

**DEVIL'S WORKSHOP PRESENTS**

# **POWER CORRUPTS UNLIMITED**



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# POWER CORRUPTS UNLIMITED

## DEFINITIONS

### DURATION

A power's Duration entry tells you how long the energy of the power lasts.

### CONCENTRATION

The power lasts as long as you concentrate on it. Concentrating to maintain a power is a standard action that does not provoke attacks of opportunity. Anything that could break your concentration when using a power can also break your concentration while you're maintaining one, causing the power to end.

### CONTINUOUS

A continuous power lasts as long as you wish, without any effort on your part. Once activated, it stays that way until you choose to deactivate it, even if you are stunned or unconscious. Continuous effects can still generally be countered or nullified to stop them from working.

### INSTANTANEOUS

The power energy comes and goes the instant the power is used, though the consequences might be long-lasting.

### PERMANENT

The energy remains as long as the effect does. This means the power is vulnerable to dispelling attempts.

### TIMED DURATIONS

Many durations are measured in rounds, minutes, hours, or some other increment. When the time is up, the energy goes away and the power ends. If a power's duration is variable the duration is rolled secretly (the user doesn't know how long the power will last).

## POWERS

### ABILITY SHIFT

**Cost:** Low

**Action:** Half

**Range:** Personal

**Duration:** Concentration

Saving Throw: Will

You can shift your abilities around, not to increase your total power but to change your attributes to meet different situations. By decreasing one ability or power, you gain the appropriate number of power points for that decrease, which can then be spent on raising another ability or power. The shift remains as long as concentration is steady. The normal power bonus limitations remain when using this power. You cannot gain abilities in new powers using Ability Shift, only increase your abilities in existing powers.

### POWER EXTRA:

- **Affect Others:** You can use Ability Shift on other people with a range of touch. Unwilling targets receive a Will save to resist the effect of this power. You decide how to rearrange the target's abilities.

### POWER FLAW:

- **Limited Abilities:** You can only switch points between two specific abilities chosen when this power is taken.
- **Full Power:** This power can only be used at the maximum power ability amount.

### ABSORB KNOWLEDGE

**Cost:** Low

**Action:** Half

**Range:** Touch

**Duration:** Concentration

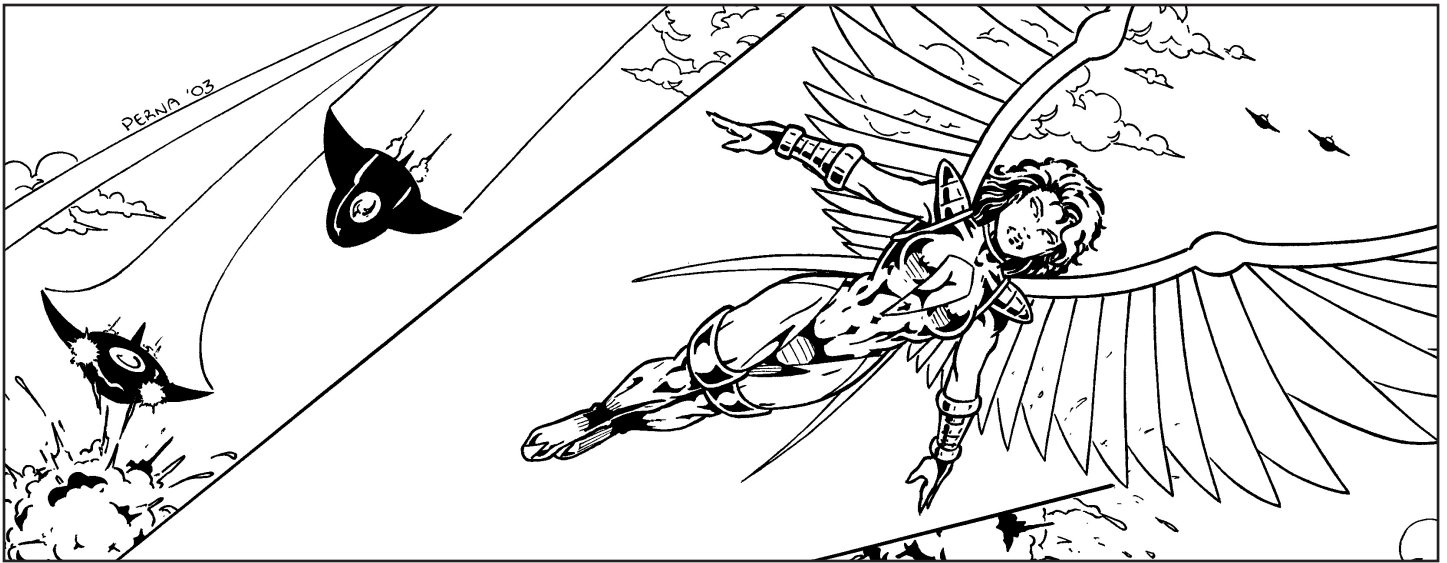
You are able to absorb information from physical recordings almost instantaneously. You can read magnetic discs, optical storage devices, or even entire encyclopedias with a touch and a few seconds of concentration. You gain a Knowledge skill for the subject of the absorbed information. This skill lasts as long as you keep the power active. You can absorb one source of information at a time with this power. Absorbing a second source of information forces you to lose the Knowledge skill for the first subject. This power does not affect the target.

### POWER TRICKS:

- **Multiple Subjects:** You are able to absorb information from one additional source for each time you take this Power Tricks, allowing you multiple Knowledge skills from this power. When actually absorbing the information, you must



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be in contact with each information source or the source must be in contact with another source you are absorbing, such as absorbing a set of books on a bookshelf.

## POWER EXTRAS:

- **Personal Knowledge:** You are able to absorb information from living sources. This requires a normal melee attack against the target. The target receives a Will saving throw, DC 10 + Intelligence modifier (*if any*). If the target fails the save, you gain a single Knowledge skill of the target with a bonus equal to your Wisdom modifier (*minimum +1*). If the target has no Knowledge skills or succeeds in the Will save, you learn nothing.
- **Active Use:** You can gain skills besides Knowledge skills if your GM approves. For example you might gain Profession (*Cooking*) from absorbing the information in a book on gourmet cooking.
- **Permanent:** All information that you absorb you can retain forever.

## POWER FLAW:

- **Limited Medium:** You are able to absorb information only from one medium, such as books, which you choose when you take this power.

## ADDICTIVE METABOLISM

**Cost:** Low  
**Action:** Half  
**Range:** Special  
**Duration:** Instant  
**Saving Throw:** Will

You are able to addict others to the byproducts of your metabolism. Blood, sweat, or saliva are suitable byproducts, and you choose your specific carrier or carriers when this power is chosen. When someone ingests your addictive substance, you and the

target make an opposed check, your power against the target's Will save. If you win, the target enters a euphoric state for one hour, during which the victim feels very happy. The target is thereafter addicted to the byproducts of your metabolism.

Each day a victim goes without imbibing one of these metabolic byproducts, the target makes a Will save against DC 10 + your Charisma modifier (*if any*) to resist the addiction. If this check is successful, the victim fights off the addiction without ill effect; if the save is unsuccessful, the victim gains a -1 penalty to all rolls that day unless he gets another dose of your metabolism's byproducts.

The victim makes another check every day he does not have access to your metabolic substance, and the penalties gained through failed checks are cumulative. If the penalty ever increases to -10, the victim dies of withdrawal.

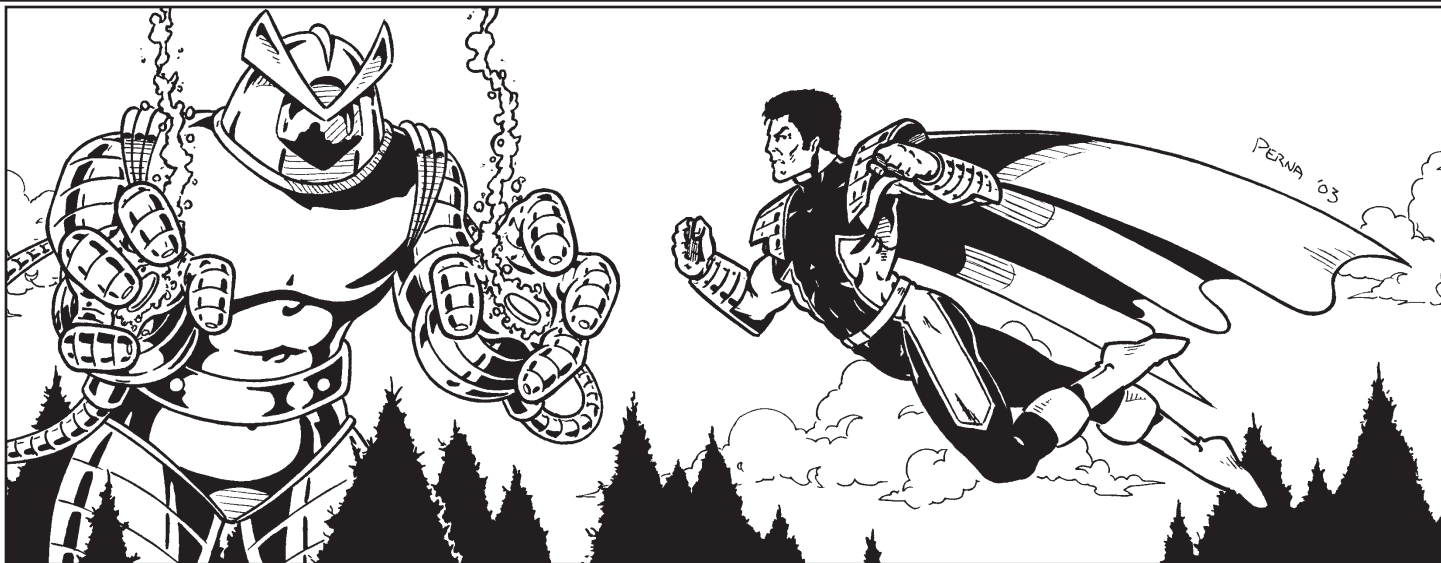
Even after several days, a single successful check allows a victim to fight off the addiction. The penalties accrued from the addiction then decrease by one point per day until the victim returns to normal.

Proper medical care grants the victim a +2 bonus to his Will save. Characters can also remove the addiction with a Healing power check, DC 15 + your Charisma modifier (*if any*).

## POWER EXTRAS:

- **Contact:** Your power works on anyone coming into physical contact with you, including unarmed combat. You gain the range of touch for this power.
- **Delayed Effect:** You can delay the onset of the addictive effects of your metabolism by one day per power ability amount.

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## POWER FLAW:

- **Permanent:** You cannot turn off the affects of your metabolism. Anyone you kiss or share a drink with may become addicted to your metabolism's byproducts.

## POWER TRICKS

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

## ADHESION

**Cost:** Low

**Action:** Half

**Range:** Personal

**Duration:** Timed Duration (10 minutes / level)

You secrete a sticky substance from your body on command, enabling you to climb walls with ease, confound those who grapple you, and glue together objects with a touch. This power grants you the following powers at your power ability amount:

- You can climb walls and ceilings with ease.
- You add your power ability amount to all grapple checks.
- You can glue objects together by touching them.
- You may add your power ability amount to Disarm checks performed with your bare hands.

## POWER EXTRA:

- **Automatic Adhesion:** When a melee attack strikes you, the attacker must make a Strength check against DC 10 + your power ability amount or the attacking weapon is stuck to you. The attacker may choose to let go of the weapon or continue each round to pull it free. You can automatically let the weapon fall free as a free action. If the attack is unarmed, the creature's limb is stuck to you and cannot be used to

attack until freed. The attacker in this case can still initiate a grapple.

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

## POWER FLAW

- **Focused Adhesion:** You must make a power check against a DC of (10 + your desired power ability amount) to use this power.

## ALTERNATE SELF

**Cost:** Low

**Action:** Half

**Range:** Personal

**Duration:** Timed Duration (10 minute / level)

You can temporarily assume new powers in place of your old ones. You may accomplish this by altering your own DNA, rewriting your personal timeline, or even switching places with an alternate universe version of yourself. No matter how your power operates the effects are the same; you may "rewrite" one of your existing powers, replacing it with an entirely new power of your choice. This requires a successful Wisdom check against a DC of 10, and the maximum number of power ability amount you may replace in this manner is limited to your power ability amounts in Alternate Self.

## EXTRAS

- **Additional Power:** For each application of this power extra, you may simultaneously affect one additional power using Alternate Self.
- **Feats:** For every 10 points of power ability amount of Alternate Self, you may trade-in one of your existing feats for one new feat.



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- **Skills:** You may replace ranks of an existing skill with power ability amount of a new skill.

## POWER FLAW

- **Alternate Behavior:** Using this power induces odd behavior on your part, as some facet of your personality changes and is effect for the next 24 hours.

## ANATOMICAL SEPARATION

**Cost:** Low

**Action:** Half

**Range:** Personal

**Duration:** Timed Duration (10 minutes / level)

You can split off parts of your body and have them remain functional. This process inflicts no damage on you but is possibly disconcerting to others. You can separate one portion of yourself per power ability amount, and removing each part requires a half action. The parts removed from you remain functional, meaning you can remove your eye, place it somewhere, and still see through that eye. Limbs will still move when separated, and you can even separate your head from your body. Movement of separated parts is greatly limited, with most parts having only 1/10th your normal movement.

Each portion can still use your powers up to your power ability amount in Anatomical Separation, but only as long as it makes sense for the separated body part to use the power. A separated eyeball might use sensory powers, for example, but an arm or a foot could not. Separated portions resist attacks and powers as normal for your abilities. Any separated parts have a number of hit points equal to your own hit points when the part is detached. When a part is reattached, any additional damage it has suffered transfers to you.

Reattaching a separated portion requires a half action.

## POWER EXTRAS

- **Breakable:** Any time you are disabled or knocked unconscious, this power automatically activates, breaking you into one piece per power ability amount. You are not disabled or unconscious, but you must make a power check every round, DC 15 + the number of damage you have suffered, to reassemble yourself. Attempting to reassemble yourself is a full action, and you can take no other actions until you are back together. If you are again disabled while broken, you are both disabled and in pieces, requiring a power check to reassemble yourself once you are healed.
- **Fast Movement:** Your separated portions can move at your normal movement rate.
- **Rearrange:** You can remove and then rearrange your body parts so as to better serve you in a given situation. An eye, for example, may be placed in the palm of a separated hand (allowing you to see what goes on around it, if it leaves your vicinity). Alternately, you may simply reconfigure your

body to better function in certain circumstances. This ability can function in the same way as Ability Shift at your power ability amount.

## POWER FLAW

- **Fragile:** This flaw functions as breakable except you must make a power check, DC 15 + the number of damage you have suffered, to stay together each time you take a hit. If you fail this check, you break into pieces and still take the hit. You must reform before you can take other actions.

## ANIMAL AFFINITY

**Cost:** Low

**Action:** None

**Range:** Personal

**Duration:** Continuous

You have a special gift for dealing with animals. You gain a bonus equal to your power ability amount to all skill checks involving animals. You may also communicate verbally with animals, conversing with them as easily as any intelligent being. Unfortunately animals are not very intelligent and rarely have topics to discuss besides food, the weather, and any predators or prey in the area.

## POWER EXTRAS

- **Shared Sense:** You are able to look through the sense of animals.
- **Smart Animal:** With a touch and a successful power check against a DC of (10 + the animal's Will save), you may increase an animal's Intelligence ability score by a number equal to your Animal Affinity power ability amount, allowing for more complex (and useful) conversation. This power extra only works on animals (who must have Intelligence scores of 1 or 2). Bonus Intelligence points are lost at a rate of one per minute.
- **Summon:** You are able to call animal allies to your side. You may only summon animals from the surrounding area. If there are no animals nearby, such as in deep space or the arctic, you cannot summon anything.

## POWER FLAW

- **Limited Animal Type:** You can use this power only with creatures from a particular environment, such as sea creatures, or creatures of a specific animal family, such as mammals.

## ARMORY

**Cost:** Medium

**Action:** Half

**Range:** By Power

**Duration:** By Power

**Saving Throw:** None

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You have a large supply of high-tech gear to equip your cohorts and cohorts with. The cohorts cannot change the power the gadgets are currently configured for, only you can. You become fatigued by the effort of changing this power which means each minion will have only one power active at a time.

## POWER EXTRA:

- **Extra Power:** Your cohorts can have two powers active through Armory instead of one.

## POWER FLAW:

- **Centralized Power Source:** Your cohorts' equipment is somehow linked, all tied to a single source of power at your headquarters or base of operations, such as an orbital satellite or an energy broadcast platform. The source has an effective hardness equal to your Armory power ability amount. Destroying it renders all equipment useless.
- **Elite Gear:** Your lowest level cohorts do not receive the benefit of this power.

## ASSIMILATION

**Cost:** High

**Action:** Half

**Range:** Touch

**Duration:** Timed Duration (1 minute / level)

**Saving Throw:** Fortitude

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

The affected individual assumes your physical appearance (including your current set of clothing), your general memories (name, knowledge of your physical/mental capabilities, language skills), and behavioral / ethical system. The affected character gains all of your powers, but the maximum number of power ability amount gained in each power is limited both by your power ability amounts in Assimilation and the transformed individual's own power ability amount. You have no mental control over the subject, but the cloned individual has an attitude of Helpful towards you and must make a Will saving throw to resist any suggestions you give. Suggestions that strongly conflict with the individual's normal system of beliefs grant a +5 bonus to the saving throw.

## POWER TRICKS:

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

## POWER EXTRAS

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

## ASTRAL TRAP

**Cost:** Medium

**Action:** Full

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Duration:** Permanent (See below)

**Saving Throw:** Will

You have the ability to trap the astral essence -- the mind, spirit, or life force -- of your victims in physical objects. Assuming the physical objects remain intact, you can keep your victims captive with little hope of escape. Using this power requires a full round action and a successful ranged attack against the target. The target gets a Will save, DC 10 + your power ability amount, to avoid the attack. If this save fails, the target's astral essence is captured within a physical object of your choosing.

The objects you use for trapping astral essences must be special to your character, such as a set of rare gems or voodoo dolls. Creating a new astral trap item requires 24 hours of uninterrupted time. These items have a hardness equal to your power ability amount and are Tiny in size.

You can only have one being per power ability amount trapped at a time.

Once trapped, astral essence can be released only by destroying the astral trap item containing it.

The physical body of trapped astral essence collapses and remains motionless except for basic bodily functions, such as breathing. The body will die of starvation if not properly cared for. If its body is slain, a released being must find another suitable body (such as a clone) or become a ghost, gaining the Astral Projection power at its power ability amount and with a permanent duration. Characters who escape an astral trap can move into their living bodies instantaneously.



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## POWER TRICKS:

- **Hard Trap:** The hardness of your astral trap item increases by +1 each time you take this feat.

## POWER FLAW:

- **Added Condition:** There is another way to free your victims from astral trap items in addition to simply breaking them. You must decide on a specific condition at the time the Astral Trap power is purchased. Any single astral essence you trap may be freed if this condition is met. If you take this flaw twice, having the condition met frees all trapped astral essences.
- **Weakening Prison:** For each day a being is trapped, it receives another Will save to escape.

## ATOMIC CONTROL

**Cost:** High

**Action:** Half

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Duration:** Timed Duration (1 hour / level)

**Saving Throw:** Fortitude

You can control atoms and sub-atomic particles. Atomic Control grants you the following abilities at your power ability amount:

- You can create object by rearranging atoms into whatever forms and compounds you desire.
- You can surround yourself with a field of super-dense particles providing you a force field for protection.
- You can rip the atoms of targets apart causing objects to disintegrate.
- You are immune to all forms of radiation.
- You can shape matter on existing matter to change it into different forms.
- You can split atoms to create powerful radioactive explosions.
- You can start or stop nuclear reactions, such as those inside nuclear power plants, within your range.
- You can sense nuclear reactions or read the molecular structure of matter with a Spot check (*DC set by the GM*). You can see what type of atoms make up any substance within your range.

## POWER FLAWS:

- **Missing Effect:** For each base effect of Atomic Control that you cannot use, you can apply a flaw to the power.
- **Radiation Aura:** You continually emit low levels of radiation. Anyone who stays within your immediate vicinity for more than 24 hours must make a Fortitude save, DC 5 + your power ability amount, or suffer -1 permanent point loss of Constitution. Preventative measures against radiation, such as protective suits, prevent this damage.
- **Radiation Leak:** During any round you use Atomic Control, you emit low levels of radiation. Anyone within ten feet of

you must make a Fortitude save, DC 10 + your power ability amount, or suffer -2 permanent point loss of Constitution. Preventative measures against radiation, such as protective suits, prevent this damage.

## BANE

**Cost:** Medium

**Action:** None

**Range:** Personal

**Duration:** Permanent

You are gifted when fighting certain types of creatures such as vampires, zombies, or aliens. When you choose this power, you select one template against which this power applies. Any time you enter combat with a creature of that template, you receive a bonus to your attack rolls, the opponent's Fortitude save DC, and your Defensive attribute equal to your power ability amount. These bonuses only apply against creatures with the specified template.

You also receive a bonus equal to your power ability amount to all Gather Information, Knowledge, Listen, Search, and Spot checks concerning creatures with your designated template. Constructs may be chosen as a template for purposes of this power.

## POWER EXTRAS:

- **Power Source:** At your GM's discretion, you may choose a certain power source instead of a template to gain the bonuses of this power against creatures possessing powers with that power source.
- **Second Template:** You may choose a second template against which your bonuses apply.

## POWER FLAW:

- **Baneful Aura:** Any creature possessing the template to which your Bane power applies knows upon seeing you that are dangerous to it. Also, with a successful Wisdom check against a DC of 15, such a creature becomes distinctly uneasy any time you are within 30 feet, even if you are hidden. It becomes impossible to catch such a creature flat-footed by surprising it (*though you can do so by other means, such as Bluff or Taunt skill uses or stunned Fortitude saving throw results*).
- **Driven:** You must violently confront any creature you encounter that has your specified template. You may resist this compulsion with a Will save, DC 20, but failure means you will use the

## BANISH

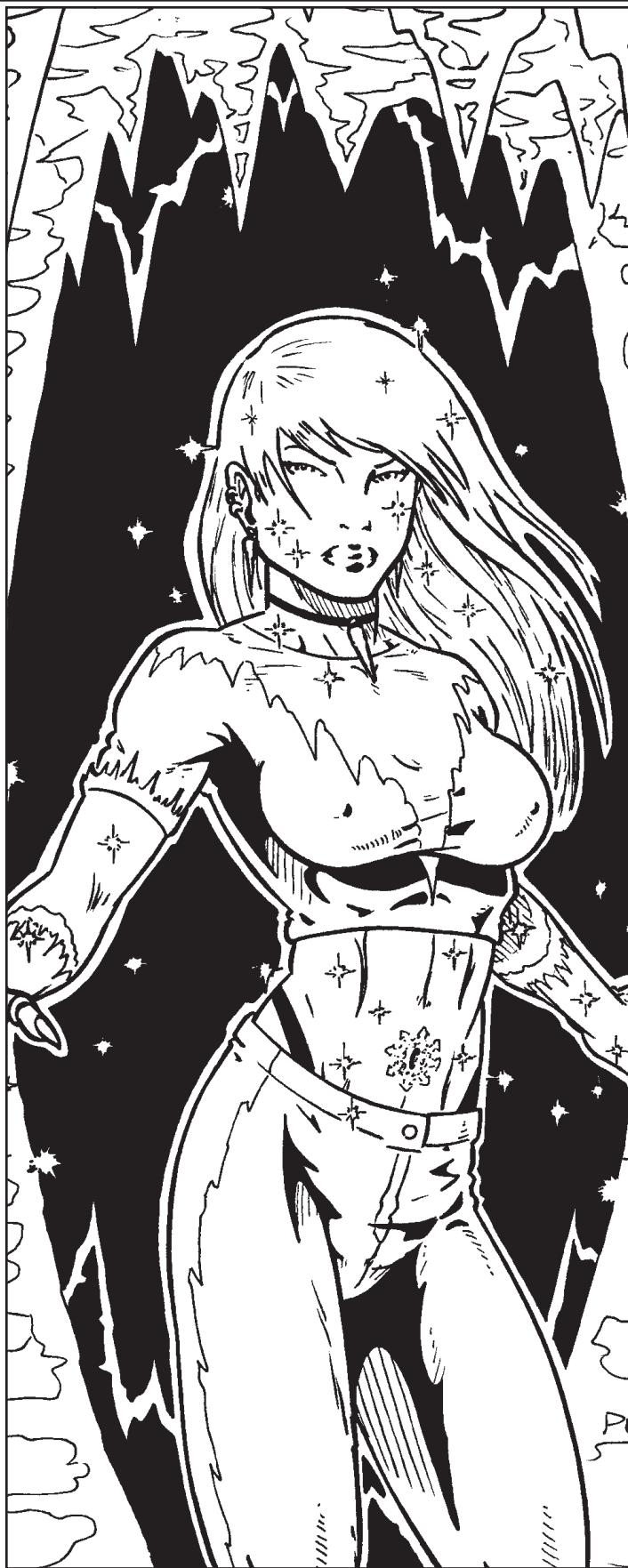
**Cost:** Low

**Action:** Half

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Duration:** Instantaneous

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## Saving Throw: Will

You can force summoned creatures, teleported creatures, or dimensional travelers back to where they came from. You can target creatures called using any Teleportation or Dimensional Travel powers, but only within five rounds of the power's being used to enter your range. To banish someone, you make an opposed power check, your Banish power against the appropriate power of the target (*for Teleportation or Dimensional Travel*). If you succeed, you force the target back to its previous location or its point of origin. This power already contains the power flaw, Others Only.

## POWER TRICKS:

- **Dimensional Blackout:** Each purchase of this Power Tricks prevents someone from using one of the following powers -- Dimensional Shunt, Dimensional Travel, Personal Dimension or Teleportation -- in your range without first beating you in an opposed power check. Each Power Tricks blacks out one of the listed powers. You can take this Power Tricks multiple times.

## POWER EXTRAS:

- **Grounded:** You have a tie to a very specific location, chosen when you take this power extra. If removed from your home dimension, you can return yourself to that point with a half action. You affect only yourself with this power.
- **Affect Time:** Your power affects temporal as well as physical travelers. In addition to your normal targets, you can affect users of Time Travel powers.
- **Close Portal:** You can close active dimensional or teleportation portals with an opposed power check.

## POWER FLAW:

- **Limited Banish:** You can only counter one kind of dimensional power: Dimensional Travel or Teleportation.

## BEDEVIL

**Cost:** Low

**Action:** Half

**Range:** Sight

**Duration:** Timed Duration (10 minutes / level)

**Saving Throw:** Will

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



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## BESTOW

**Cost:** Medium + level adjustment of the template

**Action:** Half

**Range:** Touch

**Duration:** Permanent

**Saving Throw:** Will

You are able to grant a specific template, chosen when this power is selected, to those you touch. This power affects only other, living beings. Using this power on an unwilling victim requires a successful melee attack against the target. If the target is struck, it receives a Will save, DC 10 + your power ability amount, to resist the power. Failure means the victim begins a transformation into the specified template. The transformation takes one hour, during which time the victim may still act normally. The process may be halted during this time with a Healing power versus Bestow opposed power check. At the end of the hour, the victim gains the specified template, including all its feats, powers, and weaknesses.

## POWER EXTRAS:

- **Mind Control:** You are able to control those you change with this power.
- **Natural Weapon:** Your power is directed through a set of natural weapons, such as claws or teeth, granting you the Natural Weapons power at your power ability amount. You can use the Bestow Template power whenever you attack with your natural weapons.
- **Quick Change:** Instead of taking one hour to change victims of your power change in one minute. If this power extra is taken twice the change occurs instantaneously.
- **Shared Sense:** You may share senses with any creature transformed by this power at your power ability amount.

## POWER FLAW:

- **Slow Change:** Victims of your power change over the course of 24 hours instead of 1 hour.

## BIO-LINK

**Cost:** Medium

**Action:** Half

**Range:** Touch

**Duration:** Timed Duration (10 minute / 2 levels)

**Saving Throw:** Will

You are able to link the hit points of two or more people together, splitting injuries among them. Joining someone to the link requires a half action and a power check, DC 10 + the number of people already linked. You can only link a number of people equal to 1/10 of your power ability amount. Characters in the link receive a bonus to their Fortitude saves equal to the number of people in the link. If anyone in the link fails a Fortitude save, everyone in the link suffers the effect of failure.

If you wish to join an unwilling target into a Bio-Link, you must succeed in a touch attack against the target. If the attack hits, the target must make a Will save, DC 10 + your power ability amount, to resist joining the link. If this save fails, the target joins the link.

## POWER EXTRA:

- **Mind Link:** Those in your link also share their mental strength, adding the number of people already linked to their Will saves.

## BIOPHYSICAL MANIPULATION

**Cost:** Medium

**Action:** Free

**Range:** Personal

**Duration:** Continuous

You are able to control your bodily functions to an amazing degree. You regeneration at your power ability amount. You may also add your power ability amount to your Fortitude save and to any Will saves to resist powers that affect your body, such as Paralysis.

Anyone trying to track or sense you using smell must add your power ability amount to any DCs involved.

## POWER TRICKS:

- **Disguise:** You are able to make cosmetic changes to your appearance, such as changing hair color or skin pigmentation. You may add your power ability amount to any Disguise checks.

## POWER EXTRAS:

- **Affect Others:** You can use this power to affect others with a range of touch, but doing so requires a half action.
- **Boost:** You are able to increase one of your abilities temporarily, gaining your power ability amount.
- **Damage Transferal:** You can heal another character, using your own health, which replenishes almost immediately.
- **Rotting:** With a touch (*which requires a successful melee attack against an unwilling target*), you can effectively overload a target's body, causing it to rapidly decay. The target receives a Fortitude saving throw against a DC of (10 + power ability amount) to resist the effects. If this saving throw fails, then the target is immediately fatigued. Each following day, the target receives a new Fortitude saving throw against the original DC (*this DC is modified by -1 for each day after the first*). Once the saving throw succeeds, the target's body shakes off the rotting effects and once again takes on a semblance of normality.
- **Tough:** You may add your power ability amount to your Fortitude save.

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## POWER FLAW:

- **Increased Intake:** Your controlled metabolism requires more fuel to operate, meaning you must eat and drink ten times the amount of food normally required. You must stop and eat for at least ten minutes within an hour of every use of this power.

## BODY BANK

**Cost:** Medium  
**Action:** None  
**Range:** Personal  
**Duration:** Permanent  
**Saving Throw:** None

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

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

## POWER EXTRAS

- **Home Grown:** You have no need to cultivate or scavenge body parts. You can voluntarily cause your current body parts to wither and fall off, and new ones to grow in their place. You can change body parts between game sessions even if you are imprisoned or otherwise prevented from returning to your home base.
- **Miracle Grow:** You can replace body parts during an adventure by taking a half-action. You must have already bought the Home Grown extra to purchase this one.

## POWER FLAW

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

## BOUNCE

**Cost:** Low  
**Action:** Half  
**Range:** Personal  
**Duration:** Permanent

Due to unusual physiology, force fields, or similar effects, you are able to bounce around like you are made of rubber. You can travel by bouncing from surface to surface at a base movement equal to your power ability amount in feet. You also gain defensive protection at your power ability amount, but each time you are struck, you must make a Reflex save against the same DC as the Fortitude save. If this save fails, you bounce away from the source of the attack, traveling 5 feet per point you failed the Reflex save by in the opposite direction. If you strike another object while bouncing, you bounce from object to object until you have traveled the full distance for the failed Reflex save.

## POWER EXTRA:

- **Damaging Bounce:** Anything you run into while bouncing, either on purpose as an attack or accidentally, must make a stunned Fortitude save, DC 15 + your power ability amount.

## CATALYST

**Cost:** Low  
**Action:** Half  
**Range:** Close (25 ft. + 5 ft. / 2 levels)  
**Duration:** Timed Duration (10 minutes / level)  
**Saving Throw:** Fortitude

You can start chemical reactions within your range. This requires a power check with a DC based on the difficulty of starting the chemical reaction, as detailed below.

Reaction Type	DC
Simple Reaction ( <i>carbonating</i> )	10
Moderate Reaction ( <i>fermenting, stopping a car engine</i> )	15
Complex Reaction ( <i>manufacturing chemicals</i> )	20

The reaction continues as long as you wish, but may continue afterward if the reaction is self-sustaining, such as fire burning until it runs out of fuel. When used to inflict damage, such as igniting volatile chemicals around your target, the power inflicts damage at its power ability amount. This power only affects non-living substances.

In addition to starting chemical reactions, you may also end them using the same DC. This allows you to douse fires, stop cars from running, and stop sodas from fizzing. If you wish to oppose a power being used to create a chemical reaction, such as a fire-based attack, you may attempt to stop the reaction with an opposed power check, your Catalyst power against the power to be nullified. Success means the targeted power ends.



# POWER CORRUPTS UNLIMITED

## POWER EXTRAS:

- **Affect Living:** You are able to affect living targets as well as non-living targets. By targeting the internal reactions of the body you can cause significant damage to living beings. This required a ranged attack against the target. If you hit, the target must makes a Fortitude save against DC 10 + your power ability amount to resist its effects.
- **Boost:** You are able to increase one of your abilities temporarily, granting you a boost at your power ability amount by increasing the metabolizing of oxygen and food in your body.
- **Energy generation / blast:** You can ignite the air molecules around a target to inflict damage as a fire energy attack at your power ability amount.
- **Rust:** You are able to increase the rate of decay in metals, causing them to rust and weaken, usable only against metals.

## CLEANSE

**Cost:** Medium

**Action:** Half

**Range:** Personal

**Duration:** Instant

You are able to eject harmful objects or presences from your body forcefully, even after they have gained a foothold. Any time you fail a Will, Fortitude, or Reflex saving throw against an invasive power with a duration of concentration, Timed Duration, or continuous, you may make another save against the power in the next round. The bonus for this second save is limited to your power ability amount in Cleanse, even if the normal save bonus is higher. If this second save fails, you may continue making saves once per round, but each round that you fail your Cleanse power is reduced by one five points against that power. Once your Cleanse power reaches zero, you can make no additional saves against that power until it has been used on you a second time.

## POWER EXTRA:

- **Affect Others:** You can use this power on others with a range of touch, allowing them additional saves.

## POWER FLAW:

- **Limited Cleanse:** You cannot cleanse effects that require a certain type of save, such as not being able to cleanse effects that require a Reflex save.

## COLOR CONTROL

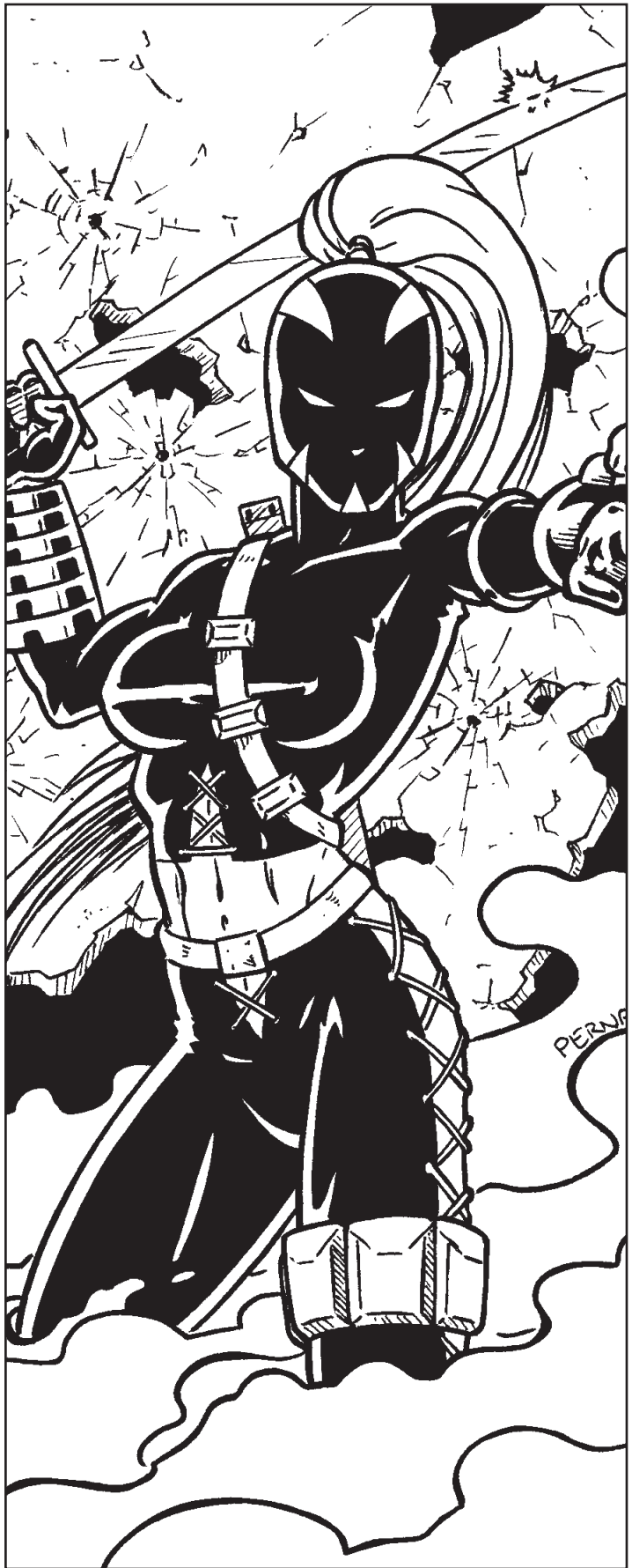
**Cost:** Low

**Action:** Half

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Duration:** Timed Duration (10 minutes / level)

You can change the color of objects within your range. This can represent either changing the actual color of the object or changing the wavelength of light it reflects. With each use of



# POWER CORRUPTS UNLIMITED

this power you can affect one object of Medium size or smaller, turning it any color you wish. You may only affect a single object at a time. You may turn a person purple, for example, but their clothes remain the same color.

Characters may seek to resist this power with a Will save, DC 10 + your power ability amount. Inanimate items receive no saving throw.

By making colors particularly striking you can add a bonus equal to your power ability amount to Spot checks to see the affected object or grant a bonus equal to your power ability amount to Hide checks for the object by muting the object's colors.

## POWER TRICKS:

- **Glowing:** You can cause an object to glow brightly, eliminating any combat penalties due to darkness against that object.
- **Group:** You can affect an attached group of objects simultaneously, such as a person and all the items they are carrying. The overall size of the group of objects cannot exceed your power's size limitation.
- **Limited Color Manipulation:** You must choose whether you have the ability to diminish or brighten a target's coloration (*you choose which when the power is purchased*). If you choose the ability to diminish or mute a target's coloration, you can only increase all relevant Hide checks. If you choose the ability to brighten a target's coloration, you can only increase Spot checks to detect it.

## COMPUTER INTELLECT

**Cost:** Medium

**Action:** None

**Range:** Personal

**Duration:** Permanent

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

## POWER TRICKS:

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

## COMPUTER PROJECTION

**Cost:** Low

**Action:** Half

**Range:** Personal

**Duration:** Timed Durations (*10 minutes / level*)

**Saving Throw:** Will

You can separate your mind from your body and send your consciousness into computers and computer systems. Using this power requires you to be in physical contact with a computer. Your body goes into a death-like coma while your consciousness enters the computer. Your mind can move from one linked computer to another at a rate of one transition per round. You can enter anything that has processing power, from scientific calculators and advanced cell phones to mainframes, super computers, and high tech suits of armor. You can control only one computer at a time, but if you take control of a central server or mainframe, you can control any computers linked into the network.

While in a computer, you may speak through speakers, listen through microphones, and see through cameras. Powers that affect the mind or soul work normally on you when using this power. You can use mind-affecting powers on others while projecting, but your effective power ability amount with the power cannot exceed your Computer Projection power ability amount.

You can leave your body as long as you wish although it eventually will dehydrate and starve if you are away for too long. You are unaware of what happens to your physical body while you are projecting, unless you can monitor it through surveillance equipment attached to a computer you are controlling. If your physical body is killed while you are projecting, you must make an immediate Computer Projection check (*DC 30*) or die immediately. If you survive, your consciousness lives on inside whatever computer you are in, and you become a ghost in the machine.

While projecting your computer consciousness, you add your Computer Projection power ability amounts to any Computers skill checks. You can take control of most normal computer systems with a Computers skill check, DC 10 - 40, depending on the computer's security system. Once in control of a system, you can do anything you want with it within reason: view its files, see through cameras connected to it, display whatever you want on monitors, or make a robot move. If someone is actively trying to defend a system you are trying to control, you must beat the defender in an opposed Computers check each round to keep the system under your control.

You can take control of artificial intelligence systems as well. This requires a Computers skill check, DC 35. A successful check means the artificial intelligence system must make a Will save, DC 10 + your power ability amount. If this save fails, you gain control of the artificial intelligence system. Each time you order the artificial intelligence system to carry out an action which the system would ordinarily be opposed to, you must make



# POWER CORRUPTS UNLIMITED

a power check with a DC based on what you want to make the target do. Add the target's Will saving throw bonus to your DC.

DC	Effect
15	Actions the target is normally opposed to doing
20	Actions the target is strongly opposed to doing

Targets get an additional Will save, DC 10 + your power ability amount, each time you order the artificial intelligence system to carry out an action it strongly opposes.

## POWER TRICKS:

- **Feedback:** By overloading its circuits, you can inflict damage on any system you control. The computer or artificial intelligence system makes a Fortitude save, DC 15 + your power ability amount in Computer Projection. If you use a half action to inflict the damage, you set up a reaction that you can avoid effortlessly. You can choose to inflict the damage using a free action, but doing so means that you must make a Will save, DC 10 + your power ability amount, to avoid taking damage. Failure means that you make a stunned Fortitude save, DC 15 + your power ability amount.

## POWER EXTRAS:

- **Datalink:** Your journeys into computers give you insight about their functions even when you do not project yourself into them.
- **Ghost in the Machine:** When you enter a computer system, your physical body disappears until your return.
- **Sabotage:** Your knowledge of mechanical systems helps you disable them effectively.

## POWER FLAWS:

- **Limited to Standard:** You cannot take control of artificial intelligence systems.

## CONFESSION BURN

**Cost:** Low

**Action:** Half

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Duration:** Instantaneous

**Saving Throw:** Will

You can inflict injuries on others based on the misdeeds they have committed. This normally takes the form of an energy burst that envelopes the target and leaves wounds according to how spotted a past the target has. To use Confession Burn, make a ranged attack roll against the target in order to activate its history. If you succeed, the target must make a Fortitude save, DC (base damage + Confession Burn power ability amount). Where exactly each target falls in the spectrum of evil is up to the GM. This analysis of evil deeds should take into account the victim's actual deeds, the source of the Confession Burn power, and the moral tone of the campaign. While the GM can choose to take the character's beliefs into account, the GM should make sure such leeway is not abused.

### Level of Evil

	Base Damage
No evil deeds ( <i>newborn child</i> )	0
Occasional misdeed ( <i>average person</i> )	5
Regular misdeeds ( <i>professional crook</i> )	10
Willfully evil ( <i>murderer</i> )	15
Downright vile ( <i>serial killer</i> )	20

Damage inflicted by this power is assumed to be fire damage, but other types of damage may be chosen at the GM's discretion.

## POWER EXTRAS:

- **Evil Sense:** You know the base damage of any target you use this power on, so you can separate the wicked from the virtuous.
- **Touch of Truth:** When someone in physical contact with you lies, the liar must make a Fortitude save, DC 10 + your power ability amount.

## POWER FLAW

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

## CONFUSION

**Cost:** Low

**Action:** Half

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Duration:** Timed Duration (1 minute/round)

**Saving Throw:** Will

You are able to instill confusion in others and cause them to act randomly while they are under your thrall. Targets of your power must succeed at a Will save, DC 10 + your power ability amount, or become confused. Victims receive another Will save each round to break free against the same DC. The target remains confused until he makes the Will save or you stop sustaining the power.

While confused, the target acts randomly. Roll on the table below each round the target is confused to determine what the target does.

Roll	Activity
1-3	Attack closest target with most powerful attack
4-8	Move maximum movement in a random direction
9-12	Do nothing and become flat-footed
13-15	Use random power on closest target
16-18	Try to increase in elevation using whatever means are at hand
19-20	Fall unconscious

## POWER TRICKS:

- **Delayed Clarity:** Each time you purchase this Power Tricks, the victim cannot make a save for one round after being

# POWER CORRUPTS UNLIMITED



confused.

## POWER EXTRAS:

- **Mind Control:** Your ability to control minds is quite broad at your power ability amount.
- **Fear:** You can instill fear in addition to confusion at your power ability amount.

## CONSUME

**Cost:** Medium

**Action:** Full

**Range:** Personal

**Duration:** Timed Duration (10 minutes / 2 levels)

You can heal your wounds or increase your size by consuming either solid or liquid matter, which disappears instantly. This matter may not be living, and it may not be in motion unless you are moving at the same speed (*you cannot consume a sword swung at you, but you could consume part of a vehicle on which you are riding*). Every ten points of hardness you reduce an item by allows you gain 1d6 point of hit points which has a duration of Timed Duration (1 minute / level) once activated. You can only use this power on yourself.

## POWER TRICKS:

- **Living Matter:** You can consume living matter in addition to non-living matter. Doing so requires a melee attack against the target, which makes a Fortitude save, DC 15 + your power ability amount. You must inflict one hit to consume enough matter to make one Healing check.

## POWER EXTRA:

- **Affect Others:** This power can be used to heal both yourself and others.
- **Forceful Expulsion:** Once you have consumed a material, you may shoot, spit, or otherwise propel the absorbed matter at a target within normal range. This counts as an energy generation / blast (*usually kinetic*) with a power ability amount equal to your power ability amounts in Consume.

## POWER FLAW:

- **Limited Consumption:** You can consume only a specific type of matter, like ice or metal.

## COORDINATE

**Cost:** Low

**Action:** Free

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Duration:** Timed Duration (10 minutes / level)

**Saving Throw:** Will

You can create a mental link amongst willing participants. The link allows them to coordinate their combat abilities and senses

# POWER CORRUPTS UNLIMITED

to create a unified operation. You can link with one other person for each 10 points you have in this power. The linking process requires a free action and cannot be done with unwilling characters.

Everyone in the link may communicate instantly with anyone else in the link and has limited access to the senses of others in the link. When attacking targets with concealment, all members of the link may use the lowest concealment miss chance of anyone in the link. All linked characters also instantly know the health of others in the link and the approximate direction and distance to their location as long as they stay in range.

If characters move outside the range of your power, they automatically leave the link.

## POWER TRICKS:

- **Long Link:** Each time you take this Power Tricks, the range of your Coordinate power doubles. You can buy this Power Tricks more than once.
- **Wide Link:** Each time you take this Power Tricks, the number of people you can link doubles. You can purchase this Power Tricks more than once. If you take this Power Tricks once, you can link two people for each 10 points of your Coordinate power. If you take this Power Tricks twice, you can link four people per 10 points of your Coordinate power.

## POWER FLAWS:

- **Difficult Link:** You must make a power check, DC 10 + the number of people in the link, when you create the link and each time you add another person to the link.
- **Feedback:** If anyone is disabled while in the link, everyone in the link must make a stun Fortitude save, DC 15.
- **Harmful Split:** When you break the Coordinate link, everyone who was in it must make a stun Fortitude save, DC 15.
- **Weakest Link:** Everyone in your link is only as confident as the least secure member. All linked characters see their Will saving throw bonuses reduced to that of the character whose bonus is lowest.

## CREATURE CREATION

**Cost:** Medium

**Action:** Special

**Range:** Special

**Duration:** Permanent

**Saving Throw:** Fortitude

Using time, proper materials, and supernatural science skills, you can create monstrous creatures using living beings as your building blocks. Using this power requires a fully equipped medical lab (*characters with this power are assumed to have a properly equipped lab in their headquarters*), raw organic mate-

rials (*blood, body parts*), and five days of work. This power allows you to create new life forms or modify existing ones.

When creating a creature, you build it as if it were a character by assigning it a power ability amount that can be no greater than your power ability amounts in Creature Creation. After five days of work, you make a power check against a DC equal to 15 + the power ability amount of the creature created. If the check fails, the creature does not come to life and the past five days are wasted. If the check is successful, the creature comes to life. Now you must find some way to control it because this power gives you no innate influence over the creature. The creature remains alive until killed. You can only have one created or modified creature active for each 10 points you have in Creature Creation.

Modifying a creature also requires five days of work, with most of the work taking the form of intensive surgery. You may reallocate the creature's attributes points as you see fit except for mental abilities, skills, and feats, but each time a creature undergoes this treatment, the creature loses 10 points from a random power ability amount. For the transformation to succeed, you must make a power check, DC 10 + the power ability amount of the creature you are modifying. If the transformation fails, the creature returns to its previous state at 10 power ability points lower than it was. The subject may resist the transformation with a Fortitude check, DC 15 + your Creature Creation power ability amount. Using this ability on an unwilling victim requires the victim to be incapacitated for the entirety of the operation. Once the operation is complete, the subject may use any new powers or abilities immediately, and the subject is fully healed. You can modify creatures several times, but each transformation reduces the creature's power ability amount by 10 points. If a creature's power ability amount ever falls below zero, the creature dies. There is no limit to the number of creatures you can modify.

## POWER TRICKS:

- **Quick Change:** Each time you take this Power Tricks, up to four times, you reduce the time required to use Creature Creation by one day.

## POWER EXTRA:

- **Mind Control:** You have the mind control power, but it only affects creatures you have created or modified.

Power Flaw:

- **Creator Rage:** Any creatures you create or modify will automatically act in a violent and hostile manner with you. They automatically resent your interference in their existence. They attack you when able and try to thwart you whenever possible.

## CRYSTALLIZATION

**Cost:** Medium

**Action:** Half



# POWER CORRUPTS UNLIMITED

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Duration:** Permanent

**Saving Throw:** Will

You have the ability to shape the molecular bonds of normal matter into a crystal matrix of great strength. You can transform any material into a gemlike substance with hardness equal to your power ability amount. Crystal can be formed in any shape you desire. You can create one five-foot square of crystal per power ability amount in a single round. If this power is used on a living target, inherent safeguards leave that target in a state of suspended animation; all life functions temporarily cease, but the target remains aware of its condition and surroundings. A crystallized life form must remain intact if the process is to be reversed. If the crystallized life form is shattered, the transformation is permanent.

## POWER EXTRAS

- **Crystal Weapons:** You possess weapons made of your amazing crystal.
- **Crystal Objects:** You can create your crystal substance from nothing.

## DANGER SENSE

**Cost:** Medium

**Action:** None

**Range:** Personal

**Duration:** Continuous

You have an uncanny ability to sense danger before it strikes. Using this power helps you to avoid ambushes and sneak attacks. When you would normally lose your dodge bonus to Defensive attribute, such as when you are surprised or flat-footed, you retain your dodge bonus equal to your Danger Sense amount. Danger Sense does not increase your normal dodge bonus.

When hit by surprise, you may make a power check against a DC equal to the attack roll. If successful, you are still hit, but the bonuses from surprise attack do not apply.

In addition to being alert to attacks, you also sense other forms of danger such as poisoned drinks or falling pianos. This is a power check requiring a free action against a DC listed on the table below.

### DC Situation

- 10 Obvious Danger (*falling objects, traffic*)
- 15 Hidden Danger (*poisoned drink, pit trap*)
- 20 Completely Concealed, Unexpected Danger (*teleported explosives*)

With a successful check you know danger is near, but not its source. Generally you have one round before the danger comes to fruition.

You also add your power ability amount to any Listen, Spot, or Search checks to detect sources of danger.

## POWER TRICKS:

- **Affects Others:** Your ability to sense danger applies to allies within (*power ability amount x 5*) feet of you. While they do not retain their dodge bonuses to Defensive attribute, and you can sense other forms of danger to them, such as poisoned drinks.
- **Exact Sense:** When making power checks to sense danger, you can sense the source of the danger if the power check is successful.

## POWER EXTRA:

- **Danger Reaction:** You add your power ability amount to initiative checks.

## POWER FLAWS:

- **Blind Spot:** There is a certain type of danger, such as ambushes or poison, that you cannot detect.
- **Sense Linked:** Your Danger Sense originates from one of your five senses, such as developing from superhuman sight or hearing. If this sense fails or falls under the effects of a power like Dazzle, you lose your Danger Sense abilities as well as the sense.

## DARKNESS CONTROL

**Cost:** Low

**Action:** Half

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Duration:** Timed Duration (10 minutes / level)

You are able to create small areas of absolute darkness through which no light can pass. These areas block all forms of visible electromagnetic radiation and thwart abilities that allow characters to see through darkness. This grants you the following powers at your power ability amount:

- You can deflect light-based attacks at your power ability amount. Laser attacks and Energy Control (Light) attacks fall under this heading.
- You can block out light in large areas. Darkvision will not function in these areas.
- You can subtly direct light away from you and add your power ability amount to your Hide skill checks.
- You may attempt to cancel out any light-producing powers or objects with an opposed power check. The power ability amounts for mundane light sources are listed below.

Light Source	Power ability amount
Match	1
Candle	2
Flashlight	3
Lightbulb	4
Spot Light	5
Flood Light	7
Full Moon	15
Sunlight	20

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## POWER TRICKS

- **Shadow Manipulation:** You can manipulate and direct shadows within an area in feet equal to (your power ability amount x 5). This can provide a bonus to Hide skill rolls equal to your power ability amount.

## POWER EXTRAS:

- **Energy generation / blast:** You may fire energy generation / blasts of pure darkness which cause cold damage to their target at your power ability amount.

## DENSITY MASTERY

**Cost:** Low

**Action:** Free

**Range:** Personal

**Duration:** Timed Duration (10 minutes / level)

You are able to increase or decrease your density, granting you the following powers at your power ability amount:

- Immovability
- Incorporeal

You can only use one of these at a time.

You also gain the an increase to you defensive ability equal to your power ability amount, but it can only be used simultaneously with Immovability.

## POWER TRICKS

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

## POWER EXTRA:

- **Super Strength:** You can add your power ability amount to your Strength when using Immovability.

## DIMENSIONAL DOPPLEGANGER

**Cost:** Medium

**Action:** Half

**Range:** Personal

**Duration:** Timed Duration (10 minutes / 2 levels)

You can summon slightly different versions of yourself from alternate dimensions to aid you temporarily. These duplicates are just like you, only no bonus or power ability amount can be higher than your Dimensional Doppelganger power ability

# POWER CORRUPTS UNLIMITED

amount. None of the duplicates will have Dimensional Doppelganger. Your doppelgangers are considered to be weaker versions of you making them not your equal, so they are easier to damage and slightly less effective than you are.

Summoning a doppelganger is half action. You cannot have more doppelgangers active at one time than your power ability amounts in Dimensional Doppelganger.

Doppelgangers think and act like you for the most part, but they do have slightly different histories and attitudes. All doppelgangers are under the control of the same player. All the doppelgangers disappear if the original stops sustaining the power for any reason. The original can also make any number of doppelgangers disappear at will. Dimensional doppelgangers are also affected by powers like Banish.

Doppelgangers have their own lives back in their home dimensions but are predisposed to help you when possible. If summoned frivolously or put in heedless danger, they may become less helpful at the GM's discretion.

## POWER TRICKS

- **Anomaly:** Each time you take this Power Tricks, one of your doppelgangers has powers even more different from your own than usual. This doppelganger might be from an entirely different dimension, timestream or planet. Whatever the case any powers or skills may be completely reallocated to different powers and skills though ability scores and feats remain the same.

## POWER EXTRAS

- **Horde:** Each time you take this power extra, your maximum summoned number of doppelgangers doubles. This power extra has no effect on the number of doppelgangers you can summon in one action.
- **Mental Link:** You and your doppelgangers are mentally linked together. You are aware of their condition and general state of being regardless of distance.

## POWER FLAWS

- **Feedback:** Any damage suffered by your doppelganger is also suffered by you. You take saving throws for with them also.
- **Opposite:** Each time you summon a doppelganger, roll a d20. On a 1, the doppelganger is from a dimension where you are the opposite of yourself. If you are good, your opposite is evil. If you are afraid of fire, your opposite loves fire. This particular version of you will do its best to kill you and thwart you at every turn.
- **Real Doppelgangers:** If one of your duplicates dies, reduce your Dimensional Doppelganger power ability amount by 10 points.

## DIMENSIONAL SHUNT

**Cost:** Medium

**Action:** Half

**Range:** Touch

**Duration:** Timed Duration (10 minutes / 2 rounds)

**Saving Throw:** Reflex, Will

You are able to open portals to a small pocket dimension and use them to block attacks, store items or even trap opponents.

When using this power to block attacks. Any attack you successfully deflect is swallowed up by your pocket dimension. For this purpose only, you can use Dimensional Shunt as a swift action of a half action.

As a half action you may open up a portal to your pocket dimension and place or remove an item. Your pocket dimension can hold one cubic meter of matter per 10 points of power ability amount in Dimensional Shunt. Items stored in your pocket dimension will not be damaged by deflected attacks, but time will pass normally, so food will spoil and batteries run out. There is no oxygen in the pocket dimension, so if you want to store a living being inside it, you will need to supply air or the creature will have to hold its breath.

In melee combat you can use Dimensional Shunt to send enemies into your pocket dimension as a half action. This requires a successful melee attack, after which you make a power check against your target's Reflex save. If you succeed, your target falls into your pocket dimension. If the target wins, he avoids entering your pocket dimension. Once in the pocket dimension, the target may escape using Dimensional Travel or by making a Willpower check each round against a DC equal to 10 + your power ability amounts in Dimensional Shunt. Keeping someone trapped in your pocket dimension requires a free action each round, and you cannot use this power for anything else while keeping someone trapped. Only one person may be trapped in your pocket dimension at a time. Beings trapped in your pocket dimension will suffocate if they breathe but have no oxygen supply of their own.

## POWER TRICKS

- **Extra Storage:** Each time you take this Power Tricks, you can trap one additional person in your pocket dimension simultaneously.
- **Timeless Space:** Objects and characters in your pocket dimension are held in a state of suspended animation, unaffected by time (*though characters may still attempt the Will check each round to escape*).

## POWER EXTRAS

- **Dimensional Control:** You can use the storage aspects of Dimensional Shunt while keeping someone trapped in your pocket dimension.



# POWER CORRUPTS UNLIMITED

- **Dimensional Damage:** While in your pocket dimension opponents must make a Fortitude save, DC 15 + your power ability amount each round.
- **Personal Dimension:** Your pocket dimension is larger than normal and is under your control.

## DISORDER PSYCHE

**Cost:** Medium

**Action:** Half

**Range:** Touch

**Duration:** Continuous

**Saving Throw:** Will

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

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

Type of Change Attempted	Category	DC
Infllict mild form of rage ( <i>character loses temper easily, DC 15 to avoid.</i> )	Minor	DC 10
Infllict minor phobia or compulsion	Minor	DC 10
Infllict moderate phobia ( <i>such as fear of heights, fear of the dark.</i> )	Moderate	DC 15
Cause very odd behavior ( <i>always dressing and speaking in Elizabethan fashion.</i> )	Moderate	DC 15
Cause extremely odd or restrictive behaviors ( <i>avoid all physical contact; never speak to members of opposite sex.</i> )	Major	DC 20

## DREAM CONTROL

**Cost:** Medium

**Action:** Half

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Duration:** Concentration

**Saving Throw:** Will

You are able to control the dreams of others, filling their sleep with the worst nightmares or the most sublime serenity. This power only works on people who are asleep or unconscious. Some people who are technically asleep, such as coma victims, may not be reachable with this power at the GM's discretion.

You are able to communicate with anyone who is asleep within your range. As long as you sustain this power, you may converse with the target normally. You can also conjure up visual illusions at will within the sleeper's dream.

You are also able to disrupt the dreams of a target within your range, causing him to sleep fitfully. The target must make a Will save, DC 10 + your power ability amount, or gain no benefit from sleeping and awake fatigued. This power only works to disrupt the target's natural sleep cycle and has no affect on targets knocked unconscious in combat.

You can even summon up nightmares so scary that they damage the target. The target must make a Will save, DC 15 + your power ability amount, or take damage as a stun Fortitude save. When you inflict damage with this power, the target wakes up unless he is knocked unconscious by the damage, at which point the target enters a temporary coma and cannot be attacked again with this power until he recovers.

In addition to creating nightmares, you can help others by letting them sleep peacefully. With a successful power check, DC 10 + the number of people you wish to aid, you can halve the time needed to get a full night's sleep. This particularly restful sleep doubles the targets' natural healing rate and allows them to recover from fatigue twice as quickly.

## POWER TRICKS:

- **Extended Range:** The dreams of the world are yours to command. The range of your power doubles each time you take this Power Tricks.

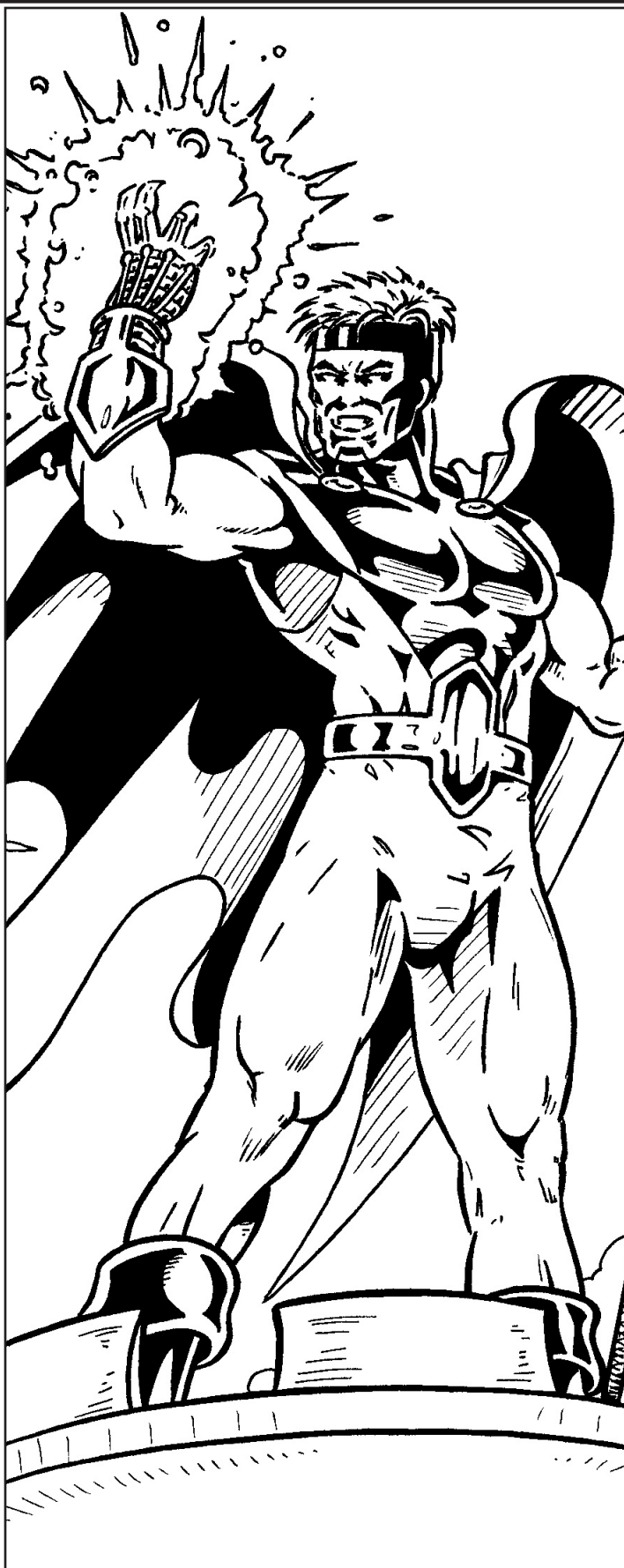
## POWER EXTRAS:

- **Deadly Dream:** Your nightmares are able to inflict 1d6 points of damage per level, not just stun damage.
- **Dream Realm:** The realms of dreams are yours to command, allowing you to bend their space to your will.
- **Dream Travel:** You are able to travel from one dreamer to another. Dream Travel acts as the Teleportation power at your power ability amount, but you must be in physical contact with dreaming sleeper at both the points of departure and arrival.
- **Dreams Given Life:** You may bring to life creatures from the dreams of a sleeping individual within your range.
- **Dreaming Memories:** By sifting through targets' dreams, you can examine their memories, secrets, hopes, and fears. To use this power extra, you must make a Dream Control power check opposed by the target's Will save. If successful, you learn one secret, past event, or ambition of the target. You may describe to the GM the item you seek in the mind of your target, but if nothing fits the description, you find nothing.

## POWER FLAW:

- **Master of Screams:** You cannot use your powers to comfort others, only to torture them with nightmares.

# POWER CORRUPTS UNLIMITED



## ELECTROMAGNETIC PULSE

**Cost:** Low

**Action:** Half

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Duration:** Instant

**Saving Throw:** Fortitude

You are able to emit a powerful electromagnetic pulse, shutting down all electrical systems nearby. All electrical items within your range must make a stun Fortitude save, DC 10 + your power ability amount. Any items that are unimportant or not carried by a character are assumed to fail this Fortitude save and be rendered inoperable/unconscious. This ability has no affect on living beings.

## POWER TRICKS:

- **Overload:** Your power can inflict 1d6 points of damage per level or stun damage, chosen when you attack. The power still only affects machines.

## POWER EXTRA:

- **Targeted Pulse:** You can direct your power into a beam affecting a single target within your range. Doing so raises the Fortitude save DC to 15 + your power ability amount.

## POWER FLAW:

- **Broken Touch:** Your power affects any electrical device you touch.

## ENERGY FORM PROJECTION

**Cost:** Medium

**Action:** Full

**Range:** Personal

**Duration:** Continuous

You are able to form an energy body outside of your normal one and leave your unconscious body behind. Your consciousness is projected into the energy body, and your normal body slips into a coma while your mind is elsewhere. While in the energy form, you gain the Alternate Form (*Energy or Shadow*) power equal to your power ability amount. Your energy form has all your powers, but none of them can be higher in power ability amount than your power ability amount in Energy Form Projection.

You can leave your body as long as you wish although it eventually will dehydrate and starve if you are away for too long. You are unaware of what happens to your physical body while you are in energy form. If your physical body is killed while you are in energy form, you must make an immediate Energy Form Projection power check (DC 30) or die immediately. If you survive, you remain in your energy form.

# POWER CORRUPTS UNLIMITED

## POWER TRICKS:

- **Multiple Bodies:** Each time you take this Power Tricks, you can create one additional energy form. These extra energy forms have your abilities, but no powers other than Alternate Form (*Energy or Shadow*) at your power ability amount. All additional forms are under your complete control.

## POWER EXTRAS:

- **Conscious Projection:** You can project your energy body while remaining conscious and able to act normally. When you do so, your energy form is under your complete control.
- **Growth:** Your energy is larger than your physical body when in your energy form.

## POWER FLAW:

- **Harmful Split:** Each time you enter your energy form, your normal body takes one inflict 1d4 points of damage per two levels.

## ENTHRALL

**Cost:** Low

**Action:** Half

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Duration:** Concentration

By performing some action, you are able to attract the attention of everyone in your vicinity. This action can be anything from singing to simply tapping your foot, but the action requires a half action of time. Each person in range must make a Will save, DC 10 + your power ability amount, or be completely enthralled by your activity. Each round the victims get another save against the same DC.

The victims of this power ignore all actions in the vicinity except for obvious threats, such as a gun pointed at them. Targets of Enthrall are flat-footed, but they break free of the effect if touched. The victims suffer a penalty equal to your power ability amount on Listen and Spot checks and are unable to make Search checks while under the effect of this power.

## POWER EXTRA:

- **Stunning Show:** Your Enthrall power makes victims stunned. They lose their Dexterity bonus to Defensive attribute and can take no actions. Opponents gain a +2 bonus to hit stunned characters.

## ENTROPY PROJECTION

**Cost:** Low

**Action:** Half

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Duration:** Timed Duration (10 minutes / level)

You are able to exaggerate the forces of entropy, increasing the chaos prevalent in the universe. While this power is active, all characters in range have their rolls modified by this power. Rolls of 1-10 suffer a penalty equal to your power ability amount, while rolls of 11-20 receive a bonus equal to your power ability amount. You affect all people in range with Entropy Projection, including yourself.

## POWER TRICKS:

- **Spared Chaos:** Each time you take this Power Tricks, you can spare one person within range from being affected by this power.

## POWER EXTRA:

- **Controlled Chaos:** You can choose to affect either rolls of 1-10 or 11-20 instead of affecting all rolls. Changing your focus is a half action.

## POWER FLAW:

- **Extreme Chaos:** You subtract your power ability amount from rolls of 1-15 instead of 1-10.

## ENVIRONMENTAL SPECIALTY

**Cost:** High

**Action:** None

**Range:** Personal

**Duration:** Continuous

You are well trained or in tune with a specific environment, allowing you to thrive in the most dangerous conditions. Possible environments include space, arctic, jungle, underwater, or even urban conditions. GM must approve any environment that Environmental Specialty applies to.

You are able to survive in your chosen environment without assistance. This may include such abilities as being able to breathe water and survive the cold and pressure of the ocean deep, ignore the sub-zero temperatures of the arctic, or even withstand the vacuum of space. Any saving throws against the rigors of your environment receive a bonus equal to your power ability amount. If you are attacked by a power that mimics your chosen environment, such as a character with the arctic version of this power getting hit with a cold blast, you receive a bonus to any saving throws equal to your power ability amount.

You receive a bonus equal to your power ability amount to your Dexterity, Constitution, Wisdom, and Strength while in your chosen environment.

## POWER EXTRAS:

- **Animation:** While in your chosen environment, you are able to bring objects to life.
- **Clinging:** If appropriate to your chosen environment, you may take this power extra.



# POWER CORRUPTS UNLIMITED

- **Flight:** If appropriate to your chosen environment, you may take this power extra.
- **Swimming:** If your chosen environment is underwater.
- **Swinging:** If it is suitable to your chosen environment, you are able to travel by swinging from vine to vine or cable to cable.
- **Space Flight:** If you choose space as your environment.

## POWER FLAWS:

- **Specific Environment:** Your power only works in a specific place, such as only in one city or only in one sea.
- **Limited Bonus:** You do not receive a bonus to one of the abilities normally affected by Environmental Specialty.

## EXPAND

**Cost:** Medium

**Action:** Half

**Range:** Personal

**Duration:** Continuous

**Saving Throw:** None

The fat cells of your body have superhuman expansive properties, allowing you to enormously increase your girth and weight at will. This power also gives you the ability Immovability and Protection vs. kinetic attacks only at one half your power ability amount. In addition, you may add your power ability amount to all rolls made to break holds or physical restraints (*chains, ropes, and so on*), as your body literally swells outward. Physical attacks directed against you that fail to do damage bounce backwards; projectiles such as bullets tend to ricochet away relatively harmlessly, but heavier objects (*including characters who try to bull rush you or ram you while flying*) are sent backwards five feet per 10 points of power ability amount of your Expand power. Individuals or objects may collide with others as a result, causing or taking damage from the impact. Characters who strike you unarmed or with hand-held weapons and fail to do damage also suffer the rebound effect—the reverberations from the attack bouncing off your super-tough flab can throw them off balance. They must succeed on a Strength or Dexterity check (*whichever is higher*) against a DC of your power ability amount +5 or become flat-footed for the next round.

Using this power causes you to gain 50 lbs per 10 points of power ability amount, and the weight gained counts against you as encumbrance. As your strength does not automatically increase to compensate, you may experience penalties as a result. You also gain 6" of width per 10 points power ability amount, and for every 20 points of power ability amount you are considered one size category larger, though you gain no bonus to your height, reach, or attack rolls. Your increased size does make you easier to hit (you suffer the appropriate penalties to your defensive attribute) and harder for opponents to hold. Because of your increased width, you are considered to be unusually stable when using this power, gaining a +2 bonus to avoid being knocked over or tripped (*in addition to the bonus gained from Immovability*).

## POWER EXTRAS:

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

## POWER TRICKS

- **Engulf:** Your enhanced body fat actually serves you like an extra limb, allowing you to pin an opponent with your belly while keeping your arms free or striking an opponent directly behind you with your oversized rear end.

## FADE

**Cost:** Low

**Action:** Free

**Range:** Personal

**Duration:** Timed Duration (10 minutes / level)

You are so inconspicuous, people do not see you when looking right at you. While not invisible, you seem so unimportant that people ignore you as a natural reaction. You add your power ability amount to the DC of any Spot, Listen, Search, or Gather Information checks to detect you or find information regarding your whereabouts. This has no affect on electronics or cameras.

## POWER EXTRAS:

- **Group:** You can apply the Fade power to a number of people equal to 1/10 of your power ability amount as long as they remain within 10 feet per power ability amount.
- **Video Blur:** Though cameras see you, you remain inconspicuous on film. You keep your Fade abilities even when in pictures, video, or other recordings.

## POWER FLAWS:

- **Uncontrolled:** You cannot deactivate this power, meaning you will have trouble making conversation with people or attracting attention. For people to see you (*even when you are making no attempt to hide*) requires them to make a Spot or Listen check against a DC equal to your power ability amount.

## FALSIFY

**Cost:** Low

**Action:** None

**Range:** Personal

**Duration:** Continuous

You are able to mislead people with astounding ease and are even to fool telepathic attempts to discern the truth from you. You

# POWER CORRUPTS UNLIMITED



receive a bonus equal to your power ability amount to all skill checks involving lying, such as Bluff checks.

When subjected to a mental power that compels you to tell the truth or tries to extract the truth directly from your brain, the user of the power must beat you in a contested power check in addition to any saving throws you receive.

## POWER TRICKS:

- **False Conscience:** You receive a bonus equal to your power ability amount to Fortitude saves against the Confession Burn power.

## POWER EXTRA:

- **Falsify Records:** You receive a bonus equal to your power ability amount to all Forgery skill checks.

## FAMINE

**Cost:** Medium

**Action:** Half

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Duration:** Timed Duration (10 minutes / level)

**Saving Throw:** Fortitude

You are able to instill an intense feeling of hunger and thirst in nearby beings, causing them to suffer from starvation and dehydration. Everyone in range must make a Fortitude save, DC 10 + your power ability amount, or become fatigued. Once characters are fatigued, they must make a Fortitude save each round, DC 10 + your power ability amount, or suffer 1 point of temporary Constitution damage. Immunity to starvation renders a character safe from this power.

Any food or water brought within your range while this power is active spoils and becomes inedible.

## POWER TRICKS:

- **Widespread Famine:** Your ability to spoil food is dramatically increased. Each time you take this Power Tricks, your range for spoiling food doubles.
- **Wither:** Any plants within your range wither and die after ten rounds. If a plant is particularly resilient, it can make a Fortitude save, DC 15 + your power ability amount.

## POWER EXTRA:

- **Poisonous:** Food or water in your range becomes not only inedible, but also poisonous. Anyone eating the tainted food must make a Fortitude save, DC 15 + your power ability amount, and treat the result like a lethal Fortitude save.

# POWER CORRUPTS UNLIMITED

## POWER FLAW:

- **Taste of Ash:** Any food you come into physical contact with turns to ash and provides no sustenance. You require a special form of food, such as human blood, on a daily basis or you suffer from starvation.

## FEAR

**Cost:** Low

**Action:** Half

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Duration:** Timed Duration (10 minutes / level)

**Saving Throw:** Will

You are able to induce fear in your opponents. Targets of this power must make a Will save, DC 10 + your power ability amount in Fear. If successful, the target is not affected. If victims fail this save, they are affected by your power. The degree of the target's response depends on how much the target fails the save by.

### Saving Throw

Fails

Fails by five or more

Fails by ten or more

### Fear Effect

Shaken: -2 morale penalty on attack rolls and saving throws.

Frightened: As Shaken, plus the character will make every effort to flee the area. If cornered, the target will fight.

Panicked: As Frightened, but the target also must roll an 11 or higher on d20 to keep a hold on whatever is in the target's hands. The target chooses a random path when fleeing. If cornered, the target will cower.

The fear lasts as long as you sustain the power.

## POWER TRICKS:

- **Fear Immunity:** Your ability to project fear makes you immune to fear effects produced by others.

## POWER EXTRA:

- **Fear Feedback:** Targets who fail the Will saving throw must also make a Fortitude save, DC 15 + your power ability amount. Your power causes such an intense shock reaction, it actually damages the target.

## FERVOR

**Cost:** Medium

**Action:** Half

**Range:** Special

**Duration:** Continuous

You are able to instill loyalty that carries your cohorts beyond the bounds of human endurance. By spending a half action ordering your cohorts to attack or carry out other similar commands, you

are able to spur them into battle. Any cohorts who hear your call for battle, even if it is over a radio or loudspeaker, benefit from this power. Cohorts affected by this power receive a bonus equal to your power ability amount to all attack rolls and Damage and Fortitude saves.

## POWER EXTRA:

- **Willful:** Your cohorts also receive a bonus equal to your power ability amount to all Will saves.

## POWER FLAW:

- **Limited Save:** Your cohorts get a bonus only to Fortitude or Fortitude saves, not both.

## FILTH

**Cost:** Medium

**Action:** None

**Range:** Personal

**Duration:** Permanent

**Saving Throw:** Fortitude

You are amazingly dirty. You are covered in layers of dirt and slime that make you hard to hold and that carry a number of infectious diseases. You add your power ability amount in Filth to any grapple checks by putting the slippery nature of your filth to good use. You also may add this power ability amount to any Escape Artist skill checks.

Anyone coming into physical contact with you must make a Fortitude save, DC 10 + your power ability amount, or become diseased. The disease incubates for 24 hours, after which it inflicts your Filth power ability amount in temporary Constitution damage. The diseased character continues to make a Fortitude save once each day, with failure inflicting your power ability amount in temporary Constitution damage each time. Two successive Fortitude saves means that the character fights off the disease. The character can receive healing effects normally during the incubation and diseased periods. The DC to heal this disease with Healing is 10 + your power ability amount in Filth.

Unfortunately your filth is rather unbecoming and you suffer a penalty equal to your power ability amount to all Charisma-based skill checks. You cannot take the Subtle extra with this power.

## POWER TRICKS:

- **Clean Touch:** You can avoid infecting people you touch with disease if you so choose.

## POWER EXTRAS:

- **Flinging Filth:** You are able to throw bits of your filth at your opponents with a range of Close (25 ft. + 5 ft. / 2 levels). If you hit with a ranged attack, the target receives a Fortitude save, DC 10 + your power ability amount. A target who fails this save becomes diseased (see above).



# POWER CORRUPTS UNLIMITED

- **Tiring Disease:** Victims of your disease ability feel weary from its effects. Characters you infect with disease also become fatigued, even during the disease's incubation period.

## POWER FLAW:

- **Stink:** Your filth creates a vile stench. Any checks to detect you based on scent receive a bonus equal to your power ability amount.

## FRICTION CONTROL

**Cost:** Medium

**Action:** Half

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Duration:** Timed Duration (10 minutes / 2 levels)

**Saving Throw:** Varies

This power allows you to control friction between molecules in the surrounding area. This allows you to use the following powers at your power ability amount:

- Clinging by increasing the friction between your hands and a surface you wish to climb.
- Slick by decreasing the friction on a surface.
- Deflection by creating a frictionless surface to block attacks with. Your Strength does not limit what you can deflect.

You can also use this power to try to decrease the rate of movement of others by increasing their friction with the surrounding area. This requires a half action and an opposed check, your Friction Control power against your target's Fortitude save. If you are successful, your target's movement rate is divided by your power ability amount until you stop sustaining the power.

## POWER EXTRAS:

- **Energy generation / blast:** By heavily increasing the friction of the air molecules around a target, you can create an intense blast of heat as per the fire version of the Energy generation / blast power.
- **Skate:** By decreasing and increasing friction, you can skate along solid surfaces like an ice skater. You can move an additional 5 feet per 10 points of power ability amount as a half action, double that as a full action and quadruple that as full round action, but at the loss of your dodge bonus to Defensive attribute.

## FRIENDSHIP AURA

**Cost:** Low

**Action:** Half

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Duration:** Timed Duration (10 minutes / level)

**Saving Throw:** Will

Through altering the minds of others, you are able to convince them you are their friend. You do not actually befriend them or use Charisma to put them at ease; you alter their memories

slightly so they think they know you. Your target acts like they have known you for some time, but they are unable to speak of things done together or other common history. Only if these gaps are pointed out will the target notice them. While the target is under the affect of this power, he will be helpful and assist you in whatever ways he can. He will not attack you unless attacked. The target will not risk life, family, or job for the character.

Using this power requires a power check against the target's Will save. If this check fails, the target assumes you are his close friend as long as the power is Timed Duration (10 minutes / level) and as long as you do not put stress on the relationship. If the lack of past history is explicitly brought up or you commit unfriendly acts toward the victim, including any type of violence, the target gets another save against your original power check. If the circumstances are particularly powerful, such as attacking the target, the victim can receive a +2 bonus to his Will save. When a target is under the effect of this power, you can add your power ability amount to all Charisma-based skill checks involving that target. When this power ends, the target is no longer your friend and knows you did something to his mind.

## POWER TRICKS:

- **Friend of the Masses:** Each time you take this Power Tricks allows you to affect your power ability amount in people with one use of this power, so if you take this Power Tricks twice, it allows you to affect twice your power ability amount in targets simultaneously. All of these targets must be in range of your power. In a multiple target situation, each target makes an individual Will save against your power check, and if they fail they are under the effect of your power.

## POWER EXTRAS:

- **Fake History:** In addition to your target thinking you are his friend, he subconsciously creates a history of events the two of you have shared and will continue to create new events as long as the power is active.
- **Lingering Friendship:** When this power ends, the target continues to think favorably of you and believes no powers were used.
- **Tireless Aura:** When active, your power affects everyone in range. Everyone in range must make a Will save, DC 10 + your power ability amount, or fall under your thrall.

## GAS GENERATION

**Cost:** Low

**Action:** Half

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Duration:** Timed Duration (1 minute / level)

You are able to generate an opaque gas from your body. The gas fills the surrounding area and blocks vision. You may fill a number of 5-foot squares for every 10 points of your power ability amount with a half action. The squares filled must be in

# POWER CORRUPTS UNLIMITED



contact with the square you are in or a square that already has gas in it. The gas cannot extend beyond your range. The targets of any attacks into or through squares containing gas receive half concealment.

Non-visual senses can penetrate through the gas without difficulty.

## POWER TRICKS:

- **Thick Gas:** Each time you take this Power Tricks, the level of concealment created by your gas increases by 20 percent.
- **Unusual Interference:** Each time you take this Power Tricks, you may select one sense other than sight blocked by the gas.

## POWER EXTRA:

- **Deadly Fumes:** Your gas is toxic and inflicts damage on anyone in it. Characters in a gas-filled square must make a Fortitude save, DC 15 + your power ability amount, each round they are in the gassed square.
- **Foul Odor:** You produce a powerful odor that causes opponents to be Nauseated for the duration. Opponents must make a Will saving throw against a DC of (10 + power ability amount) to resist effects.

## POWER FLAWS:

- **Thin Gas:** Your gas provides only one-quarter concealment and you cannot take the Thick Gas Power Tricks.
- **Wispy:** Your gas is easily dispersed by wind. In any outdoors environment, your gas dissipates 5 rounds after being created.

## GEO-FORCE

**Cost:** Medium

**Action:** Half

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Duration:** Timed Duration (5 minute / level)

**Saving Throw:** Reflex

You are able to bend the forces of the earth to your will. You can sense earthquakes, volcanic eruptions, and similar tectonic events with a power check, DC 10 + 1 per hundred miles of distance to the disturbance.

You are also able to call up magma from the earth's mantle. You can use this magma to damage your enemies by making it erupt beneath them. Each use of this power allows you to fill one 5-foot square per 10 points of power ability amount with magma, but all these squares must be in contact with each other. This is

# POWER CORRUPTS UNLIMITED

an area attack affecting everything touching the ground in the magma-filled squares unless it succeeds at a Reflex check, DC 10 + your power ability amount. If something fails the Reflex check, it must make a Fortitude save, DC 15 + your power ability amount. Even if it makes the save, it avoids only the worst of the magma and must make a Fortitude save, DC 10 + your power ability amount.

If present at a fault line, volcano, or other source of violent tectonic events, you can use this source to magnify the range of your powers by 10 and increase any Fortitude save DCs by +5. You can fill 10 5-foot squares per power ability amount with magma.

You also gain the ability to cause tremors causing your enemies to fall prone by shaking the ground beneath them.

## POWER TRICKS:

- **Magma Burst:** When you summon magma, it bursts to a height of 5 feet per 10 points of power ability amount, enabling you to attack flying characters. This requires a ranged attack roll. You may only produce one magma burst with each half action.

## POWER EXTRAS:

- **Earth Shield:** You can cause dirt and rock to well up in front of you. With a single half action you can create a barrier that provides half cover for one 5-foot square per 10 points of power ability amount. All affected 5-foot squares must be in contact with each other. A full round action will create total cover over the same number of squares. The earthen wall will have a hardness equal to your power ability amount.
- **Chasm:** You can open chasms in the ground as a half action. Each chasm has an area equal to 10 points of your power ability amount in 5-foot squares and a depth equal to your power ability amount x 5 feet. All the chasm squares must be in contact with each other. Each additional half action increases either the area of the chasm by your power ability amount in 5-foot squares or doubles the depth of the chasm.

## POWER FLAW:

- **Natural Only:** You can use your powers only on natural surfaces, like stone or earth. Your power will not work when standing on concrete, asphalt, or similar materials.

## GESTALT

**Cost:** Low

**Action:** Full

**Range:** Personal

**Duration:** Timed Duration (10 minutes / level)

You are able to join with others who have this power to create a single, more powerful being. All the characters joining the gestalt form must have this power, but they may have any power ability amount. Combining requires all the characters to be in physical

contact and then take a full round action. If a gestalt form is already active, more characters can join later by touching the gestalt and spending a full round action in assimilation.

To determine the abilities of the gestalt form, take the best of each ability from the various members (*the strongest member's Strength becomes the Strength of the gestalt, the highest energy generation / blasting power becomes the power of the gestalt*). This applies to powers, skill ranks and attributes, but all the extras, power flaws and Power Tricks of the members carry over to the gestalt form. No one can contribute an attribute bonus or a power greater than that individual's power ability amount in Gestalt. The gestalt's power ability amounts cannot be greater than the lowest Gestalt power in the group, +1 per member of the gestalt form. All saving throws should be calculated with the gestalt's abilities. If two characters are tied for the highest ability, the gestalt form's power ability amount in that ability is equal to the highest value +1.

Once the gestalt is formed, the characters who make it up should decide together the actions of the gestalt, which acts on the highest initiative amongst those who formed the gestalt. If the members of the gestalt disagree about a course of action, they can roll an opposed Will save between the disagreeing parties for control of the gestalt, willingly leave the gestalt as a full round action (*after which they appear standing next to the gestalt*), or they can try to break up the gestalt. Breaking the gestalt requires full action on the disagreeing character's part and an opposed power check amongst all the members of the gestalt. If the disagreeing member beats all the others by more than five points, he can choose to force the gestalt to break up, at which point all the characters appear in and around the space the gestalt just occupied.

If members of a gestalt are wounded when they join the gestalt, their damage is carried to the gestalt. Unconscious or disabled characters cannot join a gestalt. If a gestalt is wounded and then splits up, all hit points are divided up equally amongst the members of the gestalt. If a gestalt is knocked unconscious or disabled, it immediately breaks up into its component characters, all of whom are also unconscious or disabled. When the gestalt breaks up, each member gets his or her old initiative score back.

## POWER TRICKS:

- **Healing Gestalt:** When you are part of a wounded gestalt that breaks up, you reduce the wounds you suffer by half.

## POWER EXTRA:

- **Large Form:** As more people join a gestalt you are a member of, it grows in size. This grants the gestalt form the ability of growth with a power ability amount equal to the lowest Gestalt power ability amount amongst the members of a gestalt form.



# POWER CORRUPTS UNLIMITED

## POWER FLAWS

- **Non-Device:** None of your powers with the device flaw will be usable in gestalt form. This flaw only applies if you have at least one power with the device flaw.
- **Team Only:** You can only form a gestalt with specific other characters, probably members of your team. This list of potential characters cannot be larger than one character per power ability amount.

## GOLEM

**Cost:** Medium

**Action:** Half

**Range:** Personal

**Duration:** Timed Duration (5 minutes / level)

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

If your construct is ever destroyed, you must spend one week/per 10 points power ability amount building a new one. You may redesign it with different attributes if you wish (*again, with GM's approval.*) While in the golem's body, your mortal form continues to age, hunger, require air and water, and so forth (*unless it has the appropriate immunities.*) If your human body dies, you are immediately slain, unless you succeed on a DC 30 Golem power check. If your check succeeds, you are trapped in the construct's form, unless you can somehow acquire a replacement human form to inhabit. If the construct is then destroyed, you die unless you make a Will saving throw against DC 40. If you are successful, you live on as a disembodied spirit.

The golem does not automatically appear when you activate you activate the power. If you want your construct in your body's immediate vicinity, you must either transport the construct with you or project your mind into the golem and then move to the locale of your human body under your own power.

## POWER TRICKS

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

## POWER EXTRAS

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

## POWER FLAW

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

## GRAVITY MASTERY

**Cost:** High

**Action:** Half

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Duration:** Timed Duration (1 minute per level)

You are able to control the forces of gravity created by all matter with amazing finesse, modifying even the smallest gravitational fields to produce useable energy. You have the following abilities at your power ability amount:

- By modifying gravitational fields to reduce their pull on you, you gain the power of flight at your power ability amount.
- Using a number of gravitational fields, you are able to move objects around, gaining the power of telekinesis at your power ability amount.
- By increasing the pull of gravity on you, you are able root yourself to a single spot as a free action, gaining the power of Immovability at your power ability amount.
- By modulating nearby gravitational fields, you are able to alter the course of objects

# POWER CORRUPTS UNLIMITED

- You are able to incapacitate others by increasing the force of gravity on them, giving you the ability to grapple with them from a distance. In order to use this form of Gravity Mastery, you must succeed in a ranged attack against the target. This grapple check uses your base attack bonus plus your power ability amounts in Gravity Mastery. You cannot use a size modifier with this version of grapple. You can only pin a target, and you cannot inflict damage on your target.
- With a ranged attack you can increase the crush of gravity on a target, forcing the target to make a Fortitude save, DC 10 + your power ability amount.
- You are able to increase or decrease the weight of an object with a ranged attack against the target. If successful, you can divide or multiply the weight of the object by your power ability amount. This aspect of Gravity Mastery only affects inanimate objects.

## POWER TRICKS:

- **Blindsight:** Your sensitivity to the gravitational fields produced by all things grants you an advanced awareness of your surroundings. You gain the Blindsight feat.
- **Curve Shot:** By modifying the gravitational fields of nearby objects, you can reduce the amount of cover protecting the target. Each time you take this Power Tricks, you become more adept at this process and reduce the degree of cover your target receives by 20%.

## POWER EXTRAS:

- **Singularity:** Your control over gravity is so powerful that you can break certain fundamental rules of physics. You gain the power Singularity (See below) at your power ability amount.
- **Space Flight:** By influencing the gravitation fields of distant celestial bodies, you are able to travel through space at amazing speeds equal to your power ability amount.

## HARVEST

**Cost:** Low

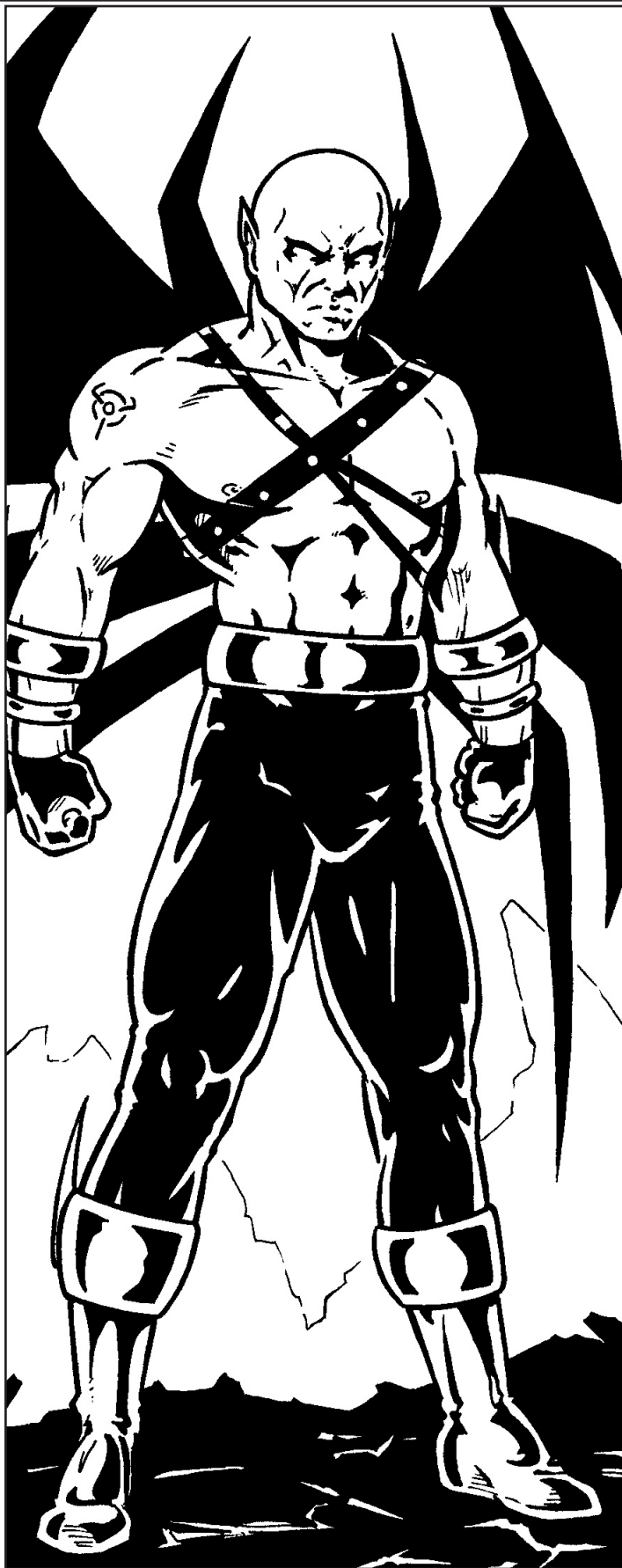
**Action:** Free

**Range:** Personal

**Duration:** Instant

When you inflict damage on another creature, you absorb some of its life-force and are healed. Any time you inflict damage on an opponent, you gain that amount in healing. If you disable an opponent or knock a target unconscious, you heal a number of damage equal to the total amount of damage the target suffered during the battle. The number of damage you can heal in each battle is limited by your power ability amounts in Harvest. Only living beings can use this power, and they can Harvest only other living beings.

## POWER EXTRA:



# POWER CORRUPTS UNLIMITED

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

## HUNCH

**Cost:** Low  
**Action:** Half  
**Range:** Special  
**Duration:** Instant

You are able to make amazingly accurate guesses with little or no information to base your guesses on. When using this power, you ask a single question of the GM and make a power check. The DC of the power check is based on the complexity of the question. If you make the power check, the GM must answer the question truthfully. If you fail the check, you learn nothing.

DC	Type of Question
10	Yes or no
15	Multiple choice ( <i>up to 5 choices</i> )
20	Fill in the blank ( <i>1 word</i> )
25	Short answer ( <i>1 sentence</i> )

## POWER TRICKS:

- **Specialized Hunches:** You receive a +1 bonus to your power checks with a certain type of question, chosen when you take this Power Tricks.

## HYPER-BREATH

**Cost:** Low  
**Action:** Half  
**Range:** Close (25 ft. + 5 ft. / 2 levels)  
**Duration:** Concentration  
**Saving Throw:** Strength

You are able to inhale or exhale on a monumental scale, either forcing items away from you or drawing them nearer. When exhaling, you produce gale-force winds in a cone with a length equal to your power ability amount x 10 feet and a width equal to your power ability amount x 5 feet at its end for every 10 points of your power ability amount. Any inanimate objects in this cone that are not secured of Large size or smaller will be forced away from you 5 feet for every 10 points of your power ability amount per half action. Creatures within the affected area can make a Strength check, DC 10 + your power ability amount, to avoid being pushed away. When inhaling, you reverse the process, and your victims are drawn towards you instead of pushed away.

Any fires within the affected area are snuffed out by the intense wind.

## POWER TRICKS:

- **Large Lungs:** Your massive lungs allow you to survive without breathing for long periods of time, granting you Immunity to any type of suffocation.

## POWER EXTRAS:

- **Barrage:** Characters caught in your area of affect also take damage from flying debris, requiring a Fortitude save, DC 15 + your power ability amount.
- **Dust Storm:** When using this power, you kick up a wind-storm and debris field that is difficult to attack through. The target of any attack traveling through your area of affect receives half concealment.
- **Freezing Breath:** The rapid movement of air over items in your area of affect causes the temperature to drop drastically. This inflicts cold damage on anything in this area, Fortitude save DC 15 + power ability amount.

## IMBUE ENERGY

**Cost:** Low  
**Action:** Half  
**Range:** Special  
**Duration:** Special  
**Saving Throw:** Varies

You are able to imbue your powers into an object so the power will be released later. Imbue Energy may occur, for example, with a gadgeteer creating limited use gadgets or a magician creating enchanted items.

Imbuing an object is a half action that causes you to become fatigued. You must have the power you wish to imbue, and you cannot imbue a power ability amount higher than your Imbue Energy power ability amount. The item is imbued with one use of the chosen power, which will go off at a time determined by you when you imbue the item. Once chosen, this time may not be changed. The maximum delay can be found on the table below. The imbued item activates on the same initiative as its creator. An item may have its imbued power removed by its creator as a half action before the delay ends if the creator is in contact with the item.

Power ability amount	Maximum Delay
1	1 round
2	5 rounds
3	1 minute
4	5 minutes
5	10 minutes
6	1 hour
7	2 hours
8	10 hours
9	1 day
10	5 days
11	1 week
12	1 month



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13	2 months
14	1 year
15	2 years
16	10 years
17	20 years
18	100 years
19	200 years
20	1000 years

When the power activates, it works as normal for that power, centered on the imbued item or the person holding the item as applicable. Not all powers make sense to be imbued, so the GM must decide which powers he will allow to be imbued. If the imbued item is destroyed before it activates, the imbued power is lost. An item may not have more than one imbued power at the same time.

## POWER TRICKS:

- **Changeable Delay:** You can change the delay on an imbued item as long as you are in contact with it. If you take this Power Tricks a second time, you can change the delay as long as you are within a number of feet equal to your power ability amount x 10.
- **Extra Uses:** Each time you take this feat allows you to imbue an item with an extra use, creating a multi-use item. Each use may be set with a different delay.
- **Released Power:** If someone destroys an imbued item of yours, the imbued power is immediately released rather than lost.

## POWER EXTRAS:

- **Imbue from Others:** You can imbue the powers of others into an object. This requires you to be in physical contact with the being whose power you are using.
- **Imbue Others:** You can imbue other beings with powers instead of just objects. If a being dies, all the imbued powers on it are lost. You and the other being must be in physical contact for this process, and you set the delay on power activation (*not the imbued person*). The imbued person cannot activate the power unless you also have the Usable power extra.
- **Usable:** You may imbue items that can be activated by others as a half action. The maximum delay is how long the items remain usable before the power expires.

## POWER FLAWS:

- **Limited Delay:** Your delay is always equal to your power ability amount in rounds instead of the normal delay listed above.
- **Limited Power:** You can only imbue one power, chosen when this power is taken.
- **Prep Time:** You must prepare the item for ten minutes before imbuing it. Once an item is prepared, it remains so unless damaged.

- **Type of Item:** You can only imbue a certain type of item or items of a certain material, such as only food or only items made of iron.
- **Unstoppable:** Once you imbue a power with a specific delay time, you cannot change that delay time or stop the power from going off.

## IMPART POWER

**Cost:** Low  
**Action:** Half  
**Range:** Touch  
**Duration:** Instant

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

## POWER TRICKS

- **Share the Wealth:** You may grant powers to any cohorts you have en masse, affecting up to as many individuals equal to your your power ability amount.

## POWER EXTRA

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

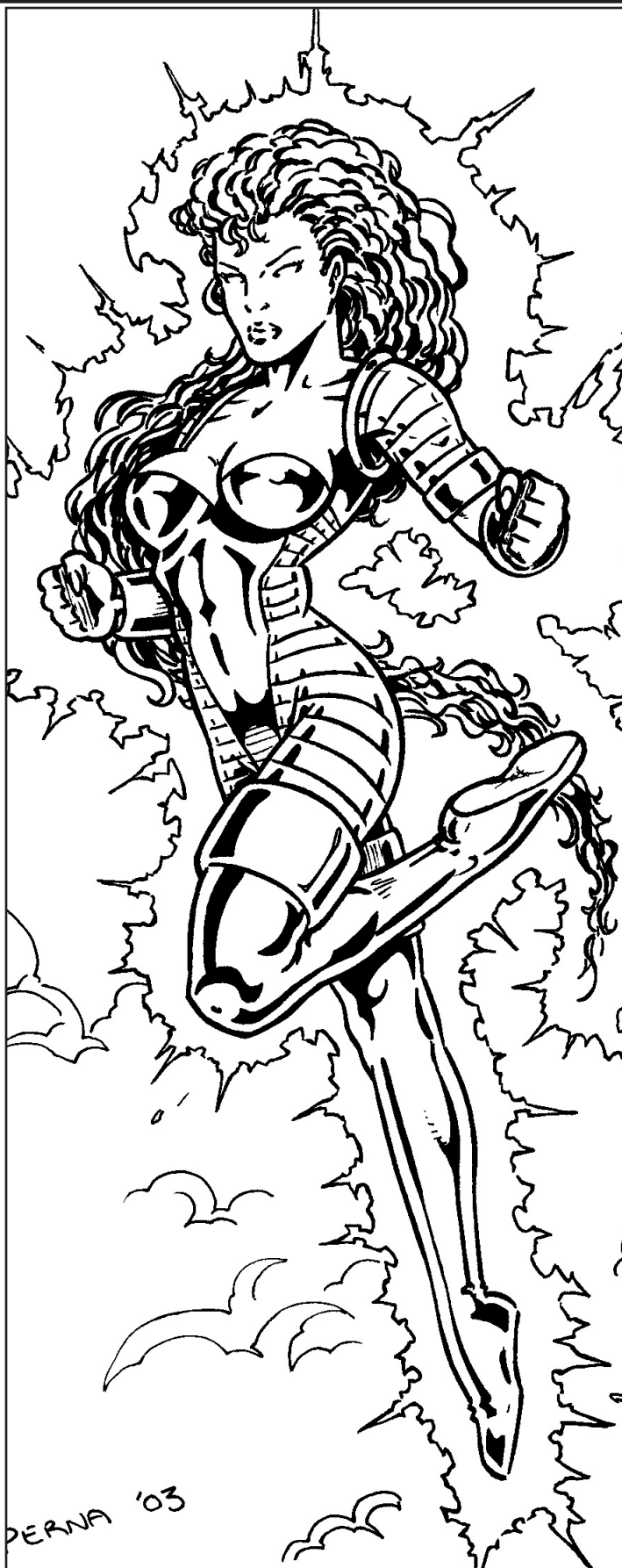
## INERTIA CONTROL

**Cost:** Medium  
**Action:** Reaction, Half  
**Range:** Close (25 ft. + 5 ft. / 2 levels)  
**Duration:** Timed Duration (5 minutes / 2 levels)  
**Saving Throw:** Will

You are able to control the inertia of objects, speeding them up or slowing them down by modifying their inertia.

By decreasing or changing the vector of the inertia of incoming attacks, you are able to deflect them. This only applies to attacks that have mass, like bullets, missiles, and punches. You cannot deflect attacks from the electricity, light, magnetic, or radiation energy types.

# POWER CORRUPTS UNLIMITED



With a reaction you are able to decrease the inertia of attacks within your range, but again you can affect only those attacks with physical mass. You reduce the Fortitude save DC of any such attack you try to stop using Inertia Control by your power ability amount. You can also reduce falling damage to yourself or others, reducing the Fortitude save DC by your power ability amount.

With a half action you can accelerate attacks with physical mass, adding your power ability amount to the DC of the Fortitude save. You can use this power to assist the attacks of others or you can combine it with your own attacks. Combining Inertia Control with your own attacks requires a full action (*one half action for the attack, the other half action for using Inertia Control*).

You are also able to slow down or speed up people as a half action. Targets you speed up have their base speed increased by 5 feet per 10 points of power ability amount, while those you slow down have their movement reduced by 5 feet per 10 points of power ability amount. Using this power requires a successful ranged attack against the target. Characters wishing to avoid the attack may resist your power with a Will save, DC 10 + your power ability amount. A successful save means the speed modification does not occur. You can use this power on yourself.

## POWER EXTRAS:

- **Orbit Toss:** You are able to stop the inertia imparted to objects by the movement of the earth. This requires a ranged attack against the target, who receives a Reflex save, DC 10 + your power ability amount. If this save fails, the character is thrown into the air and travels 100 feet per power ability amount to the west. When the character lands, he must make a Fortitude save, DC 15 + your power ability amount.
- **Uncontrolled Acceleration:** When you increase the inertia of others, they do not keep control of their movement. Using this power extra requires a successful ranged attack against the target. Characters wishing to avoid the attack may resist your power with a Will save, DC 10 + your power ability amount. If the target fails its save, the target plans out her movement for the round and multiplies each part of that movement by your power ability amount. If the target run into any objects, she must make a Fortitude save, DC 15 + your power ability amount. After the first impact, the target stops moving.

## POWER FLAWS:

- **One Way Control:** You can only increase or decrease inertia, not both. This means you can either slow targets down and reduce the effectiveness of attacks or speed up targets and increase the effectiveness of attacks. The Uncontrolled Acceleration extra is unavailable to characters who only decrease inertia, while Orbit Toss is unavailable to characters who only increase inertia.

# POWER CORRUPTS UNLIMITED

## INVIGORATE

**Cost:** Low

**Action:** None

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Duration:** Continuous

You radiate a powerful energy field that improves the life energy of those nearby, increasing their resistance to disease, poison, and fatigue and improving the vitality of local flora and fauna. Your power ability amount is added to Fortitude saves against poison, disease, fatigue or other similar threats made within your power's range. Also if you stay in the same area for more than five days, any plants or animals in the area increase in fertility by 10% per 10 points of power ability amount.

## POWER TRICKS:

- **Controlled Vigor:** You can choose not to affect specific creatures within the radius of your power.

## POWER EXTRA:

- **Bountiful Harvest:** If you stay in an area for more than one month, the total harvest of nearby crops is multiplied by your power ability amount.

## POWER FLAW:

- **Blighted:** Your power does not affect the fertility of plants or animals.

## JACK OF ALL TRADES

**Cost:** Medium

**Action:** None

**Range:** Personal

**Duration:** Continuous

You are superhumanly adept at all skills known to man. You receive a bonus equal to your power ability amount to all skill checks.

## POWER FLAWS:

- **Excellence Only:** You only get your bonus to skills for which the corresponding ability is 15+.
- **Limited Training:** You do not get a bonus to the skills based on one ability, such as not getting a bonus to Strength-based skills.

## KINETIC MASTERY

**Cost:** High

**Action:** Half

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Duration:** Timed Duration (1 minute / level)

**Saving Throw:** Fortitude

You are able to control the amount of kinetic energy imparted in objects. Kinetic mastery grants you the following abilities at your power ability amount:

- You can shoot bolts of kinetic energy.
- By speeding up or slowing down molecules, you can heat up or freeze a target.
- By decreasing the kinetic energy of incoming attacks, but only against attacks that have mass, heat attacks, or cold attacks.
- By imparting objects with kinetic energy, you gain the ability of telekinesis.
- By imparting yourself with kinetic energy, you gain the ability to fly.

## POWER EXTRA:

- **Friction Control:** With kinetic energy you can limit the interaction between molecules, granting you the Friction Control power at your power ability amount.

## POWER FLAW:

- **Missing Effect:** For each base effect of Kinetic Mastery that you cannot use, you can apply a flaw to the power.

## LIGHT MASTERY

**Cost:** High

**Action:** Half

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Duration:** Timed Duration (1 minute / level)

**Saving Throw:** Fortitude

You are able to control photons, creating and destroying light with ease. Light mastery grants you the following abilities at your power ability amount:

- Energy generation / blast in the form of lasers.
- Protection against any light-based attacks.
- You can obscure an area by decreasing the light in an area.
- You may add your power ability amount to Hide checks by dimming nearby light sources.
- You gain the power of invisibility by stopping light from reflecting off you.
- With a burst of bright light you can stun the senses of others.
- You may add your power ability amount to sight-based Spot and Search checks.
- You may create illumination equal to that of daylight within the range of your power.

## POWER TRICKS:

- You can gain any of the following powers as Power Tricks of Light Mastery: create illusion, generate an energy field, and microscopic vision.
- **I See You:** You can detect when someone is using powers that affect light, like Invisibility. To pinpoint such effects, you must make Spot rolls against a DC of 10, without



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cover or concealment modifiers, but with the -1 penalty for every 10 between you and the source. Against characters with appropriate light-warping Invisibility effects, this roll replaces the usual roll to make out the target.

## POWER FLAWS:

- **Missing Effect:** For each base effect of Light Mastery that you cannot use, you can apply a flaw to the power.
- **Source:** You cannot create light; you can only control existing light. You cannot use your powers in complete darkness.

## MACHINE MERGE

**Cost:** Low

**Action:** Full

**Range:** Special

**Duration:** Special

**Saving Throw:** Fortitude

You are able to meld machine parts onto living beings, replacing missing or damaged limbs in moments with a mechanical equivalent. As a full round action, you can heal damage to an individual by grafting metal parts onto a living body if there are suitable mechanical parts lying around. To heal hit points you can use any type of mechanical parts, but replacing specific damage, like lost limbs, requires some appropriate mechanical equivalent to that limb. Using this power requires a power check with a DC dependent on how complex the damage being repaired is.

Damage Repaired	DC
Light Damage	10
Disabled/Unconscious	15
Dismemberment	20
Internal Organ Damage	25

Those healed by this power gain no powers from their new mechanical parts. If you use this power on an unwilling target, you must beat the target in a power check (*your Machine Merge power against his Fortitude save*) or your power fails.

At power creation choose whether you can affect yourself or others.

## POWER TRICKS:

- **Material Merge:** For each time you take this Power Tricks, you can use Machine Merge with one material other than machine parts, such as stone or plastic.

## POWER EXTRAS:

- **Armor Implant:** You can encase your target in armor, giving them an increase to their defensive attribute
- **Dual Meld:** You can use Machine Merge both on yourself and others.
- **Machine Control:** You can mind control on any creature that you have healed with Machine Merge.

- **Regeneration:** Those healed by your power also receive the power of regeneration at your power ability amount for one minute per power ability amount after they are healed.
- **Repair:** You can use this power to repair machines as well, which suffer no problems with multiple treatments. Each hit restored heals one point of hardness.

## POWER FLAW:

- **Specific Material:** You require a specific type of material to use this power, like plastic, or a specific type of mechanical part, like microchips or clockwork.

## MATCH

**Cost:** High

**Action:** Half

**Range:** Personal

**Duration:** Timed Duration (1 minute / level)

You are able to boost your abilities in combat, but only to the level of your opponents and no greater. As long as the power is active, you receive a bonus to attacks, saves, and Defensive attribute equal to the power ability amount of your attacker or your power ability amount, whichever is lower.

## POWER FLAW:

- **Overload:** If you use this power against someone with a higher power ability amount than your Match power ability amount, you must make a Fortitude save, DC 10 + the difference between your power ability amount and the power ability amount of the target.

## MATHEMATICAL PRECISION

**Cost:** Low

**Action:** Free

**Range:** Personal

**Duration:** Continuous

You are able to carry out incredibly complex mathematical calculations in little to no time. With a power check, with a DC 5 - 20 based on the complexity of the problem, you can figure out any mathematical problem as a free action. Only the most difficult problems, such as calculating multiple gravitational effects from a black hole several dozen light years away, should even require a roll.

You also add your power ability amount to any skill checks that require math skills, such as math-related Science skill checks.

By doing trajectory calculations you can reduce range penalties by your power ability amount. You also add your power ability amount to the miss DC when attacking targets with concealment.

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## POWER EXTRA:

- **Datalink:** Able to think in binary, you are able to communicate with computers with ease.

## MELD CREATURE

**Cost:** Low

**Action:** Full

**Range:** Special

**Duration:** Special

**Saving Throw:** Fortitude

You are able to meld organic matter onto living beings, allowing you to heal wounds or even attach limbs.

You can transfer limbs from one being to another or use tree bark to heal wounds. You need a full round action to attach organic matter to your patient in addition to however long it takes to procure the material. Removing a limb from another creature may take a while.

To heal hit points you can use any type of organic parts, but replacing specific damage, like lost limbs, requires some appropriate equivalent to that limb. Using this power requires a power check with a DC dependant on how complex the damage being repaired is.

Damage Repaired	DC
Light Damage	10
Disabled/Unconscious	15
Dismemberment	20
Internal Organ Damage	25

Those healed by this power gain no powers from their new parts. Powers granted by attached limbs decrease by one power ability amount per round attached until they are gone. These levels return if the limb is reattached to its original owner again. You cannot grant powers greater than your power ability amount in Meld Creature. It is up to the GM if any powers are conferred by an attached limb.

If you use this power on an unwilling target, you must beat the target in a power check against his Fortitude save or your power fails.

## POWER TRICKS:

- **Material Merge:** Each time you take this Power Tricks allows you to use Meld Creature with one non-organic material, such as stone or plastic.
- **Power Duration:** Each time you take this Power Tricks, you gain one round before any powers gained from implanted limbs begin to degrade.

## POWER EXTRAS:

- **Doc Franken:** You may use your ability to meld parts of multiple living beings together to create a powerful new creature.



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- **Multiple Powers:** You can instill multiple powers on a target if the implanted limb can convey more than one power.
- **Pile It On:** You may use organic matter to increase a target creature's size.
- **Regeneration:** Those healed by your power also receive the power of regeneration at your power ability amount for one minute per 10 points of power ability amount in Meld Creature after they are healed.

## POWER FLAW:

- **Specific Material:** You require a specific type of material to use this power, like flesh.
- **Ugly Merge:** Your power causes severe disfigurement. Limbs appear very out of place, and flesh becomes discolored and unsightly.

## MEND

**Cost:** Low  
**Action:** Half  
**Range:** Touch  
**Duration:** Instant

You are able to repair damage to inorganic objects such as constructs, buildings, or statues. You restore your power ability amount in points of hardness with a single use of this power. You can repair a broken object with a Mend power check, DC 10. Success returns the object to the hardness it had just before it was broken.

You can affect yourself or others with this power.

## POWER EXTRAS:

- **Healing:** You are able to repair organic as well as inorganic matter. You gain the power to heal at your power ability amount.
- **Rebuild:** Your understanding of machines extends to internal functions. You gain your power ability amount in Mend as a bonus to all Repair checks.

## POWER FLAWS:

- **Limited Repair:** You can only repair one type of inorganic material or one type of machinery.
- **Others Only:** You can only affect others with this power.
- **Self Only:** You can only affect yourself with this power.

## MENTAL WARD

**Cost:** Low  
**Action:** Free  
**Range:** Special  
**Duration:** Timed Duration (10 minutes / level)  
**Saving Throw:** Will

Your mind is such that you can cause damage to those who try to invade it. Any time you would make a Will saving throw (even if

some type of metal protection would otherwise negate the roll), the individual causing the save must make a Will saving throw against a DC of (15 + your power ability amounts in Mental Ward). This roll is treated as a Fortitude saving throw.

## POWER EXTRAS:

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

## MISCOMMUNICATE

**Cost:** Low  
**Action:** Free  
**Range:** Close (25 ft. + 5 ft. / 2 levels)  
**Duration:** Timed Duration (10 minutes / level)  
**Saving Throw:** Will

You make it impossible to communicate within your range. While your power is active, all types of language, including sign language, become incomprehensible. Telepathic communication is unaffected by this power. Miscommunicate affects the ability to comprehend language, not produce it. A character could type commands into a computer but could not read them once they are on the screen.

Any creature wishing to understand another creature's attempt to communicate requires the receiving character to make a Will save, DC 10 + your power ability amount. Failing this saving throw means the communication is not understood.

## POWER EXTRA:

- **Telepathic:** You are able to interfere with telepathic communication.

## MULTIPLE MIND

**Cost:** Low  
**Action:** Half  
**Range:** Personal  
**Duration:** Continuous

You possess an additional intellect that can control your body, allowing you a different skill set and an increased resistance to mind-affecting abilities. Only one mind can be in control at a



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time, and under normal circumstances all the minds work cooperatively and do not fight for control.

You build this second intellect as another character with a power ability amount equal to your Multiple Mind power ability amount. The following traits of the other character must remain the same as yours: physical attributes, super-feats, and power ability amounts in Multiple Mind. You require a half action to change minds voluntarily.

If you fail a Will save, you may try to switch minds on your next turn, allowing the second mind to make a Will save with a bonus equal to your power ability amount. This save uses the second mind's Will save. If this save is successful, your other mind takes control and the effects of the failed Will save are no longer applied. If the second mind also fails the Will save, you are still affected and the second mind is now the dominant mind.

## POWER EXTRA:

- **Extra Mind:** You have yet another mind that can control your body. This power extra mind is created as described above. Each additional mind gives you another chance at escaping the effect of failed Will saves by making another Will save on successive rounds until you run out of minds. This power extra may be taken multiple times.

## POWER FLAW:

- **Cantankerous Minds:** Your multiple personalities do not get along well and rarely cooperate. Choose one intellect as your main intellect. To change to another intellect from the main intellect or have the main intellect take control, you must make a power check, DC 20 + your number of minds.

## NANO-MACHINES

**Cost:** Medium

**Action:** Half

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Duration:** Timed Duration (5 minutes / level)

**Saving Throw:** Fortitude

You have a small legion of miniature machines at your beck and call, allowing you to mimic a number of powers. These machines are too numerous and small to destroy with normal means, but they can be disabled by certain area affecting powers like an electromagnetic pulse. Any damage suffered from area affecting powers cause your nano-machines to be unusable for one round for each 10 points of damage you suffer as they work to repair themselves and replenish their numbers.

Active nano-machines give you the following powers at your power ability amount:

- The nano-machines constantly repair damage to you, granting you the power of regeneration.

- The machines provide Healing on anyone they touch. They can also use this power on machines, repairing one point of hardness for each hit restored.
- The nano-machines have the Datalink power with any machine nano-machines touch.
- You may add a bonus equal to your power ability amount to all Repair checks.

Normally your nano-machines reside on your body, but you may spread them to other objects by touch. You may have one object, of Medium size or smaller, infected with nano-machines per power ability amount. As long as these infected objects stay in your range, you may use your nano-machine powers on them as if you were touching them. If one of these objects suffers 1 hit from an area affecting attack, the nano-machine infestation is destroyed.

## POWER TRICKS:

- **Damage Threshold:** You can ignore one round of your nano-machines being shut down by damage for each time you take this Power Tricks.
- **Large Infestation:** Each time you take this Power Tricks, the size of object you can infest with nano-machines increases by one level.

## POWER EXTRAS:

- **Corrosion:** You can use your nano-machines to break down matter they touch.
- **Gadgets:** You can use your nano-machines to assemble devices on a moment's notice.
- **Natural Weapon:** You can form your nano-machines into bladed weapons or similar items.
- **Paralysis:** You can use your nano-machines to interfere with the nervous systems of those you touch.

## POWER FLAW:

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

## NEMESIS

**Cost:** Medium

**Action:** Half

**Range:** Long (400 ft. + 40 ft. / level)

**Duration:** Permanent

You are able to direct your ire, drive, and skills towards the defeat of a single foe so that you are able to increase your abilities dras-

# POWER CORRUPTS UNLIMITED



tically against your chosen adversary. To activate this power, you must spend a half action declaring your intent and name a specific creature as your nemesis by making a statement like “I will never rest until Umber is brought to justice” or “You will not escape me!” You must either know the name of your nemesis or have him within your range to declare him as your nemesis.

Once you declare your nemesis, you receive a bonus equal to your power ability amount to all attack rolls, power checks, and skill checks made against your nemesis. You also receive a bonus to your Defensive attribute equal to your power ability amount against attacks by your nemesis. You retain your bonuses against your nemesis until one of you is dead, but you may only have one declared nemesis per power ability amount. You can drop a nemesis by making a declaration that the character is no longer your nemesis, such as “We were once enemies, but we have a common threat to defeat.”

## POWER TRICKS:

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

## POWER EXTRA:

- **Minion Foe:** You gain your nemesis bonuses against all the cohorts of your designated nemesis.

## POWER FLAWS:

- **Arch Enemy:** When you declare a nemesis, your nemesis receives the benefits of this power against you at half your power ability amount.
- **Vengeance Drive:** You can only use this power against characters who have already attacked you or your allies in some fashion.

## NEURAL CONTROL

**Cost:** Medium

**Action:** Half

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Duration:** Instant

**Saving Throw:** Will

You are able to control the nervous system of your targets, either aiding them or hindering them. You are able to block out pain receptors to allow targets to ignore penalties from hits equal to your power ability amount, minus 10 points for each round since the power was activated. This requires a ranged attack roll

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against the target, who may choose to resist with a Will save, DC 10 + your power ability amount.

You also can increase the target's pain receptors to debilitate him with pain. This requires a ranged attack against the target, who receives a Will save, DC 10 + your power ability amount. If the victim fails the save, any penalties the target is suffering from hits double. Each round targets get another Will save to break free, and they gain a +1 bonus to this save every round.

You can allow a character who is disabled or unconscious to continue acting normally for one round per power ability amount with a successful power check, DC 10 + the amount of damage the target has taken. If your check is successful, the target may continue to act normally for one round per power ability amount. After this time you must make another power check to allow the target to act normally. Each round the target acts normally after being disabled or knocked unconscious inflict 1d6 points of damage per level on the target.

## POWER TRICKS:

- **Overstimulation:** You may overload a target's nervous system, affecting him as he has been stunned by each attack.
- **Pain Paralysis:** You can incapacitate your enemies with pain, gaining the Paralysis power at your power ability amount.

## POWER FLAW:

- **Torturous:** You cannot reduce pain, only increase it. You cannot reduce penalties from his or allow disabled characters to act.

## NON-DETECTION

**Cost:** Low

**Action:** None

**Range:** Personal

**Duration:** Continuous

You are able to avoid detection from those using powers or technological devices to find you. Any power that in some way determines your presence or location is opposed by this power, including seeing you in visions created by precognition and postcognition. Any power trying to detect you must beat you in an opposed power check or be unable to detect you. If you are successful, the power returns no information to the user. This power opposes precognition, postcognition, any type of combat sense, any type of danger sense, and any other power the GM deems appropriate.

Any attempt to find you using a technological device, such as cameras, radar or sonar, has the DC of the appropriate skill check increased by your power ability amount.

## POWER TRICKS:

- **Blur:** For each time you take this Power Tricks, anyone who loses the opposed power check is not able to make another attempt to find you for one minute.

## POWER EXTRAS:

- **Burst:** Anyone who fails in the opposed power check to detect you must make a Will save against a DC 10 + your power ability amount or be stunned.
- **Fade:** In addition to hiding from powers and devices, you are just hard to find.
- **Invisible:** You are able to hide from plain sight in addition to hiding from powers and devices.

## POWER FLAW:

- **Feedback:** If you fail the opposed power check, you must make a Will save against DC 10 + the power ability amount of the detecting power or be stunned.

## OATHBINDER

**Cost:** Low

**Action:** Full

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Duration:** Special

**Saving Throw:** Will

Those who swear oaths in your presence are bound to their word by your power if you so choose. Targets of this power must either agree to abide by an oath stated by another or state an oath of their own. Targets must agree to their oaths willingly. The target may be intimidated or coerced into the arrangement, but influence from a power like Mind Control thwarts and stops the binding process. If the target of this power ever breaks the exact wording of the oath, the oathbreaker must instantly make a Will save, DC 15 + your power ability amount, and treat the result as a Fortitude save. Defensive abilities does not protect against this damage.

## POWER TRICKS:

- **Oath Knowledge:** With this Power Tricks you instantly know if any oaths you use this power to enforce are broken.

## POWER EXTRAS:

- **Forced Fetter:** You can invoke this power on unwilling targets by touching the target and stating an oath the target must not break. The target may resist this power with a Will save against DC 10 + your power ability amount. If this save fails, targets are bound to the oath and take damage as normal for this power if they break the oath.
- **Spirit of the Law:** Your powers bind the oathmaker not only to the letter of the oath, but also to the spirit of it as well. This means trying to wheedle out of an oath by interpreting



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the wording differently doesn't work. The GM determines the spirit of the oath.

## POWER FLAW:

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

## ORDER

**Cost:** Medium

**Action:** Free

**Range:** Personal

**Duration:** Timed Duration (5 minutes / level)

You are able to instill order in chaos and repeat acts with precision. When you make a power check, attack roll, save roll, skill roll, or ability check, you can use one roll for future actions of the same kind, requiring a free action. You can only lock rolls up to 10 + your power ability amount. You can continue to use the number you rolled on all future rolls for the same power check, attack, save, skill or ability rolls for one round per power ability amount or until you stop sustaining the power, whichever period is shorter. Only one roll may be locked at a time.

## POWER TRICKS:

- **Extra Lock:** You can lock in one extra roll at a time for each time you take this Power Tricks.

## POWER EXTRA:

- **Affect Others:** You can affect others with this power by touch. Doing so requires a half action within one round of the roll to be locked. If used against an unwilling target, the target gets a Will save, DC 10 + your power ability amount, to resist the power each round. Success ends the effects of this power.

## POWER FLAWS:

- **Burden of Failure:** A locked roll ceases to function if it ever results in a failure. You must reactivate the power afterwards.
- **High:** You can only lock in numbers of 11 or higher.
- **Low:** You can only lock in numbers of 10 or lower.
- **Specific Ability:** You can only use this power with a specific power, attack, save, ability or skill.
- **Unraveling Order:** On each round after the first that a number is locked, the effective roll is reduced by one.

## PERFECT-TECH

**Cost:** Medium

**Action:** Half

**Range:** Long (400 ft. + 40 ft. / level)

**Duration:** Timed Duration (5 minutes / level)

**Saving Throw:** None

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

## POWER EXTRA:

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

## POWER FLAW:

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

## PEACEFUL AURA

**Cost:** Low

**Action:** Free

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Duration:** Timed Duration (10 minutes / level)

**Saving Throw:** Will

You emanate an aura of calm, forcing those around you to acts of will when trying to commit violence. Those within your range who try make a violent act must succeed at a Will save against a DC 10 + your power ability amount or be unable to commit any violent act for one round. No powers that require saving throws may be used and no attack rolls may be used while under the effect of this power. This save must be made every round to carry out any violent act as long as the power is active. This power affects everyone in range.

## POWER EXTRA:

- **Focus:** You may focus your power on a single target rather than affecting everyone nearby.

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## POWER FLAW:

- **Performance:** You must perform by speaking, singing, or carrying out some other calming action that requires you be able to speak and move freely. Using this power requires a Perform check, DC 15.

## PERSONAL DIMENSION

**Cost:** Medium

**Action:** Full

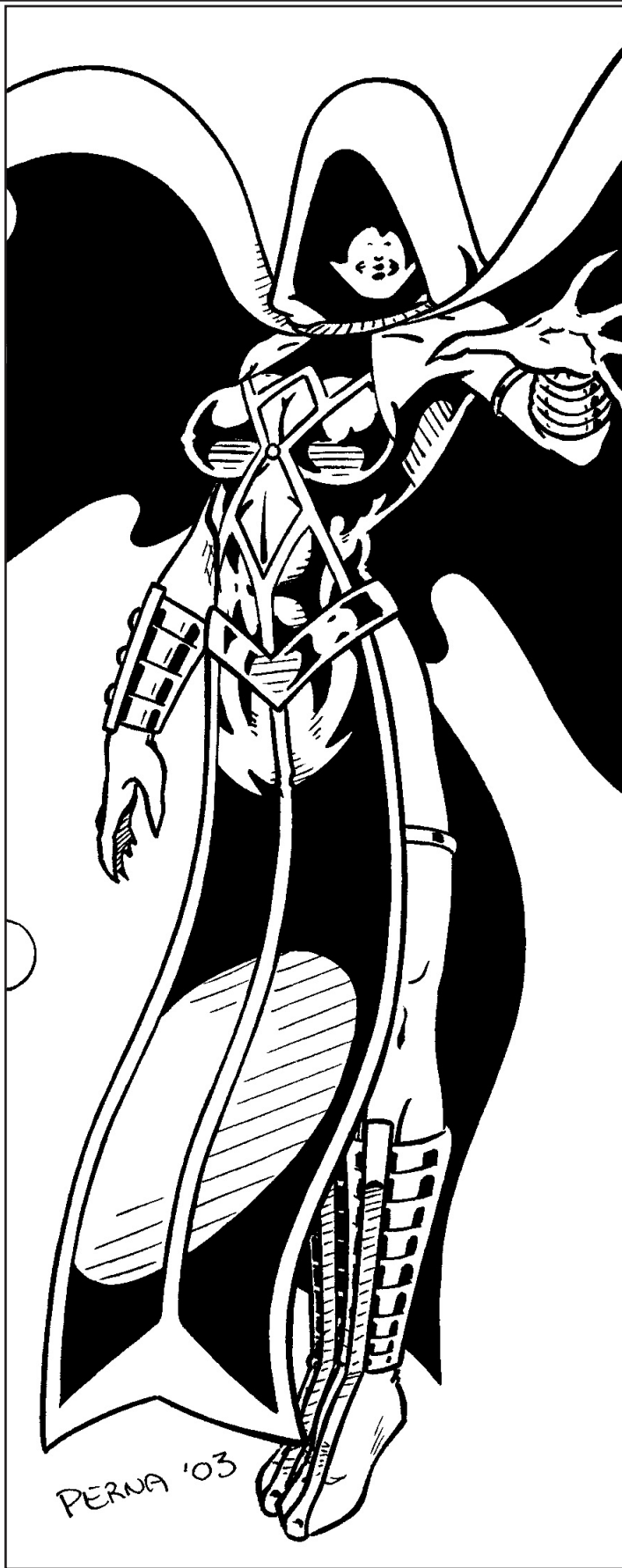
**Range:** Special

**Duration:** Continuous

You are a master of a small dimension, tailoring its rules and layout to your whim. This personal dimension is small and probably unknown to the dimensional travelers of the world, but it makes an excellent hideout and safe house. You can travel to your personal dimension with a full action and a power check, DC 15. You can bring up to one person per power ability amount with you, but they all must be in physical contact with you. If you wish to bring an unwilling target to your personal dimension, you must succeed in a touch attack roll and a power check against your target's Will save.

Your personal dimension can be of any shape and any terrain with an area of up to ten square miles per power ability amount. Anything created in the personal dimension is perfectly real in that dimension, but it cannot leave. When you purchase this power, you design your personal dimension by gaining one major alteration for each power ability amount. The alterations you can choose are listed below:

- **Awareness:** You know everything that happens anywhere in your personal dimension.
- **Change Rules:** You can change one fundamental rule of reality, such as the speed of light or the surface tension of water. You can also alter one game rule if the GM agrees, such as allowing everyone to automatically stabilize when disabled.
- **Grant Power:** You can grant yourself or everyone in your personal dimension one power of your choice at your power ability amount, such as granting everyone the power of flight.
- **Immunity:** You are immune to all damage in your personal dimension.
- **Rearrange:** You can alter the terrain of your personal dimension in any way as a full action.
- **Servant:** You have one servant who exists only in your personal dimension. The servant is created as a character with a power ability amount equal to your power ability amount in this power. The servant is a minion.
- **Sustenance:** Either your personal dimension creates food and drink for all who enter or it alters reality so residents do not require sustenance.



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## POWER TRICKS:

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- **Army:** Each time you purchase this feat the number of a specific type of servant of doubles. This Power Tricks can be purchased multiple times, giving you a small army.

## POWER EXTRAS:

- **Dimensional Shunt:** You are able to use your personal dimension effectively in combat.
- **Extreme Control:** While in your personal dimension, you may add your power ability amount to all power checks, skill checks, attack rolls, and ability checks.

## POWER FLAW:

- **Timed Duration:** Your personal dimension only exists while you are there

## PETRIFICATION

**Cost:** Medium

**Action:** Half

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Duration:** Continuous

**Saving Throw:** Fortitude

You are able to turn targets into stone, calcified bone, or other materials with a similar hardness. To do so requires a successful ranged attack against the target, who may resist the attack with a Fortitude save DC 10 + your power ability amount. If successful, the target is not affected by this power. If the save fails, the target is petrified and unable to move. While petrified, the target is not aware of his surroundings and gains a +5 bonus to his Fortitude save because of the hardness of the petrified material. A character who is petrified remains so until one of four events occurs: you voluntarily release the target; the target is, which requires a power check DC 20; someone with the Stone to Flesh extra returns the character to normal. Petrified targets do not age.

## POWER TRICKS:

- **Fissure:** Targets under the effect of your power suffer a stun hit when they are cured of their petrification.
- **Hardened Material:** The Fortitude save bonus of targets you petrify is increased by 1 for each time you take this Power Tricks.

## POWER EXTRA:

- **Stone to Flesh:** You can return targets of petrification to normal as a half action with a range of touch.

## POWER FLAW:

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

- **Limited Duration:** Your targets receive a saving throw to break out of the petrification every hour. This flaw may be taken twice, with the second flaw reducing the time between each save attempt to one minute.

## POISONOUS METABOLISM

**Cost:** Low

**Action:** None

**Range:** Personal

**Duration:** Continuous

**Saving Throw:** Fortitude

Your metabolism naturally produces compounds that most other races find poisonous, making it very dangerous for others to bite, kiss, or even cut you with natural weapons. Anyone who comes into contact with any of your bodily fluids besides sweat must make a Fortitude save, DC 15 + your power ability amount, or take damage as per a lethal Fortitude save. This power will affect anyone striking you with the natural weapons type power also.

## POWER EXTRAS:

- **Controllable:** You can deactivate your poison producing glands, enabling you to interact with others without poisoning them.
- **Natural Weapon:** You can pool your poisonous compounds on your hands, making you very effective in unarmed combat and granting you some type of natural weapon at your power ability amount.
- **Poisonous Sweat:** Your skin itself is poisonous, inflicting damage on anyone who comes into contact with you. You can inflict damage as above with a successful touch attack.

## POWER DOMINATION

**Cost:** Low

**Action:** Half

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Duration:** Concentration

You are able to control the powers of others, making the powers activate and deactivate at your whim instead of their owner's. You can only use this power to take control of powers you know the target possesses. To use this power, you must beat the target in an opposed power check using your Power Domination power ability amount against the power you wish to dominate. If successful, you may take control of the target's powers, but the number of power ability amount you can use is limited by your power ability amounts in Power Domination. On your turn you may use the designated power in any way the power would normally act, including extras and Power Tricks. The power originates from its owner, not you. You could use the target's power of flight to make him fly away, use his power of energy generation to attack his own colleagues, or even use his power of healing to heal yourself.



# POWER CORRUPTS UNLIMITED

The target of this power makes another power check each round against your original power check to break free of your control. While you are in control of a target's power, the target cannot use that power.

You can only dominate powers that can become active. If a power's owner falls unconscious or enters a state where he would be unable to activate his power, you cannot use his power.

## POWER TRICKS:

- **Extra Power:** Each time you take this power, you can attempt to take control of another of the target's powers with a single half action. You may only take control of multiple powers belonging to the same target.
- **Free Use:** Targets of this power may still use a power you are dominating during their turn if you allow it. You must make this choice when you first take control of the power.

## POWER EXTRA:

- **Feat Domination:** You can also take control of the character's feats, activating or deactivating them on your action. In this case you make an opposed roll between your Power Domination power and the target's Will save.

## POWER FOCUS

**Cost:** Low

**Action:** Half

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Duration:** Instant

**Saving Throw:** Fortitude

You are able to siphon energy from all your powers into one overwhelming blast of energy. Unfortunately this weakens your other powers and can leave you helpless. When you activate this power, you choose to sacrifice power ability amounts from other powers in order to supply this one. You can only sacrifice power ability amounts that have the same power source. You can sacrifice power ability amounts from any power and you can only sacrifice up to twice your power ability amount in this power in power ability amounts. Any sacrificed power ability amounts return at a rate of 10 percent per day.

Once you have determined how many power ability amounts you want to sacrifice, you release them as per an energy generation / blast with a power ability amount equal to the sacrificed power ability amounts. You can choose what type of energy the blast is and where it originates from your body. You must make a ranged attack roll to try to hit a target.

This power allows characters to break the "no power bonuses higher than your power ability amount" rule, meaning a power ability amount 10 character with Power Focus 10 could sacrifice 20 power ability amounts from other powers and fire a +20 damage energy generation / blast. The blast fired may not have a bonus greater than twice the character's power ability amount in Power Focus.

## POWER EXTRA:

- **Fast Recovery:** Sacrificed power ability amounts return at rate of 25 percent of power ability amount.

## POWER RESIDUE

**Cost:** Low

**Action:** Half

**Range:** Personal

**Duration:** Instant

You are able to sense whether powers have been used in the past in any area you enter. You can also absorb the remnants of such powers, allowing you to use the power temporarily.

As a free action you can check to see if any powers have been used within a range of normal within one year per power ability amount. To use this power, you make a power check, DC 20 - the power ability amount of the power used. If you fail the check or if no powers were used in the area, you learn nothing.

**Amount DC beaten**

0-4

**Result**

You know a power was used, where, and what type of power source it had. You know exactly how long ago the power was used and what power it was.

5-9

10+

You know the exact power ability amount of the power and the identity of the person using it.

If you detect a power, you may try to use that power, even if you don't know what it is. This requires a half action and a power check, DC (10 + the power ability amount of the power to be used + the number of times you have already absorbed this residual power). Success allows you to use the residual power. Your temporary power ability amount in the residual power is limited by your power ability amount in Power Residue. The residual power you are using degrades by five points of power ability amount per round until reaching 0, at which point the power fades.

## POWER TRICKS:

- **Ancient Powers:** You can sense and use powers going back 10 years per power ability amount instead of 1 year per power ability amount.

## POWER FLAWS:

- **Delayed Power:** You can only use Power Residue on powers that were used at least one year ago.
- **Limited Power:** You can only use residual powers of a specific type, such as movement powers, or of a specific power source.

## POWER RESISTANCE

# POWER CORRUPTS UNLIMITED



**Cost:** Low

**Action:** None

**Range:** Personal

**Duration:** Continuous

You are resistant to a certain type of power, such as transformation or movement type powers. You receive a bonus equal to your power ability amount to all saves against powers you are resistant to.

## POWER EXTRA:

- **Extra Resistance:** You are resistant to another category of powers.

## POWER SCAN

**Cost:** Low

**Action:** Half

**Range:** Long (400 ft. + 40 ft. / level)

**Duration:** Concentration

**Saving Throw:** Will

With a glance you are able to determine how powerful people are and what superpowers they have. With a half action you can try to assess the power ability amount of an individual and the power sources of any powers the target has, requiring a power check DC 10 + the power ability amount of the target. If you beat the DC by five points, you also know what powers the target has, if any. If you beat the DC by 10 points, you know the power ability amounts of all the target's powers.

If targets wish to keep their powers concealed, they can oppose your power check with a Will save. This Will save becomes the DC for determining how much info you gain.

## POWER TRICKS:

- **Blindsight:** You can sense targets accurately enough to use your power as your primary sense, allowing you fight blind effectively.
- **Continuous Scan:** With a free action you can determine who within your range has the highest power ability amount, but not any information other than that.
- **False Reading:** Characters using Power Scan against you who fail their power checks may receive incorrect information. You may cause your level to appear higher or lower (*your choice, chosen when the power is used*) to such characters by a number equal to your own Power Scan power ability amount. Furthermore, you may mask a number of powers and power sources equal to your Power Scan power ability amounts.

## POWER EXTRA:

- **Scan Interference:** In addition to scanning the powers of others, you can interfere with others using this power, adding your power ability amount to the DC of their power checks.

# POWER CORRUPTS UNLIMITED

## POWER FLAW:

- **Power Flash:** Any time you scan a power ability amount higher than your own, you must make a Will save, DC 10 + the power ability amount scanned, or be stunned.

## PROBABILITY CONTROL

**Cost:** Medium

**Action:** Free

**Range:** Personal

**Duration:** Instantaneous

**Saving Throw:** Will

You are able to control random chance, swinging probabilities in your favor. As a free action you control truly random events, like coin flipping or die rolling, with a power check, DC 10.

You can also add your power ability amount to skill checks that might be helped by controlling random chance, such as Profession (*Gambling*).

When making any type of roll, you can use this power to increase your chances of getting a beneficial roll. For each 10 points you have in this power, you can roll one extra d20 per power ability amount for a specific check and take the best result of all the dice. You may only roll one extra die per power ability amount per round. These dice may only be used on rolls you make.

## POWER EXTRA:

- **Affect Others:** You can use this power on others within your power ability amount x 10 in feet. You still choose which result to use, enabling you to befuddle enemies by choosing low rolls. If the target wishes, he may resist this power with a Will save against your power check.

## POWER FLAW:

- **Limited Control:** You cannot use more than half of your dice on a single roll.

## PROJECTIVE SIZING

**Cost:** Medium

**Action:** Half

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Duration:** Timed Duration (5 minutes / level)

**Saving Throw:** Will

You may alter the size of an inorganic target. Your Projective Sizing can affect any object with an initial size of Medium or smaller, though this maximum is increased by one size category for every 10 power ability amount you possess. You must have a sufficient power ability amount to affect the entire target, so you could not, for example, affect only the windshield on a car. For every 10 points of Projective Sizing power ability amount, you may increase an object's size by one category. The object's weight is doubled for each size category increase. Alternately,

you can shrink an object. For every 10 points of this power ability amount you may reduce an object's size category by one and its weight by 25 percent. Any hardness bonus gained from an object's thickness is decreased your Projective Sizing power ability amount, to a minimum bonus of 0. Constructs are affected by this power as per Growth or Shrinking. You may not target yourself with this ability without the Affect Self extra.

## POWER EXTRA

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

## PROSCRIBE

**Cost:** Low

**Action:** Half

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Duration:** Concentration

**Saving Throw:** Will

You are able to prevent nearby creatures from approaching you. While this power is active, any creature in your range who wishes to move toward you or any creature outside your range who wishes to enter it must make a Will save, DC 10 + your power ability amount. Failure means the victim cannot take the move action toward you and loses that action this round. If the save is successful, the victim may move normally.

## POWER TRICKS:

- **Proscribe Mark:** You may mark a specific spot with this power, forcing everyone but you to stay back from it until you disable the mark. Disabling the mark requires a free action. You must touch the proscribe mark to disable it. As is normal for your power, a Will save allows someone to approach the mark.
- **Bar Doorway:** You can focus your power to block anyone from crossing through a single doorway. Crossing the doorway requires a Will save as per normal for your power.

## POWER EXTRAS:

- **Focus:** You can focus your power on a single target.
- **Harmful Proscribe:** Instead of stopping people from approaching you, you can instead cause them damage if they approach. If targets move within your range, they must make a Fortitude save, DC 15+ your power ability amount.
- **Repulsion:** Not only do people in your range have problems approaching you, but everyone in your range must also make a Will save, DC 10 + your power ability amount, or take a half action to move away from you that round. This save must be made every round the target is in range.



# POWER CORRUPTS UNLIMITED

## POWER FLAW:

- **Limited:** You can only affect a certain type of creature or beings whose powers stem from a certain power source.

## PSYCHIC WEAPON

**Cost:** Low

**Action:** Half

**Range:** Touch

**Duration:** Timed Duration (10 minutes / level)

**Saving Throw:** Will

You are able to form melee weapons of psychic energy, allowing you to do damage to the minds of your opponents in melee combat. It takes a half action to form your psychic weapon, and once formed. You make attack rolls like normal in melee combat with Psychic Weapon. On a successful attack, the psychic weapon ignores defensive attributes. The target must make a successful Will saving throw against the damage, like a normal Fortitude save, DC 15 + power ability amount or be stunned.

The psychic weapon's damage bonus is equal to your power ability amount in Psychic Weapon. You add your Strength bonus to determine total damage bonus with a melee weapon. Psychic weapons have no effect on inanimate objects or mindless targets.

## POWER EXTRA:

- **Energy Field:** You are surrounded by a field of dangerous psychic energy, acting like an energy field at your power ability amount.

## POWER FLAW:

- **Weak Penetration:** The defensive attributes and powers work against your psychic weapon.

## QUICKSAND

**Cost:** Medium

**Action:** Half

**Range:** Normal

**Duration:** Timed Duration (5 minutes / level)

**Saving Throw:** Reflex

You can turn the ground underneath the feet of your opponents into puddles of thick, sticky sediment; affected targets find their movements hindered, and risk sinking under, slowly suffocating. Your power affects an area equal power ability amount in square feet. You may only affect targets on the ground; flying foes are effectively immune to the power's effects. Any characters within your power's area of effect must attempt Reflex saving throws each round they spend in your patch of quicksand. Those who succeed are able to maintain their balance, and may wade/swim through the quicksand at ½ their normal ground speed, although they cannot run or charge, and still suffer a -2 penalty on all attack rolls and a -4 penalty on their Dexterity scores.

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

## POWER TRICKS

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

## POWER EXTRAS

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

## RAGE

**Cost:** Medium

**Action:** Half

**Range:** Touch

**Duration:** Special

**Saving Throw:** Will

You are able to instill a murderous rage in those you touch, increasing their ability to inflict and resist damage at the expense of self control. If you use the power on an unwilling target, you must succeed in a touch attack against the target, who then must make a Will save, DC 10 + your power ability amount. If successful, the target is not affected, but if the save is failed, the target enters a frenzied berserker rage. The target remains in the rage for one round for each point he failed the Will save by. Willing targets remain in rage for one round per point of Constitution or until they wish to end the rage.

While in this rage, the target receives a bonus to Strength, Constitution, and Will saves equal to your power ability amount, but also suffers a penalty to Defensive attribute equal to your power ability amount. While raging, the target attacks the closest

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target, friend or foe, until that target is incapacitated. The raging individual then moves to the next closest target. When the rage ends, the target must make a Fortitude save, DC 15 + your power ability amount. Regardless of this save, the target is fatigued at the end of the rage.

## POWER EXTRAS:

- **Berserker Cohorts:** You can use this power on any of your cohorts with a range of sight.
- **Dextrous Rage:** Victims of your power do not suffer a penalty to their defensive attribute.

## POWER FLAW:

- **Affect Self:** You are only able to affect yourself with this power.

DC equal to the power ability amount of the target. If the target knows what you are doing and wishes to try to mislead you, he can make a Bluff check to hide his fighting skills. If the target does this, you use the result of the Bluff check as your power check DC.

If your power check succeeds, you learn the attack and defensive attribute bonuses of the target, including what bonuses make up each (*Dexterity bonuses, base attack bonus, and so on*). You also discover any combat-oriented feats the target has.

## POWER EXTRA:

- **Body Language:** Your understanding of how the body works allows you to interpret signals both consciously and unconsciously hidden. You gain a bonus equal to your power ability amount to all Innuendo and Sense Motive checks.

## READ OPPONENT

**Cost:** Low  
**Action:** Half  
**Range:** Personal  
**Duration:** Instant

You are able to evaluate the combat abilities of your opponents accurately. Doing so requires a half action and a power check,

## REALITY ANCHOR

**Cost:** Low  
**Action:** None  
**Range:** Personal  
**Duration:** Continuous

You are a solid part of reality, unable to be changed by reality warping, alterations to the timeline, or similar effects. Any time

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a character tries to use power like time travel, time control, or reality control against you, you reduce the power ability amount of the power by your Reality Anchor power ability amount. If the attacking power ability amount is reduced to 0, the power does not affect you. You are also immune to any major or significant changes to reality, such as someone going back in time and drastically altering history by killing George Washington. You retain complete memory of the original timeline, though everyone else probably forgets it ever existed.

## POWER EXTRAS:

- **Anchor Touch:** You are able to touch others and extend your protection to them for one round per power ability amount. This includes granting them knowledge of any altered time lines.
- **Reality Perception:** Not only are you resistant to significant changes in reality, but you can also perceive how those changes are occurring.

## REALITY CONTROL

**Cost:** Low

**Action:** Free

**Range:** Special

**Duration:** Special

**Saving Throw:** Varies

You are able to warp reality to your will and alter it in drastic ways to achieve your aims. This power allows you to mimic any single power for one round. In order to maintain the fabric of your reality, you must be careful in precisely how you do this. To mimic and fire energy generation / blast, you might cause gas mains to erupt around your target. You could use telekinesis to send a car off a bridge. You cannot cause anything to happen that would cause a witness who knows you to say "Hey, you can't do that!" such as flying without assistance or shooting energy beams from your eyes.

As a free action you can set your Reality Control power to mimic any one power at your power ability amount, but this causes you to become fatigued. You may then use the power for one round. The duration of any power you mimic with Reality Control ends at the end of the round. You need not see or have experience with a given power to mimic it with Reality Control.

## POWER EXTRA:

- **Extra Round:** When you use Reality Control to mimic a power, the power remains with you for one extra round for each time you purchase this power extra.

## POWER FLAW:

- **Excessive Reality:** You can alter reality, but only in excess. For example, an attempt to become more muscular results in your becoming so muscular that it weighs you down; if you are permanently incorporeal individual attempting to be solid again, you might become absurdly obese and overweight. For

the round that this power is active, the GM can assign you an appropriate weakness.

## REALITY FIELD

**Cost:** Medium

**Action:** None

**Range:** Special

**Duration:** Continuous

**Saving Throw:** None

You are so "grounded" in realities that not only are you highly resistant to being unnaturally altered in any way, your mere presence acts to counteract the effects of powers that change reality. Your power affects everyone-and everything-within a radius of (your power ability amount) feet. For every 10 points of power ability amount in Reality Field you possess, the following applies:

- You gain 10 points of power ability amount of Reality Anchor at your power ability amount, which functions just as described save that all those within your radius gain its benefits. All uses of powers like luck, Reality Control, time control, and time travel powers that occur within the radius of your reality field are reduced by your power ability amount. If they are reduced to 0, they cannot function. You are unaffected by changes to the timeline and always retain your memories of the original timeline. This also applies to any others within your reality field, but this effect is temporary on others; it fades if they leave your immediate presence.
- You add your power ability amount to all saves made against attempts to alter your physical form or memories. Any worn or hand-held items in your possession add your power ability amount to the DC attacks made against them. Everyone within your power radius gains these bonuses to their saves as well.
- A character or item that has been mentally or physically changed by a power that subsequently moves into the area affected by your reality field is entitled to a new saving throw. The DC of the saving throw is equal to 5+ that of the original effect responsible for the change. Your power ability amount is substituted for the subject's normal saving throw modifier. Only one additional saving throw is granted, even if the character or object moves into and out of your presence several times over.

## REALITY PERCEPTION

**Cost:** Low

**Action:** Free

**Range:** Personal

**Duration:** Continuous

You are able to detect changes in reality created by alternate time lines, parallel dimensions, portals to other dimensions, or characters with reality-altering powers. With a successful power check against the table below, you can correctly identify if a



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specific object or character is from a different reality or is altering reality. If you beat the DC by five or more points, you can see if the reality alteration is dangerous (*such as rewriting history in a destructive manner through time travel*). If you beat the DC by 10 or more points, you can identify how exactly the target is affecting reality.

DC	Reality Alteration Perceived
10	Target from alternate dimension/timeline, dimensional portal, sense when in a dimension other than your own
15	Target from another time period, use of Reality Control power
20	Feel the time line being altered in the past

## POWER TRICKS:

- **Blindsight:** Your extraordinary perception of reality allows you to function even in complete darkness.

## POWER EXTRA:

- **Danger Sense:** You can see reality change as people attempt to do you harm, enabling you to react to these situations even before they happen.

## POWER FLAW:

- **Time Blind:** You cannot see any changes or alterations to the time space continuum.

## REFLECT POWER

**Cost:** Low  
**Action:** Reaction  
**Range:** Personal  
**Duration:** Instant  
**Saving Throw:** Reflex

You are able to reflect powers unsuccessfully used against you back at their owners. You may reflect back any power that you successfully save against. This requires an opposed power check, your Reflect Power against the power just targeted at you. If you are successful, your opponent is affected by her own power at her own power ability amount or your Reflect Power ability amount, whichever is lower. Your opponent must make whatever saving throws are required as normal. If your opponent is immune to her power, then she is not affected by the reflected attack.

## POWER TRICKS:

- **Reflect Area:** You are able to reflect an area attack power if you are in the area of effect. If you successfully reflect the power, its area of effect is centered on the power's owner.

## POWER EXTRA:

- **Refract:** You can choose to aim the "reflected" power at another target within your power ability amount in feet. This use of Reflect Power requires a ranged attack against the target, who saves normally.

## POWER FLAW:

- **Limited Reflect:** You can only reflect powers with a single power source, such as only mystical powers.

## SABOTAGE

**Cost:** Medium  
**Action:** Half  
**Range:** Touch  
**Duration:** Instant  
**Saving Throw:** Fortitude

You are able to break machines with a single touch, and you innately know how to shut down all kinds of machinery. To damage machines, you must succeed in a melee attack against the target, which then makes a Fortitude save, DC 15 + your power ability amount.

You receive a bonus equal to your Sabotage power ability amount to all Disable Device, Computers, Demolitions, Repair, and Science skill checks that involve destroying, disassembling, or deactivating a device.

You can also use your power on a device to cause it to malfunction in a specific way at a later date. This requires a power check against a DC based on the length of the delay and the complexity of the malfunction (*see the table below*). Success makes the item malfunction in the specified way and time.

DC	Time Delay
5	1 minute
10	1 hour
15	1 day
20	1 week
25	1 month
30	1 year

DC	Type of Malfunction
+0	Simple ( <i>engine cutoff, complete computer failure</i> )
+5	Moderate ( <i>cause false radar images, cause a computer to erase specific files</i> )
+10	Complex ( <i>cause a spacecraft to fly into a sun</i> )

## POWER EXTRAS:

- **Explosive Destruction:** Devices you destroy have a habit of exploding violently. Anyone inside such a device or within 10 feet of it must make a Fortitude save, DC 10 + your power ability amount.
- **Electromagnetic Pulse:** Your understanding of shutting down machines extends even beyond your touch.

## SENSE ALTERATION

**Cost:** Low  
**Action:** Half  
**Range:** Close (25 ft. + 5 ft. / 2 levels)  
**Duration:** Timed Duration (10 minutes / level)

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## Saving Throw: Will

You are able to inhibit or sharpen the senses of others, both normal and super-senses. You are able to affect only one sense, chosen at the time of character creation.

You are able to deaden the designated sense of your target. You must hit the target with a normal ranged attack roll. If you succeed, the target may resist with a Will save, DC 10 + your power ability amount. A failed save means the target's designated sense is negated. Any powers based on this sense are also inhibited. The target gets another Will save each following round with a cumulative +1 bonus to regain his inhibited sense.

You can also sharpen the senses of others. To do so, you must hit the target with a ranged attack. The target can choose to resist with a Will save, DC 10 + your power ability amount. A target affected by this power adds your Sense Alteration power ability amount to any skill checks or power checks involving the sense you are heightening. For example, a target with heightened sense of sight would receive a bonus to Spot checks.

## POWER EXTRAS:

- **Extra Sense:** You can affect one extra sense with this power.
- **Illusion:** You can project images into the senses of your target. The illusion exists only in the form of your chosen sense.
- **Telescopic Sense:** You can expand the range of a target's sense as well as its finesse.

## POWER FLAW

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

## SENSORY LINK

**Cost:** Low

**Action:** Half

**Range:** Special

**Duration:** Concentration

**Saving Throw:** Will

You are able to experience distant places through the senses of others temporarily. You can even use the enhanced senses of animals. There are three ways you can choose a being to see through, all of which require the target to be within your range listed on the table below.

The first method is knowing your target personally, such as a friend or a well known enemy. Second you can sense through any creature within your line of sight. Third if you wish to spy on a specific location, you can select the location and try to reach out

to the senses of any creatures in the vicinity. In this third case, the kind and number of creatures present are up to the GM.

If the target of this power is willing, you can see through the creature's senses without special effort, using the creature's Spot, Search, and Listen skill levels. You also gain any other sensory abilities of the creature, such as scenting ability. Targets of this power know their mind is being invaded and have the opportunity to resist. If the target is an unwilling victim, you must beat the target in a power check against the target's Will save. If the target succeeds, you cannot make contact with that target, though you may try again. Generally animals will not resist this power.

While you are using this power, you are oblivious to your surroundings because your senses are superseded by those of your target.

power ability amount	Range
1	10 feet
2	100 feet
3	1000 feet
4	1 mile
5	2 miles
6	20 miles
7	200 miles
8	2,000 miles
9	20,000 miles
10	200,000 miles
11	2,000,000 miles
12	20,000,000 miles
13	200,000,000 miles
14	2,000,000,000 miles
15	20,000,000,000 miles (anywhere in the solar system)
16	Nearby star systems
17	Distant star systems
18	Anywhere in the galaxy
19	Nearby galaxies
20	Anywhere in the universe

## POWER TRICKS:

- **Alert Senses:** You add a +2 bonus to all Spot, Listen and Search checks when seeing through the senses of others.

## POWER EXTRA:

- **Sensory Interference:** When you see through the senses of your target, you can choose to block out the target's senses so neither of you can sense anything. The target is always considered to resist this power, and the range is reduced to your power ability amount x 10 feet. If the target fails the opposed power check against Will save, he loses his senses but gains another save every round. If the target succeeds, you lose contact with the target.

## POWER FLAWS:

- **Animal Sense:** You can only see through the senses of animals.

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- **Human Sense:** You can only see through the senses of humans.

## SINGULARITY

**Cost:** Medium

**Action:** Half

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Duration:** Concentration

**Saving Throw:** Fortitude

You are able to create very small and temporary singularities, in essence creating short-term black holes that are sub-atomic in size. These singularities have immensely powerful gravitational fields, pulling everything nearby towards them.

You can place the singularity anywhere in your range. If the target square is occupied, the creature or object occupying the square must make a Fortitude save, DC 15 + your power ability amount. Anyone in the same square with the singularity must also make a Fortitude save, DC 10 + your power ability amount, or be rendered unable to move by the intense gravitational forces of the singularity.

The singularity has a range of feet equal to the power ability amount in every direction. Anything within range of the singularity will be drawn toward it. Any unattached items of Large size or smaller will be drawn toward the singularity. Creatures may attempt a Fortitude save, DC 10 + your power ability amount, to resist being pulled towards the singularity. Those who fail will be drawn toward the singularity at a rate of one 5-foot square per 10 points of power ability amount per round. Any item that enters the same square as the singularity will begin suffer the effects.

Due to the contorting effect of the singularity, any number of items can fit in the square with it. If multiple items are in the same square with the singularity when the power ends, the items then expand to fill all the necessary nearby squares.

Once a singularity is created, it cannot be moved. Unless you are immune to your own power, you too will be dragged into your own singularity if you are within its range.

## POWER TRICKS:

- **Singularity Bomb:** You can create very small singularities that only damage a single target. Using a singularity bomb requires a ranged attack against the target, which then makes a Fortitude save, DC 15 + your power ability amount. The bomb vanishes immediately after its use.

## POWER EXTRAS:

- **Master of Gravity:** You are attuned to gravitation fields in general.
- **Time Collapse:** Those sucked into the singularity square cannot take full actions and may only take one half action per turn.

## SOLID STEP

**Cost:** Low

**Action:** Half

**Range:** Personal

**Duration:** Timed Duration (10 minutes / level)

You are able to walk on gaseous and liquid matter as if it were solid ground, allowing you to walk on water and leap from cloud to cloud. You may walk on any liquid as if it were solid ground and any gas other than normal air, such as clouds, smog, and fog. You may move five feet per 10 points of power ability amount as a half action, double that as a full action, and quadruple that when sprinting, all at the expense of your dodge bonus to defensive attribute. You may still take falling damage if you do not have sufficient gaseous material to step on.

## POWER TRICKS:

- **Slow Fall:** You automatically slow your descent when falling, reducing the Fortitude save DC of any falling damage by 1 for each time you take this Power Tricks.

## POWER EXTRAS:

- **Airwalk:** You are able to walk on any type of gas, even normal air, as if it were solid ground.
- **Force Field:** You are able to form gaseous matter around you in a defensive manner.
- **Obscure:** You are able to control gaseous matter to obscure the area around you by moving fog, smog, and dust around to block the vision of others.

## POWER FLAWS:

- **Only Gases:** You can only walk on gaseous matter.
- **Only Liquid:** You can only walk on liquid matter.

## SOUL STEAL

**Cost:** High

**Action:** Half

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Duration:** Timed Duration (1 minute / level)

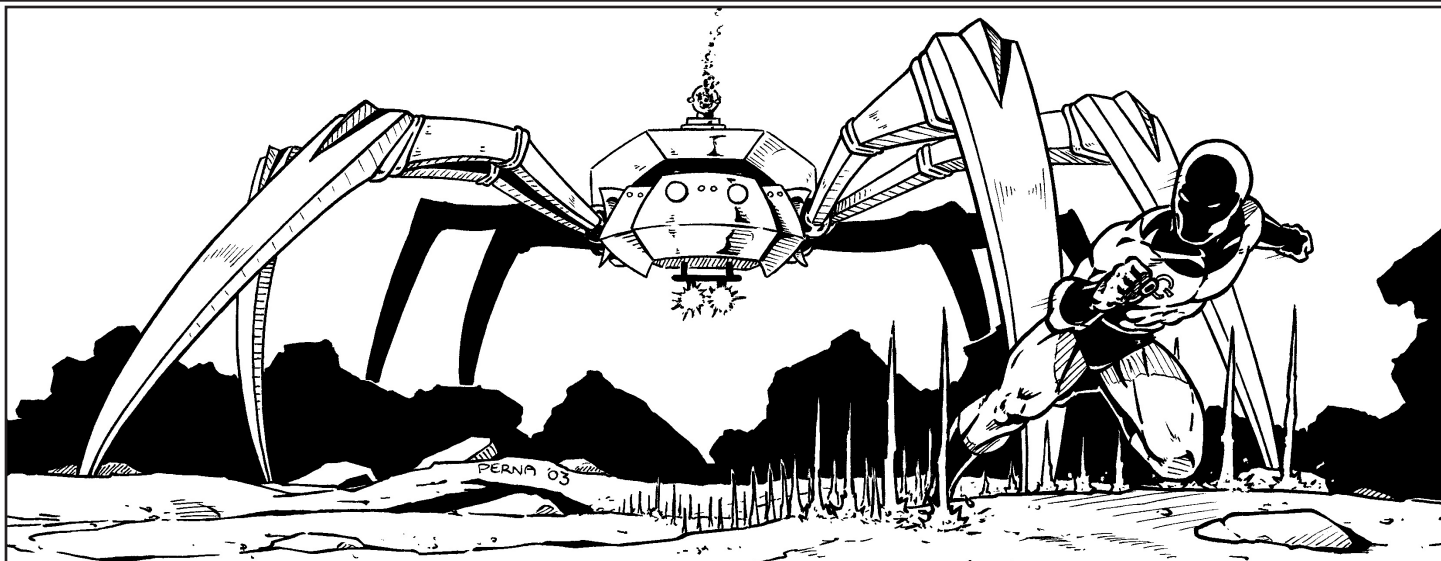
**Saving Throw:** Will

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

- You gain an increase equal to your power ability amount that you can then use this to increase all your mental ability scores and any psychic / mystical powers, all at once.



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- You gain an increase equal to your power ability amount versus mental powers.
- You can duplicate one of the victim's mental / mystical / spiritual powers (*if any*) at your power ability amount.

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

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

## SPATIAL CONTROL

**Cost:** High

**Action:** Half

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Duration:** Timed Duration (1 minute / level)

You are able to bend space to your will. You can temporarily eliminate the distance between two points, causing them to exist side by side regardless of the space that separates them. You gain the following powers at your power ability amount:

- Teleportation by folding space between your location and the destination.
- Deflection at your power ability amount.

- You can make melee attacks against opponents within your range, treating them as if they were in an adjacent 5-foot square.
- By altering the space around an enemy, you can try to turn him inside out. This aspect of Spatial Control requires a ranged attack against the target. If the attack hits, the target must make a Fortitude save, DC 15 + your power ability amount.
- You may increase or decrease the volume of a container, room, or similar item. You can multiply or divide the interior size of the target item by your power ability amount. This can only affect inanimate objects.
- You may bypass defensive attributes like armor or force field powers. You must make an opposed power check to succeed with your bypass, and each attempt requires a half action in addition to whatever time the attack takes. With a successful opposed power check, your next attack may ignore the targeted Armor or Force Field. This spatially-manipulated attack must be the next action you make after the opposed power check or your attack loses its bypass ability.
- By shrinking distances, you can make your attacks accurate at great range. You can multiply the range increment of all your ranged attacks by your Spatial Control power ability amount.
- By manipulating the amount of space you have to cover, you can alter your speed. You increase your base speed by 5 feet per 10 points of Spatial Control power ability amount.

## POWER TRICKS:

- **Space Fold:** You can fold space on an interstellar level, allowing you to teleport one light year per power ability amount. This requires a full round action and cannot be done within the orbit of any planetary body.

## POWER EXTRAS:

- **Acceleration:** You can increase the speed of others in your range by bending space in their favor. Subjects must be

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within your power ability amount x 5 feet of you. Each person you speed up drops your Spatial Control by 10 points per power ability amount, but everyone affected has his base speed increased by 5 feet per 10 points of power ability amount.

- **Deceleration:** By increasing the distances targets must cross, you may decrease their movement. This requires a ranged attack against the target. If your attack is successful, the target may resist with a Reflex save, DC 10 + your power ability amount. Failure means the target's movement is reduced by 5 feet per 10 points of power ability amount. The target gets an additional Reflex save each round with a cumulative +1 bonus.
- **Increased Range:** You can make the attacks of your enemies less accurate by increasing the distance the attacks must travel. This requires a ranged attack against the target. If your attack hits, the target may resist with a Reflex save, DC 10 + your power ability amount. If this save fails, the target's range increment is divided by your power ability amount. The target gets an additional save each round with a cumulative +1 bonus.

## SPIRIT CONTROL

**Cost:** Low

**Action:** Half

**Range:** Long (400 ft. + 40 ft. / level)

**Duration:** Continuous

**Saving Throw:** Will

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

## SPIRIT SENSE

**Cost:** Medium

**Action:** Varies

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Duration:** Continuous

**Saving Throw:** Will

You are able to see the spirits of the dead, converse with them, and even force them away. You are always able to see recently departed spirits if they are active in an area. You can also see individuals engaged in using a power like astral projection, though you cannot affect them as you can spirits. Spirits will be attracted to you because they sense that you can see them. You

will often be bothered by spirits looking for help with things left undone in life or by spirits who are merely angry and wish to take that anger out on someone. If a spirit is active, you can automatically see it and converse with it. Spirits are not automatically helpful or even favorably inclined to you, but they treat you with some respect because they recognize your gifts. You can question murder victims after their deaths, discover the secrets of long dead civilizations from its inhabitants, or even interrogate the cohorts of a supervillain after their passing.

You can summon spirits in the location the spirit died in, a place of particular interest to the spirit (*like a home*), or at the location of the spirit's physical remains. Summoning a spirit requires a power check against a DC found on the table below. Summoning a spirit takes a full round action. Once a spirit is summoned, you can question it about what it knew in life, compelling it to answer one question as a half action by beating the spirit in power check against the spirit's Will save. If you win, the spirit must answer one question truthfully. A spirit may wish to return to its rest, forcing a power check against the spirit's Will save each round to keep the spirit active.

DC	Situation
10	Summoning an active spirit
15	Summoning a spirit at the spirit's grave
20	Summoning a spirit at the spirit's former residence
-5	You have an item of extreme importance to the spirit

You can force active spirits away as a half action, requiring a power check against the spirit's Will save. Forcing spirits away in such a fashion gives them two choices: leave the range of this power if they are able (*location-oriented spirits may not be able*) or return to their rest. Permanently trying to exorcise a spirit requires a full round action and another power check against the spirit's Will save, but the spirit receives a +5 bonus to its roll.

## POWER EXTRAS:

- **Energy Generation / Blast:** Using a bound spirit, you can attack a target with a flurry of poltergeist punches as per the kinetic energy type.
- **Ghost Touch:** You are able to interact at will with incorporeal objects.
- **Telekinesis:** You have a number of small spirits working for you that can move objects around at your will.

## POWER FLAW:

- **Converse Only:** You cannot exorcise or force spirits away, only sense and speak with them. You can still learn to control spirits in limited ways by purchasing the Telekinesis or Energy Generation / Blast extras.

## SPIRIT STORAGE

**Cost:** Low

**Action:** Half

**Range:** Close (25 ft. + 5 ft. / 2 levels)

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**Duration:** Continuous

**Saving Throw:** Will

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

You may read the mind of and communicate telepathically with a trapped spirit as per a power like telepathy as a half action. Also, you are immune to possession attempts made by spiritual entities. Neither the hardness of the storage objects, nor your total number of stored spirits, may exceed your Spirit Storage power ability amount.

## STAGE MAGIC

**Cost:** Low

**Action:** Varies

**Range:** Personal

**Duration:** Continuous

You are trained in the arts of misdirection and sleight of hand, enabling you to hide objects on your person cunningly and perform many other skillful acts. You add your power ability amount in Stage Magic to all Sleight of Hand, Open Lock, Escape Artist, and Disguise checks in addition to any Perform checks involving magic tricks or escapes.

For each power ability amount in this power, you can hide one Diminutive object on your person with no chance of it being discovered during a normal search, though extreme measures may reveal its existence. Tiny objects count as two Diminutive objects, and Small items count as four Diminutive objects. Hiding an item requires a full round action while out of sight from those who may search you. Removing the item requires a half action.

## POWER TRICKS:

- **Speed Draw:** You can remove items from their hiding spaces as a free action instead of a half action.

## POWER EXTRAS:

- **Flash Powder:** Using sparks and smoke you can shock your opponents' senses..
- **Misdirection:** You have mastered the art of verbally directing the attention of others. You add your power ability amount to Bluff and Innuendo checks.
- **Vanish:** You may add your power ability amount to Hide checks, and you can use Hide as a half action even when in plain sight, disappearing from view by stepping behind cover or into the shadows.

## SUMMON

**Cost:** Low

**Action:** Half

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Duration:** Concentration

You are able to summon creatures from other dimensions to serve you, but only for a limited time. When you purchase this power, you create the type of creature you can summon. You can give your summoned beings one power ability amount for reach 10 points in this power. Your summoned creatures are considered cohorts. They may have any powers, feats, or skills you choose to give them. You may have one creature serving per power ability amount.

Summoning a creature takes a half action and the creature will appear anywhere you can see within your range. The creature follows your verbal commands or gestures as best it can, including fighting to the death. Once your concentration is broken, summoned creatures return to their home dimension. Summoned creatures can be returned to their home realm as a free action.

## POWER TRICKS:

- **Chosen Creature:** You can summon a specific creature that acts as a normal character instead of a minion. If this creature is killed, you must purchase this power feat again to find another creature of that caliber to summon.
- **Extra Creatures:** Each time you take this Power Tricks the number of creatures you can have serving you at a single time doubles.
- **Varied Creatures:** Each time you take this power feat you create one other creature you are able to summon. This creature has a power ability amount equal to your power ability amount.

## POWER EXTRAS:

- **Simultaneous Summoning:** Assuming you are able to summon multiple creatures, you can summon one creature per power ability amount as a half action.

## POWER FLAWS:

- **Limited Numbers:** Your summoned creatures are drawn from a limited pool of creatures. If a creature is slain, the total number of creatures you can have summoned at a single time is reduced by one for the next 24 hours. Multiple deaths may leave you unable to summon at all.
- **Ritual Summoning:** You require at least one minute and several hundred dollars worth of rare summoning components, like special candles, sand, or crystals, to summon your creatures.
- **Uncontrolled:** Your summoned creatures do not follow your instructions and instead act on their own whims, though they may be bribed into listening to you.



# POWER CORRUPTS UNLIMITED



## SUPER SCIENCE

**Cost:** Medium  
**Action:** Special  
**Range:** Personal  
**Duration:** Special

You are an expert in the most difficult sciences, able to rewrite the laws of physics if given enough time and equipment. Your inventions often push the boundaries of reality and would revolutionize the world if they didn't require your constant supervision to remain functional. This power requires a fully equipped high tech lab, and it is assumed if you have this power you have a lab in your headquarters.

You may add your Super Science power ability amount to any Science, Computers, or Repair checks.

By spending a two hour tinkering in your lab, you can create a device that will mimic any single power with a power ability amount equal to your Super Science power ability amount. No power may be mimicked that costs more than Medium cost. Each power extra or Power Tricks taken for a Super Science device reduces the power ability amount of that device by one.

This device is jury-rigged and will last for 24 hours.

## POWER TRICKS:

- **Well Built:** Your devices last for 48 hours.

## POWER FLAWS:

- **Single Device:** You can only have one device functioning at a time.

## SUSTAIN

**Cost:** Low  
**Action:** Half  
**Range:** Touch  
**Duration:** Concentration  
 Saving Throw: Fortitude

You produce a type of energy that will sustain creatures of your own species or similar species in the face of starvation, dehydration or suffocation. Any being with an anatomy compatible to your own may draw sustenance from you as long as it is contact with you. You can support one being per 5 points of power ability amount, but you may not support yourself. This energy will fuel the affected bodies, but not prevent death due to explosive decompression, pressure, or similar environmental conditions. While continuous contact is required to prevent suffocation, you may instill enough energy to fight off hunger and thirst for one

# POWER CORRUPTS UNLIMITED

day with a full round of contact, though you may only use this on one person per day per power ability amount.

## POWER TRICKS:

- **Different Metabolism:** You are able provide energy for one type of metabolism other than your own, such as creatures that breathe methane or even machines that need electricity.

## POWER EXTRAS:

- **Environmental Protection:** Those benefiting from this power through direct contact are also protected from environmental threats, such as the vacuum of space or the crushing pressure of the deep sea.
- **Invigorate:** In addition to supporting the metabolisms of those around you, you also increase their resistance to pathogens, disease, and similar threats.
- **Produce Supporting Matter:** You produce food, water, and other materials instead of just energy, enabling others to enjoy a good meal instead of merely absorbing energy.

## SWALLOW

**Cost:** Low

**Action:** Half

**Range:** Touch

**Duration:** Instant

**Saving Throw:** Reflex

You are able to pull your enemies into your own body by swallowing them, absorbing them into your skin, or some similar action. Swallow requires a melee attack against the target. After your attack hits, the target receives a Reflex check, DC 10 + your power ability amount, to avoid being swallowed. If this save fails, you absorb the target. You can hold one Medium-sized target per power ability amount or two targets of Small size or smaller in you at the same time. While targets are swallowed, they can take no physical actions, but they are free to take mental ones. Swallowed characters can use powers like teleportation or dimensional travel, for example, to escape as per normal.

When you select this power, you must choose one of the following methods for your victims to escape: Strength check, Escape Artist check (*or Dexterity check*), Reflex save, or Will save. Swallowed characters attempting to escape must succeed in the selected check or save, DC 10 + your power ability amount. Attempting to escape requires a full round action, and successful escapees appear in any adjacent unoccupied 5-foot squares.

## POWER TRICKS:

- **Large Gullet:** You are able to swallow creatures of larger than normal size. Taking this Power Tricks once allows you to swallow Large creatures, which count as two Medium creatures. If you take this Power Tricks twice, you can swallow Huge creatures, but each takes up the space of four Medium creatures. Taking this Power Tricks a third time allows you to swallow Gargantuan creatures, but each

Gargantuan creature takes up the space of eight Medium creatures.

## POWER EXTRA:

- **Damaging Containment:** Any creatures you swallow take damage each round, requiring a Fortitude save, DC 15 + your power ability amount.

## POWER FLAW

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

## SWARM

**Cost:** Low

**Action:** Half

**Range:** Personal

**Duration:** Concentration

Your body can transform into numerous smaller forms, such as rats or worms, making you very difficult to harm. Switching back and forth generally requires a half action, but all of your swarm components must be in contact with each other to turn back into normal form. When you select this power, you must choose which form is your natural state, swarm or standard. You change into your natural form whenever you are unconscious or disabled.

While in swarm form, you break into numerous smaller animals of Tiny size, improving your defensive attribute and your attack bonus by +2. While in your alternate form (*swarm or standard*), you may only use your powers at a power ability amount equal to or below your power ability amount in Swarm. Each hit you take renders some of your component creatures unconscious; each hit reduces your effective Swarm power ability amount by one but causes you no actual damage until your Swarm power ability amount is reduced to 0. These lost points must be healed as per normal damage. Your speed remains unchanged in swarm form, but your Strength is reduced by -4. You are unable to speak in swarm form or carry out any task that requires humanoid form or opposable thumbs.

The extras attached to this power may only be used while you are in swarm form.

## POWER TRICKS:

- **Diminutive:** Your Swarm component creatures are Diminutive in size instead of Tiny, adding +4 to your defensive attribute and attack bonus when in Swarm form.

# POWER CORRUPTS UNLIMITED

- **Solo Formation:** You do not need your swarm creatures to be in contact with each other to change into humanoid form. Your humanoid form can be shaped from any of your component creatures.
- **Swarm Speech:** You are able to speak in your swarm form.

4

7

10

Moderate Alteration (*run into a specific person on the street, have a taxi show up just when you need it*)  
Major Alteration (*injure someone, lose something of vast importance*)  
Drastic Alteration (*kill someone, major weather activity*)

## Elapsed Time

1 round  
1 minute  
10 minutes  
1 hour  
6 hours  
1 day  
1 week  
1 month  
6 months  
1 year

## Power ability amount

10  
9  
8  
7  
6  
5  
4  
3  
2  
1

## POWER EXTRAS:

- **Reflex Save:** The spread out nature of your swarm form makes it easy for you to avoid damage.
- **Combat Sense:** With all the eyes amongst your many component creatures you are able to avoid being surprised in combat.
- **Flight:** Your swarm form is made up of birds, insects, or other creatures that are able to fly.
- **Natural Weapons:** Your swarm form has some form of natural weaponry, such as claws or beaks. This power extra allows even animals that do not normally have weapons to develop barbs, stingers, or teeth.

## POWER FLAWS:

- **Swarm Only:** You are always a flock of small creatures and are incapable of taking a normal, humanoid form.

## SYNCHRONICITY

**Cost:** Medium

**Action:** Half

**Range:** Special

**Duration:** Special

You are able to alter the future in small, but possibly important ways. The more drastic the alteration or the sooner the alteration comes to pass, the more difficult the change is to create. This power is useful for arranging beneficial coincidences, such as a taxi pulling up right when you need it or an important paper ending up getting lost months in the future. Accidents and coincidences are the domain of this power.

Using this power requires a half action. When you use this power, you tell the GM in general terms what you want to happen and the time frame in which you want the alteration to occur. Use the guidelines below to determine the power ability amount required for the alteration, adding together the power ability amount required for the situation and the elapsed time. The GM describes how fate intervenes on your behalf. Only at the most powerful levels can Synchronicity be used to cause harm to others or to cause immediate effects. This power is best used with planning or to swing fate your way with very small pushes.

The GM may rule that certain uses of this power are impossible, such as being left completely alone while decompressing in space and trying to use this power to escape death.

### Power ability amount

1

### Situation

Minor Alteration (*make someone lose their house keys, lose a letter*)

## POWER FLAWS:

- **Drastic Consequences:** Any time you use this power to create an effect that requires more than half your power ability amount, you annoy fate and receive some unwanted bad luck.
- **Thrashing Alteration:** You must make a Will save against a DC equal to the power ability amount required for your use of Synchronicity and treat the result as a lethal Fortitude save.

## THRESHOLD

**Cost:** Medium

**Action:** Free

**Range:** Personal

**Duration:** Instant

You are able to ignore pain and injuries, so you can continue acting even in the face of grievous bodily harm. You may ignore one point of penalties per 5 points power ability amount. If disabled or knocked unconscious, you may make a power check, DC 10 + the number of damage you have suffered, to remain mobile. If successful, you can continue to act normally for one round per power ability amount, after which you must make another power check to keep acting normally. Each round you act normally after being disabled or knocked unconscious or disabled inflict 1d6 points of damage on you.

## POWER TRICKS:

- **Slow Bleeder:** You may add your power ability amount to Fortitude saves to stabilize when dying.

## POWER EXTRA:

- **Unstuntable:** You cannot be stunned. When a Fortitude save results in stunned, you take 1d6 points of damage instead. This only happens as long as you have timed dura-



# POWER CORRUPTS UNLIMITED

tion fewer hit points than your power ability amount.

## TRANSMISSION

**Cost:** Medium

**Action:** Half

**Range:** Special

**Duration:** Concentration

You are able to receive, send, jam, and alter radio, television, infrared, and most other forms of broadcast transmissions. You can target any signal originating in your range, being received in your range, or traveling through your range with this power. Your range for Transmission is 100 miles per power ability amount.

You may automatically listen to any transmission in range, requiring no power check unless the signal is encrypted. Encrypted signals require a power check opposed by the Knowledge (*Encryption*) or Computers skill of the signal sender. If successful, you may listen to or view the broadcast. Viewing the broadcast does not require a monitor; instead you see the broadcast picture in your mind's eye.

You can broadcast radio, television, or similar transmissions within your range. This does not require any equipment. You are able to generate signals containing any image or sound you can imagine. This requires a power check based on the complexity of the broadcast.

DC	Broadcast Complexity
10	Morse code
15	Radio broadcasts
20	Television broadcasts
25	High definition television

You may also jam all transmissions within your range. Anyone seeking to broadcast a signal must defeat you an opposed check of an appropriate skill (*Computers, Knowledge (Radio), Science, or so on*) against your Transmission power ability amount. If you are successful, the signal is jammed.

Last you may alter or replace transmissions with broadcasts of your own making. To replace a signal with your manufactured broadcast, you must succeed in a power check opposed against the skill check of the signal's sender.

## POWER TRICKS:

- **Selective Jamming:** You are able to jam only certain signals, selecting one signal to reach its destination while blocking the others. Each time you take this Power Tricks, you can choose to leave one signal unjammed.

## POWER EXTRAS:

- **Encrypt Signal:** You may encrypt the signals you send. Interpreting these encrypted transmissions requires a Knowledge (*Encryption*) or Computers check, DC 10 + your power ability amount.



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- **Instant Communication:** You can broadcast signals instantaneously up to a distance of 1 light year per power ability amount.
- **Sensor Jamming:** You also jam most forms of high tech sensors, including radar, within your range.

## POWER FLAW:

- **Limited Signals:** This flaw removes your ability to work with one form of transmission, such as television or radio signals. You can take this flaw multiple times.

## TRAP

**Cost:** Low

**Action:** Half

**Range:** Special

**Duration:** Special

**Saving Throw:** Reflex

As a half action you can set traps to release an attack power under specific conditions. When you take this power, you must choose an attack power that the trap releases and the trigger for the trap. Additional attack powers and triggers can be purchased as Power Tricks. The trap strikes the character who activates the trigger with its attack power. If the attack power normally requires an attack roll, the victim instead makes a Reflex save, DC 10 + your power ability amount, to avoid getting hit with the attack power. Attack powers with the Area extra behave normally and are centered on the trap. The target then makes any saving throws as per normal for the attack power.

The following triggers may activate the trap:

- **Command Word:** The trap goes off when a specific word is said within 10 feet x your power ability amount.
- **Motion:** Any creature that comes within 10 feet of the trap sets it off unless they are incorporeal or succeed at a Hide check, DC 10 + your power ability amount.
- **Remote Detonation:** The trap can be activated as a standard action from a distance of up to your power ability amount x 10 miles.
- **Timer:** The trap goes off after a specified amount of time.
- **Trip Wire:** A creature entering a specified square sets off the trap (*the trap need not be in the same square*). Spotting the tripwire requires a Spot check, DC 10 + your power ability amount. The trip wire must be within 5 feet x your power ability amount of the trap.

Spotting a trap before it goes off requires a Spot check, DC 10 + your power ability amount. You can disarm a trap after it is set with a half action, but you must be in contact with the trap.

You can only have one trap set for each power ability amount.

## POWER TRICKS:

- **Disarm Command:** You can disarm your traps from a distance with a single command word. You must be no

further than 10 feet x your power ability amount from the trap to use this ability.

- **Extra Attack Power:** You may choose another attack power that can be used in your traps. You may only use one power at a time unless you purchase the Multiple Powers extra below.
- **Extra Trigger:** You can choose another trigger to use with your traps.
- **Stealth Trap:** Spotting your traps requires a Spot check, DC 20 + your power ability amount.

## POWER EXTRA:

- **Multiple Powers:** You can include two powers in your trap that both affect the victim of the trap. This power extra may be purchased multiple times, each time increasing the number of powers contained in a single trap by one.

## POWER FLAW:

- **Disarm:** Your traps can be disarmed by others with a skill check. The skill used should be Computers, Demolitions, Repair, or a suitable Knowledge skill. The skill check has a DC of 15 + your power ability amount.

## TREMOR

**Cost:** Low

**Action:** Half

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Duration:** Concentration

**Saving Throw:** Reflex

You are able to cause violent shaking in the ground around you, throwing those nearby from their feet and inflicting serious damage on nearby buildings. All beings within your range who are standing on the ground must make a Reflex save, DC 10 + your power ability amount, or fall prone. As long as this power is active, everyone in range must continue to make a Reflex save every round to remain standing and make another Reflex save if they wish to try to stand up. While prone, victims of this power suffer a -4 penalty to melee attacks. Prone victims lose their dodge bonus to defensive attribute and add your power ability amount to the DC of any Dexterity-based skills checks, Strength-based skills checks, and Concentration checks. Individuals attacking a prone target in melee receive a +4 bonus.

Any buildings in the vicinity must make a Fortitude save against 15 + your power ability amount. Anyone inside the buildings must make the same save as falling debris rains down.

## POWER EXTRAS:

- **Tremor Break:** Everyone in your range in contact with the ground must make a Fortitude save, DC 15 + power ability amount, as intense vibrations rip through the surrounding area.

# POWER CORRUPTS UNLIMITED

- **Vibration Strike:** You can cause your hand to vibrate intensely, adding your power ability amount to your unarmed combat damage.

## TRUTH

**Cost:** Low

**Action:** Free

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Duration:** Timed Duration (10 minutes / level)

**Saving Throw:** Will

All those within range of this power must succeed at a Will save, DC 10 + your power ability amount, to lie. If this save fails, they must state the truth. This power does not compel people to speak or to answer questions; it simply assures that people who speak are speaking the truth. The best defensive attribute against this power is saying nothing at all.

## POWER TRICKS:

- **Selective Truth:** For each time you take this Power Tricks, you can spare one person from the effects of your power.

## POWER EXTRA:

- **Binding Truth:** Your tie between spoken words and reality is so strong that you can force people to comply with what they say. You gain the Oathbinder power at your power ability amount.

## POWER FLAW:

- **Obvious:** A bright light or noise accompanies the use of this power. The signal obviously originates from the power's source, and it fills the area of your range.

## TWO-DIMENSIONALITY

**Cost:** Medium

**Action:** Half

**Range:** Personal

**Duration:** Concentration

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

## POWER TRICKS:

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

## UNSTOPPABLE

**Cost:** Medium

**Action:** None

**Range:** Personal

**Duration:** Continuous

**Saving Throw:** Fortitude

You are very difficult to stop once you get moving. When using the ramming type of charge attack, you add your Unstoppable power ability amount to the Fortitude save DC. If you destroy, knock unconscious, or disable the target of your ramming attack, you may continue your move in a straight line, until double your base movement. You can make a ramming attack against any other objects or characters in your path until you run out of movement or one of the objects or characters withstands your attack. When checking to see if you take damage after each ram, you receive a bonus equal to your power ability amount.

You also gain your power ability amount as a bonus to bull rush attacks.

## POWER EXTRAS:

- **Energy Field:** In addition to being able to plow through objects, you are covered in a damaging field of energy.
- **Protection:** Your ability to push your way through objects also makes you difficult to hurt.

## POWER FLAW:

- **No Control:** Once you begin ramming, you cannot choose to stop your movement. You only stop when something resists your damage or you run out of movement.

## VACUUM

**Cost:** Medium

**Action:** Half

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Duration:** Concentration

**Saving Throw:** Fortitude

You are able to force the air away from the lungs of targets, which makes it impossible for them to breathe and inflicts explosive



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decompression on them. To use this power, you must succeed in a ranged attack against the target. A successful attack means the target begins to suffocate. The air is sucked out of the target's lungs, denying him the normal time during which he could hold his breath. The target must make a Constitution check each round, DC 10 +1 per previous successful save. If the character fails this check, he goes unconscious. During the next round, assuming the character is still affected by this power, he is dying and cannot stabilize until he is able to breathe.

In addition to struggling for breath, the targeted character must resist the explosive force of decompression. This requires a Fortitude save every round, DC 15 + your power ability amount.

## POWER TRICKS:

- **Controlled Vacuum:** You can choose only to suffocate your target instead of suffocating and decompressing them.

## POWER EXTRA:

- **Extinguish:** You are able to extinguish flames by drawing away the oxygen fueling the flame. With normal fires you can extinguish one 5-foot square of flame per power ability amount. Against fire created by a power, you must beat the power user in an opposed power check. If you win, the flame is extinguished.

## POWER FLAW:

- **Last Breath:** Your power does not immediately pull air from the target's lungs. Your targets can hold their breath for one round per point of Constitution before having to make Constitution checks to remain conscious.

## VEHICLE POOL

**Cost:** Low

**Action:** Special

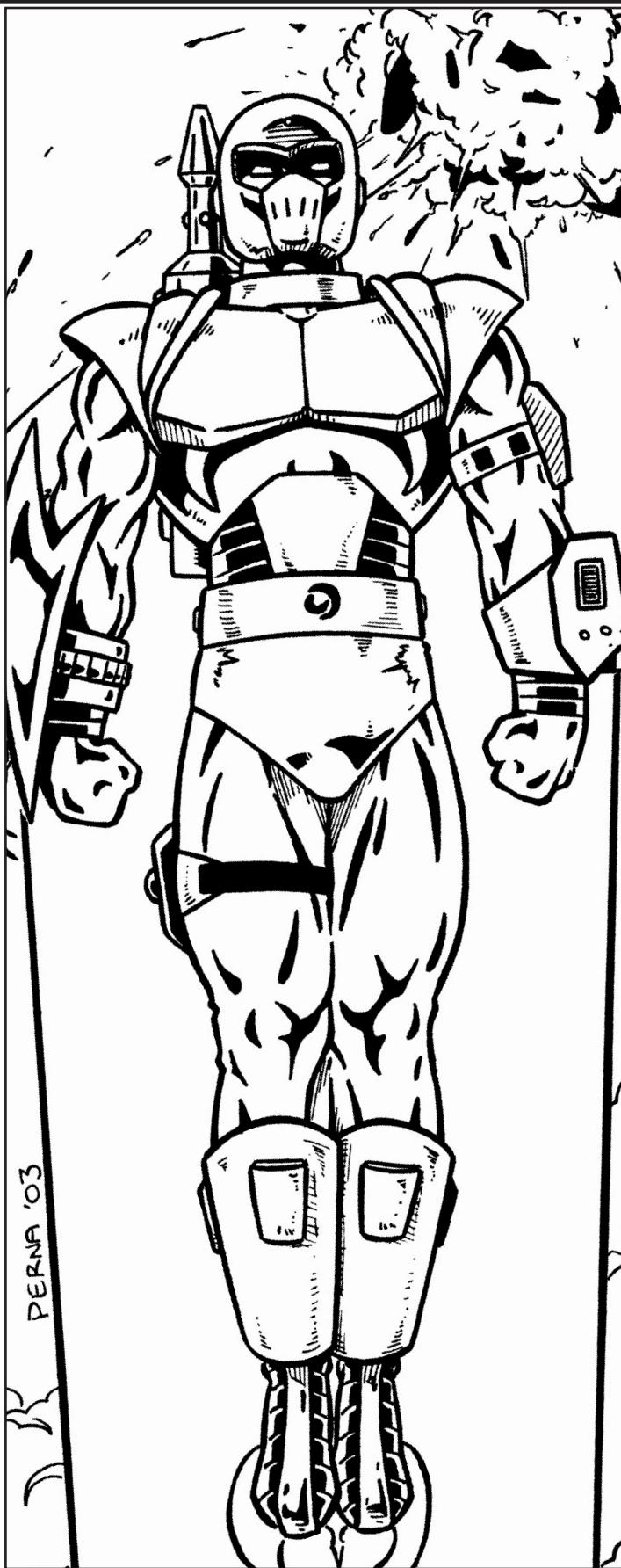
**Range:** Special

**Duration:** Special

You have access to a number of vehicles, all of which are ready at a moment's notice at your headquarters. Each vehicle has a movement amount, hardness, and the hardness power equal to your power ability amount. The size of the vehicle is limited by your power ability amount as detailed below.

Power ability amount	Size
1	Small
4	Medium
7	Large
10	Huge
13	Gargantuan
16	Colossal
19	Awesome

If destroyed, one of your vehicles requires 1 week to replace.



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# POWER CORRUPTS UNLIMITED

## POWER TRICKS:

- **Additional Vehicle:** You have one additional vehicle in your pool.
- **Auto Pilot:** All your vehicles are able to drive themselves with a Drive skill bonus equal to your power ability amount.

## POWER FLAW:

- **Limited Availability:** If you have more than one vehicle, you can only use one at a time. You can only take this flaw if you have more than one vehicle available to you.

## VERTIGO

**Cost:** Low

**Action:** Half

**Range:** Close (25 ft. + 5 ft. / 2 levels)

**Duration:** Instant

**Saving Throw:** Will

You are able to make targets feel severe nausea and loss of balance, which causes them to fall to the ground. You must succeed in a ranged attack against the target, who receives a Fortitude save, DC 10 + your power ability amount. If he fails this save, the target becomes nauseated. The target cannot attack, make power checks, maintain powers requiring concentration, or do anything else that needs attention while nauseated. Nauseated characters are limited to one half-action move per round.

Characters who fail the Fortitude save also become dizzy and fall prone. Prone characters suffer a -4 penalty to melee attacks. Prone victims lose their dodge bonus to defensive attribute. Until the target succeeds in a Fortitude save, he remains prone, unable to stand, and unable to use any movement power that requires actual physical motion.

Targets receive a Fortitude save against this power each round, DC 10 + your power ability amount, with a cumulative +1 bonus. Success means the target recovers from both the nausea and prone conditions.

## POWER EXTRA:

- **Lingering Vertigo:** After recovering from this power, your victims can only move at half their normal movement for one round per your Vertigo power ability amount.

## VOODOO DOLL

**Cost:** High

**Action:** Half

**Range:** Special

**Duration:** Concentration

**Saving Throw:** Will

You can control or harm another individual by crafting a voodoo fetish, a tiny replica of the person. To do so, you must first obtain a fragment of the target's physical body (*lock of hair, nail clip-*

*ping, skin cell scrapings*) or a highly personal item of the target (*usually a frequently worn piece of clothing or jewelry*). You must then make a DC 15 power check to successfully craft the voodoo doll. If the roll is successful, you may then use the doll to subject a target to any of the following effects at your Voodoo Doll power ability amount:

- Mental Blast attack
- Mind Control ability
- ESP being able to only useable to see and hear what the target is experiencing.
- Illusion that the target alone experiences the illusions created.

You may use the Voodoo Doll power to affect the target for a number of hours equal to your power ability amount. After this time, the potency of the fragment or personal item involved in the doll's creation is used up, rendering your fetish powerless. You may attempt to recreate the fetish using a different personal item of the target if such can be obtained. You may only have one voodoo fetish in existence at any one time, unless the GM permits you to buy the power multiple times. The Voodoo Doll power has a base range of 1,000 feet, approximately doubling each 10 points after the first (*see table below*). It cannot, however, affect a target that is not on the same planet or another dimension/plane of existence, or in a different time period. This power normally has a mystic power source, but might also be achievable through very weird applications of super-science.

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

power ability amount	Range
1	1,000 feet.
2	2,000 feet.
3	4,000 feet.
4	1.5 miles
5	3 miles.
6	6 miles.
7	12 miles.
8	25 miles.
9	50 miles.
10	100 miles.
11	200 miles.
12	400 miles.
13	800 miles.
14	1500 miles.
15	3000 miles.
16	6000 miles.
17	12,500 miles.
18	25,000 miles ( <i>top range-anywhere on Earth.</i> )
19	25,000 miles.
20	25,000 miles.

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## WARFORM

**Cost:** High

**Action:** Half

**Range:** Personal

**Duration:** Timed Duration (1 minute / level)

**Saving Throw:** None

When engaged in melee combat you may attempt to transform into a larger, more powerful form, one ideally suited to both enduring and inflicting punishment. This may represent a power armor suit that has a special “combat mode” setting, an adrenaline-fueled physical transformation, or any other special effect you desire. To shift into War-Form mode, you must succeed on a power check against a DC of 15. Transforming into your War-Form allows you to heal up to your power ability amount (*apportion the healing in any manner you wish*). This healing occurs only during the round in which you change; you gain no special healing abilities otherwise.

For every 5 points of power ability amount for War-Form you currently have active, you receive the following benefits.

- You gain a +1 bonus to all unarmed and melee attack rolls.
- You may choose one type of immunity.
- You gain the equivalent of Intimidating Presence. The DC for the Will save against your Intimidating Presence is equal to (10 + your War-Form power ability amount). You cannot affect any targets whose power ability amounts equal or exceed your own, however.
- You receive a +1 bonus to your Fortitude saving throws.
- You are very broadly built, the equivalent of one size category larger. You receive a +4 bonus when grappling or resisting bull rushes.
- Your appearance while using the War-Form power is brutal and frightening; you tend to frighten or even panic non-combatants, even those you may be trying to help. You have the Disturbing weakness while in this form, suffering a -5 bonus on Bluff and Diplomacy attempts, though you may be unlikely to be employing any Charisma-based skills while using the War-Form power.
- Unfortunately, your War-Form is ponderous and less-than-agile; while in this form, you lose your Dodge bonus to Defensive attribute and your base ground speed is halved, though you may run and charge as normal. Additionally you suffer a -1 penalty to Reflex saving throws for every 5 points of power ability amount for War-Form active.

War-Form can only be activated when in melee combat, and automatically switches off when combat ends. Once the power shuts off, you automatically become fatigued.

## POWER TRICKS

- **Impressive Transformation:** Opponents who watch you shift into your War-Form hesitate before attacking you.

## EXTRA

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

## FLAW

- **Slow Change:** It takes time to fully assume your War-Form.

## GENERIC POWER EXTRAS

### CONE

This power affects a cone shaped area originating at you. The cone is five feet long per 5 power ability points and its width at the end is half the length.

### DIFFERENT SAVE

This power extra changes the type of saving throw used to resist the power, such as using a Reflex save instead of a Fortitude save.

### GUIDED

This power extra can only be purchased for powers that require attack rolls. Powers with this power extra go around cover and other objects, reducing any bonuses from cover by half. If this power extra is taken twice, targets of this power lose all benefits of cover.

### HOMING

This power extra can only be purchased for powers that require attack rolls. Powers with this power extra have some capacity for self guidance. If the attack misses, the Homing extra allows it to attack the target repeatedly until it hits or runs out of energy. Designating an attack as a Homing attack requires the character to spend an additional half action when making the attack.

A Homing attack receives its normal attack bonus during the first pass. On each round that the Homing attack tries to hit its target again, it suffers a -2 penalty to its attack bonus. This continues every round, with a cumulative attack penalty, until the attack hits or the attack bonus is reduced to +0.

Each purchase of this power extra allows you to attach the Homing quality to only one attack, meaning only one homing attack may be active at a time, although you can take this power extra multiple times. The GM decides if the Homing extra can apply to melee attacks.



# POWER CORRUPTS UNLIMITED



## FAITH-BASED

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

## PRACTICED

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

## SECOND SOURCE

This power extra grants a power a second power source. If the power is the target of an effect that would hinder the power because of one of its power sources, such as a Neutralize power

that only affects mutations, the power is not affected unless the effect works on both power sources.

## SPRAY

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

## GENERIC POWER FLAWS

### ABILITY TIED

A power with the Ability Tied flaw is linked to a specific ability score of the character. The power cannot be higher in power ability amount than the ability it is tied to, including if the ability score is drained. If the ability scored is drained below the power's power ability amount, the power ability amount is reduced to the new, drained ability score. If the drain is tempo-

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rary, the power ability amount loss is temporary and returns along with the restored ability score.

## BURNING

A character with the Burning flaw makes a Fortitude save, DC 15 + power ability amount, to avoid taking damage from a spike of raw energy that accompanies the power's start. The Fortitude save occurs because of the power's activation, not its duration. Using a power with the Burning flaw five different times in one day would require five distinct Fortitude save rolls. Activating a power with the Burning flaw once but sustaining it all day requires only one Fortitude save. Armor does not stop this damage.

## DEVICE, STATIONARY

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

## DISORIENTING

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

## DRAIN

Use of a power with the Drain flaw drains points from another power or ability score. Each time this power is activated, the character loses ten point off an ability score or power. The ability score or power drained is chosen at character creation. Drained points return only while the power is not in use at a rate of 1 per every five minutes.

## ENERGY LEAK

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

## FLAT-FOOTED

A power with this flaw requires so much attention from the power's user that the user becomes flat-footed during the round that he activates this power. This condition only lasts during the turn of the power's activation, not during all the turns of the power's use.

## FOCUSED STATE

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

## FUEL

A power with the fuel flaw needs its user to consume a specific material for it to work. The material must be rare (*magic potion, rare minerals*), dangerous (*radioactive material*), or inconvenient (*very large quantities of food*). Exactly how much fuel the power requires is up to the GM. Consuming the fuel allows the power to function for the next ten rounds.

## ONE POWER

This flaw must be taken with multiple powers possessed by the same character. Of all the powers with this flaw, the character can only use one of them at a time.

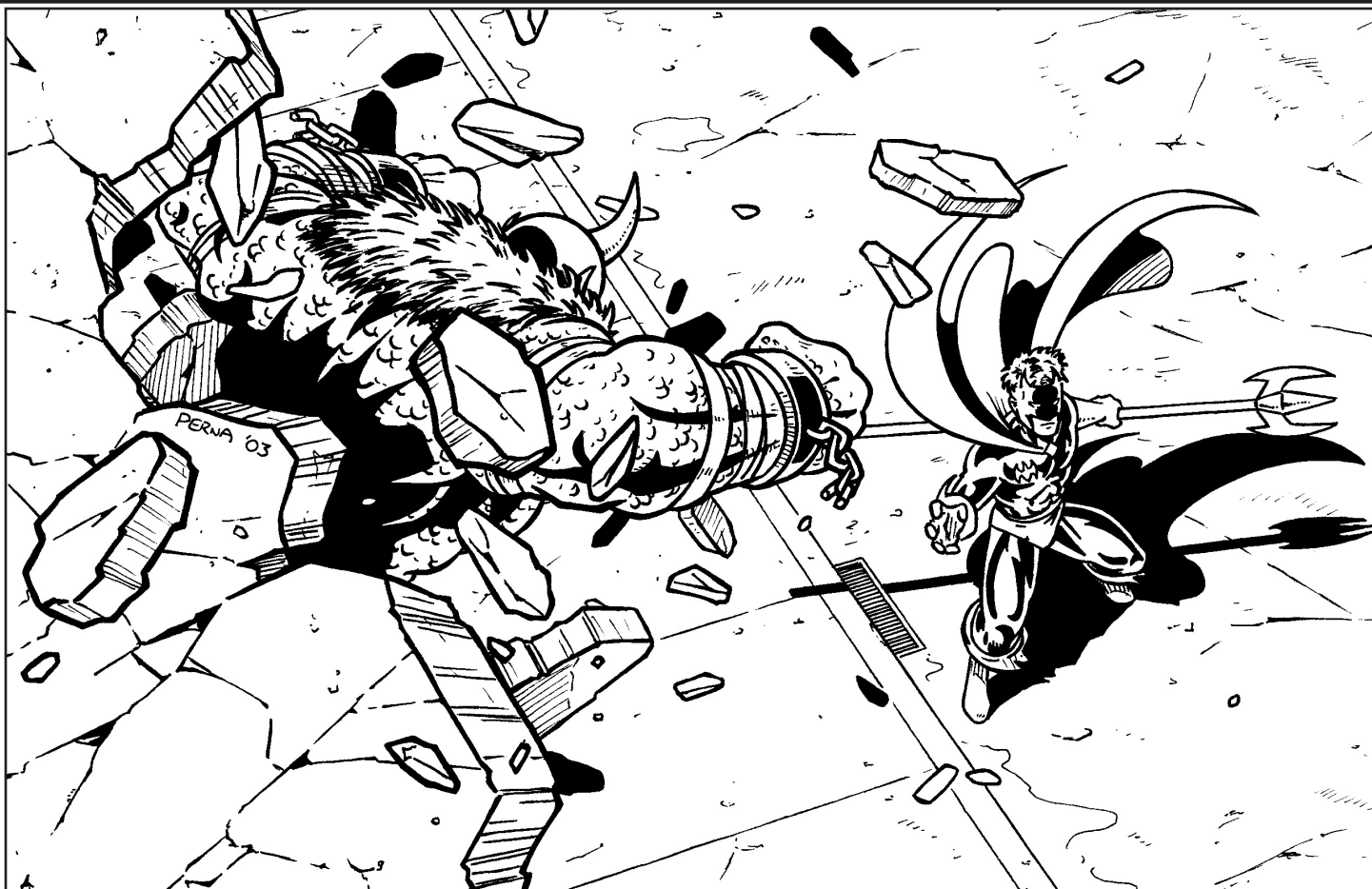
## PARTNER

A character whose power has the Partner flaw must be in physical contact with another character to start the power. The character specifies the partner when this flaw is chosen. If the power has a duration longer than instant, the character only needs to be in contact with the partner when activating the power.

## SLOW GAIN

A power with this flaw starts out weaker than it normally is, but increases slowly when a certain condition is met. The power starts at half its normal power ability amount (*round down, to a minimum of 1*). Every round your special condition is met, you may increase this power by 1. These power ability amounts are lost at a rate of 1 per minute. A character may choose a special condition from the following or make one up:

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

## VERBAL

Activating this power requires the character to say a specific word or phrase. A power with the Verbal flaw cannot be used if the character is gagged, incapable of speaking clearly, or in the vacuum of space. The word or phrase must be spoken with enough volume to be heard at least thirty feet away.

## SOMATIC

Using the power requires a specific movement on the character's part. If the character cannot make the movement, he cannot use the power.

## UNRELIABLE

A power with the Unreliable flaw shorts out occasionally. Each time a character tries to use this power, he must roll 5 or higher on a d20 or the power does not activate. Each attempt takes the normal amount of time for using the power.

## WEAKNESSES

### BEASTFOE

Characters with this weakness evoke strong feelings of hatred and fear in all animals, provoking them to attack the character. Guard dogs will always bark at or attack the character, and the character can never ride a horse or any other sort of animal mount. Any animal the character encounters will either attack, if the animal is close to the size of the character or is a natural predator, or flee.

### LIMITED ACTION

Due to programming, mystic control, or unshakable conscience, characters with Limited Action cannot commit certain actions



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under any circumstances. The player chooses some relatively important action his character will never perform, such as killing. A character with Limited Action (*Killing*) would never kill a person or allow someone to die because of his inaction. Other options for Limited Action include giving away a secret identity, violating a specific moral code, or betraying a particular authority figure. Characters can do nothing to overcome the compunction unless the GM decides otherwise.

## OATHBOUND

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

## OUTSIDE POWER SOURCE

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

## TECHNOLOGY REPELLANT

Characters with this weakness are nearly incapable of using any type of advanced technology. They suffer a -5 penalty on all Computers, Demolitions, Disable Device, Drive, Pilot, Repair, and technology-related Science skill checks. Any powers with the device flaw and a high-tech power source will break after being held by this character for one round. These broken items require a full round action and a Repair check, DC 15, to repair.

## UNUSUAL METABOLISM

A character with Unusual Metabolism has unusual, bothersome biological or nutritional needs. The character requires exposure

to a substance, element, or type of energy, or the character must consume a very unusual substance in lieu of food.

Characters requiring exposure must receive four hours of exposure to the specified substance, element, or energy type every 24 hours or make a Fortitude save, DC 20 + 1 for each additional 24 hours without exposure. If the character fails this save, she becomes fatigued. She takes a point of temporary Constitution damage with each additional failed save. The pattern continues until the character receives the needed exposure, which allows lost Constitution points to be regained normally, or the character reaches 0 Constitution and dies. Appropriate types of exposure are sea water, sunlight, radioactivity, or music.

Characters who have unusual nutritional requirements must consume their special form of food every 24 hours or begin starving. The pattern for consumption withdrawal is the same as for exposure withdrawal (*see above*). Appropriate types of food are human blood, uranium, or the dirt of a graveyard.

## WEAK CONSTITUTION

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

## STRATEGY TACTICS

These feats represent tactical battle plans, or strategies, a team may benefit from while on the field. All strategies tactics require a character with the Leadership feat and at least one individual under the leader's influence. Only a character with the Leadership feat may initiate a strategy tactic. The effects of strategy tactics last for as long as the leader spends a free action to maintain them. Although only one strategy tactic may be in effect at a time, the Leadership feat may be used in conjunction with a strategy tactic, and the bonuses are cumulative.

## ALL GUNS BLAZING

The characters have learned to concentrate their fire on one opponent. When using combined fire, the characters with this strategy tactic forego the usual combined fire attack bonus. Instead, the primary attacker receives a +1 damage bonus for every other individual firing, to a maximum of +5. If defensive protection or a similar power might normally negate the damage bonus of this attack (*by reducing it below zero*), the target must still make a Fortitude saving throw; the protection simply reduces the DC below 15. In effect, the combined attack gains the Piercing Attack, and the target benefits from Durability. Only one group

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of characters may benefit from this strategy tactic against a single target in a round.

## BACKUP

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

## CASTLING

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

## FOCUSED WEDGE

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

## FOLLOW UP

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

## FOR THE GREATER GOOD

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

## MASTERS OF THE SKY

Flying characters with this strategy tactic have learned to position themselves to lessen opponents' aerial maneuverability. Any

flying opponent who passes adjacent to a participant has her flight maneuverability reduced by one level until her next turn.

## MIND LINK

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

## REGROUP

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

## SCATTER

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

## SILENT STRIKERS

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

## SPEED BREAKER

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

## TEAM MANEUVERS

Maneuvers are intended to provide teams with more opportunity to benefit from teamwork. All maneuvers are optional. Maneuvers are, for the most part, based on team roles. Each maneuver is generally most appropriate to characters who play given roles, though anyone who meets the prerequisites may attempt a maneuver. Each role is described in short detail below. Typically,

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a character's abilities allow him or her to play one or (*at most*) two primary roles, and perhaps one or two secondary roles as well.

**Airborne (Ab):** Airborne characters have aerial movement abilities they use to aid their teammates.

**Armor (Ar):** Armor characters are the most resilient members of a team, and are often found at the forefront of battles, drawing attacks to protect other, less sturdy allies.

**Artillery (A):** Artillery characters rely on ranged attacks, such as force beams and fire blasts, to combat their opponents.

**Infantry (I):** Infantry characters are melee fighters whose powers or skills afford them a substantial edge in close quarters.

**Psi-Ops (PO):** Psi-Ops characters enhance a team's performance, often through protective or augmentative abilities, effective combat strategies, or good leadership qualities. These individuals are the cheerleaders, the strategists, the communicators, and the enhancers.

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

**Specialist (S):** Specialist characters are highly skilled experts in a field pertinent to a particular situation. This role is somewhat inconstant in relation to the others. A character who plays the Specialist role on one mission may not qualify to be a Specialist on the next.

**Support (St):** Support characters may use their abilities to demoralize, frustrate or otherwise limit the efforts of opposing characters.

**Transport (T):** Transport characters are capable of incredibly fast movement. Characters with Transport as a primary role are often passable Infantry characters as well, though this is not always the case.

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

## BAIT AND SWITCH (I, T)

**Prerequisites:** None

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

## CABLE REACH (I)

**Prerequisites:** Power Attack; Some type of super-strength

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

## CRACK THE WHIP (I)

**Prerequisites:** Attack Finesse; Some type of super-strength

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

## CROSS THE STREAMS (A)

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

Two or more characters with lethal energy generation / blasts may fire their blasts into one another to create a blinding cloud of burning air, suffocating all targets within an area equal to one-half the lowest energy generation / blast power ability amount involved  $\times 5$  feet. This functions to obscure individuals and suffocate those involved, each with a power ability amount equal to the lowest energy generation / blasts power ability amount + the total number of characters participating. The effects degrade slowly, over d4 rounds. Opponents caught in the area may escape suffocation by moving out of the area.

## FREIGHT TRAIN (AR, I, T)

**Prerequisites:** Power Attack; Some type of super-strength

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



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## GRAPESHOT (A)

**Prerequisite:** Base Attack Bonus 4+; Point Blank Shot; Energy Control or similar ranged attack effect.

This maneuver allows a character with Energy Control (or another control effect) to work in tandem with another character's appropriate attack power (so pairs like Flame Control/Fire Generation / Blast, Magnetism/Bullet or Shrapnel, Ice Control/Projectile or Ice Generation / Blast, etc. are possible), "splitting" the attack into multiple-shot blasts or projectiles. Both characters must act at the same time (whether by rolling the same initiative or by holding one's action until the other character's turn). Each participant spends a half action and extra effort to perform the maneuver. The controller can split the base attack into a maximum of five total "shots," all of which must target a single opponent. These additional shots are resolved with one ranged attack roll, but each attack must be resisted separately, at half the usual Energy generation / blast damage bonus. Furthermore, it is the controller who must make the ranged attack roll, with a -1 penalty for each shot (including the first). Grapeshot attacks may be modified by feats such as Point Blank Shot, Power Attack, and Rapid Shot as normal, as long as one of the participants has the feat in question.

## HANDHOLDS (AR, D)

**Prerequisites:** Some type of natural weapons, Some type of super-strength or similar melee attack effect.

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

## HIGH-PRESSURE HOSE (A, I, PO)

**Prerequisites:** Power Attack; Some type of super-strength

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

## HOLLYWOOD (A, ST)

**Prerequisites:** Point Blank Shot; Some type of distracting / dazzling power or ability

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

## INSTANT BARRIER (AR, D)

**Prerequisites:** Improved Pin; Some type of super-strength

A character with Some type of super-strength may pull up a large section of the ground to deflect oncoming attacks. This requires a half action and a Strength check against the material's base hardness (not taking into account the material's thickness). The character gains for as long as the deflecting surface is carried. Each time the protection is successfully used, however, the deflecting surface must make a Fortitude saving throw against the deflected attack, using the material's hardness. If the saving throw fails, the shield falls apart and can be used no longer. If the saving throw fails by more than 10, the character is struck by the attack as normal.

## INSTANT EARACHE (A, PO)

**Prerequisites:** Energy Generation / Blast, Shrinking power

If a character with a shrinking power can get the drop on a flat-footed opponent, the character may make an energy generation / blast attack against the target's eardrum and inner ear area. The energy generation / blast receives the benefit of bypassing the majority of defensive protection. Also, the target must make a Fortitude save (DC equal to the energy generation / blast) or be stunned for d6+2 rounds.

## ORBITAL PUNCH (D)

**Prerequisites:** Power Attack

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

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## PINBALL WIZARD (1, T)

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

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

## PENETRATING PUNCH (1)

**Prerequisites:** Piercing Attack, Power Attack; Some type of super-strength

A character may punch through an object or surface to reach an opponent, using the displaced matter in the surface as a weapon against the target on the other side. The character strikes at

an opponent; if he has no way of seeing through the object or surface, the target benefits from cover as normal. If the attack is successful, the object or surface between the attacker and target must make a Fortitude saving throw against the attack. If the save fails by more than 5, the character strikes the target, who adds one-half the base material's thickness in inches (with a maximum bonus equal to the material's base hardness or 1, whichever is higher) to her own Fortitude saving throw DC.

## PITON (1, S)

**Prerequisites:** Weapon.

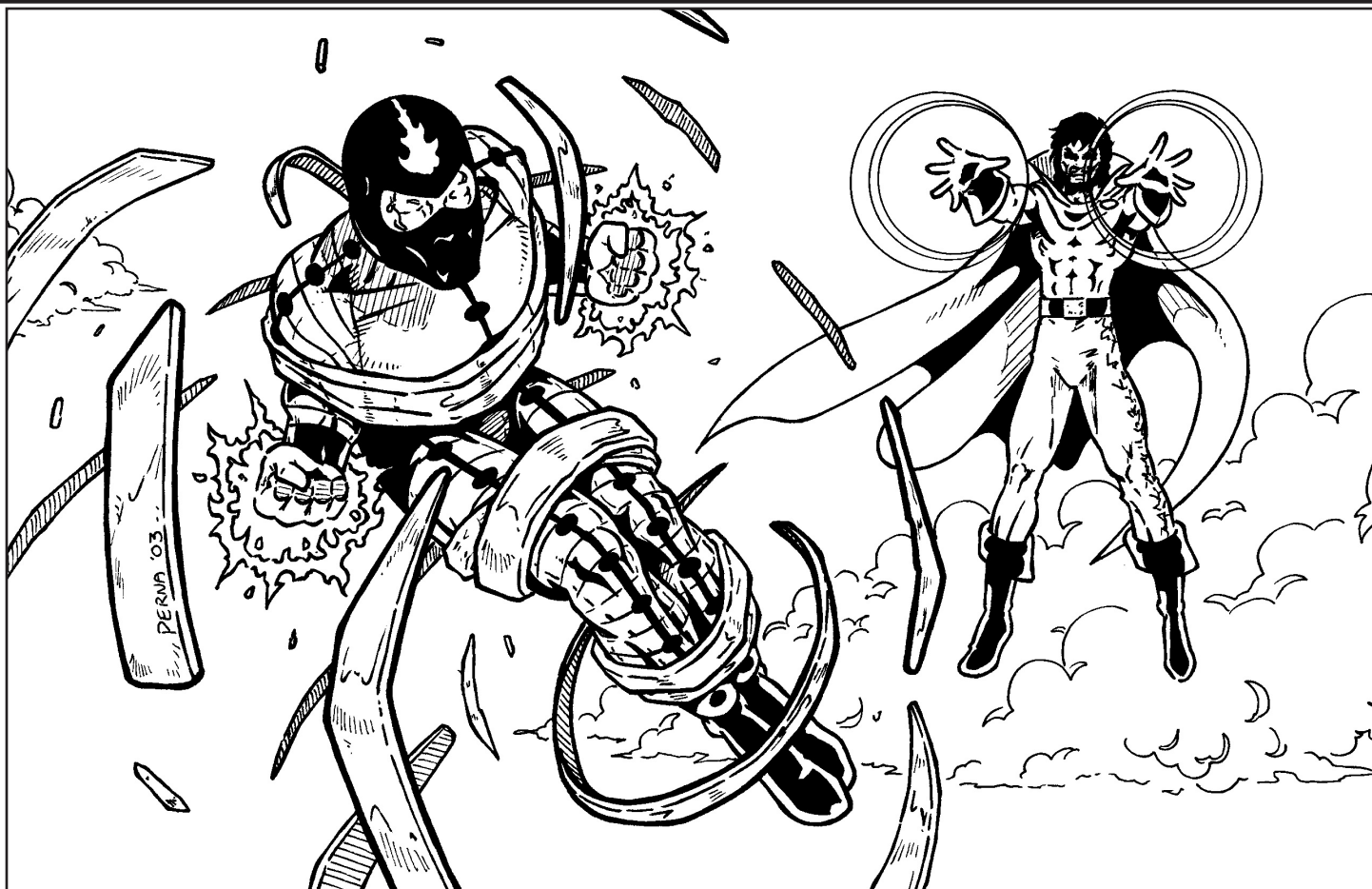
A character may, if desired, shove a melee weapon into a vertical or near-vertical surface, using it to climb as equal to one-half the character's Strength bonus (round down). The surface's hardness may not exceed the total damage bonus of the weapon. This maneuver may be activated as a reaction by a falling character.

## PULL! (AB, AR, A, S)

**Prerequisites:** None.

This maneuver allows two characters to coordinate attacks on a ground-based foe, lowering his defensive attributes and making him an easier target. One character must win initiative over the

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target and have some method of hoisting him into the air. This could easily be achieved through Super-Strength (if the target is successfully grappled and thrown), Gravity Control or Telekinesis (though there are others as well that would work). As soon as the target is in the air, he loses his dodge bonus to Defensive attribute against anyone with a ranged attack mode (whether it be an energy generation / blast, rocks tossed at the target, or something else). Ideally, this maneuver works well with an Armor or Infantry character and an Artillery character, but there are many alternatives.

## ROLLING 'EM OUT (PO, T)

**Prerequisites:** Force Field with the ability to project it around others.

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

## SCATTERSHOT (I, T)

**Prerequisites:** Super-Speed or Super-Strength.

A sufficiently strong or fast character may use extra effort to hurl a handful of stones, coins, or similar small objects at a target. This is considered a ranged improvised attack as normal.

## SHAKE (I, PO)

**Prerequisites:** Force Field with force or energy solidification or abilities.

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



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more than one target (*as per the Affects Others extra*), all are subject to the above effects.

## SLINGSHOT (A, PO)

**Prerequisites:** Ability to change shape.

A character with Ability to change shape may brace his body between two firm, stable objects and become a slingshot an ally may use to fire ranged improvised weapons. This effectively doubles the ally's maximum range for "thrown" improvised weapons.

## SNUFF THE CANDLE (AR, D)

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

With this maneuver, a super-strong character may use extra effort to cool the air created by his super-breath or thunderclap to extinguish up to one 5-foot square of fire per 10 points of Super-Strength power ability amount.

## SPEEDBOAT (PO, T)

**Prerequisites:** Ability to change shape.

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

## SPEED SHIELD (AB, T)

**Prerequisites:** Flight

The character may fly fast enough to create a veritable shield of displaced air in her wake, which can be used to protect allies. The character must make a double move. Until the character's next turn, all squares the character travels through in this round are considered blocked by a Force Field with a power ability amount equal to her flight power ability amounts. This force field blocks movement and damaging effects, though it does not impede incorporeal or teleporting characters.

## SWITCH TARGETS (T)

**Prerequisites:** Ability to have Super-Speed, Teleportation, or similar movement-based power.

When an adjacent opponent attacks a character or an ally, the character may with a successful melee attack roll, immediately re-position the attacker to threaten another opponent. This second opponent becomes the new target of the attack, though the total attack bonus is halved (*round down*). The new target must be

within range of the attack, so if the attacker is making a melee attack, the new opponent must be adjacent to her.

## TEN PIN (I, S)

**Prerequisites:** 4+ ranks of Move Silently; Some type of take-down Attack; ability to control friction

With this maneuver, two characters may cause an opponent to slide into a wall. The characters must act at the same time, by rolling the same initiative or by one holding an action until the other's turn. The first character must use power to control friction (*or a similar effect*) on an area between the target and a wall or similar barrier. At the same time, the second character must attempt a trip attack against the target. If the trip attack is successful, the character may, as a free action, propel the target in a straight line along the frictionless area towards the wall (*this does not require the character to move with the target, as bull rush does*). This requires a second attack roll, though the opponent is considered to be flat-footed. If the second attack roll is successful, the target suffers damage as though she'd fallen from the distance traveled to reach the wall.

## TURBULENCE (AR, D)

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

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

## NEW FEATS

### ACUTE SENSES

Your senses are unusually sensitive, allowing you to detect things others miss.

**Prerequisite:** Spot 4 ranks, Search 4 ranks, or Listen 4 ranks

**Benefit:** Chose one skill of the three prerequisite skills. When you fail a skill check using that skill you may retry the skill check once.

### AREA KNOWLEDGE

You are particularly knowledgeable about a specific geographic area such as a large city, a county, or an island.

# POWER CORRUPTS UNLIMITED

**Benefit:** You receive a +2 bonus to Bluff, Diplomacy, Gather Information, Intimidate, and Knowledge checks when operating in your specific area.

## BEAST IN ME

Your physical transformation is particularly terrifying to watch.

**Prerequisite:** Charisma 13+, the ability to change your identity, Natural Weapon or Super-Strength in your super-powered form.

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

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

## BLITZ STRIKE

You are trained in combining a ramming attack with an ally.

**Prerequisite:** Base Attack Bonus +1

**Benefit:** You may carry an ally or be carried for a ramming attack. This allows the person being carried to gain the +2 attack bonus for a charge and bonus damage based on the movement speed of the one carrying them. In addition, only the character providing the movement suffers the -2 penalty to Defensive attribute, and only the character making the attack has to make a Fortitude save against the bonus damage from movement.

If both characters involved in this maneuver have this Feat, then neither suffers the -2 penalty to Defensive attribute, and the Fortitude save is made against half the bonus damage, rounded up.

Use of this Feat requires the characters to act on the same initiative, be within 5' of each other, and counts as a full round action for both.

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

## BOOMERANG ATTACK

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

**Prerequisites:** Base Attack +10, Far Shot

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

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

## CAUSE

Your dedication to a cause allows you to keep going in the face of overwhelming odds when championing your cause.

**Prerequisite:** Will save +4

**Benefit:** When pursuing your cause, you gain a +1 bonus to all saving throws. The GM must approve the cause, and the circumstances for you to pursue it should only occur occasionally. Protecting an individual's life or stopping a particular criminal organization are good examples of appropriate causes.

## COMBAT INSIGHT

You gain combat bonuses against an opponent after analyzing their fighting style.

**Prerequisites:** Intelligence 17+

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

## CONFIRM CRITICAL

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

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

**Benefit:** When you threaten a critical hit against a target, you may confirm it as a critical, even if the attack would not normally have hit the target's Defensive attribute.

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

# POWER CORRUPTS UNLIMITED

## COUNTER GRAPPLE

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

**Prerequisite:** Improved Grapple

**Benefit:** When you character is grappled, you may make a counter-grapple roll to free yourself and grapple your opponent instead. The character makes a normal grapple check and must attain a higher result than their opponents to reverse the grapple.

## COVERUP

You have friends in high places who help you keep your activities quiet even when they spill into the public eye.

**Prerequisite:** Connected

**Benefit:** Your character has support from important political, police, and media figures who automatically hush up your activities. As long as your character is not involved in city-rocking fist fights or the deaths of multiple civilians, you do not show up on the evening news or in police reports. You do not need to contact people for this feat to apply; your contacts automatically work to keep your actions under wraps.

## CRITICAL SOLILOQUY

You are able to speak quickly and dramatically even in the middle of combat.

**Prerequisite:** Charisma 13+

**Benefit:** As a half action you may speak up to thirty seconds of dialogue without appearing rushed or hurried.

## DEBILITATING ATTACK

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

**Prerequisite:** Piercing Attack.

**Benefit:** Choose one of your attack powers. A target that takes damage from the attack suffers 2x the normal penalties from the attack for the remainder of the round in which the target was hit and for the following round as well.

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

## DOMINO ATTACK

You can attempt to knock down a group of cohorts by attacking only one.

**Prerequisite:** Base Attack bonus of +2 or higher.

**Benefit:** Your character may attempt to knock down a group of minoins equal to their Base Attack bonus by attacking only one.

The target must be the closest one to the character and must have at least one minion behind them. In instances when a group of cohorts are charging at the character, the target must be the leader of the charge. Each minion behind the target rolls a Fortitude save as well, the DC for the check is initial score used to determine the distance of the minions are knocked back by the attack.

## ENGAGING CONVERSATIONALIST

You excel at distracting other when in non-combat situations.

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

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

## EXTENDED SYNCH FIELD

**Prerequisites:** Synch Field.

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

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

## EVASIVE MIND

Your mind is as agile and fast as your body.

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

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

## FEINT

You can feint one attack, allowing you to attack you opponent with your true attack while his guard is down.

**Prerequisite:** Base Attack +2 or higher, Bluff +5 or higher

**Benefit:** Before your attack make a standard Bluff attempt against your opponent. If you succeed, you may follow up with your actual attack, catching your foe off-guard and taking away his Dexterity bonus to his Defensive attribute in the process.



# POWER CORRUPTS UNLIMITED

## HARDER THEY FALL

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

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

**Benefit:** You add +4 to your attack rolls when attempting to grapple or trip opponents who are one or more size categories bigger than you (*Large size or greater, assuming you are of medium size*), effectively offsetting one size category of an opponent. You can also hold an opponent who up to two size categories larger than you. You receive no bonus against opponents the same size or smaller, and you gain no bonus to resist bull rushes made by larger opponents.

## HERE'S MUD IN YOUR EYE!

You are skilled at the 'dirty fighting' maneuver of throwing dirt into the eyes of your opponent and temporally blinding them.

**Benefit:** While you are fighting your opponent, you can attempt a bluff that draws your enemy closer to you (*Bluff DC 10*), once in range, you can make a normal ranged attack roll, if you succeed, your enemy is blinded for one round.

## HOT SHOT PILOT

You are able to squeeze an extra bit of speed and maneuverability out of any vehicle you pilot.

**Prerequisite:** Pilot +6

**Benefit:** You reduce the penalties from traveling at high or top speed by half and increase the movement speed of any vehicle you pilot by +1.

## LINGERING ATTACK

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

**Prerequisite:** Some type of Piercing Attack.

**Benefit:** Choose one of your attack powers. An opponent injured by the attack does not automatically heal from the attack as time passes; the character must succeed on a Constitution check against the DC of the attack to do so. If the check fails, any damage inflicted by the attack will remain until the character's next opportunity to heal. The character receives a cumulative +1 bonus each time until the check is successful. The feat's effects apply even to characters that have the regeneration power.

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

## MENTOR

You have a teacher who has helped you perfect your skills and powers. You probably served as the mentor's sidekick for a time, but you are now on your own.

**Benefit:** You have a mentor who is at least two levels than you who helped train you. You operate on your own, but you can turn to your mentor if you are pressed. The mentor will not fight your battles for you, give you a blank check to use his equipment, or constantly solve your problems, but he might provide a ready ear, the occasional loaned vehicle, or a safe house in times of trouble. Contacting your mentor takes one minute, though you have no guarantee he is available to assist you.

When contacting your mentor, make a Diplomacy against the DCs listed below to determine if he is able and willing to help.

Favor	DC
Crash at mentor's hideout	10
Receive advice	10
Borrow money	15
Use headquarter's devices (labs, workshops)	15
Borrow a vehicle	20
Come save you	25

If you abuse your relationship with your mentor or act in unapproved ways, you may find yourself getting the cold shoulder.

## RESILIENT

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

**Prerequisites:** Diehard, Constitution 18+.

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

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

## SILHOUETTE

Before your character enters into combat, they may cast down a silhouette of themselves onto their targets to instill fear on them, making them less effective in combat.

**Prerequisite:** Intimidate +5 or higher

# POWER CORRUPTS UNLIMITED



**Benefit:** After casting down the character's shadow, symbol or similar effect, the character must make a successful intimidation check against their targets. If successful, all affected targets lose their Ability bonuses to their melee and ranged attacks against the hero for a number of turns equal to the character's charisma modifier.

## SPIRIT VESSEL

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

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

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

## STRIKING COSTUME

Your costume is particularly well designed and impressive.

**Prerequisite:** Charisma 13+

**Benefit:** You gain a +2 bonus to Charisma-based skill checks while in your super hero or villain costume.

## SURE GRIP

You are an expert at climbing and staying perched on thin ledges.

**Prerequisite:** Dexterity 15+

**Benefit:** When you fail a Balance or Climb check, you may make two additional checks to avoid falling.

## SWIFT STRIKE

You can strike multiple opponents with the same attack action. **Prerequisites:** Dex 13+, Rapid Strike, Base attack bonus +5 or higher.

**Benefit:** You gain two extra melee attacks per round. These attacks are at your full base attack bonus, but each attack that round (*the extra two and your normal one*) suffers an additional -4 penalty.

## SYNCH FIELD

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

# POWER CORRUPTS UNLIMITED

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

## TACTICAL GENIUS

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

**Prerequisites:** Intelligence 18+, Leadership.

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

## WALKING LIBRARY

**Prerequisites:** 2+ ranks in 5+ Knowledge skills

**Benefit:** You may use any Knowledge skill untrained.

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

## WHERE'S THE BODY?

You have a phenomenal talent for falling away from battle.

**Prerequisite:** Constitution 15+

**Benefit:** Once per adventure, whenever you are rendered disabled or unconscious, you may collapse in such a way that you fall out of immediate danger. With the effects of this feat, you might be carried away by a river, collapse on a passing truck, or fall into an open sewer. Your body is automatically carried to a distance of at least one thousand feet from the conflict at a rate of 200 feet per round, at which point you stop moving. Only extraordinary measures can catch your body before it stops.

## COMBO POWER TRICKS

Combo Power Tricks are Power Tricks that combine two powers in a specific way to create a new application of the two powers. A character must possess at least 10 points of power ability amount in each base power. If even one of the base powers is unavailable, perhaps due to being drained, the combo Power Tricks cannot be used. If not specified, aspects of combo Power Tricks dependent

on power ability amount (*such as range*), if not specified, use the power ability amount of the lowest base power.

## ACIDIC GAS

**Base Power:** Corrosion + Gas Generation

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

## ASHCLOUD

**Base Powers:** Geoforce + Gas Generation

Any squares you fill with magma you can also fill with clouds of ash as per Gas Generation without spending any additional actions. The ash has the behavior and duration as gases produced by Gas Generation.

## BODY AND MIND

**Base Powers:** Duplication + Multiple Mind

When you use Duplication, you can choose to put one of your minds from Multiple Mind in the duplicates instead of your own mind. The mind from Multiple Mind returns to you when its duplicate disappears or dies.

## BODY BAG

**Base Power:** Swallow + Trap (*Paralysis*)

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

## CHEMICAL GASSING

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

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



# POWER CORRUPTS UNLIMITED

## CHEMICAL STORMS

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

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

## COMPUTER PSYCHOLOGY

**Base Powers:** Charisma 18 or higher + Datalink

You are able to use Datalink on any computer system capable of understanding speech merely by speaking to it. You are able to convince computers to reprogram themselves and obey your commands verbally.

## CONFERENCE SENSE

**Base Powers:** Telepathy + Sense Share

While using Sense Share, you can make a Telepathy power check, DC 15, to share the results of Sense Share with another individual. That individual sees what you see through Sense Share. Unwilling targets may contest your Telepathy power with an opposed check, your Telepathy power and the target's Will save. You may share senses with a number of people equal to the lower power ability amount of the two base powers.

## CRITTER CORAL

**Base Powers:** Summon + Personal Dimension

The creatures you summon dwell in your personal dimension when they are not serving you in this dimension. They still obey your will while in the personal dimension, but they cannot communicate with you while you are not there.

## DEADLY KISS

**Base Powers:** Addictive Metabolism + Poisonous Metabolism

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

## DETONATE

**Base Powers:** Anatomical Separation + Energy generation / blasting

Any part of your body may use the Energy generation / blast ability with the area extra at touch range, essentially emitting an explosive blast that affects all within a number of feet equal to ( $5 \times 10$  point per the Energy generation / blasting power ability amount). The power ability amount of this Energy generation / blast cannot be higher than your Anatomical Separation power ability amount. Using this ability still costs a half action, though all separated limbs may, if desired, be triggered at once with a single half action.

## DIGITAL ILLUSION

**Base Powers:** Datalink + Illusions

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

## DIGITAL VIRUS

**Base Powers:** Datalink + Drain

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

## DIMINISHING RETURNS

**Base Powers:** Duplication + Shrinking

For every 10 points of power ability amount of Shrinking you possess, you can double the number of duplicates you can create in one round. However, each doubling results in the duplicates becoming one size category smaller (*down to a minimum size of Miniscule*) and one power ability amount weaker. This stunt's effects can be combined with the normal rules governing on how many duplicates you can create in a round, which allow you to produce one extra duplicate per round for each reduction you take in the duplicates' power ability amounts. The number of duplicates created via your Duplication power alone is figured before the multiplication process for the Power Tricks.

## ELECTRICAL PROGRAMMING

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

# POWER CORRUPTS UNLIMITED

You are able to use Datalink on any computer whose power supply you are in contact with, such as taking control of a computer while in contact with its surge protector. You can use your Datalink power normally through any electrical power lines.

## ELECTROWHIP

**Base Powers:** Energy generation / blasting (*electricity*) + Ability to Snare

Targets hit by your Snare are electrified on the following round if they do not escape. Each additional round during which target is ensnared the target must make a Fortitude save, 15 + your Energy generation / blasting (*electricity*) power ability amount. This damage requires a free action on your part.

## FLY IN AMBER

**Base Powers:** Inertia Control + Spatial Manipulation

If your Inertia Control power successfully reduces a target's base speed to zero, that target must make a Will saving throw against a DC of 10 + your Spatial Manipulation power ability amount. If this save fails, the target is considered paralyzed, completely unable to move or take physical actions, though mental actions are still possible. The victim may attempt the saving throw every following round, with a successive +1 bonus, to escape the effects of this ability.

## FLYING RAM

**Base Powers:** Flight + Energy Field

You can make a flying body block against your enemies. This counts as a bull rush attack and adds your Flight power ability amount to the opposed Strength check. You also inflict your Energy Field damage against your opponent.

## FOE SENSE

**Base Powers:** Power Scan + Nemesis

You can sense the direction and rough distance to anyone you have declared your nemesis if he or she is within your Power Scan range.

## FOG BREATH

**Base Powers:** Gas Generation + Hyper-Breath

When you use Hyper-Breath, you may also choose to exhale gas as per Gas Generation. You fill the appropriate number of squares with gas in a cone shape in front of you.

## FOOL ME ONCE

**Base Powers:** Reincarnate + Power Resistance

Any time you are killed by a power and successfully reincarnate, you gain Power Resistance at your current Power Resistance power ability amount against the power that killed you. If you are killed again, you keep only the power resistance to the power that is responsible for your most recent death.

## GHOST OBJECTS

**Base Powers:** Ability to create objects + Incorporeal

You can create objects that are incorporeal in addition to creating items that are normal. Incorporeal items do not interact with the normal world, but do interact normally with incorporeal characters.

## GROUND VISION

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

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

## GUESS AGAIN

**Base Powers:** Precognition + Hunch

You have an amazing ability to feel the flow of future events. The GM can give you warnings when you are about to make a very bad choice.

## HANDS ON THE WHEEL

**Base Powers:** Anatomical Separation + Vehicle Pool

You can pilot vehicles from your vehicle pool using body parts you detach using Anatomical Separation. These body parts must have some ability to manipulate controls.

## HOLOGRAMS

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

You can use your Illusion ability to make hard light holograms. These holograms are essentially real, and can affect the world like any other physical objects.

## LIGHTSPEED

**Base Powers:** Spatial Manipulation + Super-Speed

By rapidly folding space, you can move at immense speed in any direction. You can use your Spatial Manipulation plus your Super-Speed power ability amount combined.

# POWER CORRUPTS UNLIMITED

## LIMB BRAINED

**Base Powers:** Anatomical Separation + Multiple Mind

You can give control of body parts you separate to one of your minds from Multiple Mind. That mind has complete control of the limb until you reattach the body part.

## LIVE AND LEARN

**Base Powers:** Alternate Self + Regeneration / Reincarnate

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

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

## MATCHED DAMAGE

**Base Powers:** Match + Confession Burn

When using Confession Burn, you may choose to scale your damage according to the power ability amount of your opponent. To do so lower all the Fortitude save DCs listed under Confession Burn by 10, but increase the Fortitude save DC by the power ability amount of the target up to your Match power ability amount.

## MIND BOMB

**Base Powers:** Mental Blast + Telepathy

You can telepathically implant a subconscious “trigger” in the mind of another person, subjecting that individual to a mental attack the next time the person either takes a particular action (*attacks one of your allies, attempts to pilot a vehicle, and so on*) or encounters some specific circumstance (*meets one of his allies, hears a particular phrase, sees the color orange, etc.*). To do so you must succeed on a DC 15 Telepathy power check against the target. You must then specify the condition that will activate the mental attack. If the individual later encounters the pre-set condition he is immediately hit by surprise with a mental blast with a damage bonus equal to your power ability amount in Mental Blast or Telepathy (*whichever is higher*). The character may be any distance from you when this occurs, and the amount of time elapsed is irrelevant. Because the attack is so unexpected, the target loses any Wisdom bonus that may have applied to the saving throw. You may implant only one mind bomb into a target at any given time. Another character with Telepathy can detect

the presence of mind bombs via mental scans and can “detonate” them harmlessly by also making a DC 15 power check.

## POWER BREAKER

**Base Powers:** Neutralize + Natural Weapon or Unarmed attack

When you hit someone with your Natural Weapon or Unarmed attack, you can choose to use Neutralize on them as well without any extra action.

## POWER IMPRINT

**Base Powers:** Energy Form Projection + Power Residue

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

## POWERED PAST

**Base Powers:** Postcognition + Power Residue

When succeed at a Power Residue power check by 10+ points, you gain a complete image of the events one minute before and one minute after the power use you are researching.

## PRIVATE PROPERTY

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

Any character that triggers your Mental Ward power also triggers a psychic trap that results in a stun effect at your Trap power ability amount.

## RADIATION SICKNESS

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

Any character stunned or worse as a result of a failed saving throw caused by your Energy generation / blast (Radiation) power suffers from radiation exposure (like a disease), with an intensity equal to your blast of energy power ability amount.

## RADIO BREAK

**Base Powers:** Transmission + Sabotage

You are able to use Sabotage on any device that can receive transmissions and is in your range. This Power Tricks only affects the receiving and transmitting parts of the device. For example, you can blow out a computer’s wireless network card, but not the computer’s processor.



# POWER CORRUPTS UNLIMITED

## ROCKET PUNCH

**Base Powers:** Anatomical Separation + Flight

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

## SHARE THE MINDS

**Base Powers:** Possession + Multiple Mind

If you successfully possess a target using Possession, you may choose to place one of your minds from Multiple Mind in the body instead. The mind remains in the body until the Possession ends.

## SNOWBLIND

**Base Powers:** Energy generation / blast (*Cold*) + Attack that dazzles a target

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

## SUPERCONDUCTIVITY

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

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

## SUPER SLICK

**Base Powers:** Friction Control + Inertia Control

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

## TASER PUNCH

**Base Powers:** Energy Field (*Electricity*) + Stunning attack

A character stunned by your Energy Field power as a result of a failed Fortitude saving throw is stunned for two rounds.

## TRANSMIT

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

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

## UNDYING LOYALTY

**Base Powers:** Fervor + Leadership feat

Your cohorts follow any command you give them, no matter how suicidal or stupid. They never question your orders and will not willingly disobey you.

## UNLIMITED ARSENAL

**Base Powers:** Machine Merge + Nano-Machines

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

## VAPOR ROAD

**Base Powers:** Solid Step + Gas Generation

You are able to form pathways out of gas, so you can run anywhere you can create a patch of gas. You are able to move your Solid Step movement rate through the air in any direction you choose at your Solid Step movement rate. You cannot change altitude at more than a forty five degree angle. Using this combo Power Tricks takes no actions beyond the act of moving.

## WEAK SPOT

**Base Powers:** Hunch + Any type of Combat Sense

You can determine the weaknesses of your opponents by making a power check using the lower of the two base powers, DC 10 + the power ability amount of your target. If this check is successful, you learn any outstanding weaknesses of the target such as materials harness does not stop or items the target cannot pass through when Incorporeal.

## WIRELESS DATALINK

**Base Powers:** Transmission + Datalink

You can use Datalink on any computer able to receive transmissions such as infra-red or radio transmissions, within your Transmission range.

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