

Animal Powers

Animal Ally

Type: Offensive/Single Rank

You have a single animal friend or a cohort of animals that fight for you. You control them as an NPC. The GM must decide if this is appropriate (i.e. 'Rat Lord' can call on the rats of New York City to aid him in his crimes: they show up [random roll] seconds after he sends the signal. If Lion Lord wants to fight with lions in the city the lion has to accompany him).

Cost is based on animal type. For swarms and packs of smaller animals use the listed costs. More than one animal can be brought. Usually the GM will have to decide what the animal's stats are.

Animal Type	Cost
Huge Animal (Elephant, T-Rex, etc.)	J
Awesome Animal (Large Dinosaur, Killer Whale)	G
Fierce Animal (Lion, Tiger, Bears . . .)	E
Dangerous Animal (Dogs, Wolves, Snakes, Birds of Prey)	C
Common Animals (Cats, Rats, etc.)	A
Swarm of Insects	D
Pack of Rats	B
Unusual or highly dangerous (King Cobra)	D+

Animal Friend

Type: Miscellaneous/Single Rank

Animals naturally like you. So long as you treats animals with respect, you will never be attacked by a 'neutral' animal. If you are in the presence of an enraged animal, or one that is hunting you, a WIL roll vs. the animal's WIL of 12 (or higher) will hold the animal at bay for 1 minute per point the roll was made by. Rolls made by 5+ pacify the animal.

Animal Class	Cost
Single Species (Ex. Cobra)	A4
Single Group (Fish)	A5
Several Species(aquatic mammals)	A
Large Group (Forest animals)	B
All Animals	C

Cost varies

Speak With Animals

Type: Miscellaneous/Single Rank

You can talk to animals. They don't necessarily obey you. The GM can decide if this is psychic or your speech can be understood by both humans and animals (or some other weirdness).

Cost B

See Out of Animal's Eyes

Type: Miscellaneous/Single Rank

You can target an animal and see out of its eyes. This requires a 5 REA Medium action. While seeing out of its eyes, your actions are at -2 (but you can 'switch it off' as a 0 REA Medium action and switch it back on so long as you declare you are maintaining the link). Other senses can be used as well.

Cost B

Swarm Rules: If you have a swarm of stinging insects or rats, these rules apply:

- The swarm moves as a cloud 4 yards in diameter. It moves 4 yards a second.
- Anyone caught in the swarm will be attacked. If they have no armor they will begin taking damage immediately. Armor with chinks will protect for 4 seconds. Only normal, flesh and blood beings are susceptible.
- Damage is 3 points per turn and a CON roll at -2 or be Dazed.
- You can escape from the swarm (1/2 move) or attack with area of effect weapons. Any explosion will disperse a swarm.
- Controlling a swarm is an 8 REA Medium action. If the swarm does not need control add an additional D to its cost.
- Rats can't bite through chinks but within a Rat Swarm, any attacks will be at -3 if the GM rules that being under a swarm of rats inconveniences the target. They do 3 points Penetrating damage.
- Rat packs can be dispersed by four attacks totaling 20 points of damage.
- Rat Packs move at 8 yards a second and have a Grapple of 3.

Cloak

Type: Miscellaneous/Single Rank

You are capable of blending into the background or shadows. Cloak represents some kind of paranormal 'stealth' ability. When you activate Cloak, you are hard to find and/or difficult to identify.

If you are not in sight (or otherwise being perceived) when you activate the ability, watchers are at $-\text{POWER}$ to perceive you so long as you are beyond **[their Perception Roll – 10]** yards from them. Within this threshold, you'll be seen normally unless you are holding perfectly still (they get a Perception roll at $-\text{POWER}$ to see you if you move). If you attack or are pointed out by someone who sees you (or attacked), you'll be seen normally until you can get away.

The GM should prevent this as being used as a super-sniper ability. When you declare an attack, if they are aware of your presence and on the lookout for you, the GM should determine that you are at +4 to your Initiative roll but that they perceive the "dropping of the cloak" and get some chance to respond.

If a character has smell-based Keen Senses, a Smell perception roll should be allowed.

Class C	-4	Sound Only (silent): +2 Classes
Class D	-5	Sight Only: +1 Class
Class E	-6	Electronics Only (Radar 'stealth'): +4 Classes
Class F	-8	
Class G	-10	

Cost is Varied

Ex: Phantasm has Cloak Class E. When in a crowd of people, he can be seen by them normally (he's up close and moving). When he's skulking around at night, however, the criminal that's breaking into a car (more than 10 yards away) must make a Perception roll at -10 to see him watching. Good luck. Once inside 10 yards, if Phantasm is moving, the crook will get a normal perception roll to see him—but by then it's too late.

Duplicate

Type: Miscellaneous/Single Rank

You can be in many places at once! A character with Duplicate creates copies of themselves: whether this ability changes time, opens portals to other realities, or simply represents super fast cell replication is up to the GM and players. The effects of the ability are as follows:

- All duplicates must appear touching each other. The player may play all of the duplicates but if they are each off on a separate mission, unless they have a mass mind all but one should be handled as NPC's (to stop the player from learning things he shouldn't know). When the duplicates reform, all knowledge will be shared.
- Up to about 10 pounds of clothing may be duplicated but all material will be slightly randomized so electronics won't work, Id cards and money will be scrambled, and valuable minerals won't be copied. The material vanishes when the duplicate does.
- If a duplicate dies, all other copies suffer critical wounds and are reduced to injured condition. The duplicate will re-grow in a month. If all duplicates are killed the character is dead. Activating the ability is a long action.

Cost: Equal to the character's most powerful Offense (per Dupe).

Note: If a character has abilities that stack, then the cost is equal to the sum of all of them.

Mass Minds: If a character has this, each Dupe knows what the other is thinking/feeling. If one suffers internal damage, all will be Dazed. If one is killed (Dying or Dead result), the others will be Unconscious for 3 seconds. This costs a Secondary Rank (usually a D).

Turn Off Dupe: The character may be able to "dispel" duplicates effecting a sort of Teleportation. Turning off a Dupe is an 8 REA long action for 2 dupes—the dupe who vanishes and the dupe who 'receives' him. The cost is a Secondary -2 (usually a B) per Dupe.

Power Supply

Type: Miscellaneous/Dual Rank

A Power Supply is a separate Endurance source for your abilities. Power Supplies are rated on how they recharge and how much endurance they hold. When a power is hooked up to the Power Supply it draws energy from it at the normal rate. When an ability is hooked up to the supply it may get a cost modifier (if the supply is very small, for example, the ability gets a cost decrease).

Note: A character may only have one Power Supply on their character. This ability is meant for Robots, Powered Armor suits, etc. It mandates close watch of energy usage. If the GM and the player don't *both* want to do this, don't play with this ability.

How To Buy: To buy a Power Supply, first buy the type. Then decide how big you want it to be. Add the two cost-mod's together and apply them to any ability hooked up to the supply.

Size	END	Cost Mod
Tiny	4	Rank -2
Small	8	Rank -1
Medium	16	Rank -0
Large	32	Rank +1
Huge	64	Rank +2

Power Supply Type	Recharge	Cost Mod	Cost
Fission / Magical	1 END 10 Seconds	Rank+1	E
Nuclear / Magical	1 END per minute (normal)	--	--
Fuel Supply	10 END / sec at pump	Rank -1	C
Electrical	1 END / sec at wall socket	Rank -1	B
Solar	1 END / 10 min	Rank -2	A

Ex1: Mechlon has a Nuclear battery of "Medium" size. He is a Robot and has a Power Supply of 16 END (this prevents him from having to buy CON, which he doesn't have). It recharges normally, costs him nothing and doesn't effect his powers.

Ex2: The Dynamo Powered Armor suit has a Large Electrical Power Supply. The combined total is +0 to any abilities but it effectively has 32 Endurance. The only catch is that once it has emptied his batteries it has to go recharge.

Note: A character who buys an alternate body type may hook it up to a Power Supply. In this case all his abilities operate off it as well as his physical activity (punching, walking, etc.) The gain is that all physical activity is lowered a notch when it comes to determining cost (Sprinting costs 1 END per minute instead of per second, same with punches (60 punches cost 1 END). The drawback is that the character is susceptible to power drains.

Super Genius

Type: Miscellaneous/Single Rank

You have an innate understanding of super-sciences! Super Geniuses are the people who build all the battle suits, super vehicles, and blaster rifles that make the story work. Super Genius has the following requirements and abilities:

Super Genius is usually un-replicable: Super Genius devices defy mass production (even if the Genius tries to design the production facility). The Genius can make as many such devices as he is able to afford--the GM should require that he pay letters to keep game balance. In some cases the GM may make an exception and allow the character to make a few super devices for the cost of one.

Furthermore, only super geniuses can understand each other's devices. And usually only then if both characters have the same skill at the same level (or better). It isn't necessary for a super genius to have science skills to have built a battle suit—but usually it makes more sense for them to. Remember that using the rules provided, the character can usually get some letters back for an investment in science skills.

Level 1

- **+1 RES**
- **A device with a *secondary-1* rank (so if you paid a D you get a C power device).**
- **Of the three primary stats INT must be the most expensive of the three (i.e. you have spent the most points on INT).**
- **You can build devices that are of an advanced technology but may not include Force Fields, Teleportation, Psionics, Phasing, or other abilities that the GM deems are extremely advanced.**

Cost: 1 Secondary

Level 2

- **+2 RES**
- **A device with a *primary-1* rank (so if you paid an E you get a D power device).**
- **You must have spent more on INT and INT stats than the other two Primary stats *combined*.**
- **You may literally have any power you want as a device.**

Cost 1 Primary

Type: Power Notation (No Rank)

Super Geniuses tend to spend lots of their character points on scientific skills. These skills are useful in building gadgets. For each Difficult Hard Science skill on a 13- or better, the character gets letters to build gadgets with (or upgrade existing gadgets).

1. Level 4 Skill: 1 Additional Primary (E for standard Power Based chars)
2. Level 3 Skill: 1 Additional Primary -2 (C for standard Power Based chars)
3. Level 2 Skill: 1 Additional Primary -4 (A for standard Power Based chars)

Ex1: Excalibur is a battle-suited Super Genius. He has two Level 3 skills and 2 Level 2 skills. He gets 2C and 2A letters for his (approx.) 22pt investment.

Designer's Note: This may seem like a lot of letters. Note that Excalibur, if built on 50pts has spent almost *half* of his points on 'combat-ineffective' skills. Additionally, we wanted to make super-geniuses pay off in terms of character design: if someone plays a 'genius' with very few skills, they should have fewer gadgets than a genius with lots of skills.

Super Speed

Type: Miscellaneous/Single Rank

You are super fast! Characters with Super Speed get +10 to their REA scores. This in all ways acts like "normal" REA. Rolls are made at the new REA score, your Initiative is based on it, etc. This allows most characters to punch 4x a turn, fire blasts 2x a turn, run faster, and otherwise act before most normal speed characters get a chance.

Because one of the most valuable uses for extra REA is multiple attacks, the cost is based on your highest offensive rank.

Minimum Value is that of highest Offensive power +2

Ex1: The Dash's highest attack power is his 'vibratory fist' of Rank E. If he wants Super Speed (on top of his already high REA of 14) he must pay a G.

Weather Control

Type: Miscellaneous/Single Rank

You can control the weather by force of will.

Area is POWER/3 miles radius. The character must make a skill roll (WIL based, Type 1) and take a Long action to 'lock-on' to the weather patterns. The player may choose any combination of weather from the chart below. The character may then change the weather to that configuration. If the character simply wants to change the weather, use of the ability is all that is necessary but if the character wants to maintain control, the player must make a WIL (or skill) roll when the power actually effects. Every 2 points of POWER takes 10 seconds to effect.

The character may effectively double his POWER if he effects 1/4th the area. The roll to control this is at -5. If the weather is 'out of control', it may effect the character as well as others (see the effects below). The character is in the center of the effect when it is created and, with out maintenance, it will dissipate POWER minutes later, at the GM's option. Tornadoes and concentrated lightning can only be done POWER x 5 yards from the character.

POWER	Wind	Rain	Lightning
2	Calm	Clear	None
4	Breezy	Pt. Cloudy	None
8	Windy	Cloudy	None
16	Strong Winds	Rain	Scattered (Light)
32	Hazardous	Down Pour	Scattered (Medium)
64	Gale Force	Deluge	Scattered (Heavy)
128	Hurricane 1	Flooding 1	Concentrated (Light)
256	Hurricane 2	Flooding 2	Concentrated (Light)
512	Hurricane 3	Flooding 3	Concentrated (Medium)
1024	Hurricane 4	Flooding 4	Concentrated (Medium)
2048	Hurricane 5	Flooding 5	Concentrated (Heavy)

Winds: In strong winds, characters without wind flight must make flight rolls (AGI) or drift off course by 1/5th their speed per point they failed by in a random direction. The roll is made at an additional -1 per 2 points of POWER above 16 (-8 in Hazardous winds). Ranged attack forms other than Wind Blasts by the controlling character will be at -2 to hit. There is an additional negative one per 2 points of POWER above 16. Energy attacks are not effected but anything with mass will be.

Winds will do 1/4th damage to structures each thirty minutes. The wind's POWER / 8 is the equivalent POWER of flight for purposes of moving freestanding masses. A 64 POWER Weather Manipulation wind will accelerate a Mass 2 object (a man) at 4 yards per second.

If the character creates Gale force or higher winds in the small area (double POWER), the character may create tornadoes. These tornadoes will be under control of the character if the -5 roll is made. A roll must be made every second the tornado is unleashed. The tornado will be POWER/4 yards in diameter and have STR equal to POWER. They will damage stable structures and carry loose objects. Even controlled, the tornado is dangerous. It will move at POWER/4 yards/sec. Unless the character makes the control roll by 10, it will still not go exactly where the character wants it to: the path will swing left or right by a random roll times the tornado's radius (so it may completely miss a target). It must stand still for one second to change directions and has a turn radius of 1. It is POWER/4 yards across. Out of control, it will move randomly.

Rain: In Rain, Lightning other than that used by the manipulator will be at -4 to hit. In anything greater than 'Rain' Lightning attacks will hit only on critical successes and Lasers will be at -2 POWER and -3 to hit. Vision (and thus most ranged attack rolls) are at -1. In Down Pour, perception rolls are at -3 and in deluge they are at -6 (blind).

Flooding: Level 1 flooding represents 1 foot of rain per hour and each level doubles it (Level 2 is two feet per hour, level 3 is four feet per hour, level 4 is 16 feet per hour, level 5 is thirty two feet per hour).

Lightning: Lightning scattered will perform random hits like a normal lightning storm. This will almost certainly not hit characters on the ground although flying characters, other than the character manipulating the weather, may be hit. If a character is metal, add 2 to the chance of the hit. Add four to the chance of the hit if the character fires a laser (ionizes air) or uses magnetic powers (although they will also shield him). Use of a magnetic shield will subtract the POWER of the shield from the chance of the hit making magnetic controlling characters hard to hit unless they are also using something like control metal. Roll for a hit each interval.

Type	POWER	to-hit	Interval
Light	POWER/8	4-	5 minutes
Medium	POWER/4	6-	3 minutes
Heavy	POWER/2	8-	1 minute

Concentrated Lightning will strike a location visible to the character. Use the weather control skill to target (miss by 20 yards per pt. Missed by)