

Super Power Changes

This alters or adds to the new Super Powers Companion. This document takes priority in any conflicts that may arise.

Campaign Power Levels

Pulp Heroes are most likely normal men and women with a few low-key powers, like the Shadow. Their foes range from shadowy manipulators to grisly killers to mad scientists leading armies of crude robots.

Street Fighter are supers who mostly tackle criminals, bank robbers, or gangs. Their foes are usually after money or revenge, and threaten cities rather than countries or the world.

Four Color characters are powerful super beings who take on city-wide menaces. Most wear colorful costumes and are well-known by the public. Four Color heroes have powerful arch-nemeses who often gang up against them, or rule large and well-funded organizations made up of specialized lieutenants and legions of loyal minions.

Heavy Hitters are the most powerful of the planet's heroes. They're the first line of defense against megalomaniacal world-conquerors, invading aliens, natural disasters, and legions from Hell.

Cosmic champions may be a match for Heavy Hitters, but most also have the ability to travel and survive deep space. Battling planetary threats is routine—campaigns usually feature threats to a system, a reality, or life itself.

Demi-Gods have enormous power, even dwarfing Cosmic heroes. These beings may even be worshipped as true gods, or feared by entire civilizations, and tend to tackle the threats that not even Cosmic characters can really handle.

Deity and **Superman** Power Levels use Demi-God Power Limits—these beings aren't necessarily more *powerful*, but do have significantly more flexibility while retaining their incredible capabilities. If using Rising Stars, these only use Cosmic Power Limits instead.

Standard Point Configuration			Rising Stars Point Configuration	
Level	Power Points		Level	Power Points
Pulp Heroes	15		Pulp Heroes	5
Street Fighters	30		Street Fighters	10
Four Color	45		Four Color	20
Heavy Hitters	60		Heavy Hitters	30
Cosmic	75		Cosmic	50
Demi-God	90		Demi-God	60
Deity	110		Deity	80
Superman	130		Superman	110

Hindrances

Poverty (Minor)

If using the rules for Headquarters in the *Super Powers Companion*, this also decreases the number of HQ points received per Rank to four, including the initial wave of points.

Life Support (Major)

For whatever reason, this character's life is on the line, but some device they have keeps that at bay. If it is removed, the character only has a short time before they perish, decompose, or even wink out of existence.

Whatever the device is, it tends to be relatively small, comfortable, or otherwise unobtrusive (if this item was bought as one of the character's super powers, it functions normally as such). If the device is ever removed, the character must make a Vigor roll every minute it is gone—failure imposes a level of Fatigue, and this can lead to death.

One Trick Pony (Major)

This hero only has one power, but he knows that power well. He may only spend one-third of the Power Points normally allotted for his Power Level; this does not affect his Power Limit. If the hero takes The Best There Is, he may only use half of the Power Points normally allowed. This does not affect Super Karma. [Maybe a free Edge? Maybe increase base power limit and TBTI PL?]

Edges

Rich

Requirements: Novice

In addition to the benefits provided by this Edge, if you are using the rules for Headquarters, this Edge imparts an additional 2 HQ points *at character creation*. This does not increase the amount of points that you receive per Rank.

Filthy Rich

Requirements: Novice, Rich or Noble

If using the rules for creating Headquarters, this instead imparts 5 additional HQ points at character creation. This does not increase the amount of points that you receive per Rank.

Power of Experience

Requirements: Novice, Arcane Background (Super Powers)

Many heroes and villains gain all their abilities through nothing but hard work and a

lifetime of training—which is something that can never be taken from them. Many of this character's non-Device powers are immune to the *negation* power. The powers this applies to is generally up to the GM's approval, but as a rule of thumb, Attributes and Skills at a d12+2 or lower cannot be negated, nor can Edges if the character meets all their requirements.

Skills or Attributes at d12+2 count as having the Expert Edge for purposes of Advancement—Attributes and Skills cannot be raised above d12+2. Otherwise, the character may Advance like any other character with Arcane Background (Super Powers).

This Edge can only be taken during character creation.

Setting Rule Changes

One-Hit Wonders

If playing as Pulp Heroes, some games may want to focus on super-powered characters that are very focused, with only one or two real powers that can be on-par with those of more powerful heroes. The Best There Is increases their Power Limit to 10 instead of 8.

Super-Duper Karma

For games with more powerful and well-rounded supers, characters may take a *second* Major Hindrance to gain additional Power Points: +5 for Four Color Heroes, +10 for Heavy Hitters, and +15 for Cosmic heroes. This should not be used in conjunction with Rising Stars.

Super Strength—Throwing Distance

This functions as per the Super Strength rules in the *Super Powers Companion*—able to lift certain amounts and throw objects certain distances based on the **Super Strength Table** (see below). However, if a character is attempting to throw something for *distance*, rather than aiming at a specific target (such as throwing a bomb from the city to the nearby lake), use the **Super Strength Table** to find the minimum Strength the object falls under half the Load Limit, and double the distance for each point higher the character's Strength actually is.

Example: *A band of super-strong characters want to throw a 1-ton statue as far as possible. A character with Strength d12+6 can throw it at 6/12/24. When the character with Strength d12+7 tries to throw it, he can launch it up to 48"—twice as far as the d12+6 character—while a Strength d12+8 can launch it up to 96"! If playing off the tabletop, don't forget to*

multiply these distances by 2.5 for their “real world” ranges!

Variable Knockback

This functions as per the Knockback rules in the *Super Powers Companion*—a super-powered attack causing a certain amount of damage sends the target flying backwards—but the distance is no longer a flat 2d6”.

Distance flung is now based on the power of the attack: for supers, the knockback die type is determined by the greater of either their Strength modifier above d12 (+2 uses 2d2, +4 uses 2d4, +6 uses 2d6, up to a maximum of 2d12) or their level of *attack* power (a Level 1 *melee attack* uses 2d2, a Level 2 uses 2d4, etc. to a maximum of 2d10). *Ranged attacks* count as one level lower for these purposes, and the Enhanced Damage modifier on *ranged attacks* increases this by two die types.

Damage caused by Knockback is capped at 10d6.

Unarmed Defender

The conceit of this is that characters in comics all have some level of training: enough to not be powerless against a thug with a knife. While this is simple and clean, it *also* means that the thug is still considered an Armed Defender after he’s been disarmed of the knife.

To that end, rather than everyone simply being considered Armed in all scenarios, there are different tiers of armament to consider:

Reflexes: Characters with the *uncanny reflexes* power are always considered Armed Defenders, but are not necessarily considered Armed when attacking Unarmed opponents.

Speedsters and Invisibility: Characters with the *flight*, *invisibility*, or *speed* powers are considered Armed against any characters with at least a 2 point differential in penalties to hit (so a speedster with a Pace of 48 (–2) is considered Armed against characters that move at normal speeds, but not against characters of Pace 24 (–1) or someone with Level 2 *invisibility* (–4)).

Armaments: If you’re of comparable speed and reflexes to your opponent, powers like *parry* or *attack*, *melee* typically means your character is considered Armed (barring really bizarre trappings). Any powers that are handheld devices that are not the above two can almost always be used as Improvised Weapons as well.

HQ Rooms

Armory

HQ Extras

Scanners (+1/Level)

A means of detection will examine all personnel and items brought into the headquarters’ grounds for an indicated substance, object, energy type, etc. that must be specified when the scanner is installed. Sample subjects for detection include chemical explosives (dynamite, C4, etc.), magic, narcotics, metal (including weapons), super-powers, or mutated genes. Each level of this add-on allows for a different subject to scan for.

The detection system scans eligible subjects with a Notice roll (d4 for a starter headquarters and increasing the die type one step for each level of condition higher, up to a d12 at State of the Art) at the first opportunity. The scan will sound a silent or audible signal (you decide) if the subject scans as positive for the subject.

Modifiers:

- **Restricted Access (–1):** The scan is limited to only the entrances of the base and specific rooms inside the base.

as well, such as Fighting, Piloting, or Stealth, though these should be very situational (e.g. +2 to Fighting rolls when Grappling, +2 to Piloting in an unusual environment, or +2 to Stealth rolls if the character doesn't move).

Generic Modifiers

This includes modifications and clarifications on various Generic Modifiers.

Dynamic (+1)

This modifier allows a character with Switchable to be far more flexible in the use of his powers. This can only be added to a power with the Switchable modifier.

With this modifier, the character creates Switchable powers as usual. However, these alternate powers are not treated as “sets,” but as a “pool” of powers the character can tap into, with a Power Point total equal to the primary power set. These points may be spent as a free action to acquire powers within the pool, but no power can exceed their initial Power Point total, and modifiers are only available if they were purchased originally.

Example: *Cyberknight has adaptive circuitry, granting her Switchable with 8 points of Invisibility, 8 points of Super Strength, and 8 points of Flight (totaling to a 13 point cost with this modifier). While she can switch between each of these sets as usual, she may also take a free action to dynamically allocate Power Points between them, so long as they do not exceed the initial cost of each power or the total PP available to this “pool” of powers. As a free action, she could switch from 8 points of Flight to 2 points of Flight, 2 points of Super Strength, and 4 points of Invisibility. She could not, however, acquire modifiers for any of these powers since she did not buy them to begin with.*

Skill Bonus (+1/+2)

There are a lot of powers, and many heroes are able to use these powers in a way that makes them very effective at certain Skills. For 1 additional Power Point, this modifier may add a +2 bonus to any of the following Skills: Climbing, Healing, Lockpicking, Persuasion, Repair, Streetwise, Survival, and Swimming (for Notice, Investigation, or Tracking, see *heightened senses*). GMs may allow other skills

For 2 additional Power Points, this may apply the +2 bonus to *any* Skill, though there should still be some kind of restriction on the skills not listed above (e.g. +2 to Shooting only with calibrated weapons, or only when using powers). GMs should be **very** careful with bonuses to combat skills like Fighting, Shooting, or Throwing; remember, this bonus is more about “augmented capabilities” and less about “training”—which should be handled by Professional Edges and *super skills*.

Multiple Skill Bonuses do not stack, but they may grant bonuses to as many different Skills as the GM allows.

Power Changes and Modifiers

Armor (+2/Level)

Modifiers:

- **Ultra-Thick Skin (−1):** This hero's natural armor is so strong that medical equipment (syringes, scalpels, etc) has a hard time piercing his skin. Anyone without specialized tools suffer a −4 to any Healing rolls made on this character and they do not gain any bonuses to Natural Healing from hospital treatment. This cannot be taken if the power is not permanent (device, contingent, etc.).
- **Vehicle (+4):** The Armor is treated as a separate entity from the user. It follows the vehicle rules for Toughness, granting it three wounds, and is subject to the Critical Hit Table [*pending variant table*], but the wounds may be Soaked with the character's Vigor. Wounds sustained by the Armor cannot be heal naturally and are unaffected by the Healing Skill or power. Repairing the suit requires 1d6 hours (suffering −2 for not having the proper materials and a further −2 for not having spare parts).

Attack, Ranged (2/Level)

Modifiers:

- **Bounce (−1):** This modifier requires a RoF 2 or higher to take. This character may "bounce" his attacks between targets—if the attack successfully hits, regardless of damage, the attack is considered to come from the previous target for the purposes of Cover, rather than coming from the attacker. Every "bounce" consumes one RoF. The downside is that since a character must account for the entire trajectory of the attack, the range for all attacks are considered to be the range of the full "path" of the attack (e.g. with a range of 12/24/48, bouncing an attack off of a target 8" away to a target a further 8" away causes both dice to be considered at Medium Range since the attack travels 16").
If the attack is a **Thrown Device**,

allowing a Device to return does not consume a point of Rate of Fire, but the object can only return if the path is not long range (e.g. the previous attack travelling 20" may return, but an attack travelling 25" cannot). Rolling a 1 on any of the attack dice (regardless of the Wild die) means the Device does not return.

- **Thrown (+0):** The damage of this attack becomes Str+d6 (+d6 per level), but its Range is decreased to 3/6/12. If this is a Device, the object typically returns after being thrown (though occasionally it may be unable to); if the attack does not return on its own, take the Requires Material (−2) modifier. The Range Modifier increases the range to 6/12/24 for +2, 12/24/48 for +4. (This can be extended to 24/48/96 or 50/100/200 for +6 or +8 respectively.)

Decay (4)

Modifiers:

- **Strong (+1/+2):** Vigor rolls are made at −2. For an additional point, they are made at −4.

Divination (6)

Trappings: Otherworldly spirits, semi-omniscience, super-detective, tea leaves.

This character can somehow glean information from nothingness. Once per session, the character may make a Smarts roll to activate the power. If the power fails, the character suffers a level of Fatigue that lasts for a day and may not attempt to seek information on the same subject while the Fatigue lasts (this Fatigue may Incapacitate, but not kill). With a success, however, the character receives a vision and may ask a question that can be answered with "yes," "no," or "possibly." On a raise, the question is answered in five words or less (the GM may allow longer, more detailed answers in a vague or cryptic form).

Gleaning this information takes ten minutes, during which the character may take no other actions. If the character is Shaken during that time, he must make a Smarts roll or immediately fail, forfeiting his vision for the day. If this question relates to a living being (including undead, constructs, or other unconventional definitions of "living"), then the Smarts roll is opposed by the subject's Spirit.

Strength or Agility rolls at –4 to escape. For 4 points, these rolls are at –6.

Modifiers:

- **Extremely Taxing (–2):** This power always causes a level of Fatigue when used, successful or not. On a failure, they take *two* levels of Fatigue rather than one.
- **Multiple Questions (+4/Level):** The diviner may ask an additional question per session every time this modifier is taken, to a maximum of 4 questions total.
- **Quick Read (+2):** The vision can be witnessed in but a moment. The divination takes the entire round (the user may not take any other actions), and the character receives the vision at the start of the next turn.
- **Random (–2):** This character receives these visions at random, and the GM is in control of when the character receives information. The character may still make their Smarts roll, but they draw a card and use the Portents Table from the *Horror Companion* to determine what kind of vision they see.
- **Strong Read (+1):** Sapient subjects make their Spirit rolls at –2.

Duplication (3/Level)

Modifiers:

- **Feedback (–2):** When a duplicate is Shaken, the hero must make a successful Spirit roll or be Shaken as well.
- **Fragile (–2):** The duplicates are simply destroyed through being Shaken (as opposed to taking a wound).
- **Sturdy (×2):** Duplicates are very sturdy; this means that they now have 3 Wound levels (though are still otherwise considered Extras). This modifier costs double the total cost of the power, with all other modifiers included.

Ensnare (3/Level)

Modifiers:

- **Very Strong (+2/+4):** The binding material is very tough. Those caught by it make their

Explode (2/Level)

Modifiers:

- **Charges (+2/+4):** This explosion isn't centered on the hero, but instead is planted as charges first. The hero may plant up to three of these charges anywhere as an action. As long as the hero is within 12" of the charges, he may make a Smarts roll to detonate them. For an additional +2 points, he may be within 24".

Extra Limbs (3/Level)

Modifiers:

- **Grapple (+1):** This character's extra limbs are very flexible and easily able to entwine around foes, granting him +2 to Grapple attacks.
- **Mounting (–1):** This character's *extra limbs* only serve as gimbels or mountings for a pre-affixed mundane weapon instead. This affixing normally takes at least a Repair roll and around 8 hours of work to make sure all systems are hooked together. This limb may also reloads its mounted weapon instead of firing (and requires no rolls to do so). The weapon and any of its ammunition must be purchased or acquired separately.
- **Multi-Actions (–1/Level):** Every time this modifier is taken, one of the character's *extra limbs* can no longer be used as a free action, and instead imposes multi-action penalties as usual. This is not considered as an off-hand, however.

die are also Shaken. Characters behind cover may add their Cover modifier to their Strength roll.

Flight (Variable)

Keep in mind that any speeds in parentheses are out-of-combat speeds. To determine in-combat speeds (in mph), divide the value by 1.5; multiply the Pace by 4 to get the true top speed.

Points	Speed	Penalty
2	Pace	0
4	2× Pace	0
8	4× Pace	−1
10	Pace 48 (120 mph)	−2
12	Pace 98 (240 mph)	−4
15	Sonic Speed (Mach 1)	−6
18	Super Sonic Speed (Mach 2+)	−8
20	Near Light Speed	−10

Modifiers:

- **Glider (−2):** This hero's flight uses currents to generate lift. His Climb is reduced by −2. In addition, they may not ascend more than $\frac{1}{4}$ of their *flight* Pace per round without an extreme source of lift, such as a gust of wind or large fans.

Gust (2)

Trapping: Burst of wind, magnetic fields, gravity manipulation.

This character can summon up a force, such as wind or magnetism, that can force enemies to the floor by pure force of will. Place a Cone Template in front of your character; any characters within this template must make a Strength roll at −2 or be knocked Prone. Flying targets suffer an additional −2 to their Strength roll, and characters who roll a 1 on their Strength

Modifiers:

- **Strong Winds (+2):** These winds are extremely dangerous even to super-powered foes. Characters must make Strength rolls at −4 or be thrown 1d10" backwards for 2d6 damage (+1d6 if the victim hits a solid object in addition to the ground). Thrown victims are automatically Shaken, regardless of damage.
- **Hurricane Forces (+4):** The gust is so powerful that even many of the strongest supers could have trouble holding themselves down. Strength rolls are at −6, and characters are thrown back 2d6", suffering the same consequences as per the Knockback rules. Foes that are thrown back are Shaken, regardless of damage.

Growth (Special)

Growth functions as written, but the costs have been modified. This power now costs **2/Level**, up to Level 10 (20 PP). This cost increases to **3/Level** to purchase Level 11 (23 PP) and above.

Heightened Senses (1/Level)

The following senses are also available with this power:

- **Microscopic Vision:** The character can see tiny details that others might need a magnifying glass to make out, even at a distance. Focusing even closer allows him to see with microscopic detail, but this requires concentration; the hero may not focus on any other tasks and may only take free actions while he using this sense.

- **Trapping Sense:** This character has the ability to sense the presence of certain kinds of energy. For each time this is taken, choose any Energy Type from the Power Types table, as well as Psychic or Mystical Energy. With a Notice roll, he may sense the presence or absence of powers or objects with this Energy Type, as well as the general power of the object or ability being sensed. With a Raise, you can also determine a rough location for the reading. This does not allow you to perceive through solid objects. If he's already interacted with a particular character or object with this Trapping, he may add a +2 to these Notice rolls.
- **Ultra/Infrasonic Hearing:** The hero can hear sounds that are either above or below the frequency range of the normal human ear. He may take this twice to hear in both ranges.

Intangibility (5)

Modifiers:

- **Soul Walk (+2):** This super's body cannot pass through walls, but his spirit is able to physically leave his body to pass through objects instead. When becoming intangible, the character's body becomes completely helpless as his spirit ejects adjacent to it—this can even be done if the character was Incapacitated. To interact with the physical realm, the spirit must re-enter the character's body—if the body cannot be found, then the spirit cannot regain physical shape or take back control of their own body.

The spirit has all the same stats as the character's body, but does not inherit any wounds or fatigue that the physical body has—the spirit has its own wound and fatigue levels, but does not need to eat, sleep, or breathe, and is immune to poisons and diseases. The spirit also does not inherit any functional devices—it might hang on to clothes, for example, but it cannot use any equipment, gear, or devices, including those bought with Power Points, unless they are somehow bonded to his soul.

The *body*, however, retains all of its properties, including wounds, fatigue, and the need to eat, drink, and breathe. When the spirit attempts to return to the body, the body gains a level of fatigue for every two wounds the spirit suffered; with a raise on the Spirit roll to become tangible again, the body doesn't gain any fatigue, regardless of wounds. While the character can leave the body if it is Incapacitated, if the body is killed then the spirit dies as well; similarly, if the spirit dies, the character is simply

dead.

9	512"	1024"
10	1024"	2048"

Light (1/Level)

Trappings: Flashlight eyes, glowing skin, ethereal torch.

Not everyone can see in the dark. With this power, not everyone needs to. The hero can emit light from his body to illuminate an area with a radius of 3" per level. Within this area, all darkness penalties are removed. Activating or dispelling this power is a free action.

Modifiers:

- **Permanent (-2):** The hero cannot turn the light off; this means that it can become very difficult to remain unseen. This subtracts -4 from all Stealth rolls.
- **Light Beam (+0/+1):** Instead of a diffused glow, the character casts a tight beam of light. It can be directed to illuminate the area of a Medium Burst Template at a distance of up to 6" per level. For +1, the hero can switch between glowing or projecting the beam as a free action.

Leaping (1/Level)

Level	Vertical Distance	Horizontal Distance
1	2"	4"
2	4"	8"
3	8"	16"
4	16"	32"
5	32"	64"
6	64"	128"
7	128"	256"
8	256"	512"

Modifiers:

- **Double Jump (+2):** The character can somehow initiate their leap from midair, or even change trajectory from their current jump. This cannot be used to fly (leapers must either land or enter free fall by the end of their Action), but they may leap from free fall or change the direction of their leap in mid-air once per round. The total distance travelled may not exceed their normal limit.

Matter Control (2/Level)

Modifiers:

- **Permanence (+3):** With this modifier, when a hero creates matter, it no longer instantly decays after it exits the hero's range of influence. However, the materials revert to their natural Toughness and they will still decay naturally (metal rusts, ice melts, dirt crumbles, etc.) unless the hero is able to properly allow the material to retain itself (Knowledge (Engineering) for structures of metal or wood, cold temperatures for ice, etc). This also allows Constructs formed with this power to leave its range of influence.

Mind Control (5)

Modifiers:

- **Effortless (+1/+3):** The user can exert his control without even trying. His control isn't interrupted while sleeping (Incapacitation from other sources, like anesthesia or being knocked unconscious, still loses control of his target). For 3 points, he suffers no penalties to other actions while using Mind Control.
- **Motivate (+1):** Instead of directly influencing the mind of the victims, this

modifier makes characters feel compelled to act on an order. Victims may leave the controller's radius of control instilled with an overwhelming desire to fulfill their orders. Once fulfilled, the characters are no longer affected by *mind control*. They must be able to understand your language to be affected by you.

- **Voice (×2/×3/×4/×5):** This character's mind control is cast in a cloud around the character rather than on individual targets. This affects all characters within the cloud automatically (without requiring the Multiple Minds modifier), commanding someone to do something antithesis to their own well being still requires an opposed Smarts roll. For twice the cost (including all modifiers), this affects a Large Burst Template; for three times the cost this affects folks in a 6" radius. For four times the cost of this power, this affects anyone in a 12" radius of the character, and five times affects everyone in a 24" radius. Regardless of the size, any characters must be able to hear the voice of the controller or this power doesn't work. Controllers with this modifier have -4 Charisma with anyone aware of this effect.

Mind Reading (3)

Modifiers:

- **Empath (-1):** The hero can only read a target's emotions; he cannot access their thoughts.

Regeneration (2/Level)

Modifiers:

- **Recovery (+1):** [...] This also doubles the amount of alcohol this character has to consume to experience a buzz and halves the time it takes for that buzz to wear off.

Resistance (1/5/10)

Half damage (and +4 to resist) from a very specific source of damage or effect, such

as "fall damage," small blades, a specific power, or *all* powers of a specific hero or villain costs 1 Power Point. Complete immunity to the same kinds of specific sources costs 2 points. Complete immunity to a *single* power of a specific character only costs 1 Power Point.

Shrink (4)

Modifiers:

- **Permanent (-2):** The user cannot turn this power off; they are always this Size. This imposes -2 Charisma and can make communication or operating devices difficult.

Speed (Variable)

Keep in mind that any speeds in parentheses are out-of-combat speeds. To determine in-combat speeds (in mph), divide the value by 1.5; multiply the Pace by 4 to get the true top speed.

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

Modifiers

- **Vibrate (+5):** As listed, but instead requires Super Sonic Speed.

Stun (2)

Modifiers

- **Strong (+1/+2):** For an additional point,

the victim's Vigor (or Smarts) rolls are made at -4.

Super Attribute (2/Level)

Modifiers

- **Grip (+1):** If a character's Strength exceeds the Minimum Strength of a 2-handed weapon by at least 4 steps, he can use that weapon in a single hand instead. This still incurs any penalties that the weapon (or weapons) might impose, and any Snapfire penalties always apply to 2 handed weapons used in one hand. (+2 *instead?*)
- **Locked (+0):** Instead of increasing the character's base Attribute every level, this sets the Attribute at a d10 at Level 1, and increases an additional die type every Level. This Attribute can no longer be raised by any means other than investing more Power Points (such as the use of the *growth* or *invent* powers).

Teleport (3)

Modifiers

- **Portal (+2):** Rather than instantaneously disappearing and reappearing, the character creates a portal in space that can be seen through and travelled through by any number of individuals (allies or enemies). The teleporter is immune to the effects of failure (either the portal is created or it isn't), and he does not suffer penalties to take other

characters with him, but portals must be physically walked through (so attackers are able to get free attacks against characters diving through portals). The portal remains open until closed as an action.

- **Traverse (+3/+6):** For +6, the character must still concentrate, but may perform other actions as he does. Teleporting in this way counts as an action, and incurs multi-action penalties to all actions as usual, as well as to the actual teleportation roll itself. In addition, the character may choose to teleport without taking rounds to concentrate. He suffers a -1 for every round that he chooses to forfeit (-2 to teleport 1000 miles for example) in addition to the penalties for not seeing the location he is teleporting to. The character still must concentrate for a full minute to teleport to other planets or dimensions in the multiverse.

Uncanny Reflexes (3/7)

This functions as written, except costs have been modified. For 3 PP, this character is at a -2 to be hit; for 7 PP, this becomes -4.

Whirlwind (2)

Modifiers

- **Twister (+2/+4):** -4/-6 modifier

An Aside: Super Strength

Strength	Load Limit	Max Weight	Brawny L. L.	Brawny Max Wt.
d4	20	80	—	—
d6	30	120	48	192
d8	40	160	64	256
d10	50	200	80	320
d12	60	240	96	384
d12+1	100	400	160	640
d12+2	250	1000	400	1600
d12+3	500	1 ton	800	3200
d12+4	1000	2 tons	1600	6400
d12+5	2500	5 tons	4000	16000
d12+6	2.5 tons	10 tons	4 tons	16 tons
d12+7	5 tons	20 tons	8 tons	32 tons
d12+8	12.5 tons	50 tons	20 tons	80 tons
d12+9	25 tons	100 tons	40 tons	160 tons
d12+10	50 tons	200 tons	80 tons	320 tons
d12+11	125 tons	500 tons	200 tons	800 tons
d12+12	250 tons	1,000 tons	400 tons	1,600 tons
d12+13	500 tons	2,000 tons	800 tons	3,200 tons
d12+14	1,250 tons	5,000 tons	2,000 tons	8,000 tons
d12+15	2,500 tons	10,000 tons	4,000 tons	16,000 tons
d12+16	5,000 tons	20,000 tons	8,000 tons	32,000 tons
d12+17	12,500 tons	50,000 tons	20,000 tons	80,000 tons
d12+18	25,000 tons	100,000 tons	40,000 tons	160,000 tons
d12+19	50,000 tons	200,000 tons	80,000 tons	320,000 tons

d12+20	125,000 tons	500,000 tons	200,000 tons	800,000 tons
d12+21	250,000 tons	1,000,000 tons	400,000 tons	1,600,000 tons

Heavy Weapons

Note: Anything of 1,000 pounds or more is generally considered a Heavy Weapon.

Example	Weight	Damage
Parking Meter	50	Str+d10
Large Rock	100	Str+d12
Boulder	200	Str+d12+1
Lamp Post	400	Str+d12+2
Large Tree	1,000	Str+d12+3
Statue	1 ton	Str+d12+4
Car	2 tons	Str+d12+5
Truck	4 tons	Str+d12+6
Anchor	8 tons	Str+d12+6
City Bus	16 tons	Str+d12+7
Tank	32 tons	Str+d12+8
Space Shuttle	64 tons	Str+d12+9
House	125 tons	Str+d12+10
Fully-Loaded Aircraft	250 tons	Str+d12+11
	500 tons	Str+d12+12
	1,000 tons	Str+d12+13
	2,000 tons	Str+d12+14
Hotel	4,000 tons	Str+d12+15
	8,000 tons	Str+d12+16
Titanic	16,000 tons	Str+d12+17
	32,000 tons	Str+d12+18
Aircraft Carrier	64,000 tons	Str+d12+19
Ocean Liner	120,000 tons	Str+d12+20

Unapproved Powers and Modifiers

Attack, Melee (2/Level)

Modifiers:

- **Climb (+1):** This whether he's simply very strong or has some sort of claws, this hero uses his attack to increase his climbing prowess. The character adds +2 to all Climbing rolls.
- **Grapple (+1):** This attack uses a chain, cord, or otherwise wraps around the opponent, granting +2 to Grapple attacks. The attack must have at least a Reach of 1 to take this modifier.

Attack, Ranged (2/Level)

Modifiers:

- ****Dig (+4):** This attack can plunge itself through dirt and concrete at Pace 24. It does not deal its damage until it reaches its target, but ignores all cover modifiers for Armor (but not modifiers to hit).

Growth (3/Level)

Modifiers:

- **Density (+6):** While this character still gains the same weight, Strength, and Toughness, their Size never changes. Opponents do not gain any bonuses to hit this character for Large or Huge, nor does the character have penalties to hit other Medium-sized characters—though the character does still gain Heavy Weapons and Heavy Armor if they are at the 10th level of this power ("Size" +10). If using miniatures, the character still only occupies a 1" square. This modifier cannot be taken with the Long Stride or Monster modifiers.

Negation (4)

Modifiers:

- **Reactive (+1/+6):** The character may negate powers or Traits as they are used on him, reducing or even completely negating their effects. If successful, this negation occurs before the effects of the power or Trait are resolved. For 1 point, the user may not use the normal targeted effects of *negation*. For 6 points, the character can do either.

Stun (2)

Modifiers

- **Heart Attack (+5/+6):** Characters with this modifier can stop the heart of their victims. If the attacker wins with a raise, the victim is immediately Incapacitated and then must make a Vigor roll. On a success, he is Shaken and remains so for 1d4 rounds. If he fails, he dies in 2d6 rounds (a Healing roll at -4 saves the victim's life, but he remains Incapacitated). For an additional point, this character may also start hearts again. He must touch his target and then make a Spirit roll at no penalty. This does not heal any wounds; it only restarts a stopped heart.

Swinging (2)

Modifiers

- **Distance (+1/+2):** For +1 point, the swinger can tactically move to any point within 24" that he can *swing* to. For +2 points, this increases to 48". This does not affect his Pace.
- **Speed (+1/+2):** For +1 point, the swinger travels at a Pace of 24; this increases to Pace 48 for +2. This does not affect his tactical speed.

Manipulation (2/Level)

Trappings: Pure energy, tangible illusions, mental force, magical animation, concentration, mutant powers, *altered form* of matter.

Manipulation allows the character to interact with matter at a distance, generally by creating a tangible energy or manifesting some kind of matter (choose a **Power Type** from page 21). Created matter that is not maintained consciously begins to dissolve immediately.

The range of the power is 12", and its Strength starts at d10, increasing a die type per additional level (d12+2 at level 4, and so on). This its Strength used to determine how much it can lift or create in a round, push, throw objects (which still requires a Throwing roll), or damage targets through crushing (grappling), bashing, or slamming objects into them (Fighting). Objects or individuals can moved with *manipulation* up to 2d6" per round, though thrown objects travel their full distance (but must be picked up again as an action).

The force can form rough shapes—giant hammers, fly swatters, scoops, and so on. Fine manipulation (creating a key or a Fabergé egg, or firing a gun) isn't possible with this power. Multiple uses of the power may be used at once with multi-action penalties.

Modifiers:

- **Area Effect (+2):** The power affects everything in a Medium Burst Template. If used to attack or Grapple, make one roll versus everyone within rather than as separate actions. Each of the targets resist that total separately. Area Effect does not apply to the Force Field Modifier (below).
- **Barrier (+1):** The character is able to harden rough shapes into solid barriers. The

Barrier has a Toughness of 10 plus an additional point per additional level in *manipulation*. It doesn't matter if the Barrier is made of glass or feathers or stone—its Toughness is a reflection of the controller's power with it rather than material strength. Maintaining the barrier costs the character concentration (–1 to all other actions), which may be dropped at any time.

- **Constructs (+3):** The controller can give a semblance of life to constructs made of his chosen matter-based **Power Type**. Each time this Modifier is purchased creates a Matter Construct (see the sidebar on page 35). Alternatively, he may swap a single construct for a Medium swarm of lesser constructs that split into two small swarms when wounded. See *Savage Worlds* for swarm statistics.
- **Fine Control (+2):** This character's control is so minute that he is able to perform fine manipulation, creating more complex creations, picking locks, or firing a weapon. This cannot be taken with the Imprecise Modifier (below).
- **Focus (+3):** By taking no other actions (including movement), the super may bypass and ignore the Armor of inanimate objects and vehicles (not people or the armor they wear).
- **Force Field (+3):** The controller creates a sheath or bubble of airtight protective energy. As long as they are within her range, she may protect a number of individuals up to her level, providing each with +1 Toughness per level in force control.

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

its Strength, the force counts as a Heavy Weapon.

- **Imprecise (–1/–2):** The power is even less articulate. For –1, *manipulation* is still capable of pushing or lifting objects, but cannot use objects as weapons—it can no longer throw objects, and can only cause “unarmed” Strength damage through Fighting or Grappling. For –2, the power is no longer capable of Grappling either.
- **Manipulate Only (–1/–2):** This power primarily only moves matter. For –1, this cannot cause Strength damage with Fighting rolls without using an object, though it can still deal damage to grappled targets by crushing or tearing.

For –2, the power cannot cause *any* damage on its own, and cannot have a **Power Type**; it can only deal damage by picking up objects for Fighting/Throwing attacks.

- **Master (+5):** This character can create and directly manipulate all types of matter, but only one type at once.
- **Range (+2):** The power’s reach is 24”.
- **Requires Material (–2):** With a matter-based **Power Type**, the character cannot create matter and must have a source of it within range to use his power. This cannot be taken
- **Shape (+1):** With a matter-based **Power Type**, this power can not only create matter, but can also manipulate existing matter of the same **Power Type**. The character can Shape as much matter as his power can lift in one round as an action. Component and

non-solid shapes, such as a sculpture of metal parts or sand may be maintained at the cost of concentration (–1 to all other actions; this does *not* stack with the Barrier penalty), but collapses the moment the super moves out of range or drops concentration. Solid altered matter retains its new form normally.

- **Will Resistance (+0):** The power is incapable of Grappling an opponent, but can instead pick up and move them with an opposed Spirit roll. Smashing the victim into something causes Strength damage automatically. Dropping him causes falling damage as usual.

Force Control (12): Level 6, Strength d12+4.

Power Type: Force.

- **Modifiers:** Area Effect, Force Field, Range, Heavy Weapon.

Matter Control (12): Level 6, Strength d12+4.

Barrier, Imprecise (–2), Shape.

- **Modifiers:** Constructs, Master, Range, Requires Material.

Telekinesis (12): Level 6, Strength d12+4. Fine Control, Manipulate Only (–2), Will Resistance.

- **Modifiers:** Focus, Heavy Weapon, Range.