

Power list

Tough skin: Your skin is more resilient than it first appears to be. Any detection of this power requires close inspection and perhaps biopsy. You look exactly as you normally would for a normal human. Making this power subtle or obvious can change your outer appearance to represent something not humane. A +1P to the power allows you to make the power 1d flexible, or upgrade it to rigid armor.

Protects vs lethal: -4

As flexible: +4

Self only: +4

Always on: -2

Full power only: +1

Power is Hidden: -3

No flexibility: +1

Total: 1 (0d+1)

1P

Super strength/Health/Agility: You are capable of more physical activities than you may first appear to be. The requirement for this hidden potential to be noticed apart from demonstration is medical analysis to measure the density of your tissue, or analyze your brain activity, for health it would be as simple as getting your BPM.

The power starts with a cost of 4P and each +1P after raises its level by 2. This is a good option over investing P purely to an attribute, but it does come with the limitation that you cannot stack any other increase in your physical attribute over the effective level this power boosts it by, and it can be limited/turned off by other powers.

Making this power subtle or obvious would imply that your muscles and performance can be gauged in casual situations, such as having bigger muscles, a perfect physique or a stability and coordination above normal. This power can receive the **ceiling** modifier to decrease the amount of P it needs by 1, but limiting the total increase in attributes by **half** the user's intended attribute, *or* attributes, you can also remove the **Proportional hits(+2)** to make your power act like temporary hits that are restored over time, but have no effect on your injury penalties and hits.

Increase: -1

Physical strength: -2

Derived: -2

Proportional hits: +2

Self only: +4

Always on: -2

Hidden: -3

No flexibility: +1

Total: +1 (0d+1)

1P+2P

Deflect: This power uses a limb or weapon to deflect ranged attacks such as arrows or bullets away from the user. This uses your combat skill, but only **one** combat skill, so if intended for both unarmed **and** armed purposes, you are required to have maneuvers that allow **blocking** with both types. The power itself requires a skill roll to serve as a block, if you roll above your opponent's roll, you parry and deflect the bullet away.

A version of this power allows deflecting bullets and arrows back at the attacker, or other attackers, for that add the modifier **Transfer (-2)** going from **Protect against lethal (-4)** all the way to **Acts as lethal damage (+0)**, then add **Ranged combat roll (+2)** to reduce it to only a **-2** to the final power level. This means after your initial block, you can roll **throw** (*Either from the same skill or another one*) to hit the total absorbed damage at someone else, making a ranged skill roll to see if you hit them.

Most small calibers will deal 2d+1 damage. High ones deal 3d+1, assault rifles between 4d+1 to 4d+2 and sniper rifles at around 5d+1 all the way to 6d+2 damage.

Protect against lethal: -4

No blunt trauma: +0

Melee: -1

An instant: +2

Only against ranged: +4

Special effect(Change direction): +1

Hardened: -1

Opposed combat roll: +4

Gestures: +1

No flexibility: +1

Total: 7 (2d+1) / 5 (1d+2)

1P

Lightning reflexes: This power removes any sort of penalty taken from any source to your agility skills. You are capable of moving and perceiving things faster than most. This means you can take higher initiative, dodge, actions and alike in combat and reduce the total penalty by the final power level of this power. The cost starts at 4P, but modifiers like drain can lower it. Nobody can actually see this power as it is hidden, apart from medical attempts to gauge your reaction time, but your movements are all followed by the blurring of your appearance.

Morph (Skill): +0

Physical characteristic: -2

Self only: +4

Always on: -2

Power is hidden: -3

Special effect (Blur): +1

No flexibility: +1

Only offsets penalties: +3

All agility skills: -6

Total: 2 (0d+2)

1P+3P

Giant size: Your size is naturally higher than the habitual +0. This is permanent and usually is a benefit, despite the decrease in your difficulty to be hit. It gives the same benefits of size increase: +3 strength, mass and hits, +1 movement speed, -1 to hit, +1 reach for each +1 size; +1 hex of reach in melee, +1 hex of space taken each +2 size. The power has a starting cost of 4P, for another +5P you get another size, and then it alternates between +4P and +5P to increase +1 size.

You can switch **Increase (-1)** for **Reduce (+0)** and turn this power into a bane if it stays **Always on (-2)**, This would **give** you P points equal to the total amount.
Being small is a big disadvantage in almost all cases.

With GM permission, you can add **Extra target(-12)** and count the FPL as the size increases total. Instead of spreading the FPL for each attribute, it means all attributes are increasing at the same rate as size, and split apart properly between them. It makes being bigger **easier**, but it also requires **a lot more** +P points (7P minimum).

Increase: -1
Physical strength: -2
Derived: -2
Proportional hits: +2
Self only: +4
Always on: -2
Full power only: +1
Obvious: +0
Special effect (Size): +1
No flexibility: +1

Total: +8
1P+3P

Increased movement: You are capable of more movement than you might first seem to be able. This power can be modified to portrait flying, swimming and alike by switching the movement modifier. You can also include **+4 non-combat effect (-1)** to represent some sort of concentration that fighting makes you unable to make, included with **Gestures (+3)** would mean that you walk on all 4 limbs and combat requires you to occasionally stand up to attack or defend.
The initial cost is 3P.

Primary natural: -4
Self only: +4
An action: +0
Hidden: -3
Special effect (Superspeed): +1
No flexibility: +1

Total: +1
1P+1P

Flame body: Your body is constantly on fire, doing at least 1d lethal damage on a continuous matter up to its maximum final power level. The power switches off inside of water and any time it switches off this way the user takes the **final power level** dice in damage (+8 would mean 2 lethal damage, +9 would mean 3 lethal damage).

Since this power only deals damage to anyone who touches you, it has no usage modifiers, they can simply choose to *not* touch you. Same goes for the user who can try and touch other people, or avoid it.

Since the power is considered constant, it gets a bonus to its damage up to +6 from the time level you spend touching something or someone, it can be debilitating as standing still could make you go through some sorts of flooring even at the minimum base damage of 1d lethal.

If you can remove **No flexibility (+1)** and insert in a **Flexibility: Non-lethal damage (-1)** instead. This allows you to use your Final power level+1 as lethal damage, or just its Final power level+0 for non-lethal damage. *Remember to also include the ease of flexibility.*

Acts as lethal damage: +0

Self only: +4

Always on: -2

As lethal hits recover: -5

Defense against armor: +4

Power is obvious: +0

Operational effect (Goes off inside water): +1

Failure side-effect: +2

Special effect (Fire): +1

No flexibility: +1

Total: 8 (2d+2)

1P

Regeneration: This power allows you to regenerate Hits at a rate of 1 per turn (+ turn mod). For this to work you **cannot** be currently taking damage, specially from **constant** damage. You cannot be exerting yourself actively (You cannot be *running, holding your breath or dehydrating*), starvation would be a viable exception as it allows you to heal naturally by yourself. This means that for you to heal more than 2 Hits per combat round you have to give up **Turn mod** equal to the amount of time you will spend resting.

Restore: -6

Hits: -6

Self only: +4

Always on: -2

Full power only: +1

Semi-permanent: -6

Power is hidden: -3

Operational effect (Doesn't work on exertion): +1

Special effect (Fast metabolism): +1

No flexibility: +1

Total: +1

1P+10P

Densify: This power gives its power level to your toughness **and** rigid armor, meaning you essentially become immune to non-lethal damage at high levels, and blunt trauma does not affect you (Lethal damage still affects you).

This power starts at -6, and in settings like **Eschaton** should hardly be above +15 (5d), and its max level would be around +22 (7d+1).

This power alone makes the user a tank, and it is hard to balance if your game does not have constant lethal damage being thrown, but its low FPL and obvious nature means it is easy to spot, predict and can easily be **limited** (see below) by an anti-power power.

Protects vs lethal: -4

As rigid armor: +2

Increase: -1

Derived (Toughness): -6

Self only: +4

Until knocked out: -4

Power is obvious: +0

Special effect (A material): +1

No flexibility: +1

Total: +2

1P+4P

Anti-power: This power allows you to turn off the power of anyone who touches you. Their defense is their power, which works as armor, reducing your FPL.

Some nuances of this effect is that it takes effect at the moment before any rolls are done. If you were moving at super speed, and had super strength, neither of those would affect the user if they were powers **and** were deactivated by the user.

Giants would shrink, fliers would stop flying, natural armor would not work, etc, etc, etc. This uses the effective power level (Power minus FPL = Effective power level), and you can add **requires opposed non-combat roll(+2)** to roll the effective power level dice against the FPL of their power - If you roll their FPL, or above, their power ceases to function. *The GM could say they also roll their FPL as dice.*

Limit: +2

Affect very broad power (Super powers): -10

Touch: +0

Always on: -2

Defense against supernatural power: +4

Power is hidden: -3

Special effect (Lack of Special effects): +1

No flexibility: +1

Total: +1

1P+4P (I recommend all P points possible in it, for 15P total is +21 FPL as is)

Combat sense: This works similar to **Danger sense (Eschaton, Page 4.35)**, The eschaton power **costs stamina to use(+4)** and **requires a skill roll to activate(+2)**, for a total of -6 FPL at 1P (Instead of -12).

This power requires you to be able to see, you do not feel what your body feels, nor do you hear the visions. Otherwise, if you manage to see what happens and are able to prepare for it, you get your full FPL as a bonus to your skill rolls, or difficulty to hit you.

This is a powerful one, but requires a lot of points to function at a basic level. You roll sight to see if you "spot" what you see in the future using your FPL or your awareness, whichever is lower. If you spot it, you get the normal benefits.

You may add a -2 to allow yourself to "hear" and "predict" the future in a more general sense. If you add **multiple alter effects(-2)** with **Physical carry(+0)** you are able to **feel** with your future body, but anything more than that is up to the GM (Being able to punch someone in the future is very hard to deal with).

In combat, this power will usually always give its FPL to the user, as they can predict what their opponent will do. By simply taking a minor wait action for blocks, and major for attacks. The maximum level with 15P would be +16.

Expand: +0

Awareness (Sight): -1

Short unconventional range (15 seconds): -7

Always on: -2

Full power only: +1

Power is Undetectable: -5

Special effect (Prediction): +1

No flexibility: +1

Total: +2

1P+7P

If you wish to do *future* actions with a power like this, you could use them as loans that you get a benefit to the rolls equal to the FPL or your awareness, whichever is highest. So at turn mod +0, you could loan 1 major action to the future, you act at -1d this turn and the further away the attack/action is from when the loan was made, the more bonuses you have. Doing a punch 2 seconds later would be +2, 4 seconds would be +4, all the way to the maximum of your FPL/Awareness.

This basically means when the time comes, the action you loaned is done the same way it was done the moment it was loaned, and is added in conjunction with all other actions.

If you loaned a move action, an attack action, then a draw action and a "stab" action all from previous turns, you would get to do all of those "at the same time" when the time comes. This can be many things, either a "ghost" manipulated the future, odds were increased through prediction, or you saw the future and memorized all movements to reach the perfect solution.

In any case, this requires **Extra targets(-4)** for strength and agility.

Delay: If combat sense is seeing the future, Delay is *messing with it*. This is easier to manage than combat sense, but it becomes miles more complicated if paired with combat sense. Being able to "see" the future and "Mess with it" are 2 completely different things.

With delay, all actions you do with people or objects will use your strength/agility and be delayed up to 15 minutes (or more if you want to increase the "range"). Punches will take up to that amount to actually hurt and damage someone. Pushing a door open will be delayed. All force and energy exerted on the object can be said to not happen until the delay triggers, but you **need** to be able to touch the object and the object **needs** to exist in the **present**. You cannot touch where an object **will** be, only where it is.

This allows many things, specially for particularly strong and smart people. You could stealth your way through an entire building and say you only have to roll 15 minutes **after** you get into the building. You could punch a door multiple times and make each hit work like a **Shotgun effect**. You could shoot a gun and say the bullet stays in place up to 15 minutes later, and then its noise, explosion and damage happen. You could do a strength check against someone, count your strength as 0 for the moment, and then add strength+turn mod for the total interaction as **crushing damage** against them.

There are many ways delay can be used, but the important mechanic to remember is that if you can roll for something, it can be delayed by up to 15 minutes.

If you want to add even more madness to this, add **Extra targets(-2 or -4)** to say you don't have to split the FPL among agility and health. It also means you could build up movement speed with turn mod (up to 15 minutes) and make that happen all at once for a big "jump" that may cause you to crash into buildings and objects alike. With **Derived(-6)** you could delay damage you take as well, or delay recovery and make it happen all at once for bursts of regeneration. What is important to remember is that using the power is a major or minor action, depending on what you are delaying. Standing and resting to delay recovery is just a constant minor action, pushing a door is a constant major action. If you **stop** the action, you can just continue it at any other point.

Expand: +0

Physical attributes: -2

Touch up to 15 minutes: -3

Unconventional range: -4

An action: +0

Undetectable: -5

Circumstance, only for present things: +3

Special effect (Delay): +1

No flexibility: +1

Total: +1

1P+5P

In a numerical sense, you can add up to +20 to something that is a constant add. Recovery would get +20 for 1 second if you delayed **constantly** for 15 minutes. Damage works better with shotgun effect, but if the GM wants to simplify, he can add the quantity level of punches done to damage directly and count it as a single attack.

While delay is a difficult power to use, it is not difficult to manage. You still have to think out of the box and plan ahead to see use of it, and use of skills like "Tactics" and "Strategy" will come in handy for this power if you have time to set things up.

It is up to the GM if the power can do narrative intricacies, such as stopping your movement mid-air and delaying it for a while. You may not be able to fly, but damage **is** a roll, and you **could** just say you delay it for 15 minutes. Would that make you land on the ground with 0 effect, or would it make you stop in the air for 15 minutes...? Up to the game master to say.

In the example for stealth, you would technically count as being invisible for 15 minutes, and everything you did the 15 minutes would pile up **or** happen for 15 minutes after you used the power. It means you leave behind an after-image that plays all actions you did the last few minutes **or** simply moves at an undetermined speed that for mechanical purposes allows guards to add the turn mod they spent observing something against your stealth roll, but also your turn mod to the stealth roll to avoid having your real body detected.

One other way to do this power is to use **Indirect Transfer(-2)** and count it as transferring "energy" (movement). It would work particularly similarly, and would be more characteristic. The reason why I use expand is because it allows you to mess with future dice rolls directly, rather than absorbing energy and releasing it after a time delay. It means you get the ambiguous part of "Hey, this is a dice roll, I want to delay it.", than having to think if it is an "energy" deal.

One last side note: This power's range is retroactive. It means you do not have to wait a predetermined duration. If you want to be able to fully control the power, you can use **Until stunned(-2)**, **Knocked out(-4)**, or more particularly **Continuous(-4)**, which implies the power's time range can be directly controlled whenever you want, wherever you are. Otherwise, you would need to touch the object again to redetermine the time it stops the delay. You don't have to do this with yourself, you just have to "wish to", since you are always in a range of touch, but you do have to use a minor action for it.

Invisibility: This power is simple, everytime someone looks at you, they have their awareness reduced by your FPL minus their awareness. This means this power is usually only powerful by +9 or over. Each -2 you add to this allows you to consider a new sense (Hearing, touch, heat, etc.). This also includes mirrors and cameras, but you may remove **Indirect(-2)** to make yourself visible to mirrors. You could, instead, add a circumstance **"Only indirect"(+9)** so that you are **only** invisible when people see you through mirrors, cameras and alike. *This would mimic a vampire's curse.* And further add things like **Aura(-2)** to make your clothes and equipment *also* invisible in this case.

In some situations, such as this power being always on, this could be a **Bane** instead of a **Boon**, in which it would give the user points - But only if they have the power as high as *at least* +9.

Reduce: +0
Awareness(Sight): -1
Self only: +4
Subjective benefit: -4
Indirect: -2
Until stunned: -2
Range limited: +2
Defense against awareness: +0
Power is obvious: +0
Special effect (Bypasses light): +1
No flexibility: +1

Total: +1
1P

X-ray vision: This power works by expanding your sight. It gives you your FPL or sight (Whichever is lowest) to see through things. It is reduced by an objects' Hits, which means that a thicker wall is harder to see through because it has more Hits. This can be changed to be hearing, allowing you to ignore walls when hearing, or both, by adding a -2 to the FPL. While adding this to your strength and agility **does not** allow you to move through walls, see below...

Expand: +0
Awareness (Sight): -1
Self only: +4
Always on: -2
Full power only: +1
Defense against hits: +4
Power is undetectable: -5
Special effect (Radiation): +1
No flexibility: +1

Total: +3
1P

Ghost passage: This power can be taken with the power above to represent a ghost of some form. This would usually be followed by an armor power that does not transmit blunt trauma and is undetectable or hidden at a high level.

You may apply things like **Full power only(+1)** to mimic a form of teleportation (You quickly 'teleport' through walls, instead of moving through them).

Alternatively, you may make this power **Extra-dimensional(-6)** and **Very obvious(+1)** to mimic being in another dimension, but still being able to see in **this** dimension. With a few modifications to **X-ray** vision by inputting **unconventional range(-4)** you may even see the normal dimension, but be unable to be damaged by anyone who does not have **Expand(+0)** or **Unconventional range(-4)** in it - This also applies to you.

Paranormal movement: -4

Self only: +4

Until stunned: -2

Defense against hits: +0

Defense adds together: +4

Power is hidden: -3

No flexibility: +1

Total: +2

1P+1P

Critical hit: This power is self-explanatory. Anytime you land a hit on someone, you have a 10% chance (3d6, activates on 6 or less) to deal a critical hit, dealing +3d damage. Since this is a luck basis, any effect that lowers or raises luck **may** increase this chance (If the GM allows), so it is possible to fate this and reroll the dice, or even reduce the amount of dice rolled (Using 2 fate for a guaranteed critical). Since this power is triggered by "landing a hit", parried attacks also count for activating this hit, only **dodges** are immune to this effect.

This power can also **Increase(-1)**, **Strike(+0)** and have no defense against, but a range of **Self only(+4)** to mimic increasing your own attack with a weapon or fist, and dealing that attack as appropriate damage instead of lethal damage specifically.

Acts as lethal melee damage: +2

Melee: -1

Triggered [Landing a hit]: -2

Defense is armor: +4

Power is very obvious: +1

Success on 3d (6 or less): +9

Special effect (Luck): +1

No flexibility: +1

Total: +9

1P

Morphism: This is a type of morphism that is the basis for "werewolf" styles. You may transform and change your size based on the animal you wish to turn, and you cannot change the animal type after making the power - If you are a werewolf, you can only turn into wolves and werewolves, and anything in between. It allows you to change your size, the length of your limbs, allows you to smell or hear over what you normally hear or give you lethal claws and teeth.

You do this by applying the modifiers of what you wish to change, like adding **Protects vs lethal(-4)** to make your body tougher. You do this by dividing your power level around each trait.

If you want fur, you apply **Protects vs lethal(-4)**, **flexible(+4)** and **full power only(+1)**, which means you get 0d+1 armor for free, but each +1 would lower your morph. Alternatively, if it was rigid, the total would be at -1, meaning you would have to spend 2 levels of your morph to get 0d+1 armor - +2 minus 1 is +1 (0d+1).

Morph(Appearance): +0
Extra morph (Range): -2
Extra morph (Function): -2
Extra morph (Composition): -2
Physical attribute: -2
Self only: +4
Continuous: -4
Circumstance:Specific animal: +9
Operational effect (Animal appearance): +1
Special effect (Animal quirks): +1
No flexibility: +1

Total: +4
1P

Mark of the warrior: This attack gives the target a mark, adding special benefits to other powers. (See below). On Top of this, this power also allows the user to hit targets they would normally not be able to hit. This applies to other people too.

Expand: +0
Physical strike: +0
Touch: +0
Continuous (Until mark is used): -4
Defense against fate: +0
Hidden: -3
Melee combat roll: +4
Gestures: +1
No flexibility: +1

Total: +1
1P+1P

Resonance: This power expands your strike. It only works against someone you have marked with the mark of the warrior, and once used makes the mark disappear from their bodies. This power is meant to be set up, by attacking people and marking them, all targets become "one" for the purpose of this power. Meaning if you hit someone in the head, others will be hit in the head. If you hit someone without armor, nobody else receives armor, if you hit someone in their armor, all others receive the same amount of armor.

This power can also trigger a **Critical hit**.

Suite (5 powers): +4

Expand: +0

Physical strike: +0

Medium range (90 meters): -5

Indirect: -2

An instant: +2

As lethal hits rec.: -5

Defense against armor: +4

Power is hidden: -3

Operational effect (Hits previously hit place): +1

Circumstance: Primary target applies defense to others: +2

Special effect (Resonance): +1

Melee combat roll: +4

Gestures: +1

No flexibility: +1

Increased targets (4 targets): -5

Dependency (Mark of the warrior): +2

Total: +2

1P

Time stop: This power works like an attribute shutdown. Once activated, it hits everything within 90 meters of the user and instantly staggers them in time. The **Hard skill roll(+2)** can be switched to **Combat skill roll(+4)** or **Opposed skill roll(+2)** to reflect that people being affected can attempt to improve their defenses. Typically, this power will hardly come into play, the power allows any and all attributes to work as armor against the power (But only the highest is used). The power's **Hidden(-3)** modifier means that if you are not affected by the power, you can see its effects by observing movement. You can make the power more consistent by applying **Defense against hits(+4)** with layered armor, but it will plummet the efficiency of it. **Special effect** and **Operational effect** means that once the time stops, things affected stay in place, ignoring gravity and motion, and once it turns off, everything resumes as if time wasn't stopped. The drain slowly lowers the user's agility, causing them to become sluggish, the side-effect of this is that if your agility hits 0, you stop in time until you recover it like non-lethal hits.

Limit: +2

Physical and Mental characteristics: -12

Self only: +4

Does not affect self: -2

An instant: +2

Semi-permanent: -6

Severable: -1

Defense against all attributes: +4

Only use highest: -1

Power is Hidden: -3

Operational effect (Stagger): +1

Special effect (Temporal distortion): +1

Hard skill roll(11): +2

No flexibility: +1

Radius of 90 meters: -16

Drains +2 per +3: +9

Drain rolls into attributes (Agility): +4

Total: +1

1P+6P

Timeless boundary: Similar to time stop, but this one only works for defenses. Any defenses. You can slow down time to dodge bullets, stop bullets in place, accelerate your brain to overcome control commands, halt flames, etc. It is important to remember that the power has no assumption of range, and with **Self only(+4)** only things that touch you will receive the special effect of your armor.

Omnipower: -12

Each action: -2

Reactive: -1

Only for defense: +6

Special effect (Time manipulation): +1

Total: +2

1P+5P

Irredeemable (Ever growing strength): The power technically is **Continuous(-4)**, but works like **Until knocked out(-4)**, the premise is that it activates once you wake up and the longer you stay awake, the stronger the power gets, until a maximum of its FPL. It has 2 versions, one that increases strength + hits, and one that increases rigid armor.

Increase: -1

Physical strength: -2

Derived: -2

Proportional hits: +2

Self only: +4

Until Knocked out: -4

Hidden: -3

No flexibility: +1

Warm-up (+1 per +2 power level): +3

Total: +2

1P+2P

Protects vs lethal: -4

As Rigid: +2

Self only: +4

Until Knocked out: -4

Full power only: +1

Power is Hidden: -3

No flexibility: +1

Warm-up (+1 per +1 power level): +3

Total: +2

1P+1P

Rearrange: Used in conjunction with **Weaponmaster**, you deal damage to anything you touch by transforming the mass of the target into a weapon. The combat skill roll is to see if you can touch someone and defenses on it would imply moving out of your hands' way, or blocking in areas your power does not work. You can instantly remove the damage done to someone by using a minor action. You could say that just attacking someone with their own weapon causes the weapon to disappear and the damage to be healed, and that anyone can do it. It has upsides and downsides, but it would add **+3** to the Power level by a **Breakable(+2)** modifier.

Lethal: +0

Touch: +0

An instant: +2

As lethal hits rec.: -5

Severable: -1

Defense vs hits: +4

Undetectable: -5

Special effect (Mass shift): +1

Combat skill roll: +4

Gestures: +1

No flexibility: +1

Dependent on Weaponmaster: +1

Total: 3 (1d+0)

1P

Weaponmaster: The second part of rearrange uses the mass of the attack to create a weapon that can be shifted to any form and appearance as necessary. You could increase the range, make it sharp or dull, or make it affect multiple enemies. One common use would be to add **Radius(-Varies)** and **Wide cone(+2)** with the radius being the distance your sword can cut, applying **Dodge allowed(+2)**, meaning the cone is narrow enough even if you are covered by it, you can still dodge. An example of how it would work is a blade that extends over hundreds of meters and cuts down faraway enemies and objects.

Omnipower: -12

Each action: -2

Reactive: -1

Triggered: -2

Dependent on Rearrange: +1

Only for weapons: +6

Defense vs armor: +4

Special effect (Sharp/Blunt/Piercing): +1

Combat skill roll: +4

Total: 1

1P+1P

Astral projection: The power is simple, it requires you to stay still and concentrate (You can be 'asleep' for it), and it gives you a range of about 1.4 kilometers where the power works fully. You can see and hear anything around you as if you were there and the power manifests as 'you'.

The mandatory side-effect is that if you go too far away from your body, you take damage equal to the amount of decline you take.

You can alternatively say that the side-effect is based on the duration you stay with the power, by adding **Time level [4 minutes](-4)** and adding declining to the duration **instead** of the range.

The power ends if you go back into your body, and *again*, taking the damage equal to the decline reduction of the power level (+4 each +1d).

If you went far away enough that your awareness was reduced by 2d+0, you would take 2d+2 lethal damage.

If you wish to represent a 'lucid dream state', where seeing things is hard and unclear, you can add **Ceiling(+2/+4)** and raise the range, or give you more perks while in the astral plane, at the cost that you only receive accuracy at higher levels, instead of dice to roll.

Expand: +0

Awareness: -3

Self only: +4

Very long range (1.4km): -9

Declining: -1

Continuous: -4

Hidden: -3

Mandatory conditional side-effect: +10

Operational effect (No body movement): +1

Special effect (Spiritual travel): +1

Concentration (Active): +2

No flexibility: +1

Drains +1 per +3: +7

Total: +6

1P

Sway emotions: The power works the moment the user is seen and the user wishes to activate it. It stays happening as long as the user maintains their eyes open, which requires a will roll. The amount you roll times 2 is the amount of time level you keep your eyes open. Blinking one eye still counts.

By whispering a word, the victim receives the Power level in a personality trait associated with an order, this includes accidental phrases. Saying things like "You should kill them", will still trigger the power if it is activated, and gives "Violence+15" to the victim.

The only defense against this power is an opposing personality trait. Pacifist+6 would counter 6 levels of Violence+15, for an effective amount of Violence+9.

It is possible to make someone suicidal by attacking their self-preservation. "Kill yourself" would give "Suicidal+5" to anyone who listens to the order, and it will make them seek any possible method of dying available to them that is convenient.

This is still subject to other personalities. if someone is lazy+6, they will not move a finger to try to end their lives, but they will ask people to do it, or do it if something they are supposed to do also ends their life.

Control is subjective: +2

Sentient: -2

Broad type (Mundane human): +0

Broad type (Mundane wild mammals): -2

Self only: +4

Subjective: -4

Continuous (Until the user blinks): -4

Defense vs personality types: -4

Hidden: -3

Special effect (Endearing influence): +1

Voice: +1

No flexibility: +1

Drains +1 per +3: +7

Total: +1

1P+2P

Soul read: This power allows you to read the thoughts of anyone within a radius of 23 meters and doubles down as a presence detector, if it has thoughts and its will is less than the power level, you can detect its presence. The left-over power level works for reading their soul and determining what personalities they have, giving you a bonus to skill rolls when interacting with them equal to the lower of their personality level or your power level.

You also gain a 23 meter radius awareness, meaning anything inside the 23 meter radius will be seen by you.

This power can receive a conditional mandatory side effect, at +1 detriment per +1d, and it means that if you are around more people than your will attribute level, you lower all mental attributes by the power level (Divided between will and awareness). Raising the mandatory side-effect just makes the side effect worse.

Receive (Thoughts): -2

Expand: +0

Sight: -1

Self only: +4

Always on: -2

Full power only: +1

Defense against will: +0

Undetectable: -5

Special effect (Personality read): +1

No flexibility: +1

Radius of 23 meters: -12

Total: +9 (3d+0)

1P+12P

Impact: This attack isn't meant to be used at full power, rather it slowly builds up exponentially as turns get longer, up to full damage after 6 seconds. Each second adds +3 to damage **or** skill roll (up to FPL), and for each +2 you pass the chance to hit, you add an extra hit to the opponent. All is done in one smooth motion.

Half-lethal melee: +4

Melee: -1

An instant: +2

As half-lethal rec.: -4

Defense against mundane armor: +4

Special effect (Fast punches): +1

Autofire: -2

Variable spread: -1

Combat roll: +4

Gestures: +1

Warm up (+3 every +1): +1

No flexibility: +1

Total: Strike+4

1P

Lights out: It only allows you to alter, like morphing light, absorbing light, reducing or increasing its strength and even turning it into dangerous effects (The fact that you can only **alter** does not prevent you from **morphing** modifiers that are otherwise not allowed.)

The range is ambiguous, it is a +0 modifier and technically could be a **Self only(+4)** where you find the average by selecting other ranges (Self only + Touch is just +4 divided by 2 for +2). For balancing purposes, it is **Aura to short range(+0)**.

Morph and transfer are the main protagonists for this. You can alter anything that has **light** in its concept, name or special effect. If it emits light, it can be used (It does **not** work if it **reflects** light).

This is a bit broad, but since night exists, you can only assume about 2/3 of the time this will be useful.

You can turn lamps into fire pits, make an entire room go dark by absorbing the lights from the bulbs, and then shooting that energy right back *into* the lights by releasing the absorbed energy. You can make a light sword by absorbing the sunlight, run faster by enhancing your muscles, concentrate heat and make yourself or anything you're wearing burn.

There is *technically* no limit for what you can do with the power itself. The power does not limit what you can do *after* you absorb light. There is a design limitation to it, left to the GM.

Omnipower: -12

Each action: -2

Circumstance, Only absorbs light: +1

Circumstance, Only alteration: +6

Aura to short range (23m): +0

Special effect (Light bending): +1

Total: +18 (6d+0)

1P+12P

On a side note, the GM can say you do not get the **Alteration only(+6)** modifier, due to how flexible the power is with it. The reason I do is because you would receive -2 for extra targets for *each* extra effect you attempt to give to light.

An example is that sunlight gives your full power level with Artificial light giving a base amount based on how good it is (Flashlights are +10), and you add the quantity level of bulbs around to get the FPL you receive if using **Direct transfer (-6)**, and turn it from **Morph function(+0)** to **Melee lethal(+2)**, **As lethal recovery(-5)**, **Melee roll(+4)**, **Melee range(-1)**, **Gestures(+1)**, to make a sword. If you wanted the sword to **also** give you armor, you would add **Morph composition(-2, extra effect)** and add the modifiers that give you or the sword armor. ***Without circumstance, you wouldn't have to worry about the extra targets.***

Body switch: This power is simple. Any person you touch can switch bodies with you. You receive their body, they receive yours **Permanently**. The downside is that whenever you switch bodies, the person you switched with also gains this power for free, against your consent. The only way to remove the power from them is by switching bodies back. If a the old body dies **before** you can switch back, the new body becomes a permanent one (You can technically 'kill yourself' in this situation by severing the permanent effect duration, but that is easily forbidden).

Up to 8 people can have this power at full effect, and the people they change bodies with also get the power (again, only up to 8).

The power is completely useless against mundane physical armor. If you cannot touch their skin, you cannot switch with them.

You can adapt the power to be a transfer, adding **Direct transfer(-6)**, **Physical Attributes(-2)**, **Same attributes(+0)**, **Circumstance [Switch attributes] (+9)** and the special effect includes both bodies 'switching places'.

Adding these modifiers keeps the power at the same power level it has.

Objective control: +0

Control over animate and sentient: +2

Touch: +0

An instant: +2

Semi-permanent: -6

Severable: -1

Defense against mundane armor: +4

Protects absolutely: +4

Undetectable: -5

Only up to switched body's attribute: +2

Mandatory side-effect (Stat switch): +8

Operational effect (Requires switch-back to undelegate): +1

Special effect (Switch bodies): +1

Shared delegation (8x): -6

Contagious: -3

Severable: -1

Opposed combat roll: +4

Gestures: +1

No flexibility: +1

Drains +1 per +3: +7

Full power only: +1

Total: +16 (5d+1)

1P

One interesting fact about this power is that if your original body still exists and is still alive, you could be taken back to it if the possessed one dies, making you semi-immortal.

One thing to notice is that the power only gives you the attributes of the person, objective control does not give you physical attributes.

Flash step: This power is activated and maintained until stunned, and is triggered whenever damage is supposed to be taken, adding half of its level to the difficulty to be hit, and allowing the user to move up to its level in distance. A user can add -2 to the total distance and add the remainder to a single attack if they have had a held action prepared. Moving as this reaction always costs a minor or major action.

If you include **Extra-dimensional(-6)** and **Instant acceleration(+1)** as special effect, you could say you move at a speed that is high enough that the fastest person in the room cannot see. You would be able to instantly avoid a hit done to you, but only if you had room to move in.

Primary movement: -4

Self only: +4

Until stunned & triggered: -4

Hidden: -3

Special effect (Sparks): +1

Gestures: +3

No flexibility: +1

Drains +1 per +3: +7

Total: +5

1P

Riddle game: Anyone within sight of the user will enter a game to which they cannot leave unless they correctly answer a series of questions. The game ends after 6 questions have been properly answered, regardless of how many times the user or the victim failed to respond. Whoever fails receives a +3 reduction in a physical attribute that lasts for a day, and both can fail the same question. The power manifests as an arbiter and the user is required to invoke the game aloud, as well as speak their own answers aloud. The arbiter is the one who asks the question, acting as referee.

Reduce: +0

Physical attributes: -2

Proportionally derived: +0

Self only: +4

Subjective: -4

An instant to Continuous: -2

Lasts for 1 day: -5

Defense against correct answer: +0

Power is very obvious: +1

Mandatory side-effect (Incorrect answer): +6

Special effect (QnA): +1

Opposed combat roll (Area Knowledge): +4

Warm-up (+1 per +3): +1

Voice: +3

No flexibility: +1

Drains +1 per +3: +7

Total: +15

1P

Far reach: The power allows the user to make any single gadget they can imagine and visualize. This means they can create guns, swords, armor, tomes, etc. And the items created last permanently within the world, but are limited to the tech era of the world (You can only make what you can visualize).

You would add modifiers on top of the existing ones (Guns would get another "instant" and lethal recovery), and the items can be stolen from you and used against you.

The base power is -11, and you ignore the +P bonus when designing the gadget (add it *after* for the purposes of Power level, like normal).

Omnipower: -12

Each action: -2

An instant: +2

Semi-permanent: -6

Circumstance, only gadgets: +4

Self only to touch: +2

Gestures: +1

Total: -11 | +1

1P+6P

For the avid users of GURPS 4e, you will be familiar with a similar version of this power, and the premise is similar, if not the same. Though you **can** make gadgets that don't exist, they are simply limited to what you know to exist.

You can add **Skill roll(+varies)** with a **+2** modifier that says you have to roll the skill related to making the item you want. It would mean you need to be able to visualize **and** create the item in your world for it to work. This doesn't mean the real life version has to be effective or even properly functional, merely that it **can** be done (If it can be designed at up to +0 power level, it **can** be done).

This downside is optional, **Only possible objects(+2)**. One interesting effect is that you can only create gadgets you can carry up to your strength level. The stronger you are the more you can build. The next is that even with the optional downside, your +P still adds as if it was paranormal, so even if you couldn't visualize a *modern* gun in a medieval world, you could visualize a bow that shoots arrows at the speed of sound and can break through armor easily.

If the gadgets you make are **Limited to the tech era**, add another **+6** to the power and use the base power level in conjunction with the tech era of the game world. Medieval worlds would add -6/3, and you could add another **+1** for **Mundane** and limit the amount of +P would be in effect, based on how heavy the object is.

Regardless of how, the power is heavily customizable, and extremely powerful. The GM should be wary of it. If you do not understand that the player would create, in some game world, a titanium dome that shoots cannonballs around them in a 350 meter radius and weighs 5 tons, and the door to open it is locked behind a -3 password biometric scanner, you probably will not be able to handle it...

Adding the optional modifiers makes the power a +0 FPL.

Repurpose: This power is similar to **Rearrange** and **Weaponmaster**, but goes as 1 for 2, and only against gadgets and objects. You can turn any gadget or object you touch to do something else other than the gadget's main intended purpose. Umbrellas could be used as spears, guns could communicate words, clothes could gain life and control their wearers, you could turn glasses to allow you to see any other spectrum of light or earbuds to hear any frequency, and as much as turning a knife into a lightsaber that can cut through anything, a cellphone's battery into a nuclear bomb, a grenade to explode into a dome of light absorption, or even pull the string of a fabric and use it as a vibro blade. Details are up to the user, but the main limitation is that you cannot turn the object into something else entirely. You could not make a gun allow you to breathe underwater, a knife to let you read thoughts, or clothes to create wheels and drive you somewhere.

This limitation is from the special effect "**repurposing**" and Operational effect "**Limited by design**". It means you can change the object in size, format and function, but only slightly in appearance. You are changing the object's main function **or** adding new functions to it, respecting the object's concept and design as if it were your own power.

Semi-permanent is included to note that the power permanently changes the objects repurposed. The change happens in a second, and is usually difficult to note. The GM has a final say in what would count as a repurpose and what would count as a concept change (which is not allowed).

This also means that the gadgets changed this way *could* be predicted by someone sufficiently smart to do it. If you wish to go to this depth of detail, make a difficulty base equal to the **Final Power Level** (+36) divided by 2 (18), plus 7 (+25), and that would be the difficulty to predict the power's new change. Add +2 to the difficulty for each second change added, and another +2 for each doubling of that (4 changes is +4). You would also add -2 for each extra effect/change added to the gadget. Repurposing shades to give you 3 senses (Infrared, X-ray, Ultraviolet) would be -6 to the power's **FPL**, and would add +3 to the difficulty of predicting all of them.

While the power is incredibly versatile and strong, capable of turning a normal gun (2d+2) into a Medium Tank cannon (12d+0) as it is, it definitely has its downsides.

Omni-power: -12

Each action: -2

Touch: +0

An instant: +2

Semi-permanent: -6

Defense against hits: +4

Power is subtle: -1

Operational effect (Limited by design): +1

Special effect (Repurposing): +1

Opposed combat roll: +4

Gestures: +1

Only for gadgets/objects: +6

Total: -2; +36 (12d+0)

1P+19P

All reaching: This is a basic form of telekinesis, but works as a perspective manipulation. Everything is closer to you than it may look. You can manipulate locks by pinching it, move cars by pushing them aside with a palm, so as long as your perspective fits, you can treat objects as small. This does mean you also have trouble interacting in fine work from far away, and get half the distance level as a difficulty increase when doing fine work.

This power isn't strong on its own, but if you add **Increase(-1)** for a -3 to the **FPL**, and add a **range bound circumstance(+9)** with **Reduced proportionally(-1)** you could say your power gets stronger the further away things are *because they get smaller*.

It means you can move cars from far away because they, to you, look small and lighter, and the only form of detection of this power is another power, or simply by thinking what your gestures could possibly mean.

If your **FPL** was +30, it means you would have 30 + your strength (We could say +38 total) to use the power with. It means from a distance level of +3 (melee combat), you only get +3 of the power's FPL to your strength. At a distance of +24 (1.4km) you would get +24 to strength. It does mean you should increase your range the stronger the power gets. With +30, you could interact with anything up to 11 kilometers away.

Expand: +0

Physical strength: -2

Very long range (1.4km): -9

An action: +0

Undetectable: -5

Special effect (Perspective): +1

Gestures: +1

No flexibility: +1

Total: +1

1P+7P

Paint the town black: This power works in a simple way. Anything you touch turns black and adds a difficulty increase to seeing it. In this case, everything you touch, if you want, turns pitch black by an ink substance that fades when you go to sleep or pass out. Objects you touch also can be used as means to affect other objects. You can touch a wall and also affect the ground underneath and anything touching the wall.

The downside is that the power only works if the color matches the background. Black works better when the background is also black, or when it is dark. It also means that if 1 black is darker than the other, you lose **FPL** equal to half the difference.

If normal darkness is +6, a +8 FPL on a wall would be reduced by 1 for +7, and simply hide the object a bit more than everything else in the room.

If the background doesn't match, then the **FPL** reduces the difficulty of spotting the object. *Seeing a massively black object in a white canvas does make you notice it very well.*

Jam (Sight): -3

Melee: -1

Until knocked out: -4

Defense against size: +0

Hidden: -3

Operational effect (Camouflage): +1

Special effect (Ink): +1

Gestures: +1

Total: +2

1P+5P

Fire manipulation: The power allows you to control any fire near you within a range of 350 meters, using gestures as a minor action to guide the flame and have it do whatever you want it to do. The power works like **animation** from **Eschaton (Page 4.24)**, giving the fire strength, agility and health equal to the FPL of the power. The defense against is the fire's own damage, the higher the heat, the harder to control. For mundane fire, most damage would be capped at around 5d+0, while supernatural has no upper limit. This works even against other people's powers. You can target a fire beam thrown at you and tell it to attack the attacker instead.

Subjective control: +3

Over animate: +2

Very Broad type: Mundane and Supernatural Fire: -2

Long range (350 meters): -7

Until stunned: -2

Defense against Damage: +4

Power is undetectable: -5

Special effect (Fire control): +1

Gestures: +1

No flexibility: +1

Total: +2

1P+3P

Puppeteer crown(-18P)

This is a character idea, and contains 3 powers. They all pertain to you being a small crown made out of steel, you have 0 agility and your will and awareness *may or may not* imply you can talk without a mouth. The GM can say that you need awareness levels bought with P, since you have no brain, and that will reflect how pretty the crown is and how intense its personality is. You are small and durable.

One thing to add is that the crown would need to spend **5P** on Negligeable Biological requirements (It doesn't breath, eat, drink or sleep).

Small size: This **should** be taken as a bane, as it offers no real benefits other than making you more difficult to hit. *You cannot turn off the penalties, they are there until your power deactivates 'somehow'.*

Decrease: +0

Physical size: -2

Derived: -2

Proportional hits: +2

Self only: +4

Always on: -2

Full power only: +1

Obvious: +0

Special effect (Size increase): +1

No flexibility: +1

Total: 3 | +21

1P+9P

+7 to hit, -14 hits and mass.

Natural armor:

Tough skin template: +1

No blunt trauma: -4

Total: +15 (5d+0)

1P+9P

The downside is that if you are damaged, you will not have a lot of hits. The upside is that you won't use your physical attributes for anything. In fact, you will only have health as a physical attribute, which everything has.

Most of your potential comes from other people, the premise being that whenever someone wears the crown, the crown possesses the person, bolstering to them great physical prowess and wisdom.

King's Crown: This is the main power of the crown. It allows you to do 2 things. One is to order people who wear you to do your commands, and two it allows you to puppeteer someone's body. Regardless of which, both can communicate through a linked telepathy, this is implied by the fact the King can deliver orders through thought and control their bodies. The crown technically works like an embedded power once active, and it gets its FPL as a strength roll to avoid being pulled out of someone. This technically only works if the crown is actively controlling someone's body (*You could say the crown is etching hair strings around it to keep it in place*). The downside is that if the crown is not touching someone's head, it is useless.

For more details, objective control allows the crown to bestow Strength, Agility and Health to someone they are possessing equal to the Power's Final power level, but only **IF** the FPL is higher than their attributes. Someone possessed by it would have (at +21 FPL) 7d+0 to strength, agility and health.

Objective control also allows the crown to use its Larger than life trait on whoever it possesses (It is technically the **Crown** doing the rolls). And the GM can give a **Conditional side-effect(+2)** that deals damage **if** an attribute is used beyond its full level. *Using 7d+0 strength when someone only has 2d+2 would deal 2d+1 damage when the power activates, as their muscles grow and distort.*

This is still a positive modifier, as it damages the body the crown is using (the crown receives the damage penalties to its roll).

Subjective control is used to keep someone acting normally, it helps with espionage, or simply to walk past areas where the king's personality might be detrimental. And the power also allows the king to control mundane materials, as long as they have a "head", **aka anything that is spherical**. This power can be changed from a "crown" to a "ring" or something else, if you are willing to reduce or increase your size.

Subjective control: -2

Objective control: +0

Sentient: -2

Animate and inanimate: -2

Broad type (Mundane Humans): +0

Broad type (Mundane Materials): -2

Touch: +0

Range limited: +2

Always on: -2

Defense vs Will: +0

Hidden: -3

Special effect (King orders): +1

No flexibility: +1

Circumstance, only when wearing: +6

Total: +21 (7d+0)

1P+12P

Shield of thralls: +3/9

Omni-power: -12

An action: -2

Reflexive: -1

Only physical defense: +9

Minimum fate of 11: +4

Drains +1 per +9 power level: +4

Pushable: -1

Special effect (Magic): +1

Total: +13 (4d+1)

1P+4P

Black whip: 0/-

Acts as lethal melee: +2

Expand: +0

Physical strength: -2

Short range (23 meters): -3

Indirect: -2

An action: +0

As lethal hits recover: -5

Defense against armor: +4

Power is subtle: -1

Circumstance: Only at Full moon: +9

Reduced to -3d effectiveness: -1

Special effect (Nen, Conjunction): +1

Opposed combat roll: +4

Gestures: +1

Minimum fate of 5: +1

Obvious gadget: +2

Embedded: +0

Mass of 2kg: +3

Total: +9/+15 (Strike+9, Expand +15)

1P+1P

Convert and love: 0/-

...

Suite of 5 powers: +4

Control over animate: +2

Control is subjective: +3

Morph composition: +0

Physical characteristic: -2

Short range (23 meters): -3

An instant: +2

Semi-permanent: -6

Breakable: Bathed in sunlight: +3

Defense against health: +0

Power is hidden: -3

Circumstance: "Freeze" only: +9

Special effect (Nen, Transmutation, Emission, Manipulation): +1

Opposed skill roll: +2

Minimum fate of 5: +1

Warm up (+3 per time level): +1

No flexibility: +1

Drain +1 per 9 power level: +4

...

Total: +19

1P

Armament: 0/-

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Suite of 5 powers: +4

Morph(Composition): +0

Physical characteristics: -2

Self only: +4

Until knocked out: -4

Power is subtle: -1

Circumstance: Only for metals: +6

Special effect (Nen, Enhancement): +1

Minimum fate of 5: +1

No flexibility: +1

Drains +1 per +9 power level: +4

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Total: +14

1P

Midst strong times: 0/-

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Suite of 5 powers: +4

Direct transfer (Strength to strength): -6

Physical strength: -2

Touch: +0

Until Knocked out: -4

Defense against armor: +4

Hidden: -3

Circumstance: Only against damage target: +2

Special effect (Nen, Enhancement, Manipulation, Transmutation): +1

Hard skill roll(11): +2

No flexibility: +1

Drains +1 per +9 power level: +4

Drains into Lethal hits: +4

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Total: +9

1P+1P

Life or death: +0/-

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Suite of 5 powers: +4

Acts as lethal damage: +0

Medium range (90 meters): -5

An instant: +2

Semi-permanent: -6

Defense against Will: +0

Can be improvised: +2

Power is undetectable: -5

Success on 10 or less on 3d: +3

Mandatory side effect (Lethal damage): +6

Special effect (Nen, Emission, Manipulation): +1

Opposed skill roll: +2

Preparation time (4 seconds): +1

Concentration (Preparation): +2

No flexibility: +1

Charges: -2

1 charge: +7

Replaces at sunrise: +1

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Total: +18

1P+2P

Eternal prison: +0/-

...

Extra-dimensional: -6

Protects vs Mobility: -4

As flexible armor: +4

Reduce: +0

Physical characteristics: -2

Derived: -2

Proportional hits: +2

Medium range (90 meters): -5

Unconventional range: -4

An instant: +2

Semi-permanent: -6

Breakable (When box is opened): +1

Severable: -1

Defense against Fate: +0

Power is hidden: -3

Special effect (Nen, Specialist, Emission, Manipulation, Conjunction, Transmutation): +1

Ranged combat roll: +2

Gestures: +1

No flexibility: +1

Drains +1 per +9 power level: +4

...

Total: +13

1P+14P

Last testament: +0/-

...

Direct transfer (Very Broad power to Very broad power): -6

Affects Very broad power: -10

Medium range (90 meters): -5

Triggered (By sight): -2

Semi-Permanent: -6

Defense against Power: +4

Power is Undetectable: -5

Circumstance: Only when seeing Nen: +4

Mandatory side effect (Violence): +4

Special effect (Nen, Specialist): +1

Opposed combat roll: +2

Minimum fate of 5: +1

Warmup (+3 per time level): +1

Concentration (Active): +2

No flexibility: +1

Drain +2 per +3 power level: +9

Drain rolls into Attribute (Awareness): +4

...

Total: +15

1P+8P

Nen Graveyard: 0/-
` ` `

Limit: +2

Very broad power (Nen, Paranormal): -6

Self only: +4

Indirect: -2

Does not affect self: -2

Until stunned: -2

Range limited: +2

Defense against power level: +0

Power is hidden: -3

Special effect (Nen, Specialist): +1

Full power only: +1

Hard skill roll(11): +2

Minimum fate of 5: +1

No flexibility: +1

Drains +1 per +6 power level: +5

11 meter radius: -10
` ` `

Total: +12

1P+9P

Nen Roulette: 0/-

...

Direct transfer to Very broad power: -6
Very broad power (Nen, Paranormal): -6
Self only: +4
Indirect: -2
An instant: +2
Duration of effect is 8 minutes: -3
Defense against fate: +0
Power is hidden: -3
Operational effect (Luck): +1
Mandatory side effect: +8
Circumstance: Only Hatsu: +6
Circumstance: Affected by Nen-type: +4
Reduced to an Average of -2d: -2
Special effect (Nen, Specialist): +1
Full power only: +1
Hard skill roll(11): +2
Minimum fate of 5: +1
No flexibility: +1
Drains +1 per +6 power level: +5

23 meter radius: -12

...

Total: +20

1P+9P

Nen absorption: +0/-

...

Direct transfer (Very broad to Very broad power): -6
Self only: +4
Triggered: -2
Semi-permanent: -6
Severable: -1
Defense against fate: +0
Power is hidden: -3
Special effect (Nen, Specialist): +1
Minimum fate of 5: +1
Warmup (+2 per time level): +2
No flexibility: +1
Radius of 6 meters: -8

...

Total: +1

1P+9P

Blue Hue: +0/-

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Morph(Function): +0

Morph(Composition): -2

Extra target (Composition): -2

Affects Very broad power: -10

Self only: +4

Triggered: -2

Power is hidden: -3

Circumstance: Liquid and Electricity: +6

Circumstance: No effect on Conjuration Nen: +1

Special effect (Nen, Transmutation): +1

Minimum fate of 7: +2

No flexibility: +1

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Total: +18

1P+11P

Shambles: +0/-

\\`

Direct transfer(Effect to Effect): -6

Physical characteristic: -2

Mental characteristic: -2

Spiritual characteristic: -2

Effect Very broad power: -10

Touch range: +0

An instant: +2

Effect lasts for 8 minutes: -3

Severable: -1

Defense against fate: +0

Power is undetectable: -5

Circumstance: Only the person affected: +9

Special effect (Nen, Specialist, Manipulation): +1

Minimum fate of 5: +1

Opposed combat roll: +4

No flexibility: +1

Drains +1 per +6 power level: +5

Drains into attribute (Will): +4

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Total: +17

1P+9P

So far yet so close: +0/-

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Expand: +0

Physical strength: -2

Touch: +0

Until stunned: -2

Power is hidden: -3

Special effect (Nen, Emission): +1

Minimum fate of 5: +1

No flexibility: +1

Drain +1 per +15: +2

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Total: +8

1P+4P

Instant step: +0/-

\\`

Extra-dimensional: -6

Self only: +4

An instant: +2

Defense against armor and hits: +8

Protects absolutely: +4

Power is undetectable: -5

Special effect (Nen, Enhancer): +1

Minimum fate of 5: +1

No flexibility: +1

Drain +1 per +12: +3

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Total: +17

1P+2P

God's pushback: +0/-

\\

Suite of 2 powers: +1

Acts as non-lethal damage: +4

Self only: +4

Does not affect self: -2

An instant: +2

As non-lethal hits recover: -3

Defense against armor: +4

Adds together: +4

Power is obvious: +0

Special effect (Nen, Emission): +1

Full power only: +1

Gestures: +3

No flexibility: +1

Explosion: -8

Drains +1 per +12 power level: +3

Knockback: -2

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Total: +31 (10d+1)

1P+9P

God's Attractor: +0/-

\\

Suite of 2 powers: +1

Acts as non-lethal damage: +4

Expand: +0

Physical strength: -2

Self only: +4

Does not affect self: -2

An instant: +2

As non-lethal hits recover: -3

Defense against armor: +4

Adds together: +4

Power is obvious: +0

Circumstance: Only to attract: +9

Special effect (Nen, Emission): +1

Full power only: +1

Gestures: +3

No flexibility: +1

Explosion: -8

Drains +1 per +12 power level: +3

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Total: +30 (10d+0)

1P+4P

Conqueror's voice: +0/-

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Control is Subjective: +3
Control over animate: +2
Control over Sentient: -2
Medium range (90 meters): -5
Triggered (Talking): -2
Semi-permanent: -6
Defense against will: +0
Can be improvised: +2
Power is Hidden: -3
Special effect (Nen, Manipulation): +1
Opposed skill roll: +2
Minimum fate of 5: +1
Voice: +1
No flexibility: +1
Drains +1 per +9: +4
` ` `

Total: +17
1P+9P

Amplifier: +0/-
` ` `

Increase: -1
Very broad power: -10
Self only: +4
Triggered: -2
Power is hidden: -3
Circumstance: Only works on impact things: +9
Special effect (Nen, Enhancer): +1
Minimum fate of 5: +1
No flexibility: +1
Drains +1 per +12: +3
` ` `

Total: +11
1P+4P

Those who own no threat: +0/-
` ` `

Control is subjective: +3
Control over abstract (Emotions): +3
Self only: +4
Does not affect self: -2
Continuous: -4
Range limited: +2
Defense against will: +0
Can be improvised: +2
Power is hidden: -3
Circumstance: Only for Pacifism and violence: +9
Special effect (Nen, Specialist, Manipulation): +1
Minimum fate of 5: +1
No flexibility: +1
Explosion: -8
Drains +1 per +12 power level: +3
` ` `

Total: +30 (10d+0)
1P+9P

Sanctuary: +0/-
` ` `

Omni-power: -12
Adjust each action: -2
Reflexive: -1
Circumstance: Only defense against damage: +9
Minimum fate of 5: +1
Special effect (Nen, Enhancer, Emission): +1
` ` `

Total: 14 (4d+2)
1P+9P

Autopilot: +0/-
` ` `

Increase: -1
Physical characteristics: -2
Derived: -2
Triggered (When in danger): -2
Power is obvious: +0
Mandatory side-effect (Increase in violence, +2 per dice): +6
Mandatory side-effect (Loss of Awareness, +1 per dice): +4
Special effect (Nen, Specialist, Enhancer): +1
Minimum fate of 5: +1
No flexibility: +1
Drains +1 per +12: +3
` ` `

Total: +17
1P+4P