

# HEROES

UNLIMITED

**UNIVERSE**

Core Rules BHU32



Superhero roleplaying in the Beyond Heroes Unlimited Universe

# Powers 2

# The Beyond Heroes Roleplaying Game Book XXXII/32: Powers 2

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## Contents

Foreword	3
Index of Powers	4
Alteration Powers	13
Defensive Powers	23
Mental Manipulation Powers	24
Offensive Powers	32
Physical Enhancement Powers	34
Travel Powers	35

## Foreword

The Beyond Heroes Unlimited Universe series represents a new series of pdfs converting the D20 Beyond Heroes setting to Palladium mechanics in general, and Heroes Unlimited specifically.

The powers presented here are mainly for superhero campaigns but can easily be fit into any genre.

## Section 1: Index of Powers

Powers are those abilities which ordinary people do not have, only certain classes have access to them. These classes grant a specific amount of character points exclusively for the buying of powers. More points may be obtained for buying by taking disadvantages.

If the character does have powers he needs to determine when they manifested;

01-20 The hero has possessed all his powers from birth onward (although learning to control them took time).

21-80 The hero gained his powers sometime after reaching adulthood.

Powers may have begun manifesting themselves sporadically during adolescence, or even childhood, but full control wasn't achieved until maturity. Most Random Mutants are in this class.

81-00 The hero's powers still haven't manifested. It will most likely happen in the first game session or early on in the campaign.

Choose or roll to determine which category the powers come from;

01-16 Alteration

17-32 Defensive

33-48 Mental Manipulation

49-64 Offensive

65-84 Physical Enhancement

85-00 Travel

Presented here are the revised random roll tables incorporating the newest powers which are in blue.

Roll	Power
<b>01-16</b>	<b>Alteration</b>
01	360 Degree Rotation
02-03	Ability Boost; roll below
	01-50 Ability Boost Self
	51-00 Ability Boost Others
04	Absorb Life
05	Absorb Mass
06	Aciukinesis
07	Adapt
08	Additional Parts; roll below
	01-33 Additional Body Part
	34-67 Additional Limb II
	68-00 Additional Limb III
09	Alter; roll below
	01-50 Alter Metabolism
	51-00 Alter Object
10	Anatomic Separation; roll below
	01-50 Anatomic Separation
	51-00 Anatomic Separation II
11	Antidote
12	Armour
13	Attribute Leech
14	Battery Chi
15	Battery Energy
16	Battery Mana
17	Chemical Secretion
18	Costume Change
19-20	Digitize
21-22	Diminish Object
23	Diminutive
24	Duplicate Others; roll below
	01-10 Duplicate Others I
	11-20 Duplicate Others II
	21-30 Duplicate Others III
	31-40 Duplicate Others IV
	41-50 Duplicate Others V
	51-60 Duplicate Others VI
	61-70 Duplicate Others VII
	71-80 Duplicate Others VIII
	81-90 Duplicate Others IX
	91-00 Duplicate Others X
25-26	Elongation
27-28	Empower Object

<u>Roll</u>	<u>Power</u>	<u>Roll</u>	<u>Power</u>
29-30	Enhanced Regeneration; roll below	11	Metamorph Copper
01-17	Enhanced Regeneration II	12	Metamorph Crystal
18-34	Enhanced Regeneration III	13-14	Metamorph Diamond
35-51	Enhanced Regeneration IV	15-16	Metamorph Digital
52-67	Enhanced Regeneration V	17-18	Metamorph Dinosaur
68-84	Enhanced Regeneration VI	19-20	Metamorph Dragon
85-00	Enhanced Regeneration VII	21-23	Metamorph Earth
31-32	Enlarge	24-26	Metamorph Electrical
33-34	Enlarge Object	27-29	Metamorph Electromagnetic
35-36	Flesh to Object	30-32	Metamorph Fire
37-38	Friction Control	33-35	Metamorph Ice
39-40	Graft; roll below	36-38	Metamorph Insect
01-11	Graft Animals	39-41	Metamorph Iron
12-22	Graft Cybernetics Others	42-44	Metamorph Lead
23-33	Graft Cybernetics Self	45-47	Metamorph Light
34-44	Graft Insects	48-50	Metamorph Liquid
45-55	Graft Objects	51-52	Metamorph Liquid Metal
56-66	Graft Others	53-54	Metamorph Lycanthrope
67-77	Graft Others II	55-56	Metamorph Machine
78-89	Graft Plants	57-58	Metamorph Magma
90-00	Graft Self	59-60	Metamorph Magnetic
41	Harm	61-62	Metamorph Monster
42	Hydrokinesis II	63-64	Metamorph Mythic Animal
43-44	Increase/Decrease	65	Metamorph Oil
45-46	Infectious	66	Metamorph Ooze
47	Item Creation	67	Metamorph Others
48	Liquefy	68	Metamorph Plant
49-54	Manipulate; roll below	69-70	Metamorph Radiation
01-20	Manipulate Adipose	71-72	Metamorph Shadow
21-40	Manipulate Attributes	73-74	Metamorph Silver
41-60	Manipulate Density	75-76	Metamorph Smoke
61-80	Manipulate Flesh	77-78	Metamorph Snow
81-00	Manipulate Liquid	79-80	Metamorph Sound
55-56	Metamorph; roll below	81-82	Metamorph Sponge
01	Metamorph Acid	83-84	Metamorph Steam
02	Metamorph Air	85-86	Metamorph Supernatural
03	Metamorph Alternate Self	87-88	Metamorph Swarm
04	Metamorph Alternate Self Others	89-90	Metamorph Tar
05	Metamorph Animal	91	Metamorph Tin
06	Metamorph Artifact	92	Metamorph Toy
07-08	Metamorph Cartoon	93-94	Metamorph Titanium
09-10	Metamorph Cloud	95-96	Metamorph Undead
		97-98	Metamorph Void

<u>Roll</u>	<u>Power</u>	<u>Roll</u>	<u>Power</u>
	99-00 Metamorph Wood	73	Revive
57-58	Mimicry; roll below	74	Self Duplication; roll below
	01-05 Alternate Self		01-10 Self Duplication I
	06-11 Animal		11-20 Self Duplication II
	12-16 Art		21-30 Self Duplication III
	17-22 Dinosaur		31-40 Self Duplication IV
	23-28 Dragon		41-50 Self Duplication V
	29-34 Energy		51-60 Self Duplication VI
	35-40 Fictional		61-70 Self Duplication VII
	41-46 Insect		71-80 Self Duplication VIII
	47-52 Machine		81-90 Self Duplication IX
	53-58 Monster		91-00 Self Duplication X
	59-64 Mythic Animal	75-76	Sense Restoration
	65-70 Object	77-80	Shapeshift; roll below
	71-76 Supernatural		01-33 Shapeshift I
	77-82 Technology I		34-66 Shapeshift II
	83-88 Technology II		67-00 Shapeshift Others
	89-94 Undead	81	Solar Sustenance
	95-00 Videogame	82	Solidify
59	Movement Leech	83-84	Spectrum Control
60	Necroscopic Touch	85-86	Spontaneous Mutation; roll below
61	Object Duplication		01-50 Spontaneous Mutation
62	Phase		Other
63-64	Power Absorption; roll below		51-00 Spontaneous Mutation Self
	01-10 Power Absorption I	89-90	Two D
	11-20 Power Absorption II	91-92	Wall Crawl
	21-30 Power Absorption III	95-96	Weapon Limb
	31-40 Power Absorption IV	97-98	Weapon Merge
	41-50 Power Absorption V	99-00	Webbing
	51-60 Power Absorption VI		
	61-70 Power Absorption VII		
	71-80 Power Absorption VIII		
	81-90 Power Absorption IX		
	91-00 Power Absorption X		
65-66	Puppet II		
67	Purify		
68	Putrefy		
69-71	Regenerate Others; roll below		
	01-18 Regenerate Others I		
	19-36 Regenerate Others II		
	37-51 Regenerate Others III		
	53-68 Regenerate Others IV		
	69-84 Regenerate Others V		
	85-00 Regenerate Others VI		
72	Reincarnate Others		

Roll	Power	Roll	Power
<b>17-32</b>	<b>Defensive</b>		
01-18	Absorption; roll below	81-84	Shadow
	01-12 Energy	85-88	Solar
	13-24 Energy II	89-92	Sonic
	25-36 Kinetic	93-96	Terrakinetic
	37-48 Kinetic II	97-00	Void
	49-60 Mana	<b>87-88</b>	<b>Ignore Attacks</b>
	61-72 Psionic	89-90	Immunity
	73-84 Shadow	91-92	Orb
	85-00 Sound	93-94	Poison Blood
19-20	Acid Blood	95-98	Reflect; see below
21-22	Adaptable Defense; roll below		01-50 Reflect I
	01-50 Adaptable Defense I		51-00 Reflect II
	<b>51-00 Adaptable Defense II</b>	99-00	Unique
23-24	Anchor; roll below		
	01-50 Anchor I		
	51-00 Anchor II		
<b>25-26</b>	<b>Bubble Protection</b>		
28-42	Deflection; roll below		
	01-20 Aerokinetic		
	21-40 Hydrokinetic		
	41-60 Magical		
	61-80 Pyrokinetic		
	81-00 Terrakinetic		
43-86	Field; roll below		
	01-04 Acid		
	05-08 Aerokinetic		
	09-12 Aerokinetic II		
	13-16 Anti Mana		
	17-20 D'arqueness		
	21-24 Earth		
	25-28 Electrical		
	29-32 Fire		
	33-36 Force		
	37-40 Gravity		
	41-45 Hydrokinetic		
	45-48 Ice		
	49-52 Laser		
	53-56 Magnetic		
	57-60 Mana		
	61-64 Matter		
	65-68 Metal		
	69-72 Microwave		
	73-76 Plant		
	77-80 Reductive		

Roll	Power	Roll	Power
<b>33-48</b>	<b>Mental Manipulation</b>	20	D/Evolve; roll below
01	Absorb Skill		01-50 D/Evolve
02	Adhesive Bubbles		51-00 D/Evolve Object
03	Aerialkinesis; roll below	21	Danger Sense
	01-33 Aerialkinesis	22	D'arque Communication
	<a href="#">44-66 Aerokinetic Speed</a>	23	Daydream
	<a href="#">67-00 Aerokinetic Strength</a>	24	Death Stare
04	<a href="#">Alternate Selves Connection</a>	25	Detect Meta
05	<a href="#">Animal Companion</a>	26	Detonate
06	Animate; roll below	27	Diagnose
	01-13 Animate I	28	Divination
	21-26 Animate II	29	Domination; roll below
	27-40 Animate III		01-33 Domination I
	41-52 Animate IV		34-66 Domination II
	51-64 Animate V		67-00 Domination III
	65-76 Animate VI	30	Earthquake
	75-88 Animate VII	31	Electrokinesis
	89-00 Animate VIII	32	Emergency Bond
07	Aura; roll below	33	Empathic; roll below
	01-25 Disguise		01-33 Empathic
	26-50 Divine		34-66 Ecological
	51-75 Life		67-00 Vampirism
	76-00 Mana	34	<a href="#">Empower Device</a>
08	Backfire	35	Energy Avatar
09	Bibliophile	36	Enhanced Cognition; roll below
10	Blend		01-50 Enhanced Cognition I
11	<a href="#">Bubble Communication</a>		51-00 Enhanced Cognition II
12	Chronokinesis	37	Event; roll below
13	Combat Reflexes		01-50 Anchor
14	Control; roll below		51-00 Displacement
	01-10 Animal	38	Exorcism
	11-20 Emotion	39	External Metabolism
	21-30 Fabric	40	Extradimensional Storage; roll below
	31-40 Insect		01-50 Extradimensional Storage I
	41-50 Mirror		51-00 Extradimensional Storage II
	51-60 Monster	41	Ghost Stealth
	61-70 Parchment	42	GPS
	71-80 Plant	43	Gravitykinesis
	81-90 Spirit	44	<a href="#">Heads Up Display</a>
	91-00 Undead	45	Hearing; roll below
15	Cosmic Awareness		01-50 Aerokinetic
16	Create Object		51-00 Parabolic
17	Create Solid Energy Construct	46	Holographic Projection
18	Cryokinesis	47	Holy Weapon
19	CSI		



<u>Roll</u>	<u>Power</u>	<u>Roll</u>	<u>Power</u>
48	Hydrokinesis		83-88 Spheres
49	Hypnotism		89-94 Weather
50	Illusion		95-00 Writing
51	Immovable	60	Mechakinesis; roll below
52	Information Storage; roll below		01-20 Mechakinesis I
	01-25 Information Storage I		21-40 Mechakinesis II
	26-50 Information Storage II		41-60 Mechakinesis III
	51-75 Information Storage III		61-80 Mechakinesis IV
	76-00 Information Storage IV		81-00 Mechakinesis V
53	Insanity	61	Medium
54	Insight	62	Memory; roll below
55	Intimidate		01-25 Ancestral Memory
56	Invisibility; roll below		26-50 Memory Repair
	01-25 Invisibility I		51-75 Memory Replication
	26-50 Invisibility II		76-00 Total Memory
	51-75 Invisibility III	63	Mental; roll below
	76-00 Invisibility IV		01-11 Mental Backup
57	Karma; roll below		12-22 Mental Blast
	01-50 Karma I		23-33 Mental Control
	51-00 Karma II		34-44 Mental Drain
58	Language; roll below		45-55 Mental Freeze
	01-12 Language I		56-66 Mental Message
	13-24 Language II		67-77 Mental Probe
	23-36 Language III		77-88 Mental Repair
	37-48 Language IV		89-00 Mental Shield
	49-61 Language V	64	Mirrored Pain
	62-74 Language VI	65	Nullify
	75-87 Language VII	66	Omni; roll below
	88-00 Language VIII		01-33 Omnisense
59	Manipulate; roll below		34-66 Omnittracking I
	01-05 Adhesive		67-00 Omnittracking II
	06-10 Clouds	67	Overload
	11-15 Ectoplasm	68	Overdrive
	16-20 Kinetic	69	Postcognitive; roll below
	21-25 Locks		01-14 Postaudience
	26-30 Matter		15-28 Postcognition
	31-35 Matter II		29-42 Postempathy
	36-40 Matter III		43-56 Postgustance
	41-46 Matter IV		57-70 Postolfaction
	47-52 Music		71-84 Posttactileness
	53-58 Neural		85-00 Posttelepathy
	59-64 Paradox	70	Precognition
	65-70 Probability	71	Prophecy Construction
	71-76 Radiowaves	72	Psi Weapon
	77-82 Shadows		

<u>Roll</u>	<u>Power</u>
73	Psychic; roll below 01-50 Psychic Combat 51-00 Psychic Interference
74	Psychokinesis
75	Psychometry
76	Puppet
77	Pyrokinesis
78	Radar Sense
79	Refuse to die
80	<a href="#">Reanimate</a>
81	Reincarnate
82	Relive; roll below 01-50 Injury 51-00 Trauma
83	Replay; roll below 01-50 Replay 51-00 Replay II
84	Respawn; roll below 01-33 Respawn 34-66 <a href="#">Respawn II</a> 67-00 Respawn Roulette
85	<a href="#">Rewind</a>
86	Sensory Distance; roll below 01-20 Clairaudience 21-40 Clairgustation 41-60 Clairolfaction 61-80 Clairtactileness 81-00 Clairvoyance
87	Situational Synchronicity
88	Sleep
89	Sonar Sense
90	Soul; roll below 01-50 Soul Absorption 51-00 Soul Purification
91	Speech Throwing
92	Suspended Animation
93	Tattoo
94	Telekinetics; roll below 01-50 Telekinesis <a href="#">51-00 Telekinetic Surgery</a>
95	Telepathy
96	Telereception
97	Terrakinesis
98	Vertigo

<u>Roll</u>	<u>Power</u>
99	Vision; roll below 01-15 Chronal Vision 16-30 Dimensional Vision 31-45 Entropic Vision 46-60 Floating Eye 61-80 Perspective Vision 81-00 True Sight
00	Willpower

**Roll Power****49-64 Offensive**

01-02	Attraction/Repulsion
03-04	Buzzsaw
05-06	Brittle
07-09	D'arque Punch
10-12	Deconstitute
13-68	Emission; roll below
01	Acid
02	Acid II
03	Acid Cage
04	Acid Net
05	Additional Limb
06	Aerokinetic
07	Aerokinetic II
08	Aerokinetic Bomb
09	Aerokinetic Cage
10	Aerokinetic Net
11	AntiMana Cage
12	AntiMana Net
13	Binding
14	Bomb
15	Bomb Touch
16	Chronal Blast
17	Chronal Bomb
18	Chronal Cage
19	Claws Energy
20	Claws D'arqueness
21	Claws Electrical
22	Claws Fire
23	Claws Ice
24	Cold
25	Cryokinetic Bomb
26	D'arqueness Weapon Melee
27	Electrical Cage
28	Electrical Net
29	Electricity
30	Electrokinetic Bomb
31-32	Energy Cage
33-34	Energy Lasso
35-36	Energy Net
37-38	Energy Weapon Melee
39-40	Energy Weapon Ranged
41-42	Explosive Cage
43-44	Fire
45-46	Fire Cage

**Roll Power**

47	Fire Net
48	Gas Sphere
49	Gravitonic Bomb
50	Gravitonic Pulse
51-52	Gravity Cage
53-54	Gravity Net
55	Hydrokinetic
56	Hydrokinetic Sphere
57-58	Ice Cage
59-60	Light
61-62	Magma
63-64	Magma Cage
65-66	Magma Net
67	Mana
68	Matter
69-70	Matter Cage
71-72	Matter Net
73-74	Microwave
75-76	Microwave Cage
77-78	Microwave Net
79-80	Multiple Ballistic
81-82	Plant Cage
83-84	Plant Net
85-86	Projectile
87	Pyrokinetic Bomb
88	Pyrotechnics
89-90	Shadow
91-92	Solar
93-94	Solar Cage
95-96	Solar Net
97	Sonic
98	Sonic Bomb
99	Sonic Cage
00	Vibration
69-70	Energy Kick
71-72	Energy Punch
73-74	Explode
75-76	Glow
77-98	Infuse Weapon; roll below
01-02	Accurate
03-04	Acid
05-06	Aerokinetic
07-08	Affects Intangible
09-10	Area Affect
11-12	Area Affect Mobile

Roll	Power
13-14	Area Bind
15-16	Cold
17-19	Combat Dance
20-22	Cone Effect
23-25	Contagious
26-28	Continuous Effects
29-31	Continuous Hit
32-34	Delayed Effect
35-37	Electrical
38-40	Explosive
41-42	Fire
43-44	Gas
45-46	Homing Attack
47-49	Hydrokinetic
50-52	Invisible Effects
53-55	Knockback
56-58	Light
59-61	Negate
62-64	No Range
65-67	Piercing
68-70	Precise
71-73	Projectile
74-76	Rapid Fire
77-79	Ricochet
80-82	Shadow
83-85	Silence
86-88	Sonic
89-91	Split Attack
83-91	Split Attack No Loss
92-94	Telescoping
95-97	Vibration
98-00	Works in Unsuitable Environment
99-00	Poison Breath

Roll	Power
<b>65-84</b>	<b>Physical Enhancement</b>
01-02	Accelerated Hearing
03-04	Bio Tap
05-06	Blur
07-08	Claws
09-10	Consumptive Regeneration
11-12	Consumptive Regeneration II
13-14	Dig
15-16	Emission Adhesive Spit
17-18	Emission Explosive Fart
19-20	Emission Sonic Fart
21-22	Emission Toxic Fart
23-24	Enhanced Agility
25-26	Enhanced Breath
27-28	Enhanced Charisma
29-30	Enhanced Hearing
31-32	Enhanced Leap
33-34	Enhanced Molecular Structure
35-36	Enhanced Movement
37-38	Enhanced Regeneration
39-40	Enhanced Scent
41-42	Enhanced Smell
43-45	Enhanced Stamina
46-48	Enhanced Strength
49-50	Enhanced Taste
51-54	Enhanced Touch
55-56	Enhanced Voice
57-58	Fangs
59-60	Feign Death
61-62	Hallucinogenic Phermones
63-64	Matter Consumption
65-66	Photographic Reflexes
67-69	Prehensile Hair
70-72	Prehensile Tail
73-74	Prehensile Tongue
75-76	Razor Skin
77-78	Spare Organ
79-80	Unfeel
81-97	Vision; roll below
01-09	Accelerated Vision
10-18	Aura Vision
19-27	D'arque Vision
28-36	Independent Vision
37-45	Micro Vision
46-54	Night Vision

Roll	Power
	55-63 Penetra Vision
	64-72 Spectrum Vision
	73-81 Telescopic Vision
	82-90 Thermal Vision
	91-00 Ultra Violet Vision
98-00	Water Freedom

Roll	Power
<b>85-00</b>	<b>Travel</b>
01-02	Alternate Reality Retrieval
03-04	Astral Body
05-06	Biblioportation
07-08	Chronal; roll below
	01-25 Chronal Retrieval
	26-50 Chronal Shift I
	51-75 Chronal Shift II
	76-00 Chronal Shift III
09-10	Cyberspace Walking
11-12	D'arqueportation; roll below
	01-50 D'arqueportation I
	51-00 D'arqueportation II
15-18	Dimensional Shift; roll below
	01-33 Dimensional Shift I
	34-66 Dimensional Shift II
	67-00 Dimensional Shift Fantasy
19-20	Dreamwalk
21-22	Emapthicportation
23-26	Enhanced Movement Spin
27-66	Flight; roll below
	01-06 Aerokinetic Flight
	07-12 Electrical Flight
	13-18 Electrokinetic Flight
	19-24 Explosive Flight
	25-30 Hydrokinetic Flight
	31-36 Hydrokinetic Flight II
	37-44 Magnetic Flight
	45-52 Microwave Flight
	53-60 Platform Flight
	61-68 Sonic Flight
	69-76 Telekinetic Flight
	77-84 Thermal Flight
	85-92 Void Flight
	93-00 Winged Flight
67-70	Flight, Space; roll below
	01-33 Lightspeed
	34-66 Hyperspace
	67-00 Jump
71-72	Gateway; roll below
	01-50 Gateway I
	51-00 Gateway II
73-74	Hydroportation
75-76	Isoportation
77-78	Jaunt

Roll	Power
79-80	Mirrorportation
81-82	Possibility Shift
83-84	Pyroportation
85-86	Pyroportation II
87-88	Sandswim
89-90	Shadowportation
91-92	Sonicportation
93-94	Sonicportation II
95-96	Teleportation; roll below
	01-25 Teleportation I
	26-50 Teleportation II
	51-75 Teleportation III
	76-00 Rapid Teleportation
97-98	Telereformation
99-00	Transport Trigger

## **Section 2: New Alteration**

### **Powers**

#### **360 DEGREE ROTATION**

The character can rotate their neck, torso, arms and legs turning them at any angle they want.

5 points to buy this power. It cannot be rebought.

#### **ABILITY BOOST**

Ability boost allows its possessor to temporarily augment - significantly - any one trait of his choice. When activated, its wielder can choose one attribute to temporarily enhance by +1 point per 5 ME. This lasts only for 1 turn per ME. Once it wears off, ability boost may not be used again for an hour - at least, not without degrading its overall capability. For each additional use without a one hour 'cool down', ability boost loses -1 point of its overall effectiveness.

10 points to buy this power. +1 attribute each time rebought.

#### **ABILITY BOOST OTHERS**

Ability boost allows its possessor to temporarily augment - significantly - any one trait of his choice of anyone within sigght. When activated, its wielder can choose one attribute to temporarily enhance by +1 point per 5 ME. This lasts only for 1 turn per ME. Once it wears off, ability boost may not be used again for an hour - at least, not without degrading its overall capability. For each additional use without a one hour 'cool down', ability boost loses -1 point of its overall effectiveness.

10 points to buy this power. +1 attribute each time rebought.

#### **DUPLICATE OTHERS I**

The character can create one double per 2 ME +1 per level, of any one person he

touches (but not any equipment he is carrying). All replicas can be controlled by the character and everything they see and hear the character will see and hear. 10 points to buy this at one double per 2 ME. +1 double per ME and +1 person duplicated each time rebought.

### **DUPLICATE OTHERS II**

This is the bizarre ability to reach into alternate realities and pull over copies of another person. This gives you a potentially unlimited army of doppelgangers. The doppelgangers are distinctively different from the original, either by dress, haircut, colour, etc. This power requires a full melee of concentration to summon one double who appears anywhere within his line of sight. The character can summon one double per 2 ME, +1 per level.

The double must be worked out ahead of time by the GM.

10 points to buy this at one double per 2 ME. +1 double per ME, and +1 person copied each time rebought.

### **DUPLICATE OTHERS III**

The character can create one double per 2 ME +1 per level, of any one person he touches (but not any equipment he is carrying). However with each new duplicate, the doubles (but not the character) reduce their height, weight and HPs by half. This is because they are spreading their collective mass out between each person. All replicas can be controlled by the character and everything they see and hear the character will see and hear.

5 points to buy this at one double per 2 ME. +1 double per ME, and +1 person affected each time rebought.

### **DUPLICATE OTHERS IV**

The character can create an energy duplicate of 1 person and have have them fight alongside the person. He can create one double per 2 ME, +1 per level. The duplicates are totally mindless able to obey only the simplest of commands (eg. protect me, slay him, carry her, etc.). The duplicate's stats are; IQ 1, ME 1, MA 1, PS (character's PS +10), PP (character's PP +5), PE (character's PE +20), SPD (character's SPD +5), and SDC (character's SDC x2). 10 points to buy this at one double per 2 ME for 1 person. +1 double per ME, and +1 person each time rebought.

### **DUPLICATE OTHERS V**

The character can create ghostly duplicates of another person and have them fight alongside the person. He can create one double per 2 ME, +1 per level. The duplicates are totally mindless able to obey only the simplest of commands (eg. protect me, slay him, carry her, etc.). The duplicate's stats are; INT 1, ME 1, MA 1, PS (character's PS +10), PP (character's PP +5), PE (character's PE +20), SPD (character's SPD +5), and SDC (character's SDC x2). The character's ghosts cannot harm anything physical, instead being able to fight the intangible and ethereal.

10 points to buy this at one double per 2 ME for 1 person. +1 double per ME, and +1 person each time rebought.

### **DUPLICATE OTHERS VI**

The ability to use the effects of force to replicate another person. The character simply hits another person with non-lethal force, and the kinetic energy from the momentum creates a double of the other person. The character can create one double of per 2 ME, +1 per level of 1 person (but not any equipment he is

carrying). All replicas can be controlled by the character and everything they see and hear the character will see and hear. 10 points to buy this at one double per 2 ME for 1 person. +1 double per ME, and +1 person each time rebought.

#### **DUPLICATE OTHERS VII**

The character can transform other people into exact, hive-minded, duplicates of 1 selected person, both physically and in persona. The effect lasts for ME x1 minute and he can affect up to one person per 2 ME, +1 per level. They must be within 1 mtr per ME radius of the person he selects to be duplicated. All replicas are hosts of a single collective mind and everything they see and hear the character will see and hear. 10 points to buy this at one double per 2 ME. +1 double and +1 mtr radius per ME each time rebought.

#### **DUPLICATE OTHERS VIII**

The character can transform any animals into exact, hive-minded, duplicates of 1 selected person, both physically and in persona. The effect lasts for ME x1 minute and he can affect up to one person per 2 ME, +1 per level. They must be within 1 mtr per ME radius of the person he selects to be duplicated. All replicas are hosts of a single collective mind and everything they see and hear the character will see and hear. 10 points to buy this at one double per 2 ME. +1 double and +1 mtr radius per ME each time rebought.

#### **DUPLICATE OTHERS IX**

The character can create alternate versions of others and place them in other dimensions, universes or timelines (even in universes, dimensions and timelines that aren't theirs), giving them skills, powers and even their own

histories. The character can create one double of 1 person per 2 ME, +1 per level (but not any equipment he is carrying). All replicas can be controlled by the character and everything they see and hear the character will see and hear. 10 points to buy this at one double per 2 ME. +1 double per ME each time rebought.

#### **DUPLICATE OTHERS X**

The character can create clones of other people, using mirrors and any reflective surfaces, manifesting the images/reflections into reality. The character can create one double of 1 person per 2 ME, +1 per level (including any equipment he is carrying). All replicas can be controlled by the character and everything they see and hear the character will see and hear. 10 points to buy this at one double per 2 ME. +1 double per ME each time rebought.

#### **ENHANCED REGENERATION VI**

The character has tears that can heal any wound it touches. They can heal any living being including humans, animals, plants, etc. The tears must either be swallowed or placed into a wound.

1) Restore 1 SDC per ME, +1 per level per 10 minutes.

2) Reduce the damage and duration of drugs, toxins and poisons by 4% per ME, +1% per level and gives +1 to save per 4 ME.

3) Negate all pain for 1 minute per ME, +1 minute per level.

4) Immediately bring a comatose patient up to 1 SDC per ME and stabilize their condition (stops bleeding, binds wounds, etc.) for 15 minutes per level.

10 points to buy this power.

If rebought can regenerate 1 limb once per day taking D4 hours.



If rebought again can regenerate 1 organ per 2 days taking 2D4 hours.

### **ENHANCED REGENERATION VII**

The characters can heal themselves by using kinetic energy to treat the body, galvanizing personal metabolic rates by stimulating cellular activity through kinetic interaction for induced regeneration. In other words slapping this person will accelerate their healing. Recover 1 SDC per ME, and heal any broken bones x4 faster for each blow. Fire, heat and cold are only 25% effective, while poisons, Gases, Drugs and Disease are only 15% effective. 10 points to buy this power.

If rebought can regenerate 1 limb per blow once per day taking D4 hours.

If rebought again can regenerate 1 organ per blow per 2 days taking 2D4 hours and are impervious to the transformative bite of vampires and certain werebeasts. If rebought a third time then no longer age.

### **ENHANCED REGENERATION VIII**

The character can become stronger, faster, more durable, etc. by sexuality, possibly unlocking abilities related to the power and enhancing the existing powers. The power can heal and repair any damage done to the body, mind and soul by having sex, sexual contact, or using sexual energy, which can repair damages done.

1) It restores 1 SDC per ME per turn of sex, +1 per level.

2) Reduce the damage and duration of drugs, toxins and poisons by 4% per ME, +1% per level and gives +1 to save per 4 ME.

3) Negate all pain for 1 minute per ME, +1 minute per level.

10 points to buy this power.

If rebought can regenerate 1 limb once per day taking D4 hours.

If rebought again can regenerate 1 organ per 2 days taking 2D4 hours.

### **GRAFT CYBERNETICS OTHERS**

This power allows a character to add cybernetic enhancements to anyone he touches without the medical and technical knowledge to back him up. He can both make the implants, and connect them. Another, aspect of this power allows him to remove cybernetic devices without injury to the implants. Removing an implant though may end up killing the victim if he relied on the implants to perform basic biological functions (like a fake heart).

10 points to buy this power. It cannot be rebought.

### **GRAFT CYBERNETICS SELF**

This power allows a character to add cybernetic enhancements to himself without the medical and technical knowledge to back him up. He can both make the implants, and connect them. Another, aspect of this power allows him to remove cybernetic devices without injury to the implants.

10 points to buy this power. It cannot be rebought.

### **GRAFT INSECTS**

The character can merge two or more separate insects that he touches into one new species. He can decide which insect is dominant in the union. He can affect 1 insect per ME at a time. This is permanent.

5 points to buy this power. It cannot not be rebought.

### **GRAFT OTHERS II**

The character can swap any external part of someone's body with an external part

of someone else's body. This includes the head, arms, legs, and er genitals. It is permanent unless the user swaps them back.

10 points to buy this power. It cannot be rebought.

### **GRAFT PLANTS**

The character can merge two or more separate flora that he touches into one new species. He can decide which plant is dominant in the union. He can affect 1 plant per ME. This is permanent.

5 points to buy this power. It cannot not be rebought.

### **MANIPULATE LIQUID**

The character is able to convert any liquid to any other form of liquid (milk, alcohols, soda, etc.). He can affect 1 litre per ME, +1 litre per level.

5 points to buy this power, +1 litre per ME each time rebought.

### **METAMORPH ALTERNATE SELF**

The user can swap bodies with alternate versions of themselves from other dimensions, timelines, or realities. His mind then takes over the alternate body he is in for the duration. This will of course require the player making up multiple alternate characters with the GM's assistance. The swap lasts for 1 turn per ME of the player.

10 points to buy 1 alternate self. +1 alternate self each time rebought.

### **METAMORPH ALTERNATE SELF OTHERS**

The user can cause others to swap bodies with alternate versions of themselves from other dimensions, timelines, or realities. Their mind then takes over the alternate body they are in for the duration. The swap lasts for 1 turn per ME of the player.

10 points to buy to affect 1 person. +1 person each time rebought.

### **METAMORPH SNOW**

The power to transform into or have a physical body made up of snow. The mind continues to function in an astral form even when the head is converted.

A character's transformed form is anatomically identical to their normal form, aside of being made of snow, in which case it contains all to organs and is somewhat vulnerable to attacks. While snow lacks the raw power and durability of ice, it more than makes up with flexibility.

He in effect can transform all or part his body into a being of living snow. While in this form;

1) +20 SDC per ME. PS +1 for every additional 100 HPs. Anyone touching him or that he touches takes up to D4 per level in frostbite damage. He gives no heat signature and is totally immune to cold. Explosives, fire and heat do half damage. Kinetic attacks only do one quarter damage due to his slushy form.

2) Can radiate cold from his form over one metre per 2 ME radius (+2 metres per level), at a rate of 10C per ME per round, -10 per level. See table below for effects.

3) Can encase an object in snow by touching it. He can affect a 2 metre radius per ME (+3 metres per level), with up to 1 SDC per ME (+1 SDC per level). May be used to encase objects, limbs or the entire body.

4) Can rearrange any snow he touches into any shape or appearance he desires, while still looking like snow.

10 points to buy the Ice Form. +5 points to buy each additional ability. None of these may be rebought.

**Temperature Effects****0C**

Shivering. Uncomfortable.

**-10C**

Rasped breathing. D4 damage per minute. 50% chance of fainting every 8 minutes. -1 strike, dodge, etc.

**-30C**

Eyes half shut. 70% chance of fainting every minute. D6 damage every 2 rounds. -3 to strike, AR, dodge, etc.

**-50C**

Can't open eyes. 80% chance of fainting every minute. D10 damage every 2 rounds. -5 and -50% to do anything.

**-75C**

Breathing slow. Can't move. 90% chance of fainting per round. 2D6 damage per round. cant do anything. For every 10C below -300C reduce PP and IQ by 1. Reduce temperature by an additional -200C if wet, and -10C for every 1kph of wind speed.

Treat normal clothes as reducing the effects of cold by +1C, heavy clothes +2C, a parka +3C, winter garments +4C, military winter garments +6C, and eskimo clothing +10C.

**METAMORPH TOY**

The character can transform into a living toy or toys. His transformed form can be anatomically identical to their normal form, aside of being made of toys, or he can take a completely different look. The toy can take different forms and objects of varying detail and permanence, ranging from simple shapes and images, to individual elements, substances and materials, to functional items such as tools and weapons, to more complex creations such as living or non-living entities, entire structures and even

The mind continues to function in an astral form even when the head is converted into a toy one.

While in this form he gains;

1) AR increases by 1 for every 2 PE of the character, +50 SDC per PE, and PS +1 for every additional 100 SDC.

Immune to all gas attacks. Susceptible to electrical and magnetic attacks. Radiates no heat, is immune to hold, cold, heat and normal fires. Armour piercing projectiles do one third damage.

Explosions, energy, and solar powers do half damage. Physical attacks must do PS 10+ in damage, otherwise have no effect.

2) He can rearrange his structure at will requiring one round to do so. Any ranged weapons he creates will do a damage of D6 per 2 ME, and will have a range of 2 mtrs per ME.

3) He is able to cause any toy that he touches to come alive and obey simple commands. The object can talk (will answer questions), move (if has wheels or legs), and use any weapons it has. Control 1 toy per 2 ME, +1 per level of up to ME x10kgs size (+10kgs per level). A toy's ranged weapons will do D6 per 3 ME of the character, with a range of 1 mtr per ME. The toy's stats will be;

PS 2 per ME, PP 1 per ME, SPD 3 per ME, SDC 4 per ME.

4) The character can fully repair/heal and return any broken or damaged toy to its optimal state no matter how long it has been broken or how damaged it was.

5) He can also change toys into different forms and objects of varying detail and permanence, ranging from simple shapes and images, to individual elements, substances and materials, to functional items such as tools and weapons, to more complex creations such as living or non-living entities, entire structures and

even environments in certain cases. Depending on their control over the source of their constructs, those who have mastered this ability can use it for almost any situation, creating anything they need.

Other powers may be bought to use with the toy form such as flight, emission powers, enlarge, invisibility, etc.

10 points to buy the Toy Form. Each time rebought he can affect +1 toy, and add +D6 damage, +5 mtrs range, and +10kgs.

### **MIMICRY ALTERNATE SELF**

The user can mimic another one of their alternate selves from other universes, timelines and dimensions in various ways, including: powers, attributes, and skills. This lasts for 1 turn per ME.

15 points to buy this power. +1 turn per ME each time rebought.

### **MIMICRY ART**

The character can copy the abilities of any piece or art he can see or touch. This includes paintings, sculptures, prints, photos, drawings, tattoos, graffiti, stickers, animation and any other visual media. Can copy the abilities of 1 different being per 5 ME at the same time, +1 being per level. The player and GM will need work out the abilities of the one being copied ahead of time.

5 points to buy this power. +1 more being the character can mimic each time rebought.

### **MIMICRY TECHNOLOGY I**

This character can change his body in order to perform any electromechanical function that he can see or touch. For instance, he could mold his hand into a pistol, his muscle and skin tissue into a powered exoskeleton, or form his eyes into telephoto lenses, now able to focus

to a level of detail far beyond that of normal folk. Can copy the abilities of 1 different cybernetic per 3 ME at the same time, +1 per level. Once he has mimicked it once he can redo so at any time.

5 points to buy this power. +1 more cybernetic the character can mimic each time rebought.

### **MIMICRY TECHNOLOGY II**

A character with this power can absorb the properties of any device he touches into his or her body. It doesn't affect the source of the technology so copied, and said source may not even know (if it's alive) that it was duplicated. Once a device is copied, it remains available to the wielder of such until they duplicate another technology. This inherent device functions at its original score. If the power is idle, it can be rendered dormant, fading from one's body until used again. Can copy the abilities of 1 different device per 3 ME at the same time, +1 per level. Once he has mimicked it once he can redo so at any time.

5 points to buy this power. +1 more device the character can mimic each time rebought.

### **MIMICRY VIDEO GAME**

Characters with this power can mimic and adopt the powers, skills and traits of video game characters in real life and live it as if they were the actual characters from the game they are mimicking. As part of this the character also gains multiple lives while in this form, up to +1 life per 3 ME. Can copy the abilities of 1 different being per 5 ME at the same time, +1 being per level. The player and GM will need work out the abilities of the one being copied ahead of time.

5 points to buy this power. +1 more being the character can mimic each time rebought.

### **MOVEMENT LEECH**

The character can transfer the speed of other people and objects, whether linear or rotational, to himself. He can leech the MR of anything moving within 1 mtr per ME of him. Once out of range he loses the additional speed but can then leech from others.

10 points to buy to affect 1 object or lifeform per 2 ME. +1 person each time rebought.

### **OBJECT DUPLICATION**

The character can create a clone of any non magical object by holding it. He can replicate one object once per 2 ME, +1 per level. Size is limited to a 1 mtr radius per 5 ME.

10 points to buy this at one double per 2 ME. +1 double and +1 mtr size each time rebought.

### **POWER ABSORPTION X**

The character can create a replica that can mimic the forms and abilities of another, whom after which they can re-absorb in order to assimilate their copied powers, into themselves.

Can copy the power/s from 1 person per 4 ME, +1 person per level. The character can copy up to 1 power per 5 ME, +1 power per 3 levels. If taken twice then the character gains the ability to recopy any power that he previously held at any time even if the victim is no longer around.

10 points to buy this power. Can recopy any previous power if rebought.

### **REGENERATE OTHERS IV**

The ability to heal another life form at phenomenal rates by emplacing them

within a group of soap type bubbles. He can emit a stream of bubbles over the patient until he is completely surrounded. The patient must remain inside until fully healed after which they are released as the bubbles dissolve. The bubbles do the following healing;

- 1) Restore 1 SDC per ME, +1 per level per 5 minutes.
- 2) Give a +1 to save per ME bonus against drugs, toxins and poisons.
- 3) Negates all pain while within the cocoon.
- 4) Immediately bring a comatose patient up to 1 SDC per ME and stabilize their condition (stops bleeding, binds wounds, etc.).

10 points to buy this power. It cannot be rebought.

### **REGENERATE OTHERS V**

The character can endow any food he touches with healing properties to be used on oneself and others. The food does the following healing;

- 1) Restore 1 SDC per ME, +1 per level per 5 minutes.
- 2) Give a +1 to save per ME bonus against drugs, toxins and poisons.
- 3) Negates all pain for 10 minutes per ME.

4) If the juice from the food is squeezed into a comatose patient's mouth it can immediately revive them up to 1 SDC per ME and stabilize their condition (stops bleeding, binds wounds, etc.).

10 points to buy this power. It cannot be rebought.

### **REGENERATE OTHERS VI**

The character can cleanse, purify, and heal any lifeform by singing to them. The singing does the following healing;

- 1) Restore 1 SDC per ME, +1 per level per 5 minutes.

- 2) Give a +1 to save per ME bonus against drugs, toxins and poisons.
- 3) Negates all pain for 10 minutes per ME.
- 4) If the juice from the food is squeezed into a comatose patient's mouth it can immediately revive them up to 1 SDC per ME and stabilize their condition (stops bleeding, binds wounds, etc.). 10 points to buy this power. It cannot be rebought.

### **REVIVE**

Resvive is something of an extended first aid power, in that it allows one to revive those who have recently died. Generally, the power can restore the spark of life to its target if used within a number of minutes equal to the character's ME, +1 minute per level. In addition to restoring life, Revive repairs just enough damage to sustain it. A revived character resumes life with a percentage of Hit points equal to the character's ME x5%.

10 points to buy this power. It cannot be rebought.

### **SELF DUPLICATION VI**

The ability to use the effects of force to replicate oneself. One with this ability simply gets hit by non-lethal force, and the kinetic energy from the momentum creates a double of the user. The character can create one double of himself per 2 ME, +1 per level (but not any equipment he is carrying). Only the original can duplicate himself. Even if killed the duplicate can be recreated at any time. At the time of character creation the player chooses whether the duplicates copy his powers or if they each individually randomly roll new powers.

10 points to buy this at one double per 2 ME. +1 double per ME each time rebought.

### **SELF DUPLICATION VII**

The character can transform other people into exact, hive-minded, duplicates of himself, both physically and in persona. The effect lasts for ME x1 minute and he can affect up to one person per 2 ME, +1 per level. They must be within 1 mtr per ME radius of him. All replicas are hosts of a single collective mind and everything they see and hear the character will see and hear. The character can also assimilate the knowledge, skills, memories and special abilities of their victims and share them with all replicas, becoming exponentially more powerful with each upgrade. 10 points to buy this at one double per 2 ME. +1 double and +1 mtr radius per ME each time rebought.

### **SELF DUPLICATION VIII**

The character can transform any animals into exact, hive-minded, duplicates of himself, both physically and in persona. The effect lasts for ME x1 minute and he can affect up to one person per 2 ME, +1 per level. They must be within 1 mtr per ME radius of him. All replicas are hosts of a single collective mind and everything they see and hear the character will see and hear. The character can also assimilate the knowledge, skills, memories and special abilities of their victims and share them with all replicas, becoming exponentially more powerful with each upgrade. 10 points to buy this at one double per 2 ME. +1 double and +1 mtr radius per ME each time rebought.

**SELF DUPLICATION IX**

The character can create alternate versions of themselves and place them in other dimensions, universes or timelines (even in universes, dimensions and timelines that aren't theirs), giving them skills, powers and even their own histories. The character can create one double of himself per 2 ME, +1 per level (but not any equipment he is carrying). Only the original can duplicate himself. Even if killed the duplicate can be recreated at any time. At the time of character creation the player chooses whether the duplicates copy his powers or if they each individually randomly roll new powers. He can mentally communicate with any of his doubles at any time no matter where or when they are.

10 points to buy this at one double per 2 ME. +1 double per ME each time rebought.

**SELF DUPLICATION X**

The character can create clones of themselves, using mirrors and any reflective surfaces, manifesting the images/reflections into reality. The character can create one double of himself per 2 ME, +1 per level (including any equipment he is carrying). Only the original can duplicate himself. Even if killed the duplicate can be recreated at any time. At the time of character creation the player chooses whether the duplicates copy his powers or if they each individually randomly roll new powers. 10 points to buy this at one double per 2 ME. +1 double per ME each time rebought.

**SENSE RESTORATION**

The character by touching someone can restore and return senses (sight, smell,

hearing, etc.) to those who have lost them by various means. Unlike regeneration, the target's senses are not created from scratch or regrown, rather they're restored to the point as if they never lost them in the first place. 5 points to buy this power. It cannot be rebought.

**SOLIDIFY**

The user can solidify or give solid-like properties to any vapour or liquid with the level of solidity going from loose jelly to metal-like hardness or beyond. He can also increase the material strength of any matter he touches. He can affect 1 object per ME, and add +10 SDC per ME to any object. 5 points to buy this power. +1 more object affected and +10 SDC each time rebought.

If the character spends an additional +10 points he can also force anything intangible to turn solid if he is within 1 mtr per ME of it.

**TOY ACTUALIZATION**

The character can bring realness and functionality to toys for up to 1 hour per ME. This allows the toys to act as if they really are the things they are based on. An example of this power in use is giving life to a toy dog into a real dog with all the behaviors and physical features of a real dog. Another example is giving a toy ray gun a functioning ray blast feature. Affect 1 toy per 2 ME, +1 per level of up to ME x10kgs size (+10kgs per level). A toy's ranged weapons will do D6 per 3 ME of the character, with a range of 1 mtr per ME. The toy's stats will be; PS 2 per ME, PP 1 per ME, SPD 3 per ME, SDC 4 per ME.

10 points to buy this power, +1 toy and +1 hour each time rebought.

## **Section 3: Defensive**

### **Powers**

#### **ADAPTABLE DEFENCE II**

When in combat the character instantly gains the opposite power/s of his enemy, but is still restricted to his natural limit of power points. Whatever other powers he has are temporarily displaced until the situation passes. He can also compensate for a target's combat style and reflexes.

This power can't be used to defend against sneak attacks.

10 points to buy this power. It cannot be rebought.

#### **BUBBLE PROTECTION**

The character can by touching any existing bubble enlarge it to surround himself and then make it super hard. He can expand the bubble up to an area of 2 metre radius, with ME x100 SDC (+1 per level). Replenish ME x10 SDC (+1 per level) per minute of non use.

10 points to buy this power. An additional ME x1 SDC each time rebought.

#### **IGNORE ATTACKS**

The character can cause any/all attacks to completely ignore him, this allows him to avoid damage by causing any attack to bypass them as a viable target. Even attacks that are homing, locked on, or even selective would completely ignore him as if he weren't even there. He can ignore 1 attack per 3 ME per hour.

10 points to buy this power. +1 attack per hour each time rebought.

#### **REFLECT III**

The ability to transfer any injuries, wounds or ailments inflicted on the character back onto the attacker or another victim. The victim must be

within 10 metres per ME. He can deflect it onto one victim per 5 ME, +1 per level.

10 points to buy this. +1 victim each time rebought.



## **Section 4: Mental Manipulation Powers**

### **AEROKINETIC SPEED**

The character can run faster by using strong winds to propel him. He can summon a wind to add +1 SPD per ME, +1 SPD per level.

5 points to buy this power, it cannot be rebought.

### **AEROKINETIC STRENGTH**

The power to enhance one's strength using air pressure to lift heavy objects and land harder strikes. He can summon a wind to add +1 PS per ME, +1 PS per level.

5 points to buy this power, it cannot be rebought.

### **ALTERNATE SELVES CONNECTION**

The character can contact and be connected with other pre-existing versions of themselves throughout the endless multiverse of past, present, or future, allowing them to share information and knowledge between each "self" and even gain advice and data they didn't initially know beforehand and give info of their own to their alternates. They soon become an endless library of information through their multiple selves, saving, advancing, and guiding themselves with the knowledge a different version of them may have, whether they be slightly different or drastically divergent.

In game terms the character can acquire or refine skills or powers by interacting with an alternate version of themselves (usually from the future). The abilities will suit them perfectly, as they are their own technique, perfected over many years of training. The character can

acquire or learn one new skill per day. The usual IQ limit on skills doesn't apply to this character. Any skill gained is permanent.

10 points to buy this power, it cannot be rebought.

### **ANIMAL COMPANION**

The character can form a sacred and powerful union between himself and an animal companion/s, with both tending to protect and care for one another and assist each other in multiple situations. The creature in question has befriended the character with a lifelong bond, and is always by their side, constantly ready for combat and play. It is completely loyal to the character, understands and obeys his every command, and is very protective of him, always watching his back. Selecting your animal companion is an important choice, and can have major effects on how your character functions. With the right choices, your animal companion can be a scout, a striker, a defender, or a mount, depending on your needs. When selecting your animal companion, keep in mind what role you want them to fill.

How did your character become so in tune with their beast companion? Did they find it and nurse it back to health? Were they a professional handler or trainer of beasts for a circus? Were they simply living alone with only the company of their beast companion in the wilderness? Were they lost in the wilderness as a child, and found a new family with a pack of wolves? Whatever the case, they must have a strong connection to beasts.

1) He is permanently psionically linked with a companion animal/s of the character's choice. At any point they

may see through the each other's eyes, smell through each other's nose, hear through each other's ears, taste with each other's mouth or link with any of its other senses (including supernatural ones). The two are always in constant telepathic contact with a range limit of line of sight or a radius of 1 km per ME, +1 km per level. He can also sense his companion's emotional state.

2) The animal possesses all its normal animal abilities, but +1 to all its attributes per 5 ME of the character.

3) Whenever within 1 mtr per ME of each other both the character and his companion gain +1 to all attributes, +1 to any saves, +1 on all combat rolls, do +1 damage, heal at double the normal rate, and can perservere in physical tasks (including running) for +1 hour. Also sight, hearing and smell ranges increase by +1% per ME, +10% per level. Mana also increases by +1 per ME, +10 per level.

4) At any time either the character or his companion can transfer their PS, PP, PE, SPD, SDC, Mana or powers to each other temporarily. He can only transfer one type per round but given enough time could transfer all of them (eg. round 1 transfers PS, round 2 SDC, etc). But the attributes can never drop to below 1.

5) The character or animal can also at will trigger a +1 per 3 ME save vs diseases, venoms and poisons for both of them.

If the animal companion should die the character cannot replace the animal for 1 month, -1 day per ME, -1 day per level.

10 points to buy this power. +1 on all bonuses each time rebought.

+10 points to buy an additional Animal Companion.

### **BUBBLE COMMUNICATION**

The character can communicate with others using bubbles. He creates a normal soapy bubble whispers into it whatever message he wants and then sends it flying to the intended recipient.

The bubble will splat against the recipient's ear and deliver the verbal message to them. The character can include up to 5 words per ME in his message, +5 words per level.

5 points to buy this power, it cannot be rebought.

### **EMPOWER DEVICE**

With this power, a character can build himself permanent psionic devices, usable by himself or others. This power works by embedding metapowers in otherwise inanimate objects.

1) Firstly the character must choose the item he wishes to be empowered with a metapower; any old item will do, but it is usually good to pick something that isn't about to fall apart. In fact, a psionic device tends to be more potent if real effort is put into the construction of an item, especially if the psi makes it himself.

2) Secondly, he must decide what powers he wishes to install within the device. Normally he can only add powers to a device that he himself knows, but he can also imprint the powers of any others who are willing.

3) Thirdly, he needs to decide which powers are granted to the wielder and which are inherent to the device. For example, if an item has the Regeneration power, will the power apply to the item (in the event that it is damaged) or to the wielder (to help him recover his lost SDC)?

4) Finally, there is the matter of actually empowering the device. To begin the procedure, the empowering power is

used on the item to prepare it for the process of acquiring power. After this it is primed and waiting for any imprint. Then either he or someone else must physically hold the object to imprint their powers for 1 minute per level of each power.

The device can hold up to 1 different power per 5 ME of the character. The level of the power will be equal to the imprinter's with a limit of 1 level per ME of the character. The device will work for 1 day per ME.

15 points to buy this power. If bought a second time it works for 1 week per ME again. Works for 1 month per ME if bought a third time. And finally if bought a fourth time the device will last for one year per ME.

+15 points for each additional power which can be added.

+15 points for each +1 level added.

### **HEADS UP DISPLAY**

The character can create or see a heads-up display containing information about the world around them, allowing them to perceive data without requiring user to look away from their usual viewpoints. This includes the user's own and others' health gauges, magic gauges, stamina gauges, power gauges, minimaps, etc. The user might also be capable of identifying everything in another person's combat arsenal such as magic spells, magic weapons and forms of martial arts.

5 points to buy this power, it cannot be rebought.

### **MANIPULATE MATTER IV**

A highly specialized form of matter manipulation, this power allows its wielder to supply an item all the consumable materials it needs to function. When activated, fuel will

attune the mind of its possessor to the item in question, allowing him or her to determine what expendable material it requires to work as designed. Then, the power will fabricate it on the spot - loaded in the device and ready to go. The character can generate any kind of expendable material for an item, whether one needs paper for a printer, gasoline for an airplane, or even bullets for a firearm. Thus, one can really drive forever on a single tank of gas, or can endlessly fire a revolver. To do this, however, one must be in physical contact with the item to be reloaded with whatever supplies it needs.

Fuel of a transient nature may or may not be beneficial to the wielder of this power. Bullets that fade quickly would be very hard to trace by a crime lab, while temporary paper would make it difficult to keep records. At the same time, jet fuel (or whatever) that has been burned for energy will simply see its remnants return to their original state of nonexistence - making for a truly 'low emission' engine.

He can create up to 1 square metre or litre per 3 ME, +1 metre or litre per level.

10 points to buy this power. +1 square metre and litre each time rebought.

### **MANIPULATE MUSIC**

The character can generate and project music for different purposes, including offensive, distraction, entertainment, etc., by creating music out of thin air. Its common elements are pitch (which governs melody and harmony), rhythm (and its associated concepts tempo, meter, and articulation), dynamics, and the sonic qualities of timbre and texture. The character can make their music come from somewhere else, even great

distances or somewhere where the user isn't physically present.

The character can reproduce any music he has heard at least once, and replay it up to ME x10 decibels, anywhere within ME x5 mtr radius. Alternatively he can make any music within the same radius stop playing or alter it to his own tune. 5 points to buy this power. +5 metres and +10 decibels each time rebought.

### **MEMORY REPAIR**

The character can heal others' memories which have been altered or even deleted. Those suffering from amnesia will fully regain their lost memories. Victims of memory manipulation and mental manipulation can go to the user to get them back/unaltered. Can repair 1 memory per ME per day, +1 per level. 5 points to buy this power. +5 memories each time rebought.

### **MEMORY REPLICATION**

The character can copy the memories of others and immediately gain access to those memories. They can stockpile all the memories they copied to their own and can also be able to tell who's memory they are looking at. Can copy 1 memory per ME per day, +1 per level. 5 points to buy this power. +5 memories each time rebought.

### **MENTAL BACKUP**

The character uses a portion of his brain as a backup of all his memories, abilities, and personalities. He can regenerate from any damage done to his mind, including brain damage, brain disease, alterations caused by powers such as mental manipulation, etc. As his mind restores, he regains any lost memory, heals any mental traumas and breakdowns.

10 points to buy this power, it cannot be rebought.

### **OMNITRACKING II**

The character can psionically locate any item no matter where it is. This potent power allows one to use what they know about an object, no matter how little, to determine its position in 7D space-time. This differs from normal tracking in that all that is required is a photo or some other image or even by touching someone that knows the object. It can operate over immense distances and even time. The only factors that can hinder the power are those that diminish any psionic activity. He can track a specific object anywhere within the same dimension over a time span of 10 years per ME, +10 per level. However, he cant locate an object that he is totally unfamiliar with and has no visual reference.

10 points to buy this power. +10 years per ME each time rebought.

### **OVERDRIVE**

This character has the ability to crank a device up to its maximum power, and beyond by touching it. A device so driven operates at double its normal range, effect, endurance and damage, but with each use of the device in this way gives it a 10% cumulative chance of failing spectacularly. Eg. Used twice would be 20% chance, 4 times 40% chance. This is a dangerous power to use on one's own devices, as it quickly burns them out permanently.

10 points to buy this power. Increase range, effect, endurance and damage by x1 each time rebought. Eg. If bought once more then x3 total, a second time x4, etc.

**POSTAUDIENCE**

A form of extrasensory perception wherein the character can mentally hear events from the past, at locations relative to them, including hearing supernatural sounds, etc. The power requires the character to have physical contact with the target or area whose history is being examined. As such it only reveals factors that somehow affected the target or area. Range of 10 metres per ME, +100 metres per level. The character can hear up to ME x1 minute in the past. If rebought he can hear up to ME x5 minutes in the past. If rebought again then ME x10 minutes in the past. Then ME x30 minutes in the past. ME x1 hour in the past. ME x1 day in the past. ME x1 week in the past. ME x1 month in the past. And finally ME x1 year in the past. Gain +1 psi save per 5 ME, and +1 every 2 levels.

5 points to buy this power. +100 metres each time rebought. The ability increase as detailed above each time rebought.

**POSTEMPATHY**

A form of extrasensory perception wherein the character can perceive the emotions, emotional imprints, and emotional links from the past, at locations relative to them. The power requires the character to have physical contact with the target or area whose history is being examined. As such it only reveals factors that somehow affected the target or area. Range of 10 metres per ME, +100 metres per level. The character can sense up to ME x1 minute in the past. If rebought he can sense up to ME x5 minutes in the past. If rebought again then ME x10 minutes in the past. Then ME x30 minutes in the past. ME x1 hour in the past. ME x1 day in the past. ME x1 week in the past. ME

x1 month in the past. And finally ME x1 year in the past.

Gain +1 psi save per 5 ME, and +1 every 2 levels.

5 points to buy this power. +100 metres each time rebought. The ability increase as detailed above each time rebought.

**POSTGUSTANCE**

A form of extrasensory perception wherein the character can taste substances from the past, at locations relative to them. The power requires the character to have physical contact with the target or area whose history is being examined. As such it only reveals factors that somehow affected the target or area. Range of 10 metres per ME, +100 metres per level. The character can taste up to ME x1 minute in the past. If rebought he can taste up to ME x5 minutes in the past. If rebought again then ME x10 minutes in the past. Then ME x30 minutes in the past. ME x1 hour in the past. ME x1 day in the past. ME x1 week in the past. ME x1 month in the past. And finally ME x1 year in the past. Gain +1 psi save per 5 ME, and +1 every 2 levels.

5 points to buy this power. +100 metres each time rebought. The ability increase as detailed above each time rebought.

**POSTOLFACTION**

A form of extrasensory perception wherein the character can smell scents from the past, specific to their current location. The power requires the character to have physical contact with the target or area whose history is being examined. As such it only reveals factors that somehow affected the target or area. Range of 10 metres per ME, +100 metres per level. The character can smell up to ME x1 minute in the past. If rebought he can smell up to ME x5

minutes in the past. If rebought again then ME x10 minutes in the past. Then ME x30 minutes in the past. ME x1 hour in the past. ME x1 day in the past. ME x1 week in the past. ME x1 month in the past. And finally ME x1 year in the past. Gain +1 psi save per 5 ME, and +1 every 2 levels.

5 points to buy this power. +100 metres each time rebought. The ability increase as detailed above each time rebought.

### **POSTTACTILENESS**

A form of extrasensory perception wherein the character can touch substances from the past, at locations relative to them. The power requires the character to have physical contact with the target or area whose history is being examined. As such it only reveals factors that somehow affected the target or area. Range of 10 metres per ME, +100 metres per level. The character can touch up to ME x1 minute in the past. If rebought he can touch up to ME x5 minutes in the past. If rebought again then ME x10 minutes in the past. Then ME x30 minutes in the past. ME x1 hour in the past. ME x1 day in the past. ME x1 week in the past. ME x1 month in the past. And finally ME x1 year in the past. Gain +1 psi save per 5 ME, and +1 every 2 levels.

5 points to buy this power. +100 metres each time rebought. The ability increase as detailed above each time rebought.

### **POSTTELEPATHY**

A form of extrasensory perception wherein users can perceive the thoughts, mental imprints, and mental links from the past, at locations relative to them. The power requires the character to have physical contact with the target or area whose history is being examined. As such it only reveals factors that

somehow affected the target or area. Range of 10 metres per ME, +100 metres per level. The character can sense up to ME x1 minute in the past. If rebought he can sense up to ME x5 minutes in the past. If rebought again then ME x10 minutes in the past. Then ME x30 minutes in the past. ME x1 hour in the past. ME x1 day in the past. ME x1 week in the past. ME x1 month in the past. And finally ME x1 year in the past. Gain +1 psi save per 5 ME, and +1 every 2 levels.

5 points to buy this power. +100 metres each time rebought. The ability increase as detailed above each time rebought.

### **REANIMATE**

This is the ability to instill a semblance of life into formerly living creatures. This works in a number of fashions, the end result being that the formerly inanimate biological matter reanimate was used upon has been given the ability to move again. Such reanimated creatures are under the control of their creator, and will usually do his bidding without question. Most often, the reanimated creatures will take the form of a zombie or skeleton, nigh-mindless humanoids. Mummies can also be revived but are extremely rare. It can even be used on animals.

This power cannot be used to take control of an existing undead. However someone with the power of Control Undead can attempt to wrest control from the character. This would then require a battle of wills for control.

The character can reanimate and control 1 corpse per 2 ME, +1 per level. Reanimation and control will last 1 day per ME for each corpse or until it is destroyed. While reanimators can only

directly command this many at once, other undead under their sway will continue previous tasks given to them - at least, until they've completed such. Alternately, a reanimator can temporarily animate bits of dead bodies, like a macabre puppet master. This does not create new undead creatures at all, but simply allows the reanimator to make use of such 'spare parts' in a pinch. 10 points to buy this power. +1 more corpse affected and for +1 more day each time rebought.

### **RESPAWN II**

Identical to Respawn I but instead of respawning where they died the character instead can recreate himself after dying at the place he last slept. This could be one's bed, a desk in class, or a park bench. Because where they respawn is tied to where they last slept, the user can change their respawn point.

He can use this once per day per ME. It takes 24 hours to reconstitute himself minus 1 hour per ME.

15 points to buy this power. +1 time and -1 hour each time rebought.

### **REWIND**

The character can reverse the direction and motion of anything he can see, making things and people that are moving forward suddenly move into reverse, or someone who jumped down go back up. Within a 24 hour period (-1 hour per ME) he can rewind up to one person per ME, +1 person per level.

10 points to buy this power, +1 person each time rebought.

### **TELEKINETIC SURGERY**

The power to conduct complex surgery through telekinetic means. This includes minor cutting, clamping, moving insides around delicately, sewing up, etc.

Basically identical to performing normal surgery but without the need to physically touch the lifeform being operated on.

5 points to buy this power. It cannot be rebought.

## **Section 5: Offensive**

### **Powers**

#### **BUZZSAW**

The character has 20 centimetre long rotating metal buzzsaws which extend from his forearms. They do D6 cutting damage each plus PS damage bonus. 5 points to buy one buzzsaw. +1 buzzsaw or +D6 damage each time rebought.

#### **EMISSION ACID II**

Create and launch spheres of acid which do D6 per 5 ME (+D6 per level over 1 metre per 2 ME, +1 per level). Upon impact the acid spreads over a 1cm per ME area. As a side effect he is immune to damage from acid. 5 points to buy this power. +D6 damage and +1 metre range each time rebought.

#### **EMISSION BINDING**

The character can create and launch spheres which when the target is hit they sprouts tendrils, paste, or some other binding material which ties up the victim with a PS equal to that of the welder's ME. It lasts for 1 round per 2 ME. He can throw each sphere 1 metre per 2 ME, +1 per level. 5 points to buy this power. +1 round, STR and metre each time rebought.

#### **EMISSION BOMB TOUCH**

The character can cause anything or anyone to explode through his touch. It has a blast radius of ME x1 metre (+1 per level) doing SDC x1 damage (+1 per level). This power can be turned off at will. 5 points to buy this power. +D6 damage and +1 metre range each time rebought.

#### **EMISSION CLAWS D'ARQUENESS**

The character has 30 centimetre long claws made of pure D'arqueness which extend from his wrists. They have no effect on anything physical. Instead, when used to hit a person's or object's shadow it does D6 damage per 5 ME, +D6 per level which is then transferred directly to the victim's HPs. Essentially allowing him to bypass any armour or fields.

5 points to buy this power. +D6 damage, or +1 claw each time rebought, but no more than 3 claws per wrist.

#### **EMISSION CLAWS ELECTRICAL**

The character has 30 centimetre long claws made of electricity which extend from his wrists. They do D6 electrocution damage plus PS damage bonus. As a side effect he is immune to electrocution but not the physical damage from electrical attacks.

5 points to buy one claw per hand. +D6 damage, or +1 claw each time rebought, but no more than 3 claws per wrist.

#### **EMISSION CLAWS FIRE**

The character has 30 centimetre long claws made of fire which extend from his wrists. They do D6 burning damage plus PS damage bonus, and have a 20% chance, +10% per level of causing anything combustible to catch alight. As a side effect he is immune to burning damage.

5 points to buy one claw per hand. +D6 damage and +10%, or +1 claw each time rebought, but no more than 3 claws per wrist.

#### **EMISSION CLAWS ICE**

The character has 30 centimetre long claws made of ice which extend from his wrists. They do D6 slicing damage plus PS damage bonus. There is a 5% chance



per ME of a slice on a person numbing the area hit. If it is a limb then reduce the victim's bonuses and speed by a cumulative 10%, which wears off in D4 mins.

5 points to buy one claw per hand. +D6 damage, or +1 claw each time rebought, but no more than 3 claws per wrist.

### **EMISSION GAS SPHERE**

The character can create and launch spheres which when the target is hit they release gas clouds which expand up to 1 mtr per ME. He can throw each sphere 1 metre per 2 ME, +1 per level. The gas can be of any of the following;

#### **Ammonia**

Sterilize an area of any bacteria.

#### **Argon**

Coats and renders inert any volatile substances but also gives off a very strong glow.

#### **Carbon Dioxide**

Removes all Oxygen from the area knocking out anything needing to breathe, extinguishes flames and can be used as a refrigerant.

#### **Carbon Monoxide**

Lower temperature by 10C per 2 ME per round, +10C per level. Toxic to lifeforms in high levels.

#### **Chlorine**

Purifies water and treats putrefaction of existing wounds, including septic wounds.

#### **Helium**

Allows balloons to float but will not ignite. Can alter a person's voice but in too large a quantity can asphyxiate.

#### **Hydrogen**

Can be ignited for use in welding.

#### **Nitrogen**

Raise temperature by 10C per 2 ME per round, +10C per level. It is also useful as fertilizer for plants.

### **Oxygen**

Required by most organics for respiration, and is required for nearly all combustion.

### **Radon**

Inflict 1 rad per ME per round, +1 per level.

### **Sulphur Dioxide**

Death within 6 rounds unless get hospital treatment. Useful as a refrigerant.

5 points to buy this power. +1 metre each time rebought.

### **INFUSE WEAPON GAS**

The character can cause any weapon that he wields to draw gas from the air and project it as a sphere which when the target is hit they release gas clouds which expand up to 1 mtr per ME. He can throw each sphere 1 metre per 2 ME, +1 per level. Once the character lets go of the weapon it will no longer produce gas. The gas can be of any of the following;

#### **Ammonia**

Sterilize an area of any bacteria.

#### **Argon**

Coats and renders inert any volatile substances but also gives off a very strong glow.

#### **Carbon Dioxide**

Removes all Oxygen from the area knocking out anything needing to breathe, extinguishes flames and can be used as a refrigerant.

#### **Carbon Monoxide**

Lower temperature by 10C per 2 ME per round, +10C per level. Toxic to lifeforms in high levels.

#### **Chlorine**

Purifies water and treats putrefaction of existing wounds, including septic wounds.

**Helium**

Allows balloons to float but will not ignite. Can alter a person's voice but in too large a quantity can asphyxiate.

**Hydrogen**

Can be ignited for use in welding.

**Nitrogen**

Raise temperature by 10C per 2 ME per round, +10C per level. It is also useful as fertilizer for plants.

**Oxygen**

Required by most organics for respiration, and is required for nearly all combustion.

**Radon**

Inflict 1 rad per ME per round, +1 per level.

**Sulphur Dioxide**

Death within 6 rounds unless get hospital treatment. Useful as a refrigerant.

5 points to buy this power. +1 mtr each time rebought.

## Section 6: Physical Enhancement Powers

**ENHANCED SCENT**

The character produces pleasant bodily scents which makes him smell incredibly good from having minty fresh breath, perfumed scented skin, shampoo smelling hair, etc. He can never produce any vile bodily stench whatsoever. +1 MA.

5 points to buy this power. It cannot be rebought.

**HALLUCINOGENIC PHERMONES**

The character can produce bodily phermones that cause perception debilitating effects upon those who breathe them in. He can induce hallucinations, purely mental and sensory-based perceptive distortions that, while are often only visual or auditory, can sometimes be tactile and even cause physical pain. These hallucinations can induce a state of stupor, unable to interact with the world around them. This could be used to subdue opponents without lethal force. Can affect every lifeform which can breathe within a 1 mtr per ME area, for 1 round per ME.

5 points to buy this power. It cannot be rebought.

## **Section 7: Travel Powers**

### **CYBERSPACE WALKING**

This character can project his consciousness directly into an existing cyberspace, internet or matrix anywhere within 1 mtr per ME of him. Once projected into the cyberspace, he can interact with network traffic and travelers as if he were utilizing a cyber deck of like power. The virtual identity chosen is created by the character's mind, but in order to use any software, he must be able to tap into a source of such, or have some loaded into his head. Any powers he has in the outside world will follow him into cyberspace. The number of cyber programs the character can operate at one time is equal to his ME. If he's running actual computer programs (from a hard drive), the number of programs he can run at one time is multiplied by two.

5 points to buy this power. +5 points for each lifeform's consciousness he wants to bring with him.

+10 point to teleport his physical body into cyberspace. +10 points for each lifeform's body he wants to bring with him.

### **DIMENSIONAL SHIFT II**

A variation on Dimensional Shift I. The character can travel to dimensions, realities, points in time, timelines, etc. that have long been erased from existence, have yet to be created or were destroyed, as if they did not happen. Even if they are supposed to be gone or not yet born, the user does not have trouble accessing them. The dimension must be somehow made known to him, either by having someone describe it to him or show an image of. He can affect himself or anyone within sight plus 20kgs per ME, +10kgs per level. As the hero rematerializes, gases and liquids

move aside before he solidifies. Normal safeguards prevent the hero from consciously phasing into a solid mass.

Extremely dense materials like Neutronium or black holes are not impassable to this character.

Naturally the character is able to survive the ravages of crossing dimensions, and as a side effect is also immune to the pressure less environment of outer space and any high pressure areas. Finally the hero instantly knows what dimension he is in and how to get home. He can perceive any wormholes, gates, planar portals, etc and where they go.

15 points to affect himself and 20kgs per ME. +10kgs per ME each time rebought. Thus bought twice = 30kgs per ME. +15 points for each additional lifeform he brings with him.

### **RAPID TELEPORTATION**

This is the ability to appear in two locations simultaneously. This power does not involve actually splitting oneself in two so much as engaging in rapid-fire teleportation, hundreds of times each second, so that it looks like the wielder of this power is occupying two different spaces at once. This process occurs quickly enough that, like the frames of a television image, the character seems to be fully present at each.

When this is activated, the character's 'other self' can initially manifest anywhere within sight of his or her original location. When the power is terminated, the character may rest at either their original location or the area their 'other self' was last in when deactivating this ability. The character may act in one location primarily, or alternate actions between the two, depending on the situation(s) at the time.

Either way, he does not receive additional actions simply due to being in both areas simultaneously - there's still just one of the character. Without other abilities added to the mix, the character is merely allowed the same amount of actions they would normally be allotted.

When engaging in this power a character will perceive sensory input from both locations simultaneously, the two (usually) differing forms of data overlapping and allowing the character to multitask. If things are particularly hectic in one (or both) locations, the character may need to pass ME roll to keep events at the two different places distinct in his head. Multitasking is difficult enough to begin with, even before adding the specter of deadly combat into the mix.

The character can move himself plus 30kgs per ME, +20kgs per level. As the hero rematerializes, gases and liquids move aside before he solidifies. Normal safeguards prevent the hero from consciously Teleporting into a solid mass. Certain conditions can prevent the hero from Teleporting such as extremely dense materials like Neutronium or black holes which are impassable.

10 points to buy this power at its base level. +20kgs each time rebought.

+15 points to appear in one additional location. This can be rebought a number of times equal to half the character's ME.

### **TELEPORTATION III**

While running or walking, the character is able to simultaneously teleport himself short distances along their direction of movement. These teleportations are done in rapid succession, seemingly giving the user superhuman speed. Enabling oneself to not only shorten distances

cutting across or in-between worlds but instances and intervals which they are traversed in as well. The character can move himself plus 30kgs per ME, +20kgs per level, 1 mtr forward (or backward or sideways, depending which direction they were moving in) at a time. There are no safeguards preventing the hero from consciously Teleporting into a solid mass.

5 points to buy this power, +20kgs each time rebought.

### **TRANSPORT TRIGGER**

This minor power is a special contingency that a character with a teleport type power can set up in advance. While designed to work with teleportation, this power can also function perfectly well with dimensional transit, time travel, and like abilities.

When triggered, this power will activate the chosen movement ability and deliver its wielder to a predetermined location of his or her choice. This trigger can be set up as just about anything its wielder can think of, whether it takes the form of an action, a physical condition, a set amount of time, a spoken word, or anything else, really.

5 points to buy this power. It cannot be rebought.