bricks to anything it touches. Any hit from this weapon will do an additional +D6 per 5 WIS, +D6 per level, pushing the victim back 1 metre per WIS. Once the character lets go of the weapon it will no longer fire air blasts.

5 points to buy this power. +D6 each time rebought.

INFUSE WEAPON AFFECTS

INTANGIBLE

The character can cause any weapon that he welds to affect ethereal enemies or psionic type powers. However it doesn't effect both normal and intangible at the same time, you must declare which mode will be use. Requires 1 attack to switch between solid and unsolid

otherwise will remain in current mode. Once the character lets go of the weapon it will no longer work.

5 points to buy this power. It cannot be rebought.

INFUSE WEAPON AREA EFFECT

The character can cause any weapon that he welds to do damage within a radius area. Once the character lets go of the weapon it will no longer work.

5 points metre radius area.

INFUSE WEAPON AREA EFFECT MOBILE

The character must have Area Affect first. After doing its initial damage the Radius of Effect now drifts 1 metre per round in a random direction every round for up to X rounds. Once the character lets go of the weapon it will no longer work.

5 points for each round of drift. It cannot be rebought.

INFUSE WEAPON BIND

The character can empower any weapon that he touches with a Binding attack. When it hits the target it sprouts tendrils, paste, or some other binding material which ties up the victim with a STR equal to that of the welder's WIS. It lasts for 1 round per 2 WIS.

5 points to buy this power. +1 round and STR each time rebought.

INFUSE WEAPON COLD

The character can cause any weapon that he welds to freeze objects on touch. The chilling bolt of cold does +D6 per 5 WIS +D6 per level. Taking more than 22 points of damage at once will reduce the victim's bonuses and speed by a cumulative 10%, and wears off in D4

mins. A being that loses all HPs in this manner falls into cryostasis and must be revived. Using heat will revive the victim in 3D4 minutes with little if any side effects. Once the character lets go of the weapon it will no longer produce cold.

5 points to buy this power. +D6 each time rebought.

INFUSE WEAPON COMBAT DANCE

The character can empower any weapon that he touches to leap into the air to fight on its own. The weapon fights with a Thac0 equal to the character's, including any bonuses. It will do this for 1 round per 2 WIS.

5 points to buy this power. +1 round each time rebought.

INFUSE WEAPON CONE EFFECT

The character can cause any weapon that he welds to do damage within a fan like cone covering an area of one metre for every 20 metres of range. Once the character lets go of the weapon it will no longer work.

5 points per 1 metre range.

INFUSE WEAPON CONTAGIOUS

The character can cause any weapon that he welds to do damage to a target, and then anyone the target touches or is touched by him within the next X minutes will also suffer the effects of the power. Once the character lets go of the weapon it will no longer work.

5 points per minute affected.

INFUSE WEAPON CONTINUOUS EFFECT

The character can cause any weapon that he welds once it successfully hits or

otherwise affects a victim, to continue to damage or affect the victim for X amount of rounds. Once the character lets go of the weapon it will no longer work.

5 points per round affected.

INFUSE WEAPON CONTINUOUS HIT

The character can cause any weapon that he welds to after successfully hitting a victim once, continue to automatically hit and suffer damage for X amount of rounds or until a successful dodge of the attack roll is made, the attack is blocked, or the attacker runs out of attacks. Once the character lets go of the weapon it will no longer work.

5 points metre radius area.

INFUSE WEAPON DELAYED EFFECT

The character can cause any weapon that he welds to do damage or otherwise affect the victim X hours later. Once the character lets go of the weapon it will no longer work although anyone already hit will still feel the effects later.

5 points per hour delayed.

INFUSE WEAPON ELECTRICAL

The character can empower any weapon that he touches with electricity which can burn and electrocute. Any hit from this weapon will do an additional +D6 per 5 WIS electrical damage, +D6 per level. Any touch will also disrupt and ruin any electrical equipment. As a side effect he is immune to electrocution but not the physical damage from electrical attacks. Once the character lets go of the weapon it will no longer produce electricity.

5 points to buy this power. +D6 each time rebought.

INFUSE WEAPON EXPLOSIVE

The character can cause any weapon that he welds to detonate explosively without doing any damage to the weapon or character. The blast radius is 1 metre per 5 WIS +1 metre per level, doing D6 per 5 WIS (+D6 per level). Anyone caught within the sphere is subject to knockback. Once the character lets go of the weapon it will no longer detonate.

5 points to buy this power. +D6 each time rebought.

INFUSE WEAPON FIRE

The character can empower any weapon that he touches with fire. Anything hit takes +D8 per 5 WIS +D8 per level and have a 20% chance, +10% per level of causing anything combustible to catch alight. As a side effect he is immune to the effects from heat but not the damage from fire attacks.

5 points to buy this power. +D8 each time rebought.

INFUSE WEAPON GAS

The character can cause any weapon that he welds to draw gas from the air and project it as a sphere which when the target is hit they release gas clouds which expand up to 1 mtr per WIS. He can throw each sphere 1 metre per 2 WIS, +1 per level. Once the character lets go of the weapon it will no longer produce gas. The gas can be of any of the following;

Ammonia

Sterilize an area of any bacteria.

Argon

Coats and renders inert any volatile substances but also gives off a very strong glow.

Carbon Dioxide

Removes all Oxygen from the area knocking out anything needing to breathe, extinguishes flames and can be used as a refrigerant.

Carbon Monoxide

Lower temperature by 10C per 2 WIS per round, +10C per level. Toxic to lifeforms in high levels.

Chlorine

Purifies water and treats putrefaction of existing wounds, including septic wounds.

Helium

Allows balloons to float but will not ignite. Can alter a person's voice but in too large a quantity can asphyxiate.

Hydrogen

Can be ignited for use in welding.

Nitrogen

Raise temperature by 10C per 2 WIS per round, +10C per level. It is also useful as fertilizer for plants.

Oxygen

Required by most organics for respiration, and is required for nearly all combustion.

Radon

Inflict 1 rad per WIS per round, +1 per level.

Sulphur Dioxide

Death within 6 rounds unless get hospital treatment. Useful as a refrigerant.

5 points to buy this power. +1 mtr each time rebought.

INFUSE WEAPON HOMING ATTACK

The character can cause any ranged weapon that he welds when shot will dodge around structures and non targets on it's way to the intended target. Once the character lets go of the weapon it will no longer work.

5 points to buy this power. +D6 each time rebought.

INFUSE WEAPON HYDROKINETIC

The character can cause any weapon that he welds to draw condensation from the air and direct it as a jet stream of water upon contact with an item. Any hit from this weapon will do an additional +D6 per 5 WIS, +D6 per level, pushing the victim back 1 metre per WIS. Once the character lets go of the weapon it will no longer produce water.

5 points to buy this power. +D6 each time rebought.

INFUSE WEAPON INVISIBLE EFFECTS

The character can cause any weapon that he welds to turn invisible or fire invisible shots making dodging it extremely difficult, -8 to avoid or to AC. Once the character lets go of the weapon it will no longer work.

5 points to buy this power.

INFUSE WEAPON KNOCKBACK

The character can cause any weapon that he welds upon hitting a victim causing them to also thrown back off his feet up to X metres. Once the character lets go of the weapon it will no longer work.

5 points for each metre knocked back.

INFUSE WEAPON LIGHT

The character can cause any weapon that he welds to emit a burst of light. Any hit from this weapon will generate a brilliant flash of light to blind all people within a 30 metres radius, +1 per level. The effect lasts for 2D6 melees per level and causes -6 on all rolls. Once the character lets go of the weapon it will no longer produce light.
5 points to buy this power. +1 metre each time rebought.

INFUSE WEAPON NEGATE

The character can cause any weapon that he welds to also neutralizes a specific group of abilities upon causing damage for 1 round per 2 WIS. There are three different ability types he can nullify.

Choose one:

Magic; victims cant cast any spells or invoke any magic from any object (this includes magic enhancements).

Metapowers; victims cant use any of their metapowers.

Supernatural; victims cant use any of their supernaturally derived abilities or enhancements. A Were would revert to human in his presence. Once the character lets go of the weapon it will no longer produce projectiles. Once the character lets go of the weapon it will no longer work.

5 points to buy this power. +1 round each time rebought.

INFUSE WEAPON NO RANGE

The character can cause any ranged weapon that he welds to now have line of sight range instead of measured. Once the character lets go of the weapon it will no longer work.

5 points to buy this power.

INFUSE WEAPON PIERCING

The character can cause any weapon that he welds to penetrate the first X amount of HPs of armour, shields and fields doing damage to whatever is left. If no protection is left then the damage is done directly to the victim's HPs. Once the character lets go of the weapon it will no longer work.

5 points per 10 HPs penetrated to buy this power.

INFUSE WEAPON PRECISE

The character can fine tune any weapon that he welds for delicate tasks. eg. energy emission could now do a single point of damage in order to etch a surface. Once the character lets go of the weapon it will no longer work.

5 points to buy this power.

INFUSE WEAPON PROJECTILE

The character can cause any weapon that he welds to expel projectiles (can be small needles like a porcupine, shards of glass, etc) upon contact. Any hit from this weapon will do an additional +D6 per 5 WIS +D6 per level, over 1 metre per WIS + an equal increase in range per level. Once the character lets go of the weapon it will no longer produce projectiles.

5 points to buy this power. +D6 each time rebought.

INFUSE WEAPON RAPID FIRE

The character can cause any weapon that he welds to hit more than once in each attack. Any successful hit from this weapon will then hit an additional X amount of times. Once the character lets go of the weapon it will no longer work.

5 points to buy this power. +1 hit each time rebought.

INFUSE WEAPON RICOCHET

The character can cause any weapon that he wields to bounce X amount of times between objects without doing any damage to reach its true target. If it runs out of ricochets the attack fails. Once the character lets go of the weapon it will no longer work.

5 points per 10 ricochets.

INFUSE WEAPON SHADOW

The character can cause any weapon that he wields to emit a field of darkness. It can cover a 1 metre radius per WIS (+5 metres per level) over 1 metre per WIS per level. Any caught in it will feel an unexplainable fear of the dark, and must make a saving throw vs. insanity or else he will be permanently afflicted with the phobia. Thereafter the victim will always suffer a -4 penalty on all rolls whenever attempting to do anything in darkened conditions. The field completely negates any form of nightvision, darksight or thermal vision. Only the character can see in his field. Once the character lets go of the weapon it will no longer produce darkness.

5 points to buy this power. +1 metre each time rebought.

INFUSE WEAPON SILENCE

The character can cause any weapon that he wields to not make any noise when used. Even melee weapons striking metal will make no noise. Once the character lets go of the weapon it will no longer work.

5 points to buy this power.

INFUSE WEAPON SONIC

The character can cause any weapon that he wields to emit concentrated sound upon contact. Any hit from this weapon

will do an additional +D6 per 5 WIS +D6 per level, over 10 metres per WIS per level. Victims are -6 until the noise stops, plugging ears reduces the effects by half. As a side effect he is immune to the effects of loud noises but not the physical damage from sonic attacks.

Once the character lets go of the weapon it will no longer produce sound.

5 points to buy this power. +D6 each time rebought.

INFUSE WEAPON SPLIT ATTACK

The character can cause any ranged weapon that he wields when shot to hit one extra target with the damage being split between the two. Damage is reduced accordingly for each additional target. Once the character lets go of the weapon it will no longer work.

5 points to buy this power. +1 target each time rebought.

INFUSE WEAPON SPLIT ATTACK NO LOSS

Split Attack must be bought before buying this power. There is now no reduction in damage between targets, each takes it equally. However this must be bought for each extra target bought in split attack. eg. the character buys 3 targets in split attack. He must then also buy No Loss 3 times. If not then No Loss will only apply to how many shots are covered, all the rest will still only do proportional damage. Once the character lets go of the weapon it will no longer work.

5 points to buy this power. +1 target each time rebought.

INFUSE WEAPON TELESCOPING

The character can cause any weapon that he wields to change length briefly by

physically altering it. This allows it to hit a foe who's normally out of reach, extending to double its size. Once the character lets go of the weapon it's size reverts to normal.

5 points to buy this power.

INFUSE WEAPON VIBRATION

The character can cause any weapon that he wields to emit vibrations. Any hit from this weapon will do an additional +D6 per 5 WIS +D6 per level, over 1 metre per WIS per level. Knockback applies. As a side effect he is immune to knockback but not the physical damage from vibration attacks. Once the character lets go of the weapon it will no longer emit sound.

5 points to buy this power. +D6 each time rebought.

INFUSE WEAPON WORKS IN UNSUITABLE ENVIRONMENT

The character can cause any weapon that he wields to continue to work with no penalty in environments where it shouldn't. eg. underwater. Once the character lets go of the weapon it will no longer work.

5 points to buy this power. +D6 each time rebought.

POISON BREATH

Special glands within the throat/lungs allows the character to breath out a cloud of gas up to 1 metre per 3 WIS length, +1 metre per level x10 centimetre per WIS diameter, +50 centimetres per level. As a side effect he is immune to the effects of all forms of toxins and poisons but not any physical damage done by them, +3 to save vs. drugs. All victims must save vs. poisons/toxins/drugs. The different gas types are listed below;

Blindness - which prevents the victim from seeing for 3D4 minutes.

Burning Acid - which causes major skin irritation and burns flesh. It does 2D6 per melee for 3D6 melees. No save.

Death - which will kill an opponent on a failed save. If the save is successful then the victim suffers 4D6 damage.

Hallucination - which causes victims to see things such as spiders and bugs crawling over them, twice as many opponents as there really are, etc. It lasts for 2D6 minutes and victim suffers -3 Thac0 and AC and has a 60% chance of attacking the hallucination as opposed to an actual opponent.

Knock-Out - which renders victims unconscious for D6 hours. If save then will remain awake but feel groggy and slow. -2 on all rolls and -1 attack for D6 minutes.

Nausea - which causes victims to become violently ill, continuously vomiting. All attacks per melee reduced to 2 and all combat bonuses halved and loses initiative for duration. Lasts 3D4 melees.

5 points to buy this power. All gas cloud types will initially have the base length and diameter. +1 metre length and +50 centimetres diameter each time rebought.

Blind +D4 minutes each time rebought.

Burning Acid +D6 damage and +D6 melees each time rebought.

Hallucination +D6 minutes each time rebought. Knock-Out +1 hour each time rebought. Nausea +D4 melees each time rebought.

Section 6: Physical Enhancement Powers

ACCELERATED HEARING

The power to hear everything at an accelerated rate. The character's senses process sound information at such speeds that they can hear every bit of an entire song, even if the length of the whole song was accelerated from a few minutes to one second, since they can process the whole song despite its speed. This also allows one to hear sounds that may be short, allowing them to discern the sound with enough time to react to whatever caused it. +1 to Initiative, with +1 more every third level. 5 points to buy this power. It cannot be rebought.

BIO TAP

This person can tap his own bio-energy reserves, using them to fuel his powers. By spending 1 HP the superhuman can for 1 round increase any of his attributes by 1 point, increase the damage of a blast by D6 or increase the distance of a ranged attack by 50%. 10 points to buy this power. +1 point, +D6 and +50% each time rebought.

BLUR

The character vibrates so quickly that it's extremely difficult to see him, bordering on invisibility but not quite (though if he moves very close to a potential observer it becomes easier to catch a glimpse of him). The character must stay in rapid motion to keep the power active. This power includes a specific resistance to friction, wind resistance and wind burn. His lungs are also adapted to breathe high-velocity air. Enemies are -8 Thac0 to hit the character. He can affect

himself + an additional 3kgs per WIS +3kgs per level. 10 points to buy this power. It cannot be rebought.

CLAWS

The character has 1 centimetre long claws made of bone which extend from his fingers. They do D6 plus STR damage bonus. If the character metamorphs his body then the claws also alter into the other form. eg. Metamorph Copper allows for copper claws, Metamorph Light allows for energy claws, etc. 5 points to buy one claw. +1 claw each time rebought, but no more than 1 claw per finger.

CONSUMPTIVE REGENERATION

The power to heal oneself by consuming food. The user can regenerate wounds by eating anything, either to empower their regeneration process or directly transforming the material into their own mass. +8 CON, +25 HPs, +6 vs. Poisons, Gases, Drugs, and Diseases. Fire, heat and cold are only 25% effective, while poisons, Gases, Drugs and Disease are only 15% effective. Recover 1 HP per 2 cm sized fruit. Broken bones require 1 watermelon sized food per bone to heal. 10 points to buy this power.

If rebought can regenerate 1 limb once per day taking D4 hours and requiring a feast size meal.

If rebought again can regenerate 1 organ per 2 days taking 2D4 hours and would require a full day's meal.

CONSUMPTIVE REGENERATION II

This power is more gross. The user has the ability to regenerate any part of the

body by devouring a similar part from a victim. In this manner, the user can survive virtually any injury or even old age by replenishing their deteriorated body by feeding on humans and animals for replacement parts. +8 CON, +25 HPs, +6 vs. Poisons, Gases, Drugs, and Diseases. Fire, heat and cold are only 25% effective, while poisons, Gases, Drugs and Disease are only 15% effective. Recover 1 HP per 2 cm sized fruit. Broken bones require 1 watermelon sized food per bone to heal. 10 points to buy this power. If rebought can regenerate 1 limb once per day taking D4 hours and requiring a feast size meal. If rebought again can regenerate 1 organ per 2 days taking 2D4 hours and would require a full day's meal.

DIG

The hero can travel swiftly through the earth by burrowing a tunnel at his normal land movement rate. Burrowing remains the hero's preferred mode of transportation, when compared to running or especially to inconceivable activities like flying. Normally the tunnel the hero makes collapses within 10 minutes of the hero's passage at a specific spot. The exception is the tunnel within 3 metres of the hero's current location. This allows the hero to occasionally stop. A tunnel never collapses on the hero, unless a higher intensity force is applied. Examples include explosives, Vibration, etc. If the hero wants to build a relatively permanent tunnel, his movement rate is cut in half as he takes the time to make reinforced walls. The hero may burrow through materials with lower material strength than his damage ability.

Materials with equal or greater material strength are obstacles to be detoured around. If the hero also possesses Super Strength he can burrow through harder materials, like granite intrusions or bank vaults at half speed.

5 points to buy this power. It cannot be rebought.

EMISSION ADHESIVE SPIT

The character can generate sticky spit which can be fired from his mouth. The impact of the spit is strong enough to knock most people's arm or leg against a nearby object or wall, gluing the person's limb in place. Or the spit may stick an arm to the side of the person's body, immobilizing it, or one leg to the other or a foot to the floor, gluing him to the spot. The spit can also be used to glue a weapon or piece of evidence to the perpetrator's hand or to clog the barrel of a gun to prevent it from firing. Each spit can fly up to 1 metre range per 2 CON and spreads out to cover a 1 metre area per 5 CON on impact with the target.

The victim stays stuck until it disintegrates, or until the victim is pulled free by another person. The spit's HPs are equal to the character's HPs x2.

Otherwise, the victim will have to wait until it dissolves naturally after CON x1 round.

5 points to buy this power. It cannot be rebought.

EMISSION EXPLOSIVE FART

The ability to detonate your own.. farts.. At first the character can emit a fart cloud which he can then detonate with a blast radius of 1 metre per 5 WIS +1 metre per level, doing D6 per 5 WIS (+D6 per level). Anyone caught within the sphere is subject to knockback.

Objects at ground zero are melted or *contaminated*.

5 points to buy. +D6 damage and +1 metre each time rebought.

EMISSION SONIC FART

The character can release a fart so loud it creates a deafening sound, rendering anyone within hearing distance unable to hear for 10+D10 minutes. Brittle or fragile objects will shatter.

5 points to buy. It cannot be rebought.

EMISSION TOXIC FART

The ability to manipulate your own.. farts..

At first the character can emit a fart cloud over an area of 1 metre diameter per 2 CON. It causes victims to be overcome by the smell and gag for 1 round per 4 WIS, +D4 rounds per level. Victims lose all Thac0 bonuses and initiative and may try to flee the area. If bought again victims must instead save vs trauma or vomit with all bonuses with any abilities lost and a -1 penalty also applying. Bought one last time and the cloud becomes flammable doing D6 to anyone caught in the blast if it is lit.

5 points to buy. +D6 damage, +1.5 metres and +D4 rounds each time rebought or plus one ability each time rebought.

ENHANCED AGILITY

This character has enhanced reflexes. His nimbleness is drastically improved, preventing any clumsiness, tripping or fumbles. He can slip through a network of lasers, reach through dangerous narrow tunnels, keep perfect balance, or juggle effortlessly. He can even move his fingers or toes effortlessly, tendon strain is no longer a problem. He can

only fall over when physically uprooted or pushed, though most times the user can land on his feet. He can even stand up right on even the most unstable of surfaces, such as a moving vehicle, a collapsing building, or an earth quake. He is also able to regain balance or bounce back to his feet quickly. He can perform feats, such as shooting a gun, throwing a knife, or fighting hand to hand combat, at impossible angles and positions.

+1 Thac0 per 4 WIS, +1 per level. +1 on any parry or evasion rolls per 4 WIS, +1 per level. +1 attack per 3 WIS, +1 per level. +1 on all other DEX rolls per 2 WIS, +1 per level.

10 points to buy this power. +1 on all roll bonuses each time rebought.

ENHANCED BREATH

The ability to exhale a blast of wind with a speed of up to WIS x6kph. This can knock people and objects over, causing loss of initiative and at least one attack. At 80kph any hit cant attack, cast spells, speak, etc and are hurled 2 metres into the air for every 10kph of speed. At 90kph also do D6 per round to anything within it, +D6 per 10kph over 90. The character can hold his own breath for 1 minute per CON.

5 points to buy this power. It cannot be rebought.

ENHANCED CHARISMA

This hero is especially physically attractive, add +1 to CHA per 5 WIS. He emits pheromones into the air that attracts members of the opposite sex. The chemicals are so strong that the character will have to avoid the opposite sex because they will follow and swoon over him constantly. Any members of

the opposite sex must roll to save versus mind-control drugs whenever they come within line of sight of the character or be reduced to any means they can find to impress him/her. NOTE: The victim must be able to SMELL the pheromone in order to be affected by it. If they are wearing a gas mask or environmental suit, or they have an inability to smell, then they are unaffected by this power. 5 points to buy this power. It cannot be rebought.

ENHANCED HEARING

Hearing increases by x1 normal range per 3 WIS with an additional x1 per level (eg. WIS 15 = x5 range). At 25% of radius hear as low as 1 decibel, at 50% of radius 10 decibels, at 75% 20 decibels, and at 100% cant hear below 39 decibels. +6 Initiative, +2 AC. 5 points to buy this power. It cannot be rebought.

ENHANCED LEAP

The ability to leap at triple the character's normal range. One amazing side effect is the seeming ability to run part way up a wall before jumping off (as in many movies). 5 points to buy x3 normal leap ability. Add an additional x1 each time rebought.

ENHANCED MOLECULAR STRUCTURE

The ability to withstand massive amounts of damage. The character is able to survive not only in the pressureless environment of outer space but also in high pressure ones. The player's bones are nearly unbreakable and his skin is cut resistant. Gain +5 HPs per CON, and a +1 save bonus per 4

WIS vs. magically induced metamorphosis, vampire's transformative bite, and anything else that can change the structure of the body. Cold, fire, heat, microwave beams, electricity, bullets, falls, normal punches, poisons, gases, drugs, diseases and radiation have half their effect and damage with a +1 save against each per 5 WIS.

10 points to buy this power. +20 points to rebuy this power and gain +10 HPs per CON (instead of +5), a +2 to saves (instead of +1), with effects and damages reduced by three quarters (instead of half).

ENHANCED MOVEMENT

This character is really fast. Buying this power allows the character to increase his MR beyond 27. MR may now continue to be bought as normal. This power includes a specific resistance to friction, wind resistance and wind burn. His lungs are also adapted to breathe high-velocity air.

At 900kph he can move fast enough to leave an after image of himself making it appear as if there are multiple of him.

This is done by stopping at a certain position for a fraction of a second, then moving again at a super fast speed, then stopping at a different position, then sprinting back to the first position and so on. The copies may appear still or be able to take action.

At speeds higher than 1236kph (the speed of sound) it creates a booming shockwave that can shatter glass and deafen people. A sonic boom continues for as long as the object creating it moves faster than sound. The boom is similar to wall of sound sweeping past, and does D4 x10 damage over a 60

metre radius. +10 damage underwater.

Anyone caught in the radius will be deafened for D6 minutes.

True super speed is the ability to move at a rate of acceleration and maximum speed in excess to that of normal optimal human capacity. At this speed the character senses the ambient world moving more slowly. Thus there is no risk of encountering a situation and not being mentally capable to handle it, he can both mentally slow time down and physically adapt so as to catch up to the newly heightened temporal perception. 10 points to buy this power. It cannot be rebought as it is necessary only to access the higher level MR.

ENHANCED REGENERATION

The ability to heal oneself at phenomenal rates. +8 CON, +25 HPs, +6 vs. Poisons, Gases, Drugs, and Diseases. Recover 1 HP per minute and heal any broken bones x4 faster with no skin scarring.

Fire, heat and cold are only 25% effective, while poisons, Gases, Drugs and Disease are only 15% effective.

10 points to buy this power.

If rebought can regenerate 1 limb once per day taking D4 hours.

If rebought again can regenerate 1 organ per 2 days taking 2D4 hours and are impervious to the transformative bite of vampires and certain werebeasts.

If rebought a third time then no longer age and if killed can regenerate completely so long as a single drop of blood remains. However each time that die must take an Insanity. Can only be killed through disintegration.

ENHANCED SCENT

The character produces pleasant bodily scents which makes him smell incredibly good from having minty fresh breath, perfumed scented skin, shampoo smelling hair, etc. He can never produce any vile bodily stench whatsoever. +1 CHA.

5 points to buy this power. It cannot be rebought.

ENHANCED SMELL

Smell increases to x1 normal range per 3 WIS with an additional x1 per level (eg. WIS 15 = x5 range). Can identify the specific odour or scent of anyone that have previously met, and track by smell so long as know the scent. The character can also by sniffing a person smell anyone or anything that they have touched and where they have been within the last WIS x1 hour.

5 points to buy this power. It cannot be rebought.

ENHANCED STAMINA

This character takes a long time to get tired, four times as long. Fighting, running, carrying and any other feats of endurance have their length of time quadrupled.

5 points to buy this power. It cannot be rebought.

ENHANCED STRENGTH

This character is really strong. Buying this power allows the character to increase his STR beyond 26. STR may now continue to be bought as normal. 10 points to buy this power. It cannot be rebought.

ENHANCED TASTE

Can identify the specific ingredients of anything that have previously eaten, drunk or sample tasted. This includes chemicals, animals, plants, toxins and poisons.

5 points to buy this power. It cannot be rebought.

ENHANCED TOUCH

The ability to read pages and barcodes just by touching the print and listen to a phone conversation by touching the line. The character gains a +2 bonus to any dextrous skills.

5 points to buy this power. It cannot be rebought.

ENHANCED VOICE

This hero has an exceptional voice. His normal voice range is doubled. Once per melee he can issue a command (eg. stop, look, duck, etc) which everyone who hears must obey unless save. Victims are then -1 attack next round. Once per round the character can convey a speech of up to 10 words per level to a targeted person or creature in a single melodic shout lasting a second or two (counts as an attack). The character gains a +2 bonus to any voice skills.

5 points to buy this at the base level.

Voice range is increased by a factor of x1 and an additional 10 words per level each time rebought.

FANGS

The character has two 1 centimetre long fangs made of bone which extend from the top of his jaw. They do D6 plus STR damage bonus. If the character also has Poison Blood then he can inject the poison into a victim via his fangs.

5 points to buy this power. It cannot be rebought.

FEIGN DEATH

This power allows the character to slow his metabolism to such a degree that he becomes comatose and appears dead. Cadaverous appearance, noisome stench, etc.

5 points to buy this power. It cannot be rebought.

HALLUCINOGENIC PHERMONES

The character can produce bodily phermones that cause perception debilitating effects upon those who breathe them in. He can induce hallucinations, purely mental and sensory-based perceptive distortions that, while are often only visual or auditory, can sometimes be tactile and even cause physical pain. These hallucinations can induce a state of stupor, unable to interact with the world around them. This could be used to subdue opponents without lethal force. Can affect every lifeform which can breathe within a 1 mtr per WIS area, for 1 round per WIS.

5 points to buy this power. It cannot be rebought.

MATTER CONSUMPTION

This power turns the character's stomach into a bottomless pit, capable of eating nearly anything. The stomach of this person transforms 95% of everything eaten into pure energy meaning that no matter how much the hero eats, it will be nearly impossible for them to get fat. The person will be able to eat even non-foods, like stone, metal, or plastic. Eating large weapons all at once will upset the mutant's stomach, causing him

stomach pains and some major gas problems leaving him -2 to Thac0, AC, and initiative for D4 hours. The hero's teeth have a STR equal to ten times his hand's STR allowing him to bite through most materials. His teeth also have HPs equal to five times his own. 5 points to buy this power. It cannot be rebought.

PHOTOGRAPHIC REFLEXES

After studying and watching a skill in use for one hour, it then becomes a permanent skill for him. There is no limit on how many skills the character can learn and does include fighting techniques.

10 points to buy this power. It cannot be rebought.

PREHENSILE HAIR

This is a power that few masculine heroes would admit to having even if they possessed it. The power gives the hero's hair the capability of independent, controlled movement as if each strand were a tiny tentacle. Using his Prehensile Hair the hero can perform a variety of tasks with the hairs combining to form one or more appendages. He can handle objects, pick locks, ensnare a target, and even deliver a powerful blow with a silken fist. In blunt combat the hair functions as one or more attacks. Prehensile Hair possesses a sense of touch identical to that of the hero's hands, damage to the hair is felt.

If you yanked out a lock of hair he'd feel the same pain you'd feel if he broke your finger (and you'd deserve it). Loss of more than half the hair causes pain and damage equal to that caused by a limb lost by the same means. The motivating power for the hair is Telekinetic rather

than muscular. The individual strands are identical to normal healthy hair. The hair's length exceeds the normal limits; strands can reach a maximum length of 1 metre per 4 CON, +1.5 metres per level. However long the hair is, when not in active use it contracts and does not extend past the heroine's knees. If the heroine's power is nullified somehow, she retains her hair but can no longer feel or control it. A separate STR attribute is determined for the Prehensile Hair. Then determine carrying capacity and damage as normal.

5 points to buy this power. +1.5 metres each time rebought.

PREHENSILE TAIL

This power gives the character a tail which has the capability of independent, controlled movement as it were a powerful tentacle. In blunt combat the tail functions as one or more attacks. The tail should be no more than a metre in length. A separate STR attribute is determined for the tail. Then determine carrying capacity and damage as normal. The tail can be used to lift their own body weight, to wrap around victims and crush them or as a powerful bludgeoning weapon.

5 points to buy this power. It cannot be rebought.

PREHENSILE TONGUE

This power gives the hero's tongue the capability of independent, controlled movement as it were a powerful tentacle. In blunt combat the tongue functions as one or more attacks. The tongue's length exceeds the normal limits reaching up 1 metre per 4 CON. However long it is, when not in active use it contracts and fits within the mouth. A separate STR

attribute is determined for the Prehensile Tongue. Then determine carrying capacity and damage as normal.

5 points to buy this power. +1.5 metres each time rebought.

RAZOR SKIN

The character can control the sharpness of his skin. In particular his hands, arms, feet and legs can be imbued to cut through nearly anything. Each cut done by his skin will do STR damage +D6 per 5 WIS, +D6 per level.

10 points to buy this power. +D6 each time rebought.

SPARE ORGAN

The character's body contains a copy of one of his vital organs. This makes him hardier and tougher in general but most importantly it makes him significantly harder to kill. Being shot through the heart is much less traumatic for a hero when he's got a second heart on the other side of his chest to take over and keep the blood pumping.

5 points to buy this power. +5 points for each additional organ copy.

UNFEEL

The character can block pain at will allowing him to think clearly and continue to move despite grievous injury. He can ignore torture and general function in situations where pain would disable a normal person.

This can also be used to block the power of neural manipulation.

5 points to buy this power, it cannot be rebought.

VISION ACCELERATED

The power to perceive everything at an accelerated rate. The character's mind

and senses process information at such speeds that time appears to have slowed down, allowing them to perceive what would normally be moving too fast to see and respond accordingly. In essence he can see fast moving objects. +1 to Initiative, with +1 more every third level.

5 points to buy this power.

VISION AURA

The ability to see someone's aura, sometimes thought of as the soul. This allows you to tell their power level, state of health, current emotional state, etc. 5 points to buy this power. It cannot be rebought.

<u>Aura Colour</u>	<u>Meaning</u>
Orange	Afraid
Red	Angry
Light Blue	Calm
Bright Crimson	Enraged
Violet	Excited
Vermilion	Happy
Black	Hateful
Blue	Love
Silver	Sad
Gold	Healthy
Grey	Ill
Rapidly rippling colours	Meta abilities present
Myriad sparkles	Magic use
Dark stain in centre of aura	Undead or use of Infernal magic
Two auras visible	Possessed

VISION D'ARQUENESS

The character can see an area by looking through another person's shadow. The person must be someone the character

can see or knows. This is visual only, there is no auditory.
5 points to buy this power. It cannot be rebought.

VISION INDEPENDENT

You can focus in two separate directions allowing you to have a greater angle of vision, aim two weapons at once or to take full advantage of extra limbs. Characters with more than two eyes can buy this again for each additional eye.
5 points to buy this power.

VISION MICROSCOPIC

The hero's eyes can focus on extremely minute targets, objects too small for normal vision to perceive. This power allows the character to see small objects at x10 enhancement which doubles every level. If taken twice then can see things as small as chromosomes. Beyond this level light no longer carries images.
5 points to buy this power, it can be rebought once.

VISION NIGHT

The character can see in absolute darkness at a distance equal to his normal sight.
5 points to buy this power. It cannot be rebought.

VISION PENETRA

The character can see through 2 centimetres per WIS, +30 centimetres per level of any matter (except for one common object, roll on Matter Manipulate table to determine which). It requires 1 melee of concentration per 30 centimetres of depth.
5 points to buy this power. +30 centimetres each time rebought.

VISION SPECTRUM

A form of enhanced visual sense which includes the ability to see Electrical fields (and their intensity), Gravity waves (in a radar like manner), Mana or Ley Line power (depending on which system you use), Magnetic fields, Radiation, and X-rays. Equal to normal sight range.
5 points to buy this power. It cannot be rebought.

VISION TELESCOPIC

The hero's eyes can focus on extremely distant objects too small for normal vision to perceive. The eyes function as telescopes magnifying normal visual images. x2 normal range; this doubles every level. +3 to Thac0 with modern weapons, add +5 to Thac0 with thrown objects.
5 points to buy this power. Doubles in range each time rebought.

VISION THERMAL

The hero can see heat images and traces the same way as thermo optic equipment, equal to normal vision range. Can see invisible lifeforms by their heat.
5 points to buy this power. It cannot be rebought.

VISION ULTRA VIOLET

The user is able to perceive ultraviolet radiation, allowing them to see colours other can't, see well underwater, in the fog and in the rain, see fingerprints left on objects, the light given off by radioactive materials, as well as other traces such as saliva and blood.
5 points to buy this power. It cannot be rebought.

WATER FREEDOM

This character is a natural underwater and has the following abilities;

- 1) He has gills which allow him to breathe underwater as naturally as above water.
- 2) He can resist the effects of high water pressure, up to 100 metres per CON underwater, without worry of such ailments as burst eardrums, damage to blood vessels, and the bends. Gains +5 HPs per CON, and +1 STR per 10 HPs (the bonuses still apply above water).
- 3) His swim rate is MR x4.

Rules on underwater combat can be found here.

10 points to buy this power. It cannot be rebought.

Section 7: Travel Powers**ALTERNATE REALITY
RETRIEVAL**

This is the power to find almost any desired item in an alternate world, and "retrieve" it across the dimensions. It does not let the character visit an alternate world in person.

To grab an item the character must concentrate, undisturbed, for at least one round. He must clearly visualize the item he wants. He should have at least one hand free, the hand will be seen to make reaching motions. He then rolls vs. WIS. A successful roll means that the desired item is in his hand or sitting within arm's reach as he prefers. A failure means that nothing was obtained. A roll of 1 means the wrong item was grabbed. This item will not be immediately dangerous unless he was trying for something dangerous.

In theory the character can get anything, in practice some things are so hard to find that it is little use trying for them. In general the character has a good chance of getting any item that exists in his own world, or any reasonably similar item, any item that ever existed in his own world's past history, or any reasonably similar item. If the desired item is rumoured to exist or have existed but has never been proven then the GM applies an WIS penalty to each attempt of -4 or worse. However the character cannot get an item that works by natural laws wholly different from those in his own world. For example if the character's world has no magic and he wants a magical item. Whatever he obtains will no longer function on his world. The character can retrieve up to 1 kg per WIS +1 kg per level.

10 points to buy this power. +1 kg weight each time rebought.

ASTRAL BODY

The ability to shift one's soul into the astral plane. The character's spirit is intangible and invisible while in this plane but he can see and hear others. He can instantly appear at a known location or fly to an unknown one at 2.997925×10^8 metres per second. He can remain in the astral plane for 1 minute per WIS, +1 minute per level.

5 points to buy this power. If rebought he can phase his entire physical body into the astral plane. He must then phase into the solid world to interact with it.

BIBLIOPORTATION

A variation on Teleportation. The character can teleport to a location by writing its name (Tokyo, Paris, Sahara, etc). However he cannot travel if he cannot write, if he spells the name incorrectly, or if his hands shake. Must be able to spell and write, the power may backfire spectacularly if spelled incorrectly. Only works with nouns (people, places, things), and it doesn't work with the abstract concepts (such as peace, a noun that is not an actual object). He can use any writing method (Pen, Pencil, Crayon, marker, etc.) to use this power. The character can move himself or anyone within sight plus 30kgs per WIS, +20kgs per level. 10 points to buy this power. +20kgs each time rebought.

CHRONAL RETRIEVAL

This is the power to find almost any desired item in an alternate timeline, and "retrieve" it across the eras. It does not

let the character visit an alternate time in person.

To grab an item the character must concentrate, undisturbed, for at least one round. He must clearly visualize the item he wants. He should have at least one hand free, the hand will be seen to make reaching motions. He then rolls vs. WIS. A successful roll means that the desired item is in his hand or sitting within arm's reach as he prefers. A failure means that nothing was obtained. A roll of 1 means the wrong item was grabbed. This item will not be immediately dangerous unless he was trying for something dangerous.

In theory the character can get anything, in practice some things are so hard to find that it is little use trying for them. In general the character has a good chance of getting any item that exists in his own world, or any reasonably similar item, any item that ever existed in his own world's past history, or any reasonably similar item. If the desired item is rumoured to exist or have existed but has never been proven then the GM applies an WIS penalty to each attempt of -4 or worse.

However the character cannot get an item that works by natural laws wholly different from those in his own world. For example if the character's world has no magic and he wants a magical item. Whatever he obtains will no longer function on his world.

The character can retrieve up to 1 kg per WIS +1 kg per level.

10 points to buy this power. +1 kg weight each time rebought.

CHRONAL SHIFT

The character can jump a short distance ahead in time. During the time of a character's temporal jump the character is not affected by anything that happens in the normal time line. When the character comes back in the next round to the timeline, he/she will notice the after effects that happened during the previous round. This can also be used on others with the subject reappearing in exactly the same orientation and condition as before. For the subject, no time has passed at all. If the space from which the subject departed is occupied, upon its return to the time stream, it appears in the closest unoccupied space, still in the original orientation (determine the closest space randomly if necessary).

Finally this can be used to send bullets, etc one round of time ahead or into the past.

If taken again then the character gains the ability to alter his chroral frequency and shift between years in time. If the location is not known then the character simply transports over to the same geographical location in the other time frame. The character can travel over a time span of 10 years per WIS, +10 per level (if the power is taken twice then its 20 years per WIS, a third time its 30 per WIS, etc).

The character can affect him self or a victim and 100kgs per WIS. As the hero rematerializes, gases and liquids move aside before he solidifies. Normal safeguards prevent the hero from consciously phasing into a solid mass. Extremely dense materials like Neutronium or black holes are not

impassable to this character. Naturally the character is able to survive the ravages of crossing time, and as a side effect is also immune to the pressure less environment of outer space and any high pressure areas.

Finally the hero instantly knows what year he is in and how to get home. He can perceive any chroral wormholes, gates, planar portals, etc and where they go.

15 points to buy this power. The character can travel +10 years each time rebought. If the power is taken three times then its 20 years per WIS, a fourth time its 30 per WIS, etc.

CYBERSPACE WALKING

This character can project his consciousness directly into an existing cyberspace, internet or matrix anywhere within 1 mtr per WIS of him. Once projected into the cyberspace, he can interact with network traffic and travelers as if he were utilizing a cyber deck of like power. The virtual identity chosen is created by the character's mind, but in order to use any software, he must be able to tap into a source of such, or have some loaded into his head. Any powers he has in the outside world will follow him into cyberspace. The number of cyber programs the character can operate at one time is equal to his WIS. If he's running actual computer programs (from a hard drive), the number of programs he can run at one time is multiplied by two.

5 points to buy this power. +5 points for each lifeform's consciousness he wants to bring with him.

+10 point to teleport his physical body into cyberspace. +10 points for each lifeform's body he wants to bring with him.

D'ARQUEPORTATION

A variation on Teleportation. The character can transport himself between shadows by entering the Shadowscape realm and then exiting again. While in the Shadowscape he can look through each shadow portal to see where it leads to. However he can only teleport between actual shadows and not total darkness.

10 points to buy this power. It cannot be rebought.

DIMENSIONAL SHIFT

The power to alter one's dimensional frequency and shift between universes. The location must be within line of sight, a place well known to the person or a location which have an image of. If the location is not known then the character simply transports over to the same geographical location in the other universe.

He can affect himself or anyone within sight plus 20kgs per WIS, +10kgs per level. As the hero rematerializes, gases and liquids move aside before he solidifies. Normal safeguards prevent the hero from consciously phasing into a solid mass. Extremely dense materials like Neutronium or black holes are not impassable to this character.

Naturally the character is able to survive the ravages of crossing dimensions, and as a side effect is also immune to the pressure less environment of outer space and any high pressure areas. Finally the hero instantly knows what dimension he is in and how to get home. He can

perceive any wormholes, gates, planar portals, etc and where they go.

15 points to affect himself and 20kgs per WIS. +10kgs per WIS each time rebought. Thus bought twice = 30kgs per WIS. +15 points for each additional lifeform he brings with him.

DIMENSIONAL SHIFT II

A variation on Dimensional Shift I. The character can travel to dimensions, realities, points in time, timelines, etc. that have long been erased from existence, have yet to be created or were destroyed, as if they did not happen.

Even if they are supposed to be gone or not yet born, the user does not have trouble accessing them. The dimension must be somehow made known to him, either by having someone describe it to him or show an image of. He can affect himself or anyone within sight plus 20kgs per WIS, +10kgs per level. As the hero rematerializes, gases and liquids move aside before he solidifies. Normal safeguards prevent the hero from consciously phasing into a solid mass. Extremely dense materials like Neutronium or black holes are not impassable to this character.

Naturally the character is able to survive the ravages of crossing dimensions, and as a side effect is also immune to the pressure less environment of outer space and any high pressure areas. Finally the hero instantly knows what dimension he is in and how to get home. He can perceive any wormholes, gates, planar portals, etc and where they go.

15 points to affect himself and 20kgs per WIS. +10kgs per WIS each time rebought. Thus bought twice = 30kgs per WIS. +15 points for each additional lifeform he brings with him.

DIMENSIONAL SHIFT FANTASY

A variation on Dimensional Shift.

Instead of teleporting between real dimensions the character can instead enter fictional ones. He can affect himself or anyone within sight plus 20kgs per WIS, +10kgs per level and transport into any literature that he reads (book, comic, magazine), game (PC, Xbox, Wii, etc) or film (TV, DVD, cinema, etc) that he watches.

15 points to affect himself and 20kgs per WIS. +10kgs per WIS each time rebought. Thus bought twice = 30kgs per WIS. +15 points for each additional lifeform he brings with him.

DREAMWALK

This character can actually enter into the short lived pocket dimensions created by a person's dreams and nightmares within the Dreamscape. These Dreamworlds are outside the boundaries of normal reality and exist solely as a reflection of the dreamer's imagination. The Dreamtraveller must be within line of sight of the dreamer in order for the power to function. The Dreamtraveller has no direct control over the conditions within the Dreamworld. He can interact with things within that world by performing "physical" actions much as he would in the real world.

If the character has other powers these exist in equivalent forms. The Dreamtraveller can suffer real damage as a result of events that affect him within the Dreamworld. He might even die. The equivalent of the damage appears in the character's real body. Each Dreamworld is unique to the specific dreamer and retains no existence except during the act of dreaming. Dreamworlds exist within the greater Dreamscape and as such

some Dreamworlds touch each other and it is possible that the Dreamtraveller can enter one Dreamworld and exit one of someone else's.

5 points to buy this power. +5 points for each lifeform's consciousness he wants to bring with him.

+10 point to teleport his physical body into the Dreamscape. +10 points for each lifeform's body he wants to bring with him.

EARTHQUAKE

The ability to create and cause powerful earthquakes. He can split apart the surface of the ground, creating deep and long fissures up to 1 mtr per WIS long, by 2 mtrs per WIS deep, by 1 mtr per 5 WIS wide. Anything caught within the path of the cut is also likely to be bisected.

This can also be used in the ocean to create a sea-quake and a minor tsunami of up to 1 mtr per WIS high, by 2 mtrs per WIS wide.

10 points to buy this power. +1 mtr each time rebought.

EMPATHICPORTATION

A variation on teleportation. The character can teleport someone he knows well to his location, or teleport himself to the person. He can teleport loved ones and friends to safety, rescuing them. Or teleport himself to a hated enemy. He can simultaneously teleport one person per level.

10 points to buy this power at its base level. +1 person each time rebought.

ENHANCED MOVEMENT SPIN

The ability to spin at speeds of WIS x10kph, +10kph per level. Movement speed is WIS x5kph, +5kph per level

with a maximum ceiling height of 100 metres per WIS. While spinning the character is not affected by nausea or vertigo maintaining a perfect balance, can breathe normally and has 3600 vision. Automatically deflect bullets, thrown objects and gas attacks.

The character can use his spin to pick up and hurl loose objects and dust at anyone within a 30 metre diameter +5 metres per level. Victims caught in the spin can't attack, cast spells, speak, etc while trapped and once free are -4 on all abilities for 1 minute per melee that were caught in the spin. At 80kph spin any caught within it are hurled 2 metres in the air for every 10kph of speed. At 90kph also do D6 per round to anything within, +D6 per 10kph over 90. 10 points to buy the power at 60kph (+30kph per each time rebought). While spinning can move at 32kph (+32kph each time rebought) and leap 3 metres up (+3 metres each time rebought) x 6 metres per level across (+6 metres each time rebought).

FLIGHT

Listed below are the various different forms of flight movement.

Aerokinetic

The power to fly by riding the air currents, by a wind storm like a tornado, and self produced wind. Speed is WIS x10kph, +10kph per level with a maximum ceiling height of 100 metres per WIS. The character can carry his normal weight carrying capacity without it affecting his speed. After that he loses 1kph for every 10 additional kilograms. 5 points to buy this power. +5kph each time rebought.

Electrical

The power to fly by transforming into an electrical bolt. Speed is WIS x10kph, +10kph per level. There is no ceiling height. The character can carry his normal weight carrying capacity without it affecting his speed (anything he carries is also transformed). After that he loses 1kph for every 10 additional kilograms. 5 points to buy this power. +5kph each time rebought. Thus bought twice = <WIS x10> +5kph.

Electrokinetic

The power to fly by manipulating an electromagnetic repulsion field, by arcing electricity underneath themselves. Speed is WIS x10kph, +10kph per level with a maximum ceiling height of 100 metres per WIS. The character can carry his normal weight carrying capacity without it affecting his speed. After that he loses 1kph for every 10 additional kilograms. 5 points to buy this power. +5kph each time rebought.

Explosive

The ability to fly via a form of explosive discharge from either the hands, feet or anus. Speed is WIS x10kph, +10kph per level. The character can accelerate at a rate of half his maximum rate per melee however he can never travel below half speed. In time it is possible for the character to reach orbit. 5 points to buy this power. +5kph each time rebought.

Hydrokinetic

This character can fly by drawing on the moisture within the atmosphere, surrounding himself with it as a rotating cone and then using using that water to

propel himself through the air. Speed is WIS x10kph, +10kph per level with a maximum ceiling height of 100 metres per WIS. The character can carry his normal weight carrying capacity without it affecting his speed. After that he loses 1kph for every 10 additional kilograms. This works twice as well underwater; speed is WIS x20kph, +20kph per level with a maximum depth of 10 metres per WIS (the power protects the character up to a certain point). It however does not confer any ability to breathe underwater. This may not function very well if at all on a planet with little water. 5 points to buy this power. +5kph each time rebought.

Hydrokinetic II

This character can fly by drawing on water from a large, nearby body of liquid. He can then ride on top of its cone for as long as there is water (or whatever liquid) available. Speed is WIS x10kph, +10kph per level with a maximum ceiling height of 100 metres per WIS. The character can carry his normal weight carrying capacity without it affecting his speed. After that he loses 1kph for every 10 additional kilograms. This works twice as well underwater; speed is WIS x20kph, +20kph per level with a maximum depth of 10 metres per WIS (the power protects the character up to a certain point). It however does not confer any ability to breathe underwater. This may not function very well if at all on a planet with little water. 5 points to buy this power. +5kph each time rebought.

Magnetic

The power to fly by tapping into a planet's magnetic field (if it has any).

Speed is WIS x10kph, +10kph per level. There is no ceiling height. The character can carry his normal weight carrying capacity without it affecting his speed. After that he loses 1kph for every 10 additional kilograms. 5 points to buy this power. +5kph each time rebought.

Microwave

The power to fly by expelling microwave energy from the character's legs. Speed is WIS x10kph, +10kph per level. There is no ceiling height. The character can carry his normal weight carrying capacity without it affecting his speed. After that he loses 1kph for every 10 additional kilograms. As a side effect the character leaves a minor ionised trail of up to 3 metres which does D10 +D10 per level to anyone who passes through it. 5 points to buy this power. +5kph each time rebought.

Platform

This character is able to create a 30 centimetre radius energy disc under each foot which he may use to fly at WIS x10kph, +10kph per level with a maximum ceiling height of one kilometre. The character can carry his normal weight carrying capacity without it affecting his speed. After that he loses 1kph for every 10 additional kilograms. The 2 small discs can be combined to form a larger one with a radius of 60 centimetres, +5 centimetres per level. 5 points to buy at WIS x10kph with a 30 centimetre disc, +5kph and +5 centimetres each time rebought. Thus bought twice = <WIS x10> +5kph.

Sonic

The power to fly by screaming a sonic repulsive burst against the ground keeping them aloft. Speed is WIS x10kph, +10kph per level with a maximum ceiling height of 100 metres per WIS. The character can carry his normal weight carrying capacity without it affecting his speed. After that he loses 1kph for every 10 additional kilograms. Speed is also reduced accordingly in colder climates, as determined by the GM.

5 points to buy this power. +5kph each time rebought.

Telekinetic

The ability to literally walk or run on air. The character can walk off a building and maintain the same height or move up and down as if they were using stairs. Maximum ceiling height of 100 metres per WIS.

5 points to buy this power. If rebought it changes into Telekinetic Propulsion instead. Details follow;

The power to fly unaided at WIS x10kph, +10kph per level with a maximum ceiling height of 100 metres per WIS. The character can carry his normal weight carrying capacity without it affecting his speed. After that he loses 1kph for every 10 additional kilograms.

Thermal

The power to fly by riding a planet's thermal currents (if it has any). Speed is WIS x10kph, +10kph per level with a maximum ceiling height of 100 metres per WIS. The character can carry his normal weight carrying capacity without it affecting his speed. After that he loses 1kph for every 10 additional kilograms. Speed is also reduced accordingly in

colder climates, as determined by the GM.

5 points to buy this power. +5kph each time rebought.

Void

The power to fly by creating a vacuum directly in front of the character which serves to pull him forward. The maximum speed possible when using this is WIS x10kph, +10kph per level. There is no maximum ceiling height. The character can carry his normal weight carrying capacity without it affecting his speed. After that he loses 1kph for every 10 additional kilograms. 5 points to buy this power. +5kph each time rebought.

Wings

The power to fly with either feather or insect wings at WIS x10kph, +10kph per level with a maximum ceiling height of one kilometre. The character can carry his normal weight carrying capacity without it affecting his speed. After that he loses 1kph for every 10 additional kilograms. The character can also hit enemies with his wings with each wing doing damage equal to the character's own STR. The HPs of each wing is equal to half the character's total HPs. 5 points to buy this power. +5kph each time rebought.

FLIGHT, SPACE

Listed below are the various different forms of flight movement.

Lightspeed

The ability to fly faster than light by transforming into a form of energy. This doesn't work well within an atmosphere or short distance as he would constantly

overshoot. Can fly at 1 light year per WIS per day, +1 light year per level. He can carry his normal weight capacity + half that per level. While in travel mode he doesn't need to breathe and is immune to the vacuum, radiation and cold of space.

10 points to buy the power at the speed of 1 light year per day. It can be rebought for an additional 1 light year per day or to upgrade to Hyperspace Flight.

Hyperspace

The power to fly by teleporting into and out of hyperspace, an "alternate" space adjacent to the "normal" three-dimensional space where there is a higher speed of light. When the journey is complete the character returns to real space. This allows the user (and anything that they teleport) to travel much faster than the speed-of-light in normal space, as they move from one location to another instantaneously, while ignoring all physical obstacles in between. The principle of this ability is a utilization of Dimension Shifting: jumping from the 3rd dimension into subspace (also known as 6th Space), which provides a "shortcut" by drastically decreasing distance, and then jumping back out to the a different spatial location.

This differs from regular teleportation, which is simply moving from one spatial location to another without shifting into or out of the same space. Using this principle, one can even teleport physical matter into another object that is occupying the target location. The user must know where they want to go otherwise they could literally randomly

appear anywhere within the universe. He can carry his normal weight capacity + half that per level. Can fly at 2 light years per WIS per day, +2 light years per level. As before while in travel mode he doesn't need to breathe and is immune to the vacuum, radiation and cold of space. +10 points to buy this power but must already have Lightspeed flight. It can be rebought for an additional 2 light years per day or to upgrade to Jumpspace Flight.

Jumpspace

The power to fly by drawing a vast amount of energy and using it to literally pull a hole in space known as a "jump conduit" to a transitive plane called "jump space". In Jump space distance and time does not work the same way in as it does in real space. Thus by travelling through Jump space vast amounts of distance can be traversed in a far shorter time. He can carry his normal weight capacity + half that per level. Can jump 5 light years per WIS per day, +5 light years per level. As before while in travel mode he doesn't need to breathe and is immune to the vacuum, radiation and cold of space. +10 points to buy this power but must already have Hyperspace and Lightspeed flight. It can be rebought for an additional 5 light years per day.

GATEWAY

The character can create a vertical gateway of up to 1 metre x1 metre for every 4 WIS, anywhere within 2 metres per WIS (+2 per level). This gate can lead to any location that know well, can see or have a detailed picture of. The hero forms two parallel space warps at

the desired point of detachment, then shifts the location of the outer warp.
10 points to buy the power and create a vertical gateway of up to 1 metre x 1 metre, anywhere within 30 metres. +3 metres each time rebought.

GATEWAY II

The character can use any door as a portal to go anywhere. He can use any preexisting doors, gates, or any other structure used to open and close off an entrance, and use it to go anywhere in the world as long there is a door which they can use to exit. He can turn these off and on. Once opened, anyone can enter the portal, not just the user so he does not have control who can enter or not. He may become trapped on the other side if the used door is destroyed. Further he cannot create a door himself unless he is a carpenter who is trained in doing so. The door can lead to any location that he knows well, can see or have a detailed picture of. The hero forms two parallel space warps at the desired point of detachment, then shifts the location of the outer warp.
10 points to buy the power. It cannot be rebought.

HYDROPORTATION

A variation on Teleportation. The character can transport himself between water surfaces by manipulating the one in front of him to link with another one. Once he has a location in sight he can then walk through the water to the destination on the other side. Can also bring other people and objects through by holding them. For example using an ocean to teleport to a lake in England. No water sources renders power unusable. The body of water he links to

must be within line of sight, a place well known to the person or a location which he has an image of. Otherwise unless he has some kind of extra sensory power linked to this the location will be purely random.

10 points to buy this power. It cannot be rebought.

ISOPORTATION

A variation on Teleportation. This character has a limited ability to instantly transport himself to another location as well as manipulate his immediate area.

1) By touching an object the character can teleport himself to the other side of it. The object can be no larger than 1 metre per WIS. The character can move himself or anyone he touches plus 30kgs per WIS, +20kgs per level. As the hero rematerializes, gases and liquids move aside before he solidifies. Normal safeguards prevent the hero from consciously Teleporting into a solid mass. eg. the character is trapped in a dead end. He touches the wall which is less than a metre thick and teleports to the other side of it.

2) He can change his own facing instantly. So rather than having to turn around he can immediately face what is behind him.

3) He can teleport any object he is carrying straight into his hands or back into his pockets.

10 points to buy this power. It cannot be rebought.

JAUNT

This is a less powerful form of teleportation as he can only jump short distances. The range is line of sight or if he cant see then 1 metre per WIS, +1

metre per level. The character can move himself or anyone within sight plus 20kgs per WIS, +10kgs per level. As the hero rematerializes, gases and liquids move aside before he solidifies. Normal safeguards prevent the hero from consciously Teleporting into a solid mass. Certain conditions can prevent the hero from Teleporting such as extremely dense materials like Neutronium or black holes which are impassable. 5 points to buy this power at its base level. +10kgs and +1 metre each time rebought.

MIRRORPORTATION

A variation on Teleportation. The character can transport himself between reflective surfaces by manipulating the one in front of him to link with another mirror. Once he has a location in sight he can then walk through the mirror to the destination on the other side. Can also bring other people and objects through by holding them. With this one can use any reflective surfaces (a mirror, window, etc.). He could step through his bathroom mirror in his country and reappear in another bathroom in another country. The mirror he links to must be within line of sight, a place well known to the person or a location which he has an image of. Otherwise unless he has some kind of extra sensory power linked to this the location will be purely random.

10 points to buy this power. It cannot be rebought.

POSSIBILITY SHIFT

A variation on Dimensional Shift. Instead of teleporting between real dimensions the character can instead view and then travel to other possibilities

that can or could've happened to their world from the endless abyss of alternate outcomes and continuities.

Consequently, one might take interest in one or a couple could be's and might take action to make it come true. He can affect himself or anyone within sight plus 20kgs per WIS, +10kgs per level. 10 points to affect himself and 20kgs per WIS. +10kgs per WIS each time rebought. Thus bought twice = 30kgs per WIS.

PYROPORTATION

A variation on Teleportation. The character can transport himself between fires by manipulating the one in front of him to link with another one. Once he has a location in sight he can then walk through the fire unharmed to the destination on the other side. Can also bring other people and objects through by holding them. For example using a campfire to teleport to a bonfire in France. No fire renders power unusable. The fire he links to must be within line of sight, a place well known to the person or a location which he has an image of. Otherwise unless he has some kind of extra sensory power linked to this the location will be purely random. 10 points to buy this power. It cannot be rebought.

RAPID TELEPORTATION

This is the ability to appear in two locations simultaneously. This power does not involve actually splitting oneself in two so much as engaging in rapid-fire teleportation, hundreds of times each second, so that it looks like the wielder of this power is occupying two different spaces at once. This process occurs quickly enough that, like

the frames of a television image, the character seems to be fully present at each.

When this is activated, the character's 'other self' can initially manifest anywhere within sight of his or her original location. When the power is terminated, the character may rest at either their original location or the area their 'other self' was last in when deactivating this ability. The character may act in one location primarily, or alternate actions between the two, depending on the situation(s) at the time. Either way, he does not receive additional actions simply due to being in both areas simultaneously - there's still just one of the character. Without other abilities added to the mix, the character is merely allowed the same amount of actions they would normally be allotted.

When engaging in this power a character will perceive sensory input from both locations simultaneously, the two (usually) differing forms of data overlapping and allowing the character to multitask. If things are particularly hectic in one (or both) locations, the character may need to pass WIS roll to keep events at the two different places distinct in his head. Multitasking is difficult enough to begin with, even before adding the specter of deadly combat into the mix.

The character can move himself plus 30kgs per WIS, +20kgs per level. As the hero rematerializes, gases and liquids move aside before he solidifies. Normal safeguards prevent the hero from consciously Teleporting into a solid mass. Certain conditions can prevent the hero from Teleporting such as extremely

dense materials like Neutronium or black holes which are impassable. 10 points to buy this power at its base level. +20kgs each time rebought. +15 points to appear in one additional location. This can be rebought a number of times equal to half the character's WIS.

SANDSWIM

The character can transform his body into a form of sand particles in order to be able to travel through medium such as dirt, sand, ash or dust. While in this state no physical attack will do any damage. A mind attack could disperse the character making it difficult for him to reconstitute himself. Travel is at the rate of 1 metre per WIS per minute. 10 points to buy this power. It cannot be rebought.

SONICPORTATION

A variation on Teleportation. The character can transform himself into pure sound and travel nigh-instantaneously to any location within sight before reverting to his physical form. He cannot travel to or through areas where soundwaves cannot propagate such as vacuums. However he can only teleport at the speed of sound. 10 points to buy this power. It cannot be rebought.

SONICPORTATION II

A variation on Teleportation. The character can teleport to a location by saying its name (Tokyo, Paris, Sahara, etc). The name does not have to be spoken loudly, it can be said in a whisper. However he cannot travel if he cannot speak, if he says the name incorrectly, if he stutters or has a

coughing fit. The character can move himself or anyone within sight plus 30kgs per WIS, +20kgs per level. 10 points to buy this power. +20kgs each time rebought.

TELEPORTATION

The ability to instantly transport oneself from one place to another. The location must be within line of sight, a place well known to the person or a location which have an image of. The character can move himself or anyone within sight plus 30kgs per WIS, +20kgs per level. As the hero rematerializes, gases and liquids move aside before he solidifies. Normal safeguards prevent the hero from consciously Teleporting into a solid mass. Certain conditions can prevent the hero from Teleporting such as extremely dense materials like Neutronium or black holes which are impassable.

10 points to buy this power at its base level. +20kgs each time rebought.

TELEPORTATION II

The ability to instantly transport oneself from one place to another by exchanging places with another person. The person must be well known to the character or he must have a photo, picture or other image of him. The character can move himself or anyone within sight plus 30kgs per WIS, +20kgs per level. Certain conditions can prevent the hero from Teleporting such as extremely dense materials like Neutronium or black holes which are impassable.

10 points to buy this power at its base level. +20kgs each time rebought.

TELEPORTATION III

While running or walking, the character is able to simultaneously teleport himself short distances along their direction of movement. These teleportations are done in rapid succession, seemingly giving the user superhuman speed. Enabling oneself to not only shorten distances cutting across or in-between worlds but instances and intervals which they are traversed in as well. The character can move himself plus 30kgs per WIS, +20kgs per level, 1 mtr forward (or backward or sideways, depending which direction they were moving in) at a time. There are no safeguards preventing the hero from consciously Teleporting into a solid mass.

5 points to buy this power, +20kgs each time rebought.

TELEREFORMATION

This is a peculiar form of Self Teleportation. The hero can disintegrate his body, transport his lifeforce over a distance, and then create a new body out of materials available at the destination site. The power shapes these into substances that composed the hero's original body. The new location must be within line of sight, a place well known to the person or a location which have an image of.

Alternatively the character can create an altered version of his self-image. Obviously most heroes with this Power cannot carry objects, passengers, or clothing. However a costume may likewise be generated from available material. The power can be diminished or destroyed by mental Powers that alter the hero's self-image. If the hero loses his self image, then the next use of the

Power results in his bodily annihilation and conversion to an Independent Spirit. 10 points to buy this power. It cannot be rebought.

TRANSPORT TRIGGER

This minor power is a special contingency that a character with a teleport type power can set up in advance. While designed to work with teleportation, this power can also function perfectly well with dimensional transit, time travel, and like abilities.

When triggered, this power will activate the chosen movement ability and deliver its wielder to a predetermined location of his or her choice. This trigger can be set up as just about anything its wielder can think of, whether it takes the form of an action, a physical condition, a set amount of time, a spoken word, or anything else, really.

5 points to buy this power. It cannot be rebought.

Section 8: Cosmic Powers

These powers are only available to cosmic level characters such as the Ascended, Chronal Walkers, the Divine, the Ethereal and Phase Warriors.

- 01-04 Biological Augmentation
- 05-08 Biological Transmogrification
- 09-12 Cosmic Bolt
- 13-16 Cosmic Source
- 17-20 Create Constructs
- 21-24 Divinity
- 25-28 Echo
- 29-32 Elementalkinesis
- 33-36 Energy Bonds
- 37-40 Energy Leech
- 41-44 Enlargement
- 45-48 Force Barrier
- 49-52 Indomitability
- 53-56 Metamorph Black Hole
- 57-60 Molecular Manipulation
- 61-64 Omniscient
- 65-68 Sorcery Mastery
- 69-72 Space Warp
- 73-76 Telekinetic Mastery
- 77-80 Telepathic Mastery
- 81-85 Transport
- 86-90 Undying
- 91-95 Unearthly Strength
- 96-00 Wormhole

BIOLOGICAL AUGMENTATION

Gain all of the abilities listed below;

Agility

DEX is raised to 25. This character never suffers any penalties in combat regardless of how tricky the shot or how many modifiers would normally apply. Likewise with any skill rolls requiring feats of dexterity even seemingly impossible ones (ala Matrix). Leap range is tripled.

Intelligence

INT is raised to 25. This character has every skill and all at maximum.

He also has an almost perfect memory. By looking at a map or document the character will be able to recall them with total accuracy. The character will also be able to recognize faces, costumes, and cars that they have only seen once before. Mathematical equations are a breeze, and he can solve any problem in his head in a second.

Finally he can also take existing materials and technologies and use them to create new devices or applied technologies. He can repair previously operational devices, even if the device was of an unknown type.

Senses

Advanced Vision; x10 normal range, + x2 per level. Can also see small objects clearer.

Heightened Hearing; x10 normal range, + x2 per level. Can hear any level of decibel at any range.

Heightened Smell; x10 normal range, + x2 per level. Can recognize/Identify specific odour/ scent of anyone that have met and track them by smell.

Heightened Taste; Can instantly identify anything that taste.

Heightened Touch; Can read pages just by touching the print and listen to a phone conversation by touching the line.

Stamina

CON is raised to 50. This person never tires, ever. He is totally immune to all drugs, toxins, poisons and intoxicants unless he chooses to allow them to influence him.

BIOLOGICAL TRANSMOGRIFICATION

The character has total molecular control over his own biological form and thus gains the equivalent of all of the following abilities;

Insect Metamorph, Metamorph Undead, Alter Body, Metamorph Animal, Metamorph Dinosaur, Metamorph Plant, Body Weapons, Shape Shift and Elongation.

COSMIC BOLT

The power to channel ambient cosmic energy into his own body at will and expel it violently as either a concussive force or a gentle knockback. The bolt is composed of all the various different forms of energy including solar, electrical, plasma, microwaves, etc. Each bolt can be incrementally controlled to do from 1 point of damage up to D6 x1000 HPs. +D6 per level with a range of 1 light year, +1 per level.

COSMIC SOURCE

This character can become a living power source for Chi or Mana depending upon which dimension he resides in. Energy can be drawn from him for as long as he allows it. The amount he can make available is equal to his WIS x100, and requires 1 hour per 100 points to recharge.

CREATE CONSTRUCTS

The hero can transform energy into a matrix that simulates solid matter. This matrix may be any shape the hero desires, although greater complexity requires an WIS roll to create. The energy matrix possesses Strength equal to the hero's PS. It continues to exist for a duration determined by the hero's WIS x1 hour. After that time, the matrix harmlessly dissipates. Some of the uses for this Power include: forming cages or barriers, forming servants to perform desired tasks, creating body armour to protect and enhance the hero's abilities.

HPs per object = WIS x100. Create any shape objects up to 2 per WIS, +2 per level.

DIVINITY

Raise CHA to 25. The character has all of the following abilities:

Command; At any time the character can issue a command (eg. stop, look, no, etc) which everyone who hears must obey, unless save at -5. Victims are then -4 to attack for the next round. Voice range of 5kms.

Followers; Can attract 10 per level who will obey only him and do all he commands unquestioningly.

Intimidation; Anyone the character gazes at must save at -5 or break down, start crying and beg for mercy until the power is turned off. Further anyone looking at him while trying to attack are -5 to hit him with an additional -1 per levels.

Super Ego; Any equipment, weapons, etc which the character looks at has a 98% chance of failing and 75% chance of falling apart.

ECHO

The ability to mimic any power which come within his line of sight or 1km radius +1km per level. The character can copy the powers of any life form within his radius. May also recopy any power that previously held at any time even if the person is no longer around. Further the character can also duplicate a power by absorbing the traces left behind whenever a power is used. The residue may be in anything that was near or the target of a power's emission. The duration of the powers copied in this manner is determined by the hero's WIS x1 day. The average amount of residue bearing material is about the size of a

bread loaf. It is completely drained after a single use.

ELEMENTALKINESIS

Can tap into one of the elemental signs gaining the following abilities. However all ranges, durations and damage are now x10. All forms will function in space, as in fire will burn (solar), air wont dissipate (solar winds), etc.

Air

Includes Aerialkinesis, Metamorph Air and Shadow.

Earth

Includes Terrakinesis, Metamorph Earth and Tar.

Electro Magnetism

Includes Emission Electrical, Metamorph Electricity and Magnetism.

Fire

Includes Pyrokinesis, Emission Fire and Magma, and Metamorph Fire and Magma.

Gravitic

Includes Metamorph Void and Gravitykinesis.

Water

Includes Hydrokinesis, Acid Manipulation, Emission Ice, and Metamorph Liquid and Ice (power affects all liquid types).

ENERGY BONDS

This can either take the form of a glowing web or bands which are launched from the character's hands. They instantly wrap around whatever they hit preventing anything from slipping out. The character can mentally control amount of the amount of HPs in the web which can be up to WIS x1000 + x1000 per level. The net can also be cast onto doorways, small tunnels, etc to make passage through them impossible

until the HPs are completely depleted. It can be up to WIS x1 metre radius, +1 per level, normal throwing range. Lasts until HPs are depleted or until concentration is broken.

ENERGY LEECH

The opposite of the Cosmic Source, this character can drain anything including Chi, Mana, metapowers or life and feed on it. Can do this to any organism within sight. This is permanent unless the stealer gives it back or dies. The amount absorbed in a single attack is equal to his WIS x100 and he will be unable to soak in anymore until he has expended some of it.

ENLARGEMENT

This ability allows a character to grow up 100 meters per WIS. Growing to max size on a planet could have devastating consequences for its inhabitants.

FORCE BARRIER

The ability to create an invisible or semi visible layer of protection which remains until depleted or cancelled. It maybe used either as body armour for oneself or anyone within line of sight, or as a barrier of up to WIS x100 metres radius. The total amount of Hit Points the character can generate is WIS x10,000, +1000 per level. He can replenish at a rate of WIS x10,000 HPs +1000 per level per minute of non use. He can create multiple fields so long as the combined HPs doesn't exceed the total. The field can be extended up to 1000 kilometres per WIS, and can in effect cover a planet if large enough.

INDOMITABILITY

This character is well nigh invulnerable having a hardened molecular structure, able to survive not only in the pressure less environment of outer space, but also in high pressure ones. He does not have to breathe and as a result is unaffected by gases of any type. The character is also totally immune to the effects of cold, fire, heat, microwave beams, electricity, bullets, falls, normal punches below STR 100, poisons, gases, drugs, diseases, radiation, magically induced metamorphosis, vampire's transformative bite, and anything else that can change the structure of the body. The character gains HPs of CON x2000 +2000 HPs per level.

METAMORPH BLACK HOLE

The character's body can become a living black hole and as a result any object up to 1 ton per WIS +1 ton per level is inexorably pulled toward him. When any object contacts him it's crushed into a singularity by the force of his gravity and destroyed.

MOLECULAR MANIPULATION

The character can alter the molecular structure of anything within his line of sight. This goes beyond the normal constraints of Matter Manipulate. Being able to manipulate molecules anywhere up or down the periodic table and beyond (the GM could create some new exotic materials not currently known to our own science). Can affect up to WIS x100 tons, +50 per level.

OMNISCIENT

This character is one with the universe. The hero is in tune with the entire scope of reality. He possesses a detached,

omniscient viewpoint that allows him to explore the entire existence of a chosen subject. Unlike Cosmic Awareness secrets, weaknesses, arcane knowledge, and anything else the which would normally be difficult to find out is easily available to him.

1) He always knows which way he is facing on a planet and exactly where he is in his home universe, knows the exact time according to that location's time zone, can sense the emotions of any life forms within his line of sight, can detect weaknesses in opponents or structures, detect concealed life forms or objects (including the invisible and ethereal), detect lies, locate a chosen target anywhere within the same universe and understand all languages, technology and societies no matter how alien. He can also see Electrical fields (and their intensity), Gravity waves (in a radar like manner), Mana or Ley Line power (depending on which system you use), Magnetic fields, Radiation, Ultraviolet, Infrared and X-rays. Finally the character can see the true image of any person or object regardless of any form of concealment, disguise, illusion or invisibility.

2) At various times the character can have precognitive flashes which can be used to determine correct procedures for overcoming a problem or survival and give sufficiently clear insight into upcoming events that he might be able to use that foreknowledge to his advantage. The problem lies in two areas, the flexibility of the time stream and the preparedness of the GM. One problem with the Power is that the time stream is extremely malleable. Each decision

made creates an alternate timeline, a parallel Earth almost but not quite identical to the version of Earth where your campaign occurs. Each vision is an event that will come to pass in some time stream somewhere. It need not be the hero's impending timeline. That's where Precognition comes in. Each Precog vision gives the hero a chance to consciously shape his world's timeline. Because of this, the envisioned event might never come to pass, at least not where the hero is concerned.

This leads to the second problem, that of GM preparedness. To accurately and realistically portray Precog, the GM would need to work out a detailed timeline of the campaign's future events, including variables that account for probable player actions. Short-range Precog can be useful in combat. The hero can use his Power to discover his opponent's next move. This form can be used by any Precog, regardless of the limits otherwise constraining the Power.

The character can see up to WIS x100 years into the future or the past. The retrocognition side of the power can be focused more selectively by making physical contact with the target whose history is being examined. The hero can mentally examine a person, item, or site and mentally relive a specific moments of history. A final aspect of the power It is a combination of automatically functioning Psionic Powers (Telepathy, Empathy, and Precognition) that warns the hero about impending danger. The advance warning time is 1 minute +1min per level, +4 WIS. Will know direction and threat level.

3) Finally the character can see distant sights without directly seeing it with his eyes. He receives a visual simulation of what he would see if he were actually present at the scene. The Power is not hindered by any of the factors that affect normal light transmission, such as distance, blockage, obscurement, and time lag. It can be used to see things that are impossible for a telescope or Telescopic Vision. For example, current conditions inside a sealed room on the surface of Venus. When in use, the Power overrides normal vision. Normally the Power is consciously controlled. Sometimes it functions automatically.

This can be the result of improper control, interference, or be triggered by sudden, dramatic events occurring to someone who whom the hero shares an emotional rapport. The Power can work against the hero if unwanted visions obscure the hero's sight or distract him at a crucial moment. When the Power is used to spy on another Clairvoyant, there is a possibility of that person detecting the use of the Power. Clairvoyance can function as a pipeline to draw light-based and Psionic attacks toward the hero. Such attacks may even affect him if they were aimed at something else within the area he is spying upon. The hero has +1 resistance to such attacks. Clairvoyance can be used in conjunction with other Powers to increase the range at which those Powers can affect a target.

Likewise he can also hear what being said, in this case hearing distant sounds and voices despite any intervening distance or barriers. The power is not

hindered by factors that affect normal sound transmission, such as distance, time lag, muffling, distortion, or the absence of a transmitting medium. Because of this, Clairaudience has superior range over Enhanced Hearing. Only Clairaudience enables the hero to hear across a vacuum, for example. When the Power operates, it overrides the hero's natural hearing. Distant sounds are sensed at their original volume level. The Power is normally a voluntary Power that must be summoned. Sometimes it functions automatically; this can be the result of improper control, tampering by outside forces, or be triggered by sudden, dramatic events occurring to someone with whom the hero shares an emotional rapport. When using the Power to eavesdrop on another Clairaudient, that person may automatically sense the first Clairaudient's effort.

SORCERY MASTERY

This power gives the character access to all spells from a particular school of magic. The amount of schools available depends on the rank taken. This power must be retaken to increase its rank.

Rank 1	All spells from 10 schools of magic
Rank 2	All spells from 20 schools of magic
Rank 3	All spells from all schools of magic

SPACE WARP

The ability to not only fly faster than light at 10 light years per WIS per day +10 per level but also the character can create a space warp tunnel of up to 10 metres x10 metres per WIS anywhere within sight which allows others to

follow at a speed identical to the character's. The character doesn't need to breathe in a vacuum but however does require stellar light to photosynthesize. This also results in the character being immune to the effects of the vacuum, radiation and cold of space.

TELEKINETIC MASTERY

Like the normal Telekinesis, the hero can handle material objects without having to make direct or indirect physical contact (pushing or blowing, for example). The hero can perform any action that could be accomplished using normal Strength. Most Telekinetics visualize their Power in terms of an amorphous arm extending from the body.

Line of sight range. Can move up to 1 ton, +1 per level per WIS or push/punch with STR 20 per WIS. The character's punch can be augmented telekinetically to do +1 damage per 4 WIS.

Additionally telekinesis can be used to levitate the character up to WIS x 20 metres, +20 metres per level, and fly at a rate of WIS x 30kph, +30kph per level.

TELEPATHIC MASTERY

Gain the powers of Animal Control, Insect Control, Mental Control, Undead Control, Empathic, Exorcism, Psychic Interference and Telepathy. All ranges and damage are x10.

TRANSPORT

The ability to instantly teleport oneself from one place to another which is within his line of sight, is well known to the person or which have an image of. Can also transport an additional mass of 1000 tons, +100 per level. As the hero rematerializes, gases and liquids move

aside before he solidifies. Normal safeguards prevent the hero from consciously Teleporting into a solid mass. Certain conditions can prevent the hero from Teleporting such as not knowing where he is or psychological blockage. Extremely dense materials like Neutronium or black holes do not affect him.

UNDYING

This character stops aging at whatever age he stipulates and if killed can regenerate completely so long as a single drop of blood remains. He cannot die except by total disintegration. Immune to all Poisons, Gases, Drugs, and Diseases. Recover 1 HP per WIS every minute and heal any broken bones almost instantly. Can regenerate 1 limb every hour and 1 organ every 2 hours. Finally he is impervious to the transformative bite of vampires and certain Werebeasts.

UNEARTHLY STRENGTH

This form of strength is both psionically and cosmically enhanced. It is divided into 3 columns; Strength Class showing the STR level, HP Damage representing how much is done by each hand, and Tonnage displaying the amount of weight which can be carried (x2 to determine lifting ability).

Unearthly strength begins at 300 and increases by one class level each time this power is retaken.

<u>Strength Class</u>	<u>HP Damage</u>
300	10,000
400	20,000
500	30,000
600	40,000
700	50,000
800	60,000
900	70,000

<u>Strength Class</u>	<u>HP Damage</u>
1000	80,000
2500	200,000
5000	500,000

<u>Strength Class</u>	<u>Tonnage carrying capacity</u>
300	3000
400	6000
500	12,000
600	25,000
700	50,000
800	100,000
900	250,000
1000	500,000
2500	5,000,000
5000	50,000,000

WORMHOLE

The ability to open up a wormhole to any location in the universe he has visited or has been visually or telepathically shown. The character can create a wormhole of up to 10 metres x10 metres per WIS, anywhere within sight. The hero forms two parallel space warps at the desired point of detachment, then shifts the location of the outer warp.