POWERS
FUZION

POWERS

Powers are abilities far beyond those of mortal men, for example, flying or firing energy bolts. The listed here can be used to simulate the powers of a superhero, the spells of a sorcerer, or the abilities of an alien.

Not all characters ill have Powers. A modern spy or a fantasy swordsman can be built by buying only Characteristics, Skills, and Talents. On the other hand, a superhero or a fantasy magic user can have many different Powers.

General Rules:

Every Phase a Power is turned on, it costs the character 1 END for every 2PP of Power used. Powers with the description cost no END never cost the character any END to use.

Powers that normally cost END to use have visible special effects. It's up to the player to decide exactly how the Power comes form. Powers that cost no END (not including Powers bought to 0 END Cost) do not require special effects.

A character does not have to use a Power to its maximum potential. A character can use any amount of his Power, form zero to the number of PP he has in the Power.

However, a character must use all of a Powers Advantages and Limitations each time he uses the Power.

Powers that cost no END to use are always functioning at full Power, even if the character is Stunned or unconscious. Power that normally cost END turn off when the hero is Stunned or unconscious.

All Powers can be classified as Instant, Constant, or Persistent. An Instant Power lasts just long enough for the character using the power to make an Attack Roll. Constant Power can be maintained over time. Once a character has turned a Constant Power on, he need only expend END each Phase to keep the Power activated. A Persistent Power stays on unless the character actively turns the Power off. Persistent Powers include Powers like Mental Defense, Armor, and Enhanced Senses. A character does not have to turn on a Persistent Power, the Power is assumed to be on at all times, even when the character is unconscious. A character can turn off a Persistent Power if he chooses; the Power will remain off until the character turns it back on.

SPECIAL EFFECTS

The Power in **FUZION** system are explained in games terms, a certain number of PP buys so many dice of damage, etc. The special effects of a Power define exactly how the Power works, what the Power looks like, a dn any other incidental effects associated with the power's use. Some times minor advantages and Limitations are attached to the Power because of its special effects.

A visible Power can be sensed by 3 different Sense Groups. These normally include the Sight Sense Group and hearing Sense Group, onlookers should be able to see and hear any Power that is being used. The third Sense Group should be based on the Power's special effects.

ADJUSTMENT POWERS

These Power can adjust the powers and Characteristics of a character of his target. The Power work by adding to or subtracting from, the number of Character Points in a power or in a Characteristic. To apply an Adjustment Power against any Characteristic or Power within a related group of special effects, one Power at a time, is a -1d6/Lvl Power Advantage. The adjustment Powers are: Absorption, Aid, Drain, Transfer

MENTAL POWERS

WLL Attack Roll = WLL+Skill/Power vs WLL+Skill/Power. Roll effect Dice - Defense = Effect.

Willing defenders can voluntarily lower their MCV to 0, making it easier for a friendly mentalist to lock on. END costs are paid when a Mental Power is use, regardless of whether it is effective. All Mental Powers are invisible to characters who don't themselves have a Mental power or Mental Awareness. Mental Powers can be used to attack any character within the mentalist's line of sight. The Mental Powers are: Ego Attack, Mental Illusions, Mind Control, Mind Scan, Telepathy.

MOVEMENT POWERS

Movement Powers are those Powers which help the character get from place to place. Character begin with MOVE x2m Running, MOVE x1m Swimming, and MOVE x1m Leap, or they can be completely new modes of movement, like flight or Teleportation.

Movement is divided into two categories: combat

POWERS
FU<u>Z</u>ION

movement and noncombat movement. A character using combat movement retains his full DEX, and can move at his normal movement rate.

In NCM (noncombat movement), the character is concentrating on moving swiftly, not on avoiding attacks. Accordingly, the character's movement rate is doubled, but, he has only ½ his DEX. The END costs for Movement Powers is 1 END per 10m moved; Gliding costs no END cost is equal to the END cost for traveling at combat velocity. The Movement Powers are: Flight, Gliding, Running Superleap, Swimming, Swinging, Teleportation, Tunneling.

SIZE POWERS

The Size Powers, Shrinking and Growth, enable the character to change his size. A target's size effects the ability of attackers to spt and hit the target. Smaller targets are harder to spot and hit; for every x½ as big as a normal human, a target is -2 on all PERCEPTION Rolls made against it and gets +2 DEX against all attacks. Larger targets are easier to spot and hit; for every x2 as big as a normal human, a target is +2 on all PERCEPTION Rolls made against it and gets -2 DEX against all attacks.

As an optional rule, the GM can ignore the DEX modifier in Hand to Hand combat. This rule adds additional complication, but allows two character to melee normally, no matter if they re very small or very large. The Size powers are: Growth, Shrinking.

SPECIAL POWERS

Special Powers can be bought with all Standard power Limitations and Advantages, but may not be placed in Power Frameworks except with express permission of the GM. They cannot, therefore, be placed in an Elemental Control, Multi power, or Variable Power Pool.

Special Powers do not cost END to use, and they are assumed to be functioning useless the character expressly chooses to turn them off. They function normally when the character has been knocked unconscious. The Special Powers are: Duplication, Enhanced Senses, END Reserve, Extra Limbs, Flash Defense, Instant Change, Knockback, Resistance, Lack of Weakness, Mental Defense, Multiform, Mind Link, Power Defense, Regeneration, Skills.

STANDARD POWERS

Standard Powers are the catch all for all the Power that don't fit into one of the specific categories. Any special rules concerning a Standard Power are mentioned in that Power's description. The Standard powers are: Armor, Characteristics, Clairsentience, Clinging, Change Environment, Damage Resistance, Damage Reduction, Darkness, Density Increase, Desolidification, Dispel, Energy Blast, Entangle, Extra-Dimensional Movement, Faster Than Light Travel (FTL), Flash, Force Field, Force Wall, Hand to Hand Attack, Images, Invisibility, Hand Killing Attack, Ranged Killing Attack, Life Support, Missile Deflection & Missile Reflection, Shape Shift, Stretching, Stretching, Summon, Suppress, Telekinesis, Transform.

POWERS
FUZION

ABSORPTION

With this Adjustment Power the character may absorb the HITs/SPD damage of an attack and add that energy, as character points, to a specific power or Characteristic. Each 5 HITs/SPD becomes 1 Character Point.

The total rolled on the Absorption dice is the amount of HITs that the character can absorb from incoming attacks in a single Phase. The maximum number of points that can be added to any Power or Characteristic is the maximum be added to any Power or Characteristic is the maximum amount that can be rolled on the dice (2d6 Absorption could Absorb a maximum of 12 HITs/SPD).

When the character purchases Absorption, he specifies whether it works versus energy or physical attacks and where the absorbed CP (HITs/5) go. The points can go either to a specific Characteristic or a specific Power. The character may choose to set up a ratio of Character Points between different Characteristics or Powers. Absorption costs no END to use.

The points gained from Absorption fade at the rate of 1 CP/PP per Turn. This fade rate can be down on the time chart for a -1d6/Lvl Advantage.

Absorption offers no defense against an attack; the attack is applied normally against the character's defenses after he has calculated his Absorption. If a character wants to simulate Absorption as a defense, he should buy defenses (as PD, ED, Force Field, Armor, etc...) and then apply a +2d6/Lvls Limitation Only up to amount rolled by Absorption.

▸ **Cost**: 1PP for 1d6 of Absorption; 1 CP/PP lost per Turn. Fade rate can be moved down the Time Chart at a -1d6/Lvl Advantage per level. The maximum amount that can be Absorbed is the maximum amount that can be rolled on the dice. This maximum can be increased by +10 per +1PP. Minimum Cost is 3PP. Absorption costs no END to use.

AID

With this Adjustment Power, a character may increase one of his or someone else's Characteristics or Powers. The cost is 1PP for 1d6 of Aid. The CP/5 of Aid apply directly to the PP of the Power being Aided. If the Aid raises the Characteristic or Power above its starting value, the points gained by Aid fade at the rate of 1 PP per Turn. This fade rate can be moved down on the time chart for a -1d6/Lvl Advantage per level, Character Points returned by Aid which restor Characteristics or Power to their starting values do not fade.

The maximum number of Character Points that can be added to a specific Power or Characteristic is equal to the highest number that could be rolled on the Aid dice. This maximum can be increased by 10 points for every 1PP spent. Aid which can only be used to restore lost Characteristics or Powers can be bought with a +2d6/Lvls Limitation. Aid has no range.

Even if two different characters use separate Aid Powers, the maximum number of points that can be healed or added to a target is equal to the largest maximum that can be rolled on either Power. So, one character with a 2d6 Aid can add 12 points to a target, two characters, each with 1d6 Aid can only add 6 points to a target.

As an optional rule, the GM can simplify the structure for standard healing by making the cost for 1d6 of healing cost 1PP. Each die of healing restores 1d6 of STUN or HITs. Such healing can only be used to restore HITs or STUN up to starting values, and the maximum that can be healed is still the maximum that could be rolled on the dice.

▸ **Cost**: 1PP for 1d6 of Aid; 1CP lost per Turn. Fade rate can be moved down the Time chart at a -1d6/Lvl Advantage per level. The maximum amount that can be Aided is the maximum amount that can be rolled on the dice. This maximum can be increased by +10 per 1PP. Aid which can only raise Characteristics or Powers to starting values is bought with a +2d6/Lvls Limitation. Minimum Cost is 2PP.

ARMOR

Withe this Standard Power a character buys fully resistant Points of defense; that is KD or EKD that acts against both STUN and Killing attacks.

The type of Armor defense must be specified when the Armor is bought; for instance, if a character spent 7PP he could have 14 KD, 0 ED Armor, or 7 KD, 7EKD, or any other combination that totaled 14 points of KD or EKD. This combination cannot be changed, although a character can spend Experience Points to add to existing Armor. Armor costs no END to use.

POWERS
FU**Z**ION

▸ **Cost**: 1 PP for +2 KD or EKD of resistant defense. Armor costs no END to use.

CHANGE ENVIRONMENT

A character with this Standard Power can cause minor changes in the environment. The character could, for example, create light in a certain area, change the temperature, or set up an intense (but non damaging) magnetic field. The character can change the environment in a 1m hex for 1PP; this radius can be doubled for +1PP. To use Change Environment counts as a Constant attack, and the Power can be used at range.

Change Environment cannot be used to duplicate existing effects (like Darkness); moreover, it does not have any direct effect on combat. However, Change Environment can be used to affect Power Limitations or character Disadvantages like Susceptibilities. At the GM's option, Change Environment can have a slight effect on combat (small minuses to PER rolls, REF, etc....), according to the special effect and the exact circumstances.

A character must specify the effects of Change Environment when purchasing the Power. To be able to vary the effects of Change Environment is a +4PP Power Advantage. These varied effects must still fit into a tight group of special effects, the character cannot use the Power to create any environment.

▸ **Cost**: 1 PP to change the environment in a single 1m hex, minimum cost is 2PP. X2 Radius for +1PP. A character can vary the environment for a +4PP Advantage. Maximum Range is Points x5m. Change Environment is a Constant Power.

CHARACTERISTICS

Characteristics can be purchased with Power Limitations, Power Advantages, and Power Frameworks, just like Powers. For these purposes a Characteristic should be treated as a Standard Power. The cost is computed as if the Characteristic were a Power.

If a Primary Characteristic is purchased with an Advantage or Limitation, then all Derived Stats are affected normally. However, any Figured Characteristics gained from a Limited Primary Characteristic automatically have the same Limitations.

Characteristics bought with the Multi Power Framework never add to Derived Characteristics. Characteristics can only be bought within other Power Frameworks with special permission from the GM.

Characteristics cannot normally buy back the Derived Characteristics gained from Primary Characteristics both with Power Limitations. If the GM wants to allow this, he should proportion the points bought back, according to the Limitation. For example, if the character's DEX was purchased with a +4PP Limitation, then any points gained by buying back the character's SPD would have to be put through the same Limitation. In any case, only one Figured Characteristic may be bought back.

Primary Characteristics that don't affect Figured Characteristics can be purchased with a +2CP/PP Limitation. Obviously, this Limitation cannot be taken on Primary Characteristics that cannot affect Secondary Characteristics, like those in a Multi Power.

▸ **Cost**: 1 PP for 1 CP of Characteristics. Primary Characteristics that don't affect Figured Characteristics can be purchased with a +2 CP/PP Cost Effect. Obviously, this Limitation cannot be taken on Primary Characteristics that cannot affect Secondary Characteristics-like those in a Multipower.

CLAIRSENTIENCE

With this Standard Power, one of a character's senses (usually normal sight) works at a distance. It is as if the character were standing some distance away from this current position. Objects in the way won't stop Clairsentience, but they make it more difficult for a character to get his PERCEPTION point in the desired spot.

A character with Clairsentience should think of the PERCEPTION point as a spot he can put anywhere within the range of his Clairsentience; he can then perceive anything near the PERCEPTION point just as if he were standing there himself. To have Clairsentience with one sense costs 4PP. +1 additional sense is +1PP, +1 Sense Group is +2PP. The maximum range for Clairsentience is Total PP x25m; this range can be doubled for +1PP.

Clairsentience can also be used to look through time or into other dimensions. A character can look either into either the past or the future for +4PP. A character look into both the past and the future for

POWERS
FUZION

+8PP. A character can look into a related group of dimensions for +4PP.

These last options, if permitted by the GM, can have a powerful impact on the campaign. They should never be completely reliable or something the characters can count on. However, properly managed, such Clairsentience can provide interesting plot devices.

▸ **Cost**: 4PP for the base PER Roll with one Sense. +1PP per additional sense, +2PP per additional Sense Group. Ability to see future +4PP; Ability to see through past +4PP. Ability to see in other dimensions +4PP. Maximum Range = PP x25m; Max range can be doubled for +1PP.

CLINGING

With this Standard Power a character may cling to walls and sheer surfaces, and move on them as if they were level. The cost for cling is 2PP. While Clinging, the character use his full STR to stick to the wall. This total can be increased (above the character's STR); 3 CP of clinging STR costs 1PP.

If an opponent wants to pull clinging character from a surface, he must exceed the character's total Cling STR in a STR vs STR check; otherwise the character cannot be pulled free. A character with Cling also subtracts 1d6 from al Knockback Rolls, so long as he is in contact with a solid surface.

Movement across a surface is the same as normal ground movement, but moving up a wall uses 2m of ground movement to move 1m up. Clinging costs no END to use, but the character must pay END for normal movement.

▸ **Cost**: 2PP for ability to exert character's normal STR; +3 Clinging STR for 1PP. Minimum Cost 2PP. Clinging costs no END to use.

DAMAGE REDUCTION

Characters with this Standard Power are tougher than normal characters; only part of any damage that gets through their defenses is applied against their STUN or HITS. Damage Reduction is purchased separately for each type of attack (Physical, Energy, or Mental), is listed as a percentage (25%, 50%, 75%), and must be defined as being Killing or Stun.

Every time a character is hit by an attack he applies his defenses normally. If the Damage Reduction applies to the attack, the character then takes the remaining damage and applies his Damage Reduction. A character with 25% Damage Reduction takes 1/4 less damage from every attack. Stun Damage Reduction acts against normal, AVLD, and NND attacks. Resistant Damage Reduction affects normal, AVLD, NND, and Killing Attacks.

▸ **Cost**: Stun Damage Reduction; 2PP for 25%, 4PP for 50%, and 8PP for 75%. Killing Damage Reduction; 3PP for 25%, 6PP for 50%, and 12PP for 75%. Damage Reduction costs no END to use.

DAMAGE RESISTANCE

With this Standard Power, the character may use some or all of his normal SD or ED against Killing Attacks. Damage Resistance doesn't add to the character's defenses, it just enables him to use his existing defenses against Killing Attacks.

▸ **Cost**: 1PP for 10 KD or EKD. Damage Resistance must be bought with all the Power Advantages of the defense it is bought for. Damage Resistance costs no END to use.

DARKNESS

With this Standard Power, the character may create a field that is impervious to one sense (usually normal sight). The Darkness fills a 2m hex; +2m of radius costs 2PP. A Darkness can be made impervious to additional senses; +1 sense costs +1PP, +1 sense Group costs +2PP. Darkness is a Constant Power, it will remain as long as the character continues to pay the END for it.

A character in a darkness field, who cannot perceive his opponents, is ½ DEX, ½ REF in Hand to Hand , and 0 REF at ranged attacks. If the character can make a non targeting PERCEPTION Roll then he is only -1 DEX, ½ REF in Hand to Hand, and ½ REF at ranged attacks.

A Darkness field is usually targeted on a hex, and is thus immobile. A character can create a darkness field upon himself; the Darkness will then move with the character. To create a Darkness that will move with another character requires the use of the Power Advantage *Usable Against Others*.

The character who casts a Darkness field cannot automatically see through the field. To do so, he should buy the appropriate Enhanced Senses or the

Power Advantage *Personal Immunity*.

▸ **Cost**: 2PP for 2m radius Darkness, minimum cost 2PP. This is impervious to one sense. Impervious to each additional sense, +1PP; impervious to each additional Sense Group, +2PP. +2m radius for +2PP. Range = 25x PP in 2m hexes.

DENSITY INCREASE

With this Standard Power, a character may become stronger and physically tougher by increasing his density. Density Increase adds to the character's STR, SD, and ED without changing the character's appearance; however, the character must pay END every Phase.

The character does not get any figured Characteristics for the STR. The minuses for Knockback function exactly like Knockback Resistance.

▸ **Cost**: 1PP for +1 STR, +1SD (nonresistant) and +1ED (nonresistant), -2m Knockback, and 2x mass. Minimum cost is 2PP.

DESOLIDIFATION

A character using this Standard Power can become insubstantial, allowing him to walk through walls and ignore attacks. To buy base Desolidification cost 8PP. When this Power is used, the character is immune to all Physical and energy attacks; the character is also immune to such things as Power Drain, Flash, or NND attacks. However, the character must define the special effects of a reasonably common group of attacks that will affect him while he is desolid.

Desolid characters can also be affected by Mental Powers. For a desolid character to be immune to Mental Powers costs +4PP/ All desolid characters can be affected by Presence attacks or attacks bought with the Power Advantage Affects Deolidified. Desolid Characters cannot automatically affect each other, unless their Powers have similar special effects.

In General, desolid characters have no impact on the physical world. When using Desolidification, a character will not register on Sonar or Radar, and he emits no scent. The character can also move through walls and other solid objects at his normal movement rate, unless the walls were bought with the Affects Desolidified Objects power Advantage. A desolidified character is still visible, but he looks somewhat hazy.

Of course, there are some problems with being desolid, he won't be able to breathe unless he has appropriate Life Support. Desolidification doesn't automatically allow the character to walk on air; to do that, he has to buy Flight.

When a character is desolidified, he can't affect the physical world in any way; he may launch no attacks of any kind. If a character wants to attack, he will have to become solid.

A character who wants to use a Power to affect the physical world while the characters stays desolid must buy that Power with a Power Advantage Affects Physical World, which is a -8d6/Lvls Advantage. A Power bought with this Advantage can be used both when the character is solid and when he is desolid. Characters who can become desolid and still affect the physical world can be very powerful, and the GM should carefully review characters with such Powers before letting them into a campaign.

Desolidification that does not allow the character to walk through solid objects should be bought with a -2PP Limitation.

Desolidification can also be used to simulate characters who can create an astral form. With this special effect, the character leaves a physical body behind when he turns desolid, and either form can take damage. If the character is knocked out, the soul will return to the physical body. This type of Desolidfication should be purchased with a -4PP Limitation.

▸ **Cost**: 8PP to ignore physical attacks and move through physical objects at normal movement rate. Desolidified characters must be vulnerable to a reasonably common group of Powers; they are also affected by Presence attacks, Mental powers, and attacks that are bought with the Power Advantage Affects Desolidified. Desolid characters can be immune to Mental Powers for +4PP. Characters that cannot move through solid objects should purchase Desolidfication with a -2PP Limitation; characters that leave a physical body behind them while desolid should buy Desolidification with a -4PP Limitation. Any power that can affect the physical world while the character is desolid must be bought with a +8PP Power Advantage.

DISPEL

With Standard power a character can turn off the

POWERS
FUZION

Power of another character. Dispel is all or nothing; that is, it either completely turns off a Power or it has no effect. To use Dispel, the character must successfully hit his target. If successful, the attacker rolls and totals the Dispel dice and subtracts the target's Power Defense (if any). If the remaining total exceeds the Active Point total of the target Power, the target Power is Dispelled; that is, it stops working if the victim of the Dispel wants to restart the Power, he can, but he must start from scratch-any preparations must be performed again. Obviously, Dispel is more effective against Powers that are difficult to turn on or take a long time to activate (like many fantasy spells).

If the target of the Dispel is an Independent power in an object or item, the total of the Dispel must exceed the total Power Points (x5) of all the Powers within the item. If the Dispel does exceed the total Power Points (x5) of all Powers within the item, the item is broken and cannot be fixed.

Dispel can be used to protect the character from incoming powers, but the character must have a saved an action to do this. Assuming that the Dispel applies to the attack, the character aborts his action to use the Dispel and rolls the Dispel dice (without having to make an Attack Roll). The attack is Dispelled if the total of the Dispel dice exceeds that Power Points (x5) in the attack.

Dispel normally applies to only a single Power, like Teleportation or Energy Blast. To buy a Dispel that affects any power of a given special effect (like fantasy magic), one at a time, is a -1d6/Lvl Power Advantage.

A Dispel which affects all the Powers of a given special effect must be bought with a -8d6/Lvl Advantage. Dispel can be used to dispel any Power, even Dispel.

▸ **Cost**: 2PP for 1d6. Affects any single Power of a certain special effect is a -1d6/Lvl Power Advantage; Affects all Powers of a certain special effects is a -8d6/Lvl Advantage. Max Range = Points x 3m.

DRAIN

A character with this Adjustment Power can temporarily lower the value of an opponent's Characteristic or Power. 1d6 of Drain costs 2PP.

To use a Drain, the character must make a successful Attack Roll. If successful, total the Drain dice and subtract the target's Power Defense. The total remaining is the number of Active Points lost from the affected Power or Characteristics.

Drained Character Points return at the rate of 5 PP per Turn. This return rate can be moved down on the time chart for a -1d6/Lvl Advantage per level. By moving the return rate far down the Time Chart, it is possible to effectively destroy an opponent's Characteristic or Power. There is no limit to the amount f CP/PP that a character can Drain from his victim.

Cost: 2PP for 1d6 of Drain; drained points return 1 CP/PP per Turn. Return rate can be moved down the Time chart at a -1d6/Lvl per level. Minimum Cost is 2PP.

DUPLICATION

A character with this Special power can create duplicates of himself. Each duplicate is as free willed as the original character, and the player can run each Duplicate simultaneously.

The player must make up a different full character for each different form the character can take. The character must choose one of the forms to be base form; this will be the one built on the most total points.

The maximum total points the second and succeeding forms can each have is equal to the total points in the base form, minus the Duplication cost.

Each new form should be built on the same guidelines as the base character. For example, if the base character starts with 5 SP, and a maximum of 150 OP in Complications, the new form should be built within these same constraints.

Duplication costs no END. It takes 1 action to create a Duplicate, and a full Phase to recombine, no matter how many Duplicates are created or recombined. Both Duplicates must be ½ DEX and touching each other to recombine. Duplicates have no special Psychic Link; they must communicate by talking.

When two Duplicates recombine, their HITS, STUN END, Charges, and END Reserves are averaged between them. If one Duplicate was Stunned, then the combined character will be Stunned. If the maximum loss of STUN is greater than the combined Character's CON, then the combined character is Stunned. If one Duplicate is Killed, he can't be revived by combining; he stays dead. The character has lost a part of himself.

POWERS
FU*Z*ION

- **Cost**: 2 PP of every 25 CP/OP possessed by second form, minimum cost 4PP. Each additional form costs 1 PP for every 25 CP/OP`, minimum cost is 2 PP. No form can have more total points than the total points of the base character minus the costs for Duplication. Duplication costs no END to use.

EGO ATTACK

A character with this Mental power can directly attack another character's mind. After making an Attack Roll based on Mental Combat Value, the attacker roles 1d6 of damage for every 2PP in Ego Attack. The target subtracts his Mental Defense and takes any remaining damage as STUN. Ego Attacks are STUN only, have no effect on inanimate objects, and do no Knockback.

- **Cost**: 2PP for every 1d6 damage, minimum cost is 2PP. Ego Attack has no range modifier, and requires line of sight.

END RESERVE

A character with this Special Power can set up an independent reserve of Endurance that will provide END to run powers. This END Reserve can simulate the generator and batteries of a suit of Power armor, the reserves of a magical want, or any other effect where the energy does not come from a character's own END.

The END can be thought of as the storage capacity for the Reserve, while the REC is the recharge rate. The END Reserve normally recovers its REC in END each Turn. This return rate can be moved down one level on the time chart for a +100 END Limitation on the REC; END Reserves cannot recover more frequently than once per Turn.

The REC in an END Reserve is independent of the character: it continues to recharge even if the character is unconscious or preoccupied. Moreover, unlike personal END, the END in an END Reserve is not lost if the character is knocked out.

A character with an END Reserve must decide which powers draw energy from the Reserve, and which draw energy from his personal END. A Power can normally only draw energy from one or the other-it can't switch from one energy source to another. A Power that can draw END from either the character's personal END or the End Reserve is bought with a -1d6/Lvl Power Advantage.

The END Reserve can be bought with power Limitations; if the END Reserve does not function for any reason, then no END can be drawn from it. In this case, any power which draws Energy from the END Reserve cannot be used. A character can have back up End Reserves by purchasing this Power more than once.

- **Cost**: 1PP for 50 END, 1 PP for 5 REC. END Reserve costs no END to use.

ENERGY BLAST

A character with this Standard Power can attack at range. To use an Energy Blast, the character states his target and makes an Attack Roll. If the roll is successful, the attacker rolls 1d6 for every 1PP in Energy Blast as a normal attack against the target.

The exact nature of the energy in the blast is left up to the character. The energy should be specified when the a power is purchased; it can be lightning, blasters, lasers, sonic, icy cold, cosmic energy, magic, or whatever else fits the character. Energy Blasts can even be applied against Physical Defense instead of Energy Defense (for example, force beams or chunks of rock).

Energy Blast may be defined as a STUN only attack against PD or ED; this is useful if a character wants to knock out opponents without causing serious injury. Energy Blast can also be spread to get a bonus on REF, or to cover slightly larger area. The maximum range for Energy Blast is 25x PP in 2m hexes.

- **Cost**: 1PP for 1d6 of Energy Blast, minimum cost 2PP. Maximum range 25x PP in 2m hexes.

ENHANCED SENSES

These Special Powers give a character the ability to sense things beyond the range of normal human senses. A character can buy several Enhanced Senses to reflect a wide array of senses.

For ease of organization, all the senses have been grouped into "Sense Groups". These Sense Groups also have import effects on the ways certain Powers work.

- **Sight**: Normal Sight, IR, UV
- **Hearing**: Radio Listen, Radio Listen and Transmit, High Range Radio, Radar
- **Smell/Taste**: Normal Smell, Discriminatory Smell, Tracking Scent, Normal Taste, Discriminatory Taste
- **Unusual Senses**: Spatial Awareness*, Unusual Detects* N-Ray Vision

POWERS
FU<u>Z</u>ION

▸ **Mental**: Mind Scan, Mental Awareness

*Note that many Detects will usually be grouped according to the sense's special effect.

▸ **Active Sonar**: With this sense, the character emits high frequency sound that bounces off nearby objects and returns to him. This allows the character to sense nearby objects and can compensate for normal blindness. The character cannot see fine detail, like print or paper or colors. The high frequency pings can be heard by anyone with Ultrasonic Hearing. Sonar is directional; it does not allow sensing in 360 degrees. Sonar is a Targeting Sense. **Cost**: 3PP.

▸ **Discriminatory Sense**: The character can make a PER roll to absolutely identify and analyze an object with certain sense. Discriminatory Sense can be bought several times to cover several senses. All normal human have this for sight and hearing, but not other senses. **Cost**: 1PP

▸ **Enhanced PERCEPTION**: This gives a bonus to PER Rolls. **Cost**: +1 for all Senses 1PP, +2 with one Sense Group 1PP. It can be bought several times.

▸ **High Range Radio Hearing**: The character can hear and transmit up and down the radio and television communications bands. He can also sense radar emissions. The character may search for a specific frequency with a INT roll vs 15+. **Cost**: 2PP

▸ **Infrared Vision**: The character can see heat patterns and traces. The character has normal PER Rolls at night, but can only perceive outlines of people and objects. Cold objects will be very dark, while hot things may be blindingly bright. **Cost**: 1PP

▸ **Mental Awareness**: The character sense the use of Mental Powers. A character with Mental Awareness can see both the user and the target of Mental Attacks that are used in the character's line of sight. **Cost**: 1PP

▸ **Microscopic Vision**: The character can view nearby objects at 10x magnification. This allows the character to notice features that are too fine or too small for the naked eye. Microscopic Vision may be bought more than once; the second time allows the character to view things at 100x, the third time 1000x, etc... **Cost**: 1PP

▸ **N-Ray Vision**: The character can make normal sight PER Rolls through most materials. The character must define a reasonably common substance that his N-Ray Vision can't see through. For example, a character could define the vision as X-ray vision, which couldn't see through lead, gold, or Force Fields. **Cost**: 4PP

▸ **Radar Sense**: With this sense, the character emits radio waves that bounce off objects and return to him. This allows him to sense nearby objects and can compensate for normal blindness. However, the character cannot sense fine details, and his radio emissions can be noticed by anyone with High Range Radio Hearing. Radar is directional; it does not allow sensing in 360 degrees. Radar is a targeting sense. **Cost**: 3PP

▸ **Radio Hearing**: The character can hear local AM, FM, and Police band signals. **Cost**: 1PP

▸ **Radio Listen and Transmit**: The character can hear and transmit on local AM, FM, and Police band signals. **Cost**: 1PP

▸ **Range**: This allows a character to use a nonranged sense at range. For example, a character who bought this for his sense of taste would be able to taste objects at a range. The character can also make a PER Roll with the sense, with normal penalties for range. **Cost**: 1PP for one sense, and 2PP for all the senses in a Sense Group.

▸ **Spatial Awareness**: The character can sense his surroundings without having any contact with them. A character with this sense can operate normally in total darkness or while blinded, but cannot sense fine details. Spatial Awareness can simulate a wide variety of special effects, from mystical awareness to passive sonar or molecular analysis. Spatial Awareness is directional; it does not allow sensing in 360 degrees. Spartial Awareness is a targeting sense. **Cost**: 5PP

▸ **Targeting Sense**: The character can use a nontargeting sense as a targeting sense to locate targets in combat. Targeting Sense can be bought with any normal or special sense. For normal humans, sight is the only sense that can be used for targeting purposes. Not that although a sense may be targeting, it does not completely compensate for sight. A character with Targeting hearing, for example, would be unable to read printed material or discern colors. **Cost**: 4PP

▸ **Telescopic Sense**: The character can define a point at a distance, and sense at that point clearly. For every 1PP the character receives a +2 to PER Rolls which can only be used to cancel range penalties. Telescopic Sense only aids the character with a single Sense Group. A character could purchase Telescopic Sense more than once for more than one Sense Group. Telescopic Sense does not help the character sense or identify an object, it just brings it closer. As such, it has no effect on senses that have no range. **Cost**: 1PP for +2 to offset Range penalties on one Sense Group only. Telescopic Sense may be purchased more than once.

▸ **Tracking Scent**: The character can track someone or something by scent with a successful smell PERCEPTION Roll. Modifiers for time and circumstance will alter this roll tremendously. **Cost**: 2PP

▸ **Ultrasonic Hearing**: The character can hear very high and very low frequency sounds. Ultrasonic Hearing enables the character to hear dog whistles and to spot Active Sonar. **Cost**: 1PP

▸ **Ultraviolet Vision**: the character sees at night as well as he does during the day. This assumes there is some UV light is coming from the stars. If there is no UV light (inside a cave) then the character gains no advantage. **Cost**: 1PP

▸ **360 Degree Sensing**: The character can make a PER Roll against any point around him; this makes it much more difficult to surprise the character. The character can have his full DEX against perceived threats. **Cost**: 2PP if bought for all the character's senses in one Sense Group, and 5 PP if bought for all the character's senses.

DETECT

This is an Enhanced Sense that the character can define. Detects can also be bought with Targeting, Parabolic, Range, Discriminatory, or 360 Degrees.

▸ **Cost**: 1PP requires a Phase to use, has no range, and uses normal PER Rolls. The PER Roll can be increased +2 per +1PP. Detect will indicate the presence of a subject with a PER Roll. A Detect can be turned into a Sense for +1PP. The character can use Sense without a Phase action. The sense may be set off by contact at any time.

ENTANGLE

A character with this Standard Power can restrain an opponent or create a barrier. An Entanglement

could be such things as webbing, ice bonds, or just turning the ground to mud. Each 1d6 Entangle costs 2PP. To use an Entangle, make a normal ranged Attack Roll against the target. If the roll is successful, roll the Entangle dice, and read them like normal dice looking for the HITs total. The total number of HITs is the SPD of the Entangle. The Defense (both KD and EKD) of an Entangle is equal to ½ the amount of PP in Entangle (or 1 DEF per 1d6 of Entangle). This DEF is resistant.

To escape, the entangled character must do sufficient HITs to exceed the Entangle's Defenses and destroy the Entangle's HITs. Once the HITs in the Entangle has been destroyed, the character is free.

If an attack against an Entangle does twice the remaining HITs of the Entangle or more, then the attacker may take two actions. If an attack against an Entangle does the remaining HITs of the Entangle or more, then the attacker may take a single action. If an attack against an Entangle does less than the remaining HITs of the Entangle then the attacker may take no more actions this Phase.

A character who is Entangled can't MOVE; he generally has his arms and legs pinned, giving him a DEX of 0. Characters with Energy Blast could still use their Energy Blast to break out. Characters who have their attacks through Accessible Foci will probably be unable to use those attacks to help them out of the Entangle, depending on the special effects of the Focus.

When the Entangled character is attacked. The Entangle absorbs STUN and HITs equal to the total of its DEF+HITs, then the Entangled characters the remaining damage normally.

An Entangle may also be used to create a wall in one hex, depending on the special effects of the Entangle. To create an Entangle over an area, use the Area Effect Power Advantage. The range for Entangles is PP x25 2m hexes.

- ‣ **Entangle Stops a Given Sense**: Entangles can be purchased so they are impervious to certain senses. One sense costs +1PP, one Sense Group +2PP.
- ‣ **Entangle Takes No Damage From Attack**: This -2d6/Lvls Advantage represents an Entangle that is transparent to attacks.
- ‣ **Entangle and Character Both Take Damage**: This -1d6/Lvl Advantage represents an Entangle that does not protect the Entangled character. Both take damage.
- ‣ **Entangle with Backlash**: This -2d6/Lvls Advantage represents an Entangle that will reflect back any internal attacks. If the Entangle is destroyed by an attack, the attack will not reflect.

- ‣ **Entangle with No Defense**: This +6d6/Lvls Limitation represents an Entangle that may be bought with no DEF, only HITs. This Limitation can be used to simulate an Entangle that anyone can get out of, given time.
- ‣ **Entangle with 1 HIT**: This +2d6/Lvls Limitation means that the Entangle is brittle; it has a normal DEF, only 1 HIT. If the attacker exceeds the DEF by 1, the Entangle goes down; if he exceeds its DEF by 2, the Entangle goes down and the attacker has a full Phase remaining.
- ‣ **Cost**: 2 PP for 1d6, 1 DEF of Entangle; minimum cost 2PP. See above.

EXTRA DIMENSIONAL MOVEMENT

This Standard Power is the ability to travel form one dimension to another. Normally, a character with Extra Dimensional Movement can only move himself and his clothing. If a character wishes to use this Power on others, without using it on himself, he must use the power Advantages *Usable By Other* or *Usable Against Others*. Extra Dimensional Movement does not give the character any enhanced movement in our world; a character in New York cannot transport himself to Valhalla and then back to Tokyo. The GM should either say that characters return to earth in the same location that they left it, or that they have only traveled as far as they traveled in the alternate dimension.

This Power is extremely tricky, and can be difficult to use in a campaign setting. The GM must regulate Extra Dimensional Movement in some fashion; otherwise it will be used every time that the characters get into trouble. At the very least, this Power should be unreliable-if the character misses a Skill or Activation Roll, he will be transported off course to another dimension. This Power is best used by the GM when it fits into his plans; otherwise it should be strictly regulated or disallowed altogether.

- ‣ **Cost**: 4PP to transport character to a single other dimension. 6PP for related group of dimensions; 8PP for any dimension. Travel through time for +4PP. x2 mass for +1PP.

EXTRA LIMBS

A character with this Special Power has one or more usable extra limbs, like a prehensile tail or extra arms. Extra Limbs have no direct effect on combat, but the extra limbs can be used to perform maneuvers not possible to bipedal humans (like holding someone and then punching him, or hanging from the ceiling from a tail). Characters that use Extra Limbs creatively can

receive a bonus for surprise maneuvers.

Having an Extra Limb does not allow the character extra attacks in a Phase, an all limbs but the primary limb are considered to be the off hand. (If the character is ambidextrous, then all the limbs are considered to be the good hand). Extra Limbs costs no END, but the character must pay the normal END cost when using Strength with the limb.

▸ **Cost**: 1PP has any number of Extra Limbs. Extra Limbs costs no END, but using STR with the Extra Limb has the normal END cost.

FASTER THAN LIGHT TRAVEL

This Standard Power is the ability to travel faster than light when in space, for a base cost of 2PP. A character may only travel faster than light in space, never in atmosphere. The GM can assume that it takes some time to get up to full FTL speeds.

For the base of 2PP a character can travel at a max speed equal to precisely the speed of light, that is one light year per year. 4x velocity cost 1PP.

▸ **Cost**: 2PP for FTL travel, 4x FTL velocity for +1PP; minimum cost 2PP. FTL Travel costs no END

FLASH

A character with this Standard Power can flash an opponent's senses (usually sight). A flashed sense is temporarily disabled. Each 1d6 of Flash costs 2PP, regardless f how many senses the flash will affect. Flash normally affects a single Sense. +1 Sense costs +1PP; +1 Sense Group costs +2PP. Flash has a range of 25x PP.

To use a Flash, make a normal ranged Attack Roll against the target. If the roll is successful, roll the Flash dice, and read them like normal dice looking for the total HITs, minus the target's Flash Defense, is the number of Phases that the target's sense is disabled. These Phases are the target's Phases; a high SPD character will recover more quickly form Flash than a low SPD one.

Although the target of a Flash takes no STUN or HITs, he is blinded, or deafened, etc. A Flashed character who cannot perceive hi opponens with a targeting sense, is ½ DEX, ½ REF in Hand to Hand, and 0 REF at range. Most characters are only blinded by flashes that affect normal sight; although a character depends on Sonar can find himself blinded by a Flash that affected that Sense.

The GM may wish to allow characters who are prepared for a Flash attack to take defensive actions that can reduce the effects of the Flash.

▸ **Cost**: 2 PP for 1d6 of Flash; minimum cost 4 PP. +1 Sense for +1PP, +1 Sense Group for +2PP. The maximum range is 25x PP.

FLASH DEFENSE

This Special Power lessens the effect of Flash attacks on the character. For every 1PP the character can purchase 5 points of Flash Defense that protects a certain Sense Group against Flash. A character can buy more than one Flash defense to protect more than one Sense Group. The character subtracts one Phase from the number of Phases he would be flashed for every point of appropriate Flash Defense.

▸ **Cost**: 1PP for every 5 points of Flash Defense to protect a single Sense Group. Minimum Cost 1PP. Flash Defense costs no END to use.

FLIGHT

A character with this Movement Power can fly through the air. At base level, the character can fly at 10m per Phase for 2PP. With Flight, the character can hover in place, gain altitude, etc.. The character can increase his combat velocity by 5m for every 1PP spent. The character can double his noncombat Flight velocity for +1PP.

There are many different special effects for Flight: jetpacks, wings, antigravity, magnetic repulsion, energy trails, and sheer force of will. Some of these special effects involve a Focus Limitation; wings, for instance, can be bought as several different kind of Focus.

▸ **Cost**: 1PP for 5m of Flight, minimum cost is 2PP. 2x maximum NCM velocity for +1PP. The END is 1 END for every 10m of Flight.

FORCE FIELD

A character with this Standard Power can create a field around himself that absorbs damage. The character gets 5 points of resistant defense (either KD or EKD) for each 1PP invested. The type of Force Field defense (KD or EKD) must chosen when the

Force Field is bought. The ratio of points in KD and EKD stays the same, even when the Force Field is used at lower power

A Force Field only protects the character with the Power. It doesn't protect anything or anyone the character is carrying, the Force Field functions identically to a protective costume. Force Fields don't hinder any of the character's attacks.

▸ **Cost**: 1PP for every 5 points of resistant defense (KD or EKD), minimum cost is 2PP.

FORCE WALL

A character with this Standard Power can set up a wall. This wall protects with 2 points of fully resistant defense (either KD or EKD) for every 1PP invested. The Force Wall protects 2m (three hex sides) for every 1PP. This can be increased +4m for +1PP. The maximum range is the total PP x25 2m hexes.

A Force Wall acts like a real wall; attacks won't penetrate in either direction until the Force Wall's appropriate Defense is exceeded. This means that a character can't effectively shoot through his own Force Wall.

Force Walls cover a number of hexes at range; any characters behind the Force Wall get the protection of the Force Wall. The hexes protected must be connecting, and they must form a simple geometric pattern. If the ends of the Force Wall are connected the top and bottom are considered covered.

A full width Force Wall is 2m height. For every +2m the walls gains in height, it loses 2m in length.

Attacks treat Force Walls like real walls that have 0 BDY. An attack must blow down the Force Wall to continue to its target. If the attack doesn't break the Force Wall, then no STUN or HITs get through. If the attack does break the Force Wall, then subtract the wall's appropriate defense from the HITs and STUN of the attack and apply the remaining damage to the target normally.

Usually a Force Wall is destroyed if it takes more HITs damage than it has in the appropriate defense. For example, a 20 KD/0 EKD Force Wall would be destroyed if it took 1 Hit of Energy damage. A Force Wall can be made transparent to one category of attack by buying the entire Force Wall with the -2d6/Lvls Advantage. Of course, the Force Wall's transparent defense should be 0.

Someone enveloped by a Force Wall may break

through by exceeding the appropriate defense of the force Wall. The Force Wall then goes down, and may not be restored until its creators's next Phase.

Like Force Field, the proportion of the Force Wall in KD and EKD must be chosen when the Power is bought. If the Force Wall is created at range, then the character must target the wall with an Attack Roll based on the DEX of the hex, including range penalties.

Force Walls normally have no effect on senses, although visible, they are completely transparent. A Force Wall can be made opaque to one sense for +1PP; it can be made opaque to one Sense Group for +2::. Force Walls are usually immobile; once set up they stay in place. A character can make himself the center of the Force Wall; the Force Wall will then move with him. However, such moving Force Walls have 0 STR, they cannot be used for pushing people aside or performing a Move Through.

Force Walls can be bought with the Power Limitation Feedback. When a Force Wall with Feedback takes damage, its owner takes the same amount, with the Force Wall's defenses applied as a Force Field. For example, if an 18 KD Force Wall that had Feedback took 12 HITs and 48 STUN damage, the character would suffer 0 HITs and 30 STUN, which would be applied against his other defenses. Feedback is a +8 KD or EKD Limitation..

▸ **Cost**: 1PP for every 2 points of resistant defense, minimum cost 2PP. The width is equal to 2m per 1PP. +2m width cost 1PP. To make a Force Wall opaque to a Sense +1PP; to a Sense Group costs +2PP. To make a Force Wall transparent to either Energy or Physical attacks is a -4 KD or EKD Advantage. Feedback is a +8KD or EKD Limitation. The max range is equal to PP x25 hexes (2m each).

GLIDING

A character with this Movement Power can glide through the air. A Gliding character has some control over his movement, but not the total control provided by Flight. The character can glide 10m per Phase for every 1PP; the minimum cost is 1PP.

Gliding has some restrictions; a character must drop 2m per Phase to maintain his forward Gliding velocity. Gliding acceleration is +2m velocity per 2m of altitude lost.

POWERS
FU**Z**ION

From the ground, a characters starts with a velocity and altitude equal to his upward leap in meters. Gaining altitude is under the GM's control; doing it slowly by using thermal updrafts is usually easy. Gliding can be more useful if the character has some Superleap or a strong friend to throw him into the air for initial altitude. Gliding costs no END to use.

▸ **Cost**: 1 PP for 10m Gliding, minimum cost of 1PP. x2 maximum NCM for +1PP. Gliding costs no END.

GROWTH

A character with this Size Power can increase his size, which increases his STR and other Characteristics. Growth adds to the characters STR, BDY/HITs, STUN, Mass, and Height. It reduces his REF and Knockback.

Growth adds some other qualities, see examples. The sizes re only approximate; the character can be anywhere from the height listed to one level below his current level (though all other effects remain the same).

Growth increases a character's reach; that is, the character can now hit targets that are more than one hex away. Normal characters can only hit targets in the adjacent hexes. With enough Growth, the character can engage in combat with targets that are some distance away.

While Growth has many advantages, there's some problems with it, too. Even with only 3PPs of Growth, the character can't fit into most normal buildings unless he kneels or destroys part of the building.

If the character takes damage when he's Grown, and then shrinks back to normal size, the damage taken come out of the extra he gets for Growth. However, if he Grows again before that damage would have healed, the would reappear.

For more accuracy, figure out what percentage of a character's total HITs he lost when he's Grown, and then apply that same percentage when he's normal size.

▸ **Cost**: Every 1 PP of Growth gives the character: x2 Mass, +1 STR, -2m Knockback, +1 BDY (+5 STUN/HITs), +1 STUN. Every 3 PPS of Growth gives the character: -2 DEX, +2 vs all PER Rolls against the character, x2 Height and Width.

HAND TO HAND ATTACK

A character with this Standard Power can increase the amount of normal damage he does in hand to hand combat. Normally, a character does 1d6 for every STR point; this total can be modified by combat maneuvers. This Power adds directly to the damage done by the character's hand to hand attacks.

HA can only be used to add to a character's hand to hand damage: it can't be used to increase an HKA, NND, etc... Moreover, HA can't be used by itself; it only adds to a character's attack. Thus if, a character was tied up so that he couldn't use his STR, he would also be unable to use his HA. HA damage is applied after all bonuses or penalties for the combat maneuver.

▸ **Cost**: 1PP for +1d6 to hand to hand damage.

IMAGES

A character with this Standard Power produces images that are visible to the senses of everyone who can sense them. The images cannot cause any physical effects and are totally intangible. To project an Image, the character decides what image to produce, where to produce the image, and what actions the image will perform. He then makes a normal Attack Roll to place the Image in the target hex. All characters with a line of sight or appropriate enhanced senses notice the Roll, modified by any pluses for the Images Power and any minuses for the complexity of image. The more complex the Image, the greater bonus a viewer gets to recognize the Image as a fake. [+0 Solid Simple Images (A stationary object; a single musical note, or odor. -2 Simple Movements, Sounds, Smells, Sensations (A ball rolling; a simple melody). -4 Complex Movements, Sounds, Smells, Sensations (A man walking, a conversation, the smells of a hamburger). -6 Multiple, Interacting Images, Sounds, Smells, Sensations (A football team in action, an orchestral symphony, the smells of Thanksgiving dinner).

▸ **Cost**: 2PP affect a single sense in 1 hex, +1PP for each additional sense; +2PP for each additional Sense Group. -1 to PER Rolls for +1pt. Radius of the illusions can be doubled for -1d6/Lvl Power Advantage.

INSTANT CHANGE

A character with this Special Power can instantly

change from one identity to another and back again. The character can change into one other set of clothes for 1PP. The character can change into any set of clothes he wants for 2PP. This is a useful Power for getting a character with a Secret ID into the fight without an awkward search for a telephone booth or restroom.

- ► **Cost**: 1PP for changing identifies and back to the same clothes, 2PP for changing into any set of clothes.

INVISIBILITY

A character with this Standard Power can become invisible to one sense for 4PP. This can be broadened to include additional senses: each additional sense is a +1PP; each additional Sense Group costs +2PP. Invisible characters can't be spotted with the affected sense, but can be located by using other senses.

Invisible have a fringe around them. An invisible character with a fringe may be spotted with a normal PER Roll with the affected sense at a range of 2m or less. Invisibility can have no fringe effect for +2PP.

If an opponent cannot make a successful PER Roll, then he is at ½ REF in Hand to Hand and 0 REF at range. If the opponent can make a nontargeting PER Roll, he is at ½ REF in Hand to Hand and ½ REF at range.

The attacker can try to make a new PER Roll each Phase to find the Invisible target. If the attacker turns his attention somewhere else, he must make a new PER Roll to reacquire the Invisible target.

- ► **Cost**: 4PP for Invisibility to one Sense, minimum cost is 4PP. +1PP for each additional Sense; +2PP for each Sense Group. No Fringe +2PP

HAND KILLING ATTACK

A character with this Standard Power can use a Killing Attack in Hand to Hand combat. This Power can be used to simulate a wide variety of attacks: a knife, claws, even a laser sword. The characters gets 1d6 Killing Attack for every 1PP invested. A character gets +1d6 for every point of STR used with a HKA. A character can't add more damage dice for STR than he has dice of Killing Attack.

The damage of Killing Attacks ignores normal defenses and is only stopped by resistant defenses. A character must define his type of Killing Attack as Physical or Energy. Killing Attack costs normal END for the attack plus the normal for the STR used with the Killing Attack.

- ► **Cost**: 1PP for 1d6 of Kiling Attack, subtract 2d6/Lvls from the total. No Range

RANGED KILLING ATTACK

A character with this Standard Power can use a Killing Attack in Ranged combat. This Power can be used to simulate a wide variety of attacks: a gun, spear, bows, etc.. The characters gets 1d6 Killing Attack for every 1PP invested.

The damage of Killing Attacks ignores normal defenses and is only stopped by resistant defenses. A character must define his type of Killing Attack as Physical or Energy. Killing Attack costs normal END for the attack plus the normal for the STR used with the Killing Attack.

- ► **Cost**: 1PP for 1d6 of Kiling Attack, subtract 2d6/Lvls from the total. Range is 25x PP; minimum cost is 1PP.

KNOCKBACK RESISTANCE

A character with this Special Power takes reduced Knockback boom attacks.

- ► **Cost**: 1PP for -5m of Knockback.

LACK OF WEAKNESS

This Special Power represents a character who is tough so that it's harder for an opponent to find a weakness. For each 1PP the character gets a -5 Lack of Weakness.

- ► **Cost**: 1PP for -5 to Find Weakness Roll. Minimum Cost 1PP.

LIFE SUPPORT

A character with this Standard Power can operate in unfriendly or deadly environments without harm. The Life Support Cost Table shows the Character Cost for various types of Life Support

- ► 1PP   The character may breath in an unusual environment.
- ► 2PP   The character's breathing is self contained.
- ► 1PP   The character doesn't need to eat, excrete or sleep.
- ► +1PP Safe Environment, each: Vacuum/High Pressure, High Radiation, Intense Heat/Cold.
- ► +1PP Immunity, each: Disease, Aging, Death

Even though a character can survive in a certain environment he will still take damage from attacks with that special effect due to the sudden system shock.

POWERS
FU**Z**ION

Cost: See Table

MENTAL DEFENSE

This Special Power represents characters who are resistant to mental attacks. A character with Mental Defense can resist some of the effects from Ego Attack, Mental Illusions, Mind Control, Mind Scan, and Telepathy. Characters start with 0 Mental Defense, but a character who purchases Mental Defense gets a defense equal to his WLL x2, plus the number of PP spent. This Mental Defense is subtracted from the total of any Mental Powers before the effect of the attack is determined.

‣ **Cost**: 1PP for 5 Mental Defense, minimum 1PP.

MENTAL ILLUSIONS

A character with this Mental Power can project illusions directly into an opponent's mind. After making an Attack Roll based on WLL Combat Value, the character defines what illusion he wants the target to see. The character then rolls 1d6 for every 1PP in the Mental Illusions and subtracts the target's Mental Defense. The remainder is compared to the Mental Illusion Table.

If the attacker did not roll enough points to reach the desired level, the attack has no effect, but it does alert the target. If the attacker rolls enough to achieve the desired effect, then the illusion is established in the target's mind.

Starting on the target's Phase after a Mental Illusion is established, the target may attempt to see through or disbelieve it. These attempts are subconscious, and take no time, whether the target is successful or not, the character may still act for the Phase. To disbelieve a Mental Illusion, the character must make a successful modified WLL Roll vs Difficulty Number. The target's WLL Roll is at -1 for every 1d6 of effect over the minimum PP necessary to create the Illusion.

Once a Mental Illusion has been established at a given level, it does not cost END to maintain, and the target will remain under the influence of the illusion until he makes a successful modified WLL Roll.

After the initial attempt to disbelieve, the modified WLL Roll can be re-attempted at +1 for each step on the Time Chart. The character thus gets to roll again at +1 after one Turn passed, +2 after one minute has passed, and so forth.

The attacker can prevent the illusion from growing weaker by continuing to pay END each Phase; so long as the attacker pays END each Phase, the target gets no WLL Roll bonuses for the passage of time.

The target of a Mental Illusion performs in a way that does not meet the target's expectations. At the GM's discretion, the character could get additional bonuses to his roll if his friends are trying to snap him out of it.

If the attacker desires to create new illusions for the target, he must reroll his attack and again pay the END.

Using these rules, it is easier to establish an illusion that fits into the surroundings than one which seems out of place.

When using this Power PCS, the GM should make all WLL Rolls secretly and or take the player into another room, so that the character and his allies don't know that he's under the illusion.

WLL+	Cosmetic changes to setting
WLL+10	Major changes to setting
WLL+20	Completely alters setting
WLL+30	Character no longer interacts with real environment
+10	Victim can take STUN from illusory attacks
+20	Victim can take STUN and HITs from illusory attacks.

‣ **Cost**: 1PP for 1d6 Mental Illusions, minimum cost is 2PP. Range is line of sight, no range modifier.

MIND CONTROL

A character with this Mental Power can take control of another character's mind, and thereby his actions. The character buys 1d6 of Mind Control for 1PP.

To use Mind Control, make an Attack Roll based on WLL Combat Value. If the Attack Roll is successful., the attacking mentalist gives the target an order. The GM secretly determines what level of Mind Control his order will require, based on how agreeable the target is to the command.

Roll and total the dice of Mind Control and subtract the target's Mental Defense. If the resulting total does not reach the desired level, the attack has no effect. If the resulting total is greater than or equal to the desired level, then the target must follow the order until he breaks the Mind Control. Note that the attacker must have some way to communicate with his target; otherwise there is no way to give orders.

POWERS
FU<u>Z</u>ION

Starting on the target's next Phase, he may attempt to break free from the Mind Control. These attempts are subconscious and take no time, whether or not he succeeds, the character may still act for the Phase. To break free from Mind Control, the character must make a successful WLL Roll. The target's WLL Roll is at -1 for every 5 points of effect over the minimum points necessary to control the target.

Once Mind Control has been established at a given level, it does not cost END to maintain, and the target will remain under the attacker's control until he makes a successful modified WLL Roll.

After the initial attempt to break free, the modified WLL Roll can be re-attempted at +1 for each step on the Time Chart. The character thus gets to roll again at +1 after one Turn has passed, +2 after one minute has passed, and so forth.

The attacking mentalist can prevent the Mind Control from growing weaker by continuing to pay END; so long as the mentalist pays END each Phase the character gets no bonuses for the passage of time.

The character receives a bonus of +1 to +3 and a chance ro reroll if he is forced to perform an action prohibited by his psychological limitations. At the GM's discretion, the character could get additional bonuses to his roll if his friends are trying to snap him out of it. If the attacker desires to issue new instructions to the target, he must reroll his attack and again pay for the END.

If a character is put under Mind Control at a given level, and the situation later changes to require a higher level of Mind Control, then the character gets a +2 bonus to his WLL Roll per level change on the table. Thus, if a character was issued a command which only required an WLL+10 effect, and the situation changed such that it now required a +30 effect, then the character would receive a +4 to his WLL Roll.

Mind Control normally requires the mentalist to communicate with the target. Mind Control which doesn't require verbal communication is purchased with a -1d6/Lvl Advantage. This only allows communication of the command; the character cannot read the target's mind. Mind Control which only allows a single command is purchased with a +2d6/Lvl Limitation. This command must still be spoken.

The Mind Control rules make it fairly easy to set up small mind control effects, and more difficult to set up more seeping ones. It is also easier to create a long lasting, but inconsequential mind control than a more comprehensive one.

- ‣ WLL+   Target will perform action he is inclined to perform anyway
- ‣ WLL+10 Target will Perform actions he wouldn't mind doing
- ‣ WLL+20 Target will perform actions he is normally against doing
- ‣ WLL+30 Target will perform actions he is violently opposed to doing
- ‣ +10   Target will not remember actions performed while Mind Controlled
- ‣ +20   Target will remember actions and will think they were natural
- ‣ -5   Order worded unexceptional convincing manner
- ‣ +5   Order is poorly conceived or contradictory

The four basic levels of Mind Control are self explanatory, and are based on the orders being given. The Mind Control can be made easier if the orders seem reasonable, and can be made easier if the orders seem reasonable, and harder if the orders are poorly worded. To put the victim in a trance, so that he can't remember his own actions, requires +10 points of effect. To make the victim believe that the decisions were his own requires +20 points of effect.

- ‣ **Cost**: 1PP for 1d6 of Mind Control, minimum cost 2PP. Range is line of sight, no range modifier.

MIND LINK

With this Special Power, a variation of telepathy, the character can set up a specific link with a receptive mind, thereby allowing instant mental communication.

To establish a Mind Link requires the user to see or sense the target; he must make an WLL to hit roll. Of course, since the Mind Link must be voluntarily accepted by the target, such attacks are rarely violent.

The cost is 1PP to be able to establish a link with one specific mind. This individual must be chosen when the Mind Link is bought, and can be human, animal, or even a sentient computer. The ability to establish a Mind Link with a set group of people (like a family or pantheon) cost +1PP. The ability to establish a Mind Link with any willing target costs an additional +1PP. Mind Link can usually only be maintained with one person at a time; the number of targets can be doubled for +1PP. Mind Link is usually limited to a single planet; if it can travel any distance, it costs +1PP; if it can travel through any dimension is costs an additional +1PP. Finally, if the Link can only be maintained with a subject who also has Mind Link, then the entire Power is bought with a +4d6/Lvl

POWERS
FU**Z**ION

Limitation
- ▸ **Cost**: 1PP for one specific mind, +1PP for a related group of minds one at a time, +1PP for any one mind, +1PP per 2x the number of minds, +1PP for any distance, +1PP for any dimension, +4d6/Lvl Limitation for only with others who have Mind Link. Minimum 1PP.

MIND SCAN

A character with this Mental Power can search an area in order to find another mind. Mind Scan costs 1PP for 1d6, and +2 on the WLL Based attack Roll costs 1PP.

To use Mind Scan, define the search area, make an Attack Roll based on WLL Combat Value modified by the number of mind in the search area. The modifier is listed on the Mind Scanning Modifiers table

- ▸ 0   1 Person
- ▸ +2   10; Small company
- ▸ -4   100; Theater
- ▸ -6   1000; Apartment building, convention
- ▸ -8   10,000; Small town
- ▸ -10   100,000; Large town, super bowl
- ▸ -12   1,000,000; Major metropolis
- ▸ -14   10,000,000; State
- ▸ -16   100,000,000; Large country
- ▸ -18   1,000,000,000; Continent
- ▸ -20   10,000,000,000; Large planet

The character should receive a bonus (+1 to +5) if he is searching for a familiar mind. Conversely, the character should receive a penalty if he is searching for the mind of a complete strange, or for a very alien mind. If the roll is unsuccessful, then the character is unable to make any contact with the target. If the roll succeeds, then the mentalist has determined the general presence of the target.

After a successful Attack Roll, the character declares the desired Mind Scan level. The character then rolls 1d6 for every 1PP in Mind Scan and subtracts the target's Mental Defense. The remainder is compared to the Mind Scan Table.

If the attacker did not roll enough points to reach the desired level, Mind Scan has no effect, and the target cannot be contacted mentally. If the attacker rolls enough to achieve the desired effect, then he has locked on to the target with Mind Scan.

Starting on the target's Phase after a Mind Scan is established, the target may attempt to break he lock on. These attempts are subconscious, and take no time,

whether the target is successful or not, the character may still act for the Phase. To break a Mind Scan, the character must make a successful modified WLL Roll. The target's WLL Roll is at -1 for every 5 points of effect over the minimum points necessary to reach the desired level.

Once a Mind Scan has been established at a given level, it does not cost END to maintain, and the target will remain locked on until makes a successful modified WLL Roll.

After the initial attempt to break the lock on, the modified WLL Roll can be re-attempted at +1 for each step on the Time Chart. The character thus gets to roll again at +1 after one Turn has passed, +2 after one minute has passed.

The attacking mentalist can prevent the Mind Scan from growing weaker by continuing to pay END each Phase; so long as the mentalist pays END the character gets no bonuses for the passage of time.

Even though Mind Scan does not cost END to maintain, the attacking mentalist must keep the Mind Scan turned on,, it is in a Multi power, he cannot switch the slots. If the Mind Scan is turned off then the lock on is broken.

It is important to note that, once established, Mind Scan is a two way circuit. If the mentalist is able to mentally attack his target, then his target can mentally attack him; if he knows where his target is, then his target knows where he is. It is entirely possible for two mentalists to carry on a long distance mental duel through Mind Scan

WLL+	Mentalist can establish Mink Link or use first level of Telepathy. He also knows the direction of the target.
WLL+10	Mentalist can use all Mental Powers on target, and can estimate general distance to target.
WLL+20	Mentalist can attack with all attacks. He knows the exact location of the target. To hit with a non-mental Power, the attack must be able to reach the target.

- ▸ **Cost**: 1PP for 1d6 Mind Scan, minimum cost 2PP. +2 to Attack Roll for every 1PP. Line of sight is not necessary, and there is no range modifier.

MISSILE DEFECTION & REFLECTION

A character with this Standard Power can block incoming ranged attacks. For 1PP, a character make a Block against a thrown object. To make a successful Block, the character must make an Attack Roll against the incoming attack. This roll is based on the attacker's REF+Power Bonus+ Skill; the character

with Missile Deflection must make a successful Attack Roll against the Attackers REF+Skill. A successful Missile Deflection Roll means that the character takes no damage.

For 2PP, the character can deflect arrows, sling stones, and other non gunpowder projectiles. For 3PP, the character can deflect bullets and shrapnel. For 4PP, the character can deflect any ranged attack which can be deflected. This includes, but is not limited to, Energy Blasts, Ranged Killing Attacks, and most attacks that have the Power Advantage Range, and many NND and AVLD attacks.

Missile Deflection will not affect any attacks which target the character's WLL, nor can the character deflect any attack that targets his hex. Missile Deflect cannot usually be used against Entangle attacks. Whether or not Missile Deflect can be applied against a specific attack is based on the attack's special effect: if an area Effect Attack or NND Attack is carried in a bullet, it could be deflected. Missile Deflect can never be used against an attack that isn't perceived by the character.

Missile Deflection functions identically to a Hand to Hand Block: it takes a single Phase attack action to perform, it must be declared before the attacker rolls his Attack Roll, and it can be aborted to. However, unlike Block, Missile Deflect has no effect on the order of action in combat.

Once a character is Missile Deflecting, he can try to parry as many ranged attacks as are fired at him, but each Missile Deflection Roll after the first is made at a cumulative -2 penalty. Once a character has failed a roll, he may not attempt to deflect further attacks.

A character can purchase +2 to his Missile Deflection Roll for 1PP. This bonus only applies to the deflection roll; if a character also has Missile Reflection, he gets REF bonus for his attack. Missile Deflection costs no END to use.

A character Missile Deflection normally deflects incoming attacks in a random direction. A character can Reflect an attack back at the attacker for +4PP. To make this attack, the character must first make a successful Deflection roll, as described above. He then reflects the attack back at the attacker, using his normal REF and range penalties. For +2PP additional Points, the character can reflect incoming attacks at any target.

It is possible to purchase missile Deflect that will affect attacks not aimed directly at the character. For a -1d6/Lvl Advantage, the character can deflect attacks directed at targets in any adjacent hex; he could, for example, protect a comrade standing next to him. For a -4d6/Lvls Advantage, the character can deflect attacks at range; these Missile Defection Rolls are made with standard penalties for range. The maximum range is PP in Missile Deflection x25 hexes (2m). A character can never Reflect attacks not targeted directly upon him.

- ▸ **Cost**: 1 PP for thrown objects, 2PP for arrows or projectiles, 3PP for bullets and shrapnel, 4PP for all ranged attacks. The base Missile Deflection Roll is as per a Block (REF+Skill+Power vs REF+Skill). +2 to roll costs 1PP. To Reflect Attacks back a t attacker cost 4PP; to Reflect attacks at any target costs +2PP more. To deflect adjacent attacks is a -2d6/Lvls Advantage; to deflect attacks at range is a -4d6/Lvls Advantage. Characters cannot reflect attacks directed against others. Missile Deflection costs no END to use.

MULTIFORM

A character with this Special Power can have several different forms, each with its own personality, Characteristics, and powers. The player must make up a different full character for each different form the character can take.

The character must choose one of the forms to be the base form; this will be the one built on the most total points. To gain a second form, the maximum total points the second from can have is equal tot the total points in the base form, minus all Multiform Costs.

The new form should be built with same guidelines as the base character. It is cheaper to buy additional forms after the second. The maximum number point total points the other form can have is equal to the total points in the base character, minus all Multiform costs.

- ▸ **Cost**: Base character pays 1PP for every 25 CP/OP possessed by second form. Each additional form costs the base character 1PP for every 50 CP/OP. No form can have more total points than the total points of the base character minus all the costs for Multiform. Multiform costs no END to use.

POWER DEFENSE

POWERS
FU*Z*ION

A character wit this Special Power is especially resistant to Drain, Transfer, an Transform attacks. The character can, at his option, apply Power Defense against Aid. The character gets 5 Power Defense points for every 1PP. When Drain or Transfer is used on the character, he subtracts his Power Defense from the attack. Any reaming points of Drain or Transfer are applied normally to the character.

▸ **Cost**: 1PP for Power Defense of points, minimum cost is 1PP.

REGENERATION

A character with this Special Power can recover HITs faster than the normal rate (A character normally recovers his REC in HITs each month). A character with Regeneration will regain one HIT each Turn for 2PP. This can be increased by +1 HIT for +2PP. Minimum cost is 2PP. Regeneration does not require conscious guidance form the character, and will continue to function even if he is knocked unconscious.

The recovery period can be moved down the Time Chart; each 2 Time increments down is a +1 HIT/Lvl Limitation. Character cannot regenerate more frequently than once per Turn. If the GM desire, he can proportion the regenerated HITs over the recovery period. This can be especially important when a character has moved the recovery period down the Time Chart.

Regeneration will heal back any HITs that the character has lost, including HITs lost from Drains and Transfers. It will also regenerate the HITs of Cumulative Transformations.

▸ **Cost**: 2PP to recover 1 HIT each Turn, +1 HIT for +2PP, minimum cost 2PP. Recovery increment can be moved down the Time Chart as a +1HIT/Lvl every 2 levels. Regeneration cost no END to use.

RUNNING

A character with this Movement Power can run faster than the normal MOVE per Phase allowed. The character gains +5m for every 1PP spent; this is in addition to the character's Normal MOVE running. The character may buy 2x maximum NCM velocity for +1PP.

Running normally requires no Turn mode, a character can make any number of turns in Phase while running. The character can have a Turn mode while Running for a +5m/Lvl Limitation.

▸ **Cost**: 1PP for every +5m of Running. 2x maximum non-combat velocity for +1PP. The END cost for Running is 1 END for every 10m.

SHAPE SHIFT

A character with this Standard Power can change his outer form and appearance without altering his Powers or other abilities. A Character may freely switch his form as often as desired; switching shapes takes 1 action. Keeping his shape shifted costs END. A character with Disguise who makes a Disguise Roll can make instant duplicates of specific people. Otherwise a character with Shape Shift will not be able to make a convincing duplicate of a specific person.

▸ **Cost**: Change form, look and color into a single other form for 2PP; alter shape into a limited group of shapes +2PP; to change shape into any other shape (of same mass) costs +4PP.

SHRINKING

A character with this Size Power can decrease in size, making him more difficult to see and to hit. For 2PP, the character become x½ Height/Mass, +2 DEX, and -2 to all PER Rolls made against him. The character also takes +5m of Knockback. This Knockback modifier is applied against the total distance traveled, but not the damage that the character takes.

A character with Shrinking may add his growth momentum to his punch damage. The character can add +1d6 of damage to his punch per point of DEX. In order use this damage, the shrinker literally grows up under the jaw of the opponent. Of course, the character then remains normal size until his next Phase, when he can shrink down again. A character can't use growth momentum n someone the same size or smaller.

Of course, one of the main advantages of Shrinking is the ability to get into places or hide behind things where normal people can't go. The GM should allow shrinkers to use their smaller size in inventive ways during an adventure.

▸ **Cost**: 2PP for the character per level. The character has: x½ Height, x½ Mass, +2 DEX (DEX), and -2 to all PER Rolls made against him,

POWERS
FU*Z*ION

and +2d6 damage for growth momentum. The character also has +6m Knockback.

SKILLS

With GM's permission, a character purchase Skills with Power Limitations and Power Advantages, just like any Special Power. The cost is computed as if the Skill were a Power.

If the Skill bought through a focus and requires a s Skill Roll, then the appropriate CHAR is assumed to be 0. Thus a glove with the Skill Sleight of Hand would have a 0 REF/DEX, and the base Skill would be +2. It is possible to buy Combat Skill Levels with Limitations, but there are special rules for doing so.

▸ **Cost**: +5 per 1PP.

STRETCHING

A character with this Standard Power can stretch parts f his body, attack at range, and reach for things at long distance. The character can Stretch 2m fro every 1PP. This distance assumes that the character is maintaining full REF and DEX; if he is willing to be ½ REF/DEX, the character stretch twice as far. Attacks made at range with Stretching suffer no range penalties, the character is considered to be in Hand to Hand combat.

Stretching does not give the character any bonuses to movement, he cannot, for example, run faster or squeeze under doors. To simulate these special effects, the character should buy Running and or Desolidification.

When using Stretching, a character must pay the END cost for Stretching as well as the END for any STR he used when Stretching.

▸ **Cost**: 1PP for 2m of Stretching (4m NCM), minimum cost 2PP.

SUMMON

A character with this Standard Power can summon a creature form the abyss, another dimension, or somewhere on earth. The creatures summoned have Characteristics of 2, can run 9m, possesses normal senses, etc... Summon normally allows the character to summon a single type of creature of the assigned power points. Thus a character could summon a wolf, but not a lion. For a +1PP Power Advantage, the character can summon any member of a limited group (terrestrial animals, birds, Chaotic Demons from Hell). If the character wants to be able to Summon anything, then he must purchase Summon with a -8d6/Lvls Power Advantage.

When a character uses the Summon power, he pays END, and the creature appears in the nearest unoccupied space where it will fit. (Summoning a whale requires quite a bit of room!) The character doesn't have to pay any more END to keep the creature here; it's here , and it can decide to go home at any time. When the creature first appears, it will be Stunned and disoriented; it must spend its first Phase reacquiring its bearing.

Of course, Summoning a creature can be a much easier task tan getting it to do what you want. The summoned creature will likely be very disturbed by being pulled from its dwelling. Unless the summoner gives the creature a good reason not to, it will likely return from whence it came or even attack the summoner. Hence, the summoner should have some way to compel or convince the new arrival. This can range from bribes and promises, to something as simple as Mind Control. A truly powerful character might even be able to bully a summoned creature into performing a tasks.

Summon should never be used as a cheap version of Teleportation, nor can it summon an individual so that the summoner can kill him. Summon should only be used to summon a type or class or creature, not a specific one, except with special GM permission. Thus a character could summon a man, or perhaps even a fighter, but he could not summon Baron Montrose.

The best way to handle Summoning is for the GM to provide a list of the creatures that can be summoned. The capabilities of each creature should be roughly outlines. Only the GM knows the creature specific capabilities.

To force a summoned creature to return home, a character must cast a Dispel or Suppress which overcomes the PP (x5) used to summon the creature in the first place.

▸ **Cost**: The base cost to summon a creature is 6PP; the summoned creature gains 25 CP/OP for every +1PP. The number of summoned creatures can be doubled for +1PP. To summon any creature from a limited group is a -25CP/OP Advantage. To be able to summon any creature is a -200CP/OP Advantage.

POWERS
FU**Z**ION

SUPERLEAP

A character wit this Movement Power can leap great distances. Normally, a character can leap 2m forward for every 1 MOVE, and half that distance upward. With Superleap, a character can increase these natural totals by +10m per 1PP.

In combat, leaps are identical to flight, except that the target hex must be chosen when the character begins the leap, and it is impossible to change direction in mid leap. A character may half leap and still attack. The target hex of leap need not be another hex, the leaper could aim for a flying enemy or the hex right in from of an airplane.

It is possible to miss the target location of a leap; the leaper makes an Attack Roll with range modifiers to hit the target hex (DEX 1). Superleap costs END, as does the STR used for the base leap.

A character with Superleap can also leap noncombat. This will double the distance, and the character will be half DEX for the duration of the leap. The NCM distance can be doubled again for +1PP. As with a normal leap, the character must declare his target hex, and cannot change direction in mid flight. The duration of such a leap is equal to the number of NCM doubles, every doubling adds a Phase to the duration of the leap.

▸ **Cost**: 1PP for every +10m, minimum cost 1PP. 2x NCM distance for +1PP. Superleap costs 1 END per 10m plus END used for MOVE.

SUPPRESS

A character with this Standard Power can partially or wholly neutralize another character's Powers or Characteristics. To use a Suppress, make an Attack Roll against the target. If successful, the roll and total of the Suppress dice, then subtract the target's Power Defense (if any); the remaining total is the number of PP that don't work.

Suppress remains in effect as long as the attacker pays END. Suppress normally applies to only a single power. To buy a Suppress that affects any power of a given special effect is a -1d6/lvl Power Advantage. This could be used to simulate a Suppress that could be fine tuned to any magical spell or mutant power. A Suppress which affects all powers of a given special effect must be bought with a -8d6/Lvls Advantage.

Suppress can be used to suppress any Power, even

Suppress, though this can be confusing. If a Power is completely Suppressed (it has no PP left), then the power has been turned off, and will have to be restarted when the Suppress is taken off.

▸ **Cost**: 1PP for 1d6 of Suppress. Affects any single power of a certain special effect is a -1d6/Lvl Advantage; Affects all powers of a certain special effect is a -8d6/Lvls Advantage. Suppress max range = PP x 3m; the Suppress remains as long as the attacker pays END.

SWIMMING

A character with this Movement Power can swim on or through water. The character gains +10m of Swimming for every 1PP spent; this in addition to the MOVE that most characters start with. The character can buy 2x NCM for +1PP. Buying Swimming is the only way that a character can increase his velocity underwater.

Swimming normally requires no Turn mode, a character can make any number of turns in a Phase while swimming. The character can have a Turn mode while swimming for a +10m Limitation.

▸ **Cost**: 1PP for +10m of Swimming. 2x NCM velocity for +1PP. The END cost for Swimming is 1 END for 10m.

SINGING

A character wit this Movement Power can swing great distances from a line. The character can also Swing up to a certain location by attaching a swing line nearby. The character can Swing 10m for every 1PP; the minimum cost is 1PP. The character may buy 2x NCM velocity for +1PP.

To use Swinging the character must be able to attach his swing lines to high buildings, trees, or cliff sides. The GM shouldn't usually worry about this restriction in urban environments, there are always tall structures around somewhere. However, if the GM wished to be strict, or if the character is in a flat environment, it would be reasonable to penalize the character's velocity or to disallow Swinging all together.

Swinging does not have to be bought with the Focus Limitation. Useless that Power Limitation is actually taken, the character can produce as many sing lines as he needs.

POWERS
FU**Z**ION

▸ **Cost**: 1PP 10m of Swinging, minimum cost 1PP. 2x NCM velocity for +1PP. The END cost for Swinging is 1 END for 10m.

TELEKINESIS

A character with this Standard Power can manipulate objects at a distance. The character can use a STR of 2 at range for 3PP. +2 Telekinesis STR for 3PP. This STR can be used in any way the character desires: Telekinesis can be used to squeeze an object or punch an opponent. There's no action reaction with Telekinesis, so a character can't pick himself up with Telekinesis or grab a flying character and be dragged along.

Base Telekineses is inherently clumsy, the character can manipulate great force, but he cannot manipulate it with any fine control. Fine work costs +2PP. Fine work, like pushing a button, can then be done with Telekinesis if the character makes a TCH +Power Use Skill vs 15+, with appropriate penalties.

If a character's TK affects all parts of the target, then it is bought with a +1d6/Lvl Limitation. Characters with this type of Telekinesis cannot squeeze or punch a target; they can grab, however.

All Telekinesis has normal range modifiers. Characters should not buy their TK STR with the Power Advantage Range; they should buy TK instead.

▸ **Cost**: 3PP for TK STR of 2, minimum cost 3PP. +2 Telekinetic STR for 3PP. Fine Manipulation costs +2PP. Range equals points x25 hexes (2m each).

TELEPATHY

A character with this Mental Power can read or send thoughts. Each 1d6 of Telepathy costs 1PP.

T o use Telepathy, make an Attack Roll based on WLL Combat Value. If successful, the character declares the desired Telepathy level. The character then rolls and totals the Telepathy dice and subtracts the target's Mental Defense. The remaining total is compared to the Telepathy Table.

If the attacker's remaining total is less than the desired level, the Telepathy has no effect. If the remaining total is greater than or equal to the desired level, then he has contacted the target with Telepathy. Each Phase thereafter, he can search for one fact, or get the answer to one question.

Starting on the target's Phase after Telepathy is established, the target may attempt to break contact. These attempts are subconscious, and take no time, whether the target is successful or not, the character may still act for the Phase. To break Telepathy, the character must make a successful modified WLL Roll. The target's WLL Roll is at -1 for every 5 points of effect over the minimum points necessary to reach the desired level.

Once Telepathy has been established at a given level, it does not cost END to maintain, and the target will remain in contact until he makes a successful modified WLL Roll.

After the initial attempt to break contact, the modified WLL Roll can be re-attempted at +1 for each step on the Time Chart. The character thus gets to roll again at +1 after on Turn has passed, +2 after one minute has passed, and so forth.

The character can prevent the Telepathy from growing weaker by continuing to pay END each Phase; so long as the character pays END the target gets no bonuses for the passage of time.

If a character wants to establish a new level of telepathic contact, he must make a new Attack Roll, with the new modifiers.

WLL+	The telepathy can read or send surface thoughts
WLL+10	The telepathy can read deep, hidden thoughts
WLL+20	The Telepathy can read into the target's memory
WLL+30	The Telepath can read into the target's subconscious

▸ **Cost**: 1PP for 1d6 of Telepathy, minimum cost is 2PP. Range is line of sight, no range modifier.

TELEPORTATION

A character with this Movement Power can disappear from one point and appear at another, without traveling in between. The character can Teleport 20m to a spot he can see for 4PP; this distance can be increased by 10m fro 2PP. A teleporter can Teleport up to half his movement and then attack.

The character can prepare 1 extra Phase and Teleport 2x his normal distance for +1PP; he can continue to double the distance for +1PP, but teleporting the added distance will still only take one extra Phase. At the end of this long range Teleportation, the character will be ½ DEX due to disorientation. (This is Teleportation's version of NCM.)

A character can Teleport to any spot he can see as

long as it's within his range. The teleporter can memorize 5 fixed locations for 1PP and Teleport there without seeing it, but only if the spot is within his range. The location need not be physical, it could, for example, be a living creature, and airplane seat, or whatever. This fixed location cannot ever be changed.

A character can purchasing a floating location for 1PP. A floating location functions identically to a fixed location, except that it can be changed during an adventure. To change a floating location, the character must study the new location for a full Turn; after that it is memorized until the character wants to change the location again.

Normally, the character can only Teleport himself and his costume, but for each +1PP the character can Teleport an additional 2x normal human mass (100kg).

If a character wishes to Teleport other individuals (without being teleported himself) he must buy the Usable by Others or Useable Against Other Power Advantages.

A character cannot Teleport through any barrier which has been bought with the Power Advantage Hardened, unless he has bought the Teleportation with the Power Advantage Armor Piercing. A teleporter can purchase Armor Piercing multiple times to counteract Hardened both multiple times.

▸ **Cost**: 4PP to Teleport 20m, +10m for every 2PP, 2x mass for 1PP, an additional 2x distance for 1PP (takes 1 extra Phase), 5 fixed locations for 1PP, 1 floating location for 1PP. Minimum cost 4PP. The END cost is 1 END for every 10m of Teleportation.

TRANSFER

A character with this Adjustment Power can temporarily take points from an opponent's Characteristic or Power and add those points to one of his own Characteristics or Powers. The character may Transfer 1d6 of an opponent's Characteristics or Power Points (x5) for 3PP. The character Points may be transferred to a different Characteristic or Power than they were taken from.

The points gained from Transfer return at the rate of 1PP per Turn. This return rate can be moved down on the time chart for a -1d6/Lvl Advantage per level. The maximum amount of PP that can be transferred is equal to the highest number that could be rolled on the

Transfer dice. This maximum can be increased +10 points for 1PP spent. Transfer has no range.

▸ **Cost**: 3PP for 1d6 Transferred Active Points; 1PP Transferred return per Turn. Return Rate can be moved down the Time chart at a -1d6/Lvl Advantage. The maximum amount that can be Transferred is the maximum amount that can be rolled on the dice. This maximum can be increased by +10 per +1PP. Minimum cost is 3PP.

TRANSFORM

A character with this Standard Power can change a target into something else. The caster must decide what the Power's target is and what the result is; this cannot be changed once the Power is bought. For example a character could transform an opponent into a toad. The target would be "people" and the result "toads". The GM must approve any Transform before the player can use it.

To use Transform, the character makes an Attack Roll against his target. If successful, the character rolls and totals the Transform dice and subtracts the targets power Defense (if any). If the remaining is greater than the HITS of the target, the target is transformed into the result of the Transform. If the total is less than twice, nothing happens.

The character may define one of two ways for the character to regain his normal form. First, a character may heal back the HITS from the Transformation Attack. The character heals his BODY at the same rate as normal. Regeneration and Healing can also help the characters healed back all of the Transformation Attack, he reverts back to his normal form.

The other way to regain normal form is for the character with the Transform to define an All or Nothing transformation. This means that the target must be treated in some identifiable way.

▸ **Cost**: 1PP for 1d6 of Cosmetic Transformation, 2PP for 1d6 of Minor Transformation, 3PP for 1d6 of Major Transformation. Transform works versus Power Defense. -2d6/lvls Advantage for Cumulative attack. -1d6/Lvl Advantage to change target into limit class of objects; -4d6/Lvls Advantage to change target into anything. Range is x5 points.

TUNNELING

POWERS
FU<u>Z</u>ION

A character with this Movement Power can move through the ground by creating a tunnel roughly his own size. The character can tunnel 2m through 1 DEF material for every 1PP; it is possible for a character to tunnel more quickly than he can walk. The DEF that a character can tunnel through can be increased by +5 DEF for 3PP. A character can tunnel at NCM 2x as fast; he is then ½ DEX. Tunneling cannot be used on living creatures to cause damage.

The tunnel is normally left open behind the character. If a character wishes to be able to fill the tunnel behind himself, the cost is +2PP. In any case, the tunneler does not need life support to tunnel (he is assumed to keep an air pocket around him).

▸ **Cost**: 1PP for 2m Tunneling per Phase, +5 DEF that can be tunneled through for +3PP; minimum cost 4PP. END cost is 1 END per 10m Tunneled.