

Advanced

HEROES

UNLIMITED

Volume 1: Powers



STERANKO

Advanced Heroes Unlimited Book I: Powers

Design: Marco Ferraro

Copyright © 1990, 2005 and 2018 Palladium Books Inc. & Kevin Siembieda; all rights reserved world wide. No part of this work may be sold, distributed or reproduced in part or whole, in any form or by any means, without written permission from the publisher. All incidents, situations, institutions, governments and people are fictional and any similarity to characters or persons living or dead is strictly coincidental.

Rifts®, The Rifter®, RECON®, Splicers®, Palladium Books®, Phase World®, The Palladium Fantasy Role-Playing Game®, Megaverse®, Nightbane®, The Mechanoids®, The Mechanoid Invasion®, Coalition Wars® and After the Bomb® are Registered Trademarks of Palladium Books Inc. Heroes Unlimited, Beyond the Supernatural, and other published book titles, names, slogans and likenesses are trademarks of Palladium Books Inc. and Kevin Siembieda.

Nightlands™, Heroes Unlimited™, Villains Unlimited™, Powers Unlimited™, Aliens Unlimited™, Beyond the Supernatural™, Boxed Nightmares™, Dead Reign™, Warpath: Urban Jungle™, Ninjas & Superspies™, Mystic China™, Triax™, Arzno™, MercTown™, Mindwerks™, Vampire Kingdoms™, Federation of Magic™, Juicer Uprising™, Phase World™, Wormwood™, Psyscape™, Cyber-Knight™, Glitter Boy™, Juicer™, Mind Melter™, Psi-Stalker™, Coalition States™, Northern Gun™, Dog Boy™, SAMAS™, Wilk's™, Erin Tarn™, Emperor Prosek™, Naruni™, Naruni Enterprises™, Splugorth™, Mega-Damage™, M.D.C., S.D.C.™, I.S.P.™, P.P.E.™, O.C.C., R.C.C., is a trademark owned and licensed by Palladium Books, Inc. and Kevin Siembieda.

Contents

Foreword	3
Minor Powers	3
Major Powers	69

Foreword

Unlike Rifts, Heroes Unlimited, contrary to its name, seems all about hemming the heroes (i.e., players) in for the sake of a more suspenseful and challenging game, not to mention avoiding “game imbalance”. Given that the characters of Palladium Fantasy and Ninjas & Superspies are supposed to be exceptionally human level, superheroes should be... well, actually superhuman. That being the case, Heroes Unlimited doesn't really reflect a generically “universal” superhero system so much as Kevin Siembieda's concept of what a superhero universe should look like. Which is fine if you're on board with that, but if you're not, here are some revisions to fix that.

Unless otherwise stated, all powers were created by Brett Hegr. All were taken from various former palladium sites around the net. None of the powers here were created by me,

MINOR POWERS

Absorb/Release Energy

Range: 90ft +10ft per level of experience.

Damage: 2d6 +1d6 per level can be released, depending upon the amount of stored energy.

Duration: Absorbed energy can be held for two melees per level. If energy is still held at the end of this duration, it fizzles out and causes 1d4 points of S.D.C. damage per five points of unused energy.

Maximum Absorption Limit: 50 points, +10 points per level. Every five points of energy damage, or fraction thereof, is transformed into 1d6 damage that can be directed and released. Basically, 2d6 damage can be produced per 10 points. 1-2 points of damage can only produce a 1 point zap, 3 points are needed to generate 1d4 damage, and 4-5 points are required for 1d6 damage.

Attacks Per Melee: Counts as one hand to hand attack.

Strike Bonuses: +2 to strike aimed, no bonus on a wild attack. P.P. bonuses are applicable.

In Rifts: Maximum damage changes to 1d6 M.D.C. +1d6 per level and the maximum absorption limit is halved, but everything else is unchanged.

The character is able to absorb any kind of energy attack directed against him be it pure energy, electricity or lightning, fire (not heat), or lasers/ light energy. Particle beams, cold attacks, sonic blasts, and kinetic energy (punches, kicks, and pure force blasts) cannot be absorbed.

Absorbing energy from batteries, cables, or power plants is also possible. Anything weaker than a car battery is useless. A car battery can provide 10 points of energy, an E-

Clip can provide 20 points, an electric cable produces 20 points per melee, a chemical power supply gives 30 per melee, nuclear power supply (whether a power plant or a vehicle power source) 50 per melee, and a contemporary coal power plant generates 40 per melee. The character needs to physically touch the medium through which the energy is carried - could cause 3d6 points of damage in the case of holding an electrified cable, while a nuclear power plant might only be 1d6 damage but carry a danger of radiation poisoning.

If there is damage overflow from absorption (the mutant hits the stated limit) or touching power feeds, reduce it according to whatever energy resistance abilities are possessed. The absorption is automatic (a reflex) but the character must see or sense the attack coming and spend a melee action to focus his absorption power. The character can perform absorption while attacking or defending, but no bonuses can be added to the rolls. Energy absorbed does no damage - at least, not to the character's outside. Absorbed energy slowly eats away at his internal structure (!) beginning on the melee after the absorption. If an attack is not absorbed it does the normal damage (perhaps none, if resistance powers are possessed). Absorption can be performed through clothing up to full environmental body armor, but not through the hulls of power armor, robots, or vehicles.

If the amount of energy absorbed is less than 10 points per level no damage is taken. However, the super being suffers 1d4 damage direct to hit points per melee per 30 points of absorbed energy (or fraction thereof) larger than the previous amount. Thus, a 4th level mutant (limit of 90 points) could absorb up to 40 points with no hit point loss. If he absorbed 90 points he would only suffer damage from the 50 points of damage beyond the 40, and would take 2d4 per melee round. Limited damage reduction can be applied to this - beings who feed on energy and characters with Energy Resistance, Energy Absorption, APS: Plasma, APS: Electricity, or APS: Fire take half damage, never less. If you prefer the old limitation to this power, the roll to absorb the energy attack, it's a +1 to absorb energy at each odd numbered level and the absorption roll must tie or exceed the strike roll. Energy Absorption, Energy Resistance, APS: Fire, APS: Energy, and APS: Plasma all grant a +1 bonus to absorb an energy attack. GMs might choose to use one or both of the limitations, but having no such restriction on this power could be unbalancing to the game.

An example: 2nd level mutant with this power falls victim to a sneak attack from a 6th level mutant with the Energy Expulsion: Radiation and Energy Expulsion: Light powers. He absorbs a 40 point radiation blast and can release up to 8d6 in radiation damage. He then takes a laser blast doing 32 points of damage - absorbing 30 of it and taking 2 points damage from overflow because he hit his limit of 70 points. When his attacks come around he unleashes two radiation bolts of 4d6 damage (his limit) and then two laser beams doing 3d6 damage each against his opponent, who is surprised to get a taste of his own medicine.

Note: The character cannot transmute one form of energy into another with this power, though it is related. Should the GM and player decide to break this rule the player should pay for the ability with four modifications (see this page). If you don't want to use the modifications the player should either give up a minor super ability, sacrifice five hit points and 10 S.D.C. (as long as the character doesn't have ample amounts of either), or give up a total of 6 points from among his attributes.

If the character has Energy Absorption, he can opt to give up one of the abilities listed in that power to possess this minor super ability. Sacrificing two of those abilities nets him this minor power and also lets him transmute the absorbed energy. On the other hand, some GM's might just decide to include it with that power outright (I'm one of them).

Accelerate Healing

The character has the capacity to enhance the healing process in other living creatures. This ability is limited to some degree in that it cannot be used to resurrect or restore severely wounded people and it cannot destroy deadly diseases like cancer and AIDS. However, it is useful to help others recover from injuries or temporarily negate symptoms of diseases. The healing benefits are administered by a touch to the head, chest, or wounded areas. Little or no scarring results from the healing, but severe burns and mutilations can still leave noticeable marks. The healing causes little pain.

Special Bonus: The character automatically has the First Aid skill (instinctive), or instead gains a +15% bonus to First Aid, Paramedic, or Medical Doctor if taken as a skill (but only one skill gets that bonus). The character also gets a +2 to the P.E. attribute and a bonus of +5 hit points (or M.D.C. if a mega- damage being). He also heals at triple the normal human rate.

The mutant can perform one of the following for one hit point (recovers normally), with one melee of concentration:

- Negate all pain for 15 minutes per level - this will allow the recipient to fight up to 20 hit points below zero.
- Heal 2d6 S.D.C.
- Heal 1d4 hit points or M.D.C.
- Give a person another chance to recover from a coma with a +10% bonus.
- Give a person near death a +20% bonus on their next save throw.
- Give a person infected with a poison or toxin another save throw against it with a +4 bonus (half for psionic, magic, or lethal toxins).
- Give a person infected with a parasitic or fungal infection another save throw against it with a +2 bonus (half for psionic, magic, or lethal ones).

At the cost of 3 hit points (recovers normally), the character can perform one of the following major healing powers with a minute of concentration (cannot heal at all for 5 minutes afterwards):

- Immediately restore 2d6 hit points and 1d4x10 S.D.C. (or 1d4x10 M.D.C.)
- Immediately destroy one debilitating toxin in the patient's body or give him a +6 bonus and a chance to save if it is lethal, magical, or psionic in nature.
- Immediately bring a comatose patient up to 3 hit points above 0 and stabilize their condition (stops bleeding, binds wounds, etc.) for 15 minutes per level. More medical attention may be necessary.
- Destroy any Negative Chi in the character's body and give him one point of Positive Chi (for Ninjas and Superspies purposes - not effective against Dim Mak).
- Slow the progression of a parasitic or fungal infection, essentially halting its growth for 2d4 hours per level of experience. Halve this for magical, psionic, or lethal ones.

After using any of the major healing techniques, the character is -2 on initiative, loses one attack, and is -1 on all combat rolls for 10 minutes afterwards. Multiple uses won't increase the penalties, but the duration of the penalties begins with the last usage of the power. He is slightly woozy and weakened, but still able to function normally.

Advanced Energy Expulsion

Note: This minor power can only be acquired by characters with an energy expulsion or ranged attack power, whether as a minor super power or as part of a major one. It is designed to incorporate these ideas into character creation a bit better. It is, like always, the GM's ultimate decision.

Characters with this minor power have more control over their attack powers than most others. They are able to regulate damage in 1d6 increments at level one, plus they can perform the dual attack normally available at level three (see pg. 72 of HU 2nd Ed.). In addition, this minor power gives the capacity to twist the attack powers in new ways. For lack of a better term, call them 'special effects'.

Although the special effects here can be applied to any attack power, they can only be used to enhance one such attack power at a time. Other attack powers can be used, but only one can utilize a special effect at any given time. Further, only one special effect can be applied to an attack power at a time though multiple effects might be known. Unless otherwise stated, the special effects all require one melee action of concentration to initiate usage (to bring it online, so to speak) and one melee action to attack with it. Changing the special effect in use and/or the attack power it is being used in conjunction with can be done once per melee and requires one melee action.

Players may choose two special effects from this list, plus one more at levels three, six, and ten. No duplicates allowed.

Extra Attack: Though the character can always use melee actions to use the attack power, this gives the character one extra melee attack to use attack power. One extra attack is possessed at level one, plus one more at levels five and ten. If a 5th level character has four normal hand to hand attacks, he could do anything he wished with his four normal hand to hand attacks but the extra two could only be used to fire his attack power.

Armor Piercing: The blasts are super- focused and able to punch through tough structures. For strike purposes, treat them as you would armor piercing bullets - good for those pesky APS: Metal fellows! Add a +2 to strike at level one, +1 more at levels four, eight, and twelve. Apply this bonus only when attacking targets with an armor rating, natural or from body armor. Think of it more as lowering a high A.R. rather than as a strike bonus. A natural roll of 18-20 will partially penetrate forcefields (does half damage to the field and half to the thing inside it) and will even do half damage to invulnerable beings! Each armor piercing blast has a quarter of the normal attack range.

Phasing: The power can pass through one object (plus one more at levels three, six, nine, and twelve) without damaging it and do full damage to a target just beyond it. If used on a character wearing armor, it passes through the armor and the character. Useful in hostage situations, for penetrating walls, against vehicles, and when fighting in crowded conditions. This power will not penetrate any sort of force field and the phasing blasts have half the range of a normal shot. Best combined with some sort of penetrating vision.

Affects Insubstantial: Different from the phasing modification, the power gains the ability to affect nearly all beings like astral travellers, intangible or APS: Mist super beings, and some supernatural beings and entities (ghosts are a good example). Note the difference between seeing the insubstantial enemies and attacking them. The character may need some means of visual enhancement. The attack still affects physical beings. Mist-form vampires and other beings with unique vulnerabilities do not take damage from this effect (unless the mutant has abilities that can normally harm vampires).

Hard Impact: The victim of this blast suffers knockdown (lose initiative and the next melee attack) if they fail a maintain balance roll. After level five the character can also increase the force up to a critical knockdown (lose initiative and the next two attacks). Or, the 5th level character can instead cause normal knockdown by doing an area affect burst. It is effective against 1d4+2 targets, does a quarter normal damage against each, and has a quarter of the normal range. The impact is so severe that the character can reduce the maintain balance roll by -1 at level two, -1 more at levels four, six, and nine. APS: Stone, APS: Metal, Invulnerable, Bio-Armor, robots, power armor, androids, and other super- tough characters are all +6 to maintain balance unless otherwise stated (or in special circumstances). The range of the hard impact blast is not affected, but the special penalization effect is limited to half the normal range (only targets within the limited range will suffer the balance penalty, which would be one eighth of the normal range for an area- affect burst).

Death Blow: Cannot be selected until after level six. The range of a death blow blast is drastically limited - it is only 30ft. The attack requires a declared death blow, a natural roll of 19-20, and the character must use three melee attacks to perform it. Reduce the required natural roll to 18-20 at level ten. Success means that double normal damage is done direct to hit points and failure means that only double S.D.C. damage is done. It won't damage hit points through any kind of body armor, but will cause double S.D.C. damage. It is also effective against natural A.R. and will do double S.D.C. damage when rolls are less than the natural A.R.

Protective Barrier: The character can coerce his attack power to encircle himself, shielding him from attacks. The barrier acts like a low power force field that absorbs all damage (no A.R. - total shielding). It has an S.D.C. base of 40, +5 more per level of experience, and the barrier recovers at a rate of 4d4 S.D.C. per melee. The shield does a quarter of the normal damage or 1d6 damage (whichever is more) to those who touch the field. Also add this damage to any hand to hand strikes or melee weapon attacks. This special effect requires some concentration to maintain - the character loses one melee action and -2 on initiative when it is in use. The shield takes no damage from similar energies (fire can't damage a flame shield, lasers can't affect a light shield, etc.) Kinetic energy shields are the only exception, which instead are resistant to kinetic energy/ impacts and take half damage from them. The shield absorbs half the damage from falls, heavy impacts (like ramming attacks), and supernatural strength attacks - the other half hits the character. Halve the shield recovery rate, halve the S.D.C. base, and turn both into M.D.C. for Rifts.

Homing: Cannot be chosen until level three. The attack will arc around structures and non- targets on its way to the intended recipient, as long as he is visible. The attack gains an extra +2 to strike, +1 more at levels three, eight, and twelve. The strike roll also never fails - anything lower than an 8 after bonuses is treated as an eight. Dodging a homing blast is always possible, just more difficult. Wild shots still get the strike bonus (probably the only bonus there is), but if the roll is less than eight it is not treated as an eight (i.e. wild homing shots can still miss). This can also be used for called shots. The homing blast range is only 25% of the normal range.

Explosive Effect: When the attack hits a target it virtually explodes, doing full damage to the target and half damage to everything within a 4ft +1ft per level radius. The primary victim also suffers knockdown - the loss of their next attack and no initiative. This

penalty applies even if the victim is immune to the attack form. The explosive blasts have half the normal range.

Continuous: Cannot be chosen until level three or beyond. The character needs only one successful strike per melee to hit with the power, and the victim suffers damage until a successful dodge of the attack roll is made. He cannot attack anything else in any way, though he can drop a current continuous attack on one target and move to another (with a new strike roll, of course). The main drawback to a continuous attack is the virtually complete lack of defense. Knockdowns and explosions will interrupt the continuous attack, as will intense pain and stun attacks. When using this special effect, the character's dodge bonuses are reduced to a maximum of +2 and only two dodges per melee can be made (speedsters can add an extra +1 and get a third dodge per melee). Only normal dodges can be made - not automatic or multiple ones. Parries are not possible. To keep the continuous attack on, it may be necessary to chase the target. Further, the character must use three melee actions to initiate a continuous attack - a failed strike means he must concentrate and try again. If the strike roll is 4 or less it fails as normal. While continuously attacking, the character cannot perform any other attack or utilize special powers that require concentration - no shapechanging, no using control powers, no bending light, and no super speed attacks. The only powers that can be utilized during a continuous attack are instinctive and/or automatic ones like the Personal Force Field, Sense Super Powers, and extraordinary attributes.

Though there are several limitations to this effect, the benefits are impressive. For the strike roll add the P.P. bonuses and the normal energy expulsion attack bonuses. Also add either a +3 bonus or any M.E. bonuses, whichever is more. The strike is one made of experience and intense concentration. The victims can still dodge but that dodge must be a normal dodge - automatic dodges aren't effective against this. The victim may use up any number of attacks trying to dodge the assault, but he must tie or exceed the continuous attack strike roll. Apply the rules for natural 20's as normal. Against moving targets a new strike roll must be made each consecutive melee, but the new strike roll requires no melee actions! All the character's attacks are devoted to damaging the target. Stationary targets don't require additional strike rolls. On consecutive melees, if the strike roll fails even once the character must start all over. For the total continuous damage in a melee roll the damage of one attack and multiply it by the number of melees spent attacking, plus one more.

An Example: A third level mutant with four melee attacks and a pure energy attack doing 6d6 per level has a +4 M.E. bonus and a +1 P.P. bonus. If he does a continuous attack, he uses his first three melee attacks to continuously strike with a total bonus of +8. That leaves him one melee action to dump some damage on an enemy. If the enemy fails to dodge, the attacking character will roll 6d6 and multiply the result times two (one melee action of attacking plus one more). Every consecutive melee that the character makes a successful strike roll, the damage is applied. On the consecutive melees, the character does 6d6 times five damage (four melee actions plus one more)!

Cutting Torch: It isn't possible to use this effect during combat - not the focus here. Instead, the character can tune his attack powers to a beam just a few millimeters wide - perfect for cutting. The beam does the normal damage times five per melee applied! A strike roll must still be made, but if the roll is between 1 and the target's A.R. then only half the increased damage is done to the target. It could also be utilized as a torture device

for evil beings (victims are -4 to save vs. pain or -20% to resist interrogation) but the target must be non- moving (tied up or otherwise bound). Range of this effect is only five inches, plus one inch per level of experience. The control is so fine after level three that it is even possible to utilize this for surgery and electronics work (depending on the power). Note that the attack form need not be limited to fire and energy. A cold/ice, sound, or vibration attack can be used to 'crack' targets instead of cut them. Radiation blasts could break down atomic bonds and swiftly separate the matter along the path desired.

Alternate Form

This minor ability gives the character to transform into a second physical shape, making him a minor shapeshifter. The secondary body is a bit stronger and tougher, and allows the character's true identity to be well hidden. This power is not appropriate for those whose powers are magically bestowed - it is more applicable to mutants and experiment characters. The second form has the following limitations:

- Changing into the second form requires a full melee at level one. At level two the character gains the expertise to change in less than that time, taking up half his melee actions. After the third level the character can change within two melee actions.
- The character's human form possesses no super abilities of any kind, not even extraordinary attributes or senses. All powers are usable only in the alternate form. All attribute bonuses are present only in the alternate form.
- On the upside, the human form does not register as being out of the ordinary, save for a few (apparently latent) mutant genes.
- Any mutant traits or experiment side effects are present only in the alternate form. The character's human form is perfectly and completely normal.
- There is no limit to the amount of time spent in the altered form. If rendered unconscious, the character reverts to the human shape.
- The character's clothes and possessions do not change - if they are not removed they'll certainly rip if the alternate form is large. Body armor will be rendered useless if the character changes from human to altered state while wearing it, plus he'll take 3d6+10 damage (subtract from the altered state). The Bio-Aura power can get around this though.
- The form can have any one appearance, chosen by the player. Also choose a new height and weight (usually, but not always, larger than that of the human form). It could be horrifying, strangely attractive, or just different. Roll for two to four cosmetic mutations from the tables in this file to round out the form. Nothing with major bonuses can be acquired (GM's use discretion).

The alternate form possesses the following as a base:

- P.S. is considered extraordinary.
- Horror/awe factor of 7, or add a +1 bonus to a higher H.F.
- The character gets a one- time bonus of +10 hit points. Hit points are the same, whether in the human or in the alternate form.
- The alternate form has a completely separate S.D.C. base of 1d4x10+40. The alternate form heals that S.D.C. at double the normal rate, no matter which form the character is in.
- Skill based S.D.C. bonuses do not apply to the alternate form, only the human one. On the other hand, only the alternate form benefits from super ability S.D.C. bonuses.
- All other attributes are the same as in the human form unless altered by super abilities.

The player can customize the alternate form - choose five of the following. Attribute and S.D.C. bonuses can be chosen up to two times, everything else is limited to one selection.

GM's could also allow bonus- granting selections found in this file, such as optic enhancements, claws, natural armor, etc.

•Add +3 to P.S. •Add +3 to P.E. •Add +3 to P.P. •Add +10 to Spd. •Add +3d6+20 S.D.C.
•Natural A.R. of 8, or add +1 to a higher A.R. •Increase the horror factor to 10 (or add +2 to a higher one), but reduce the P.B. to 1d6+2. The H.F. is limited to 18. •+1 attack per melee •Add a +1 on initiative and a +2 to strike. •Add a +2 to parry, dodge, and roll with punch, fall, or impact. •Add a +10% to the Prowl skill. •Add a +20% to the Swimming skill. •Add a +15% to the Climbing skill. •Nightvision - 120ft range. •Thermovision - 60ft range (can substitute for nightvision, too).

Animal Nature

This is a strange ability that gives the character a bond to nature. The character is one with the animals, and can pass among them without disturbing them (birds will not fly away and animals will not hide). However, like any other animal, he can cause animals to flee by growling or emoting anger or hostility. The hero also has a limited form of empathy can sense the emotions of both people and animals through the sense of smell. +2 to M.A. Natural Prowl: 70% + 2% per level of experience. Anyone tracking the character is -15% when in natural surroundings. The character can sense emotions with 30% accuracy plus an additional +3% per level of experience. Range is limited to 10 feet.

Animal Speech

Created by Andrew Darling

The character may converse with animals, though the communication is extremely limited by the animal's intelligence. Dogs are like three year olds, but animals such as fish can only understand words such as "Boo" and "Food." There is no guarantee that an animal will be cooperative, or even friendly. Most won't take commands unless there is some sort of compensation.

Amplify Voice

With this power, a character can amplify their voice up to 110 decibels (that's louder than a jet taking off) and can easily be heard from hundreds of feet away. By screaming at top volume, the character will temporarily deafen anyone standing in front of him within 15ft for 2D4 melees. While deafened, victims are -4 to initiative, -3 to strike, parry and dodge and loses one attack per melee.

Astral Transference

Range: Self and astral plane.

Damage: Character's punches and other attacks do damage to the astral S.D.C. of beings. Astral S.D.C.: Equal to twice the hit points and S.D.C. (or M.D.C.) combined. If this is all destroyed, the mutant is killed and doesn't return to material form. Add +10 to this S.D.C. per level of experience.

Duration: Requires 1d4 minutes of concentration to enter or exit the astral plane. There is no limit to the amount of time spent in the astral plane.

This is quite similar to the Nightbane talent of Astral Self and the super psionic power Astral Transference, the character is able to transform his body into a non- corporeal

counterpart and roam the astral plane. The astral plane is described fully on page 37 of Nightbane World Book Two: Beyond the Shadows. Special Abilities and Limitations:

- Naturally see astral beings and portals to the astral plane, whether in material form or astral form.
- Can return to physical form at will - no skill roll required.
- Can navigate in the astral plane with a skill of 25% +5% per level. Use the same bonuses and penalties as listed under the Astral Navigation minor psionic power (pg. 116 of Beyond the Shadows).
- Can take along up to 15lbs of non-living matter (besides clothes) per level of experience, but each 15lbs requires an extra melee of concentration (so 120lbs would require an extra two minutes beyond the standard 1d4).
- Cannot bring living creatures into the astral plane.
- Cannot create an astral domain (doesn't have the psychic talent), but can collaborate on the creation of one, provided the other person(s) have the ability to do so.
- All super abilities that cause damage are able to affect astral beings, whether the character is astrally transformed or not.
- Can stay in the ethereal plane (the 'real world' as it were) as if the character had the Intangibility major power. This takes a lot of effort, however, and the character must roll 14 or better, M.E. bonuses applicable, every two minutes or the character "pops" into the astral plane. Returning to the ethereal plane from the astral plane takes 1d4 minutes of concentration. The character can move at a speed equal to three times the M.E. in the ethereal plane.

Attraction/Repulsion Beam

Range: 80ft +10ft per level of experience

Duration: Can be maintained for one minute per level of experience. Needs a melee to rest after using to maximum duration.

Bonuses: +3 to strike aimed and +1 to strike wild. P.P. bonuses are applicable.

Attacks Per Melee: Counts as one hand to hand attack.

Equivalent Strength: The beam has an extraordinary strength equivalent to the character's M.E., +3 per additional level of experience. This is the combined P.S. required to break free of its hold.

The character has the ability to create a beam of force that can attract or repulse physical objects. Up to 50 pounds per equivalent P.S. point can be attracted or repulsed. Victims who fail a dodge will be dragged towards (or pushed away) from the character a number of feet per melee per 3 points point of strength of the beam per melee. Smoke, paper clips, dust, debris, vaporous entities, chemical gases, etc. tend to circulate around the path of the beam. This is a power with possibilities.

At second level, it is possible to use the beam as a climbing tool (+25% bonus, or use that as a base skill). Disarming an opponent with the beam is also possible - add a +2 bonus at levels two and four, +1 more at levels seven, and ten. Halve the bonus if the character is attempting to snatch a weapon away and into his own hand.

At third level, the character can fire a repulsion blast that requires a victim to dodge or suffer knockdown and take 1d4 damage per 10 points of the beam's P.S. The victim is also pushed back a number of feet equal to the beam's P.S.

At fourth level, using it as a jump booster is possible (can jump a total number of feet equal to twice the beam's P.S.)

In Rifts: Increase the range to 100ft +20ft per level, and a focused repulsion blast can do 1d6 S.D.C. damage per 5 points of beam strength, plus knockdown.

Barrier Force Field

Range: Can be projected up to 25ft away, +5ft per level.

Area: Maximum of 12 square feet at level one, plus 4 square feet at every even numbered experience level.

Duration: 25 minutes +5 minutes per level of experience, with an amount of rest equal to a third of the duration of use between the uses (use it for fifteen minutes you have to rest for five).

Maximum S.D.C. of the Force Field: 10 times the character's unmodified P.E. attribute (no bonuses - just the total initially rolled for the character!) plus 10 per level of experience.

Attacks Per Melee: Creating the barrier requires one melee action. Moving it (for blocking) or changing its size can be performed up to twice per melee. The barrier can also be centered on an object (a person, an arm, a car even) for use as a force- shield (no actions are necessary to manipulate the shield then).

Bonus: +2 to use as a defensive action, +1 more at levels four, eight, and twelve. If used as a traditional shield, ignore these bonuses and use the W.P. shield bonuses instead.

The character can generate a protective energy wall, half- dome, bubble, or barrier that absorbs damage. It has a base S.D.C. equal to 10 times the P.E. attribute plus 10 per level of experience. So, at first level a character with a P.E. of 10 should have a force field with 110 S.D.C. The force field regenerates 1 S.D.C. per minute when in use, or double that when not in use.

The character must be conscious to use the force field, gases can still penetrate it, and only one field can be created (not multiple ones). It can be moved around at a Spd. of 22, about 15mph, which is fast enough to use in melee combat. Unlike a Personal Force Field this minor force field power lets the mutant protect groups of people and/ or large areas. Sprays/ bursts of bullets can be blocked, as can multiple missiles and oncoming vehicles. Players can certainly think of other uses for the power - as a bridge, blocking bullets near the person firing them, making an obstacle for speedster characters, use it as a jumping platform, bounce a ricochet shot off it, keep it centered on the arm for use as a conventional shield, make a near invisible wall for speedsters to run into (a Challenging perception roll of at least 14), putting it low on the ground for tripping villains or friends, make a barrier to deal with those really annoying speedster characters, etc. The only restrictions are that the force field cannot be used as a raft or as a means of slowing one's descent during a fall.

Bio-Aura

The character's aura is able to extend the effect of the character's super abilities to certain objects carried and clothes worn. His super powers extend through his aura. Thus, a person who can transform into electricity or water affects their clothes too. A shapeshifter can alter their form while wearing full environmental armor. A person with growth or shrinking abilities needs not find a set of clothes to suit them - their clothes and armor are affected just as if they were part of the character's body.

When dealing with armor and super powers, use the higher A.R. of the two. As for the S.D.C., count the armor's S.D.C. as a bonus and subtract damage from that first.

Remember, the character's armor takes on the same traits as the character himself (if the character is impervious to fire and heat, so is the armor).

Electronic and mechanical devices do not change with the character - but they aren't damaged either. This includes firearms, energy weapons, binoculars, flashlights, and other such objects. Personal items (watches, glasses, wallets, rings) are affected easily. Assume that the character's aura affects normal amounts of clothes and personal items, one suit of armor worn, and a couple melee weapons. If an object is dropped after being affected (whether by Growth or by Alter Physical Structure: Electricity) it retains the character's properties until the character discontinues use of their super abilities. If the character possesses the Alternate Form minor ability (described above), the Bio-Aura kicks in when the change begins. The character's clothes and armor are not damaged by the transformation into the superior form (but do not exist in the alternate form, either). When the character turns back into the human shape, the clothes and armor are there just as if nothing happened.

Bio-Energy Transference

With a single touch, the character is able to act as a conduit through which various forms of bio- energy can pass. This also has the secondary ability of letting the character drain this energy from others and store it within himself. He can drain Chi, P.P.E., or I.S.P. and either use it to refill his own personal stores or transfer it to others. The following is a list of notes and limitations:

- Energy is drained at the rate of 3 points per melee action, +1 per level of experience. So, at level two the character can drain five points with a single touch. Multiply the drain rate by five to determine the total amount of energy moved in a melee.
- The character can only drain one kind of energy at a time.
- The character can not store more energy than he naturally possesses.
- The character can not store a type of energy he doesn't possess - thus, a non-psionic can't store drained I.S.P. (but can still transfer it).
- Unstored energy is immediately dispersed, returned to the cosmos, and cannot be tapped. This applies to both excess energy and energy forms that the character cannot tap into.
- To transfer energy into one recipient from a donor, the character must touch both (unless the character is the recipient or donor - then he must only touch the other person).
- Draining energy from an unwilling donor is difficult. The donor gets a roll to save vs. draining (target number of 12 or higher, +1 more at levels three, five, and eight), plus the victim can add in any P.E. bonuses. Success means that no energy was drained. Roll once per melee for continuous draining.
- Draining energy from a person experienced in its use (like P.P.E. from a spellcaster or Chi from a martial artist) is even more difficult - the victims get a +4 bonus in addition to P.E. bonuses. This bonus does not apply for energy forms the victim has no control over, so taking Chi from a magician is as easy as doing it with most others.

Bio-Mechanical Limb

This is a metal bionic arm that regenerates like flesh but due to its metal nature strikes do 2D6 and it has a natural AR of 19. That means that it can touch things that will normally hurt people with no damage Thus can parry any physical attack with no damage. Supernatural PS characters add 1d6 to damage from the chart or +10 to the x10 rolls.

Bio Systems

This gives the character the 2 implants of Large Blades (metal) and a secret sensorproof undetectable internal compartment that is 5" by 11" by 4".(The Blades do 3D6 Damage + PS bonus)

Body Armour

50 S.D.C. + 25 S.D.C./level, 3 X's a day

Character can create a light force field in the form of flexible body armour.

Body Spikes

This minor power covers the persons body with large bony spikes. The power is activated by the user when ever they want to. As will all transformation powers, it costs one attack to change. The spikes will rip through clothing, armor, or anything else the person has on. The spikes are EVERY place. The only section that is not covered is a small section on the face. The user does not have control of where the spikes will come, they just come. If the user has a shape change, alter physical body, or alter physical features, then the mutant can effect where his spikes are at anytime, but he will not have the full AR.

The good part is that anytime someone attacks you, they will be hit by the spikes. For every physical hit roll 2d4 to see how many spikes the person hit, and then roll that damage to the person. If mutant was hit with a weapon, the weapon will take the damage. Metal swords, knives, etc are not affected because they are too strong to be broken by the spikes. The metal weapons will skip off the spikes more easily, so when using a metal weapon the mutants AR is +2. Wooden weapons will become stuck or attacked to the mutant. This is good and it is bad. If the attacker fails a strength check, then the weapon is stuck, and he must spend an attack to retrieve it, if he makes it, then no attack action is need. Spikes have an effective PS of 1/4 the mutants with a minimum of 15. If a spike is broken off, one instantly grows back to take its place until the mutant is dead or knocked out. Once knocked out the mutant will go back to normal. The mutant can not take off his spikes, that would hurt, as well as doing damage to himself.

SDC: +35, AR: 13

Horror Factor: 13

Damage: 1d4 points per Spike

Body Block: 2d4 Spikes + PS Damage Bonus

Arm Swipe/Close Line: 2d6 Spikes + PS Damage Bonus

Grab/Squeeze: 4d4 Spikes

Punch: 4d4 points (4 spikes) + PS Damage Bonus

Penalties The spikes make it difficult to perform skills that require a delicate hand, -25% to any such skill.

Note: The extra SDC is at all times, but the AR is only when all the spikes are out

Change Center of Gravity

This power allows the character to shift their center of gravity, allowing them not only perfect balance, but the ability to lean to the side at a 30 degree angle from the ground. But this is more than a simple parlor trick, by altering their center of gravity into

their hands or feet, a character can do double damage from a punch or kick, unfortunately, this doesn't work with weapons. The character also gets a bonus of +20% to climb skill if chosen.

Charge Objects

Range: Normal throwing distance

Damage: 3D6 + 1D6 per level of experience

Duration: objects can hold a charge for up to 2 minutes, explosion is instant

Attacks per Melee: Maximum of 5

Bonuses: +1 to strike with any thrown objects

The character has the ability to charge small objects (no more than 8 ounces) with explosive energy and throw them, lay them as traps (the objects will automatically explode after 2 minutes), or reabsorb the energy to keep them from exploding. If a character attempts to charge an object that is too large, the energy will be distributed throughout the entire object and have no effect. When an object explodes, it is completely destroyed.

Charm

Created by Andrew Darling

This is similar to Extraordinary Physical Beauty or Mental Affinity, however, the charmer will receive the high charm/impress percentile or trust/intimidate percentile even if he is socially odious and has terrible personal hygiene. Thus a five hundred pound Deal-a-Meal poster-boy and Klu Klux Klan member could achieve dates with Cindy Crawford. At first level, the charmer receives those percentiles as if he had a 17 (the 'virtual attributes') in both M.A. and P.B. The virtual attributes are increased by +1 for each level of experience beyond the first. This is a pseudo-psi power which works on all those who hear the charmer's voice. Mind Block or other forms of psychic resistance reduce the chance of charm/impress or trust/intimidate by half when attempted on the resistant being.

Combat Instinct

The character has an extraordinary combat skill. This is enough to turn an untrained character into a capable fighter and transform an experienced combatant into a deadly adversary. Follow this experience chart for the bonuses and abilities - the combat instinct functions like a hand to hand form with bonuses that are added to any fighting style. The character can perform many complex combat maneuvers, but relies more on P.P. bonuses than skill bonuses.

Note: This minor ability, unlike Natural Combat Ability, is fully compatible with hand to hand combat skills. A character cannot have both this power and Natural Combat Ability. Your GM wouldn't like that. I've also toned it down to make it more of an enhancement instead of a complete hand- to- hand combat form.

First level knowledge:

- Parry, dodge, pull punch, roll with punch, fall, or impact, entangle, and disarm.
- Automatic dodge (no bonus).
- One hold of choice (see page 68 HU).
- Snap kick - 1d6 damage.
- Karate kick - 2d4 damage.

Abilities gained with experience:

Level 2: +1 on automatic dodge, +2 to entangle.
 Level 3: +1 melee action, +2 to disarm
 Level 4: One kick or hold of choice (page 68 HU)
 Level 5: +1 to initiative, +1 to strike, +2 to dodge.
 Level 6: +2 to parry, body throw/flip (1d6 damage plus knockdown).
 Level 7: One kick or hold of choice (page 68 HU)
 Level 8: +1 on automatic dodge.
 Level 9: Critical strike (double damage) or knockout from behind, pick one.
 Level 10: +1 to initiative.
 Level 11: One kick or hold of choice (page 68 HU)
 Level 12: +1 melee action.
 Level 13: +1 to disarm and entangle.
 Level 14: +1 to strike.
 Level 15: +1 on automatic dodge.
 Level +16: Add a +1 to any one combat skill (strike, pull punch, entangle, etc.) at each exp. level beyond 15.

Combat Quickness

Note: This minor ability should not be combined with Natural Combat Ability or any super speed powers, but the GM can of course do whatever he wants.

The character is extremely swift in melee and grappling combat range. This might be from a heightened awareness, a super- adrenaline surge, a feral nature, etc. The character gains the following:

- +1 melee action at levels one and seven.
- +2 on initiative at levels one, six, and ten.
- +4 to dodge (normal).
- Automatic dodge, +2 bonus at level one. Add +1 at levels two, five, and nine.
- Character can dodge multiple attacks with a single normal dodge.
- When knockdown is imminent, the character does not suffer the loss of one melee action and loss of initiative. He loses one melee action or initiative (his choice) so the penalty is effectively halve. Critical knockdown, the loss of two melee actions and initiative, is also reduced to normal knockdown.
- At level three the character is fast enough to attack twice for each melee attack! However, these attacks can only be hand attacks (not even weapons) and the strike and damage bonuses are halved. One- two punches and punch/kick combos can be thrown.

Combat Sense

This power gives the character a precognitive flash of insight when in danger. This power only works for the character. If in a group, this power won't work if someone else is going to be in danger.

The character will not know what the danger is or where it will come from. All he/she will know is that something life threatening will happen within the next 60 seconds (4 melees)! The combat sense is triggered automatically, without the characters consent. It is only triggered by an unexpected, life threatening event which is already set into motion and will happen any second. The power cannot be called upon at will to sense for traps or ambush. Instead, it works like an automatic reflex.

Range: 100ft

Duration: Until the danger passes or happens.

Bonuses: The sudden flash of insight provides the following bonuses. All bonuses apply only to the initial melee round when the attack occurs.

+6 to Initiative.

+3 to Parry/Automatic Dodge.

The character cannot be surprised by a sneak attack from behind.

Contort

By A.J. Pickett

The character has the ability to twist, bend and flex his body in ways that defy normal (or even unusual) anatomy. While double jointed people can bend further than others, this character can bend knuckles and joints completely the wrong way, and even fold over limbs where there is no joint at all!

The character can ball his fist backwards, create a zig zag shape out of his arm or leg and bend so far over backwards that his spine looks like a donut. Aside from having bones almost impossible to snap (though they can still be fractured or crushed), the character is a natural master contortionist, has the sort of talents any circus or freak show performer would die for.

Bonuses and Abilities:

Add 1D4 to P.P.

Receives all the benefits and abilities of the Double Jointed mutant feature (not cumulative with those listed below)

+6 to Roll with punch, fall or impact.

Receives Escape Artist skill at +30%

Receives Gymnastics skills at +15%.

Has a one time 5% bonus to all skills requiring fine manipulation (such as Pick Pockets, Mechanical skills, etc.).

Control Temperature

Created by Andrew Darling

The character may increase or decrease the temperature within 100 feet plus 10 feet per level. The area of effect is a five foot radius sphere, +1 foot per level of experience. The temperature may be changed by 10 degrees Fahrenheit (roughly 5 degrees Celsius) per melee action of focus, with a maximum temperature change of 30 degrees Fahrenheit plus 10 per level of experience (equal to about 15 degrees Celsius plus 5 per level of experience).

Note that this power in no way enables the character to withstand extreme temperatures, though he is able to counteract some of the special powers of Alter Physical Structure: Fire characters.

Copy Minor Super Ability

Range: 25ft +5ft per level.

Duration: Lasts until the minor super ability is changed, or for 2d4 minutes of the copied person leaving the range.

Attacks Per Melee: Counts as one melee action. Can be performed only once per melee.

Like the major super ability of Mimic, the character can replicate the ability of another mutant. However, he is limited to copying one ability at a time. That ability can be either

one minor super ability, a single sub-ability of a major super ability, or a minor psionic ability. Essentially, the character is able to temporarily replace this power with a copy of someone else's. The copied power can be instantly discontinued at any time (uses no attacks).

The character must know about the power he is trying to copy, if done at a distance. If the character can physically touch (skin on skin) the person he wants to copy, he gains basic knowledge of their powers (great strength, create laser blasts, nightvision, create sandstorms, etc.) and can instantaneously pick what he wants to copy. Sense Super Powers allows the character to do this scanning at a distance. Except for the above, this power is much like the Mimic ability (HU 186).

Dark Aura

Created by The Magus (with expansion by Brett Hegr)

Range: Self

Duration: Two minutes plus one per level. Activation requires one melee action.

Attacks Per Melee: Counts as one melee action to initiate or maintain.

The character effectively absorbs all light reflecting off his person rendering him a wavering shadow. While in use, the character gains the following benefits:

- Opponents are -5 to strike with any ranged attack, -4 with melee combat in a very dark area (no moonlight).
- Opponents are at -3 to hit with any ranged attack, -2 with melee combat in a dimly lit area (moonlight).
- No special bonuses in daylight or well lit areas.
- Shadow meld at will (as per sub- ability two of Darkness Control, HU 182).
- Darkness blasts do no damage.

Corrosion

Created by Andrew Darling

The character secretes highly caustic substances through his skin. As such, he does 1d6 of acid damage per level whenever he physically strikes someone, and 1d4 per level through casual contact. Strength bonuses are still applied to damage in strikes. Note: This ability can be turned on and off. When it is activated, the character's skin will dissolve clothing, weaponry he is holding, and anything else that is not treated against his corrosive agent. At level five, the character gains enough control to secrete the corrosive agent through just one or two parts of his body (hands, ankles, head, etc.) A strike roll tying or below the A.R. of an armor means that the damage is done to the armor, but in the case of a natural A.R. the living target will take half the damage from the corrosive agent.

If touching an inanimate target with the intent of dissolving it the character does 1d4 damage per level, per melee action. Thus, a level four character with four melee actions can do 4d4 points of damage to a steel vault door four times per melee! This is a great way to break into and out of sealed areas, escape ropes, chains, and handcuffs, burn open locks, destroy evidence, carve graffiti into stone, and sabotage machinery.

In a Rifts® world, double the damage from the acid. It remains S.D.C., though the character can damage M.D.C. structures with enough concentration. He can do one point of M.D.C. damage per two melee actions of concentration at level one, +1 more point of M.D.C. damage at levels four and eight.

Damage Overload

This allows the character to use his personal vitality to push his attack powers beyond their normal limits. The power is designed to use hit points, but could be changed to use Chi or P.P.E. (I.S.P. isn't that appropriate, but allowable with GM approval). This minor super power is not really suitable for use with any power that doesn't give a special damaging attack - the 'shooter' characters, which includes beings with Power Channeling and Absorb Energy Attack and anything that does damage, benefit the most. Damage from super strength punches can't be increased with Damage Overload - you must use the Overload power to boost a character's raw P.S. attribute.

Special Bonus: The character gets a one-time bonus of +10 hit points.

Recovery of Hit Points: Hit points used to fuel an overload recover at the rate of three per hour, +1 more at levels four and eight. Double this rate during sleep or meditation, and halve it for periods of heavy exertion. Be sure to keep a record of the hit points used for this power, since they recover differently from hit points lost due to damage.

Limits: The only limit on how many hit points can fuel a damage overload is the character's current hit point level - he can go all the way down to 0 hit points (becomes comatose at that point)! Channeling is not possible when the character has less than 0 hit points.

Penalties: These apply only when the character suffers hit point loss and the majority of it is from overloading.

If more than 50% of the character's hit points are used for overloading, he is afflicted by weakness and fatigue after the time limit of the effect runs out. Speed and P.S. are cut by 25%, strength drops one level (supernatural becomes superhuman, superhuman becomes extraordinary, and extraordinary becomes normal), and he also loses a -2 on initiative and one melee action. Invulnerable characters also start to suffer 25% of the normal damage from attacks - some of their invulnerability goes away!

If more than 75% of the hit points are used for overloading, the above penalties are suffered plus another -2 on all combat rolls (including initiative - becomes a -4 penalty), -10% on skill rolls, and the loss of another melee action.

Using more than 90% of the hit points will double all penalties! Further, invulnerable characters suffer a full 50% of the normal damage from attacks!

If the character goes all the way to zero hit points by overloading, he is in no danger of death. He is, however, unconscious for 1d4+2 hours and only a medical doctor can determine that he isn't dead.

As soon as the character recovers enough hit points to get above the 50%, 75%, or 90% level, the penalties associated with the special hit point loss disappear.

Note that you do not include hit points lost to damage in the above. If a character has 30 hit points, suffers 14 hit points of damage from a hard blow, and then uses 15 to fuel a super-strong energy blast he is at 1 hit point (down to less than 10% of his hit point base) but suffers the penalties of 50% use (because the 90% of the hit points that are gone weren't used for overloading, just around 50% were). Note that in the weakened state it is easier to be killed.

Ability to Increase Damage:

Add +1 die (almost always a 1d6) to the damage of an attack power per two hit points used. This extra damage lasts for one melee per odd numbered level of experience! Thus, at level five it is possible for a character to expend ten hit points for an extra 5d6 damage

on an energy blast and the increase will last for three melees. To channel life force into damaging powers for an extended duration such as this causes the loss of one melee action and a -2 on initiative, due to concentration.

In the alternative, 3 hit points can instead give a static +10 damage bonus to a single attack - the benefit here is that the extra damage is not rolled and so more damage on average is done. The damage limit is half the maximum normal damage - 1d4x10 could have up to +20 added for 6 hit points and 1d6x10+30 could have up to +45 added for 15 hit points. An attack that is charged for extra damage suffers a -1 strike penalty per 30 points or fraction thereof (+45 damage creates a -2 strike penalty).

It is not a good idea to use a large number of hit points to perform these channeled blasts, since it is easier to be killed while in the drained state.

Dark Aura

Created by The Magus (with expansion by Brett Hegr)

Range: Self

Duration: Two minutes plus one per level. Activation requires one melee action.

Attacks Per Melee: Counts as one melee action to initiate or maintain.

The character effectively absorbs all light reflecting off his person rendering him a wavering shadow. While in use, the character gains the following benefits:

Opponents are -7 to strike with any ranged attack, -5 with melee combat in a very dark area (no moonlight, shadows everywhere).

Opponents are at -5 to hit with any ranged attack, -3 with melee combat in a dimly lit area (moonlight, lots of shadows).

No special bonuses in daylight or well lit areas (a walking shadow in broad daylight is easy to see).

Shadow meld at will (as per sub- ability two of Darkness Control, HU 272).

Darkness blasts do no damage.

Detection

By Jaegermeister and Relic.-

A character with this power has the uncanny ability to detect the presence of certain extraordinary individuals, but while the special sensory power works over a relatively wide area, it doesn't allow the character to pinpoint the exact location of the individuals they can detect.

Range: Can detect a presence up to 100 feet (30.5 m) away, plus 10 feet (3 m) per level of experience.

Accuracy: Can pinpoint the location down to a 10 foot (3 m) area.

Duration: Constant, but can be deactivated at will.

Detected 'Types': At first level roll once on the following table, then roll once again at levels 3, 6, 9, 12 and 15.

01-18: Mutants (with or without extraordinary powers).

19-24: Aliens.

25-35: Psychics.

36-55: Magically enchanted (this includes the supernatural).

56-74: Intangible (non corporeal) beings.

75-100: Super beings (anyone who possesses super abilities).

Disintegration

This power allows the character to expel an energy that will continue to destroy a target until there is nothing left of the target or the target resists the power.

Range: 30 ft. plus 5 ft. per level

Damage: 2D6 plus 1D6 per level

Duration: The power does damage to the target ONCE each round for each time the target has been hit with the power until the target makes a saving throw of 10 or higher with P.E. bonuses.

Attacks Per Melee: One disintegration blast takes two attacks

Note: It takes 10 times longer to heal damage from disintegration.

Division

This ability is similar to the Multiple Beings/Selves ability in Villains Unlimited, except that the abilities of the original, and the duplicate are reduced. Each version can create duplicates, but each duplicate will have only 50% of all combat stats and attributes (except APM), and will know all skills at 75%. Each replication also makes the replicant and the replicator lose one APM until the replicant is destroyed. Unlike the major power, loss of a replicant is not a permanently debilitating condition, but stats do not return to normal for 3D4 days after the death. Loss of the original kills all replicants. Replicants also die if they are separated from the original by more than 1 mile per level (but the original can recall any replicant within this range within 1D4 melees of concentration)

Dreamstream Transference

Range: Self and the Dreamstream.

Damage: Character's mental attacks do 2d6 damage +1d6 per level of experience to a dream persona's S.D.C. However, he can only "attack" via manipulation a maximum of two times per melee at level one, plus one more at levels three, seven, and eleven.

Dream Persona S.D.C.: Equal to the hit points and S.D.C. (or M.D.C.) combined. If this is all destroyed, the mutant is killed and doesn't return to material form. Add +10 to this S.D.C. per level of experience.

Duration: Requires 1d4 minutes of concentration to enter or exit the Dreamstream. There is no limit to the amount of time spent there.

Bonuses: Can battle in dream manipulation/combat with a +1 bonus at level one, +1 more at levels two, four, eight, and twelve in addition to M.E. bonuses.

This is quite similar to the Nightbane talent of Dreamer and the super psionic power Dreamdance, the character is able to transform his body into a non-corporeal counterpart and roam the Dreamstream (described fully on page 82 of Nightbane World Book Two: Beyond the Shadows). Special Abilities and Limitations:

- Naturally see portals to the Dreamstream and can tell whether a being encountered in the stream is an actual sentient being or a dream construct.
- Can enter and affect a person's Dream Pool in the standard ways.
- Can return to physical form at will - no skill roll required.
- Can take along up to 15lbs of non-living matter (besides clothes) per level of experience, but each 15lbs requires an extra melee of concentration (so 120lbs would require an extra two minutes beyond the standard 1d4).
- Cannot bring anyone into the Dreamstream.
- Cannot create or take part in the creation a dream domain.

Earth Swimming

Speed: 50mph + 15mph per level of experience

Duration: PE x 5 minutes at a time before requiring a 20 minute rest

This super power gives an individual the strange ability to shoot through dirt, sand, gravel and so on. The character "swim" through any dirt-like medium, mentally being able to avoid obstacles such as pipes, tree roots, rocks, etc. Normally, the character wouldn't leave any sort of trail other than some loose soil, but if traveling at one third normal speed, they will leave a tightly packed tunnel, approximately 4ft in diameter behind them.

Ectoplasmic armor

By Lord Cherico

The character is able to summon forth a layer of ectoplasm to act as body armor.

Ectoplasm is a mentally created substance and derives its resilience from the character's own strength of will.

1. Ectoplasmic Protection:

Any attack which defeats the deflective properties of the ectoplasm will damage the armor and the character simultaneously, inflicting half damage to both the character and the ectoplasmic armor.

Range: Self.

Duration: As long as desired, however the armor will melt away within one melee round of the character losing consciousness.

Natural Armor Rating: Equal to half the character's M.E. attribute.

Structural Damage Capacity: Equal to the character's M.E. multiplied by 5, plus 10 per level of experience.

Environmental Shielding: The character takes half damage from heat and cold based attacks, his body is insulated from normal weather conditions, maintaining a comfortable 60 degree temperature. The ectoplasm does not provide him with air and does not provide protection against poison gas.

2. Limited Ectoplasmic Shaping:

The ectoplasm can be mentally manipulated into different shapes and colors, such as a suit of chain mail, modern styles of armor or even a well tailored suit of clothing, other than the limitation that the ectoplasm remains close to the character's body, the shape it takes is limited only by the character's imagination.

3. Other Abilities and Bonuses:

Add 10 to P.S. while encased in the Ectoplasmic Armor.

Electromagnetic Distortion

1. Activate/Negate/Disrupt Energy Flow: The character has the ability to interrupt or stimulate the flow of electrical energy. One appliance/ switch per level can be affected. Alternately, a single energy weapon, computer, or vehicle/ robot/ power armor function can be negated (plus one more at levels four and eight). A single vehicle can be affected, but only after 3rd level. The duration of this effect lasts as long as the character concentrates, and it has a range is 50ft plus 10ft per level. Concentration is required (-2 on initiative and the loss of one melee action while in use) and distortion power #2 can't

be used while this effect is maintained. One melee action is required to initiate influence over simple stuff (switches, appliances, and energy weapons) while two to three is necessary for larger things (robots, vehicles, and power armor). 2. Radio Frequency Manipulation: It is possible to distort all or selected radio frequencies within a radius of 50ft +10ft per level. The affected targets are unable to send or receive recognizable radio signals. On the flip side, the character can also boost the range of a single radio transmitter by 25%. The character can also sense when he (or the vehicle he is in) is being tracked by radar (60% +3% per level) and can also detect bugs and sensors (basically, anything that receives or transmits radio signals) with a range of 10ft +2ft per level and an accuracy of 30% +5% per level (automatic - GMs should roll whenever one is in the area or when the character is attempting to detect them). Radios, televisions, microphones, and bugs of all kinds can be affected. These require concentration also - the previous distortion power can't be used while radio frequencies are being focused on. 3. See Electromagnetic Energy: With a range of 30ft per level, the character has the ability to see most of the EM spectrum. This includes standard visible light, infrared, ultraviolet, power waves (can see if machines are turned on/have an energy flow), radio waves (can actually see radio signals, transmissions, and receptions), and higher forms of EM energy like X-rays and gamma rays (so he can see areas and beings of radiation). Through a simple wall or door the character can also see living creatures - he can pick them out by their body heat and neuroelectric activity. Any obstacle thicker than about 12 inches, made out of metal, or that has a large number of wires carrying electricity within it will be impossible to see through. Depending on the powers possessed by the object/person targeted by EM vision, the character may have an easier or harder time of picking out living creatures (a being that is naturally radioactive could be seen by the mutant through more obstacles). The character has a 50% chance of being able to see invisible creatures - roll once per encounter. The nature of the invisibility doesn't matter.

Energy Expulsion: Abstract

By themonkeygotdough

The character is able to emit a form of energy which is incredibly beautiful and attention holding. Once the energy is released it is capable of capturing the attention of anyone witnessing it, while at the same time the energy functions as an effective offensive blast. Victims of a direct hit by the Abstract energy are surrounded by a nimbus of mesmeric light, just as attention grabbing as the energy beam.

Range: 400 feet (121 m).

Damage: 2D6 plus +1 per level of experience.

Special: See Energy Expulsion: Energy

Duration: Instant, but the Abstract nimbus that surrounds the victim lasts two melee rounds

Attacks per Melee: One

Bonuses: +3 aimed, +1 wild.

Additional Effects: Those that see the beam must make a Save vs. Awe/Horror Factor or simply stop and stare at the beauty of the Abstract. Victim's surrounded by the Abstract nimbus must also save vs. the effect, and anyone in the immediate area with direct line of sight to the victim must also make a saving throw.

Energy Expulsion: Bio-Energy

This is the only EE power whereas the character draws on their own Hit Points to do Vast damage to another person. These Hit Points heal at 3d4 per hour. ONLY HIT POINTS USED IN THIS MANNER ARE HEALED THIS FAST!!!

Damage: 4D6 + 2D6 per level For each 4 Hit Points

Range: 1000ft

Energy Expulsion: Cold

The character can generate cold which can be released in directed pulses. The cold pulse or blast is fired from the fingertips, hand or mouth. While the target is indeed covered in a fine frost, the character cannot encase their body in ice (see Alter Physical Structure: Ice; page 244 HU2).

Range: 300 feet (91.5 m) maximum.

Damage: 2D6 + 1D6 per level of experience.

Special: The same as the other Energy Expulsion Powers, the more experienced (3rd level) character may regulate the strength of the cold pulse by increments of 1D6. As well as divide the energy into to separate but simultaneous attacks (same rules apply as the other Energy Expulsion Powers).

The experienced (3rd level) character can also generate enough cold to freeze water at a rate of 1 gallon per melee.

Duration: Instant

Attacks Per Melee: Each attack (including the simultaneous attack) counts as one melee action.

Bonuses: +3 to strike if an aimed shot, +1 to strike if shooting wild; none if doing a divided attack.

Energy Expulsion: Dark Bolt

Created by The Magus (with expansion by Brett Hegr)

Range: 25ft +5ft per level

Damage: 3d6 +1d6 per level of experience.

Duration: Instant

Attacks Per Melee: Counts as one hand to hand attack.

Bonuses: +3 to strike aimed or +1 on a wild shot, +1 more at levels four, eight, and twelve.

The character is able to generate a bolt of pure darkness and hurl it at a target. The blast is sort of an anti-laser, but is neither an energy nor a kinetic attack. Anyone who is impervious to attacks from darkness (like someone possessing a special Nightbane artifact) is also impervious to this power. The dark bolt is quite similar to the Shadow Blast Nightbane talent, but requires no expenditure of P.P.E.

Creatures of supernatural evil (vampires, Nightlords, Necrophim, etc.), any being filled with Negative Chi, and those in possession of a magical weapon of chaos (evil rune sword) take no damage from this attack. Note: The possessor of the power is not necessarily evil, but his attack is sometimes resisted because of the evil in others.

Energy Expulsion: Explosion (Self)

- Range: 15ft diameter sphere, with the character as the origin, plus an additional 2ft per each level of experience.
 - Damage: 3D6 + 1D6 for each level of experience to victims caught within the sphere of effect. •Duration: Instant
 - Attacks Per Melee: Counts as two attacks.
 - Bonuses: +3 to strike. No aimed shot is possible; area effect.
- The character charges himself with kinetic energy and releases it from himself in an explosion that damages everything in the area. The amount of damage CANNOT be regulated and anyone caught within the sphere is subject to knockback. The character (and anything on his person) is unaffected by his own explosion.

Energy Expulsion: Explosion (Ranged)

- Range: Up to 65ft away from the character; affects a 10ft diameter sphere, plus an additional 1ft per each level of experience.
 - Damage: 3D6 + 1D6 for each level of experience to victims caught within the sphere of effect. •Duration: Instant
 - Attacks Per Melee: Counts as two attacks.
 - Bonuses: +3 to strike. No aimed shot is possible; area effect.
- The character charges and area with kinetic energy and releases it in an explosion that damages everything in the area. The amount of damage CANNOT be regulated and anyone caught within the sphere is subject to knockback.

Energy Expulsion: Explosive Objects

- This is the ability allows the character to create a grenade-like weapon instantly from his or her hands. They can be anything from small black balls to glowing balls of energy.
- Range: The character can throw the bombs his or her P.S. times 10 feet and each bomb has a blast radius of 6 ft. plus 1 ft. Per level.
- Damage: 2D6 plus 1D6 per level
- Duration: Instant
- Attacks Per Melee: Equal to hand to hand attacks.
- Bonuses: +1 to strike at first level, +1 to strike every fourth level.
- Note: At third level the damage can be regulated in increments of 1D6 and the blast radius can be regulated in increments of 1 foot.

Energy Expulsion: Invisible Flame

- Range: 40ft •Damage: 4D6, plus an additional 3D6 per each melee until the fire extinguishes itself.
 - Duration: Initial blast is instant. The invisible flame burns for 1 melee for every level of experience.
 - Attacks Per Melee: Counts as two attacks
 - Bonuses: +3 to strike for aimed shot, +1 if shooting wild
- An invisible projection of intense heat radiates from the character, causing objects to singe, burn and melt. This invisible flame will continue to burn on the victim after the initial blast, causing additional damage. The flame cannot be extinguished normally, it

must burn itself out. Coming in contact with something burning with the invisible flame will spread it to the new object -- both objects will continue to burn until the original fire extinguishes itself. Some objects may be consumed by the invisible flame, while some materials (like metals) will begin to glow white hot - but at no time will it become apparent that a physical "flame" is burning the object. Even if something extremely flammable is ignited using this power, all fire begun as a result of the blast is still invisible. The only visible means of detection are ripples of heat emanating from the target. Thermographic sensors will detect the "flame" as they would a normal fire. OPTIONAL: Victims unfamiliar with Invisible Fire must save vs. a horror factor 18, or be incapacitated with fear as they mysteriously crisp and burn (reduce attacks per melee to one, no offensive actions are possible).

Energy Expulsion: Kinetic

Range: 575ft +25ft per level

Damage: 2d6 +1d6 per level of experience.

Duration: Instant

Attacks Per Melee: Counts as one hand to hand attack.

Bonuses: +3 to strike aimed or +1 on a wild shot, +1 more at levels four, eight, and twelve.

The character can generate pulses of kinetic energy and unleash them at targets. The attack form is physical - similar to a long range punch. Because this is physical damage, beings impervious to energy attacks have no immunities to this. This attack can have any appearance or effect, but usually appears to be a bolt of opaque white energy.

Energy Expulsion: Microwave

Range: 575ft +25ft per level

Damage: 2d6 +1d6 per level of experience.

Duration: Instant

Attacks Per Melee: Counts as one hand to hand attack.

Bonuses: +3 to strike aimed or +1 on a wild shot, +1 more at levels four, eight, and twelve.

Unlike other energy expulsion powers, the character creates a beam of pure heat. The radiated particles have exceptional penetration power against all non-metallic substances. Even tinfoil will deflect the rays with no damage. Everything else, however, is penetrated easily. Plastic, Kevlar, wood, glass, ceramics, and other common substances are useless as a defense. Beings wearing plastic or composite body armor (like most of the body armor types in Rifts) take damage from the microwave beam as if they weren't wearing any armor. However, a knight in a suit of metal armor is completely protected - his armor doesn't even take damage. Against force fields, electromagnetic disturbances, characters who are impervious to energy attacks, have Hardened Molecular Structure or Invulnerability, half damage is inflicted. Those who are impervious to fire and heat take no damage at all.

Energy Expulsion: Radiation

Range: 75ft +25ft per level

Damage: 3d6 +1d6 per level of experience.

Duration: Instant

Attacks Per Melee: Counts as one hand to hand attack.

Bonuses: +3 to strike aimed or +1 on a wild shot, +1 more at levels four, eight, and twelve.

Perhaps the most deadly of all energy expulsion powers, the character is able to release blasts of radioactive heat. Each blast has cumulative 5% chance of inducing radiation sickness on a victim, who must roll for this every time he is struck. A roll under the percentage indicates that the sickness is contracted, but be sure to add the bonus vs. coma/death to the roll. This power does mega-damage in Rifts, and victims in M.D.C.R, body armor, power armor, and robots under 18' tall only have a 2% cumulative chance of contracting radiation sickness.

A victim of radiation sickness must reduce all bonuses by half, the P.E. attribute by half, speed and skills by 10%, lose one attack, takes six points of damage daily, and cannot recover hit points or S.D.C. until cured. Immediate treatment for radiation sickness will let the victim recover in 3d4 days. Add three days to the recovery time for every one day without treatment.

Though not impervious to radiation, the character is more resistant than others. He is 20% less likely to contract radiation sickness (so add that to the rolls), and recovers from it in half the normal time. He has no particular protection against fire and heat.

Energy Expulsion: Shock Wave

•Range: 200ft •Damage: 3D4 + 1D4 for each level of experience, plus an optional knockback •Duration: Instant •Attacks Per Melee: Same as Hand to Hand •Bonuses: +5 to strike for aimed shot, +3 if shooting wild

Kinetic blasts of motion ripple from this character's hands, causing damage by shaking things apart. As the character grows in experience (3rd level or higher), he can regulate the degree of damage by increments of 1D4. The blast is invisible, providing an additional bonus to strike.

OPTIONAL: Knockback rules may be applied to this power. However, add a bonus of 10% to the knockback percentile.

Energy Expulsion: Sniper

By Lord Cherico

The character is able to generate highly focused, long range beams of pure energy, augmented by a kind of telekinetic effect which prevents the energy from dispersing in the air as quickly as usual. Although not as powerful as the shorter ranged energy blasts (due to the additional power required for the telekinetic effect), the Sniper beams are deadly over a much greater distance, providing a distinct tactical advantage to the character.

Range: 1500 feet (457.2 m) plus 500 feet (152 m) per level of experience.

Damage: 1D6 per level of experience, the damage may be regulated in increments of 1D6 at 3rd level and beyond.

Attacks Per Melee: Each beam counts as one attack.

Bonuses: +3 to strike aimed, +1 wild.

Energy Expulsion: Stun

By Cardiac

This disruption blast is an electrical disturbance that short-circuits the nervous system of its victim. It inflicts only minor damage but has potent additional effects.

Range: 150 feet (45.7 m) maximum.

Damage: 1D4 points per three levels of experience (damage can be regulated by the character at first level).

Special: Same as Energy Expulsion: Energy, but each target gets +3 to save vs. the effects and duration is $\frac{1}{2}$.

Duration: See below.

Attacks Per Melee: Each Stun Blast counts as one melee attack or action; dual, simultaneous divided blasts also count as one attack.

Saving Throw: Victims must roll 16 or better to save and the character gains +1 to the saving throw required at levels 4, 8, and 12 (so a stun blast from an 8th level character requires a saving throw of 18 or higher). A successful save means that the victim stays conscious but is -2 to initiative, strike, parry and dodge for 1D6 melees. A failed save renders the victim unconscious for 1D4 melee rounds.

Notes: Any kind of electrical shielding can block this attack. Particularly tiny or frail creatures and children may suffer double damage and the duration for penalties are doubled. Psionic characters who fail to save vs. this attack will have a nasty headache that lasts 4D6 minutes after they regain consciousness and will suffer -1 to all combat rolls for the entire time.

Bonuses: +3 to strike aimed or +1 on a wild shot.

Energy Expulsion: Thermoelectricity

Range: 275ft +25ft per level

Damage: 2d6 +1d6 per level of experience.

Duration: Instant

Attacks Per Melee: Counts as one hand to hand attack.

Bonuses: +3 to strike aimed or +1 on a wild shot, +1 more at levels four, eight, and twelve.

The character can generate superheated charged particles which will simultaneously burn and electrify targets. The blasts can short out electronics and cook food - the best of both worlds. The energy created is similar to a plasma torch or other high-powered cutting tool. Targets that take half damage from fire/heat or electrical attacks take full damage from this. Victims who take half damage from both, or are impervious to one, take half damage. Anyone impervious to one and resistant to the other, or impervious to both, will take no damage at all.

Energy Expulsion: Ultrasound Bolt

•Range: 200ft •Damage: 1D4, plus stun (see below)

•Duration: Instant

•Attacks Per Melee: Same as Hand to Hand

•Bonuses: +3 to strike for aimed shot, +1 if shooting wild Automatically penetrates A.R.

Saving Throw: Dodge.

A blast of invisible ultrasound fires from the character's eyes or hands, disrupting the nervous system of the victim. If hit, the opponent must Save vs. Pain or instantly collapse, leaving his conscious motor functions powerless for 2D6 melees. Multiple strikes to an opponent with this power DO NOT increase this time, but after three hits (while unconscious) the damage inflicted reduces to 1 point, but goes directly to Hit Points.

Energy Net

Range: up to 15ft diameter, can be launched up to 100ft + 25ft per level of experience

Damage: none, target in incapacitated

Duration: 2D4 hours, until SDC is depleted, or until wielder mentally dispels it

Attacks per Melee: equal to hand to hand

Bonuses: +3 for an aimed shot, + 1 if shooting wild

This glowing web is launched from the character's hands. It instantly wraps around whatever it hits, preventing anything from slipping out. The hero can mentally control the amount of SDC in the web up to 50 + 10 per level of experience. The net can also be cast onto doorways, small tunnels, etc to make passage through them impossible until the SDC is completely depleted. If two nets are cast over each other, they will instantly cancel each other out, even if the nets came from different individuals.

Energy Redirection

This power allows a character to redirect any non-kinetic energy directed at him. When the character is aware of the attack the player makes a parry roll with the energy redirection bonuses ONLY. If the parry roll is successful then he can redirect the energy equal to the strength of the blast and takes no damage. If the parry roll fails then the character takes half damage and can not redirect the energy blast.

Note: The energy can only be redirected for one blast.

Bonuses:

- Add 1D4 x 10 to S.D.C.
- Add +2 to parry(energy) with an additional +1 every third level.

Energy Rope

Range: 100ft + 50ft per level of experience

Damage: none

Duration: dissipates 2D4 hours after disconnecting from hero, until SDC is depleted or until wielder mentally dispels it

Attacks per Melee: equal to hand to hand

Bonuses: +3 to strike with aimed shot, + 1 if shooting wild

The hero can fire a glowing, rope-like blast from their hands. The hero can mentally control the end of the rope, making it sticky, allowing them to swing on it or climb up it. They can also mentally control the end to wrap around a target, making it perfect for entangling opponents or tying up defeated enemies. The user can separate the rope from his hands at anytime. The rope has an SDC of 20 per foot.

Energy Weapon

The character has the ability to create a hand held weapon (such as a sword, mace, or axe... no handguns or projectiles) out of thin air, and crackling with energy. It inflicts 2D6 damage, plus 1D6 per level of experience. Note that the weapon CANNOT be taken or thrown -- it dissipates as soon as it leaves the character's grip. Normal bonuses apply, including all applicable Weapons Proficiencies.

Enhanced Memory

This power grants the character an almost perfect memory. By studying a map or document for 1D6 x 5 minutes, the character will be able to recall them with 90% accuracy. The character will also be able to recognize faces, costumes, and cars that they have only seen once or twice before.

Other Bonuses: +15% to all non-physical skills, even secondary

Extradimensional Storage

The character has the ability to place physical objects into a pocket dimension. It travels near the character at all times and is not centered upon any physical object. The character cannot place himself in the pocket.

- It takes one melee action to pull objects out of or put them into the pocket.
- The pocket dimension has a maximum storage capacity of M.E.x10lbs +20lbs per level of experience - the size of the object matters not, just the mass.
- Can place one living creature in it after the third level of experience, and any number of creatures after the sixth level - useful for putting badguys in a holding cell! Physical combat is not possible in the pocket dimension.
- The character can be sensed by beings and spells that can sense dimensional anomalies. Those same beings might have the ability to reach into dimensional pockets, and could pilfer objects in the character's personal one.
- Characters with an M.E. of 15 or higher can sense dimensional pockets (10ft range +2ft per level). They can also attempt to reach into them, once per minute, with a 50% +5% per level chance of success.
- If combined with the ability to summon a personal weapon, the character can store the weapon in his dimensional pocket.
- The character can sense what is going on inside the pocket. Further, those attempting to open the pocket dimension are immediately known to the character - it's like reaching into his mind, so he's going to know. He'll even wake up out of a deep sleep to see who is trying.

Extraordinary Balance

This is the mutant power for an extraordinary sense of balance and direction. The character gains the following abilities and bonuses:

- +2 to P.P. •+4 to maintain balance. This is applied as a roll over the strike roll when knockdown is imminent. A successful roll means knockdown was avoided. •+1 to parry, dodge, pull punch, and roll with punch/impact. •+15% to the Gymnastics and Acrobatics skills. •+5% to the Prowl and Climbing skills. •+5% on all vehicle control rolls. •The character can run across slippery surfaces at half speed with no chance of falling, or full speed with a 30% chance of slipping. •When falling (whether from climbing or flying)

the character gets a chance to right himself in half the normal time (or a second roll to do so).

Extraordinary Hand & Eye Coordination

Basically in a nutshell this person receives +3 to strike with ONE weapon of choice; Then after three levels this person is allowed to choose a second weapon of choice and is allowed +3 to strike. Now Every level after the chosen weapon is picked that person gets a +1 to strike with that weapon. That weapon must be a projectile weapon. This means only kinetic pistols and energy weapons. No melee stuff. No grenades or hand thrown weapons. No heavy or large weaponry such as tanks or super huge machineguns.

Extraordinary Intelligence Quotient

This power makes the character amazingly intelligent.

Raise I.Q. to $20 + 2D4$. This character has also been able to learn one additional skill program (any, even those restricted by education level), and will learn one secondary skill per level in addition to the normal 2 skills every 3 levels. The character may select skills not normally allowed as secondary skills, but those skills count as 3 skill selections. The character also has a base skill of I.Q. + 2 per level at any activity he does not actually have the skill for.

+2 vs. Illusions, Possession and Horror Factor.

+1 to Initiative.

Extraordinary Life Force

The character has an extremely large amount of life energy, which gives him various abilities. He is naturally disease resistant and very difficult to kill. Plus, he can channel his life force into certain physical attributes and boost them temporarily. The following bonuses and abilities are gained:

- Add +2 to the P.E. attribute (minimum of 14). •+30% to save vs. coma/ death •+2 vs. poisons, toxins, and chemicals in addition to the P.E. bonus.
- Does not fatigue.
- Has an extraordinary amount of Chi, equal to twice the P.E. attribute. Automatically recovers Chi at the rate of one per minute! Negative Chi is ejected at the rate of one per hour. The character is also impervious to the Dim Mak curse.
- Heals at triple the normal rate. •Can fight up to 32 hit points below zero!
- Add a +10 bonus to hit points at level one. Also add +2d4 hit points per level of experience in place of the usual +1d6. •Impervious to the transformative bite of vampires and certain werebeasts.

The character can also focus his life force for a limited amount of time. If this is done he temporarily loses the above save throw bonuses and ability to fight to -32 hit points. Each act of energy channeling takes two melee actions. The focus of the channeling can be switched any number of times during the time limit, but each change takes two melee actions to apply. For one minute at level one, plus one more minute per level of experience the character can use his life force to gain one of the following:

- Turn the strength into a supernatural equivalent (lasts only one melee per level).

- Add a +4 to save vs. magic and psionics.
- Become impervious to possession and mind control.
- Totally negate any penalties imposed by magic spells, pain, psionic attacks, stun weapons, chemical gases, etc. Damage is still taken, but the character can shrug off the debilitating effects and ignore the pain.
- Become resistant (half damage) to one type of attack! This could be fire, cold, kinetic (punches, kicks, and force blasts), energy, electricity, sound waves, etc. but only one such attack can be resisted.

Extraordinary Luck

A minor version of the Karmic Power, but this ability has no alignment restrictions. It is primarily defensive in nature, granting the following abilities:

- Automatic dodge, with a +1 bonus.
- +3 to roll with punch, fall, or impact.
- +2 to parry
- +2 to disarm
- +1 on all save throws.
- An opponent's Death Blow does not kill, only stuns the character.
- Gets an opportunity to dodge (normal) all attacks, even sneak attacks and sniper attacks.

Note: This power should not be combined with the Karmic Power major super ability.

Extraordinary Reflexes

The character's reflexes are far beyond those of normal humans.

Bonuses: add one attack per melee

add +3 to parry

add+5 to dodge

add +5 to roll with punch/fall

character automatically gets entangle

Forearm Claws

These are claws that extend from the forearms. Bone-like blades or whatever substance the character chooses except metal, unless he/she has an APS or partial of metal. Can be an energy, like fire, electricity, light, etc. NO water (can water actually cut? nope) or anything else silly, unless GM approves.

Damage: 3D4 plus P. S.

Attacks Per Melee: Equal to hand to hand attacks

Bonuses: +1 to strike and parry with claws at levels 3, 7, 10, 13, and 15.

Generate EMF

Range: up to 10ft + 1ft per level radius (concentrated) or 100ft + 15ft per level radius (general)

Duration: as long as character concentrates

Damage: none

Attacks per melee: concentrating to keep the field up uses 1 attack per melee

This ability means that the character can mentally generate powerful EMF (Electro-Magnetic Fields). These fields disrupt radio communications, sensitive electronics, and a variety of other, interesting effects. A general field can jamb normal radio signals (95%), distort the colors of television monitors, and cause a slight slow-down of computers. A concentrated field will jamb even reinforced radio signals, light

fluorescent bulbs without electricity, cause computers to malfunction, has a 65% chance of erasing computer disks or video tapes, and will distort radar and electrical sensors. This does not make the character magnetic and metal will not stick to their bodies.

Hardened Molecular Structure

The character has a body composed of molecules with tighter atomic bonds than normal beings. This strengthened body provides a myriad of bonuses and defenses.

- The character's skin, bones, and muscles are incredibly strong. Add a +1 to P.S., +1 to P.E., and +4d6+6 S.D.C.
- The character's bones are nearly unbreakable and his skin is cut resistant, so he takes half damage from bladed weapons and cutting attacks. He also has a special, natural A.R. of 8. Add +1 to this A.R. at levels three, five, eight, and eleven.
- Against physical transformation and alteration, the character is also extremely resistant. He gains a save bonus of +4 against magically induced metamorphosis, a vampire's transformative bite, the Alter Physical Structures major super ability, and anything else that can change the structure of the body. This resistance cannot be let down - it is constant and uncontrollable (though the character can still change shape at will, if he has the power to do so).
- The character is resistant to fire, cold, microwave beams, phase beams, and particle beam attacks. He takes only half damage from all these.
- All poisons, toxins, and diseases that break down the body's tissues, disrupt chemical processes, and alter genetic structures are less effective. Add a +4 to save vs. poisons and toxins, and even if they are effective the character is recovers in one-third the normal time. Cell disorder diseases, like cancer and muscular dystrophy, never affect the character.

Harm Invulnerable

This is an equalizer against those who are normally invulnerable. With this ability, all super abilities and hand strikes used by the character do half damage to beings with the Invulnerability major power. In fact, the attacks even do full damage to supernatural creatures - half damage to supernatural creatures like vampires and werebeasts with limited invulnerability. Weapons of any kind are not affected (unless this power is granted by an Enchanted Weapon, or the character also has a Personal Weapon power). If the targeted being has an immunity to energy attacks (like with Energy Absorption) and the character has an energy blast power, the power will still do half damage to the target, except in the cases where you are attacking an APS: Electricity character with electricity or a Control Radiation character with radiation blasts. You can't hurt fire with fire.

The character also gets a special bonus of +4 vs. horror factor and a bonus of +1d4 to an attribute of choice.

Impervious to Cold

This power makes the character impervious to all forms of cold; including magical cold, even intense cold.

Harm Supernatural

The character's bio- energy is such that his powers and his body are extremely effective against supernatural creatures! All his attacks do double damage against standard supernatural beings and normal damage against vampires, wercreatures, and other limited invulnerability creatures. Weapons of any kind are not affected (unless this power is granted by an Enchanted Weapon, or the character also has a Personal Weapon power). Unlike Harm Invulnerable, this power does not let one override natural defenses (the immunities to certain types of attack).

The character also gets a special bonus of +4 vs. horror factor and a bonus of +1d4 to an attribute of choice.

Hindsight

Allows either 360 degree vision or the proverbial "eyes in the back of your head." GM discretion. 360 vision has the disadvantage of being very hard to focus on anything, but you can't be snuck up on. Lifeline is hard to sneak up on too.

Image Generation (2-D)

Created by The Magus (with expansion by Brett Hegr)

The power to create a two dimensional image and project it upon a nearby surface. When combined with the psionic ability to read minds, the character can extract memories from others and replay them. Otherwise, he is limited to creating images of his own memories and imagination. Anyone viewing the image does not receive a save vs. illusions, because the image is not an illusion - it actually exists as a physical effect.

The range of this ability is 50ft at level one +10ft per level of experience (60ft at level one). The projection size has a surface area of up to 12ft and can take a circular or rectangular shape. Duration is unlimited, but it requires the character's complete attention (combat is not possible). Distraction will immediately end the image. The character must be able to see the surface he is projecting images onto.

Though this power seems trivial, the mutant can use it to distract people, display information, communicate in pictures, and entertain friends!

Impact Resistance

The character's body is such that the damage of kinetic attacks are dispersed more effectively on contact. He gains the following.

- +3 to roll with punch, fall, or impact.
- +3 to maintain balance. This is applied as a roll over the strike roll when knockdown is imminent. A successful roll means knockdown was avoided.
- The character takes no damage from the first 10 points of kinetic damage in a melee, half damage thereafter. Does not apply to bladed weapons but is effective against bullets, stones, punches, kicks, car crashes, etc. Add +5 to the 'no damage' points at levels two, three, five, six, nine, and ten.
- All falls do half damage (don't use the above damage reduction).

Impervious to Cold

All forms of cold, magical and mundane, do no damage to the character. Frozen projectiles and ice weapons can still harm the character but do no extra damage due to temperature. Add +4d6+10 to S.D.C. and a +1 to P.E.

Impervious to Poison/Toxins

The character's body is extremely resistant to damage from foreign substances. Poisons and harmful toxins have no effect, while gases and mind altering drugs have one-fourth the effectiveness, penalties, and duration. Magical and psionic toxins/poisons are half as effective. Add +4d6+10 to S.D.C. and a +1 to P.E.

Impervious to Radiation

Radiation and radiation sickness can never damage the character. Plus, he can neutralize radioactivity using his body to soak it up. Touching the target is required, and a melee is necessary to absorb the energy from a human-sized or smaller target (or a 10ft radius area). Heavy radiation absorption obviously requires longer amounts of time. The character is also impervious to radiation-related problems like cancer and organ malfunction. Heat and fire can still damage the character, however. Add +20 to S.D.C. and a +1 to P.E.

Incredible Hand Speed

submitted by Jaegermeister

This is the power to move the hands and arms at super speed, but does not affect the rest of the character.

1. Combat Bonuses:

Hand Attacks: The character gains additional attacks with the hands each melee round, starting with a bonus of two extra hand attacks at first level, each new level of experience sees them gain an additional hand attack per melee round.

These hand attacks can be any sort of hand strike, attacks with hand held weapons, even grapple or disarm attacks.

Parry Bonus: For the purpose of parrying attacks, the character gains +1 to parry per level of experience.

Damage Bonus: The character's hands are moving so fast they strike with greater force giving them a +4 to damage from all punches or strikes with hand held melee weapons, add +1 to this damage bonus for every level after the first.

2. Non Combat Bonuses:

The character can perform most tasks with the hands 25 times faster than normal. This allows the character to type or write, sort through scattered cards and perform routine tasks (such as dusting and painting) at incredible speeds that are obviously way beyond the norm.

The character receives the following bonuses to specific skills.

Pick Locks: +25% and only takes 1 melee action per attempt.

Pick Pockets: +30%

Boxing: bonuses from boxing are all doubled!!

Cardsharp: +30%

Concealment: +50%

Palming: +40%

Inhuman Appendages

The character has 1D5+1 inhuman appendages (tentacles, lobster claws, or anything the player can imagine... with GM's approval) in addition to his arms. However, he must also roll for a random insanity. +1 Attack per melee per each pair of limbs. Each of the appendages can be used as a Partial Human Hand (-2 to strike and parry, and -20% to skills requiring manual dexterity). Tentacles can be used for grappling and/or entangling; Pincers can be used for crushing or bludgeoning (with a +5 to damage).

Joint Locking

Created by Andrew Darling

As per the robot option, the character is capable of locking his joints and muscles rigidly into position, giving them a Superhuman Strength of 40 when holding onto something. Also, this power doubles lifting and carrying capacity, and imposes a -10 penalty (on 1d20) to an opponents' attempt to break out of a hold. Add +5d6 S.D.C., +1 to P.S., and +2 to P.E.

Juke Box

By Lord Cherico

The character is like a living recorder, able to absorb any sound and replicate it perfectly. Any sound the character can hear can be recorded for One hour per level of experience, after this the power needs a half hour break. The sound recording can be played at any time and any sounds recorded can be played back, at the volume they were received, at any later date.. they are never lost, deleted or forgotten.

Bonus: Sonic attacks do no damage to this character.

Kinetic Charge (Minor)

The super being has the unique ability to infuse a small object with explosive energy. The character holds the item and concentrates powering it to do 1d6 damage per round charged.. Only one item per level can be charged at once (ex-one item at level 1, 2 items at level 2, etc...) to a maximum of 10 rounds (10d6 per item). Only non-organic items can be charged and thrown (no throwing explosive gerbils). Creative players may find several other uses for this ability (like blowing up doorknobs to lock criminals up or charging an arrow before it's fired). Still, the item must be held to be charged. Bullets and other ammunition type weapons can't benefit from this power. No ability score bonuses.

Leap

Created by Andrew Darling

This is the ability to jump 25 feet plus 5 feet per level straight up, or twice that lengthwise. Double this with a running start, or for those with super speed powers increase their jump distances by 20%. The character will also take no damage from falls less than he himself can leap vertically and half damage from all greater falls. Add a +1 P.P. and a +10 to Spd. (apply the Spd. bonus only if the character does not have super speed powers). Also add +1d6 to the damage of leap attacks and jump kicks at levels two and six.

Lend Power

By DarkBrandon

Range: Line of Sight

Duration: 5 minutes per level of experience, or as long as the person has visual contact with person lending the power

Saving Throw: Unwilling targets save at 15 or higher (M.E. bonuses apply)

Effects: This power allows the Mutant to lend his power to someone else for a limited amount of time. The power that he may lend is any one of the one's he currently has, minor, major or even psionic powers. He may lend it up to 5 min. per level of experience or may have it continually channeled for as long as he wishes as long as the person he's lending the power to remains in his line of sight. The power is lent at the level of the mutant. The mutant allows the person with a brief glimpse of how to use the power so that person can use it at full proficiency. The mutant may grant it to someone else without the knowledge of how to use it thus creating moments of distress or problem as the power is out of control. Flying power cause him to launch into the air radically, energy expulsion fires randomly and at full force, Shape changing causes the person to change shape every 15 seconds or so. Such victims must make a save of 14 or higher every melee round or lose 1/2 attacks and have no bonuses plus have to worry about hitting bystanders, friends or allies with power or his own body, not to mention everyone will now believe him to be a freak. While the power is being lent, the mutant does not have access to that power. Though, at an instant, he can cancel the lend to 'reactivate' his power. Finally, the person having the power lent does not have any of his stats or skills increased that would be increased with the power. They have access only to the "raw" ability of the power.

Note: Powers such as Invulnerability, Immortality, Healing Factor and others that do not require any skill or control don't generally require the target to make a saving throw (there are no drawbacks to receiving these powers), although the option to resist still exists.

Lifeline

Enables a character to detect a heartbeat at a certain distance, adds bonuses to medical abilities, and also gives the character knowledge of an opponent's physical strengths and weaknesses.

Lifesteal

This is a parasitic power that lets the character drain the life force from other creatures. It requires a touch on bare skin to perform the draining. The touch has a +2 bonus to strike, +1 more at levels three, seven, and eleven. Add in any P.P. bonuses but no other bonuses are applicable.

Abilities and Bonuses:

Each touch drains 1d4 S.D.C. plus 1d4 more at levels two, three, five, seven, and ten.

Take the points from the victim and gives them to the character. The drain is permanent (until healed back normally). Once S.D.C. is gone the hit points are drained next.

M.D.C. is drained at the same rate, but can be drawn only from a mega- damage creature and (if the character is not a mega- damage being) the M.D.C. will fade away after ten minutes since the last drain.

The character can steal any number of hit points and S.D.C. but he cannot store 'extra' - once he hits his normal maximum point total he can gain no more.
Can sense the life force in other living creatures and estimate how healthy or near death they are (or if they are in a state of undeath). Visual range of about 60ft.
Cannot drain from vampires or any undead or animated dead being. Also, greater supernatural beings like werewolves, vampires, godlings, demons, and dragons are impervious to this power. Minor ones like demigods, loogaroo, manticore, and Worms of Taut are vulnerable.

Light Aura

Created by The Magus (with expansion by Brett Hegr)

Range: Self

Duration: Two minutes plus one per level. Activation requires one melee action.

Attacks Per Melee: Counts as one melee action to initiate or maintain.

The character is able to cause himself to glow very brightly, like a living halogen light bulb. While this is in use, the character gains the following benefits:

- Opponents are at -2 to hit with any ranged attack, -5 with melee combat in a very dark area (near blinding).
- Opponents are at -1 to hit with any ranged attack, -3 with melee combat in a dimly lit area (semi- blinding).
- Opponents are at -1 to strike with melee attacks in daylight or a well lit area.
- Sheds light that can be used to see by with a 50ft radius +10ft per level, equal to 150 watts +25 per level. This light can be seen for a few miles at night.
- Once per melee, the character can generate a brilliant flash of light to blind all people within a 10ft +2ft radius per level of experience. The effect lasts for 1d4 melees and causes a -6 to strike, parry, and dodge. Those within three times radius of effect, but beyond the immediate range, suffer half the penalties for a single melee.
- Light/laser blasts do no damage.

Light Shifting

The mutant's body can offset light waves in unnatural directions. With this effect, the mutant appears to be six to twelve inches away from where he really is. The power is automatic - takes no melee actions to initiate and has no duration limit. The character gains the following:

- +2 on initiative
- All combat moves made against him are at -2, -1 more at levels two, five, seven, and ten. This includes hand to hand combat, entanglement, sneak attacks, projectiles, long- range attacks, etc.
- The light warping effect causes lasers to partially diffuse before impact, so lasers do half damage.
- After the third level the character can dampen the light waves that his body reflects, granting a +15% bonus to Prowl.

Limited Alter Physical Structure

Created by Brett Hegr (from Jared's idea)

With a mere thought (one melee action), the character can turn a part of his body into another form. The alternate structure can be maintained for three minutes, plus one for

each level of experience. One melee action is required to activate it. Note that this power could be inappropriate for any character who has a major Alter Physical Structure power. Also note that this list is limited - transforming a body part into light, plasma, or pure energy is not usually possible (except for electricity, which is found in living creatures). The character is able to affect one limb at level one, then two limbs at level four. The stats listed apply only to the transformed body parts unless otherwise stated. The S.D.C. is counted as a full-body bonus, which recovers at the rate of 1d6 per minute whether in human or partially shifted form (acts similar to a force field). In Rifts the S.D.C. bonus becomes M.D.C. When two limbs are transformed the bonuses and penalties are not doubled.

Blocking attacks, as opposed to parrying, with the transformed limb is also possible. All altered limbs are +3 to block, +1 more at levels four and eight, but this bonus applies only to slow moving strikes from hands, feet, and melee weapons. Bullets, arrows, energy blasts, missiles, etc. can be blocked but there is no bonus to do so - plus, even if the attack is blocked the character takes 25% of the damage done. Any attack that is not successfully blocked hits the character doing full damage (unless some sort of resistance is possessed or granted by the partial APS). Blocking attacks that drop below the limb's A.R. reduces them to no damage.

Choose one of the following physical structures:

- Electricity: Touching with the limb does 1d6 damage, or a kick or punch from it does +2d4 damage. A.R. of 8 and +15 S.D.C. Electrical devices can be shorted out easily, anywhere from a range of touch to 3ft away. The character is also temporarily impervious to electrical attacks.
- Fire: Touching the limb does 1d6 damage, or a kick or punch from it does +2d4 damage. A.R. of 8 and +20 S.D.C. Fires can be started by touch or up to 3ft away. The character is also temporarily impervious to fire and heat.
- Stone: The limb does an extra +5 damage on a punch or kick. A.R. of 10 and +40 S.D.C., plus normal weapons do no damage to the limb unless they are used by beings with a P.S. of 17 or higher (or supernatural strength). However, subtract a point from the Spd. attribute while the limb is stone. The limb is impervious to cold attacks.
- Metal: The limb does an extra +8 damage on a punch or kick. A.R. of 12 and +50 S.D.C., plus normal weapons do no damage to the limb unless they are used by beings with a P.S. of 17 or higher (or supernatural strength). However, subtract three points from the Spd. attribute while the limb is metal. The limb is impervious to cold attacks.
- Water: Add +5 S.D.C., and the limb is totally impervious to damage from physical attacks like bullets, punches, swords, etc. It can be turned "solid" and liquid instantaneously, making it a useful parrying weapon. The water can also be used to douse small fires.
- Ice: The limb does an extra +4 damage on a punch or kick. A.R. of 10 and +20 S.D.C., plus normal weapons (bullets and clubs and such) do 1/4 damage to the limb. The limb is impervious to cold attacks and lasers for the duration. Holding a living target with the ice limb can result in frostbite - 1d4 damage per minute after one minute of contact.
- Tar: The limb does an extra +1d4 damage on a punch or kick. It is also impervious to cutting weapons, vibration attacks, electricity, and sonic attacks. Kinetic and cold attacks do half damage to the limb. No A.R. increase, but add +25 S.D.C. The arm can be solidified, or liquefied and used to entangle opponents (+4 bonus to do so).

- Sand: Add +3 to damage from physical attacks and add +15 S.D.C. The limb is impervious to cold attacks and takes half damage from lasers, fire, and kinetic attacks. The character can use the sand to smother fires, or can blind an enemy - done up to twice per melee but must be a called shot to the face, 16 or higher, no penalty or bonus.
- Magma: The limb does an extra +1d4+4 damage on a punch or kick, or 1d6 damage just from touching it. A.R. of 10 and +20 S.D.C.. The character is impervious to fire and heat, plus the character can start fires with a single touch or up to 3ft away.
- Crystal: The limb turns into a glass- like substance, with an A.R. of 14 and +30 S.D.C. The limb takes no damage from cold, laser, or radiation attacks, and fire does half damage. Attacks from beings with a P.S. of 17 or less do half damage (unless supernatural). Sonic and vibration attacks do double damage to the limb, however. Add +1d6+2 damage to all hand to hand attacks.

Limited Intangibility

Crated by Andrew Darling

This is the ability to pass through one specific kind of material. It is more like squeezing through than sliding through, and as such requires a significant effort (reduced to 1/4 speed). But more importantly, it allows the user to embed objects of that material in his own body. The materials possible are metal, glass, wood and vegetable, plastic, stone and earth, and biological (animals and plants). Unlike Intangibility, this power does not affect one's clothing or possessions, and because of the high degree of resistance, the character still takes half damage from his material when it strikes him. This power may be taken multiple times to handle multiple materials.

Limited Invulnerability

This is a weaker form of the major super ability of Invulnerability. This power makes the character resistant to most forms of damage. The character will take half damage from the same forms of damage as the major super ability, except magic and psionics, which does full damage. That includes magic and psionic fire, electricity, and all other forms of damage from psionics and magic.

Bonuses:

- Add 1D4 x 10 to S.D.C.
- Add a bonus of +1 to P.S. and P.E.
- Add +10% to save verses Coma/Death

Living Anatomy

Created by Andrew Darling

The character has a natural knowledge of the human body nearly exceeding that of an anatomist. He can perceive a target's heart rate by simply watching the blood vessels of the skin. He can also diagnose some conditions using only hearing and touch. The character also gains +20% to all medically related rolls, and gets combat bonuses! Add a +1 to strike, +5 to damage, and the character has a Critical Strike (applies to any attack) on a roll of 19 - the character has an instinct to aim for vital targets.

Longevity

This power increases the lifespan by a factor of 10 (ex: avg human lifespan is 70 yrs, therefore the person with this power will live an avg of 700 yrs). This power also increases resistance to disease and natural toxins.

Bonuses:

PE +1

ME +1

PB +1d4

Half damage from natural toxic gases and poisons; effects last half as long

+6 to save vs. disease

+1d4 * 10 to SDC

+2 to save vs. Horror Factor

Magic Resistance

The character's body is slightly anti-magical in nature, giving greater protection against spells and such. The character gains a +2 bonus to save vs. all magic (spells, circles, faerie, runes, illusions, etc.), +1 more at levels four, eight, and twelve. Even if the spell takes effect, it only lasts for half the normal duration. Magical tracking/sensing is -30%. Also add +2 to P.E. This resistance applies to helpful magic as well. Note that physical magic attacks, like fireballs and magic weapons, do full damage. The character can also sense whether a target has magical powers or is a spellcaster (30ft range with visual contact).

Manipulate Odor

Range: self

Duration: Permanent, until character changes back

With this power, a person can alter their own body odor, changing it to smell sweet, sour, stink, or completely eliminating their scent, making it impossible for them to be tracked by smell. A character can attempt to copy someone else's scent, but there is only a 25% (75% if the character has Advanced Smell) chance of doing it correctly, a failed roll means that the character doesn't know the scent well enough and must spend another 1D6 hours around the person to learn their scent.

Manipulate Smoke

This odd power allows heroes to manipulate tiny particles in the air. It can be used in 4 major ways:

1. Dissipate Smoke: the character can clear the area around of smoke or dust in 1D4 melees

actions, counts as 1 attack, area of effect: 15ft + 2ft per level of experience

2. Concentrate Smoke: the smoke can be concentrated into one area, if focused on a person's

head, they will be completely blinded and begin to choke, passing out in 1D6 melees and dying in 2D6 minutes. The smoke can also be concentrated into a tiny, solid pellet to be disposed of easily. Keeping the smoke around a person's head uses all attacks while being used, concentrating it into a tiny pellet counts as 2 attacks

3. Move Smoke: the character can move 15 cubic feet of smoke per level of experience

at a speed factor of 13, while moving, the smoke will not dissipate as normal. Uses half the character's attacks per melee

4. Raise Smoke: in areas containing large amounts of tiny particles on the ground (dust, silt, ashes), the character can summon them and direct them into a large cloud, the character can summon 10 cubic feet per level of experience

Matter Shaping

This power is a simple idea with many possible applications. By holding or touching objects the character can reshape non- living matter! The act takes full concentration - no attacking, defending, or walking is possible. Something to remember with this power is that it is usually not necessary to destroy all of an object's S.D.C. to render it useless - doors can be circumvented by cutting out the lock and a window can be bypassed without breaking it by cutting the glass.

Sculpting and modeling skills gain a +20% bonus! Even better than using tools for this, the character can take the hardest stone and the toughest metal and shape those into works of art as easily as us normals use clay and putty.

It is possible to use Matter Shaping to sharpen knives and swords back to their original levels, making blade maintenance a snap! If the character is in a pinch and has some sort of flat piece of metal (or anything, but metal is usually best) he can make a quickie weapon. He needs to sharpen one end of the metal and mold the other into a blunt handle. The damage is usually 1d6 or 2d4.

Those with locksmithing skills can 'will' key blanks (or keys that are already cut) to form into copies of a key. Doing so takes 1d4+4 minutes if using a key blank to determine the shape of the lock, or a mere two minutes if a key is available to copy. Make a standard skill roll. Failure means the character has to try again in another minute.

Any sort of skill involving tinkering gets a +10% bonus when repairing broken parts or crafting new parts only. Do not apply for problem diagnosis or assembly of pre- crafted parts. It is sometimes easier for the character to put a finger on a broken axle to repair it than to pull out the entire thing. This bonus should be applied to creation- type skills like Basic Electronics, Robot Mechanics, Weapons Engineer, Armorer, Carpentry, General Repair/ Maintenance, etc. Also add this bonus when modifying weapon cartridges or similar tasks.

Repairing objects can be done, but the process is very slow. One S.D.C. point can be restored to objects per four minutes of concentration (or 15 points per hour). At level four, increase the repair rate to one S.D.C. point two per minutes. At level eight, increase it to 1 point per minute. If the object in question has been damaged by fire or particle beam (or something else that disintegrates matter) the rate of repair is reduced by half. Less matter to work with means the job is more difficult. After level seven, the character can make matter more dense and increase the S.D.C. and weight to an additional +25%! Degrading objects is also possible! The character can do one point of S.D.C. damage to non- living matter per melee of concentration (it's easier to destroy than to create). At level three, increase this to 1d4 points of damage per melee.

Working on M.D.C. matter is also possible when in a Rifts® environment. The same repair/ degrading rate applies (the strength of the material matters not - the molecules themselves are manipulated).

Matter Surfing

This power allows the character to ride/surf on a certain substance of the player's choice. The matter may be anything from stone or metal to ice or sand. The altitude that the character can maintain depends on the substance. If the character could matter surf on stone than the character could only go as high as 5 feet above the stone. If the character can produce the substance than he may go as high as he wishes.

Top Speed: 40 mph plus 10 mph per level

Bonuses:

- Add 20 to S.D.C
- Add +2 to dodge while surfing

Note: If the character is hit while using matter surfing then the character must make a maintain balance roll. If the character fails than he falls and takes 1D6 damage per 10 ft. with a minimum of 1D6 Damage.

Mental Resistance

This ability Means the characters mind is near impervious to all forms of mental manipulation. Superpower Negators Don't work on this character.

Bonuses

- +6 vs. all mind attacks •+1 to ME and MA •+10% to Trust/Intimidate •Extraordinary Self-Esteem

Mental Superiority

The character is a mental giant, who has a higher than normal intellect, willpower, and awareness. Extraordinary attributes add even more to these attributes. Whether a charming genius, an insane super- geneticist, or an arrogant know-it-all, the character gains the following:

- Add +4 to I.Q. (minimum of 18). •Add +1d4 to M.E. (minimum of 18). •Add +1d4 to M.A.. •Add +2 on perception. •Add +2 to save vs. horror factor. •Add +2 to save vs. all mind affecting magic, psionics, and drugs. •Add +4 vs. possession.

Mind Fatigue

This power causes mental fatigue. The target has trouble thinking and cannot concentrate on what he is doing. If target makes a Save vs. Psionics he is unaffected by this power, otherwise target receives -40% on all skills, and -2 on strike, parry, and dodge, lasting 3d6 minutes.

Other Bonuses:

+ 1 Save vs. Psionics

+ 2 ME

Range 30ft

Natural Body Armor

A dense layer surrounds the character, protecting him from damage. This can be an artificial layer of state-of-the-art self-reconstructing armor (superhero Chrome was altered as a result of an experiment, and we added this layer of armor to protect him), an exoskeleton, bony plates (like a rhinoceros), tough leathery skin, or just dense muscle tissue or fatty layers. This is Natural Armor and, as such, any rolls beneath the A.R. do

NO DAMAGE! Add +4 to P.E. Add 3D4x10 S.D.C. Armor rating of 1D6+10.
Character's with this ability are impervious to an opponent's Vulnerability Sense (see Spiral's upcoming NEW major power).
RIFTS Note: This provides a limited Invulnerability, providing protection from normal weapons by giving the character a 50 M.D.C. base. In addition, even Mega-Damage weapons must roll above the A.R. to inflict damage!

Nigh-Invulnerability

By Dan Steiner

The character has super tough body tissues and bones. Thick layers of muscle and/or fat cover the character's body. Skin is very resistant to damage, despite appearing relatively normal. The character grows larger and stronger as he gains levels of experience.

Natural Armor Rating:

The character has a Natural AR of 12 at first level, plus one at even levels of experience. In most cases an attacker must roll the AR or higher to strike and inflict damage. Damage inflicted by Strength Category as follows:

Strength Category	Roll under AR	Roll over AR
Normal	No damage	1/4 damage
Extraordinary	1/4 damage	1/2 damage
Superhuman	1/3 damage	2/3 damage
Supernatural	1/2 damage	Full damage

Bonuses:

+250 SDC, + 25 per level of experience

+100 Hit Points

Damage recovers at three times the normal rate.

PS is increased by 18 + 2 per level of experience; Equivalent to Superhuman Strength.

PE increased by 10 + 1D6.

Weight is doubled, plus 1D4x10 lbs per level of experience; Character is much broader, stockier than normal.

Heat and cold do no damage between zero and 200 degrees F; beyond this range damage is halved.

Motivation:

HU doesn't leave much middle ground between Invulnerability and Extraordinary PE, assuming you don't want one of the Alter Physical Structure powers. I think there should be an opportunity to build a super tough character, without being completely invulnerable to damage.

Non-Standard Energy Expulsion: Anger

By Mr Twist

This is a blast of reddish energy. It is the personification of pure rage, causing it's victim to experience severe anger at everyone, friend or foe (there's always something about even your super friends that ticks you off now and again). The victim's emotions well to the surface, overtaking their rational mind.

Range: 300 feet (91 m).

Damage: None.

Duration: 1 minute per level of experience.

Bonus to Strike: +3 on an aimed strike.

Save: Save vs. insanity at 15 +1 at levels 4, 8, and 12.

Bonuses:

+1 attack per melee

+2 to strike

+2 to roll with punch/fall/impact

+2D6 to punch damage or any energy expulsion powers or subpowers the victim may possess

P.S. becomes extraordinary (no effect if already better than or equal to Extraordinary)

+20 S.D.C.

Can, and will, fight until down to negative hit points (up to P.E. in negative points before falling over dead)

Penalties:

Generally does not parry or dodge, instead will opt for a simultaneous attack. Though angry, the victim is not stupid. If circumstances suffice that dodging/parrying is required (gigantic robot fist about to squash them, for instance), they may do so at a -2, but the victim will show absolutely no mercy in combat, always going for the kill.

Note: Whomever is closest to the character is attacked first. If a foe is within range to attack on that action, the victim goes for the foe. If only friends are nearby, then the victim will begin with verbal insults before going for physical combat. The verbal onslaught will go on for about 2 melee actions before they start pushing. By the end of 2 melee rounds, the victim starts punching. The things said during this rage will be embodiments of things they dislike about the friend (pet peeves, old arguments, etc.).

Non-Standard Energy Expulsion: Entropy Field

By Mr Twist

Let's face it, things sometimes just don't work the way they are supposed to. The super being with this power creates a zone of failure around themselves, a zone where things just don't work the way they should. Around this character, things just tend to break down (wow, I'm being very redundant). Visually, this manifests as a field around the character where the light seems to darken so it seems like a storm is coming.

Area of Effect: 15 foot (4.5 m) radius, centered on the character. Add 5 foot (1.5 m) to the radius for each level beyond 1st.

Damage: None directly.

Duration: Concentration. The character using this power can only take actions to defend themselves. Any action taken for defense uses no bonuses beyond PP. Any damage taken may cause this power to be disrupted. Any damage taken below the user's ME will not affect usage of this power. Any damage taken above the user's ME may cause a failure of this power equal to a $10+(2x \text{ damage})\%$ chance of this power failing. Remember to subtract the user's ME from the damage before deciding whether or not the power fails.

Roll for each action in which damage is taken.

Effect by category;

Mechanical:

This applies to all devices based upon machines. Within this field, there is a 1-60% chance that any given machine will fail. Cars cannot function, computers do nothing,

power armor loses power, guns do not work, etc... While not certain, this can be used to help defuse bombs or alarms.

Super Powers:

Super powers just seem to degrade in effectiveness, or fail altogether in the radius. 1-15% chance of complete power failure in the radius. 1-30% chance of degradation in the field. Failure means negation of the power. Degradation means the power suffers a 50% reduction in all numerical based aspects of the power. For powers that are entirely non numerical, assume nothing happens. For powers with both numerical and non numerical based effects, the numerical based effects are reduced by 50%, but the non numerical based are unaffected.

Psionics:

Psionics have a 1-20% chance of failure in the field. Psionics that have an origin beyond the field's area are affected as noted below. There is no chance of degradation; they work or they do not.

Magic & Spells:

Within the field, magic spells have a 1-30% chance of failure. Magically bestowed abilities have a 1-10% chance of negation, and a 1-20% chance of degradation. For purposes of degradation, assume all numerically based effects are reduced by 50%. Non numerical based effects are unaffected.

Notes:

Alien natural abilities are affected by this power, as per category affected.

Any of these categories that originate outside of the field, specifying a target within the field suffer only a 1-15% chance of failure. If the original chance of failure is less than that, use the least chance of failure as a guideline.

Non power specific actions within the field (not including the being using this power) suffer a -2 or -8% modifier. If originating outside of the power, but affecting a target within, reduce to -1 or -4% (depending on the action and what roll is used to determine it's success).

Whether or not this power affects a specific target is determined by the roll of the die. Beyond that, the percentages shown by this power are determined before the first die roll made in any melee round still being concentrated on. The effects last until the end of the current melee round. So a gun that fails within a certain melee round is useless until the end of that same melee round. After that round is over, the chance of failure is re-rolled. Objects that fulfill more than one category are affected with the lesser of either chance of failure, or degradation. If degradation exists within one category, but not the other(s), chance of degradation still applies as per the least chance of whatever category (minimum lowest chance of degradation applicable).

If a specific object fails to function within the confines of the AOE, then assume all sub-functions are likewise affected. For example, if the roll shows a Power Armor fails to function, all abilities associated with that Power Armor ALSO fail to function. If not, all sub-systems used within that round are treated separately. So, if a Magical Weapon fails to work, so do all it's powers. If it does keep working, all sub-abilities are treated separately to see whether or not they function.

Optionally you can do the following:

Give everything in the radius the same base chance of failing.

1-10% chance plus the character's M.E. attribute plus 3% per level.

Things that do fail get a saving throw (M.E. bonuses included, if applicable) vs. $13 + 1$ at levels 3, 6, 9, 12, and 15.

Bonuses:

Add +1D4 to M.E.

Non-Standard Energy Expulsion: Ethereal

By Mr Twist

This power has a visual display that is usually more like the air distortion above great heat. It is a power that does absolutely no damage to physical beings, though it is felt if it passes through them. The exact description of how it feels is as though someone was tickling your insides. Disconcerting, but no effects. To the ethereal, however, the attack is quite damaging. This blast affects spirits, ghosts, astral travelers, things out of phase, intangible creatures, creatures of pure energy, etc... Anything not part of the physical world is affected. Note that non-physical entities that are in possession of a physical host are affected as though their natural form was struck (this affects possessing entities, tectonic entities, and the like with affecting their host, but people controlling others through magic, psionics, or powers are not affected).

Range: 400 feet (122 m).

Damage: $3D6 + 1D6$ per level of experience.

Bonus to Strike: +3 on an aimed strike.

Note: This power can affect things behind barriers or otherwise blocked by normal energies. It is a good idea for the hero with this power to have some way of seeing the things this power is designed to combat.

Non-Standard Energy Expulsion: Madness

By Mr Twist

This is a purely black bolt shot from the super being. When this bolt is expelled, anyone within 200 feet (61 m) feels a vague sense of unease for just a split second, sort of like the "chills up the spine" kind of feeling. When struck, the victim is enveloped by the blackness for a brief moment. What this black bolt actually is composed of is a rift to a place not meant to ever be experienced (or even known about) by creatures from our area of the multi-verse. Yes, even supernatural beings and alien intelligence's were not meant to glimpse these places. Think a bit more weird and unsettling than anything written or implied in H.P. Lovecraft's works. This blast is a momentary portal to these 'other realms' of twisted geometry and mind twisting horrors, giving the victim a brief glimpse into a place best left unknown. The exact description of what the victim sees is best left to the imagination of the GM (give the player a vague but lively description of the chaos seen within the black bolt).

Range: 400 feet (122 m).

Damage: None.

Effects: Victim gains one temporary insanity, plus one more at levels 4, 8, and 12.

Insanities are randomly rolled. If a rolled insanity is already possessed by the victim, then double the intensity of the insanity.

Duration: 5 minutes.

Bonus to Strike: +3 on an aimed strike.

Save: A save vs. insanity must be made against each insanity. The save is a 15 +1 at levels 4, 8, and 12.

Non-Standard Energy Expulsion: Spatial

By Mr Twist

Unlike other expulsion powers, this power does not expel any energy at all. Instead, it creates a spatial distortion that rearranges the matter/energy it collides with. To someone viewing the blast itself as it zooms along towards its target will not see a visual display exactly, what they do see is a chaotic rearrangement of the light passing through that spot at that time, causing a kalediscope-like effect (or picasso-like).

Range: 300 feet (91 m).

Damage: 1D6 damage per level direct to hit points! (if this seems too powerful, change to 3D6 +1D6 at levels 3, 6, 9, 12, and 15) This damage is as it applies to living creatures. Against non living structures this attack's effects are permanent and do not do any structural damage.

Bonus to strike: +3 on an aimed shot.

Note: Though this attack does not damage a non living object, it does scramble things up. Parts of the object are randomly redistributed in the wake of an attack. Imagine a door being sliced into 15 pieces, no piece of the same dimensions. Then each piece is put back together in the same shape. Sure, it is still in the same shape of a door, but now the knob is at the bottom left, the hinges in an X in the middle, etc... As you can guess, computer systems, weapons, robots, power armor, and the like that are hit by this blast are severely affected. Assume a 5% per level loss of effectiveness to large things, and a total loss of usefulness to anything around the size of a desktop computer.

Non-Standard Energy Expulsion: Temporal

By Mr Twist

This blast shoots out from the eyes or hands. Generally, it has a visual display akin to solid blue energy, though the display can be chosen by the hero. As opposed to other Energy Expulsion powers, this blast does no immediate physical damage, instead it advances the victim's cellular age.

Range: 300 feet (91 m).

Damage: Special. This attack does no damage, instead it increases the age of the physical body.

Effects: Victims struck age 1D6 years +1D6 at levels 2, 4, 6, 8, 10, 12, and 14.

Duration: 1D4 minutes +1 minute per level of experience.

Bonus to Strike: +3 on an aimed shot.

Penalties: Due to shock from the sudden aging, victims lose initiative in the round struck. Also, a -1 to all actions that round, along with whatever penalties accrued through old age.

Note: Creatures with extremely long or limitless life spans are not affected by this power. The effects of old age are determined by the GM (unless they are in a book somewhere). Creatures that go more than 10% over their normal life spans become, in function and appearance, a corpse. They cannot act, but are aware of everything around them, until the duration is over. This power can be canceled at will. There is a version of this power that de-ages the person struck.

Null Sound

Range: self or 8ft bubble

Duration: as long as character concentrates

Attacks per melee: concentrating to keep the field up uses up 1 attack/action per melee

This ability allows heroes to create a field of complete silence around themselves, making them nearly undetectable from behind or in the dark

Other Abilities and Bonuses: automatic prowl skill of 85%, +4 on initiative, all opponents are -3 on all rolls against the character when the field is up, due to lack of hinting noises (ex: it's a lot harder to dodge a bullet if you don't hear the gunshot)

Orbital Armor

By Zennis

The character is able to grow bone-like plates that cover his body and are able to detach and fly around him like a living tornado. The numerous plates of material offer moderate deflective protection while attached to his body, but are much more effective when animated and orbiting around his body at high speed. The armor plates can be grown a number of times equal to the character's P.E. attribute per day, plus one more time per level of experience.

1. Attached Plate Armor:

Range: Self.

Duration: they require one melee round to grow and remain until detached.

Natural Armor Rating: 7.

Structural Damage Capacity: 10 +1 per level of experience.

2. Detached Orbiting Armor:

Range: Self, orbit around the character to a radius of 2 feet (0.6 m).

Duration: it takes one melee round to grow the plates and one action to detach and animate them, from then on they just fly around automatically until the character mentally commands them to drop to the ground.

Armor Rating: 14.

S.D.C.: 100 +10 per level of experience.

3. Fling Armor Plate Attack:

The character can launch a single armor plate at any target within range, with each attack causing a 5 S.D.C reduction to his orbital armor.

Range: 100 feet (30.4 m) plus 10 feet (3 m) per level of experience.

Damage: 1D4 +1 per level of experience (additional accuracy and velocity).

4. Other Bonuses:

+1 to dodge

+2 to parry

Overload

This allows the character to use his personal vitality to push his super abilities beyond their normal limits. The power is designed to use hit points, but could be changed to use Chi or P.P.E. (I.S.P. isn't that appropriate). This minor super power is not really suitable for use with the powers of Mechano- Link, Natural Combat Ability, and other constant powers.

Special Bonus: The character gets a +1d4 to the P.E. attribute and also gets a one-time bonus of +10 hit points.

Recovery of Hit Points: Hit points used to fuel an overload recover at the rate of three per hour, +1 more at levels four and eight. Double this rate during sleep or meditation, and halve it for periods of heavy exertion. Be sure to keep a record of the hit points used for the Overload power, since they recover differently from hit points lost due to damage.

Limits: The only limit on how many hit points can fuel an overload is the character's current hit point level - he can go all the way down to 0 hit points (becomes comatose at that point)! Overloading is not possible when the character has less than 0 hit points.

Penalties: These apply only when the character suffers hit point loss and the majority of it is from overloading.

If more than 50% of the character's hit points are used for overloading, he is afflicted by weakness and fatigue after the time limit of the effect runs out. Speed and P.S. are cut by 25%, strength drops one level (supernatural becomes superhuman, superhuman becomes extraordinary, and extraordinary becomes normal), and he also loses a -2 on initiative and one melee action.

If more than 75% of the hit points are used for overloading, the above penalties are suffered plus another -2 on all combat rolls (including initiative - becomes a -4 penalty), -10% on skill rolls, and the loss of another melee action.

Using more than 90% of the hit points will double all penalties!

If the character goes all the way to zero hit points by overloading, he is in no danger of death. He is, however, unconscious for 1d4+2 hours and only a medical doctor can determine that he isn't dead.

As soon as the character recovers enough hit points to get above the 50%, 75%, or 90% level, the penalties associated with the special hit point loss disappear.

Note that you do not include hit points lost to damage in the above. If a character has 30 hit points, suffers 14 hit points of damage from a hard blow, and then uses 15 to fuel a super-strong energy blast he is at 1 hit point (down to less than 10% of his hit point base) but suffers the penalties of 50% use (because the 90% of the hit points that are gone weren't used for overloading, just around 50% were).

The exact limits of the boosting vary for each power, but here are some common uses:

- Increase an Extraordinary Attribute: 1 hit point per +3 bonus, per melee. Thus, boosting one extraordinary attribute by +3 and another by +6 would cost 3 hit points per melee.

Valid only for a person with supernatural or extraordinary attributes.

- Increase Speed: 2 hit points will boost the running or flying speed by 10 mph for one minute. Thus, 8 hit points could boost speed by 40 mph for one minute or by 10 mph for four minutes. Valid only for characters with super fast running or flying speeds.

- Increase Armor Rating: This is valid only for mutants with an armor rating, usually gained from super-soldier experiments or APS powers. Two hit points will give a +1 to A.R. for one melee.
- Increase Duration: Each hit point used can add a melee to the duration of a power that is measured in melees, or can add a minute to a power with a duration in minutes, etc. Thus, a power that can last for up to four melees could be extended to eight melees for 4 hit points, while a power that can be maintained for 20 minutes under normal use could be pushed to 25 minutes for 5 hit points.

- Increase Damage: Add +1 die (usually a 1d6) to the damage of an attack power, per hit point used (four hit points equals +4d6 damage bonus on one attack). The only limit is that

the amount of bonus dice cannot exceed the amount of dice the player can normally rolls (can do double damage at most). For attacks that do 1d4x10 or 1d6x10 damage, or anything similar, 3 hit points can instead give a +10 damage bonus (and the limit is half the maximum normal damage - 1d4x10 could have up to +20 added for 6 hit points and 1d6x10+30 could have up to +45 added for 15 hit points). Valid only for characters with some sort of damaging power, whether a minor power or part of a major one.

- Increase Range: One hit point grants a +20% range bonus on visual ranges, and the effect lasts for one minute (limit of +100%). For effect powers, the range of effect or the area of the effect (two different concepts, mind you) can be boosted by +10% per hit point, for one melee (again, a +100% limit). One hit point will also give a +10% bonus to the range of attack powers, but the effect is instantaneous (lasts only for one attack and has no increase limit!) As usual this is possible only for characters with super vision, energy expulsion, ranged attack, or distance effect powers.

- Increase Senses: For 1 hit point, the accuracy of a heightened sense can be increased by +5% per hit point per melee, or instead the can be boosted by 20% per hit point per melee (limit of +100%). Applicable only for a character with heightened senses or Radar.

- Increase Numbers: Useful for powers like controlling animals or people. For animal control powers, 20% more animals than normal can be affected for 3 hit points per hour. If the person can control, say, 2d4 or 2d6 animals roll the dice and then add in the extra percentage. For more powerful abilities (like controlling people, creating giant insects, or creating more duplicates than normally possible) the cost is 5 hit points per extra, per hour. In the case of Control Others, paying this cost allows the character to control a person and have it not count towards the save throw bonus - paying 10 hit points to control five people would be possible, and none would get the bonus to break free given for each four people controlled.
- Increase/Decrease Amount: In the case of Growth, Shrink, and Shapechanger, the player might desire to be a bit taller or smaller than normal. At the cost of one hit point per 10% change, per melee, it is possible to push the abilities beyond the norm. A person who can normally shrink to the size of a minute speck could pay 20 hit points per melee round, decrease their size by 200% (effectively becoming a third of the size of a minute speck) and possibly enter the body of a target! A giant character could push his height to three times the normal amount (!!!) for that same cost.

Personal Force Field

Range: Self and one other (if held closely)

Duration: 25 minutes +5 minutes per level of experience, with an amount of rest equal to a third of the duration of use between the uses (use it for fifteen minutes you have to rest for five).

Maximum S.D.C. of Force Field: 10 times the character's unmodified P.E. attribute (no bonuses - just the total initially rolled for the character!) plus 10 per level of experience.

Attacks Per Melee: Costs none to enable the force field, as it is automatic.

Bonus: +2 to use as a defensive action, +1 more at levels four, eight, and twelve.

The character can generate a protective energy field around himself that absorbs damage. It has a base S.D.C. equal to 10 times the P.E. attribute plus 10 per level of experience. So, at first level a character with a P.E. of 10 should have a force field with 110 S.D.C.

The force field regenerates 1 S.D.C. per minute when in use, or double that when not in use.

Damage from falls (whether the character or an object falling on him) is cut in half too. The character must be conscious to use the force field, and gases can still penetrate it. However, with an air supply he could survive in space or at the ocean floor since the force field equalizes pressure. It extends to just beyond body armor, but not power armor or robot vehicles.

Personal Weapon (minor)

Composite of ideas by Dave Crowe and The Magus, with expansion by Brett Hegr
In some cases, the character can create a weapon of glowing energy, not unlike a lightsaber. This can be used to strike and parry like an ordinary weapon. The character can turn the weapon on or off at will, and can be considered indestructible. In other cases, the character can generate fields of kinetic energy that are shaped like throwing weapons. Still more do not create a force weapon, but are somehow able to bond with a specific weapon and summon it at will. The weapons are fully compatible with W.P. skill bonuses.
Weapon Type and Damage: Choose one or roll to determine type, then (for the thrown and hand-held weapons) pick a specific form. These are one time decisions only and cannot be changed later on. Each type of weapon has different properties.

Thrown Weapon (01-30%): These are weapons like short bows, shuriken, throwing axes, and throwing knives. The weapon has 20% more range than a normal weapon of its type. Its use is limited only by the number of melee attacks of the character. The weapon is +1 to strike when thrown (+1 more at levels four and eight) and cannot be held for much more than five seconds without dissipating. Whatever form the weapon takes (player's choice) it does 2d4 damage, plus 1d4 at levels three and seven. These weapons can be used to parry, but no bonus is granted. One melee action is needed to create and throw the weapon (not one to create and a second to use).

Hand-Held Weapon (31-70%): These are swords, hand axes, machetes, staves, maces, and all manner of melee weapons. The hand weapon is +1 to strike and parry (for whips, change parry to entangle), +1 more to each at level four, in addition to whatever weapon proficiency bonuses the character might have. It requires one melee action to generate and can last for up to three minutes per level of experience before requiring re-creation. Others cannot use the weapon. The damage is pretty standard for all weapons, doing 3d6 damage plus 1d6 at levels three, six, and nine.

Summoned Weapon (71-00%): This power allows a character to bond a hand weapon (such as a knife, small axe, small throwing weapon, short sword, or even a handgun) to his unique bio-signature. This allows him to summon such a weapon (or object) at will, teleporting it into his hand - this act requires one melee action. Bonding a weapon permanently costs one hit point and requires ten minutes of concentration (a first level character is assumed to already have a special, bonded weapon whose cost has already been paid). The character can bond one object at level one, plus one more at levels three, six, and nine. Bonding to a new weapon is of course possible if the limit is already possessed, but the cost must be paid again and an old bonded weapon returns to normal. The summoning only works if the character knows exactly where it is and the weapon is in range (or in a nearby dimensional pocket). The range is 1000ft +100ft per each additional level of experience. The maximum weight of the weapon is equal to one pound

per two points of M.E. (an M.E. of 10 means you can handle up to 5lbs). The weapon can be loaned to others and snatched away via the character's minor teleportation power. If the weapon is summoned as the character's first act of a melee, the character gains a +2 bonus on initiative for that melee. The weapon is also +1 to strike (and parry, if applicable) but only in the hands of the character. It is also physically altered such that it can parry weapons wielded by beings with supernatural strength with no danger of breaking and can parry mega- damage attacks.

Pheromones

The hero(ine)'s body emits a chemical into the air that attracts members of the opposite sex. The chemicals are so strong that the character will have to avoid the opposite sex because they will follow and swoon over him/her constantly. This may lead to problems with other player characters ("you stole my fiancée from me!") and villains (a villain kidnapping a heroine because she refuses to accept his advances).

Any members of the opposite sex must roll to save versus mind-control drugs whenever they come within 100 feet of the character or be reduced to any means they can find to impress him/her. If he asks them to do something, they will, often if it is against their alignment (here's a simple rule: they will do anything that is one step down from their alignment. Example: a principled person will do anything he asks as long as it does not violate a scrupulous alignment. An anarchist will do anything as long as it does not violate a miscreant alignment -- actually, nothing is "beneath" a miscreant alignment, etc.).

NOTE: a victim must be able to SMELL the pheromone in order to be affected by it. If they are wearing a gas mask or environmental suit, or they have an inability to smell, then they are unaffected by this power. Bonuses +1D4+1 to P.B. +2D4 to M.A. +5D6 to S.D.C.

Power Punch: Energy

- Range: Touch
- Damage: 2D6 + 1D6 per level of experience
- Duration: Instant
- Attacks Per Melee: Same as Hand to Hand
- Bonuses: Use hand-to-hand strike bonus

The hands are surrounded by an energy aura that inflicts damage. The character cannot be harmed by his own energy, but someone else's does full damage (i.e., he cannot be harmed by punching himself with his electric punch, but someone else with Energy Expulsion: Electricity inflicts full damage). The only exception is a parry, which must be done with the bare hands (and at a -6) -- and even then is limited to each particular type (electricity parries lightning, light parries laser, etc.). Choose from the following types: fire, electricity, energy, light.

Physical Superiority

The character's physical body is naturally strong, healthy, and toned. The character is at the peak level of normal human biology and looks as perfect as a human might be able to get, but is not superhuman unless extraordinary attributes are also possessed.

Extraordinary attributes will increase these even further. When adding bonuses from

physical skills, change the attributes to the following levels and then add bonuses. The character gains the following:

•Add +4 to P.E. (minimum of 20). •Add +2 to P.P. (minimum of 14). •Add +1d4+2 to P.S. (minimum of 18) •Add +1d4+2 to Spd. (minimum of 16). •Add +1d4+2 to P.B. (minimum of 14). •Add +2d6+8 S.D.C.

Power Punch: Slam

•Range: Touch •Damage: Special

•Duration: Instant

•Attacks Per Melee: Same as Hand to Hand

•Bonuses: Use hand-to-hand strike bonus

The hero gains an unusual ability when using his hands in combat. A combination of strength and manipulations of gravity makes opponents easy to knock down. Does normal damage, but also inflicts an automatic Knockback (see Knockback rules in Villains Unlimited). Add an additional 2 ft. to the Knockback distance per every level of experience.

Power Punch: Stun

•Range: Touch

•Damage: Special

•Duration: Instant

•Attacks Per Melee: Same as Hand to Hand, but is only effective on the same person ONCE per melee.

•Bonuses: Use hand-to-hand strike bonus

The hero gains an unusual ability when using his hands in combat. Does regular damage, but each time the opponent is hit, he receives the following penalties: loses one attack per melee, -2 to strike, parry and dodge, and -4 to roll with fall/impact. The penalties last for 1D4+1 melees, and are cumulative. If the opponent is reduced to Zero attacks per melee, then he falls unconscious for 1D4 melees per level of experience. NOTE: This can only be used on the same person ONCE per melee. Otherwise only normal damage is inflicted.

Power Reserve

This power allows the character to make another ability more powerful. In game terms the character can add levels/points to a power, skill, or attribute.

Bonuses: Base Reserve Points: 1D4 plus 1 per level

• The character can increase the level of any power at the cost of one point for each bonus level.

• The character may add +5% to any skill at the cost of one point per bonus.

• The character may add three points to any attribute at the cost of one point per bonus.

• The character may also add levels to any power which has been copied or redirected.

• One point can be used to add +1 to strike with a weapon or power.

Note: The player must announce where the bonus points are being added at the beginning every melee round. Otherwise the character can not use those points. The bonus points can not be used in the middle of a round and each point can only be used once per round.

Example: A second level character has 3 points of power reserve. At the beginning of the round the character adds two point to his Energy Expulsion: Fire making it fifth level for

this round and adds one point to his strike with his Energy Expulsion: Fire. The character can not choose to redirect points into a different power or ability until the beginning of the next melee.

Power Scan

- Range: 250ft

- Duration: Constant.

The character has the ability to sense the presence of other creatures of power. He can also sense the general origin of their power (alien, mutation, or supernatural). He has a 40% + 5% per level of experience chance of recognizing a particular race or class by sensing the power aura. He has a 10% + 2% per level of experience chance of recognizing a specific person he has met before simply by sensing the power aura.

NOTE: this does NOT pinpoint a person with powers, it just informs the character of their presence. However, a general number can be detected (one, 2-4, 5-10, or "A Lot").

Probability Control

Duration: 1 round+ 1 round per level

Saving Throw: None

When in effect the character has a slight ability to control probability.

The character can cause good or bad luck. On dice rolls the character can increase or decrease a rolled number by 1. The character can effect a number of rolls equal to his level, to a max of 10. The character makes one attack less per turn when using this ability.

Projectile Weapons

The character has the ability to expel projectiles from his or her body. The projectiles can be anything the player can think of from small needles like a porcupine or shards of glass.

Range: 300 ft. plus 10 ft. per level.

Damage: 2D6 plus 1D6 per level

Duration: Instant

Bonuses: +3 aimed, +1 to strike

Note: At third level this power can be controlled as an energy expulsion power.

Projectile Weapon: Ice Spike

- Range: 60ft

- Damage: 2D6, but one can be fired for each level of experience (must be at a single target; and the projectiles fire in tandem, similar to a rail gun)

- Duration: Instant

- Attacks Per Melee: Same as Hand to Hand

- Bonuses: +3 to strike for aimed shot, +1 if shooting wild

The hero has the ability to create a spike or nail-like shard of ice from thin air and fire it like a bullet. It gains a +3 to penetrate an opponents A.R. (this does not count as a bonus to strike -- rolling a 1, 2 or 3 is still a miss, but rolling a 6 counts as a 9 against A.R.) The shards of ice will melt within 1D4 melees after being fired, leaving no trace of the projectile other than a small amount of water. These can be neutralized by a wall of flame, or someone with the ability Alter Physical Structure: Fire (no damage). These

cannot be fired in a moistureless environment (space, barren planets, or even deserts -- GM's discretion)

Projectile Weapon: Force Razor

•Range: 200ft

•Damage: 2D4, but one can be fired for each level of experience (a fourth level character can fire a volley of up to four razors, thus doing 2D4x4 damage, must be at a single target; and the projectiles fire in tandem, similar to a rail gun)

•Duration: Instant

•Attacks Per Melee: Same as Hand to Hand

•Bonuses: +4 to strike for aimed shot or a burst, +2 if shooting wild

The hero has the ability to fire a volley of small, razor-like objects at an opponent (can also resemble shurikens or disks). They are made up of a solid energy (similar to the energy created by a force field) that dissipates after impact. Until then, they are true, physical objects -- and, as such, can contribute to knockback.

Psionic Resistance

The character's brain and body are partially masked from psychic influence, giving greater resistance to psychic attacks. The character gains a +2 bonus to save vs. psionics, +1 more at levels four, eight, and twelve. Even if the psychic attack takes effect, it only lasts for half the normal duration. Tracking, sensing, and mind reading by psionic means is -30%. Also add +2 to M.E. and +1 vs. possession, mind altering drugs and magic, and non- psionic illusions. This resistance applies to helpful psychic influence as well. Note that physical psionic attacks, like psi- swords and electrokinesis, do full damage. The character can also sense whether a target has psionic powers or is a supernatural creature (30ft range with visual contact).

Psychic Blade

The super hero can mentally create a powerful energy blade at the tip of his hands, elbows, knees, or eyes that is capable of stunning a character for 1d8 rnds/lv. The blade is 1 to 2 feet long and cannot be fired, thrown, or otherwise "shot." The energy is very localized and concentrated, thus restricting its range. No ability score bonuses.

Ranged Attack: Cold/Ice

Range: 375ft +25ft per level

Damage: 3d6 +1d6 per level of experience.

Duration: Instant

Attacks Per Melee: Counts as one hand to hand attack.

Bonuses: +3 to strike aimed or +1 on a wild shot, +1 more at levels four, eight, and twelve.

A chilling bolt of cold can be directed at victims. Taking more than 22 points of damage at once will reduce the victim's bonuses and speed by a cumulative 10%, and wears off in 1d4 minutes. A being that loses all S.D.C. in this manner falls into cryostasis and must be revived. Using heat will revive the victim in 3d4 minutes with little, if any, side effects.

Anyone losing hit points and S.D.C. are +25% vs. coma/death and get 3d4 hit points back when revived.

Those in environmental armor will not be affected by this power's numbing effects and will not lose bonuses or speed or enter cryostasis. Using this power it is possible to build up amounts of ice, equal in S.D.C. to the damage rolled (each attack keeps adding strength to the ice). Also see the Alter Physical Structure: Ice power in Heroes Unlimited.

Ranged Attack: Cutting Beam

Range: 25ft +5ft per level

Damage: 3d6 +1d6 per level of experience.

Duration: Instant

Attacks Per Melee: Counts as one hand to hand attack.

Bonuses: +3 to strike aimed or +1 on a wild shot, +1 more at levels four, eight, and twelve.

This attack power is truly deadly. The character can create a highly focused beam of force that can separate molecules on contact. It cuts like a laser, but creates no heat. It is possible to slice open safes, impale tires, and sculpt stone. At third level the character gains the necessary control to perform finely detailed work (like sculpting), and also learns how to focus the beam into a very powerful cutting tool doing normal damage times ten per melee to a stationary object. Experienced users (6th level and beyond) can even target their power to do lethal damage. They effectively gain a death blow (with the power only) on a natural 20. This attack must be declared. If the death blow roll fails but the character rolls an 18 or 19, a limb is severed instead (a critical strike).

Ranged Attack: Pain Shock

Range: 45ft +5ft per level

Damage: 2d6 +1d6 per level of experience.

Duration: Instant

Attacks Per Melee: Counts as one hand to hand attack.

Bonuses: +3 to strike aimed or +1 on a wild shot, +1 more at levels four, eight, and twelve.

This is the ability to generate arcs of debilitating bio-energy. It is effective only against creatures of flesh and blood - useless against vampires (and all manner of necromantic beings), walls, cars, anyone filled with Negative Chi, and living entities of stone, metal, or crystal, or full reconstruction cyborgs. Normal armor is useless against this attack, as the bio-energy will easily penetrate. Many kinds of force fields are ineffective also - only magic and psionic barriers and natural (like mutant power) force fields are able to block this power (due to the nature of the energy that created it). Even then, the pain shocks do half damage to the being(s) within the barrier.

For every shock a victim takes, he must roll to save vs. pain - failure means he is suffering from a dull ache that causes a -1 on initiative and a -2 on all combat rolls for 1d4 minutes. Add a -1 (increase the penalty) to both at levels four, nine, and thirteen. Multiple shocks don't have a cumulative effect but the ache remains until the victim hasn't been shocked for a full 2d4+2 minutes, then it fades away like it never existed. The target number for the save vs. pain begins at 12 and gains a +1 at every even numbered level of experience until it reaches 18 (the maximum).

At level four, a character can damage hit points directly by touching a target and channeling the damaging bio-energy directly into the body (goes right through armor, even M.D.C. armor, as if it wasn't there). However, divide the damage of each attack by four - a natural 20 does half damage (round up). This way, high level characters aren't walking around killing people with a mere touch. If the touched victim is an M.D.C. being, it instead takes normal damage (instead of half), or double damage if a natural 20 is rolled. If a victim is pushed into a coma or death by these pain bolts, that victim is +10% to save vs. coma/death due to the unnatural cause (like with Disruptive Touch, HU 182)

In Rifts, this power does the listed damage to S.D.C. beings and half the listed damage to M.D.C. beings. However, increase the range to 90ft +10ft per level of experience. The pain shocks will penetrate M.D.C. armor to damage the being inside, but only do half the rolled damage (so an M.D.C. being in M.D.C. would take one-fourth the rolled damage). The pain shock is ineffective against power armor, bots, robot vehicles, and other kinds of high-tech transportation. Most technological force fields are easily penetrated.

Ranged Attack: Phase Beam

Range: 375ft +25ft per level

Damage: 1d6 +1d6 per level of experience.

Duration: Instant

Attacks Per Melee: Counts as one hand to hand attack.

Bonuses: +2 to strike aimed or +0 on a wild shot, +1 more to both at levels four, eight, and twelve.

Phase beams are an extremely effective weapon. They have the capacity to penetrate all armor as if it weren't there (similar to a microwave beam) and damage the wearer. Further, phase beams cause damage that is difficult to heal (useful against regenerating beings). Beings who can regenerate damage in melees require the same time in hours, beings who regenerate damage in minutes takes the same amount of time in days, while a regeneration rate of hours requires the same number of weeks! All other forms of accelerating healing (magic, psionic, mutant, or technological) have normal effect. Phase beams do S.D.C. damage to S.D.C. beings, but do mega-damage plus another +1d6 to M.D.C. beings.

Phase beams, however, have limitations too. Any kind of force field will block the beam and absorb the damage. Further, some kinds of beings are resistant to this kind of attack (namely, mutants with a Hardened Molecular Structure or Invulnerability) and only take half damage. Lastly, phase beams can only harm living beings, to include vampires, crystalline or living stone beings, etc. Though rarely encountered even in Rifts worlds, a phase field will totally negate the effect of the phase beam (no damage).

Ranged Attack: Stun

Range: 575ft +25ft per level

Damage: 1d6 +1 point per level of experience

Duration: Lasts 1d4 minutes per level of experience.

Attacks Per Melee: Counts as one hand to hand attack.

Bonuses: +3 to strike aimed or +1 on a wild shot, +1 more at levels four, eight, and twelve.

This disruption blast is an electrical disturbance that short-circuits the nervous system of its victim. It only does S.D.C. damage and will never take off hit points. The victim suffers the loss of one attack, no initiative, and -2 on all combat rolls. The effects from multiple blasts are cumulative up until the fifth blast (max. effects is x4), but won't last past the duration of the initial blast. This is merely a more powerful version of the mental stun minor power, but is physical in nature.

The blast will easily penetrate all forms of body armor (including M.D.C. body armor), but not shields, power armor, or vehicles. Any kind of electrical shielding can block this attack. Saving against this attack is possible, and victims use the bonus to save vs. non-lethal poison. The difficulty to save against begins at 12 at level one, +1 more for every even numbered level of experience gained. After the third level, the character can vary the damage bonus anywhere from +0 to whatever his maximum bonus is.

Ranged Attack: Sound

Range: 575ft +25ft per level

Damage: 2d6 +1d6 per level of experience.

Duration: Instant

Attacks Per Melee: Counts as one hand to hand attack.

Bonuses: +3 to strike aimed or +1 on a wild shot, +1 more at levels four, eight, and twelve.

The character can release a concentrated sonic blast against opponents, equivalent to 120 decibels +10 per level of experience. Victims of a sonic attack suffer a -1 to strike, parry, and dodge per die of damage taken (up to a penalty of -8), and also lose their hearing for 1d4 melees per die of damage taken. M.D.C. beings also suffer these penalties. The only way to avoid penalties is to wear ear protection, wear armor with heavy shielding (like a Glitter Boy), or to be deaf. Objects within 5ft suffer ¼ the damage that the target took. Sonic blasts partially pass through armor, doing half damage to the armor and half damage to the person wearing it.

This attack does M.D.C. in Rifts (double the decibel level), and ½ the damage in S.D.C. will affect those in M.D.C. armor, one third of it will affect wearers of power armor, and ¼ of it will hurt those inside M.D.C. vehicles and small robot vehicles under 18' tall. If this power is boosted with the insubstantial modification in an M.D.C. environment, it will do double the normal S.D.C. damage when passing through M.D.C. materials and machines. Very effective against humans in M.D.C. armor.

For more information on sonic attacks see page 175 of Aliens Unlimited and page 187 of Villains Unlimited. GMs might consider making this power do equivalent damage to Soundwave's sonic pistol.

Ranged Attack: Substance-Napalm

Range: 45ft +5ft per level

Damage: 2d6 +1d6 per level of experience.

Duration: Instant

Attacks Per Melee: Counts as one hand to hand attack.

Bonuses: +3 to strike aimed or +1 on a wild shot, +1 more at levels four, eight, and twelve.

This power lets the character create one kind of damaging matter to attack with. Choose one kind of matter to project.

Liquid: Liquid substances will hang on a target for 1d4 melees and cause another 1d6 plus the level of experience in damage each melee unless the victim takes two attacks to shake it off (no dodges, parries, or strikes during that time). Pick one of the following: acid, napalm, (heat based attack), or cryogenic liquid (cold based attack). The player could also choose something like molten plastic, superheated glass, or some other substance as an attack, but these are somewhat uncommon.

Solid: The player could choose instead to project some form of solid matter. This could be a spray of bone shards, needles, razor blades, spines, or some other object(s). Instead of additional special effects, add 50ft to the base range (for a 100ft range at level one).

Gaseous: The third form of matter is that of a gas. The character is able to emit an intense burst of some form of damaging gas as his attack form. It might be a chlorine and ammonia combination (two key ingredients in toxic mustard gas), smoke and ashes (heat damage), a spray of chilling mist (cold attack), etc. The target must make some sort of save throw (varies according to the kind of attack), or suffer immediate loss of initiative and two attacks. This could be from a sneezing fit, searing pain in the eyes or lungs, momentary paralysis, etc.

Ranged Attack: Webbing

Damage (as an attack): 1D6+3 +1D6 per level

Range: 100ft +10ft per level

Bonuses: +3 as an attack, +8 as an entangle.

This attack has 2 capabilities, one is to fire a hard ball of web at the opponent and the other is to "Netting" the victim in it.

SDC of the Web: 100.

Reactive Combat Reflexes

Created by the Cubist

A bizarre form of physical precognition/ mind bond of sorts, which gives the character the capacity to compensate for a target's combat style and reflexes. The target need not be sentient - mindless robots and horrendous other- dimensional animals can be affected as well as a 15th level ninja master.

- The character must fight or study the target of the power for two melees before this power can kick in. Only one adversary can be affected at level one, plus one more at levels five and ten. Furthermore, the adversary must be within combat range (at most, about 20ft). This power can't be used to defend against sneak attacks.
- Once activated, no P.P. or skill based bonuses can be used by the target to defend against or strike the character! Only natural, inherent bonuses are valid (like those from bonuses attributed to onboard weapons or character class bonuses).
- Any bonuses from super abilities like superhuman speed and energy expulsion powers are reduced to half the normal amount against the character, as are natural fighting abilities like those from Natural Combat Ability or the Nightbane instinctive fighting skills.

•Characters who are protected from telepathy or have a mind block in place are somewhat immune to this ability's effects. Their P.P. and skill based bonuses are halved and not entirely negated. Their super powers are affected normally.

At all times the character has the below bonuses and abilities:

•If no hand to hand combat skills are possessed, the character gets Hand to Hand: Basic (instinctive). •Automatic Dodge. It takes no melee actions, but gets no bonuses either - see your local combat section for details. •+2 on initiative.

Note: This power cannot be possessed if the Natural Combat Ability major super power is also possessed (far too unbalancing to the game).

Reflective Surface

By The Drunken Werebear

The super being can turn his skin and any clothing he is wearing into a perfectly reflective surface, like a walking mirror he can either reflect crystal clear images or distort them as much as desired. The character can easily deflect any laser beams fired at him, taking no damage at all, plus he can redirect laser attacks at will, and, due to his ability to distort his reflective qualities he does not have to roll to parry the attack, he simply needs to roll to strike with the deflected beam (though he has only a +1 bonus to strike, which increases by +1 at levels 3, 5, 7, 9, 11, 13 and 15). The reflective surface can be used to reflect bright sunlight, or as a mirror that can be extended safely around corners, plus the character is very resistant to radiant heat sources, such as standing close to molten metal or other hot elements. The distorting quality can also split light into multiple spectrums, like a prism, or fracture light up into thousands of fragments, like a disco ball.

Other Bonuses:

+1D6 S.D.C.

Enhanced low light vision, about twice as good as normal.

Incapable of being blinded by very bright light.

Immune to Sunburn (U.V.b light).

Sense Poison

Range: 100ft + 25ft per level of experience

Duration: permanent

The hero will be able to sense the location and general toxicity of any poisons around them. This includes poisoned food or drink, poison gas, or other sources. If within 10ft of the source, the character will be able to locate the exact source of the poison

Sense Radiation

Range: 350ft + 50ft per level of experience

Duration: permanent

The hero will be able to sense the location and relative danger of any nearby radiation. They will not be able to pinpoint exact locations or sizes of radioactive elements, just general feelings like "in that area" or "a little bit"

Sense Super Powers

Range: General - 50ft +10ft per level of experience and specific - 220ft +20ft per level of experience

Duration: Almost instantaneous for general sensing, and scanning for a specific being takes two melee actions.

In Rifts: Double the ranges of both types of sensing and add a +10% bonus to the tracking skill.

The character has the unique ability to sense super powers in other beings. He automatically senses when a super being comes within a general range (see above), and can also scan a larger area for a specific super being. With this ability, it is also possible to determine some things about the beings. The character can sense the general power of the abilities (latent, low, equal to the character, high, powerful), the general location of the being (near, 40ft away, just entered range, in that trash bin), the nature of the being's powers (mutant, alien, or experiment), and their general type (energy expulsion, heightened senses, some sort of shapeshifting). Magical super abilities cannot be sensed or tracked, due to their non- biological nature.

To get an accurate sense of the being, it must be within the general range and visible or else the character suffers a -30% penalty. These are sensations like "she's a shapeshifter," or "quick healing and he's strong too," or even "the alien in that armored car has a very powerful electrical blast." He can sense accurately at a skill of 35% +5% per each additional level of experience. He can also track those with super powers at that same skill level. Roll once per 1000ft of ground covered. In either case, three failed rolls in a row means the character cannot sense the mutant's powers or track him at all and must try again at a later time (2d4+4 hours at a minimum).

Shadow Meld

This power allows a character to join with the shadows around him. To use this power there must be shadows that are man sized or larger. While the character is joined with the shadows he is invisible to anyone not using special optics or super vision powers.

Exposure to bright light, 300 watts or more, will make the character visible.

Range: Self

Duration: As long as the character wishes.

Bonuses: Gives the character a natural prowling skill of 65%+5% per level or adds +15% to prowling.

Sixth Sense

This is almost exactly like the psionic ability except it is always active and requires NO ISP.

Skin Armor

This power gives the character thick skin like that of a rhino.

Natural AR: 12

Bonuses: +60 SDC

Disadvantages: -1 PB (yes that's a minus)

Sense of touch is reduced to 80%

Speed Kick

The power to kick at a super fast speed.

Fury of kicks

Character can release a fury of kicks in the blink of an eye. Five kicks can be delivered in one attack, no strike bonus. Kicks can be directed at one or multiple enemies, character rolls for each kick attack, enemies roll only one parry or dodge. The kick inflicts 1d8 + damage bonus. Can only be used once per melee round. One additional kick every two levels.

Precision speed kick

This kick is very accurate and very deadly. The kick inflicts 2d6 + damage bonus, critical strike (double damage) and +5 to strike. Can only be used once per melee round.

Other Bonuses:

+ 1d10 spd

+ 2 PS

+ 1 PE

Spontaneous Mutation

The character can mutate his body in limited ways, to give him a greater advantage in combat and various environments. Mutating in some way is dependent on the kind of mutation - easy ones are fast, while a tough one could take a couple melees. Lastly, the character is still restricted to the natural form. A normal looking human couldn't change his body to have wings, extra arms, a tail, tentacles, thick armored shells, or other non-human traits. Sharpened teeth, color changes, thickened skin, sharp claws, and gills are more this character's speed. For many more mutations, check out this file. The mutations last until the player decides to change them. Any mutations will revert to normal if the character becomes unconscious.

In Rifts, the combat mutations do mega-damage and extra S.D.C. becomes M.D.C. If the character also has the Alter Facial Features and Physical Stature minor power, then he is well equipped to physically mimic humanoid aliens.

The possible changes are broken up into three categories - easy, moderate, and hard. Easy changes take only one melee action to perform, about five seconds. Moderate ones take a full melee. The hard ones take two melees, and sometimes even more. However, mutations can be combined, so that an easy change takes place at the same time as a hard one. Undoing a mutation takes just as long as making it. One moderate mutation is the equivalent of two easy ones, while one hard mutation is the equivalent of three easy ones. Another use of this power is to make the character look more human, if his natural form is inhuman or highly mutated.

A character can perform three easy mutations at level one, plus one more for each additional level of experience. So, at level five a character could create two hard mutations and one easy one, or three moderate mutations and one easy one, or two moderate and one hard, or seven easy, etc. Here are some examples of common mutations:

- Skin Color Change: A one-tone change is easy, while a two tone striping or spotted pattern counts as a moderate change. Glowing, fluorescent, and metallic skin is always a hard change. Any color is possible.

- Hair Color Change: One, two or three colors is easy. Metallic and fluorescent colors are moderate, as are a complex coloration pattern. Any color is possible.
- Eye Color Change: A color change is easy, while turning the entire eye a solid color is easy change also. Glowing eyes is moderate. Again, any color is possible.
- Claws/Talons: +1d4 damage plus any damage bonuses on a punch or kick for easy level. Increase to +1d6 for a moderate, and +2d6 for a hard one. The size is anywhere between 1' and 3' in length.
- Biting Teeth: Do 2d4 damage on a bite (easy), 2d6 for moderate, or 3d4 for hard.
- Quills/Spikes/Spines: The character has A.R. 12 and any rolls under this number cause 1d6 damage to hand to hand attacker. Damage on character's own strikes are a 1d6 knee/elbow, a 2d4 arm slash or backhand, a 2d6 shoulder block, and a 3d6 tackle. This is a hard mutation.
- Thickened Skin: Add a bonus of +30 S.D.C. (or M.D.C.) to the character's own S.D.C. score, a moderate change. A hard-level change adds another +20 and increases the A.R. to 8. Any damage taken is first subtracted from this extra S.D.C. and then from the character's own hit points and S.D.C.
- Arboreal Change: Classified as a moderate change. The character gains a +15% on Climbing, +2 to dodge, and +4 on balance rolls while this mutation is in effect. The arms lengthen and the body lightens by about 15%.
- Water Environment Change: The character can breathe underwater (gills), gains a +20% to the swimming skill, another +1 to parry and dodge in water, can swim a speed equal to double his Spd. attribute (not valid for super speed), and has underwater vision equal to normal vision. This is a hard mutation.

Stealth Ability

The character has several small abilities that comprise his unnatural stealth.

- Gains a bonus of +30% to Prowl skill, or use that as a base if the skill is not possessed. He can even jog (running at half speed) while prowling and make no more noise than if he were walking.
- He can mask his body heat to be equal with those of his surroundings, thus becoming invisible to thermovision and heat sensing devices. Body temperature can be varied (plus or minus) by 10 degrees Fahrenheit at level one, plus 5 degrees per level of experience. This ability requires concentration (-2 on initiative and loss of one melee action).
- His "natural odor" is almost imperceptible, causing a -30% to attempts to track him by smell alone (or require a difficult perception roll).
- He can slow down his heart rate, breathe almost noiselessly, and move so silently that attempts to hear him suffer a -30% penalty (or require a difficult perception roll).
- His natural stealth gives him a +1 bonus to perception, +10% to Detect Ambushes, +10% on Tracking, and +10% to Track Animals.
- Animals (most, anyway) will not recognize the character as a human or as a predator. Deer will graze and birds will continue to chirp in the character's presence.

Storage

A character has access to a mini-dimension where he can place small objects. 5 lbs plus 2 lbs per level can be placed there and, as long as there is space, the Palming skill is an automatic success (he must first select the skill). It takes one action to make an object appear/disappear.

Supernatural Intimidation

With this power, the character will be able to summon up the following illusions on their body.

1. Glowing Eyes: decide on any one color
2. Fangs/Lengthen Teeth: increase tooth sharpness and size up to 8 inches long
3. Change Size: up to 1 ft taller or shorter
4. Horns/Bony Growths: long, menacing horns or spines will appear to grow from the character's skin
5. Change Skin Color: any color or combination of colors
6. Horror Factor: 10 + 1 per level of experience

Remember, all changes are merely illusions, nothing is real and no increased damage or attributes are included with the changes. The hero can keep up the illusion as long as he wants with no significant distraction, mentally summoning and dispelling it at will. Cameras and video devices will detect the illusion as a strange fuzziness around the character's body.

Super Vision: Bird's Eye View

By Mr Twist

"Wow. I actually can see my house from here"

This vision power functions by changing the visual point of view of the character. What happens when this power is activated is that the character's point of view changes to a great distance up in the air, looking down on the world with the character in the center. A character with this ability could use it to help them find their way to roads, cities, or just get out of a forest. When this power is used, the character can not see their immediate surroundings, so it's generally a good idea for them to not move around much, lest they trip over or walk into things.

Range: At first level, the characters vision looks down at the world from half a mile up in the air. This gives you a much wider view of the world, though with much less detail. At every level of experience after level one, this height increases by another half a mile. At third level, the character may change their point of view from a minimum of half a mile to whatever their maximum height is.

Limitations: When the power is active, movement is clumsy and disoriented, with -6 to all combat rolls, and -50% to all manual skill rolls (tasks that require hand to eye coordination). At fifth level, this penalty is reduced by half, but only when vision is restricted to a maximum height of one mile high, any further and the full penalty applies.

Notes: The character can look around, just like on the ground and their real head will physically move, just as if they were looking around at their surroundings. Also, it is up to GM's discretion whether other vision powers can be used in tandem with this one.

Super Vision: Electromagnetic Sight

The character's range is much less than that of the other vision powers, but far more comprehensive. The entire electromagnetic spectrum is visible to the character and the character can 'tune' his vision to interpret the various ranges of the energy. He can see radio waves (which includes AM, FM, and TV frequencies), radar, infrared, visible light, ultraviolet, power waves, x-rays, gamma rays, and even cosmic rays.

This allows the character to see the energy flowing through power lines and technological objects (can tell if they are on or not). He can tell if a radio transmitter is 'on' and if it is sending signals. He can see the energy radiated by bugs, micro- cameras, and other spy devices with 60% +3% per level accuracy (roll once per minute of searching until a suspected device is found - then it is clearly visible). He also has a limited nightvision range of 300ft and a limited thermovision range of 60ft.

Range: 1000ft, +200ft per level of experience

Super Vision: Paranormal

The character's special visual abilities lie in perceiving the strange and unusual nature of the Megaverse. He is able to see all astral entities, all spirits, all beings of energy, all kinds of portals (astral, dimensional, magical, etc.) and all invisible creatures (no matter the type of invisibility). He is able to see through all illusions and is impervious to them. Lastly, the character has the constant ability to see auras and read them just like the psionic power of the same range.

Range: Paranormal vision range is equal to the character's range of normal vision, while seeing auras has a range of 60ft.

Super Vision: Perspective Point

This hero has the ability to see things from a different location, as if his eyes had floated out to a point and then looked around. This point can be 5 feet away, plus an additional 2 feet per level of experience. When using his Perspective Point, a hero can see around corners, looking around them as if he were standing beyond them. He can also look back at himself and see his surroundings. The only restriction is that the character must be able to see the point that he wishes to use as his perspective.

Super Vision: Scanning Sight

This power allows a character to scan objects. It is similar to X-Ray vision except it can also tell what type of material something is, whether a person has aberrant energies (super powers, psi magic, etc.), what components are in a device, etc. Also, this character can see through psi powers such as ectoplasmic disguise and alter aura (though hypnotic illusions are still effective). This power has half the penetrating power of X-Ray vision.

Super Vision: Targeting

This power lets the hero target a specific object in their vision, increasing their ability to hit others from a distance.

Range: Vision is about twice as good as the average human's

Bonuses: add +3 to strike with modern weapons, add +5 to strike with thrown objects

Super Vision: Thermal Vision

This power gives the character to see the heat patterns that people/objects give off.

Tag

By The Drunken Werebear

This ability allows the character to physically label targets so that they can be identified easily later.

1. Tag:

Range: Touch.

Duration: One hour per level of experience, after 5th level the character can create permanent Tags, these are physically draining and the creation process permanently reduces the characters P.E. by 1 and reduces his Hit Points by 1D4.

Attacks Per Melee: Each Tag requires on melee action and the character can create as many as desired, however, the character can only create a maximum of two permanent Tags per day (24 hours).

Effect: When the character touches the target he will impart a new scent (as determined by the character) and some form of distinguishing mark (from a new scar under the eye to a bright neon handprint on his arm, the exact nature of the mark is determined by the character) these Tag features can be disguised using perfume and clothing, but serve as identifiers because even targets capable of invisibility or shapeshifting will still display the Tag, so the character can easily follow the unique signature scent and spot the physical mark on any targets he has marked.

2. Other abilities and Bonuses:

Track by Tag scent alone = 40% +5% per level of experience.

Recognize Tag mark = 80% +3% per level of experience.

Add 1D4 to P.E.

Time Bombs

Range: normal throwing distance, blast radius is 6ft

Damage: 6D6 + 1D6 per level of experience

Duration: bombs can last for up to 2 hours + 1 hour per level of experience, if not detonated

by then, it will simply disappear

Attacks per Melee: one, plus one more at levels 3, 7, and 10

Bonuses: character can attempt to use these in the heat of combat, but is minus 1 to strike when thrown. These odd packets of energy are not really the greatest weapon for hand to hand combat, but with a little brains, they can be amazingly helpful none the less. They are tiny glowing balls a little larger than a softball. After creating a bomb, the character can place it wherever he wants and detonate it mentally from a safe distance. They can be thrown easily and have a tendency to stick to metal and plastic.

Uncanny Acrobat

By Mr Twist

"I can do things Olympic level athletes haven't dreamed up yet."

The super being can perform feats of physical agility not normally seen outside of the foremost displays of Olympic level gymnasts. Sometimes, it even seems like the normal laws of physics simply don't apply to this character.

1. Mind and Body Attunement:

The character has a total sense of their body's balance, position, strength and limitations. Using this heightened control, the character can perform stunning feats of acrobatics and gymnastics, make attempts at physical maneuvers beyond what one would expect even a professional athlete to pull off and push his body to it's very limits.

The character receives the Gymnastics and Acrobatics skills at 77% +3% per level of experience, plus has +10% to Climbing and Prowl. The character can leap one foot per point of P.S. across, half as high (double with a running start) and has absolutely no fear of heights.

2. Heightened Agility:

The character is ambidextrous, very flexible, highly agile and has heightened reflexes providing +1 attack per melee round, +2 to initiative, +1 to parry and dodge, +4 to roll with punch, fall or impact, +2 to any leaps, +10% to escape artist skills and he has the ability to hold perfectly still in almost any position, even hanging by one arm from a rope, for his P.E. times minutes, plus 1 minute per level of experience.

2. Righting Reflex:

The character can fall 15 feet (4.5 m) per level of experience without receiving any damage, and falling from higher than this limit results in only half the usual damage. The character automatically rights himself in the air like a cat, and thus always manages to land on his feet.

3. Other Bonuses and Abilities:

Add 2D4 to Spd.

Add 1D4 to P.P.

+2D6 S.D.C.

When tricks are being performed for the purposes of entertainment, the character has an Awe Factor of 12.

Unnoteworthy

Created by Andrew Darling

This is another pseudopsi power that makes a person inconspicuous. There is no bonus to prowl or hide, but a person who fails a save of 15, M.E. bonuses applying, will be hard-pressed to remember anything at all about the character even if the character talked with them, saved them from a dragon, or ate their children. The description will be on the tip of their tongue, but they just won't quite remember what he looked like or what he did. This power tends to result in descriptions like "average height, average build, wearing ... something beige. I think." Anyone who uses Total Recall or has a combined I.Q. and M.E. of 30 or more will be able to remember normal details about the unnoteworthy character, but not an extraordinary amount of detail.

Vacuum Resistance

This is only truly useful in an outer space environment, so it might not be appropriate for all campaigns. The character is able to survive not only in the pressureless environment of outer space, but also in an underwater or other high- pressure areas. He does not have to breathe - that is under conscious control. However, halve his melee attacks and effective speed when he is not breathing since he gets no oxygen to work with. This could allow an alien from a toxic environment to survive, but not thrive, without an air supply. The character is +4 to save vs. toxic gases. Also add 4d6+10 S.D.C.

Vocal Mimicry

The capacity to create almost any sound the character has ever heard. The character can imitate any voice/sound/etc. with a 68% + 2% per level chance of a perfect mimic (fools

voiceprint scanners). The character can also create an ultrasonic wail which inflicts up to 1D6 damage per level to all objects within a 30' radius (including the superbeing)

Water Propulsion

The ability to propel yourself through water at unbelievable speeds

Bonuses: speed in the water 160mph, plus 10mph per level of experience

add one attack per melee while in the water

hold breath for 3D6 minutes

add +5 to dodge while in water

add + 4 to damage per 20mph

Weapons Master

Range: Touch

Duration: As long as the weapon is held

Limitation: The character cannot learn any weapon proficiencies. He does not feel that he needs to - and he is right!

This is the power to pick up and almost instantly master any weapon. This includes bows, guns, knives, swords, staves, whips, axes, rocket launchers, rail guns, etc. When mastering a weapon, the character must concentrate for a melee action to gain full bonuses. While concentrating, the character can only defend himself via parries and normal dodges (bonuses are halved for the instant of concentration). If a mastered weapon is dropped or knocked away, the character has one minute per level of experience to get the weapon back before requiring re-mastery.

The person with the power has 12th level experience with melee weapons and 7th level with firearms and modern weapons. Add one more level of experience to both at character experience levels three, six, and ten. The character gets all bonuses associated with the related weapon proficiency. Rate of fire, when applicable to weapons like a bow, is equal to the character's number of attacks per melee round plus one more.

Lastly, the character can dodge (normal) and immediately strike. Normally a wild shot with -6 penalty, the character strikes with no bonuses or penalties on a straight roll of the dice (i.e. gets bonuses to dodge and none to strike, but does both within one melee action).

Special Bonuses:

- +2 on initiative at levels one, four, and eight. Apply this bonus only when using melee weapons, handguns, and bolt- action rifles. Halve this bonus when using shotguns, bows, sub- machineguns, and automatic rifles. Do not apply the bonus if using heavy weaponry such as rail guns, rocket launchers, artillery, explosives, etc. If the character is unarmed he gets no initiative bonus.
- +2 to disarm when using a weapon to do so. Requires a called shot.

Note: If the character has powers like Natural Combat Ability or Mechano-Link, he gets a few weapons bonuses. Apply these bonuses only to non- mastered weapons! Do not add them when this power is in use - this power overrides those bonuses. Also, these bonuses can be applied to Personal Weapons without requiring the melee action to master it - mastery is inherent with the weapon.

Window

By AJ Pickett

The character has the ability to swap the view from one window to another, by simply touching a window and concentrating the super being can somehow teleport the light entering one window to exit out of the one he has designated and vice versa. Using this power transforms potentially any transparent section of glass into a remote observation tool, but as light can pass between them, a character could, theoretically, fire a laser beam through both windows at a remote target. Sound, vibration and any other type of interaction will not pass through the windows, and trying to break through will simply smash the glass and end the effect.

Range: One mile per level of experience.

Duration: Concentration of one melee action per mile distance between windows is required to lock onto the target, and concentration is required to maintain the link (effect will end if the character is heavily distracted).

Limitations: Only two windows can be actively linked at first level, but another window can be targeted and displayed as part (split screen) of the main window at 5th level, with another possible at 10th level, and at 15th level the character is able to link up to ten windows to his main window (this is the window at his actual physical location).

The target window and main window do not have to be of the same size, but the available view depends on how large the main window is.. the size of the target window is of little importance and can be as small as a fingernail while still being just as effective.

Major Powers

Aging

Created by Andrew Darling

This is simply the ability to make people older and younger, and requires a touch with all P.P. and skill bonuses applicable. Each touch will either age an individual five years or reduce their age by one year. This may seem too permanent a change and too unbalancing a power, but arguably an energy expulsion to the head is equally permanent and far more debilitating. People will begin to get -1 penalties to P.E., P.P., P.B., and P.S. at 45 years of age and will get incremental penalties each additional five years. Speed is reduced at three times that rate. Saves versus coma/death need to start being rolled at 70 years and again with every ten year increment.

The Rejuvenation ability has much stricter limits. The rejuvenator may reverse any artificial aging that has been done to a victim, but he may only reduce a person's natural age a maximum of two years per level of the character. Rejuvenation will also heal an individual by 2d6 HP/S.D.C. per year. Victims will receive a -1 to P.E. and P.S. at 16 years, and incremental penalties every two years younger.

Alter Attributes

This ability simply allows the character to switch his attribute with someone else's for a temporary period of time.

Range: 1 mile per level

Duration 1 hour

Savings Throw: 15 or better

* This ability allows the character to switch super abilities also.

** Only attributes of the same name can be swapped (e.g.: ME for ME or PB for PB)

*** Only same category of power can be swapped Major for Major or Minor for Minor
(This ability cannot be swapped).

Alter Metaphysical Structure: Undead

This ability allows the character to become undead at will. This ability can be called at any time, and can be used indefinitely, but if the character is exposed to something which is a weakness for his undead form (i.e.: sunlight, garlic, etc.), then he will revert back to human and take the appropriate damage for one melee round's worth of exposure. The character must feed on whatever the undead form requires for sustenance (even if he never actually uses the form), but only at half the frequency.

The exact abilities vary according to what undead form is used. Either pick a pre-existing undead type (vampire, wraith, Highlander-style immortal, etc) or roll on the Undead table in the Mega Hero section of Heroes Unlimited. Not that upon death, the character will become this type of undead on a permanent basis. However, there is a 15% chance that the character does not age and is immune to illness.

Alter Physical Structure: 4-D

Duration and Limitations:

The transformation can be maintained for a total of ten minutes plus five minutes per level of experience. A five minute period of rest between uses is required (reduce to three minutes of rest at level five). A maximum total transformed time of one hour per level of experience (per 24 hour period) is possible. The transformation process requires about 5 seconds, one-third of a melee, and during the melee that it takes place the character has last initiative and half his 4-D form attacks. The change back to normal 3-D form is instantaneous.

The 4-D form looks almost like the character's 3-D form, but it seems to be vibrating or somewhat 'blurred'. There is also a faint blue glow about him. His movements seem quicker and more exact, as if he had more time to think about them than he let on. The character has a base Horror Factor of 8, or add a +1 bonus to a higher existing one. Consciousness in the 4-D realm is pretty far-reaching in comparison to that of the 3-D world. Thus, at levels three, six, and nine roll to save vs. insanity (12 or better with M.E. bonuses). If the roll fails the player must choose one of these: Roll for two random insanities, roll for one additional multiple personality, or roll for one insanity from the table on page 77 of Rifts® England (ignore any 'no insanity' roll). These insanities are not present when a 4-D creature.

1. Local Omniscience:

The character possesses the visual ability of Super Vision: Electromagnetic Vision (with an increased range of 2000ft +500ft per level of experience). He can also sense all sneak attacks directed against him. All sentient intelligences and moving objects within a 90ft radius +10ft per level are also sensed - though he may not be able to see them directly he 'knows' they are there. This ability is not accurate enough to use as a Radar-like ability.

2. Spatio-Temporal Powers and Awareness:

Can see and sense dimensional, spatial, and temporal anomalies. They can be seen clear as day. Large things like rifts are picked up with a range of 30 miles. Mystic portals, time holes, and ley line storms are sensed with a one mile range. Dimensional pockets are sensed within 100ft and dimensional envelopes are sensed within 10ft. All types of teleportation, astral beings, two and fourth dimensional creatures, and phased/ intangible beings are picked up within 100ft. In all cases the opening, closing, and general location are known.

The character can also attempt to 'jump into' time holes or reach into dimensional pockets and envelopes, once per melee, with a base chance of 30% plus the M.E. attribute, +5% per level.

He can also force a rift, magical portal, or dimensional gateway (or whatever) to stay open - this requires all his melee attacks and can be maintained for two melees per level of experience. Afterwards, the character may feel fatigued and disoriented (GM's discretion, relative to the intensity of the experience).

It is also possible force a portal shut with a base chance of 10% plus the M.E. attribute plus +3% per level of experience, one try per minute. Permanent gateways cannot be closed at all and major rifts and portals impose a -15% (minimum) penalty to the closing attempt. A successful attempt to force a rift closed permanently costs two S.D.C.

The character also has the minor super ability of Clock Manipulation, without the bonuses. Since it isn't stated in the power description, each act of manipulating a clock or timer requires one melee action and the range of this ability is 100ft. If the character selects the Slow- Motion Control ability (as outlined below), ignore ability #4 and instead increase the range of this power to 300ft.

3. Player Options:

To avoid making a much too strong power but to allow the variety I desired, the player may select one of the following upon character creation:

Option One: Choose a related major power! The character changes into a more powerful 4-D creature. The player must give up two minor super abilities (or give up one major super ability selection and gain a minor super ability selection in its place) to 'pick' the exact power - he does not get an additional major power but instead gains the option to choose from a limited selection of powers. The selected power can be used only while the character is in the 4-D form.

The available powers are: Cloaking (page 256 of HU), Control Elemental Force: Time (page 75 of The Rifter #1), Energy Absorption (page 273 of HU), Invisibility (page 276 of HU), Intangibility (page 277 of HU), Motion Field, Multiple Beings/ Selves (page 282 of HU), Power Sphere, Shrink (page 286 of HU), Singularity, Slow- Motion Control (page 287 of HU), or Teleportation (page 256 of HU, or one of our home grown variants).

Option Two: Pick three of the following minor abilities - they can be used no matter which state the character is in, 3-D or 4-D:

Energy Resistance (page 231 of HU) with no changes.

Extradimensional Storage

Extraordinary Mental Endurance (page 231 of HU).

Extraordinary Speed (page 233 of HU). Do not add S.D.C. bonus and halve the dodge bonuses listed there).

Flight: Wingless (page 232 of HU). Do not add the S.D.C. bonus and halve the dodge bonuses listed there).

Super Vision: X-Ray (page 237 of HU), but seeing through objects requires only half the time listed there.

A variation of the Radar power - the Local Omniscience ability is increased greatly. Do not add the bonuses listed with the Radar power. The character can interpret shapes and estimate distance, speed, etc. as per the power. The ability is not affected by rain, snow, smoke, etc. Instead of using radio waves the character senses time and space itself, and so ley line storms and other cosmic disturbances have a similar effect to dust and smoke on normal Radar.

Option Three: If the character has an M.E. of at least 12 and the GM allows it (and has Phase World) he can have Phase powers! At the very least, the character could gain several minor psionic powers. Phase powers can be used only when in the 4-D state but normal psionic powers can be used whenever desired. The character becomes a major psychic with an I.S.P. base of the M.E. plus 2d6+18, plus 1d6+1 per additional level. For mutants that already possess super abilities and psychic powers combined, instead add a bonus of +15 I.S.P.

The character may select five Phase powers from page 32 of Phase World. One phase power may be traded for two of the following minor psionic abilities: Alter Aura, Mind Block, Object Read, Presence Sense, Psychic Diagnosis, Psychic Surgery, Psychokinesis, Read Dimensional Portal, See Aura, See the Invisible, Sense Energy, Sense Evil, Sixth Sense, Telekinesis, Telekinetic Acceleration Attack, and Teleport Object.

4. Combat Bonuses: The character's local omniscience also grants him bonuses during combat:

+4 on initiative

+3 to strike

+4 to parry and dodge

+2 to pull punch and roll with punch/ fall, or impact

Automatic dodge, +2 bonus

One additional melee attack

5. Other Abilities and Bonuses:

Impervious to illusions, mind control, possession, and mind- altering drugs.

Add 1d4x10 S.D.C., or turn the hit points into a mega- damage equivalent in Rifts®. The character recovers 4d6 S.D.C. per ten minutes.

Heals at double the normal rate.

Recovers from poisons and toxins in half the normal time.

+3 vs. magic and psionics.

Add an additional +5 to save vs. Temporal magic

For T.M.N.T. Transdimensional rules, the character is immune to temporal energy change.

Alter Physical Structure: Air

The character has the ability to change his body into air and manipulate the aspects of air.

1. Vacuum

Range: 70 ft.

Damage: 1D4 x 10 per attack

Duration: Instant

Attacks per Melee: Each vacuum takes two attacks

The character is able to remove the air from a small area for a split second. The main part of the damage comes from when the air slams back into the area. The radius that the vacuum can range from 3 feet to 8 feet.

2. Wind Blast

Range: 300 ft.

Damage: 3D6 plus 1D6 per level

Duration: Instant

Attacks per Melee: Equal to hand to hand attacks

Bonus: +2 to strike

3. Wind Push

Range: 60 ft.

Damage: None

Duration: Instant

Attacks per Melee: Equal to hand to hand attacks

The character can use air to push objects weighting no more than 20 lbs. The character can use this ability to push objects of shelves, slide a gun across the floor, push buttons, etc. Keep in mind the character can not pick things up just move them around on the surface on which they are lying.

4. Limited Invulnerability

The character is invulnerable to all physical attacks, i.e., punches, kicks, bullets, etc. The character takes 1/4 damage from fire, cold, and energy attacks. The character takes full damage from all forms of magic, psionics, and any sonic attack.

Bonuses:

- Add 15 to S.D.C.
- Weight is 10% of normal
- Character radiates no heat when in air form, and does not register on heat and infrared sensors.

Alter Physical Structure: Cryptic Being

By themonkeygotdough

The character is capable of transforming into a being of mysterious power. He looks very similar to his normal form, only darker, with a ghostlike quality.

In his Cryptic form, the character has the power to perform acts of illusion, mesmerism and cause other strange things to happen.

1. Minor Optical Illusions:

The character can create minor optical illusions within a limited area.

Range: 100 feet (30.4 m).

Damage: None.

Duration: Concentration.

Attacks per Melee: One.

Note: This power works only if the illusions are small objects, no larger than 1 foot per level of experience.

2. Intangible:

The character is able to become intangible for a limited time. After those few moments, the character resumes solid form.

Range: Self.

Duration: One melee action per point of M.E.

Note: If the Character must resume tangible form due to reaching his time limit while still inside a solid object, he will be forcibly expelled toward the nearest open space, taking 1D4 points of damage per 2 feet of distance through solid material. All the usual restriction involving intangibility also apply.

3. Teleportation:

The character can teleport small objects, without the need to make physical contact with them (he can perform the act at will). Range: 300 feet (90 m).

Duration: Instant.

Attacks per Melee: One.

Note: In order for this power to work, people must not notice the teleportation. The character can only teleport objects depending on how and where it could be done without anyone directly observing it happening.

For example, he must be near a river full of fish and be near a town, and remain unobserved as he teleports fish, if he wishes to make fish rain on a town.

4. Generate Cryptic Effect:

The character can generate a mysterious force that can cause strange things to happen. This will not create any dangerous or highly destructive effects (no choking mists, raining acid, etc.).

The player rolls 1D100 to get the following effects.

01-50: Minor Effects: Can cause an unusual smell, odd noises, strange behavior by insects, etc.

50-70: Strange/Bizarre Effects: Can cause shadows to move, lights to flicker, doors to open or shut, cats to hiss and dogs to bark, etc.

71-80: Major Effects: Can cause flames to burn odd colors, cows to stampede, computers to freeze, weapons to jam, etc.

81-95: Amazing Effects: Can cause vehicles to stop, metal to become hot or cold to the touch, air to chill, mist to form, small objects to move around with a life of their own, etc.

96-100: Incredible Effects: Can cause large objects to shake, small objects to move freely, loud noises, lights in the sky, people to feel uneasy or drowsy, wind to blow, rain clouds form or rain become downpour, etc.

Limitation of Use: Once used, the character can not use the ability again for 12 hours.

6. Hover:

The character can hover (as per the minor power in P.U.1).

5. Other Abilities and Bonuses:

Add +2 to P.S. And P.E.

Add +1 to I.Q.

Double normal running speed and leaping distance.

+20 to S.D.C.

Alter Physical Structure: Crystal

Created by the Cubist

The character can become a living creature of crystal or glass. The look can be sleek and seamless or as jagged as a piece of quartz. The color of the crystal body can be any of those found in nature, and even a few colors that aren't. The benefits of this transformation are increased strength and durability, plus the ability to amplify energy expulsion powers to some degree.

1. Natural Armor Rating and Immense S.D.C.:

The character can turn his body into organic crystal and/or diamond. He's got an A.R. 16 and S.D.C. of 700 (that's the total damage capacity, not a bonus). The character recovers 4d6 S.D.C. per ten minutes.

The character takes no damage from cold, ice, heat, lasers, or radiation attacks (though the radioactive fire is still a little harmful). Fire attacks (normal or magic) do half damage, plus the character radiates no heat and tends to disperse it quickly. Sonic and vibration attacks do double damage due to the crystalline molecular structure, and the character's A.R. is lessened to 10 against them (if the strike roll is 10 or less they do normal damage)! The character takes normal damage from most other attacks, so long as they overcome the A.R.

Normal strength hand to hand attacks and normal strength melee attacks do no damage, no matter what the strike roll. Bullets and other projectiles fired by mechanical means do half damage if they overcome the A.R.

Only Extraordinary, Superhuman, and Supernatural strength can damage the character when using hand to hand attacks. In the first two cases full damage is inflicted only when the A.R. is overcome. For Supernatural strength this is true also, but with this much strength strike rolls that fall under the A.R. will do half damage (unless parried or blocked).

The character takes full damage from explosions, which bypass the A.R. of the character due to their area effect nature.

Armor piercing attacks and explosives do full damage when the strike roll is higher than 16 and half damage when 16 or less.

Powerful explosions, hurricanes, earthquakes, etc. do full damage and do not require a strike roll above the A.R., since the damaging force is considered to be so powerful that it can damage everything.

Gas, ingested drugs, psionics, and magic have full effect. Also, the character can withstand underwater pressure up to 600ft and can even survive in a vacuum until his air supply is gone.

In Rifts® the character becomes a mega- damage being with 500 M.D.C. and regenerates 4d6 per minute.

2. Increased Mass and Strength:

In the crystalline form, the character's weight is increased by 50% and speed drops by 25%. Strength in the crystal form is considered Extraordinary and jumps to 14 +1d6 (if the P.S. is higher than 14 just add in the +1d6 bonus). All hand to hand attacks do an extra +1d6 damage due to the body's hardness, jagged crystal, or whatever reason the player can give.

3. Other Abilities, Bonuses, and Things of Note:

If the character possesses any energy emitting abilities, add +25% to the base range and add an extra +1d6 to damage to them while in the crystal form. The crystal body is an excellent means of focusing and amplifying energy.

Can identify most minerals and crystals with an accuracy of 60% +4% per level. He also possesses a good knowledge base of their densities and integrity/ strength. Optional horror factor of 12, or adds a +2 bonus to an existing one.

APS: Diamond

The super person can change himself into a Diamond man.

Diamond- +30 to SDC. Can shoot out shards that do 1D6 per shard. Can be used in volleys of 8. Cannot chip a piece of and sell it because when the super being changes, the piece dissolves. Bullets, arrows, and all projectile weapons bounce off. Punches, swords etc do 1/2 damage. blunt weapons(mace, hammer) make crack the being doing full damage to 20% chance of breaking. If the being breaks, the damage is tripled. Energy weapons bounce off and strike another target. The being can mold himself into anything such as a huge piece of sharp diamond and he could control himself. **MUST CHANGE BACK INTO HUMAN LIKE DIAMOND BEFORE CHANGING INTO HUMAN FORM.**

Alter Physical Structure: Electricity

By Dan Steiner

The ability to transform in to a being of living electricity, as well as manipulate and control the electricity of their own body; when transformed the character appears as a blurred semitransparent humanoid, crackling with electrical breakdown.

1. Partial Invulnerability and Intangibility: The character can transform the matter of his body into a humanoid shaped collection of charged particles. The body, being composed of loosely attached particles, is largely intangible. This property lends the character limited invulnerability to physical and energy attacks while transformed. The character has an effective AR; attacks with lower rolls to strike merely pass through the character's body. Kinetic attacks, even when striking above the AR, do only 1/4 damage. Explosive forces do 1/2 damage, and always get past his "armor rating". These attacks disperse the particles making up the character's body.

The character is immune to electrical attacks, but other energy and laser attacks that strike the character do 1/2 damage. Coldbased attacks do very little damage to the character, but may solidify his body allowing other attacks to strike. If the character sustains cold damage equivalent to his SDC he is frozen, losing his intangibility based armor rating and suffers 1/2 speed.

Fire and heat based attacks do 1/2 damage, with the exception of magic fire (full damage), if they strike above his armor rating. Contrary to what one might think, water has little effect on the character unless he is immersed. When immersed the character takes 2D6 damage per melee. Electrical attacks are quickly dispersed underwater, and will have very limited (1/4)range and reduced (1/2) damage.

Intangibility based

AR: 12; SDC: 240 + 20 per level
of experience.

Mass of character is 1/4 normal.

2. Electric Flight:

Range: One mile

Damage: None, except for ramming/collisions

(1D4x10)

Duration: One melee

Attacks Per Melee: Two melee attacks

Bonus: +1 strike

3. Control Static Electricity: Identical to Major Ability can be used in human form, as well.

4. Generate Electricity: Identical to Ability 5 of the NonRevised power

5. Lightning Surge: The character can release the energies contained within his body, causing a surge of electricity to burst in all directions. The attack damages all objects within range of the character, but drains the character's inner reserves of energy. This feat can be performed as often as once per melee if the character wishes, but the penalties incurred are cumulative.

Range: 5 ft + 2 ft per level experience

Damage: 1D6x10 + 2 per level

Duration: Instant

Attacks per Melee: Requires one hand to hand attack;

Character loses one additional attack that melee.

Bonus: Strikes all objects within range

Penalties: Special! Character loses 10 SDC from use of this attack, which recovers at the rate of 1 per melee round. The character also suffers 1 initiative for the next four melee rounds.

6. Electric Punch: Physical attacks made by the transformed character do electrical damage, but have very little kinetic impact. Physical damage bonuses do not apply. Those opponents physically attacking the character are putting themselves across high voltage lines; any attempt to punch or kick the character will likely be futile, as well as inflict 4D6 damage to the attacker (half damage if attacker is insulated).

Range: Touch

Damage: 6D6 + 2 per level

Duration: Instant

Attacks per Melee: Requires one hand to hand attack

Bonus: +1 strike, in addition to normal hand to hand strike bonus

7. Other Abilities:

- The character is impervious to electricity in his human form. In fact, the character tends to build up static charge when not concentrating, and often shocks people accidentally.
- The character's speed attribute is increased to 50 when in electric form.
- The character reverts to normal when rendered unconscious.

Alter Physical Structure: Fire

By Dan Steiner

The ability to transform in to a being composed of living fire, as well manipulate and control the fire of their own body; when transformed the character appears as humanoid shaped fire, often floating just above the ground.

1. Partial Invulnerability and Intangibility: The character can transform the matter of his physical body into a humanoid shaped fire. The fiery form, being a collection of heated gases, is largely intangible. This lends the character limited invulnerability to physical and energy attacks while transformed. The character has an effective AR; attacks with

lower rolls to strike merely pass through the flames of the character's body. Kinetic attacks, even when striking the character, do only ¼ damage. Explosive forces do ½ damage to the character, and always get past his AR these attacks disperse the gases making up the character's body. Needless to say, fire and heat based attacks do no damage to the character, with the exception of magic fire (½ damage). Cold based attacks do full damage to the character (be careful to separate cold damage from kinetic damage) if they pass the character's AR, and do ½ damage if they merely pass through under the AR.

Water based attacks do ½ damage if they penetrate the AR. The character is immune to laser attacks, but other energy and electricity based attacks that strike the character do ½ damage.

Intangibility based

AR: 12; SDC: 180 + 20 per level

Mass of character is 1/10 normal.

Partial Resistance: To cold and water based attacks.

The first 10 points + 2 per level of cold and water damage do no damage to the character. Beyond this, cold and water based attacks do full normal damage and do not need to roll AR.

2. Flight: Fire: While transformed the character is naturally lighter than air, and gains some degree of flight power. The character tends to hover above the ground. Flight speed is limited by the character's ability to hold himself together against air friction, which increases with experience. Altitude restrictions are due to decreased oxygen and atmospheric pressure, which is painful to the character.

Maximum Flight Speed: 20 mph + 5 mph per level of experience

Maximum Altitude: 250 ft + 15 ft per level of experience

3. Continuous Bolt of Flame:

Range: 10 ft + 2 ft per level

Damage: 2D6 + 1D6 per level

Duration: Two melee rounds per level Attacks per Melee: Requires two hand to hand attacks to ignite, and one attack per melee to sustain

Bonus: +4 strike aimed; No bonus shooting wild

4. Breathe Fire:

can be performed in human as well as fire form.

Range: 6 ft + 1 ft per level

Damage: 1D6 + 1 per level

Duration: Instant

Attacks per Melee: Requires one hand to hand attack

Bonus: +1 strike

5. Fire Surge: The character can release the inferno contained within his body, causing a surge of fire to burst in all directions. The attack damages all objects within range of the character, but drains the character's inner reserves of energy. This feat can be performed as often as once per melee if the character wishes, but the penalties incurred are cumulative.

Range: 5 ft + 2 ft per level of experience

Damage: 1D6x10 + 2 per level of experience

Duration: Instant

Attacks per Melee: Requires one hand to hand attack;

Character loses one additional attack that melee.

Bonus: Strikes all objects within range

Penalties: Special! Character loses 10 SDC from use of this attack, which recovers at the rate of 1 per melee round. The character also suffers 1 initiative for the next four melee rounds.

6. Fire Punch: Physical attacks made by the fiery character do fire damage, but have very little kinetic impact. Those opponents physically attacking the character are placing themselves inside an inferno; any attempt to punch or kick the character will likely be futile, as well as inflict 4D6 damage to the attacker.

Range: Touch

Damage: 6D6 + 2 per level of experience

Duration: Instant

Attacks per Melee: Requires one hand to hand attack

Bonus: +1 strike, in addition to normal hand to hand strike bonus

7. Other Abilities:

- The character is impervious to heat and fire in his human form. In fact, the character is somewhat flammable, and exposure to open flame has 30% chance of causing a small flame to ignite on his body.
- Open flames will fascinate the character, and he will feel drawn to large fires in the area (a controllable urge).

8. Limitations:

- The character reverts to normal when rendered unconscious.
- The fire form cannot be maintained without sufficient amounts of oxygen. Furthermore, the fire will use up oxygen rapidly, so the fiery form is a liability in an airtight compartment.
- A vacuum will snuff the flames in one melee round.
- Intense cold, ice, chemicals, or being doused with large amounts of water may extinguish the flame, forcing the character to revert to normal. Such attacks have a 60% (4% per level of character's experience over third) chance of successfully dousing the flame. System shock prevents the superbeing from using his power for 2D4 melee rounds.
- Turning into flame makes walking and touching normal surroundings, let alone lobbing fire balls, extremely dangerous. There is always the threat of setting things ablaze when touched by the flame.

Alter Physical Structure: Force Field

Created by Chris Gileppa

The character can disperse his matter while intensifying the physical effects of it being there - he becomes a being of pure force energy!

1. Natural Armor Rating and Increased S.D.C.:

The character can turn his body into pure force. He's got an A.R. 14 and an S.D.C. equal to the M.E.x10 +100 S.D.C.. The character recovers 1d4x10 S.D.C. per ten minutes.

All non- kinetic attacks have full effect except cold, ice, fire, and heat - no damage from any of these since they are temperature based.

Normal strength hand to hand attacks and normal strength melee attacks do no damage, no matter what the strike roll. Bullets and other projectiles fired by mechanical means do half damage if they overcome the A.R.

Only Extraordinary, Superhuman, and Supernatural strength can damage the character when using hand to hand attacks. In the first two cases one-quarter damage is inflicted only when the A.R. is overcome. For Supernatural strength half damage is inflicted, but with this much strength strike rolls that fall under the A.R. will still do one-quarter damage (unless parried or blocked).

Armor piercing attacks, explosives, and heavy impacts (like getting hit by a car) do half damage when the strike roll is higher than 14 and no damage when 14 or less.

Hurricanes, earthquakes, etc. do full damage and do not require a strike roll above the A.R., since the damaging force is considered to be so powerful that it can damage everything.

Psionics and magic have full effect, except for transformative effects. Ingested drugs and injected poisons are ineffective.

In Rifts® the character becomes a mega-damage being with M.D.C. equal to the mega-damage and regenerates 1d6 per melee.

2. Advanced Force Field Manipulation:

Range: 250ft +50ft per level.

Duration: One minute per level.

Effect: Can strengthen or weaken fields by 10% at level 1, +10% more at levels three, five, seven, and nine.

Shape: Can manipulate the shape (not total size) at will for the listed duration at level one. At level three the character gains the ability to stretch/ expand fields (up to 25%), at level 5 gains the ability to twist (as in animate) fields, and at level 10 gains the ability to shrink (up to -25%) fields.

The character can strengthen, weaken, and manipulate the shape of all force fields within range. This can be used on his own fields to slowly apply force to objects, either by shrinking or expanding to apply the forceful barrier. This means they can be used to lift, carry, crush, and move objects etc. For strengthening or weakening fields he cannot affect his own. Also, by weakening a localized area of a force field the character can produce a 'hole' in it - this is possible at level five.

3. Force Related Powers:

The player may choose three of the following minor super abilities as a part of this major power: Attraction/ Repulsion Beam, Barrier Force Field (no duration limit), Flight: Wingless (no S.D.C. bonus), Matter Shaping, Personal Weapon (minor, either a hand held or ranged weapon and not the summoned type, Power Channeling, or Ranged Attack: Kinetic.

Alter Physical Structure: Ice

By Dan Steiner

The ability to transform in to a being composed of living ice, as well manipulate and control the ice of their own body; when transformed the character appears as humanoid shaped ice sculpture.

1. Ice Form: The character's body is transformed into a solid structure of ice, shaped roughly like his unaltered form. The character can move without penalty, unconsciously

shifting the ice to translate into normal body movements. While the character's "muscle mass" is unchanged, the incredible pressures offered by the expansion of freezing water upgrades his strength class by one level.

Increased Damage Capacity: SDC 350; Natural

Armor Rating 12

Augmented Strength Class: PS Attribute as Normal (unless augmented as below), but Strength Class is upgraded by one level.

Partial Resistance: To fire and heat based attacks. The first 10 points + 2 per level of fire and heat damage do no damage to the character. Beyond this, fire and heat based attacks do full normal damage and do not need to roll AR.

2. Absorption and Augmentation: With a ready source of water, the character can create and absorb ice into his body, temporarily increasing his physical strength attribute and damage potential (by adding mass, spikes, etc to the fists, shoulders, knees, feet). One gallon of water will allow the character to either increase his PS by four attribute points or his melee combat damage by +1D6. The character's SDC increases by 10 for each gallon absorbed regardless of purpose.

Range: Touch / Self

Attacks per Melee: Each usage requires two melee attacks

Duration: Five minutes plus one minute per level of experience in any 4 hour period

Limitation: Can absorb a maximum of one gallon of water per experience level (for this purpose) at any one time

3. Stretch Limbs: The character can stretch his body and/or limbs without increasing the actual volume of ice used. Mental blocks require that the limbs use joints as normal until the fifth level of experience, after which the character can spend an extra attack per melee and concentrate on flexing his limbs like prehensile tentacles.

Range: Touch / Self

Attacks per Melee: Stretching requires one attack for each limb

Duration: Maximum of two minutes per level of experience in any 4 hour period

Effect: Multiply limb length by up to 1x per level of experience; Stretching legs will increase Speed attribute by same multiplier

4. Damage Regeneration: With a ready source of water the character can repair damage sustained in his ice form. Each 20 SDC requires about one gallon of water, which isn't much, but the power is more directly limited by experience level.

Regeneration: 1D6 per level of experience

Range: Touch / Self

Attacks per Melee: Requires one attack

Duration: Instant / Permanent

5. Frost Touch: The ice character can absorb heat with a touch, causing damage to normal biological tissue and lowering the temperature of one pound of inorganic material per level of experience to freezing temperature. Frost will grow on any surface affected, increased up to one square foot per level if that's the intention. The frost is slippery, and should require a balance check for anyone crossing the area.

Damage: 2D6 + 1D6 per level of experience to organic material

Range: Touch / Self

Attacks per Melee: Requires one attack

6. Reduce Temperature: The icy hero can reduce the temperature of an area (15 ft +5 ft/level radius) by 25 degrees Fahrenheit per melee. The temperature of the location can go as low as 25°F per level of experience, to a minimum of 450°F which approaches absolute zero (459 deg F), the temperature at which no heat is left to absorb. At incredibly low temperatures most atmospheric gases will liquefy and freeze. Extreme tissue damage will be inflicted on any character caught in this very cold region. See Appendix D.

7. Other Abilities and Bonuses

- Character is impervious to cold damage in either human or ice form.
- The character's normal weight is doubled when transformed.
- In ice form nonextraordinary or superhuman kinetic attacks do half damage, as do explosions and nonarmor piercing projectiles; Laser attacks do little to no damage.
- Character never slips on ice, and can instinctively run or skate at full speed without penalty; Can slide/run on an icy surface at double speed while in ice form
- See Appendix D for cold related damages

Alter Physical Structure: Light

The hero has the ability to turn himself into a being made of solid light. He gains the following powers when in this form:

Fire Laser Beam

- Range: 250ft + 10ft per level of experience
- Damage: 3D6 •Duration: Instant
- Attacks Per Melee: Counts as one attack.
- Bonus: +3 to strike

A small laser blast emitted from the character's fingers or eyes.

Photon Barrage

- Range: 100ft + 10ft per level of experience
- Damage: 1D6x10 •Duration: Instant
- Attacks Per Melee: Counts as one attack.
- Bonus: +2 to strike

A large blast of light energy fired from the character's hands. This is his most powerful blast.

Speed Of Light Travel

- Range: Varies
- Duration: One melee
- Attacks Per Melee: Uses all of the attacks in that melee round.

The individual can transform himself into light energy and propel himself at the speed of light. A full speed body block or ram does 2D6x10 damage, but the character takes 1D4x10 points himself. Note: The rate of travel can NOT be regulated. Only straight line travel is possible, and the character will travel for only an instant during the melee.

However, even this "instant" sends him 2D4x10 miles from his original position (unless he strikes an object). NOTE: Due to the curve of the earth, this tangent-line travel will leave him suspended in air, several miles away from his point of origin (any scientists out there want to give me a reasonable calculation of how high based on the distance travelled?).

Blinding Flash

- Range: 20ft sphere
 - Damage: Affected victims take 2D4 and are blind for 1D4 melees.
 - Duration: Instant
 - Attacks Per Melee: Counts as one attack.
 - Saving Throw: 14 or better. Polarized eye protection provides a +2 to save.
- The character emits a blinding burst of light that inflicts the following penalties on those that fail to save: -8 to strike, parry, dodge and roll with punch/fall.
Bonuses: Impervious to Light, Lasers, and Radiation attacks (do no damage). He can never be blinded by light, even when in human form. Fire and Energy attacks do half damage. Add 40 to S.D.C.

Alter Physical Structure: Liquid Metal

This allows the character to turn into a semi-thick shiny liquid. This is like APS Liquid but has some very distinguished characteristics.

1.Metal Bolt:Range:30ft

Damage: 4D4 +1D4 per level

Bonus: +3 to strike

2.Manipulate Shape: Same as APS Liquid HU. 173

3.Limited Invulnerability: Same as APS Liquid HU. 173, Except lasers reflect doing 1/2 damage.

4.Harden: The character can condense into a semi-solid making the character physically tougher thus PS is doubled SDC gets +200 and the characters natural AR becomes 15 (#2 and 3 are invalid in this form) Duration 1 hour maximum.

Alter Physical Structure: Magma

Created by Gargoyle (with expansion by Brett Hegr)

This power enables the character to transform into living, molten rock. Along with increased strength and protection, the form also grants the character the ability to manipulate stone and fire to a limited degree. The character transforms into a glowing orange and red being with the following abilities:

1. Expel Magma:

Range: 20ft +5ft per level.

Damage: 2d6 +1d6 per level.

Duration: Instant

Attacks Per Melee: Same as hand to hand

Bonus: +3 to strike aimed or +0 wild, +1 at levels five and ten.

When this power is engaged, streams of superheated magma erupt from the character's fingertips, spraying out at the target in a wide arc, burning and setting fire to any flammable objects it hits.

2. Create Volcano:

Range: 100ft

Duration: Permanent, more or less

Attacks Per Melee: Uses all hand to hand attacks in a melee.

Utilization of this power summons up a cylinder of magma to erupt from the earth, cooling and spreading to form a volcano. The size depends on the level of the character: height is 10ft per level, width is 5ft per level. The magma jetting forth from the cone

typically does 6d6 damage per round, melting rock & plastics, setting fire to trees, boiling water away, etc. The volcano will last until the character dispels it and drives it back underground. Careless magma characters will leave these things lying around almost as a signature. Rather than a volcano, the character can elect to make a lava tube erupt, crack in the earth break open and leak magma, or whatever the character wishes, as long as it falls within the dimensions and effects of the power. For example, a crevice would be 5 ft wide per level and 10 ft long per level; the lava will well up and spread rather than explode out in a shower, etc.

3. Melt Earth:

Range: 5ft +5ft per level radius.

Damage: 6d6 per round of immersion.

Duration: 15 minutes

With this power, the character creates a pool of melted rock and earth, up to 15 ft deep. Those sucked into the pool suffer from the same penalties due those immersed in quicksand, but at the same time suffer the listed damage.

4. Merge with Magma:

The character can "melt" into an existing pocket of lava or magma, merging with the substance and traveling through it or hiding within it. As a mode of travel, it is slow and difficult, and consists of following the lava down the tubes into the mantle, and back up again through the crust and onto the surface. A 5 km run becomes an epic 70 km journey. However, it is not expected and, if given time, can enable a character to reach places no one would suspect. As a means of hiding or evading, it is unparalleled. Few people draw close enough to a magma intrusion to get a good look anyway, and the character is virtually invisible within the mix. Characters can move through magma at 10% of their running speed.

5. Radiate Heat:

Works exactly like the Alter Physical Structure: Fire power of the same name.

6. Other Abilities and Bonuses

- Immune to fire and heat
- A.R. 15, +250 S.D.C., and normal punches, kicks, knives, etc. are ineffective against the character unless made the attack is made by a being with supernatural strength. Projectiles do half damage if they pierce the A.R., lasers are ineffective (heat based), energy weapons and cold do full damage, and explosions blow the character apart for 3d4 melees until he can re-form.
- The character also recovers 2d6 magma-form S.D.C. per minute, double that if he can absorb magma. Touching the character (including punching him) without heat protection causes 4d6 damage. If he feels particularly nasty, the character can smother victims and cause 2d4x10 damage per melee. Heroes would never do this to anyone, due to the painful and disfiguring effects.
- Unaffected by poisonous gases emitted by volcanoes - this includes sulfurous and other deadly fumes. +2 to save vs. any other gases
- Sense presence of nearby geothermal events or intrusions, and pinpoint them in space and time with an accuracy of 35% +5% per level.
- P.S. and P.E. are increased by 1d8 each in the magma form (roll once to determine the increase).
- In Rifts the character has 250 M.D.C. and his attacks do mega-damage, not S.D.C. damage. The character also recovers 4d6 M.D.C. per melee, double if he can absorb some magma. Strength is considered supernatural.

Alter Physical Structure: Mecha

-By Chamalkan, Yukon, ZEN and Mr Twist.-

The super being is able to transform into a robotic organism, with all biological organs and functions becoming mechanical structures. While transformed, the character is stronger, more resilient and has access to special powers, however, the mechanical body is heavier, less agile and is obviously inhuman in appearance.

Appearance:

The character remains the same size, but the entire body is transformed into a complicated mechanical construct, the exact appearance of which may be sleek or rough. Limbs may be 'muscled' with cables and molded plates, or consist of industrial hydraulic pistons and a bulky structural framework, the look of the mecha form is based on the character's own personality.

Physical Changes:

Physical Strength becomes Superhuman and increases by 10 points,

Physical Endurance is increased by 2 points,

Speed attribute is tripled,

Physical Prowess is decreased by 2 points,

Physical Beauty is decreased by 1D6 points.

Weight Increase: The character's original bodyweight is quadrupled.

Natural Armor Rating : 14

Structural Damage Capacity : Add 200 to the character's normal S.D.C.

Horror Factor : 12 in Mecha form (14 if transforming).

Special Mecha Powers.

Pick 1D4 of following options, plus add an additional selection at levels 3, 6, 9, 12, and 15.

1 - Jet Rocket Feet :

Maximum speed is 60 mph (96 kph), maximum altitude is 1500ft, maximum duration is 1 hour per level.

2 - Extra Armor :

The body is clad in heavier plates of armor, add 2 to the Natural Armor Rating and 100 points to the character's Structural Damage Capacity.

3 - Strength Boost :

The character can amplify their mechanical strength to supernatural levels for 1 melee round per level, once per day per character level.

4 - Advanced Optics :

The character gains the minor power of either Advanced Sight, Ultraviolet/Infrared, X-Ray vision or Nightvision (pick one).

5 - Leaping :

Gains the ability to make incredible leaps up to 50ft lengthwise and 30ft high (add 10ft with a short running start).

6 - Advanced Audio :

The character gains the minor power of either Heightened Hearing or Radio Receiver (pick one).

7 - Combat Optics :

The characters vision is enhanced with a Robotic Targeting Sight and Laser Targeting system.

8 - Projector Eyes :

A movie projector and video camera with one hour of recording time per level of experience, the eyes may also beam forth like a flashlight, with enough power to light up a 20 ft by 20 ft room.

9 - Computer Mind :

The character has the equivalent of an Internal Calculator, Clock/Calendar (accurate to 1/100 seconds), and a Robot Combat Computer.

10 - Extra Sensors :

The character may choose from a Micro Radar, Motion Detector or a Radiation Detector (pick one).

11 - Weapon Eyes :

The character's eyes become larger and more mechanical looking, they are capable of firing laser beams (1D6 damage plus 1D6 per level of the character, +3 to Strike, each blast counts as one melee attack, unlimited payload).

12 - Weapon Limb :

Gains a Robot Spike and Towline in place of a normal hand.

13 - Weapon Limb :

Gains a Laser Weapon in place of a normal hand (range is 1500ft, doing 5D6 damage, each blast counts as one melee attack, +3 to strike, unlimited payload).

14 - Weapon Limb :

Gains a Rifle Arm in place of a normal hand (range is 2000ft, doing 4D6 damage per round, +2 to strike aimed, +1 burst, capable of firing semi or fully automatic, comes loaded with 5 rounds per level of experience, but at fifth level the character gains the ability to reload the weapon with regular rifle rounds).

15 - Weapon Limb :

Gains a sword arm in place of a normal hand, does 3D6 damage plus P.S. bonus.

16 - Partial Transformation :

The character is able to transform part of the body, such as a single weapon limb, while leaving the rest of the body as normal flesh and blood. While thus transformed, the character still has a Horror Factor of 12, or 14 if transforming in front of witnesses.

Notes.

1. Weapon limbs can be formed out of the mechanical hand and arm and can be selected twice.
2. Additional selections of the same weapon feature increase the damage rating of that weapon by 1D6 points.
3. Selecting Jet Rocket Feet more than once increases the speed by an additional 50 mph per selection.
4. Any robotic or bionic sensors and weapons can be selected as another option at the GM's discretion.

Alter Physical Structure: Putty

The character has the ability to turn his body into a mass of putty-like substance which can be converted from a soft, malleable form to a hard, dense form. Converting from soft to dense form uses one action/attack per melee.

1. Abilities in Soft Form

Character's body is like a soft, very thick liquid, similar to clay. The character can

melt down and slip through an opening as small as an inch thick (must be at least 4 inches wide) but it will take a little while to squeeze through a small opening (1D6 melees for every 100lbs). Blunt attacks, such as punches, kicks, blunt weapons, or bullets, do half damage, bladed weapons and falls do no damage! Energy, fire, explosions, electricity, and gases do normal damage, cold does double damage. Hero can stretch their limbs, making them up to three times longer. If cut in half or severed from any part of their body, they will be able to reattach the lost part or parts with no ill effects. While in this form, the character will not be able to pick up anything greater than half their maximum PS will allow, it will simply pass through their hands. They will also leave slimy, easy-to-follow tracks.

2. Abilities in Hard Form

While in hard form, the character's body is like a brick. In this form, the body has an AR of 14 against all attacks. Any one hit that does 25 damage or more will shatter that particular part of the hero's body, a hit doing 45 or more damage will shatter the hero's entire body. A shattered body part or body can melt into soft form and reattach to their body in 1D4 actions.

3. Body Weapons

Same as minor super power. The character can form their hands into weapons while the limbs are soft, then harden them. Changing hands and arms from soft to hard for weapons purposes does not use up any attacks.

4. Other Abilities and Bonuses:

Add 2D4 to PS and PE in putty form (roll once for each and use as constants each time the character changes)

Add 300 SDC in putty form

SDC recovers three times faster while in putty form

Horror Factor: 10 (optional)

5. Disadvantages:

Weight is doubled in putty form, Spd is two thirds normal.

Minus 1D8 PB while in putty form (roll once and use as a constant whenever the character transforms)

Alter Physical Structure: Sand

A power that allows the character to transform into a being comprised of sand and dust. Besides providing excellent defensive abilities, A.P.S. Sand has other abilities to round out characters.

1. Natural Armor Rating and S.D.C.:

The character can transform into a being of sand with an A.R. of 14 and 450 S.D.C. The character regenerates 1d6 sand form S.D.C. per minute, quadruple that if he can rest in some sand (beaches are great). In the sand form the character radiates no heat, his weight is doubled, and his speed is halved. The character's P.S. also increases by 2d4. Roll one time to determine the increase.

In Rifts, turn the S.D.C. into M.D.C. and the sand being's P.S. becomes supernatural. The regenerate rate also increases to 4d6 per minute, even more in sandy areas.

2. Limited Invulnerability:

In addition to a stronger, tougher body, the character gains some immunities to certain types of attacks. Kinetic impacts do half damage and must overcome the character's A.R.

Injected poisons and toxins are useless and gases are half as effective. Cold is useless, and fire and lasers do half damage. Most energy attacks are effective.

Explosions bypass the A.R. and blow the character apart, but do no damage and he can reform in 2d4 minutes. Dousing the character in a lot of water has the same effect as explosions if the strike roll is over 14. If he only gets turned into mud or waterlogged (a roll under 15), he suffers a -2 on initiative, -3 to strike, parry, and dodge, and the loss of an attack for 3d4 minutes (or until he can dry himself out or absorb dry sand).

3. Sand Absorption:

This is essentially the same as the Water Behemoth power of A.P.S. Water, as listed on page 173 of Heroes Unlimited. An ample supply of sand and/or dust must be present.

4. Manipulate Shape

The sand being can flow, mold and shape his sand body like grainy silly putty. He can slide under doors, pour himself through keyholes, slide down drainpipes, and go just about anywhere that water can. The size of the cracks and such needs to be at least an eighth of an inch in order for the sand grains to get through.

5. Sand Bolt:

Range: 25ft +5ft per level

Duration: Instant

Damage: 2d4 damage, +1d4 at levels four, eight, and twelve.

Bonuses: +2 to strike aimed or +0 to strike wild, +1 at levels four, eight, and twelve.

In Rifts: Double the range and the damage increases to 4d6 damage, +1d6 at levels four, eight, and twelve. Still S.D.C.

The character can create a small blast of sand that has a little more power than the average punch. On a roll of 18 or better (natural), the victim gets sand in his eyes and is blinded for 1d4 melees (-10 to strike, parry, and dodge and no initiative).

6. Sand Storm:

Range: Affects a 25ft +5ft per level radius with a range of 160ft +20ft per level of experience.

Duration: Two minutes per level

Damage: Does 2d4 damage per melee to soft targets (like people), scratches paint off cars, and can break windows.

Attacks Per Melee: Counts as half the attacks in a melee.

In Rifts: Does 4d6 damage per melee to soft targets, half to hard targets. Still S.D.C. Also double the range and area of effect.

Effectively the same as the ability found on page 178 of Heroes Unlimited.

7. Quicksand:

Range: Affects a 5ft per level radius with a range of 20ft +10ft per level of experience.

Duration: Eight minutes plus two minutes per level

Damage: Special

Attacks Per Melee: Counts as two attacks in a melee.

In Rifts: Double the range and area affected.

Effectively the same as the ability found on page 178 of Heroes Unlimited.

8. Sand Tower:

Range: Can affect a 2ft radius +1ft per level up to 60ft away, and has a height of 10ft per level.

Duration: One minute per level

Attacks Per Melee: Counts as one attack.

In Rifts: Double the range and, height, not the area of effect.

Effectively the same as the Tower of Earth ability found on page 178 of Heroes

Unlimited. The sand tower has half the S.D.C. of the earth tower. It is possible to use a sand tower as a jump booster, allowing the character to jump 15ft +5ft per level of experience.

Alter Physical Structure: Shadow

Created by The Magus (with expansion by Brett Hegr)

The incredible ability to transform into a being of living shadow as well as the ability to manipulate and control aspects of darkness.

1. Dark Aura: Same as the minor energy expulsion super ability.

2. Shadow Meld: Same as ability number two listed under the Darkness Control major super ability (HU 182).

3. Dark Bolt: Same as the minor super ability, but add +1d6 to damage.

4. Nightvision: Same as the super vision minor ability.

5. Two-Dimensional Form:

Range: Self

Duration: Infinite

Attacks Per Melee: Becoming 2-D counts as one melee action.

Restriction: Must have a surface to travel along - cannot stand unsupported in the 2-D form.

The character has the amazing ability to transform into a living shadow. In this form the character is invisible to heat, motion, and many other kinds of sensors. He weighs a mere 1/16th of his normal mass (or 1/4 of the shadow form mass) and can travel under doors, through cracks, etc. Gases and fumes do half damage, plus the character is immune to drugs that must be ingested or injected.

In the 2-D form the character is +20% to Prowl (+50% in dark shadowy areas), but is unable to physically attack (both by the Dark Bolt and by punches and kicks). Area-effect abilities can still be used. His speed in the 2-D form is limited to half his Spd. attribute or a speed of 14 (whichever is less). The character can take himself and up to 100lbs of matter into the 2-D realm.

6. Bonuses:

- In a darkened room the character is +2 on initiative and +1 to parry and dodge.
- Punches by beings with a P.S. of less than 18 do no damage.
- Attacks by beings with Exceptional Physical Strength (supernatural strength), explosives, fire, cold, and conventional weapons do half damage.
- Energy, psionics, and electricity attacks do full damage.
- Character weight is reduced to 25% of the normal value.
- Add +50 S.D.C. in shadow form. The character recovers 2d6 shadow-form S.D.C. per hour (1d4x10 in complete darkness). In Rifts the shadow being instead has 120 M.D.C. and recovers 2d6 per minute (1d4x10 per minute in complete darkness).
- The shadow form has a natural A.R. of 8.
- Dark-based attacks do no damage.
- Any light based attacks will do an additional d6 of damage

Alter Physical Structure: Sound

The hero has the ability to turn himself into a solid form of sound energy. He gains the following powers when in this form:

Fire Ultrasound Blast

- Range: 50ft
- Damage: 1 point, plus stun (see below)
- Duration: Instant
- Attacks Per Melee: Same as Hand to Hand
- Bonuses: +3 to strike for aimed shot, +1 if shooting wild

A blast of invisible ultrasound fires from the character's eyes or hands, disrupting the nervous system of the victim. If hit, the opponent will collapse, and none of his conscious motor functions will operate for 2D6 melees.

Sonic Boom

- Range: A sphere with the radius 15ft + 10ft per level of experience
- Damage: 5D6 plus deafness (see below)
- Duration: Instant
- Attacks Per Melee: Counts as one attack.

The character emits a sonic boom that deafens anyone in the affected radius. This inflicts the following penalties to anyone without ear protection: -8 to initiative and -3 to parry and dodge for 2D4 melees. Suits of body armor offer some protection: the character is only affected for 1D4 melees. This does double damage to victims with extraordinary hearing.

Vibrate to Become Intangible

- Range: Self
- Damage: Inflicts 3D6+6 points of damage whenever an object passes through the character
- Duration: One melee for every P.E. attribute point.
- Attacks Per Melee: Takes place of ALL attacks that melee.

The character can accelerate his soundwave body to a point where physical attacks no longer do damage. However, the character is vibrating so fast that he disrupts anything that he comes into contact with.

Bonuses: Impervious to Sound attacks (do no damage). Light and Fire attacks do half damage. Add 60 to S.D.C.

Alter Physical Structure: Tar

1. Increased S.D.C.:

The transformation into tar results in an A.R. of 15 and 300 S.D.C. The character also gains a bonus of +1d6 to P.S. (roll once to determine increase). The S.D.C. of the tar form recovers at a rate of 1d6 per hour. Weight in the tar form also increases by 50%, and speed is cut by 25%. In Rifts the character becomes a mega-damage being with 225 M.D.C., a regeneration rate of 4d6 per minute, and supernatural strength.

2. Limited Invulnerability:

The character's body is extremely damage resistant. Cutting weapons, vibration attacks, electricity, and sonic attacks do no damage at all. Kinetic and cold attacks do half damage. Explosions and falls do no damage, but will disperse the character into a puddle of tar and the character must take 2d4 minutes to pull himself back into his normal shape. Extreme amounts of fire and heat damage the character, but also liquefy him some (see

below). If exposed to high temperatures long enough, the character will totally liquefy and have to take 2d4 minutes to reform, as stated. Energy weapons, psionics, magic, and fire are the only things the character is really vulnerable to.

3. Adhesion:

Same as the minor super ability on page 163 of Heroes Unlimited.

4. Liquefy Body:

The character's body can temporarily become more liquid in nature. This state takes two melee actions to achieve and can last for one minute per level of experience. During this time, all physical attacks do no damage. The character can also draw objects and people into his body and trap them. Consider this an entangle attack with a +4 bonus. If trapped, victims are cut down to one attack and no combat bonuses. It is easy to suffocate people by absorbing them, but that is something a hero would never do.

5. Tar Bolt:

Range: 25ft +5ft per level of experience.

Damage: 2d4

Duration: Instant - counts as one attack.

Bonuses: +2 to strike aimed, +0 to strike wild, +1 more at levels four, eight, and twelve.

In Rifts: Double the range.

The character can expunge a bolt of hot, sticky tar, with about double the impact of a punch. If targeted at a limb or the face, that particular part of the body is entangled (or blinded, in the case of eyes). The tar can also be used to stick doors shut and bond feet to floors. It has an effective P.S. of the P.E. attribute plus the character's level.

Alter Physical Structure: Uniform Solid

By Dick Jurgens

This bizarre power transforms the character into a being with uniform composition. He has no internal organs or bones: no cell differentiation of any kind! His body is one smoothly composed solid! In this transformed state the character does retain a mostly humanoid shape but has no facial features, fingerprints, or external orifices.

1. Increased SDC and Regeneration:

The character's body is resilient, lending increased S.D.C and a natural A.R. Further, the character can quickly regenerate and redistribute his cells. If, for example, the transformed character lost an arm he could redistribute his mass to reform the arm. As long as the character has S.D.C greater than the Hit Points of his unaltered state he can transform back with his body intact. Redistribution of this kind requires only one melee action. Because every cell of the character's body is capable of producing new cells, the character's S.D.C recovers very quickly. Severed limbs, if reattached within an hour, can be reintegrated by repairing the severing damage.

S.D.C of Altered State: 350 (Has no Hit Points in this form)

Natural A.R: 12

Regeneration: 2D6 S.D.C per minute; Can regenerate 1D6x10 S.D.C once every twelve hours (requires one full melee of concentration)

Natural rolls to strike must be greater than the character's A.R to inflict maximum damage. Damage by strength category of attacker (normal bullets are considered Extraordinary, armor piercing are Superhuman) is by the table below:

Strength Category Roll under A.R

Normal: No damage
Extraordinary: 1/4 damage
Superhuman: 1/3 damage
Supernatural: 1/2 damage
Roll over A.R

Normal: 1/4 damage
Extraordinary: 1/2 damage
Superhuman: 2/3 damage
Supernatural: Full damage

2. Enhanced Physical Strength:

The character's limbs are essentially solid muscle. P.S attribute is enhanced: Add 20+1D6; Strength is considered superhuman.

3. Contortionist:

The character goes beyond "double jointedness," as he has no bones to form joints. Besides making the character a natural escape artist, it dramatically increases the character's flexibility. One spectacular trick is that the character can reverse his limbs and "face," effectively turning 180 degrees without moving his actual body.

Escape Artist skill: 90%

Bonus of +20% to Gymnastics, Acrobatics, and other skills requiring flexibility and dexterity

4. Enhanced Senses:

The character can see, hear, and smell perfectly (even if those senses are impaired in his unaltered state); light, sound, and scent are absorbed and processed by the character's cells from every part of his body surface. The character does not have to concentrate on which cells he pays closest attention to, but he still has a nearly 360 degree range of vision. The character is very difficult to sneak up on if any part of his body, especially his head, is in straight line sight. As for speech, the character can create a mouthlike cavity, and form vibrations approximating human speech. This is similar to the Mutant Animal Ability of Partial Human Speech.

5. Additional Ability:

During character creation the player must choose one of the following options as an additional ability:

A. Hard Shell:

The character can form an external hard shell. The shell increases Natural A.R and S.D.C, but can only be maintained for a total of 10 minutes (+1 minute per level of experience) in any 24 hour period. The shell provides an additional 250 S.D.C. If used as a suit of armor the shell offers no movement penalties and increases Natural A.R to 15 for the duration. The hard shell adds a damage bonus of +10 to all physical attacks. If used as a solid casing the character cannot move at all, but his Natural A.R is increased to 18.

B. Liquid Form:

The character can temporarily abandon solid form, taking on a non-humanoid liquid shape. This form can only be maintained for a total of 10 minutes (+1 minute per level of experience) in any 24 hour period. In liquid form the character can fit through openings 1 inch in diameter, and has limited invulnerability to kinetic damage (impacts, blunt and

bladed weapons do no damage). Explosive forces, however, do double damage, as does heat and fire.

6. Side Effects:

The player must choose a permanent "skin" color, or roll on the Unusual Skin Color Table. This color choice is permanent, and applies to every cell of the character's transformed body.

The character has no body hair in his altered form.

Horror Factor: 12 (optional)

7. Other Bonuses and Abilities:

Critical strike rules do not apply, as the character has no critical areas to be damaged. Bladed weapons do half damage to the character because there are no internal structures to sever.

Add 2D4 to P.E. Attribute

+4 initiative; +2 dodge

In the transformed state the character is impervious to Bio-Manipulation, Deaden Senses and other psychic physical manipulation powers. The bizarre structure of the character's "brain" lends him a bonus of +3 vs. all psychic attacks. The character does require oxygen, which is absorbed through the entire body surface. The body acts a filter, providing a bonus of +6 to save vs. airborne gas and toxin attacks. The character can breathe underwater, but only for a limited time (15 seconds per P.E. point).

Alter Physical Structure: Vapor

Character becomes a formless cloud of vapor.

1. Make Fog

Range: 50ft+10ft/lvl

Damage: Special

Duration: As long as the character concentrates.

Fog obscures vision causing -6 to strike.

2. Evaporate Water

Range: Touch

Duration: Permanent

Can evaporate 5 gallons of water per melee

3. Merge

Character can merge into air to become completely invisible.

4. Limited Invulnerability

Projectile Weapons and physical attacks do no damage. Electricity, Fire, and Heat do no damage. Energy, Magic, and Psionics do full damage.

5. Poison Air

Range: 50ft+20ft/lvl, 30ft cube

Damage: 4d6

Duration: 2d4 melees+1/lvl

Poisons air around enemy causing intense pain and lack of breath.

Alter Physical Structures

Range: Touch or 50ft radius, +10ft per level of experience

Duration: Unlimited while the recipient is in range. The physical change fades within 1d4 minutes (+1 minute per level) of leaving range.

Save Throw: If resisted, 15 or better (add any P.E. bonuses)

In Rifts: Increase the range to 100ft +20ft per level, plus the character can create beings with mega-damage bodies. Supernatural creatures are +2 to save vs. this, or may be immune if they are powerful ones like demons, vampires, and werewolves.

The character can alter the molecular makeups of other beings and objects. Use the table for substances found under Copy Physical Structure (AU 24). The mutant cannot alter his own structure with this power, and he is +4 to save vs. any sort of molecular alteration (like this power and shapeshifting spells), though he can let down his defenses if desired. He and the recipients also do not have to touch the substance the recipient is changed into (read below). Only one person can be affected at level one, plus one more at levels three, five, eight, and eleven. Enhancing multiple people (more than two) takes concentration, and results in the loss of one attack and a -2 on initiative. Objects can be changed too. A total of 250 pounds of matter can be altered per level of experience. There are no penalties for changing multiple objects, as they are much less complex (usually) than living creatures.

To transform things into a substance, the character must have spent at least one minute "absorbing" it into his body previously. One substance can be remembered per M.E. point, and substance memories can be overwritten. A good idea is to memorize some useful molecular patterns and keep them forever, and have a set of patterns that are common and can be overwritten without great loss.

When transforming others, the character can also choose to allow or disallow movement. If movement is disallowed, the victims are effectively statues of whatever substance they are transformed into. This is an offensive use of the power.

Animal abilities: Rhino

+3d6 to P.S. and P.E.

Natural AR of 12

Crush does 3d6 damage

Charge does 4d6 damage

Character is assumed to either have extraordinary or supernatural strength

Heightened sense of hearing

Eyesight worsened

Control 1d6 rhinos or elephants

Animal Control

Created by Andrew Darling

This is the ability to summon, control, and see through the eyes of animals. The summoning is done as per the Animal Abilities power of the creature being summoned. The limits of this control power is managed as per the Control Others power. The 'Beastmaster' may also see through the eyes of any creature he is currently controlling provided that creature is within one mile per level of the Beastmaster.

Animate Drawings

This amazing ability allows heroes to bring their art work to life with a thought.

The only down side is that the hero can only animate their own, original drawings (no printed or photocopied pictures) and making a good drawing takes time.

The character can control the appearance and abilities or increase them by using up a little more time. Drawings are generated using Drawing Points (DP), for every DP spent, the creation will be that much more powerful (see chart below). Basically, each DP put into a drawing requires one melee action, bringing the picture to life takes another melee action. The character can mentally command and control any animal-like or robot-like drawing. Once the drawing is brought to life, the paper (or canvas, wall, etc.) is left completely blank.

1. Drawing

Range: touch, control range is 1000ft + 50ft per level of experience

Damage: varies, see below

Duration: drawings can be up to 2 months old and still be animated, living drawing will disappear in 3 melees plus one melee per level of experience, duration may be extended (see below)

The character will start out with a natural drawing talent of 95%, one roll is needed for every 3 DP put into a drawing (if a drawing uses 2 or 1 DP, roll once). This power can be focused through any drawing tool; pencil, pen, marker, paintbrush, charcoal, etc. The following is a list of objects, creatures, and powers and their DP cost:

Creatures: Creatures can fight in combat. They have no real skills other than fighting and aren't very bright. The mental attributes and PE do not apply because they have no real mind (therefore, are immune to psionics) and will work tirelessly until they disintegrate. They're physical prowess is about average. Combat skills include 2 attacks per melee, +2 to strike, and +1 to dodge.

Bug-Sized (SDC: 1D4, PS:3, Spd: 7, 1 damage per bite, maximum of 2 in. long, cannot have any additional drawing features accept extended duration) DP cost: 1, can be made to fly for 1 additional DP (Spd: 15)

Small Animal (SDC:2D8, PS: 6, Spd: 10, 1D4 damage from bite/claw, max. of 2ft long/tall) DP cost: 3

Medium Animal/ Humanoid (SDC: 2D6 + 15, PS: 11, Spd: 11, 1D6 damage from punch/bite, maximum of 6ft long/tall) DP cost: 5

Giant Animal/Humanoid (SDC: 3D6 + 25, PS: 16, Spd: 15, 1D8 damage from punch/bite, maximum of 18 ft tall/long) DP cost: 8

Light Armor (AR: 8, add 15 SDC) DP cost: 5

Medium Armor (AR: 10, add 25 SDC) DP cost: 10

Heavy Armor (AR: 14, add 35 SDC) DP cost: 15

Claws or Teeth 1D10 damage, DP cost: 5

Flight: Winged (Spd: 65mph, +2 to Dodge and Damage in flight) DP cost: 10

Flight: Jets (Spd: 150mph, +4 to dodge and Damage in flight) DP cost: 15

Flight: Wingless (Spd: 200 mph, +5 to Dodge and Damage in flight) DP cost: 20

Spines/Quills A kind of armor, any punch or kick that hits the creature will deal 1D6 damage to the attacker, DP cost: 10

Extra Heads provides 1 extra bite attack per melee, each extra head gives 1 extra Horror Factor point, DP cost: 5 each, maximum of 6 extra heads

Extra Limbs also provides an extra attack, DP cost: 6 each pair, maximum of 3 extra pairs

Weapon a simple blunt or spiked club, for more complicated weapons for your creatures,

see below, creatures can only operate the weapon that they were drawn with, 1D10 damage (2D10 for giant creatures), +2 to strike, DP cost: 3

Increased Attributes DP cost: 1 per 1 increase

Horror Factor the creature can be made extremely hideous, giving it a Horror Factor of 10, DP cost: 2

Attraction/Suction/Magnetism Power basically, it just gives the creature the ability to suck or draw others closer to it, like a mutant vacuum cleaner, DP cost: 6

Energy Blast such as fire breathing or laser eyes, 3D6 damage, range: 100ft, DP cost: 5

Nightvision range: 250ft, DP cost: 3

Thermal Vision range: 250ft, DP cost: 3

Extend Duration by making it more realistic, a picture can last longer than normal,

DP cost: 5 per additional melee

Objects: Drawn objects are completely real and solid until they disappear, with all the functions and abilities of such a device.

NOTE: even though body armor may be drawn for the hero, by the time it is created and the hero is able to get into it, they will most likely have less than a melee in which to use it, making it rather ineffective. Simple, hand held equipment is usually the only equipment that would be worth using before it dissipated.

Simple, Inert Device Simple objects, such as ladders, blocks, clubs (1D8 damage), poles, or any object without any real movement or powers, DP cost: 1 each

Complex, Inert Device Things with a more intricate, but non-moving form such as swords (2D6), books (blank), nets, and so on. DP cost: 2

Simple Mechanical Device A basic wheeled device, doorknobs, light bulbs, and so on.

Complex mechanical (cars) or electrical (VCR's) are too complicated to simply be drawn, DP cost: 4

Projectile Weapons a basic pistol, rifle, laser blaster, or any other gun-type weapon that the artist may conceive can be drawn. They usually hold 6 to 20 rounds and can only shoot single or short bursts. The damage starts out at 2D6 and may be raised 1D6 for every extra 2 DP spent in addition to the basic cost (max. of 10D6), DP cost: 4

Extend Duration by making it more realistic, a picture can last longer than normal,

DP cost: 4 per additional melee

2. Other Abilities and Bonuses:

Add one action per melee (not attack)

Add 1D6 to ME

Add 1D4 to MA

NOTE: because it may take a while to draw anything very useful, a hero may wish to doodle in their spare time, just to make sure that they usually have at least one good drawing on hand that can be summoned up in an instant. (doodling usually creates 40 DP, roll once for drawing skill for entire thing).

GM's are advised to use desecration when deciding what kind of drawings a character can and cannot bring to life, (no man-eating buildings). A good rule of thumb is nothing bigger than a Buick.

ADDITIONAL NOTE: This power was inspired by the entry of Kirby King and Kibry's Critters in "Transdimensional TMNT)

Animation: Life Loaner

This is the ability to temporarily instill an object with life (Movement) or even its own conscience otherwise the object is controlled directly by the animator. This can also be a major Psionic ability(Both use ISP)

1. Animating a Corpse- This is by far the easiest form of animation and the most controversial(A good aligned person would never do this.)

ISP-Direct control:10

-Self control: 7

2. Animating Plants- This is still easy but has a higher difficulty level but not too much harder

ISP-Direct control:15

-Self control: 25 (Always Loyal)

3. Animating Objects- This is the hardest form of animation but can still be done through Concentration:

ISP-Direct control:35

-Self Control: 50

4. Creating an Apparition- This means the character can create a Blob of life in an area and anyone within 10ft of it gets a strong eerie feeling ISP-20

Bonuses +2 to ME

+10 to ISP

+2 to PE

+6 to HP

See The Invisible

Amplify Super Powers

By Neb

This power momentarily amplifies other super beings powers while they are within range and/or the target of debilitate purpose. The power is a powerful, psionic type bio - manipulation bombardment that channels more energy to the control and use of the super abilities, effectively making them temporarily increased. The ability only affects so-called "super abilities" and is unable to amplify psionics, magic, mechanical abilities or physical training and skills. Being knocked out, or in tremendous pain, or forced to concentrate on something else (like the ceiling falling down) will instantly break the influence of the amplification. However, the amplification last for a residual period of 1d4 rounds per level of experience, of course the character can stop the amplification at any time.

Range: 120 feet (36.5 m) plus 10 feet (3 m) per level or create the effects it up to 60 feet (18 m) away, covering a blanket area of 10 feet (3 m) per level of experience.

Duration: Concentration plus 1D4 melee actions per level. During the concentration period, the super being must focus attention on the target. This means he can only perform two other actions/attacks per melee (defensive moves included) and all skills are performed at -25%, unless he drops the Amplification.

Damage: None- however if the target is amplified long enough, the target will "burn" itself out from extraordinary power usage. After being amplified, just once in an hour, the target will be fatigued to the point of exhaustion (-2 speed and initiative, -1 parry and dodge, and -2 damage as taken from pg 16 HU2ed "prolonged periods of combat or

heavy exertion") Target will need to rest or suffer compounding exhaustion (see Palladium rules on fatigue and lack of sleep).

Limitations: Does not affect psionics, magic, bionics, or physical attributes/training or skills. Requires concentrating and the capability to focus on his target(s). Also, this amplification power can not be used on himself.

Bonuses: The target's powers are amplified by 5% per level of the super being. If the target's super power was Supernatural Physical Strength, then the P.S. of the target is increased by 5% per level. If their super power was Wingless Flight, then speed of flight is increased. Extra bonuses from powers do not apply, such as the +40 S.D.C. from Wingless Flight, only the primary ability of the power. At high enough levels the super being can control the amplification percentage much like Energy Expulsion characters can control the damage of their expulsions.

Penalties: As side from the fatigued feeling after the power high the target during the amplification, will have problems controlling powers, such as shutting off powers, or using them for delicate matters, this is all subject of the GM.

Optional Penalty:

Every five minutes of amplified power use, the character's natural power level is temporarily decreased by one level. This won't take effect until the power amplification has been removed, and the "victim's" power level can always be ramped back up to full by an amplifying character. Power levels will naturally restore themselves at a rate of one per hour of rest. There is a 10% chance per lost level that long-term effects will occur, requiring 1D6 days to regain a lost level. Long term abuse of this process can result in complete dependence on power amplification.

NOTES: The power is set up like Negate Powers but with the exception that the amplification last 1d4 melee actions (not rounds) after the initial amplification concentration. This is because the body can not instantly release all the energy that it has been given. Much like an adrenaline surge, the body needs time to work it through its system. Whereas Negate is just bio-manipulation which turns off powers this is a bio manipulative turning on that would affectively force the amplified target to calm down or burn out.

The use of the concentration is limiting to the super being and somewhat limiting to the target to avoid power abuses. The optional rule also can be applied by the GM for the special abuse cases.

The increase is only 5% per level instead of a flat 10% to allow the super being to grow with power. The more experienced the super being gets, the more he can learn to turn on others powers. This means that 1st level character can increase others abilities at 5%, at 5th level 25%, at 10th 50%.

Animal abilities: Amphibian

By acreRake

Includes Frogs, Salamanders, Toads, Newts and other creatures adapted to both water and land survival.

Physical Traits: Large eyes, moist-looking skin, webbed fingers and toes

Abilities and Bonuses:

1. Adhesion (as minor power, but can only carry half as much and moves at one third speed attribute)

2. Natural swimming at twice normal speed attribute: 80%
3. Hold breath for 2D6 minutes
4. Extraordinary leaping: 20 feet straight up or 40 long
5. Has a prehensile tongue which can extend up to 10
6. +1 to parry and dodge
7. Control 4D4 Amphibians

Animal Abilities: Arachnid

By Cardiac

Physical Traits: Dark, tough skin with short, wiry hair. Tattoo-like markings can cover a part of the body. Tends to be thin.

Abilities and Bonuses:

1. Add 2D6 to P.P. attribute
2. Add 2D6 to P.S. attribute, which counts as extraordinary for the purposes of calculating lifting/carrying weight..
3. Add 1D6 to P.E. attribute
4. Double the normal speed attribute (minimum speed is 18) and normal leaping distance.
5. Add 2D4x10 S.D.C.
6. The character is very sensitive to motion: add +2 to Parry and Dodge and +3 to Initiative
7. Has the power minor power of Adhesion.
8. Can control 1D4x100 arachnids (spiders, scorpions, ticks, etc.)

Animal Abilities: Insect

By Cardiac

Physical Traits: Large, bulging eyes and tough skin.

Abilities and Bonuses:

1. Add 2D4 to P.P. attribute and +2 to initiative.
2. Add 2D6 to P.S. attribute, which counts as extraordinary for the purposes of calculating lifting/carrying weight.
3. Add 2D6 to P.E. attribute
4. Double the normal speed attribute (minimum speed is 18) and normal leaping distance.
5. Add 3D4x10 S.D.C.
6. Sees in a 180 degree arc. This superior peripheral vision makes it extremely difficult to sneak up on this character.
7. Character has a Heightened Sense of Smell (see Mutant Animal power). Character can "smell" empathically (can sense emotion) and can track by scent alone.
8. Can control 1D4x100 insects.

Animal Abilities: Marsupial

By Cardiac

Physical Traits: Large, muscular legs ending in large feet. Smaller upper body, stomach pouch, angular face, pointed ears.

Abilities and Bonuses:

1. Add 1D6 to P.P. attribute
2. Add 2D4 to P.S. attribute

3. Add 2D4 to P.E. attribute
4. Add 1D6x10 S.D.C.
5. A "rubber band" muscle in the legs allows the character to run at full speed and only suffer one quarter the usual fatigue.
6. Gets the Enhanced Leaping minor power
7. Has a stomach pouch.
8. Can control 2D6 marsupials.

Animal Abilities: Primate

By acreRake

Includes Apes, Lemurs and Monkeys.

Physical Traits: large ears, flattened nose, long arms, fingers and toes.

Abilities and Bonuses:

1. Heightened touch (same as minor power)
2. Natural Acrobatics: 70%+5% per level
3. +2 to initiative, +3 to roll with punch/fall
4. add 6 feet to leap
5. +1D4x10 to SDC
6. add 2D6 to PS
7. Control 2D4 non-human primates

Animal Abilities: Rhino/Hippo/Elephant

By Cardiac

Includes many of the largest (land) mammals on earth.

Physical Traits: Dense muscle tissue, the character is stocky, with a wide, fat face and thick limbs.

Abilities and Bonuses:

1. Add 3D6 to P.S. attribute and calculate lifting/carrying weight as though it were superhuman P.S.
2. Add 4D4x10 to S.D.C.
3. Add 2D6 to P.E. attribute
4. Body Block/Tackle/Ram/Charge does 2D6 damage. (counts as 2 melee attacks)
5. Natural Swimming Skill: 50% +3% per level of experience
6. Heightened sense of hearing, about double a normal human's.
7. Double normal body weight.
8. Control 1D6 large mammals; hippos, rhinos or elephants.

Apparition Existence

This bizarre but unique ability has the one disadvantage that the character lack a physical body Therefore NO SDC or Physical Attributes. This character survives by invading other peoples bodies, when in a host body the character retains his/her own Hit Points, Mental Attributes and Super Abilities and the character gets the hosts SDC physical Attributes and Super Abilities. When not in a Physical body the character is invisible, intangible and Totally Undetectable. If the host body is killed the character is discharged and floats unconsciously for 1D6 days. The character can only stay in energy form for 2 weeks.

Attribute Vampire

Created by the Cubist

This power allows the user to drain energy from others, reducing any of the eight basic attributes, S.D.C., M.D.C., hit points, A.R., I.S.P., P.P.E., and Chi. These drained points are absorbed into the character's body, raising his own corresponding characteristics. Each touch can only drain one attribute or point score at a time. Greater supernatural beings like werewolves, vampires, godlings, demons, and dragons are impervious to this power. Minor ones like demigods, loogaroo, manticore, and Worms of Taut are vulnerable.

Stolen points can either be returned to the recipients by simply 'letting them go,' unless they have been used or spent (like S.D.C. or P.P.E.) If a point score is reduced but not drained completely (see below), the points are recovered at the rate of 3 points per minute once the attribute points are released. Hit points, S.D.C., M.D.C., P.P.E., I.S.P., and Chi must be recovered naturally if not returned. The stolen A.R. points return at 1 point per minute.

Each draining attack requires a brief touch. The touch has a +2 bonus to strike, +1 more at levels three, seven, and eleven. Add in any P.P. bonuses, but no other bonuses are applicable.

Standard Drains:

Each standard drain touch requires only one melee action.

A touch drains two points, plus one per every 3 levels of experience, off any attribute.

The points are then added to the user's own attributes. This type of touch will only decrease attributes and not steal the 'extraordinary' nature of them.

Touch drains 10 mph, plus 10 mph per every 3 levels of experience, from the super speed powers of others.

Touch drains 10 S.D.C., per every 5 levels, from the victim. Once S.D.C. is gone, hit points are drained next.

M.D.C. is drained at the same rate, but can be drawn only from a mega- damage creature and (if the character is not a mega- damage being) the M.D.C. will fade away after ten minutes since the last drain.

Special Drains:

A 'special' drain touch requires two melee actions to perform.

Absorbing an extraordinary attribute gives the character the same enhanced abilities (such as the extra attack from Extraordinary P.P. or the great carrying capacity from Supernatural Strength), but does not decrease the Extraordinary point total - the simple touch must be used for that.

Touch can drain the A.R. of others and add it to the user's own, thus increasing his defenses. Each touch drains one point of A.R. for every full three levels of experience.

Note: Invulnerable characters, are considered to have the equivalent of A.R. 24 in regards to this power. Getting drained far enough (below an A.R. of 20) will make them somewhat vulnerable. They'll take half damage from attacks that bypass their weakened A.R. No A.R. can be drained below a 5, and it must be absorbed from living beings. Gaining an A.R. of 18 or more means that the character's effective A.R. is 17 but attacks that have higher strike rolls do only half damage.

Touch may draw 5 I.S.P. or P.P.E. per level of experience and is added to the power user's own I.S.P. or P.P.E. totals. A psychic or magician can prevent this energy loss with a P.E. save throw of 16 or better.

Can draw up to 10 Chi per every three levels of experience and add it to his own total level, thereby bolstering himself. Anyone with Chi Mastery powers can resist this with a P.E. save throw of 16 or better.

Note: Users of this power are immune to the Mimic major power due to the vampiric nature of this power. Those with the Multiple Lives major power can recover their levels by killing their current body and regenerating back to full in the next one. If any target's attributes are reduced to zero in this manner, the following occurs:

I.Q./M.E./M.A.: Brain dead, no hope of recovery except for healing magic and psionics. Magic restoration has 50% chance for full recovery, any other magic is probably useless. Psionic healing recovers 1 point per week until 10, then the point score recovers a point per day, until the target reaches the normal level.

P.S., P.P., Spd.: Physical deterioration, same chance of recovery as with mental attributes, otherwise the character slips into coma (roll as normal, but character will die within 2d6 days). In the weakened state, combat bonuses and attacks per melee are reduced to a third of the normal value.

P.E.: Death! 15% chance to recover through the Restoration spell, but even if the spell works, the P.E. is permanently reduced to half.

P.B.: Without restorative means, the victim is reduced to a leprous state where everyone avoids them and runs in fear of infection from them.

Hit Points: Death at -20 hit points (or more, if the victim has the ability to resist large amounts of negative hit point damage). The body crumbles and there is no hope of recovery beyond a miracle or divine intervention (hope you have Multiple Lives!)

Beastform

By Snowtiger

This sister ability of Lycanthropy allows the character to physically change into a more bestial version of himself. He will retain his basic personal characteristics, his facial features and fingerprints will not change, but everything else can and will change (the actual physical looks are left to the player's preferences, but it's always basically humanlike). All the listed abilities and bonuses are applicable only in bestial form, they cannot be used without full transformation. The character will not suffer from any of the disadvantages listed under the Lycanthropy major superpower, during a full moon or solar eclipse.

Abilities and Bonuses:

Add 1 foot (30.5cm) to height, and 100 lbs (45.5 kg) to weight.

Add 2D6 to P.S. (if already over 20 add 1D6) and 2D6 to P.P. (if already over 20 add 1D6), +100 S.D.C and add 2D6 to Spd (if already over 20 add 1D6).

The character gains the equivalent to the minor powers of Night-vision, Heightened Sense of Hearing and Heightened Sense of Smell.

The character gains retractable claws (damage is 2D6 +P.S. bonus) and enlarged canines (bite damage is 2D4 +P.S. bonus), the character is +4 to strike with his natural weapons (not cumulative with the below, use the +4 if using claws or bite).

+2 to Strike, Parry and Roll With Punch/Impact/Fall.

The character heals two times faster than a normal human being, He can and will regrow lost limbs (or part thereof) upon next transformation, furthermore the trauma of losing a limb will cause the character to revert back to non-beast form. The regrown limbs are permanent additions, they stay even after the character reverts back to non-beast form.

Bestow Powers:

Duration: Each charge can be used for 1D4 melees per third level of the superbeing. : An object may be infused with 1 charge plus 1 charge per third level of the superbeing. One use of a minor power or basic psi power takes one charge. One use of a major power or super psi power takes two charges.

This ability allows the character to bestow any power not directly tied in to physiological structure (i.e.. Winged Flight, Extra Limbs, etc.) to an inanimate object. Anyone in contact with a charged object could use the power bestowed to it (much like a TW device lets a character cast spells). The power must be one possessed by the character or by a willing superbeing who the character is in physical contact with.

Bio-Power Armour

This is a biological outer shell on the person that can look Insectoid, Robotic or even Demonic. This shell is removable and can remotely come to the character. Armour has the same properties as the character.

1. Augmented Attributes: When in the armour the characters MA, ME, PS, PP are +2 and Spd is doubled.
2. Natural Armour: The SDC is added to the character when in the armour and the AR of 16 is natural the SDC is 250.
3. Energy Expulsion: This gives the character an EE or RA power when in the armour.
4. Regeneration: The armour has an amazing regenerative ability regenerating 1d2*10 per melee. if destroyed the character can create another in 1D6 days.
5. Level Advancements:
 1. +20 SDC and 12 Horror Factor (gains an additional 1d4x10 SDC EVERY LEVEL)
 2. Develops Forearm Blades
 3. Develops Nightvision
 4. +1 to AR
 5. Develops Adhesion or a Flight power
 6. Develops another EE or RA power
 7. normal SDC +50 sdc (means at the gain of level 7, rolls 1d4x10 like normal and add+50, NOT roll 1d4x10 and then 1d4x10+50)At Level 15 The character gets Shape-Change.

Black Karma

For every action, there is an equal, but opposite reaction. So it is with Karma in the Megaverse. This power, dubbed "Black Karma", is a sort of Dark Luck power. It is a luck that bends toward death and destruction. This power cannot be chosen by anyone of a good alignment (including Principled, Scrupulous, Taoist and Unprincipled).

With this power, the character's opponents use STRAIGHT ROLLS ONLY when attacking him (or when using an area effect that will affect him). The only exception is a character with Karmic Power. In this instance, both get the full use of their personal

bonuses -- they do not cancel each other out. Any opponent rolling a natural 1 or 2 while attacking this character takes half damage to themselves and loses one attack (i.e., a thrown punch hits the wall and momentarily stuns, or throws off balance and causes a trip; or a energy rifle short circuits, sending a surge to the welder and taking a moment to come back on-line; etc... GM's, be creative).

Bonuses: Add one attack per melee All parries are considered a power block/power parry -- does 1D6 S.D.C. damage to the attacker (or weapon) being parried. + 4 to Strike (applies to any weapon or HTH) + 1D6 damage to ANY ATTACK when performing a Counterattack. All *natural* rolls over 16 are considered an aimed shot to the head (or similarly vulnerable point). This does NOT have to be called ahead of time, and the character can choose what was hit. +20% to any skill that causes destruction or harm: i.e., Demolitions, Build Traps, etc... Add +1D4x10 to S.D.C.

At level 4, causes Critical Strike on a natural 18, 19 or 20. At level 7, gains an additional attack per melee. At level 10, causes an automatic Death Blow equivalent on a natural 20 (can be with a weapon).

Penalties: - 2 to Parry - 3 to Dodge (it goes against the instinct of the power) -10% to any skill that prevents destruction or harm: i.e., Demolitions Disposal, Disarm Traps, First Aid, etc...

Blank

By Zennis and AJ Pickett-

This power creates a momentary pulse of very unusual light that causes sudden and sustained memory loss in any who are exposed to it (and fail to make the saving throw).

Range: Either a unidirectional pulse that effects anyone facing the character within 200 feet (61 m) or a directed pulse that can target anyone who's attention is caught by the character and is looking at the character's hand or into the character's eyes.

Duration: Instant, the memory blank covers a period of the last 20 minutes of the victim's life, plus 10 more minutes per level of experience (though the period of memory loss can be stipulated to be less than the maximum amount possible), those who make the save will only experience a fuzzy, vague feeling about the last two minutes, but they can remember larger events, just not fine details such as strings of numbers or exact times.

Saving Throw: 15 or better (M.E. bonus applies).

Effects: Those caught in the light pulse who fail to save have a sudden lapse of memory and are mentally stunned for 60 seconds (4 melee rounds) or a mere thirty seconds (2 melee rounds) for super heroes/villains. During this time all skills are at 30%, they have no initiative, normal combat bonuses are negated and they can perform only limited actions, kind of like zombies, if left alone they will just stand there and stare ahead blankly. Those who make the save vs. the memory lapse (15 or better) have fuzzy memories of the last 2 minutes and are only mildly confused, not mentally stunned, so they have a mere -10% to skill performance and no combat modifiers aside from -1 to initiative.

Special Effects (Power Mastery): At third level the character learns how to implant false memories in victims, simply by speaking to the victim during the period that they are mentally stunned the character can implant a semi-hypnotic suggestion in the form of a description of what happened. While the false memory can be mundane or outlandish, the victim can't help but remember it as fact when they come back to their senses. People

tend to trust their memory and will argue against any alternate version of events, even if what they remember is quite strange and at odds with what everyone else is telling them, it will take some convincing that their memory is, in fact, a fabrication.

Note: GMs who feel that permanent memory loss is too severe may opt to have a long term duration of this powers effect as one week, one day or one hour per level of experience of the character.

Blowthrough Invulnerability

Created by Andrew Darling

This is an ability frequently attributed to werewolves, vampires and zombies. They can be shot, mangled, etc, but the damage heals as fast as it is occurring or it simply doesn't seem to faze the creature. As such, physical attacks do no damage to the character. He is still effected by all energy attacks, poisons, magic, psychics, etc. He heals from these attacks at twice the rate as a normal human being. Other abilities include a +1 P.E., +5d6 S.D.C., +4 to maintain balance, and +4 to roll with a punch, fall, or impact.

Cartoon Physics

Author: Azrael

This power turns the character into a cartoon --->(be it a Disney-type, Warner Bros. etc. Not Japanimation, that will be a separate power I'm developing)<--- He/She looks and acts like a cartoon and has the power that follows. One of the best things about this power is that it gives the character, Comedy Factor. This means when the character does something funny the non-cartoon characters need to roll to see if they are rolling around pissing themselves laughing.--->Starts off with a Comedy Factor of 1d4+9 (gains a plus 1 to it at levels 4, 6, 9, 13, 15). Those who fail are - 1/2 attacks and bonuses for 1d4 melees. A natural 1 fail means the loss of all attacks and bonuses for 1d4+2 melees (they might be able to dodge by happening to roll out of the way giggling or by falling over just in time from laughter to duck a punch.) GM's should be somewhat judging of what's considered funny and what's not. Character's with lower M.E. (10 or below are -1 to save) are more likely to laugh than those with high M.E. (can use 1/2 bonus of vs. Insanity rounded up, it doesn't mean that they don't have a sense of humor though.)

Those who do save just kinda snicker, no penalties.

-The Comedy Factor can only be attempted once every two melees.

-Counts as One Attack<---

--->Depending on how bad they failed their saving throw the following happens:

1) Their stomachs hurt for a 1d4 melees longer (as in laughing so hard their stomachs hurt) bonuses and attacks are back up to 3/4 the normal(ex. someone with 4 attacks normally, now have 3 and a +4 to strike is now a +3) until the hurting stops. OR.....

2) If a 1 was rolled to save they must try to save again. If they fail once more, it's like the character thinking back at what made him laugh and starting over again for 1d4 more melees, (would be a great advantage to the cartoon if there was only one person to fight to begin with.) Afterwards the character is okay other than his stomach hurts for 2d4 melees afterwards, attacks and bonuses (round up) are 3/4 the normal until the hurting stops.<---

Bonuses:

--->•+1d4+1 to PP (Cartoons are usually bouncy characters)<---

- +2 to MA
- +5 to save Vs. Comedy Factor
- >•+3d6 to Spd<---
- Pull any item THEY OWN out of thin air. --->Also store any item into thin air. (no need for Storage powers)<---
- 1/2 damage from explosions and falls.
- Can Instantly order anything out of the ACME catalogue. --->(counts as 3 APM, 1 to flip out book and to instantly order an item [Cartoon knows exactly what to look for], 1 to run to the nearest mailbox and back at a blinding/blurring speed (unless character has a super speed, this is all that he is Super Fast for, cannot be used offensively at all...ex. body block...the character automatically zips around everyone and everything) and 1 for the ACME delivery truck to instantly deliver the item to wherever the cartoon is at. **** Must also have sufficient funds for the products. GM's have the right to price items at anything they seem fair. (The service is pretty quick!!)
- Has the ability to buy stuff from a novelty trick store and have them work like in the cartoons. Example: A joybuzzer will actually shock someone for 2d4 SDC, even those who are immune to electricity (See the surprise on their face!), X-Ray Glasses will work like the minor power..(probably used for practical joke purposes)..etc. GM's, make up damages for anything else the characters come up with.
- Character prefers to use his other powers in this form as he can change back and forth. But isn't restricted to using his other powers in cartoon form. Character's oddities are present in cartoon form as well as in regular (Mutant traits, or experiment side-effects ,etc.)
- Physical oddities should not hinder one's ability to make people laugh, for this person is drawn in a funny cartoon-like state.
- The Cartoon's powers look cartoonish in the real world. Such as the Energy Expulsions. They will look as if they're inked, but will hurt like the real thing... restrictions work like normal...(If it was Energy Expulsion: Electricity, it can't hurt those who are immune to electricity)
- When hit with certain energies the character's form will slightly change :
 - Ex.-When hit with fire or explosives, the character's form will look like a burnt match.
 - When hit with electricity, the character's body will be partially see through and bones will be seen electrocuted.
 - When hit with Light oriented powers, the character's ears and nose will shine out light like a flashlight.
 - Cold attacks will cause the character to slightly crystallize forming small icicles on their nose and chin..etc
 - (all of these last for a split second, no minus from attacks)
 - Any other's can be decided by the player if the GM allows.
- Has the power to paint/create tunnels thru walls using a paint brush and black paint. Can only be used 5 times a day. The character can choose (mentally) who can go thru the tunnel and who cannot. Anyone else will run into the wall doing damage to themselves. The painted part of the wall is nearly indestructible...so those with superspeed will barely dent the painted portion. Only those with Supernatural P.S. can break through (2/3 dmg) or paint thinner may be used to get rid of the paint.

**The supplies MUST be bought from the ACME catalog. GM's create the price. Usually at least \$150 a can, and \$75 for the brush. Each Paint can will create aprox. 30 man-sized tunnels. Man-Sized tunnels are the smallest that can be made. Or can create up to 10 Semi-Truck sized tunnels. So 3 man-sized equals one Semi-Truck size. Base SDC is 1000 per man-sized, so a semi-truck will be 3000 SDC. Or wears off in 2d6 hours.

- Can create balloon animals (a balloon poodle will turn into a regular poodle, just not as strong. GM will keep track of animal's SDC/HP, which means make it up.) and balloon weapons (Tommy-gun ,aka Mask, etc)

Duration: 1d4+1 melees per level. Roll the 1d4 for every animal/weapon.

Damage: Depends on the animal or weapon (for guns, use normal damages.) Weapons need not reload...Unlimited Payload but can only be used 3 times per melee.

- The Character cannot use its cartoon powers in his "regular" form.<---

Chemical Expulsion

Character can emit various chemical substances from his body.

1. Acid Spray

Damage: 4D6/melee for 4 melee rounds

Range: 15' +2'/level

The character sprays acid from various pores

2. Blinding Spray:

Damage: none. blinds opponent for 3D4 melee

Range: 25' +3'/level

The character sprays a powerful irritant into the targets eyes. (+3 strike)

3. Burning Spray:

Damage: 1D4

Range: 15' +2'/level

The character sprays a powerful irritant covering the target

4. Venomous Bite

Damage: 1D4 from bite. 4D6/melee for 4D6 melee rounds

The character bites the target and injects snake like venom

5. Poison Claw

Damage: 1D6 from claw swipe. 2D6/melee for 3D4 melee rounds

The character claws the target and excretes various poisons

6. Glue Emission

Damage: none. covers target in a sticky substance making him immobile

Range: 20' +5'/level

The character emits a glue spray from various pores that takes a combined PS of 30 to remove or 2 hours to dissolve.

Other Bonuses

The character is invulnerable to his own toxins

+2D4 PE

+6 to save versus toxins, poisons, and drugs

+1D4x10 SDC

Chi Dependency

Created by Chris Gileppa

The characters lifeforce pattern needs to draw ambient lifeforce energy or Chi to thrive and grow.

1. Chi Absorption (automatic):

Range: Self

Duration: Constant

The character is constantly absorbing ambient lifeforce from the surrounding area as he passes through, the exact amount absorbed varies depending on the abundance of lifeforce energies in the area:

Abundant life force: Forests, swamps, etc. provide 2 Chi per minute.

Moderate life force: Mountains, tundra, etc. provide 1 Chi per minute.

Sparse life force: Cities, deserts, etc. provide 1 Chi every two minutes.

This power will also partially unravel and absorb Chi on contact, providing a saving throw vs. Chi based effects, and halving the potential damage of Chi based attacks, however any Chi in excess of the characters maximum amount must be expended within the melee or be taken in damage.

This power causes a buildup of excessive amounts of Chi, which may be harmful to the character. To compensate for this a number of outlets are developed to utilize the excess Chi.

Note: This power will not absorb the lifeforce of living creatures.

2. Chi Focusing:

Lifeforce energy or Chi can be focused into two things:

Physical Aura (level 1):

Range: Radiates 1-2ft from self and can be extended to 1 other person within four feet at levels 4, 8 and 12.

Duration: 1 minute per 30 Chi

Lifeforce energy is focused into the characters physical aura, providing the aura with a tangible physical presence which enhances and protects the character.

+10 to P.S., which is considered superhuman (Supernatural in Rifts®).

Aura has A.R. 14 and 200 S.D.C. +10 per level (M.D.C. in Rifts®).

+4 to roll with impact.

Horror/Awe Factor of 10.

Hand to Hand Attacks (level 3):

Range: Self

Duration: Instant

Cost: 1 per 1d6 points of damage

Lifeforce energy is focused into a physical blow, inflicting large amounts of damage while protecting the limb itself from being damaged in the process. Lifeforce attacks bypass A.R. and will affect normally invulnerable creatures, including insubstantial creatures such as energy beings and ghosts.

3. Chi Harnessing:

Range: Self or others by touch

Duration: Varies

By harnessing lifeforce energies the character can repair physical damage, abate fatigue and malnutrition.

If used on self:

Abate fatigue for 1 hour per 5 Chi.

Abate malnutrition for 24 hours per 10 Chi.

Restore 2d6 hit points/M.D.C. or 3d6 S.D.C. per 20 Chi.

If used on others:

Increases the survival rate (save vs. coma/death) by 1% per 3 Chi.

Abate fatigue for 1 hour per 6 Chi.

Abate malnutrition for 24 hours per 12 Chi.

Restore 2d6 hit points/M.D.C. or 3d6 S.D.C. per 24 Chi.

4. Life Force Channeling:

Level: 1

Range: Varies

Duration: Varies

The character can channel life force energies into his surroundings in its ambient form at a rate equal to his P.E. per minute. The energy is harmless and promotes growth in the area.

5. Chi Blast (level 3):

Range: 10ft per 2 Chi

Duration: Instant

Damage: 1d6 per 1 Chi

Cost: Varies

Special: +3 to strike aimed, +1 to strike wild, no bonus with simultaneous strike.

Fires a directed blast of kinetic lifeforce energy that bypasses A.R. and does full damage to normally invulnerable creatures. A 1d6 blast with a range of 10 feet costs 3 Chi, while a 4d6 blast with the same range of 10 feet would require 6 Chi.

6. Aura Effect (level 5):

Range: 10ft per 20 Chi

Duration: Instant

Damage: 1d6 per 10 Chi

Cost: Varies

Special: Automatically hits everything within area

Lifeforce bursts from the character in all directions, bypassing A.R., automatically hitting everything in the area, and inflicting full damage to normally invulnerable creatures. A 1d6 area blast with a 10ft radius of effect costs 30 Chi, while a 4d6 area blast with the same range of 10 feet would require 60 Chi.

7. Chi Vision:

Range: Equal to the normal visual range.

Duration: Constant

The character can actually see lifeforce energies their varying colours, patterns, complexities and intensities.

8. Sense Chi:

Duration: Constant

Range:

100ft for Robots

300ft for undead

600ft for normal living creatures

900ft for empowered/augmented creatures

1200ft for supernatural creatures

12000ft for gods

This sense covers all lifeforces from animals and plants to sentient beings and supernatural beings. All lifeforce patterns are different and the form of life is recognizable by the complexity of the pattern and its intensity.

The character can sense the number of lifeforces, the type of creature, and their general location when within range. The character can also recognize specific patterns that he has sensed before at 70% accuracy, +4% per level. A recognized pattern can then be tracked with 50% accuracy, +3% per level, whether it is within range or not, roll once every 200 metres.

It is difficult to surprise this character as he is bound to sense any animal, or living being within. The more powerful the lifeforce, the easier it is to sense. When within the limits of the character's sensing range for the type of creature add a +2 to initiative and a +1 to parry and dodge

When the creature comes close enough the character will automatically know what type of creature it is, its exact location, speed, direction and whether he has sensed it before. Within one tenth of the normal sensing range for the type of creature add an extra melee attack, +6 to initiative, and +3 to parry and dodge.

9. Other Bonuses and Abilities:

Raise P.E. to 12, or add +2 if already above 10.

Save vs. Chi attacks (12 or higher), plus any P.E. bonuses.

Base Chi equals P.E.x2 plus 2d4x10. Add +1d6+1 per additional level.

All positive Chi attacks do double damage direct to the hit points of vampires and all other necromantic, living dead, animated dead, or undead beings.

The character still needs to eat and drink as usual, but only half as much. He also requires only four hours of sleep per 24 hour period (prefers to meditate) and can push himself to stay awake for three days (without having to delve into Chi).

10. Limitation:

The character needs to absorb five times his P.E. in Chi every day for his growth (level increase, still ages). This is done by altering the absorbed lifeforce to match your own, and takes one minute per point of Chi . It requires little concentration, but prevents the character from absorbing any more Chi while 'eating'.

If the character does not take the time to absorb the required lifeforce, he will not gain any experience that day. The absorption of Chi governs his essential growth.

Control Death

Range: 100ft+50ft per level of experience

Duration: Effects are permanent unless altered by this power again.

Save Throw: 14 or better

The Person with this power can control death, may it be making a person younger, older, raise from the dead, or even cause instant death from just a thought.

1. Control Physical Body: (Can be used on self)

Simply means to make himself or another have a younger or older body, but the target keeps his same I.Q. and memories.

- Once per melee (twice at level 6, three times at level 12) the character can make the body he wishes a year younger (unless ST is made). For every year under 10 the character gets -1 to strike, parry, and dodge, and -2 to Spd. If age drops to 1 year old, that character can't walk (but maybe crawl), gets only 1 Attack per melee, but Super Powers, Magic, etc. are all still at full power. Example: A character with Super Strength is still strong, and Sonic Speed can still run the same speed as before. If age drops below 1, the character dies.

- Twice per melee (3 times at level 6, 4 times at level 12) the character can make the body he wishes a year older (unless ST is made). For every year over 80 the character gets -1 to strike, parry, and dodge, and -2 to Spd. After the age of 100 the character has a 90% chance of living every day, a failed roll means a heart attack.

2. Raise from the dead: (Cannot be used on self)

The Character can raise a person from the dead. The dead person must not have been dead for more than 1 week (even if the body is ripped into shreds the body will float to the spot where the person had died, and will reform). There is a 20% + 10% per level, that the person will come back to life (this can only be attempted once for each person).

3. Desoul: (Can be used on self)

The Character can summon the Reaper of Death to kill whoever he wants. The character must spend a melee doing nothing but concentrating and praying to the Reaper of Death. At the start of next melee before initiative is rolled, the character has a 70% chance of the Reaper coming. If the Reaper appears he is invisible to everyone except the character who summoned him. The Reaper attempts to strike down the person commanded to kill, the person must roll a Saving Throw of 10 or higher. If person doesn't make the roll then his soul is snatched and he dies. For every Soul that the Reaper took for the character, the character gets +1% to the chance of the Reaper coming.

4. Other Bonuses:

- +1D4 x 10 to S.D.C.

- +30% to Coma/Death

Control Electricity

This gives the character limited control over electricity.

1. Electrical Blast:

Damage: 4D6 + 1D6 per level.

Range: 1000ft

Bonuses: +3 to strike 2. Electrify Substances: This allows the character too give an object an electrical charge. The object takes no damage but things that touch it do.

Damage: 1D6*10

Duration: 4 melees

Size: GM's discretion. 3. Control Computers: The character has a 98% chance of controlling a computer flawlessly through telepathy. This Character can also communicate telepathically with A/I's. 4. Electro-Armour: This is an electrical field

around the character giving protection and doing 4D6 Damage to attackers. AR of 12.

5. Other Bonuses:

• Impervious to all electrical and Light Based attacks. • +2D6*10 to SDC

Control Elemental Force: Time

The control time power gives a hero control over certain aspects of Temporal Energy (TE). For more details about TE and time travel, see Erick Wujick's Transdimensional

Teenage Mutant Ninja Turtles. The character cannot travel through time without a time machine.

1. Slow Others

Range: 140ft plus 5ft per level of experience

Duration: 1D4 hours

Attacks per Melee: once per melee, counts as one attack

Bonuses: instantly hits as long as target is within the hero's line of vision

The hero can cut the amount of TE flowing through an individual in half, effectively halving their speed. They can slow down two individuals or one vehicle per level of experience. While the target(s) are at half speed, their speed, attacks per melee, bonuses, combat dice rolls, and damage inflicted are reduced by half (round down). A character affected by this power will feel normal, but will think the rest of the world is moving faster. Slowing an individual is a good way to slow down the spread of poisons or give a person a better chance of surviving a coma until they can get to a hospital. (The character takes a point of damage every two hours rather than every hour). The effect can mentally be dispelled at any time by the creator.

2. Accelerate Others

Range: 130ft plus 5ft per level of experience

Duration: 1D6 hours or until canceled

Attacks per Melee: once every minute, counts as one attack per melee

Bonuses: instantly hits as long as target is within the hero's line of vision

With slightly more concentration, a character can double the force that TE flows through an individual's body, doubling their speed. When speed is doubled, so are the character's attacks per melee, speed, bonuses, and damage. While like this, the character will simply feel like the entire world has slowed down and that they are simply moving normally. Like this, a character's aging rate is also doubled (ex. A character who is affected for 3 hours will have aged 6 hours). This is a good way to speed up long term projects such as fixing an engine or painting a house, it can also help your buddies in a fight who are badly outnumbered. The effect can mentally be dispelled at any time by the creator

3. Time Freeze

Range: self or bubble up to 10ft

Duration: 1 minute per level of experience

Attacks per Melee: uses all attacks for the first melee

Uses per Day: once, plus one additional use at levels 3, 8, 11, and 14

The character can freeze the time around them, creating one small bubble around themselves where time will pass normally. The character cannot move beyond the bubble, the stopped air forms an impenetrable barrier, which means that a bubble only

covering the character (self) will not allow him to move at all. This can be used to freeze time when a bullet is coming at the hero, then simply walk out of its path. It can also be used when the character needs a few extra minutes to prepare something or to think. The effect can be mentally dispelled at any time by the creator.

4. Accelerated Aging

Range: 90ft

Duration: 4D6 hours

Attacks per Melee: can be used once per day

Bonuses: Automatically hits as long as target is within the hero's line of sight

One of the more potent aspects of this power, the age acceleration actually transforms the target into an older form of themselves. This is most commonly used to transform a person into an elderly and decrepit form, totally incapable of fighting. In this ancient form, the target suffers the following: -5 to strike, -4 to damage, -8 to dodge/parry, speed and attacks per melee are halved, -25% to all skills (memory is bad, will have trouble remembering friend's names)

Disadvantages: This ability is very taxing on the hero, temporarily draining 1D6 PE points every time it is used. If the character's PE is reduced to 0, the hero drops into a coma for 1D4 hours. Lost PE heals back at a rate of one per hour.

5. Reduce Age

Range: 90ft

Duration: 4D6 hours

Attacks per Melee: can be used once per day

Bonuses: automatically hits as long as the target is within the hero's line of sight

Like the Accelerate Aging power, this ability changes the temporal make-up of the person. This ability is usually used to transform a being into a small child or even an infant. While in a young form, reduce all physical attributes, as well as attacks per melee by half (round down), as well as -3 to strike, -5 to damage, and only one quarter normal SDC. In infant form, no actions are possible, and even talking will sound loose and fumbling.

Disadvantages: This ability is very taxing on the hero, temporarily draining 1D6 PE points every time it is used. If the character's PE is reduced to 0, the hero drops into a coma for 1D4 hours. Lost PE heals back at a rate of one per hour.

6. Other Abilities and Bonuses

The character can stabilize time portals and hold them open as long as they concentrate, concentrating to keep a portal open uses all attacks per melee.

Character can sense any points of recent time travel.

Character can sense disturbances in the past (things that shouldn't be happening in our history) and can pinpoint the exact time in which they're happening.

Add 1D6 to ME

7. Optional Use with Transdimensional TMNT

Character is immune to the effects of TE evolution and devolution

Can open up portals to null time zones (random each time, no time traveling without assistance)

Can protect other people/objects from effects of TE, 1 person or object per level of Experience

Control Light

This ability allows the character to manipulate light in several ways such as illusions, laser attacks and augmenting the character slightly.

1. Laser blast

•From Hands: This is a blast from the characters hands that is concentrated light.

Range: 2000ft +100ft per level.

Damage: 4D4 +1D4 per level.

Bonuses+3 to strike. •From sky: This devastating attack is a laser blast from the SUN that victims can't normally notice. Can only be done outside during a sunny day.

Range: Unlimited.

Damage: 6D6*10.

Bonuses +10 to strike (counts as 2 attacks).

2.Invisibility: Allows the character to refract light around him/herself. The only restriction is that the maximum speed is 20mph thus no attacks are possible.

Duration: 40 minutes +5 per level.

3.Swirling lights: allows the character to seemingly make the colors of objects run/bleed and spin, making the victim dizzy and sick with a -12 on all combat rolls.(This must be an area effect.

Range:20ft.

Damage: 1 point per level.

4.Optical Illusions: This is the ability to make bend light in ways that make something look different or invisible.

Range: To initiate 5ft.

Duration: 10 minutes.

5.Bend light: Same as the Minor Power.

6.Supervision: Just plain more precise vision.

7.Bonuses: Impervious to based attacks and !/2 from electrical and +4 on all combat rolls.

Copy Energy Structure

By Mr Twist and Mr Scorpio

Much like the Copy Physical Structure major ability this power lets the character mimic the properties of any energy with which he comes into physical contact. The range and damage are noticeably less than those of the true Alter Physical Structure abilities. To copy the properties of a type of energy, the character must simply make physical contact.

Duration: The character can maintain his energy form for five minutes per level of experience.

Attacks per Melee: It takes two attack/actions to first absorb and analyze and to then transform into the energy form.

Traits of the Energy Form: The character takes on the particular qualities of whatever type of energy he has become. Just as with the A.P.S.: Fire major ability intense cold, ice, chemicals, or being doused with large amounts of water may force the character to return to his flesh and blood form. Such attacks have a 01-40% chance of successfully dousing/shorting-out/etc. the characters energy form. System shock prevents the superbeing from using this power for 2D4 melee rounds.

Energy Traits

Electricity - Disrupts power tools and electronic equipment (for 1D6 melees)

Fire - Use the table under Dangerous Limitations section of APS: Fire

Light (artificial) - Can have variable colors.

Light (sunlight) - Can harm (and even kill) vampires

Microwaves - Attack rolls ignore non-metallic armors (roll to hit opponent as though he/she were unarmored)

Plasma - Use the table under Dangerous Limitations section of APS: Fire

Radiation - Anyone touching the character or being hit by a blast has a 01-30% chance of contracting radiation sickness as described in the Control Radiation major ability.

1. Energy Bolt:

Once transformed into an energy being the character has the ability to release a short-range energy bolt from the hands or eyes.

Range: 50 feet.

Damage: 1D6 +1D6 per experience level.

Attacks per Melee: Each bolt counts as one melee attack/action.

Bonus: +3 to strike

2. Full Energy Release:

The character can choose to release all of his energy in an explosive blast doing damage to everything (and everyone) within range. Releasing all of his energy causes the character to automatically transform back into his normal flesh and blood form and he cannot use his power to copy any energy for 1D4 minutes and must rely on his other powers and abilities.

Range: The character is at the center of the blast with a radius of 50 feet

Damage: 1D6x10

Attacks per Melee: Focusing and then releasing all of the characters energy uses up all of his attacks for the entire melee.

Bonus: +3 to strike

3. Energy Resistance:

The character is resistant to all forms of energy, allowing him time to absorb enough energy to trigger the transformation. This ability is identical to the minor super ability of Energy Resistance. Note: Once a character transforms into an energy form he becomes immune to the kind of energy he is now mimicking.

4. Limited Invulnerability:

Because the characters body is composed almost entirely of energy he possesses limited invulnerability. All projectiles and hard weapons such as bullets, arrows, knives, swords, and even punches and kicks do half damage. Explosions do no damage to the character. Magic and Psionics do full damage.

Limitations: While the character is transformed, the touch of the character is dangerous. Making physical contact (the equivalent of a touch or punch) with flesh and blood creatures (humans, animals, etc.) inflicts 3D6 +1 points of damage per level. The energy being will also do damage to most objects he touches or tries to pick up.

Vulnerabilities: The character also takes on the vulnerabilities of the energy form. For example, as a fire creature, extreme cold or water based attacks will do double damage.

5. Other Abilities and Bonuses:

Extra S.D.C.: The energy form is more resistant to physical harm and adds 50 S.D.C. regardless of the type of energy the character is mimicking. Like normal Alter Physical

Structure powers the extra S.D.C. regenerates at a rate of 4D6 points per every 10 minutes.

Horror Factor: 10 (14 if the opponent is particularly vulnerable to whatever energy the character has become).

Corrosion

Created by Andrew Darling

The character secretes highly caustic substances through his skin. As such, he can do 3d6 + 1d6 per level damage whenever he physically strikes someone, and 2d6 + 1d6 per level through casual contact. Strength bonuses are still applied to damage in strikes. This ability can be turned 'on' and 'off'. When this power is activated, the character's skin will dissolve clothing, weaponry he is holding, and anything else on his person. Nothing short of Bio-Aura or chemically treated clothing will protect his belongings.

1. Spray: The character can spray acid that does 3d6 + 1d6 per level. It will effect the target, doing 2d6 less per each round (applied at the end of the round), for a number of rounds equal to the characters level or until the damage dice run out. The range of this ability is very short, 20 feet plus five feet per level of experience.

2. Impervious to Corrosives and Gases: The character takes no damage from acids or toxic gases. However, the non-damaging effects of gases will have full effect - a gas that causes damage and nausea will only cause nausea in the character.

3. Acid Cloud: The character can secrete an acid cloud around his body that extends out ten feet plus one foot per level. Anyone who enters the cloud takes 1d6 per level and must make a save versus non-lethal poison or take another 2d4 + 1d4 per level directly to hit points from inhalation. This cloud does not obscure vision enough to cause penalties on strikes against the character.

4. Other Abilities:

Add +40 S.D.C.

Add +2 to P.E.

+3 to save vs. poisons

Cosmic Powers

Cosmic Powers : These are given to those not quite worthy of Cosmic Knighthood , but still exhibit that "special something" .

One Cosmic Power is about equal to two Major super powers , or ALL Minors . Godlings can "purchase" one Cosmic Power at the cost of two of their Godling powers .

Cosmic Awareness : A person with this power can think about a single person and will instantly know just where they are , regardless of what dimension .

This DOES NOT include a way there , just the knowledge . This power DOES however , include Danger Sense (a mutant's version of 6th Sense) .

Power Cosmic : This person can channel the Power Cosmic through an existing natural power or weapon , increasing the damage and range TEN FOLD!

NOTE : You must pick one specific weapon or power and cannot switch it later on . For weapons the payload is considered unlimited (even if it normally fires solid projectiles) . However , Anti-magic Cloud (or similar magic) or Group Mind Block will affect this power reducing it's effectiveness by 1/2 , until

the Group Mind Block or Anti-Magic is removed .

Cosmic Life : The characters lifespan is increased by 3d6x1000 years making them virtually immortal . But keep in mind that they can be killed if reduced to their PE x 2 BELOW ZERO . Example : Bob has a PE of 35 and is reduced to -70 Hit Points (his PE x 2) , this makes Bob one dead dude .

Resurrection : Can heal others and restore 1d4x10 HP or SDC or MDC . Resurrection can only be done within 6 hours of death and can only be used twice per day .

Super-Regeneration : The person with can regenerate HP/SDC/MDC equal to their PE x 2 each melee round . +50% Coma/Death
+2d6 PE +50 SDC (+25 MDC) +6 versus magic/psionics / toxins

Self-Sustenance : The person with this DOES NOT need to : eat , breath or drink . This makes the person immune to : gases , toxins , poisons and disease . Add 2d4 to PE and +25% coma/death .

Soul Search : Upon making eye contact , you know the general personality and alignment of whomever you are looking at . This includes sexual dreams , desires , fears as well as goals . Only those with Mind Block Auto are safe .

Flame Sword : Those with this can summon a sword that appears to be made from flames . The sword only does damage to those of an evil alignment and will pass harmlessly through those of good alignment . It will do 1/4 damage to selfish people . Does 4d6 SDC to normal mortals , 1d6x10 to megadamage creatures , and 4d6x10 to alien intelligences .

Capitol Punishment : With this power you "gaze" at the intended victim who must make a save versus Horror Factor 18 . If they fail the save , they take 1d6 direct to HP/MDC after which they witness the moment of death of all those whom they have killed , through their victims eyes . This effect lasts 1d4+1 melee rounds . OH YEAH , they also feel the pain that each of their victims felt (treat as a failed pain save) . While this is in effect they are at : -4 to all combat bonuses -2 melee action/attacks reduce Spd by 80% .

Cosmic Strength

By Jaegermeister and Relic

The character possesses strength beyond even those with supernatural strength.

Bonuses:

Add 50 +4D6 points to the regular P.S. attribute.

Note that physical skill P.S. bonuses do not add to the Cosmic P.S. attribute, but certain super abilities may.

The character can carry 1000 times his P.S. in pounds and can lift double the carrying weight.

Fatigues at one tenth the rate of humans.

+2 to pull punch

Uses the same damage chart as Supernatural P.S. (This power merely increases the amount weight that can be carried and the characters P.S. damage bonus).

Cosmic Twin

Created by Andrew Darling

This ability is based off the movie "Biggles". When the character is in danger (GM's discretion), another individual will appear out of thin air. Several hours after the danger has dissipated, the Cosmic Twin vanishes once more. It is always the same individual, and this person gets his own character sheet. He may be from anywhere in the world and any time. In "Biggles" one of the pair was a WWI fighter ace and the other was, I believe, a lawyer in the 1970's. Whenever one was in danger, the other would appear. (As you can imagine, the lawyer spent a great deal of time in WWI) There are usually certain similarities between the individuals ; they will share all super-powers for instance, one of them being Cosmic Twin. But, as is almost always the case, they will have radically different skills and personalities. The character and his cosmic twin get experience at exactly the same rate. It has been known on occasion for other people and even vehicles (biplane, helicopter) to be pulled along with the Cosmic Twin.

Cosmic Vision

The super being with this power has the impressive ability to perceive a massive variety of different energy patterns. These energy patterns are as visible to the hero as light is to everybody else, however the super being is capable of sensing only one type of energy pattern at any time and the shift in the sensory spectrum takes a moment of intense concentration, during which time the character is effectively blind.

1. Cosmic Vision:

Range: 1000 feet (304 m) + 200 feet per level of experience.

Activation and Concentration: Switching from one spectrum to another takes a full melee round (15 seconds) of intense concentration during which time the character is unable to distinguish anything visually (all they see is chaos for a minute as they filter out all the available sensory input and narrow it down to just one specific range). If the character is interrupted once they start to switch from one energy pattern to another, they will remain blinded by chaotic static until they have a chance to concentrate for a full, uninterrupted melee round.

Penalties While Blind: -8 to strike, parry and dodge.

2. Available Energy Pattern Types:

Infrared: Used in many targeting and sensory systems, including motion detectors.

Ultraviolet: Insects and plants make use of this color normally invisible to the human eye.

Radioactive: Any isotopes of transuranic elements releasing nuclear radiation will appear to be glowing, the dust or contamination will be clearly visible, as well as the type, intensity and danger.

Radio: Short Wave, Citizen Band, Walkie Talkies, etc.

Radio: AM

Radio: FM

Heat: Full thermo optic vision allows the superbeing to see the environment as patterns of hot and cold, which is very handy for detecting living things and operational (or recently used) machines.

Electrical: All active flows of electrons are visible, as well as potential flow areas, such as statically charged objects.

Magnetic: All kinds of magnetic fields, not just magnetically charged metals, but all fields in view.

Sonic/Vibration: The ability to see sound waves and normally invisible molecular motion, similar in many respects to thermaoptic sight, but only involving the motion of atoms instead of electromagnetic radiation.

Mystic Effects: Includes active spells and enchantments, plus magically charged artifacts will glow with mystic energy.

Paranormal: Potential Psychic Energy (P.P.E.) can be seen, as well as incorporeal or invisible entities charged with high amounts of P.P.E., Ley Lines and ritual spells, magic circles and the like are also clearly visible.

Chi: Positive and negative Chi areas, as well as people or objects charged with significant Chi.

Psionic: Normally restricted to powers actively in use, the character can see a glow emanating from psychics and can see the energy flow and exchange when psionic powers are in use.

Super Powered: Limited to seeing those powers currently in effect, mainly energy patterns emanated by super beings actively engaging extraordinary powers.

Aura: The same as the energy fields sensed by psychics, except the super being can only discern a few basic details.

Phasic: All phase fields, out of phase or intangible objects/beings and phase effect generators.

Force: All force fields, including those created by living beings.

X-Rays: Great for spotting X-ray vision enabled superbeings, otherwise not very useful.

Gamma Rays: Also not that handy.

Microwaves: Widely used in communications devices, cell phone networks and microwave ovens (of course).

3. Other Abilities and Bonuses:

Add 2 to M.E.

+2 to dodge.

Notes: Some of these energy patterns may be very closely related in strict science terms, but players and GMs should try and suspend a bit of hard science for the sake of the game.

This power can be combined with other supervision powers.

Craftsman

By Lord Cherico

The characters mind is constantly brimming with creative ideas; they are quite simply artists beyond compare, in every creative field they go far beyond what normal artists are capable of.

1. Artistic Gift:

They have an art skill at 80% +5% per level of experience, this skill can go beyond the normal 98% limit and for every level beyond 4th the character instills an Awe Factor of 1 each time they roll a successful art skill check (this applies only one per artwork, thus an eighth level character can paint a picture with an Awe Factor of 4 if he makes his skill check).

2. Musical Talent:

The character has the ability to pick up and play any musical instrument without any need for training. The skill level starts at 70% and increases 5% per level, again, there is no 98% limit. Once the character's skill reaches 100% (and starts to go beyond), he imparts an Awe Factor on any listeners (in this instance the Awe Factor starts at level 6 and goes up by one point per level).

3. Diva:

The character's voice is capable of perfect pitch and he has a natural singing skill (including the words he sings) that starts at 65%, increasing without limit by 5% per level of experience. Once the singing skill reaches and exceeds 100% the character becomes capable of manipulating the mood of listeners with the power of his song. This is the Awe Factor effect, as noted above but in this case the listener's mood can be shifted a step up or down on the emotional scale, anger to hate, like to love, just during the time that the character maintains the song (normally up to 3 minutes).

4. Tale Weaver:

The character can create stories that touch peoples souls. As with the above listed abilities the character starts with a base storytelling skill(at 70%) which increases by 5% per level. Once the skill exceeds 100% the character can impart an Awe Factor as above, but in this instance the effect on the receiver of the story is to captivate them so intensely that they will be hanging on every word (either printed or spoken) until the character decides to wrap up the tale. Furthermore, the character can tell truly effective Horror Stories, which are exactly the same most aspects except that the listener or reader will be left in a state of unease at the end of the tale (+1 to initiative and dodge, but -1 to strike and parry for a full 10 minutes, until their nerves settle).

5. Sculptor:

The character can sculpt and carve works of amazing beauty. This skill is just like the other super artistic talents except it starts with a base of 80% and goes up by 5% per level of experience (and gains +1 Awe Factor per level after 4th).

6. Other Bonuses and Abilities:

Add 2D4 to M.A.

Add 1 to P.P.

+10% to all Mechanical and Electrical skills

-1D4 to saves versus Insanity

Create Bio Forms

By Brannigan's law, Mr Scorpio, MrTwist and AJ Pickett

This is the ability to create temporary, low powered, expendable minions to serve as scouts, laborers or even as a small fighting force. They are 100% loyal, always fighting to the death when ordered to do so. The creatures created by this power can have almost any shape, which is chosen when the character is created. One character might decide to create creatures with a goblinoid appearance while another might create flying monkeys and yet another might opt for green blobs.

The creatures will always appear wearing what ever is appropriate to the character (goblinoid creatures could be dressed in dirty, ragged clothes or miniature replicas of the Heroes costume while flying monkeys might only wear a fez and green blobs wouldn't need clothes at all).

Each character starts with Bio Points equal to his P.E. x10 and this total increases by P.E.x5 for each level of the character. These points are initially spent to modify the Bio Forms basic appearance and abilities.

The points spent to permanently modify the Bio Forms are lost permanently and the remaining points form the characters available power pool from which points are spent each time he creates a Bio Form. Therefore making all the Bio Forms more powerful means that the character will have fewer points left to use to summon them later, while making them less powerful means that he will be able to summon a lot of them.

Extra points may also be spent when creating a Bio Form to give it certain temporary bonuses depending on the situation.

As the super being becomes more powerful and experienced (3rd level and higher) so do the Bio Forms he creates. At levels 3, 6, 9 and 12 the super being can choose to once again permanently spend Bio Points to modify and enhance the abilities of the his Bio Forms and with these higher levels of mastery even more powerful options and abilities become available.

1. Create Bio Forms:

Range: The creatures can be created anywhere within 20 feet + 5 per level of the character.

Duration: The creatures will fade away 5 minutes (+ 5 minutes per level) after they are created.

Attacks per Melee: Creating a Bio Form takes 2 Attack/Actions.

Cost to Create: It costs 50 Bio Points to create a Bio Form minion.

Recovery of Bio Points: Expending Bio Points affects the characters ability to create new Bio Forms however Bio Points regenerate at a rate of 100 per hour (25 points every 15 minutes).

A) Bio Form Basic Abilities:

Size is usually small (2 to 3 feet tall)

Stats all start at 10

Hit Points start at 20 +2 per level of the character

S.D.C. starts at 50

2 Attacks/Actions per Melee (A.P.M)

Damage (bite, kick, punch, sting, etc.) 1D6

Knows the equivalent of Hand to Hand: Basic

B) Bio Form Permanent Modifications:

The following modifications are available at first level. They must be "bought" by spending Bio Form Points.

+5 to any stat.....20 (may be purchased twice)

+10 to H.P.....20 (may be purchased twice)

+10 to S.D.C.....20 (maximum +50 to SDC)

+1 A.P.M.....50 (maximum +2 Attacks/Actions per Melee.)

+1D6 to Damage.....50 (may be purchased twice)

A.R. 8.....50

A.R. 10.....100 (50 if already A.R. 8)

A.R. 12.....200 (150 if already A.R. 8, 100 if already A.R.

10)

Adhesion (as the power without bonuses)....50

Chameleon (as the spell).....	100
Electrical Discharge (Damage: 1D8).....	100
Flight (winged,15 mph).....	50 (may be purchased twice)
Increased Speed (Speed Attribute x2).....	50 (may be purchased twice, Spd. becomes x3)
Jumping (+10 feet to all jumps).....	25 (may be purchased twice)
Multiple Limbs (as power).....	100
Nightvision (100 feet).....	25
Poison (2D6 unless save vs. lethal poison)....	100
Size Increase 1 (height up to 6 feet).....	100
Size Increase 2 (height up to 9 feet).....	200 (100 if already has Size Increase 1)
Stealthy (invisible in shadows).....	50
C) Bio Form Permanent Modifications available at Level 3 and beyond:	
Bio Form Merge (as Absorb Bio Mass).....	100
Energy Resistance (as power)	100
Extraordinary P.S. (as power).....	100
Glow Bug (as power)	75
Hand to Hand: Expert.....	50
Impact Resistance (as power)	100
Impart Skill (same level as character).....	50
Shadow Stepping (as power).....	100
Stench (as power).....	75
D) Bio Form Permanent Modifications available at Level 6 and beyond:	
Energy Shield (as power).....	100
Generate Fog and Smoke (as power).....	150
Horror Factor (as power).....	150
Hand to Hand: Martial Arts.....	100 (50 if already Hand to Hand: Expert)
Shapechange (as power).....	300
Stretching (as power).....	150
Superhuman Strength (quality, not power)...	200 (100 if already Ext. PS)
E) Bio Form Permanent Modifications available at level 9 and beyond:	
Increased basic variables (see Note).....	Various
AR 15.....	350
Battle Rage(as power).....	200
Sidestep(as power).....	250
Size Increase 3 (height up to 13 feet).....	300
Size Increase 4 (height up to 17 feet).....	400
Super Burrowing (as power).....	200
Supernatural Strength (quality, not power)....	350
Unnoteworthy (as power).....	250
Un-Trackable (as power).....	250
Venomous Attack (as per minor version).....	250 (up to 2x)
Weapon Energy Extensions (as power).....	300

Note: The increased basic variables is an extension of the basic abilities that can be granted to Bio-Forms. Options that can be taken twice can now be taken three more times, for a total of 5 times. SDC can be taken up to 10 times. For increased stats, the bonus drops from +5 to +3 per time bought above and beyond twice.

F) Temporary Bio Form Changes:

The following may be used at any time after a Bio Form is created. The creator must be in physical contact with the creature to apply any of the changes/bonuses.

+1 to Hit.....25 (may be purchased twice)

+5 to PS.....25

+10 to Spd.....50

+1D6 to Damage.....50

Heal Damage to a Bio Form.....1 per point of H.P. or S.D.C.

Impart Skill (same level as character).....50

G) Temporary Changes available after 3rd level

Animal Metamorphosis (any animal).....75

Impart Skill Program (same as character)....100

2. Other Abilities and Bonuses:

Add 2D4 to P.E.

Add 1D4 to M.A.

Create Imbued Objects

By The Drunken Werebear

The superbeing has the power to imbue certain objects with super powers for a limited time, the imbued powers can then be utilized by anyone in possession of the object. If the character uses the imbued powers, they work at the same (equivalent) level as his own, or that of the victim (if higher), however, anyone else who uses them will find that they only work at the same level as the target they were taken from or their own level (whichever is lower).

The character can only imbue an object with minor super powers, but can also transfer any of his own minor or major super powers into an object if desired.

Range: The character must be within 20 feet (plus 10 feet per level of experience) of the target to siphon off a super power, which must be immediately contained within a suitable object being held by the character.

An imbued object may then be given to someone else and can travel up to 200 feet (plus 100 feet per level) away from the character before the effect of the power stops and the power returns to it's original owner.

Duration: It takes 5 minutes of uninterrupted concentration to imbue the object, and after creation, the object remains imbued for one hour per M.E. point of the creator.

Saving Throw: Unwilling victims of power theft must roll above 10 on a 20 sided dice, add 1 to the required save per every second level of the character. The victims M.E. bonus (if any) may apply.

Limitations: The object to be imbued must be portable, contain no plastic and if it consists of multiple parts, it must remain in one piece for the imbued power to remain contained (however, small parts such as bullets can be removed and replaced with no ill effect), no object small than a match box can be imbued either.

Bonuses:

Add 1D4 to M.E.

Can sense his own imbued objects anywhere within range.

Can easily recognize superpowers when used and can pinpoint the location of beings in possession of major super powers within 15 feet.

Dance Revolution

By Lord Cherico-

The character is a master of music and dancing. He can create music out of nowhere and compel people to stop what ever they are doing and dance.

1. Music Generation:

The character can make music emanate from the very core of his being. The music can be any thing the character wishes, treat this as a music skill at 98% percent.

2. Dancing Ability:

This character has a natural sense of rhythm. He can put himself in a moving, dancing state at will and he has a natural dancing skill of 98%. His dancing is so good it has a Awe factor of 14. With each round he dances every one (friend or foe) must roll against Awe factor. While dancing the character is +2 to Strike and roll with impacts, plus he has Auto-dodge ability at +2.

3. Dance Field:

Range: 200 feet (60 m) plus 100 feet (30 m) per level of experience

Effect: The character can create a field of energy that compels all within it to dance. Only those who roll over 15 are unaffected. Those who fail to save can do nothing but dance.

4. Other Bonuses:

Add +2 to Physical Prowess and Mental Affinity

Add +4 to Physical Beauty.

Danger Immunity

Created by the Cubist

This ability allows the character to temporarily become nearly impervious to harm, able to withstand vast amounts of damage and regenerate it almost instantaneously. This gives the character the ability to rush into danger and come out victorious. Note that the use of this power is conscious. Therefore, if the user is struck from behind, ambushed, surprised, etc., then the power will not come into effect. It must be summoned, which requires one melee action to do. Once summoned, the power lasts until the situation that required it is no more and it fades within two minutes per level of experience. The character gains the following bonuses and abilities for that period of time:

The target gains a +6 vs. all mental attacks (psionic and magic), possession, stun weapons/ blows, and poisons/ toxins. Magic and psionic attacks are half as effective (half duration, damage, and penalties).

The character also gains virtual immunity to all physical attacks, as his S.D.C. (or M.D.C. for Rifts®) becomes 1000 (the base value, not a bonus) and regenerates at a rate of 1d4x10 per melee.

Lastly, the character gains a +6 vs. Horror Factor, +1 attack per melee, and a +2 to strike, parry, and dodge.

Conditions: The recipient of this power must purposely place himself in danger to activate the power. The bonuses do not apply against sneak attacks, sniper attacks, long range attacks where the enemy is not visible, or when the proper emotional state is not attainable - Empathic Transmission could actually be useful here! Even then, the power is dependent on one of the following emotional states (roll when the character is created):

01-15% Suicidal or deathwish

16-40% Overconfidence in the power
41-70% Incredible hatred or anger
71-85% Incredible love or goodwill
86-00% Clinical detachment to situation

Dark Soul

This power is the antithesis of the Karmic Power - only characters of an evil alignment may possess this power! As such, it is best reserved for NPCs, but I'm sure there's a few GMs out there who run campaigns where the players can be as bad as they wanna be...

1. Sense and Recognize Evil:

The character can sense supernatural or extraordinarily evil creatures. The range of this ability is 140ft +10ft per level and works just like the psionic ability of Sense Evil. The general number of the evil beings and their approximate distance away can be sensed. He can also recognize all creatures of supernatural evil such as vampires, shadow beasts, demons, devils, and supernatural entities even when they are shapeshifted.

Within visual range the character can judge alignment (only good, evil, or selfish) of sentient and near-sentient life forms. He also has an innate sense of the type of evil that is present in a Milton sense. He knows if the evil of the person in question is one of greed, lust, wrath, envy, gluttony, pride, and sloth. He then uses this to predict what acts the person may have committed - torture, rape, murder, slavery, assassination, theft, fraud, bribery, slaughter, genocide, etc. This ability works with any sentient or near-sentient creature. So, the crafty villain could probably figure out if a hero has some sort of dark side or has committed an act of evil in the past.

2. Influence:

The character resonates an unnaturally evil aura - one that allows him to be sensed by anyone scanning for supernatural evil. The character is +10% to intimidate any being that has a lower M.A. than he does. He is also +10% to invoke trust in evil beings, usually lackeys. With the ability to sense the nature of a person's evil, he is better able to manipulate and caress the egos of those who would carry out his plans (or who give him orders). For creative GMs and players, this aspect of Dark Soul will provide great roleplaying opportunities.

When up against any lesser evil being that he can intimidate, the character can make three M.A. roll to do so. One success means the creature is scared of the character. Two means that it will follow one command of the character - get out of here, don't point your weapon at me, etc. Three successes means that the being is friendly and/ or willing to work for the character, depending on how the roleplaying goes. Don't forget GMs, that one intimidated or loyal follower can convince a group of like creatures (or human criminals) that they should follow the character. Play it by ear, but remember that the character is sort of like evil royalty and has some influence.

It is also possible that the character will end up face to face with a equal or even superior evil force. If so, the same three M.A. rolls can be made. One success will grant the character his life (if it was in danger). Two will net the character a job offer. Three will acquire the previous employment opportunity plus a favorable response (they don't always go hand in hand) where the character might be put in charge of some lackeys on a trial basis. Of course, proving oneself is probably a necessity. The evil genius is smart

enough to know that it can be advantageous to be a valued and loyal servant, so long as the pay is good and there are perks.

3. Horror Factor:

The character himself has a Horror Factor of 12, +1 more at every odd numbered level of experience after the first (or, add a +2 to a higher H.F.) He himself is also impervious to Horror Factors!

4. Psyche Out:

Any opponent that has recently failed a Horror Factor check against or has an M.A. less than the Dark Soul can be affected. I think GMs should require role playing when using this, but it isn't too vital (just fun!) The evil villain can taunt an enemy, engage in verbal karate with a hero, tell a story about himself, or allude to discovered secrets when challenging someone (whether in combat or conversation). He can do this with/ against one target at level one, plus one more at levels three, five, seven, ten, and twelve. Range is a 60ft radius (speaking and eye contact distance).

The result? People feel fearful, nervous, distracted, etc. and are unable to focus. They then suffer a -10% on skill rolls, lose one attack, are -2 to strike, parry, and dodge, -1 on initiative, and suffer a -1 on all save throws against powers and effects of the Dark Soul.

5. Other Powers:

The character has the minor super ability of Extraordinary Mental Affinity. He may also select one of the following: Dark Aura, Energy Expulsion: Dark Bolt, Lifesteal, Magic Resistance, Nightstalking, Psionic Resistance, or Stealth Ability.

6. Other Abilities and Bonuses:

Add 1d4x10 to S.D.C.

Increase the I.Q. to 14, or add a +1 bonus to a higher one.

Impervious to mind control and possession by evil entities.

Death Factor

Created by Andrew Darling

For one reason or another (radiation, pheromones, nerve toxins, etc.) people take damage and die just from the character's presence. The damage dealt by the death factor is 1d6 direct to H.P. (or 1d4 M.D.C.) per melee. The range of this effect is a radius of thirty feet plus five feet per level of the character. The damage is quite painful, though silent and invisible. The source will probably be completely unknown. This ability will not effect those in environmentally sealed armor but will pass through walls that are not air-tight and affect people protected with only gas masks or air filters. Magical creatures take half damage. Death Factor does not affect those with Healing Factor or immunity to poison. Note: This is an on/off power that affects friends as well as enemies - anyone within the targeted area of effect!

Destructive Energy Aura

A composite power created from two similar powers I was sent by Devoris Perry and Scott Clay.

I do hope the creators of the powers Destructive Aura and Energy Warrior aren't angry, but the powers they sent in were kind of similar in idea - an aura or field of energy.

Unlike my own Power Sphere their ideas were for a field of energy (as opposed to mental force) that could act as a forcefield, provide great attack capabilities, and give flight

abilities. In doing this power I made it pretty variable in the hopes that whoever selected the power could produce one similar to either of the authors' ideas.

1. Type of Aura:

Radius: Three feet at level one, plus one foot at levels two, four, and seven. Measure it from the navel of the character.

Damage: Anything coming into the aura takes 2d4 damage +1d4 per level. Apply damage twice per melee to whatever occupies the aura for extended durations.

Duration: As long as desired. Requires two melee actions to turn the aura on or off (reduce to one melee action after level five).

In Rifts®: The aura damage becomes mega- damage.

The player must select a form of energy to be radiated in the aura. Open selections are fire, energy, electricity, sonic, kinetic, light, or darkness (GM can do others if desired).

The character is impervious to damage from the type of energy that his aura is comprised of, whether he is using the aura or not.

The aura is the source of the powers 2-4 and must be summoned before any of them can be used. Damage can be regulated in 1d4 increments after the fourth level and reduced to no damage at sixth level. This is, after all, a destructive energy aura. The drawback to the aura is that the radius cannot be regulated, and can damage things if the character isn't paying attention. Powering up in a building will certainly be a problem (if the character is a hero, at least). On the flip side, any hand to hand combatants will probably be taking damage when they strike or grapple the character.

2. Aura Power:

Depending on the energy selected, the aura has a special ability that the character can utilize. These powers are all found under the stated major super ability in Heroes Unlimited 2nd Edition. Maintaining the special aura power requires concentration, which means the usual -2 on initiative and the loss of one melee action. The aura can be tuned to cause damage (in most cases) or this capacity can be turned off. It cannot be targeted at specific objects or people - it is an all or nothing effect.

Fire: Can generate intense heat, affecting a 20ft +10ft per level radius around the character, equal in ability and effects to the Alter Physical Structure: Fire power (see page 242).

Energy: The character can produce a field of surging energy with a radius of 15ft +5ft per level of experience. Apply 4d6 damage +1 per level of experience per five seconds of exposure. No frills, really.

Electricity: Can create an electrical field just like the minor super ability of Energy

Expulsion: Electrical Field, with two changes. The range is boosted to 10ft +5ft per level of experience and the damage is instead 4d6 damage +1 per level of experience per five seconds of exposure.

Light: The character can rival the brightness of the sun, at least when you're up close. All those in a 15ft +5ft per level radius suffer blindness (-8 on all combat rolls) and projectiles/ energy blasts are fired wild. Anyone shooting into the area can't see targets to hit. Damage is 2d6 damage +1 per level of experience per five seconds of exposure. The character can see fine in his own light- field.

Darkness: A field of unnatural darkness can be projected for a 15ft +5ft per level radius around the character (the character can see just fine in his own darkness). Blindness

applies (-8 on all combat rolls) and projectiles/ energy blasts are fired wild. The dark field also causes 2d6 damage +1 per level of experience per five seconds of exposure.

Sound: Can create an intense sonic vibration with relatively the same effects as the High-Pitched Whine of the Sonic Power, page 288. However, the range is limited to a 15ft +5ft per level radius. Damage is instead 3d6 damage +1 per level of experience per five seconds of exposure.

Kinetic: A simple and effective area- effect destruction. All targets take 4d6 damage +1 per level of experience per five seconds of exposure. The radius is 15ft +5ft per level of experience.

3. Attack Power:

Devoris Perry's power involved a strong energy expulsion capacity. On the flip side, Scott Clay's idea is a power that grants the mutant the ability to create melee weapons made of energy. The player may choose one of these two options:

Option One - Distance Attack:

Range: 500ft +100ft per level of experience.

Damage: 5d6 damage, +1d6 per level of experience.

Duration: Instant

Attacks Per Melee: Requires one melee action.

Bonuses: +3 to strike aimed and +1 to strike wild at level one for the standard blast.

In Rifts®: Double the range and the damage goes up to mega- damage intensity.

The attack power is the same energy type as the aura (obviously). Damage from this power cannot be regulated until level five. However, at level one attacks can be divided among two targets. The GM can also let the player pick one of the Advanced Energy Expulsion special effects at levels three and six.

Option Two - Weapons: See the Personal Weapon (minor) power for full information.

The player may select both a thrown weapon and a hand held weapon (not any Summoned Weapons) to go with any W.P.s he might have. To each, add a +1d6 damage bonus. The form of the weapons is the same energy as that of the aura.

4. Player's Option:

The player might want an energy aura more like Scott Clay's idea, one that provides protection. But then, some might think Devoris Perry is right and say that super- damage is the way to go. I say let the player pick one...

Option One - Force Field: The aura acts like a force field, providing the character with a protective barrier equal to 10 times the character's unmodified P.E. attribute (no bonuses - just the total initially rolled for the character!) plus 10 per level of experience. It is just like the Personal Force Field in that respect. On the other hand, the protection need not be summoned or maintained - it exists so long as the aura does. The field recovers 2 S.D.C. per minute. Even if the attack is made from within the aura, it still protects the character.

Option Two - Total Destruction:

Range: 50ft +25ft per level of experience.

Damage: 2d4x10 +40 damage, +1d4x10 more at levels four and eight.

Duration: Instant, once the preparation has been made.

Attacks Per Melee: Requires two full melees to generate the buildup of energy. Reduce this to one melee at fifth level.

In Rifts®: Double the range and the damage goes up to mega- damage intensity.

The intense energy inside of the aura can be put into a overload state and eventually explode outward! The character must concentrate, cannot attack or defend, for two melees (only one at fourth level). At the beginning of the next melee, even before initiative, his aura expands and decimates everything in the area! Clearly, damage cannot be directed or controlled or reduced in any way. People in the area will sense the impending destruction and will flee, at least the smart ones will. Full damage is done to everything within range, and half damage is done to everything at maximum range to 50% beyond that.

Use of this power has some dangers though! The character himself takes no damage from the blast, but might need to watch out for falling debris. Also, the charging and release of such massive energy wears down the character! He loses one melee action, is -4 on initiative, and is -2 on all other combat rolls for the melee after the Total Destruction. Further, he can't energize his Destructive Energy Aura for a full five minutes after the explosion! Cut this to four minutes after level three and then down to two minutes after level six. Only one Total Destruction can be performed per hour - multiple ones in a day might be pretty taxing (up to the GM).

5. Related Powers:

The character may select one of these minor super abilities to round out the Destructive Energy Aura. It can be used independently of the aura, but that power should be a derivative of the aura energy. Available are: Attraction/ Repulsion Beam (kinetic auras), Bend Light (light auras), Dark Aura (darkness auras), Electromagnetic Distortion (for energy and electrical auras), Flight: Wingless (no S.D.C. bonus is gained), Impact Resistance (kinetic auras), Light Aura (light auras), Light Shifting (light auras), Manipulate Kinetic Energy (kinetic auras), Nightstalking (darkness auras), Radar (sonic auras), Super Vision: Electromagnetic Sight (for light, energy, and electrical auras), or Super Vision: Nightvision (darkness auras).

6. Other Abilities and Bonuses:

Add 1d4x10 to S.D.C. but for Rifts® turn the hit points into an M.D.C. equivalent.

When powered up, the character has a Horror Factor of 10 +1 more at levels three, six, nine, and twelve. You could instead add a +2 to an existing Horror Factor.

Add +1d4 to P.E.

Dimensional Teleport

By Cardiac

Activating this power transports the hero and a set mass of additional material into another dimension.

The character must have some knowledge of the other dimension (either by having been there himself or while holding someone or something from that other dimension). The location where the teleporter appears within that dimension is completely random unless the character has a rough idea of where he wants to appear (even then, it is almost never exact unless extremely familiar with the place, like a return teleport to his apartment in his home dimension). If the character dimension hops through existing rifts, he can always find his way home and never gets lost.

Range: Another Dimension, other targets to be transported must be in physical contact.

Capacity: Self and up to 1000 lbs (350 kg) per level of experience.

Duration: 2 melee rounds of concentration and charging of energies, then an instant transition.

Saving Throw: Unwilling beings roll 12 or higher to avoid being dragged into another dimension with the character.

Success Ratio: 40% +2% per level (+10% if at a Ley line nexus point). If the teleport is unsuccessful nothing happens.

Other Bonuses and Abilities:

The character is also sensitive to disruptions in the space-time continuum; he can sense rifts and dimensional teleports within 20 miles (32 km) of himself, and smaller dimensional tears (such as those caused by many temporal spells and "normal" teleportation) within 2640 feet (804 m).

Note: Many greater supernatural beings such as Dragons, Demons, Devils and Godlings possess this power, but at a level equal to the spell 'Dimensional Portal' (level 15 spell, pg 338 HU2ed).

Divine Healing

This power gives the hero amazing abilities of healing himself and others.

1. Enhanced Healing

Super Healing: Can instantly regenerate 2D6 hit points twice a day

Doesn't fatigue

Half damage from fire and cold

No scarring when healed broken bones heal 10 times faster than normal

2. Regeneration

The character can regenerate lost body parts (except heads). This process requires that the character remain still and calm, the wounded area will heal over in 2D8 minutes. After the exposed area has healed over, the character can go about their (almost) normal lives, the new limb will finish growing in about 3D6 additional days.

3. Longevity

Because the character's body heals itself so well, it will only age about one third the normal rate. Once the hero reaches physical maturity (about 20 for humans), their aging process will begin to slow, allowing them to live about three times longer than normal, about 210 years for humans.

4. Healing Trance

When the character suffers from extreme damage, they can enter a deep, coma-like sleep to super enhance their healing abilities. In this state, all the character's wounds are healed and he is brought back to perfect health, even if they were teetering on the verge of death. The character must remain in the trance for 1D4 days and cannot be woken up until they are completely healed.

5. Healing Touch

Range: touch

Duration: 2 minutes/permanent

Uses per Day: 5 + 1 per level of experience

The hero's healing ability is so potent, that it can actually be transferred to another by touch. Through a touch, the hero can heal 3D8 hit points or SDC. They will also be able to nullify poisons infecting another by absorbing it into their body. They must make their own roll to save vs. toxins, of course, they are much more likely to defeat it.

6. Restore the Dead

Range: touch

Duration: 1 hour/permanent

Uses per Day: 1

This is by far the most impressive ability that the hero possesses, it is also the most dangerous to the hero. Any person who is "recently" dead (death occurring within the last 8 hours) may be brought back to life by the hero. They must concentrate for 1 hour straight while in physical contact with the corpse. The body will then be restored to life with 3 hit points. The bad side is that the hero will take 2D6 x 10 damage, this is actually life essence that is transferred into the body. There is also a 35% chance that the character will lose 1 PE point.

7. Other Abilities and Bonuses:

Add 3D6 to SDC

Add 2D6 to Hit Points, rather than 1D6, per level of experience

Add 1D6 to MA

+25% to save vs. coma/death

+5 to save vs. psionics

+6 to save vs. toxins

Drug Induced Powers

Created by Andrew Darling

This is identical to the Gem Powers description in the book, but operates with drugs, not diamonds. One dose gets one use of the power, for the duration of the high. Note: The user still experiences the effects of the drug as well as the power. Thus he is drunk with healing factor or, in the case of rohipnol, can mindwipe people at will, but will not remember anything after the drug wears off himself. Generally, the harder the drug, the more impressive the effect.

At most, two drugs may be used at the same time. Health problems will probably result from long term drug use. However, the character is resistant to the damaging aspects of all chemicals and takes only half damage from poisons and toxins, plus the effects of long-term drug use take twice as long to kick in. Luckily, the character never suffers addiction to any chemical.

Tobacco - Flight: Wingless

Painkillers (like aspirin and other non-prescription pain meds) - Extraordinary P.E.

Antihistamines - Heightened Sense of Smell, Taste, and Touch

Ephedrine/Pseudoephedrine (found in many allergy meds) - Disruptive Touch

PCP - Supernatural Strength or Invulnerability (flip a coin)

Speed - Extraordinary Speed

Alcohol - Healing Factor

Heroin - Alter Limbs

Morphine - Shape-Shifting

LSD - Holographic Projection

Ecstasy - A.P.S. Smoke or Mist

Rohipnol - Mindwipe with 100 I.S.P. to spend

Prozac - Mental Stun

Marijuana - Adhesion and Gliding

Depressants - Underwater Abilities

Stimulants - Extraordinary P.P.

Caffeine - Radar and Enhanced Hearing (very high amounts needed for effect)

Anti-psychotics - Extraordinary M.E. and Mind Block

Crack or Cocaine - Karmic Power

Eldrich Void

This character's mutation has formed a natural immunity to magic, by creating a magical "void bubble" around him. Inside this bubble, P.P.E. simply does not exist on a recognizable level. This has the following effects:

The bubble extends 1 inch per level, originating at the character skin. All magic effects cease to exist at the edge of the bubble. Temporary or instantaneous effects (like Fire Bolts, charged Talismans or TW Weapons, etc.) are drained of all their magical power -- spells disappear upon contact with the bubble and magic objects must be recharged before using them afterwards. Permanent effects (like Permanence Wards, Rune Weapons, and others) simply "shut off" when in the bubble, but reactivate when moved outside of it.

Magic is totally ineffective, and psionics are at HALF potency. Symbiotes will die on the character. Magic Tattoos can be placed, but will not work. Both Necromancy and Resurrection are ineffective, even on the character's corpse. He has a +4 to save versus psionics.

However, the lack of P.P.E. has caused the character not to develop with the full potential of a person. Any exceptional attributes must be lowered to 18 (before powers or bonuses -- other powers or physical skills can still raise these scores). The character heals at HALF the normal rate. Hit points regenerate at one-fourth the normal rate.

RIFTS NOTE: The character has no detectable P.P.E.! Psi-Stalkers and other creatures of magic have NO supernatural perception of these characters! This will seem odd, and will often illicit a closer examination (revealing that the character is a mutant). This character will NOT set off an opponent's Sixth Sense. He cannot be perceived in clairvoyant visions (including Clairvoyance, Object Read, or others). A character with this ability cannot possess Eldrich Weapon or Energy Expulsion: Eldrich Wave. Other races may roll scores higher than 18, but then cannot receive exceptional bonuses (elves can still have a P.P. of 24, but no higher).

Eldrich Weapon

The character draws on an inner mystic energy to forge a hand held weapon (such as a sword, mace, or axe... no handguns or projectiles) out of thin air. It inflicts 1D6x10 damage, plus 1D6 per level of experience, and is as effective as a "holy weapon" against creatures that are affected only by magic. If a demon, for instance, receives double damage from holy weapons, it would also receive double damage from the Eldrich Weapon. Note that the weapon CANNOT be taken or thrown -- it dissipates as soon as it leaves the character's grip. Normal bonuses apply, including all applicable Weapons Proficiencies. However, the character becomes magically charged creature, with a +2 to save vs. Magic. But he is also a beacon to the supernatural, virtually overflowing with magical energies.

RIFTS NOTE: Add +50 to P.P.E., which regenerates at 3x the normal speed. Psi-Stalkers and other creatures of magic can sense these characters at double the normal distance. This is dangerous, because if the character's P.P.E. is ever completely drained, he loses the use of the Eldrich Weapon until it is restored to a minimum of 30 points. In addition, the damage inflicted by the Eldrich Weapon is double near a ley line and tripled near a nexus point (same as spells).

Electrical Siphon

Created by Andrew Darling

Through use of this power, electrical devices have their power storage media or generators drained simply by approaching the character. All devices operating under 500 amps (most household appliances, car starter engines) will simply shut down or refuse to start. Circuit breakers will experience a 500 amp load per socket within the area of effect, almost certainly tripping even industrial fuses. Batteries will be emptied within 1d4 rounds, regardless of size. Energy weapons will operate at half strength until their batteries give out (1d4 rounds usually). Robots, vehicles, and other devices powered by continual electrical generation operate at half strength, half speed, half number of attacks, and half the duration per unit volume of fuel. APS: Electricity characters and those that fire electricity or energy blasts will find their blasts reduced to half strength in the area of effect, even if firing from outside the area.

The area of effect is 50 ft plus 10 feet per level of the character. While the power is active, the character is immune to electrical attacks.

Note: This power is on/off only, surrounding the character, and will affect friends as well as enemies.

Elemental Protection Sphere

By Dark Brandon

The Character generates a Field in which He or She is able to increase or decrease the temperature at mere thought. Not only that but the characters sphere also protects against rain, sleet, snow and a variety of other weather conditions. While this will not protect against fire/Cold attacks, it does allow them to stay comfortable in very harsh weather conditions over a given time period.

1. Increase, Decrease Temperature:

The character can increase or decrease the temperature within his sphere.

Range: 5 feet (1.5m) +5 feet (1.5m) per level of experience.

Duration: Generally Instant and constant for himself. He'll always feel comfortable (To the point his power will allow). If he stays in a single spot long enough, the temperature within his range will rise/fall until it is at his comfort range at a rate of 10 degrees per Minute.

Maximum/minimum temperature change: Can change the temperature up to 30 degrees + 10 Degrees per level.

2. Sphere of Weather protection:

This is an invisible sphere shield that will protect the character and anyone within his range from weather conditions. Rain, snow, even sand bounce off the shield keeping the character free from the most severe storms. Also protects against UV rays equal to about SPF 100. This shield will also begin to push water, snow even dry up mud from the

ground leaving an area dry and warm. Severe flooding (up to 3 inches or more of water) cannot be pushed away fast enough, thus the character will begin to get wet.

Range: 5 feet (1.5m) + 5 feet (1.5m) per level of experience.

Duration: Instant and constant. The movement of water out of his sphere is equal to about 1 inch per melee.

Note: The shield is not strong enough to stop fire/cold attacks, but will reduce damage by any Fire/Cold attacks by 1D4.

3. Predict weather:

The character can accurately predict the weather for today. For any day after today the character tries to predict, He or She get a -5% per day. He or She will know the exact moment of the rising and setting of the sun, have a general clue as to the temperature such as lower, mid or upper (like lower 90's, Upper 70's) and any type of precipitation or storm that may occur.

Predict weather: 95% + 5% per level.

Note: The character can have this skill at higher than 98%, but there is always a chance for a mistake as such any roll of a 99 or 00 automatically fails.

4. Other bonuses:

Fatigues at 1/3 normal rate.

+ 10% to save vs. Disease

+ 5% on any skill that requires delicate operation or during times of stress. (As the characters body heat rises, the temperature around him lowers keeping him "cool" even in the most stressful circumstance).

+5% to charm/impress. Always has a pleasant spring time body odor!

5. Possible penalties:

Always has a pleasant spring time body odor! +5% to be recognized or tracked via smell.

On the up side, saves money on deodorant. The character can be easily tracked in snow or mud covered areas if he stands around in an area too long. +5% to anyone tracking him/her if character stands in an area longer than 4 melees (1 minute).

Energy Expulsion: Eldrich Wave

•Range: 60ft + 5ft per level of experience

•Damage: Variable (see below), plus arcane side-effects.

•Duration: Instant.

•Attacks Per Melee: Counts as two attacks •Bonus: +1 to strike at levels 1, 3, 5, 7, 10, and 13. All shots are aimed.

The hero can fire a stream of pure magical energy. The effect is a rather impressive rush of glowing, bluish energy that flows forth like a stream of water. This chaotic energy is similar in nature to the bolts of magical energy released during a ley line storm. As such, it inflicts half the victim's P.P.E. points of damage plus 10 per level of experience. This applies only to a victim's REMAINING P.P.E. (a line walker that normally has 150 P.P.E., but has previously spent 80 points on spells, will only receive 35 (70 remaining, divided by half) points of damage -- plus the additional 10 per level). The blast also depletes 2D6 points of P.P.E. with each hit (so each subsequent hit will do less damage). In addition, shape-changing creatures will assume their true form when exposed to this energy and spell-casters will lose their ability to cast for 1D4 melees (and any spells currently being cast will be dissipated, expending half the P.P.E. cost).

RIFTS NOTE: Add +50 to P.P.E., which regenerates at 3x the normal speed. Psi-Stalkers and other creatures of magic can sense these characters at double the normal distance. This is dangerous, because if the character's P.P.E. is ever completely drained, he loses the use of the Eldrich Wave until it is restored to a minimum of 30 points. In addition, the damage inflicted by the Eldrich Wave is double near a ley line and tripled near a nexus point (same as spells).

Energy Expulsion: Many Types

- Range: 500ft maximum.
- Damage: 3D6 + 1D6 per each additional level of experience.
- Duration: Instant. Attacks Per Melee: Counts as one attack.
- Bonus: +3 to strike if aimed shot, +1 if shooting wild.

This ability allows the character to fire every minor energy blast available. This includes Lasers, Electricity, Energy, Fire, and Ultrasound. The character cannot generate an Electrical Field or Explosion (Ranged or Self). He also cannot create the elemental force "Invisible Fire".

Energy Expulsion: Particle Beam

- Range: 2000ft + 50ft per level of experience
- Damage: 1D6x10 or 2D8x10 (see below), plus an additional 10 points of damage at levels 4, 6, 9, 12, and 15.
- Duration: Instant.
- Attacks Per Melee: Counts as three attacks at level one. Counts as two attacks beginning at level two. Counts as one attack beginning at level eleven.
- Bonus: +1 to strike at levels 1, 3, 5, 7, 10, and 13. All shots are considered aimed, but only use the previous bonuses.

The hero can fire a blast of focused neutrons that shatter the atomic bonds of objects in their path.

THE FOLLOWING RESTRICTIONS APPLY TO ALL PARTICLE BEAMS: When rolling a twenty-sided die to strike an opponent/target, the normal rules are modified. ONLY a roll of 11-20 hits; and even then, a roll of 11-17 is only a nick. A roll of 18, 19 or 20 is a direct hit. Damage from a nick (a roll of 11-17) indicates that the particle beam merely grazed its target, which probably means part of it is atomized. A so-called "nick" does 10 to 60 points of damage.

Enhance Super Powers

Range: Touch to initiate, but the power increase has a range of 50ft +10ft per level.

Duration: Unlimited while the recipient is in range. The power boost fades within 2d4 minutes (+1 minute per level) of leaving range.

Save Throw: If resisted, 14 or better (add P.E. bonuses).

In Rifts: Increase the range to 100ft +20ft per level, plus the super being can enhance powers by a number of levels equal to his M.E. plus three per level of experience.

The super human can only enhance the super abilities of others, never himself. The super abilities are enhanced by levels (most of the time). The mutant can increase powers by a number of levels equal to half his M.E. at level one, plus two per level of experience (so a being with an M.E. of 10 could boost powers up by seven levels at experience level one).

Note that only the power level of the abilities are increased, and not the skill with using them (so no extra strike bonuses are gained). Also, powers of one person are not equally enhanced. Each ability has to be individually amplified.

He can also affect multiple beings at once. Start with one at level one and add one at every even numbered level. The only limitation is that the total number of level increases does not change - they are split among the recipients. Enhancing multiple people (three or more) takes concentration, and results in the loss of one attack and a -2 on initiative.

On Psionics: This ability only affects natural mutant, psionic, or experimentally created abilities, not magically bestowed powers, skills, bionics, or anything else artificial or learned. It is extremely effective on psionic abilities. Each level increase counts as two for the purposes of enhancing psychic powers. However, only one psychic power is affected at a time - multiple increases must be done separately. The range of the enhanced power is also multiplied by the number of effective levels. For example, a mutant chooses to boost a psychic's telepathic powers. He delegates ten levels to this enhancement, increasing the telepath's power level by 20 experience levels and multiplying the range by 20. If the telepath were at the first level of experience, he would find his range for reading surface thoughts boosted to an amazing 1200ft and the ability would last for 42 minutes per level. These enhancements would last as long as the psychic stayed near the mutant.

Enhancing psychic powers can be dangerous for the recipients. If the effective increase in levels is greater than the psychic's M.E. (more than 20, in the previous example) the psychic suffers from a sensory overload and falls unconscious for 3d6 minutes plus one for each effective level beyond the M.E. attribute. This effect can sometimes be used as an attack by overloading a psychic's brain. Thus, if the psychic in the previous example only had an M.E. of fifteen he would fall unconscious for 3d6+5 minutes.

Boosting Point Totals: It is also possible to increase attributes and S.D.C. in the case of people with extraordinary attributes and powers like Invulnerability. An attribute can be increased by +1 per level increase, and S.D.C. by +10 per level increase, up to the maximum possible bonus rolled for that power. In general, any super ability that has a player roll for an attribute or and S.D.C. bonus can have those point totals increased.

Again, in general, to boost some other power (like Sonic Speed or Healing Factor) add a +1 bonus per level increase to things like healing rates, animal summoning, and teleport distances and a +10% (of the base) per level increase to running speeds, power ranges, stretching, etc. This is a tricky power for a GM to work with, but it can be lots of fun.

Example: A 9th level mutant with this power can increase powers by a total of 24 levels, and split this increase among five people. His two comrades are a mutant with Invulnerability and Extraordinary P.S. and an alien with Alter Physical Structure: Stone, Extraordinary Mental Endurance, and Energy Expulsion: Light. They are both first level. The enhancing mutant decides to be fair and increase them both equally. He boosts the mutant's strength by +10 (+4 maximum for Invulnerability and a +6 maximum for Extraordinary P.S.) and his S.D.C. by +20. The alien sees his strength increased by +10 (he's got A.P.S.: Stone) and his light beam gains +2d6 damage and now does 5d6. As long as they stay within 140ft of the enhancing mutant, these power increases will remain until the giver of power chooses to take them away.

Explosive Flight

Created by the Cubist

This power allows the user to fly, and while doing so build up an immense energy charge.

The character gains the following abilities and bonuses:

Character gains a flight speed of 375 mph, +25 mph per level of experience. The character cannot fly slower than 30 mph. The force of the energy surge makes hovering impossible, but the character only requires a distance of about 50ft to reach flying speed and he can even fly straight up. The acceleration rate is 150 mph per melee of flight, so maximum speed at first level is attainable within three melees! The flight is certainly not silent - think of a humanoid rocket.

Flying gives the character a protective shield with an S.D.C. (or M.D.C.) equal to the speed of the character in mph. The shield recovers 5% of it's maximum S.D.C. per melee, so for a flying speed of 320 mph that would be 16 S.D.C. per melee! The force field can be sustained underwater or in space and protects the character from the effects of pressure (or lack of).

Flying punches and kicks do 3d6 damage. If supernatural strength is possessed, add +2d6 to punch damage.

A flying body block takes three melee actions and does 1d4x10 damage per 50 mph of flight. A speed of 50 mph is attainable from a motionless position. The shield takes one fifth of the damage inflicted. If the character flies into a mountainside or the ground (or some other very, very solid structure) the shield takes 1/3 of the damage and so does the character, while the last 1/3 is absorbed without effect. A flying body block is +4 to strike in addition to any P.P. and Wrestling bonuses.

Other Abilities and Bonuses:

The character has extraordinary visual abilities. He has nightvision with a range of 3000ft and advanced vision with a range of two miles.

The focus of this power is on speed, and not so much on aerial maneuverability. Add a +2 to dodge on the ground and +6 to dodge in flight. At all times the character has a +3 on initiative.

Add +2d4 to P.E.

Add +1d4x10+20 to S.D.C. (becomes M.D.C. in Rifts®)

Resistant to cold (half damage) and can tolerate cold temperatures as low as freezing with no discomfort.

Maximum flying altitude is 45,000 ft.

Unaffected by thin air, high altitudes, or G-force under 10.

Taking off, stopping, or landing counts as one melee action.

Explosive Self

This character is quite literally a living bomb.

1. Area Bomb

Range: 30' radius +5'/level

Damage: 1D6x10

Attacks Per Melee: counts as two

The character sends an explosive force through his body.

2. Explosive Attack

Damage: +2D6 to any HTH attack used

The character adds an explosive pack to his punch.

3. Power Explosive Attack

Damage: +4D6 to any HTH attack used

Attacks per Melee: counts as two

The character charges his attack with great explosive power

4. Explosive Parry

The character parries with an explosive force. It acts just like a normal parry but it does 1D6 damage to the object parried

5. Shock Wave

Damage: none except for the fall. Knocks the targets down.

Range: 10' radius +5'/level

The character sends out an explosive force practically knocking anything in the area down. (equal to a PS of 35)

6. Explosive Vault

Range: 30' +5'/level

Direction: 50% +5%/level chance of going in the right direction

Bonuses: +4 dodge with an explosive jump

7. Mega Bomb

Range: 500' radius

Damage: 50 MDC -100'

10 MDC -200'

5 MDC -300'

1 MDC -400'

50 SDC -500'

Attacks Per Melee: takes 4 full melees

Survival Table:

01-02 Character is transformed into a super bomb.

Double all damages and ranges. (can only happen once)

03-15 Character remains unchanged.

16-30 Character temporarily loses power for 2D4 weeks

31-60 Character loses power permanently

61-00 Character is spread across the whole 700' radius

Other Bonuses:

Explosive attacks do no damage

Fire attacks do 1/2 damage

+50 SDC

Extraordinary Jumping

The ability to jump higher and farther than a normal human.

Long jump: 50' +5'/level of experience

High jump: 25' +2'/level of experience

Travel while jumping: 35mph

Automatic Jump Dodge (cost no action)

Gets Martial Arts move: Leap Attack

Able to vault off of walls

Bonuses while jumping +2 strike

+1 parry
+6 dodge
Other Bonuses +1 initiative
+2 R\W\P

Fabric Animation and Manipulation

By Mr Twist

"That outfit looks a bit constrictive."

Like the minor power of Fabric/Cloth Material Animation, this power allows for the control of fabrics. However, the control is much greater and the scope of the ability is much wider.

Note: For some reason, this power doesn't work on leather.

1. Summon Costume:

The character can summon a stylized costume from the surrounding area. The power actually collects loose thread, lint (yes, lint), rags and other such fiber type materials from the area and animates it to quickly come to the character, knitting itself seamlessly into the desired costume. Usually the costume has a cape or a cloak, extended sleeves and other features that allow the character to fully take advantage of the other abilities available with this super power. It takes one melee round to summon the needed fabrics in most urban environments, but it may take a lot longer in more rural areas, or even become impossible in some locations.

Range: 1000 foot (304.8 m) radius from the hero is the maximum distance that fabric can be called from.

Costume S.D.C.: 20 +5 per level of experience.

Note: This does not collect fabrics from other people's costumes or clothing. Also, coloration may not be perfect or even close, GM's decision. This power does clean and sterilize the affected fabric so the interesting things living on and in the collected cloth are not present when the costume is complete.

2. Seize Costume:

This power causes another person's clothing or costume to fight against them, causing severe problems.

The fabric suddenly gains a physical strength equal to the character's M.E. attribute.

Range: 20 feet +10 feet per level of experience.

Effects on Target: -2 attacks per melee, -3 to strike, parry, and dodge, plus Spd. is reduced by half.

Attacks Per Melee: Continued use of this power takes up 1 attack per melee due to needed concentration.

Notes: Certain materials (unique, super strong fabrics and such) may have much greater capabilities to affect someone; GM's discretion. This power only affects costumes or clothing mostly composed of cloth and fabric. For costumes using less fabric, or where the clothing covers only specific parts, reduce penalties to the victim accordingly. An example would be if the cloth only covers the legs, parry and strike penalties are ignored (except for kick attacks). Any creature with an Extraordinary or Superhuman strength only suffers half the penalties described. Any creature with Supernatural strength is not affected, because they can simply rip and shred the clothing with ease.

3. Whip Attack:

Equal to the Minor power of the same name, except the +1 to strike applies even to unusual whip weapons. This can also be used on the character's own cape, cloak, or whatever, without actually having to wield it, the material is animated by sheer force of will.

4. Create Fabric Objects:

This allows the character to create objects out of loose fabric the same as in number 1 (described above). Creating enough durable material may take only a few moments but the manipulation of it into a set form requires an extended period of uninterrupted concentration. 20 square feet of fabric or 25 feet of strong rope may be created per minute, while a complex object such as a backpack may take several minutes even though it requires less material; GM's should use their discretion on the time required.

5. Mend Fabric:

By drawing on loose fibers in the area, costumes and all manner of other fabrics can be mended. It may take some time though, depending on the level of damage to the material and the ability requires uninterrupted concentration. Coloration and composition may not be perfect, but the character can perform a fairly practical patch up job.

Mending Skill: 70% +4% per level of experience.

6. Strengthen Costume or Clothes:

The character can increase the durability and rigidity of a costume and is able to constantly regenerate it by drawing on ambient fibers in the area. along with constantly reinforcing it by summoning more loose fabric from the area.

Costume Armor Rating: becomes 9 +1 at levels 3, 6, 9, 12, and 15.

Additional S.D.C.: Adds 40 +5 per level of experience

Attacks Per Melee: The effect reduces the character's attacks per melee by 1, due to the concentration required.

7. Quick Defense Twitch:

By using the power for a split second to cause someone's costume to throw them off, the character gains +3 to the dodge or parry attempt against one of the victim's attacks for the round. Also, by manipulating the victim's clothing or costume to force them into the path of an attack, the character can gain +1 to strike against the victim. The target of this power must be within 50 feet of the character.

8. Living Costume:

Subconsciously, the character's mind is constantly responding to his environment with instinctive animation of his own clothing or costume, which at times seems as if it has a life of its own. At moments of high adrenaline and danger, such as during combat, the costume reacts like a natural extension of his body, not completely under his conscious control.

Clothing or Costume Stats.

Physical Strength is equal to the character's M.E.

It has a reach equal only to its normal length and capacity to stretch.

Its S.D.C is equal to the entire costume, which is normally around 10 unless otherwise specified.

It has a maximum of two additional and independent melee attacks per round.

It is +1 to strike, parry and dodge, though it may only dodge without moving the character's body out of the way.

9. Fabric Animation:

The character can manipulate other fabrics in various ways, such as causing string or shoe laces to knot together, or causing a cape or hood to move and cover someone's face, or catch on a sharp obstruction, etc.

He may be able to distract an opponent enough to cause a -1 penalty to all combat rolls, and has a maximum chance of tripping an opponent of 55%.

Finger On The Pulse

By Mr Twist

As opposed to all the combat powers out there, this power is based around an uncanny knowledge of whatever city the character lives in. This power might possibly be some kind of massive mind reading ability that taps into the group consciousness of an entire population center, but whatever the nuts and bolts of the ability the knowledge it provides is very real. To put it plainly, this character has an incredible depth of knowledge about the goings on in 'their' city. To come close to matching this super knowledge a person would have to read every newspaper, news website, and various other publications specific to the area, as well as watch all the local T.V channels and listen to all the local radio stations. But even then, the character with this power just always seems like they have some info on big gossip in the area, as if they had a network of informants reporting to them 24/7.

1. Area of Effect/Sensory Range:

Always variable depending on the city the character lives in (may be due to population density). The base range of this super power is 5 miles (8 km) +1 mile (1.6 km) per level of experience, however, for very large cities (such as Washington D.C.) this is boosted by 3 miles (4.8 km), moderate sized cities and densely populated rural areas receive a boost of 1.5 miles (2.4 km). For large metro areas, assume the power covers the central city plus one city outwards (so with Washington this range would cover central Washington city and Arlington, Alexandria, Wheaton, etc.).

2. Effects:

The character has an innate knowledge of all streets, highways (including exits), roads, and such as if they look at updated maps all day. Also, they know which areas are currently being worked on for construction, high traffic areas, common police hidings spots, and other intimate knowledge of their city environment. The character is able to get wherever they need to go in a city in about 50-70% of the time by taking short cuts and faster routes. The character is aware of any super heroes or villains based out of the city, as long as they've made themselves known. The character will know the villain's general M.O., codename and general abilities, however he will not know any specific, personal details. The character will know every major business located in his sensory range and will even be totally up to date on the latest fashions for different social groups in specific areas of the city. Politically, the character is familiar with existing laws, laws soon to be voted on or recently passed, and even topics being hotly debated. As a little added bonus, the character also knows what places to go for the best prices and the location of any retail sales occurring that day.

3. Knowledge Rolls:

To recognize a major public figure specific to their area: 70% + 3% per level.

To recognize a lesser politician, or other public figure: 45% + 3% per level.

To recognize by voice (such as radio personalities): 55% +4% per level.

To 'remember' where larger social events are to be held (such as charity auctions) - 60% +3% per level.

Knowledge of the specific history of the city - 60% + 3% per level.

4. Skill Bonuses:

Any Research roll based on the city's inhabitants is at +20%.

Any Find Contraband roll within the city is at +15%.

Any Streetwise roll within the city is at +10%.

All of these skill bonuses increase by a further 3% per level of experience.

5. Moving to New Turf:

The character can 'de-harmonize' with a city if they so choose. It requires three weeks of time constantly spent in the new city, generally roaming around, reading a paper here and there, watching the news, etc. After the three weeks are up, the new city becomes the character's 'home turf' and he regains all his former super sensory powers.

Forensic Senses

By AJ Pickett

The super being has a number of sensory abilities which enable investigation and establishment of facts or evidence, the use of these sensory powers is a fine tuned effort which demands a matching of creative thinking to logical, methodical observations.

While not geared toward combat prowess, the Forensic senses do provide a greater range of awareness, thus the character often has a crucial edge at the very start of the hostilities.

1. Analytic Senses.

All of the characters senses are acute and the character possesses a special sensory recall that allows him to differentiate between separate sensory signals, such as different smells, tastes, textures and patterns. While his senses are not superhuman in range, they are keen enough to tell the difference between the smell of mud from a local river or a river he has visited before in another location, and how long that mud has been drying out on the carpet. This level of personal ability to get up close and personal with evidential material provides the following skills and skill bonuses.

Forensics: +30% (total skill is able to go beyond 98%, the skill is simply able to handle negative modifiers, however, any skill roll of 99-100 is still going to fail automatically).

Streetwise: +10% (total skill is able to go beyond 98%, as above).

Chemistry: Analytical: +10% (skill maximum is still 98%).

2. Residual Senses.

The same as the minor super ability listed above.

3. Mind's Eye

The same as the minor super ability listed above.

4. Supervision:

Gains the following vision powers.

Supervision: Acute Sight.

Supervision: Ultraviolet and Infrared.

5. Additional Super Senses.

Select (or random roll) one of the following at first level, then pick another from the list at levels 3, 5, 7, 9, 11, 13 and 15.

Heightened Sense of Awareness.

Heightened Sense of Recall.

Criminal Intuition.
Danger Sense.
Mechanical Awareness
Speed Tasking.
Supervision: Paranormal Sight
Multi Tasking
Sensory Orb

Flight: Winged

1. Wings:

Exactly the same as the Flight: Winged minor super ability in all respects, except for a few points. First, ignore the S.D.C. bonus granted by that ability and use the one listed below. Second, the character may choose the exact form of the wings (which ties in with ability #3). Third, the character's maximum flight speed is increased to 175 mph, +25 mph per level of experience. The maximum possible altitude for the character is 30,000 ft, and the acceleration rate is approximately 50 mph per melee of flight.

2. Visual Abilities:

The character has extraordinary visual abilities. He has nightvision with a range of 3000ft and advanced vision with a range of two miles.

3. Other Abilities: Select three

Armored Wings: The wings are either super- tough or are surrounded by a protective barrier, and can be used as a powerful shield.

The barrier for each wing (not the character's main body or the wings themselves) is 100 S.D.C.. The extra S.D.C. recovers at the rate of 1d6 per hour, so it should be kept track of separately since the wings recover at the normal rate (as listed under Flight: Winged). Consider it to be a forcefield for damage purposes, even if that isn't the chosen form of the armoring.

The A.R. of each wing is 14, +1 more at levels four and eight. A roll under the A.R. damages whichever wing was used, and a roll over passes through to damage the character (or any shielded people or objects). The wings can be used to block attacks, requiring the usual roll to parry with a +2 bonus (in addition to P.P. or hand to hand combat bonuses). Further, they can be used to shield up to four additional man- sized beings!

Damage Resistant Wings: This is the only option that can be selected multiple times, if desired. The wings (and just the wings - not the character) are resistant to any one attack form (except kinetic damage) and take half damage from it. This should affect the appearance. For example, laser- resistant wings might be mirrored or made of light. This is a useful option to select if Armored Wings are chosen. Any invulnerabilities possessed by the character (such as Impervious to Fire and Heat) are of course passed on to the wings, just not the opposite.

Damaging Wings: Using the wings in hand to hand combat is possible. They might be razor edged, might have claws, or could be covered in a damaging energy field (player must choose the exact form). Each strike with the wings does 2d6 damage (or add +1d6 to the normal damage of a punch for supernatural strength) plus P.S. bonuses. There is also a +1 to strike in addition to P.P. and HTH combat bonuses. The character also has one extra wing attack each melee (can only use the wings to attack). After level three a

paired strike with the wings is possible, which uses one melee attack but does not get the previously listed +1 strike bonus.

Ranged Attack: The exact form of the attack must be selected by the player. The general statistics are a range of 100ft +20ft per level, +3 to strike aimed and +1 to strike wild, and a damage of 2d6 +1d6 per level of experience. Divided attacks and damage control (just like with Energy Expulsion powers) are possible at level three.

For metal wings, this could be a spray of razors. Flaming wings might project flames. Feathered or leather wings might shoot out sharpened spines. Insect wings could produce electrical or sonic blasts. In any case, the source of the ranged attack is the wings and if they are damaged (one or both reduced to less than 20 S.D.C.) the attack cannot be used.

Speed Wings: The maximum speed of the wings gets a +100 mph increase, plus the character gets an automatic dodge with a +2 bonus when flying at speeds of 120 mph or more. Acceleration increases to 75 mph of additional speed per melee.

Summoned Wings: The wings do not normally exist! They can be willed into existence (either morphing out of the character's back, teleporting in, suddenly appearing, etc.) and so can be quickly and easily concealed. It requires a full melee to make the wings appear or disappear. Flight is, of course, possible only when the wings are out.

Weather Adaptions: The character gains an uncanny weather sensing ability. He can accurately sense the air temperature to within 1d4 degrees, sense the relative humidity to within 2d4%, determine approximate wind speed to within 1d4 miles, can sense major winds (such as tornados and the jet stream) within 3 miles and local wind patterns (like vortices and downdrafts) within 300ft, can guess the barometric pressure to within 2 inches, and can also determine the approximate electrical disturbance in a 300ft area (in effect sensing the possibility of lightning). Each of these simple acts of sensing require only a melee action to perform.

All this combined gives the character a prediction ability of 60% +3% per level for the local weather within a 10 mile radius for the day (enough coverage for the average city). Doing the weather for the next day is also possible, with a -20% penalty. For 2-3 days in the future there is a -35% penalty. Prediction of weather takes five minutes. Multiple predictions can be performed to 'weed out' inaccurate forecasts.

In addition to all this, the character's body possesses an 'adaptive charge.' Since lightning is an electrical current travelling from negative to positive, the character's body maintains an ever- changing electrical charge and so lightning rarely, if ever, strikes the character. He also takes half damage from all electrical attacks. The adaptive charge is useful only against environmental electrical activity - directed electrical blasts can still target the character (but do half damage).

4. Other Abilities and Bonuses:

+100 S.D.C., plus each wing has the equivalent of 40 S.D.C.

Resistant to cold (half damage) and can tolerate cold temperatures as low as freezing with no discomfort.

Unaffected by thin air, high altitudes, or G-force under 5.

Taking off, stopping, or landing counts as one melee action.

Force Control

This bizarre unique ability allows the character to create and control pieces of force.

Force is the force as in FORCE fields.

1. Force Shards: As a sword, Damage: 4D8+PS Bonus

As a projectile, Damage: 4D4+PS Bonus

2. "Mine Field": This is an area that has many pieces of sharp force in it. The Force is totally Undetectable therefore the chance of hitting a piece is equal to your speed in mph. Radius is 20ft(roll percentile every 10 feet) if you hit one damage is 1D4 * your speed in mph. The duration is 10 minutes +1 per level.

3. Wall: This is a plank of force only movable by the creator

SDC: 100 +10 per level.

Duration: 1 hour.

4. Hard Force Armor: SDCtm:400 AR:17 Duration:4 Melees.

5. Soft Force Aura: This is a cushion of force surrounding the character diverting attacks away from him/her. Opponents -8 to strike.

6. Bonuses:

- Impervious to Force attacks.
- 1/2 Damage from all physical attacks
- +1d6 to SDC

Fusion

By AJ Pickett

The character has the potent ability to physically merge with another person, becoming a composite being for a short time, combining all the strengths of the two individuals yet retaining his own identity and mental dominance. While in a state of fusion the character will share the most dominant physical traits of himself and his chosen target, though it is always fairly random when it comes to hair or eye colour and other such minor details, the merged state will always look the same between the character and that particular individual. Mental strengths are shared along with physical strengths, so that the character gains any benefits of higher skill bonuses, even completely new skills known only to the fused target, and the merger grants the character access to any additional super powers or psychic abilities target may possess.

Range: Touch

Duration: 2 minutes per level of experience.

Saving Throw: Unwilling targets must roll over 10, (M.E. bonuses to save apply) the saving throw increases to 11 at level 3, and gains another point at levels 6, 9, 12 and 15.

Bonuses: The character simply swaps any attributes, skills or powers so that only the best out of both individual is used. Also, the character's physical mass increases by 5 lbs per 20 lbs of the target of the fusion, plus he gains 5 S.D.C for every 20 S.D.C of the target (this is cumulative with any altered S.D.C. score due to the fusion effect).

Limitations: The character can not fuse with any being that is either under half his weight, or over twice his weight. This power will not work on Aliens, Supernatural beings, Creatures of Magic or other life forms with wholly inhuman origins, nor will it work on super beings with the Invulnerability power, or those super beings with an active Altered Physical Structure.

Genius

1. Extraordinary Intelligence Quotient:

Increase the I.Q. to 20+1d10 (counting a roll of 0 as a 10). Also add a bonus of +1d4 to the M.E. (minimum of 14).

2. Great Mental Powers:

The mutant has an extraordinary memory. He has the mental equivalent of the psionic abilities of Total Recall and Speed Reading, but can use them without any I.S.P. cost. They aren't psionic abilities per se, though they function like them, so the character can't be sensed by Detect Psionics or similar effects unless he has actual psychic abilities.

3. Growth of Skills:

As levels increase, the character keeps getting more and more knowledgeable. At level one let the player select four additional Secondary skills. At each level of experience beyond the first the character acquires one 'other' skill or college skill and two Secondary skills, in addition to whatever the usual increase is. All these skills benefit from whatever bonuses are valid (so Secondary skills benefit from high I.Q. bonuses but not O.C.C. related bonuses).

4. Special Talent:

The character has one area of particular expertise, which of course benefits from any I.Q. or O.C.C. bonuses. If you have Ninjas and Superspies you can ignore power #4 and instead let the player pick a Gizmoteer skill program as an alternative (the special skill usually has a base skill of around 70% +2% per level). Some of the below special talents will let the player pick an ability of one of the Hardware classes at a reduced skill.

Linguistics: Select three languages at a speaking ability of 98% and a literacy rate of +30%. Also select five more languages with a +20% speaking ability and a literacy of +10%. When the character uses his skill selections to pick another language, he gets a +20% to speak and a +10% in literacy for such skills.

The character is so good at deciphering languages that with 24 hours of time (probably 8 hours a day for three days) of observing the language in use he can engage in basic conversation (where is the bathroom, who is the man over there, I'd like to order the..., etc.) His ability in 24 hours of study is equal to what takes most high- school students a year to learn, a skill proficiency of about 15%. If the character has studied a language some and then selects it as a skill he may add another +5% bonus to his base skill.

The character's voice is also ranged enough to produce odd sounds such as clicks and whistles that are insect like, animalistic grunts, or flawlessly replicate a particular language dialect or accent.

Science: The character automatically gets Math: Basic (+25%), Math: Advanced (+20%), and Computer Operation (+15%). He may also choose another four science skills with a +10% bonus.

Advanced scientific thought is a breeze for this character - with just a few minutes of thinking he can come up with a few pages of pretty accurate reasoning for understanding (or sabotaging) a deadly chemical, a mutant plant, a genetically- engineered creature, a super high- tech energy weapon, etc. The base skills for this special Scientific Understanding is 70% +2% per level - GMs should add penalties based on the unfamiliarity and/ or alien nature of the studied object. Use the Hardware penalties as a basis.

Mathematics: The character gets the skill of Math: Basic at 100% (yeah, it violates the rules but he will never make a mistake with simple mathematical rules) and the Math: Advanced skill (+25%). The character gets Computer Operation (+10%) and a Science

skill of choice (+10%), plus has a +5% bonus on all Computer and Science skills. It is possible to perform massive calculations or predict probabilities in a couple minutes that would require a supercomputer a few hours to perform!

The character is also able to race through unfamiliar mathematical systems to arrive at a basic understanding of the rules of that system (useful in dealing with alien technology). In this situation, the character has Math: Basic at +20% and Math: Advanced in that system (most normal humans wouldn't have a hope of understanding it). Calculating trajectories and estimating things is also a very simple task for the character - add a +1 to strike/ parry/ dodge on all attacks (including ricochet attacks) or a +5% to estimation skills (like those with Radar or other 'guessing' skills).

Computer Technology: The skills of Computer Operation (100%), Computer Programming (+25%), Computer Repair (+10%), Math: Basic (+15%), Math: Advanced (+10%), and Cryptography (+10%) are known. The character also has the skill equivalent to the Computer Hacking skill of the Hardware: Electrical Genius, but it is at a lower base skill of 70% +2% per level of experience.

Electronics: Possesses the skills of Radio: Basic (+15%), Read Sensory Equipment (+20%), Basic Mechanics (+10%), Computer Operation (+15%), Computer Programming (+10%), Electrical Engineer (+20%), and one Electronics or Communications skill of choice (+20%). The character also has a skill equivalent to either the Hot Wiring or the Electronics Construction skill of the Hardware: Electrical Genius (at a base skill of 64% +2% per level of experience) or the Hardware: Analytical skill of Electronic Countermeasures (at 74% +2% per level of experience).

Mechanics: Has the skills of Read Sensory Equipment (+15%), Basic Electronics (+15%), Mechanical Engineering (+25%), Computer Operation (+10%), and may pick two Mechanical skills of choice at a +20% bonus. The character also has a skill equivalent to either the Build/ Modify Armor skill of the Hardware: Analytical Genius (at a base skill of 72% +2% per level of experience) or a skill equivalent to the Build Super Vehicles skill of the Hardware: Mechanical Genius (at a base skill of 68% +2% per level of experience).

Engineering: The skills of Read Sensory Equipment (+20%), Electrical Engineering (+15%), Mechanical Engineering (+15%), Weapons Engineer (+15%), and two Mechanical or Electrical skills of choice at a +15% bonus. The character also has a skill equivalent to either the Build/ Modify Armor skill or the Analyze and Operate Devices skill of the Hardware: Analytical Genius (at a base skill of 68% +2% per level of experience) or a skill equivalent to the Build Super Vehicles skill of the Hardware: Mechanical Genius (at a base skill of 66% +2% per level of experience).

Device Operation: A talent for the understanding and operation of the technological devices of the day. The knowledge to invent such objects is not possessed (at least, not as part of the Genius super power) but the character has a special knack for taking apart what's been created already, figuring out how it works, developing blueprints for it, and putting it back together again. These skills are known: Math: Basic (+20%), Math: Advanced (+15%), General Repair/ Maintenance (+15%), Computer Operation (+10%), Read Sensory Equipment (+20%), Chemistry (+10%), and Radio: Basic (+10%). The character also has a skill equivalent to the Analyze and Operate Devices skill of the Hardware: Analytical Genius, but it is at a base skill of 74% +2% per level of experience.

Vehicle Operation: There is no vehicle that the character cannot understand! Whether a conventional automobile, an ion drive spacecraft, a Zentraedi battle pod (copyright of Harmony Gold, I believe), or a high- tech combat helicopter the character can pilot it on instinct! He gets all Pilot: Related skills at +15% - with Weapon Systems on a failed roll he suffers no strike penalty but a successful one results in a +2 to strike bonus! The character also knows how to Pilot: Automobile (+25%), or possibly Pilot: Hovercraft if in a high- tech world like Rifts®. The character gets three Pilot skills from the Basic list (+15%) and three more from the Advanced list (+10%).

The character also has a general piloting ability of 38% +2% per level of experience (better than nothing). One such skill roll can be made per two and a half minutes of study of the vehicle in question. Even better, the character can use vehicles to dodge with a +2 bonus - even tanks and other heavy vehicles (!) so long as they can move more than 60mph. If piloting power armor or robots, the character instead gets a +1 on all combat rolls (strike, dodge, initiative, pull punch, all of 'em).

Medical: The character has the science skills of Biology, Chemistry, and Math: Basic (all at +10%) and the Medical skills of Paramedic (+20%), Pathology (+15%), and Medical Doctor (+20%). The character also has one unique skill, either Holistic Medicine (+15%) or Criminal Science and Forensics (+10% but a few prerequisites must be possessed). If a Rifts® character, he might also select the skill to implant cybernetic or Juicer technology into people so long as the needed prerequisites are possessed. The character's affinity with healing techniques provide a +10% save throw bonus to any being that is saving against coma or death, and as an extra benefit the character needs only half the normal time to administer healing.

Weaponry: An expert in the building of advanced weaponry, the character gets the skills of Electrical Engineering (+15%), Math: Basic (+20%), Math: Advanced (+15%), Mechanical Engineering (+10%), and Weapons Engineer (+25%). The character also has a skill equivalent to the Hardware: Weapons ability of Make and Modify Weapons, but at a proficiency of 74% +2% per level of experience. No special bonuses apply to the usage of weapons.

Criminal: The character has the Espionage skill of Intelligence and the Military Skill of Find Contraband and Illegal Weapons (both are +10%), and also gets the skill of Prowl (+20%) and Streetwise (+25%). Select five additional skills from the Espionage or Rogue categories (each gets a +10% bonus). The unique educational leaning of the character grants a +5 bonus to the M.A. when attempting criminal acts (recruiting henchmen, fooling a cop, convincing a mad scientist, etc.)

Military/Espionage: Training in military and espionage was what interested (or was required of) the mutant Genius. He has the skills of Military Etiquette (+20%), Intelligence (+15%), Trap/ Mine Detection (+15%), Escape Artist (+10%), and Recognize Weapon Quality (+20%). The character may also pick four skills from the Espionage or Military category (+10%). The character also gets one hand to hand skill upgrade (if Hand to Hand basic is selected, the cost stays the same and it changes to Expert - if Expert is possessed push it up a level to become either Martial Arts or Assassin, and if one of the latter add an extra melee action, a +1 on initiative, and a +1 to strike, parry, and dodge).

Gravitational Manipulation II

The Major Super Ability Gravity Manipulation is reasonable, but is completely focused on manipulating the earth's gravitational field. Focusing the power on the manipulation of one's own gravitational field has interesting results.

Description:

The character manipulates his own gravitational field, effectively creating a limited form of telekinesis. Simply stated, objects can be pulled towards the character (or the character can be pulled towards objects) by increasing the gravitational attraction due to his mass. Keep in mind that gravitational waves propagate at the speed of light when specific uses are put in place.

1. Pull Objects: The character can pull objects towards him with an effective PS of 40, +5 per additional level of experience. Note that this does not allow the character to push objects away from him. Additionally, when objects are pulled they often have considerable velocity, especially if they're not held back by large frictional forces. This means small objects will typically move faster than large objects when pulled in this manner. Characters can regulate the effective PS of their pull by 5 attribute points per level of experience. Ex: A fourth level character can opt not to use the +15 effective PS bonus, and can lower the standard PS of 40 to as little as a PS of 20. The character can stop using his power before the object reaches him, hoping that friction with the ground will slow it down. If the character attempts to pull large objects (comparable to his own mass), he will feel the gravitational attraction as well, and must "anchor" himself to an object in the opposite direction. This anchoring is a natural reflex, and costs no additional attacks.

Range: 600 ft, + 20 feet per level of experience

Damage: If the character steps out of the way the object will cause the effective PS times 2 SDC damage to whatever was behind the character. If the character doesn't step out of the way the object will strike him. The object has likely been pulled with an effective PS greater than the character's actual PS, and will cause 2 SDC for every point of difference between the two (reduced because the character can try to "catch" the object). For small objects (< 5lbs) the object does only 1 SDC per PS point.

Attacks per Melee: Each use counts as one hand to hand attack. Remember that it may take more than one attack to pull a distant object to the character. Use of judgment by the GM is required...

Limitations: Gravitational waves easily travel through matter. This means that anything behind the object pulled by the character will also experience gravitational attraction. Luckily, the character's gravitational waves do disperse in intensity as they travel. The attraction becomes small, but still noticeable, at the full range of the character's gravitational pull.

2. Hurl Objects: This power is a consequence of the Pull power, above. It relies on rotational motion, functioning like a "hammer throw." If a character pulls an object towards him, he gives it velocity. The character can then step out of the object's path, and pull it towards him so that it traces a somewhat circular path (with the character at the center). The character can then release the object, and it will travel in a straight path towards the target. The limitation is that objects must have a mass no greater than one third the mass of the character, or he will be pulled off of his feet towards the object(s)

being hurled. This will cause the character to lose control of the object, sending it off behind him.

Range: Objects must initially be no closer than 10 feet away and no further than 600 feet plus 20 feet per level of experience. The range of the thrown object is 100 feet. After landing, the object will likely skid for a short distance, doing half damage to anything it strikes.

Damage: 2D4x10, +4 per level of experience.

Attacks per Melee: Pulling an object towards the character costs one attack, and hurling it costs another attack. This can be attempted with objects already thrown at the character, requiring only one attack (but does require two rolls, one to dodge the incoming object and another to strike the target).

Bonuses: +1 strike for aimed shot, -1 for wild shot. The character develops a bonus of +1 to strike with this attack at even levels of experience.

3. Gravitational Pulse: A directed pulse of energy is fired by the character, like a "reverse bullet." The impact has a high knockdown value, but in the forward direction. Characters who brace themselves for the impact in the wrong direction will be pulled forward off of their feet. Because of this unusual effect targets have a difficult time adjusting to the blast, and suffer a penalty of -6 to roll with the impact. Further, because the waves easily travel through matter, armored characters take half damage to their own SDC, in addition to the full damage done to the armor.

Range: Effective range is about 100 ft, where the pulse will lose focus and disperse, causing little damage.

Damage: 2D6 + 1D6 per level of experience

Attacks per Melee: Each use counts as one hand to hand attack.

Bonuses: + 3 strike for aimed shot, +1 strike for wild shot. The character gains +1 strike for every three levels of experience.

Targets are -6 to roll with impact of pulse.

4. Float: The character can make his body, and any object within a 2 foot radius, impervious to the effects of external gravitational fields, allowing him to float. Note that the character is always subject to the effects of his own gravitational field, so this power does not cancel the weight limitation on Hurl Objects, above.

Range: Self, plus any objects carried by the character within 2 feet

Attacks per Melee: Uses one attack per melee

Duration: One minute per character's PE attribute, plus one minute per level of experience

5. Gravitational Grapple: The character can focus his attractive power on a distant heavy object, pulling himself towards it. Combined with his Float power, above, the character gains a limited Flight capability. The character must always be moving towards the object he is focused on. A severe limitation on the character's flight is that he needs an object behind him to slow down. This might not pose a problem in locations with many buildings, etc, but must be taken into consideration. The character can also grapple onto objects above ground level to gain altitude. (Coming back down is easy, because the ground is always there.)

Range: Objects must be within 600 ft, + 20 feet per level of experience

Maximum Speed: The character can travel up to about 150 miles per hour, but this isn't a very good idea, since at that speed objects (which are difficult to dodge with this power) come up pretty quickly.

Duration: One minute per character's PE attribute, plus one minute per level of experience

Limitations: As stated in the limitations for Pull, gravitational waves travel through matter. This means the character will move all sorts of unanchored objects in the vicinity of his flight. For example, if he grapples onto a building with his gravitational attraction he will pull unanchored objects inside the building towards the wall. This will not only cause chaos inside the building, but reduce the effectiveness of the building as something to grapple onto (it's like having your car's wheels slip in mud). The result- The character won't be able to accelerate as quickly using this building!

6. Crush/Grip: The character, if successful in grabbing hold of another person, can use his gravitational power to crush his opponent. This is similar to the Crush/Squeeze attack used in Wrestling. The character can also increase his physical grip, by forming a gravitational field in his hands and arms. This effectively increases his gripping PS by 8 points, plus 1 per level of experience. PS damage bonus applies to damage done with these attacks.

Range: Touch / Self

Damage: Crush: 1D6x10; Grip: 2D6

Attacks per Melee: Each use counts as one hand to hand attack.

7. Other bonuses: The character has a tolerance for high accelerations, having lived with a high gravitational field emanating from his body. He is also resistant to kinetic impact. The first 10 points of damage due to blunt force impact have no effect. Damage over 10 SDC for a given attack has full effect.

+2 PE; +25 SDC; +15% to skills like acrobatics, climbing: The character "cheats" by grappling onto objects.

Greater Power Weapon

By AJ Pickett

While the minor incarnation of this power provides a moderate nimbus of empowering energy to mundane weapons wielded by the character, the Greater Power Weapon renders the mundane weapon useless.. it is no longer required at all.

With a few moments of concentration (one melee round) the super being can summon a blade, whip, blunt object or projectile weapon constructed of pure force and imbued with lethal energies, as long as it obeys the basic physical characteristics of an existing weapon type, it can be made real.

Range: The maximum projectile or beam range of the weapon starts at 400 feet (122 m) and increases by 100 feet per level (with the usual +3 to strike aimed, +1 shooting wild, however the weapon can be equipped with targeting replicas, such as scopes and laser sighting, to provide cumulative strike bonuses).

Damage: The weapon does the usual damage for the specific form it is in (sword, mace, staff, revolver, bazooka, etc.) plus P.S. damage bonus (if applicable), and an additional 1D6 points of damage per level of experience.

Rate of Fire: The weapon can not fire bursts or fully automatic sprays.. it is limited to one shot per attack, though it has virtually unlimited ammunition (the super being will tire out

after an hour or so, and must restrict his activity to non-ranged attacks to preserve his strength).

Damage Capacity: If an opponent targets the weapon specifically, treat it as having a natural Armor Rating of 14 (+1 at levels 5, 10 and 15) and 50 S.D.C, reducing the weapon to zero S.D.C will destroy it, but this only serves to delay the super being for a moment, as he can generate a new weapon the following melee round.. at least he will be on the defensive for a short time.

Duration: The character can maintain the weapon for as long as desired and get rid of it with a thought.. the only limitation is that the weapon can not go further from him than it's maximum range (as above) or it will wink out of existence.

Habitat

By Mr Twist

This odd power create a 'bubble' of sorts around the character. This area seems to be keyed into the natural physiology of the character, creating an environment suited for survival and comfort. For the average human, this means they have clean air, pressure, comfortable temperature, and a diffused light to see by. It's almost as if they are walking through a piece of another world. For those whose natural habitats are different, then the power creates still creates the optimum environment. There is even an earthy ground to walk on.

Range: 5 foot radius per level of experience. After 5th level, the character regulate the size of the habitat in increments of five feet, with the minimum being almost a body sheath of the environment.

Duration: Generally it is a continued power. Concentration is minimal, not affecting anything else. Can be brought up or dispelled at will. At 7th level, this power can be controlled in such a way to automatically turn on when the character is asleep, knocked unconscious, or in a coma. The player must make this intention known to the GM before such an event occurs.

Effects: This simply creates an environment suitable for the character. All natural, environmental, conditions are perfectly set for the character. The outside environment does not intrude on the habitat, no matter how extreme the conditions.

Gases, smoke, and other airborne irritants to the character are neutralized quickly upon entering the habitat. This only applies if the aforementioned irritants are not part of natural environment outside the habitat. If they are, just simply do not enter. Even a harmful liquid environment can't affect the interior.

Radiation levels are quickly neutralized. Flashes of radiation can overcome the compensating factors. Assume half the effects from such bursts. Low levels, or natural radiation levels, can't affect the interior.

If there is no ground for the character to stand on, one can be created. Plant life is transplanted from the outside environment to the inside habitat as the character travels. Of course, this may kill the plant life because it may not be able to survive inside.

There is enough diffused natural light for the character to see by, depending on their natural vision. Flashes of light are considered at half effect as the habitat compensates. Outside weather conditions, like tornadoes, hurricanes, and even volcanic eruptions can't affect the interior. They harmlessly pass through to the other side of the habitat.

Unfortunately, magical, psionic, or super ability generated effects are at full strength. So a magically created tornado will still affect the interior.

Heightened Damage Capacity

Created by Vincent Valentine

This power is simple - huge amounts of damage can be dealt with! Roll once on the below table for a hit point and S.D.C. (or M.D.C. in Rifts®) modifier. This will not affect the bonuses gained from level advancements or skills, but will modify the bonuses from other super powers.

For example, Joe the Vagabond has 35 hit points, and 74 S.D.C. before skills. He rolls a 3 which says his hit points are multiplied by 2½ times, and his S.D.C. is multiplied by 3½ times for final totals of 88 hit points and 259 S.D.C. Another example could be Allisa the City Rat. She has the minor super ability of Extraordinary Physical Endurance (provides 2d4x10+20 M.D.C.) She rolls a 2 and a 3 and gets 70 M.D.C. On the below table she rolls a 5 which says her M.D.C. is multiplied by 4½ times for a final total of 315 M.D.C.

Roll d6	Hit Points	S.D.C.	M.D.C.
1	x1.5	x4.5	x2.5
2	x2.0	x4.0	x3.0
3	x2.5	x3.5	x3.5
4	x3.0	x3.0	x4.0
5	x3.5	x2.5	x4.5
6	x4.0	x2.0	x5.0

Regeneration Rate: (varies with damage capacity total)

under 100: 2d6 every two minutes

100 to 250: 4d6 every two minutes

251 to 500: 4d6 every minute

501 to 750: 5d6 every minute

751 to 1,000: 1d4x10 every minute

1,001 to 1,500: 1d6x10 every minute

1,501 to 2,000: 2d4x10 every minute

2,001 and up: 2d6x10 every minute

Bonuses and Abilities:

+1d6 to P.S.

+1d4 to P.E.

+2 to Pull Punch and Roll with Punch/ Fall or Impact

+5 to save vs. Pain

+2 vs. Horror Factor at level one, +1 more at levels four, seven, and ten.

At first level, if the hit points are less than 50 increase them to 50. If the S.D.C. is less than 150 increase it to 150.

For M.D.C. characters, increase the M.D.C. to 250 if it is less than that.

Note #1: When players end up with 1,000 or more S.D.C. he must roll for or select a weakness, an Achilles Heel of some sort for the character (see the Mega- Hero in Heroes Unlimited).

Note #2: When combined with the Invulnerability power and the Alter Physical Structure powers, cut the hit points and S.D.C. (or M.D.C.) modifiers/ multipliers in half (with a

minimum of 1.5 for the hit points and 2.0 for the S.D.C.) Also use the regeneration rate of this power above all others.

Note #3: Mega- Heroes can't possess this power, as it would make them all but unstoppable. If the GM does allow it, the character should not get the benefit of the increase in hit points and S.D.C. listed with that character class. Also, two weaknesses might have to be acquired.

Heroic Form

1. Basic Powers:

The character possesses the minor super abilities of Alternate Form and Bio-Aura, just as they are (except changing into the heroic form takes only two melee actions). These two powers are the basis of the Heroic Form. The character's human form has no special powers whatsoever - they exist only when in the transformed state. The hero body is where the character's power is centered. In addition to the special form, this major super ability also gives the player a well- rounded character in terms of super abilities.

2. Attack Power:

The player may choose a single offensive minor super ability. This could be Absorb/Release Energy, Body Weapons, Combat Instinct, Combat Quickness, Harm Invulnerable, Harm Supernatural, Lifesteal, Manipulate Kinetic Energy, Mental Stun, Reactive Combat Reflexes, Personal Weapon, Power Channeling, Weapons Master, or an Energy Expulsion power of choice (check out these also).

3. Defensive Power:

A protective, defensive, or durability-boosting minor super power may also be chosen (not including Extraordinary Physical Endurance - see that below). Choose one of the following - Barrier Force Field, Energy Resistance, Hardened Molecular Structure, Healing Factor, Impact Resistance, Magic Resistance, Personal Force Field, or Psionic Resistance.

As an alternative to the above, the player could also select two of these powers: Impervious to Fire and Heat, Impervious to Cold, Impervious to Poisons/ Toxins, Impervious to Radiation, or Vacuum Resistance.

4. Extraordinary Attribute:

The player may select one Extraordinary attribute or some other 'extraordinary' minor power like these few powers, Mental Superiority, or Physical Superiority.

5. Other Powers:

The last selection is to choose a special power that is neither purely offensive or defensive. Any non- offensive minor super ability can be selected.

Illusion Generation

By Cardiac

The character can create realistic holographic images that have apparent solidity by manipulating and generating light. These illusions can be mechanically detected and recorded by such means as photography or television. The illusion can be of anything the character desires and is limited only by his imagination. The illusion can be cast anywhere within his range, though the character must be able to clearly see the area where the illusion is forming if he wants to make it at all realistic.

1. Create Illusions:

Range: 20 feet (6 m) away, plus 10 feet (3 m) per level

Area of Effect: 10 foot cubic area (3 m³), plus 5 ft³ per level of experience.

Duration: Illusions last as long as the hero concentrates on maintaining their existence, distracting the hero causes the illusion to begin to lose realism (drift, lose detail, become translucent, flicker, etc.), while breaking the heroes' concentration or knocking him unconscious terminates the illusion.

Attacks per Melee: Lightly detailed or small illusions take 1 attack (and -10% to skills), large and/or complicated or realistic takes 2 attacks (and -20% to skills)

Note: The illusion, no matter how realistic it looks, has flaws - it has no smell, it is intangible, it makes no sound, it may not move right, etc. Opaque illusions will cut heat, radiation and light attacks in half however.

2. Illusory Duplication:

The character can make 2 duplicates of himself, +1 per level. This is a great way to confuse, scare and distract an opponent or an angry mob. Even though the illusions suffer from the usual holographic limitations, they can be distracting and provides the hero with a bonus of +2 on initiative, +2 to dodge and +1 to strike. (This is a complicated illusion).

3. Illusory Disguise:

The character can cast an illusion over himself for disguise purposes. The character can do something as simple as adding or covering up a pimple on his nose (simple) to changing the appearance of his clothes (simple to complex) to impersonating an individual (complex). The character must have the disguise skill and must keep concentrating or imperfections will appear. Impersonation would also help, but considering the concentration needed to maintain the disguise, mistakes are likely to occur. This should not be relied upon for passing close contact or close inspection, as imperfections are likely to occur at any moment due to any distraction, probably right in front of the observer.

4. Create Warmth:

Just like the character can create visible light with this power, he can also generate small amounts of infra red and ultra violet light, creating warmth. This is not enough to burn or inflict any kind of damage, but is a comfortable heat.

5. Create Shadows:

The character can also create dark spots, with the same limitations and area as creating illusions.

6. Other Abilities:

The character gains all of the abilities of the Bend Light minor power (except for #5 - seeing IR and UV light).

The Blank Spot ability counts as a complicated illusion and costs 2 melee attacks.

Imbue with Super Ability

Created by The Magus (with expansion by Brett Hegr)

Range: Touch to initiate, but the power increase has a range of 50ft +10ft per level.

Duration: Ten minutes per level while the recipient is in range. All powers fade within 2d4 minutes (+1 minute per level) of leaving range.

Save Throw: If resisted, 14 or better (add P.E. bonuses).

In Rifts: Increase the range to 100ft +20ft per level.

With just a touch the character is able to create a physical change in another living creature, giving it super abilities for a limited amount of time. These super abilities have a power level equal to that of the power giver, but have no bonuses that would be gained through experience (such as strike bonuses). Super speed powers (and similar ones) that provide a wide array of bonuses see those bonuses reduced by half (round up).

Though all powers gained are done so via random rolls, the character has some experience in "bending" the randomness of the power. For each level of experience, the player can alter rolls by 2%. So, if the random roll results in a 67% and the character is fourth level he could give any power within a range of 8% (in this case, 59% to 75%). Apply this special bonus to all rolls. If the character is trying to give a power that he possesses, he has an additional +10% bonus.

The act of touching and imbuing another being with super abilities requires two melee actions. Once the power is given, it (or they) will take effect in time to be used in the next melee round.

One person can be given powers per level of experience of the character. However, large groups of people take a mental toll on the character. For every three people (or fraction thereof) that are powered up, the character loses one melee action and a -2 on initiative. If all the character's attacks are lost to concentration (quite possible), the character is instead reduced to one melee action and has no initiative.

Normal humans can be given either one major super ability or three minor super abilities (add an extra minor super ability at levels three and eight). The character can mentally decide which alternative is desired. Giving power to those who already have super abilities is less effective. Only two minor super abilities can be given at first level, but increases to three at third level. After level six, the character can opt to instead bestow one major super ability. Note that supernatural beings (to include mystically bestowed powers characters), full conversion cyborgs, major or master psychics, machines of all kinds, and magicians cannot be given any super abilities.

Other limitations apply to the artificial powers. Since they are not permanent or natural, the given powers cannot be mimicked, enhanced, or negated by other super powers.

Attempts at sensing the artificial powers are made at -3 (or -15%). The bonuses gained by the power are also limited as stated in the first paragraph.

Note: My edited form and the original form differ greatly. I have provided the original here in its entirety, which allows a person to permanently give another creature super abilities. I found that to be extreme, but some GMs might wish to take the challenge of working with this power.

Permanent Form:

This is the power to imbue another person with a super ability. If the character is giving the target a power that the character does not possess, then roll on the table below:

01-50 A random Minor Power

51-80 A random Major Power

81-95 The desired power

96-00 Roll twice ignore all other rolls of this nature

The act of imbuing costs the imbuer 1d8 PE, 1d6 HP and 2 ME. If the character is attempting to imbue a power he/she possesses then the loss will be 1d10 PE, 1d8 HP, and 1d6 ME. These points can be regained at the following rate: HP- As normal, PE- One per week of rest, ME- One per month of rest

After using the power roll on the following table

01-55 Success! and loss of attribute points

56-70 Failure, no loss of attribute points!

71-85 Success! No loss of attribute points!

86-00 Failure, and loss of attribute points

Immovability

Immovability: Withstanding great amounts of expected kinetic force and remain in a perfect upright position to make all the stewardesses out there happy.

Working: As long as the character knows he's about to be hit by sudden force (like a truck), he automatically becomes very hard to move at all ($50 + 1/lvl$ tons, and in this form is invulnerable). Subject must be aware of an attack to prepare for the blow. If the user is permitted to make a dodge or a parry roll, then he is able to activate his power. For extended use the user divides his PE by 10. This equals the number of melees the user is able to remain in this form. example: Burden sees an enemy cargo truck heading for him in their warehouse. He activates his power. The truck's front end is completely smashed in. Since he is in their warehouse and can pretty much guess that they have more than one truck at their disposal he chooses to keep it active.

Problem: While in use, the character is also immobile. He can't so much as twitch.

Inertia Manipulation

Created by Brett Hegr and inspired by some of C.J. Carella's ideas.

This amazing super ability allows the character to manipulate the inertial forces around himself. The physics law of inertia (paraphrased) states that "any object at rest will stay at rest and any object in motion will continue that motion unless affected by an outside force." The character breaks this rule time and time again with extraordinary results. At level one only two sub-abilities can be used simultaneously (such as running and vehicle motion alteration, or dodging and parrying enhancement, etc.) One additional ability can be utilized at levels two, six, and ten.

A few minor notes need to be addressed. Inertia is not force, but the tendency of velocity to remain constant. The character cannot initiate motion with this power - only negate, amplify, and alter it. Also, do not add the listed bonuses into hand to hand combat skills. Keep them separate, as players may choose to use certain abilities at one time and not another thus changing the bonuses they have at the time. And yes, the bonuses are cumulative.

1. Movement Alteration:

Range: Self or 10ft per level of experience

Duration: Instant normally, but can last for one melee per level

Weight Limitations: 1000lbs per level can be affected

Running: The character can use this power to achieve their top running speed in a matter of seconds (one melee action) and come to a complete stop in that same amount of time. Through the use of inertial alteration, the character can also double his speed attribute for running purposes and gains a +4 to dodge while running. They can also run over difficult terrain like ice, loose sand, and mountainsides at their normal running speed without fear of falling. Characters with super speed can boost their running speed by +30% and only

gain a +2 bonus to dodge. However, super speed rams and punches (for that extra damage) only take half (round up) the normal number of attacks to build up sufficient speed.

Leaping: Normal people can jump their height lengthwise with a running start, or half their height vertically. With a running start they can jump a number of feet equal to their Spd. attribute lengthwise or 150% of their height vertically (that's 9ft for a 6ft tall person). Altering inertia allows a character to double these distances, or quadruple them with a combination of inertia-boosted speed and leaping. Persons with super speed, a running start, and this power can jump a number of feet equal to half their speed in mph vertically or horizontally. Mutants with Sonic Speed (running at 670 mph) can leap an amazing 335 feet! Changing direction while in the air is also possible with this power. A mutant can leap backwards and then suddenly move to the left or to the front again, allowing the element of surprise. While leaping, those with this power gain a bonus of +2 to strike, +2 to parry and dodge, and +4 to roll with punch/fall.

Falling: Another useful situation is the use of inertia to inhibit falling. The character can fall from a distance of 50ft per level and suffer no damage. Between that distance and double it they only take one-fourth damage. Falling from distances above that means the character takes only $1d4 \times 10 + 30\%$ the normal damage (falling from high distances is kind of tricky to deal with).

Vehicles: It is also possible to alter the course of vehicles with this power, but it depends on the weight/mass of the vehicle. Cars attempting a ramming attack can be deflected, motorcycles can be knocked off balance, and helicopters can be crashed by an experienced user. A mutant can force a vehicle control roll with a -5% penalty (or +5% bonus, if stabilizing) per two levels of experience. To add a bonus to a control roll, the character must be piloting the vehicle. Motorcycles and equally sized machines can be affected at first level, most cars at third level, large trucks, tanks, and aircraft at fifth level, and helicopters, watercraft, and large aircraft at seventh level. Remember, a character need only be able to affect a majority of a vehicle's body to alter its direction and momentum. Using this gives a character a +1 bonus at levels one, four, eight, and twelve to dodge an oncoming vehicle (whether on foot or piloting a vehicle himself).

Stopping/Preventing Motion: Characters may want to use the power to keep a getaway car from moving or to prevent a gun from firing. This is certainly within limits of the power, but the character must be able to manipulate a mass equal to or greater than the object being stopped. Holding a motorcycle in place is something any neophyte user can do, but a large van or a semi will take someone with more experience. To prevent things like bullets and arrows from firing requires a roll over the strike roll with a +2 bonus, +1 at levels four, eight, and twelve.

2. Defensive Uses:

Parrying: Using inertial forces to boost parrying abilities is also possible. The character gets a +3 bonus to parry melee attacks, +1 more at levels four, seven, and eleven. This bonus can be added to hand to hand combat bonuses. It is also possible to parry projectiles, but this is trickier (and cannot be combined with hand to hand combat bonuses). Add a +1 bonus to do so at levels one, three, seven, and ten. Parrying multiple projectiles (a burst of bullets) is possible only after level four, and then it is done on a straight roll (no bonuses). Note that to parry anything, it must have a physical nature. Energy weapons (Psi-swords, lightsabers, particle beams, etc.) are unable to be affected

in this way. The projectiles slow to a complete stop and drop impotently to the ground, so impact-detonated missiles and grenades can even be blocked.

Dodging: It is possible to boost dodging skills with this power too. Add a bonus of +3 to dodge at level one, +1 more at levels four, seven, and eleven. At levels three and seven the character gains an extra inertial dodge per melee. This is a special dodge that takes no attacks to use, but also gains no bonuses of any kind. The character simply quickens his motion for very brief bursts of speed.

Damage Reduction: When this is focused upon, any and all physical attacks made against the character see their damage reduced by half. The attacks are slowed milliseconds before they impact. Successfully rolling with an attack and using this ability cuts damage to one-fourth. Energy weapons are not affected.

Balance Affecting: This is a quasi-defensive action, but it has humorously effective results. A character can shift the inertial forces surrounding a person, causing them to fall. This can be used as an offensive or a defensive action with a +2 bonus, +1 more at levels two, four, seven, ten, twelve, and fifteen. Against super speedsters and fast fliers (travelling at over 50 mph) this bonus is halved. If the roll fails, the attacker hits as normal. If it succeeds, the attacker misses and must immediately roll to maintain balance or suffer knockdown. If used against a flying opponent, the flyer must make a defense roll (add in P.P. and dodge bonuses only) in order to fly straight. Failure means they are spinning out of control for 1d4 melees (could be dangerous).

3. Offensive Uses:

Inertial Push: An impressive ability, this allows the character to create a surge of inertia that can knock a victim down hard. Against victims in the 10ft per level range the character gets a +2 bonus, +1 more at levels four, seven, and ten to do this. The push causes 1d4 damage per level of experience and the victims must roll to maintain balance or suffer knockdown. At close range, where the character can physically push someone, the effects are much more devastating. First of all, P.P. bonuses can be added to the attack roll. Secondly, the attack roll does 10 +1d6 points of damage per level of experience and the victim automatically suffers the loss of two attacks and initiative. In either case, the victim is pushed a number of feet equal to the damage rolled by the player.

Attack Boosting: The damage of melee attacks can be improved with this focus of the power. All hand to hand attacks gain a +2 to strike bonus and become critical strikes (double damage), as the character speeds up his weapons and fists to do amazing damage. Natural twenties do triple damage, even more if the attack is normally a critical strike (like a jump kick). The only drawback is that most weapons cannot handle the force of the impacts. Attacking with hands and feet accelerated to bone crushing speed causes 1d4 damage per attack to the character (padded gloves can help this). Weapons run a 30% chance of breaking if the damage inflicted exceeds three times their maximum normal damage (e.g. 24 points for a 1d8 sword), or five times if a well-crafted weapon.

Recoil Suppression: By stabilizing inertial forces around himself, the character can shoot straighter and easier than most people. With some training in firearms a character can achieve phenomenal skill. Add a +1 bonus to strike with firearms that cause recoil at levels two and seven. The character never suffers penalties from recoil from conventional firearms. I got asked recently if this could be used with, say, a boom gun? I'd allow it as a GM, but only after the third level of experience and not all of the kick can be reduced - so

the need for the laser pylons in a Glitter Boy is gone but the stabilization jets are still a necessity. At level nine with this power, all recoil from just about any heavy artillery weapon can be negated!

Inspiration

By Brice Daury

This is the power to lead and motivate people to do their best, both for you and the cause that you represent. You are able to inspire morale and make everyone around you forget petty differences and squabbles to get the job done.

1. Lead Others:

Range: Within vocal range of the character, usually less than 1000 feet (304.8 m).

Duration: As long as the leader directs them and motivates them using his super power.

Effects: Those under the influence of the leader are all +2 strike and parry, +1 to initiative and have one extra attack per melee round (while in combat).

2. Morale:

Those under the leaders command have fantastic Morale, fighting like an army of fanatics. They would follow the leader into any situation, ignoring the odds or dangers because they have complete faith in the character to lead them through to victory. This provides all followers with an impressive +4 bonus to save vs. Horror Factor and Pain, plus opponents facing this fanatical mob of followers must make a saving throw vs. Horror Factor of their own, at first level of the character the mob has a Horror Factor of 14, this increases by 1 point per every three levels of the character thereafter.

3. Enlistment:

Those who watch the leader in action are naturally astounded by their ability and there is an chance (equal to ½ their normal Trust/Intimidate skill) that they will join the leaders cause and take on a role as one of his followers. If they are hostile to the character, this chance is much less (Trust/Intimidate skill percentage is equal to only a quarter of the character's M.A. score), but in rare cases these enemies will actually drop their weapons and surrender, or attempt to enlist in the character's follower group. After a while the character can amass quite a large group of followers, which is both a blessing and a curse, depending on how you look at it.

4. Natural Tactician:

These characters have naturally gifted tactical minds and get the Strategy/Tactics skill at 40% or receive the Intelligence skill at +20%, (whichever is appropriate). This free skill will advance at the normal rate as the character gains experience.

5. Other Bonuses:

Add 2D4 to M.A.

+1D4x10 S.D.C.

Intangibility (improved)

Improved by El Guerrero Pacheco

The improved power is the same as is found on page 276 of Heroes Unlimited, with the following changes and additions:

Through partial intangibility, the character can reduce his weight to one- third of the normal value. After level five, drop this to one- tenth. The weight- shift requires one melee to perform (and to un- perform). Provides a +3 to roll with punch, fall, or impact

and falls do less damage according to the weight reduction (if, for some reason, the character chooses not to become intangible).

Can turn any part of his body intangible (or tangible in an intangible state). The character can perform skills with intangible limbs (phasing through plates and unphasing the fingers) but suffers a -25% penalty or more if he cannot see what he is doing with his hands (X-ray vision is a real bonus here). He cannot use this for combat without practice (see below).

Passing through electrical devices has a 25% +5% per level chance of short circuiting them, rendering them useless. Most components must be replaced and 1d6x10+40% of all information is lost on hard drives. Against energy weapons (and any device that operates on electricity or computer chips), moving through them has a 70% +3% per level chance of rendering the device inoperative for at least 2d6+8 minutes (10-20). After the third level the character can concentrate (-2 on initiative and loses one melee action) to negate this effect.

At level one, the character can make extra non-living matter intangible. The limit is 125 pounds plus 25 pounds per level with a range of touch. Ignore the listed limit of 20 pounds. If the character discontinues contact with the phased matter it instantly reverts to solidity (could be very harmful or even deadly if phased into a person, -4 strike penalty if used as an attack). Making an object intangible or tangible requires one melee action. The range is touch, and extra matter can be made intangible for up to ten minutes per level of experience.

At level three, the character can make living matter intangible. The limit is 125 pounds plus 25 pounds per level with a range of touch. If the character discontinues contact with the phased matter it instantly reverts to solidity (and will probably die if inside an object at the time). Making a person intangible or tangible requires two melee actions. The range is touch, and extra matter can be made intangible for up to ten minutes per level of experience.

At level five the player may select one of these two alternatives: either a pretty dangerous ability or a pretty deadly one! At level nine the other option is gained.

Option One: it is possible to engage in melee combat by turning only fists or legs tangible (tricky indeed!) The concentration required causes the loss of one melee action and a -2 on initiative. Attempts to hit the character's limbs must be called strikes with -4 penalties. Successful hits means the character takes full damage.

Option Two: Though the character can choose to pass through living matter without harming it, he can partially materialize for an offensive effect. Passing through anything can be deadly for both the character, and the victim if the 'anything' is a living creature! This special ability usually takes places as what is called a 'phasing' punch or kick. Both the character and the victim make a saving throw of 15 or higher (add P.E save bonuses, the character gets an extra +1 to save at levels six and nine). If the victim saves no damage is taken and the intangible being is 'fought off' or 'rejected.' If the character saves successfully he takes no damage - failure means 1d6 hit points of damage. If both fail the saving throw the victim and phaser's bodies get mixed up and die instantly. If both succeed the saving throw then both are rejected with no damage.

The damage of such an attack is 1d6 per full two levels of experience (meaning 2d6 at level five and 3d6 at level six), direct to the victim's hit points. For M.D.C. beings the damage does not change. It is not possible to regenerate phased damage - it must be

healed back normally and super ability/ magic/ psionic healing works at half strength. Striking at the victim's brain or heart is pretty deadly. If the victim fails the above save throw (or the damage is enough to deplete the victim's hit points) he immediately goes into a coma. Recovery from the coma is made at +20%, but medical attention is required (could be conventional, holistic, or paranormal, but not regenerative). Clearly, option two is more deadly - for both parties involved!

Invisibility (improved)

Improved by El Guerrero Pacheco

Author's Note: The original invisibility power was pathetic and suitable only as a minor super ability rather than a major and that was the main reason of the creation of this new version.

The improved power is the same as is found on page 277 of Heroes Unlimited, with the following changes and additions:

The character gets Light Shifting due to the familiarity the character has with light alteration. The player may also choose one of the following minor super abilities: Dark Aura, Light Aura, Stealth Ability, or Bend Light.

The blood and any other fluid or part of the character's inner body will remain invisible as well. If the character gets cut or harmed his blood remains invisible (until contacting with the floor or some non- invisible object). The character can also turn any part of his body (or another person's if touching them) invisible or visible at will.

Can make objects or even living matter invisible, limit of 20 pounds per level beyond the listed 100 pounds. The range is touch, and extra matter (beyond the base of 100 pounds) can be made invisible for up to ten minutes per level of experience.

Cannot be seen in any spectrum of visible or invisible light except infrared (heat). The character can still be detected by heat detecting devices and other non- light based detection devices (such as sonar and vibration sensing devices).

Other Abilities and Bonuses:

Add +30% to Prowl (or use it as the base skill).

Add +10% to Pick Pockets (if possessed).

Add +5% to any deceit or 'sleight of hand' related skill.

Invulnerable Essence

Created by Chris Gileppa

Although this power is called invulnerable essence, it is not true invulnerability. This is reserved for true gods and other such powerful beings as they. A truly invulnerable essence would mean that you would never die, even when your body is completely destroyed, because your essence remains. As such, this is a lesser version suitable for 'lesser than godlike' superbeings.

The physical and spiritual body consist of essential energies interwoven in complex patterns. Some are more complex than others, or more powerful, whichever the case may be. Beings with this power have both; a large amount of essential life energies interwoven in an extremely complex pattern that is effectively immune to any outside influence that would seek to affect it. As a result some of these defenses are transferred to the physical body.

1. Positive Mental State:

The character will have a slightly different outlook on life: Tends to be positive and energetic, and sees pain and hardships as a natural part of life, and accepts it. Result: Immune to the effects of mental and physical pain. The character can survive till negative 80 hit points and/or Chi, +10 to this amount every level. Also note that the character will automatically come out of a coma in 15 seconds.

2. Protected Life Force:

The characters physical body has been altered slightly. The blood is supercharged with life force energies which regulates, enhances and maintains the circulatory systems major functions while burning away any impurities or foreign objects within seconds. It appears to be an iridescent green colour and small bursts of green energy close any wounds and stop blood flow.

Result: Immune to disease, poisons, toxins, gases, radiation, extreme pressures (lots or none), microwaves, and normal heat/ fire/ cold. Blood clots almost instantly so there is virtually no bleeding. Life energies are supplemented by Chi so the character does not fatigue and will not starve.

3. Other Abilities and Bonuses:

Other manifestations of interwoven invulnerable essence include:

Immunities: Death blow only stuns for 1d4 melees, negative Chi based physical attacks, knock out/ stun, possession, any sort of point total drainage, disruption, physical transformation/ manipulation/ alteration/ metamorphosis, normal heat, fire, and cold.

Debilitating Effects: Any not listed under immunities are automatically overcome within 15 seconds (one melee). This applies to all effects, regardless of their source and includes things like mind control, hypnotic suggestion and even coma/death.

Regeneration: This is directly linked to Chi regeneration rate. The character regenerates four Chi and four hit points (or two S.D.C.) every minute, and negative Chi is ejected at the same rate of four per minute. If the character ever loses this power their healing returns to normal.

Greater chance of survival:

+40% to save vs. coma/death (automatically saves in 15 seconds).

Add 1d4+6 to P.E. (minimum of 20).

Add 1d4x100 to hit points, and add +10 per level instead of +1d6.

Add 1d4x100 to Chi, and add +10 per level instead of +1d6.

4. Vulnerabilities:

Negative Chi: While negative Chi based physical attacks do no damage, pure blasts of negative Chi are fought off just like normal. One point of positive Chi can be used to destroy 1d6 incoming negative Chi. Each point of negative Chi that gets through destroys 3d6 points of positive Chi!

If somehow reduced to negative Chi, the character loses all bonuses and abilities provided by this power (except the hit point and S.D.C. bonuses) until Chi is restored to a positive value - which doesn't take too long, since it is ejected rather rapidly. However, while ejecting negative Chi the character cannot regenerate.

Jinx

Created by Andrew Darling

This is the bastard cousin of Karmic Power. The abilities of this power are a mixed blessing to say the least. On the plus side, all of the jinx's opponents lose their bonuses

when they attack the jinx and any natural rolls of four or less are considered critical failures (the attacker breaks his weapon, breaks a finger, trips over himself and causes knockdown penalties to himself, etc.). On the negative side, the jinx himself is naturally -4 or -20% to everything he does and every natural roll of four or less is a critical failure twenty four hours a day.

1. Curse: The jinx can curse someone with a simple touch. That person will find themselves experiencing a damaging random event once per hour for the duration of the curse. Roll on this table to determine the general nature of the random event:
01-50 The event will merely damage the victim's dignity (a faucet breaks in the restroom and sprays their pants, or something similar)
51-75 The damage will be minor, 1d4, the result of walking into a desk, stubbing a toe, or a zipper malfunction,
76-90 The damage will be significant, 2d6, and of the nature of having a chair break, tripping and falling into an object, or something equally painful and inconvenient.
91-97 The damage is serious, 5d6, and the equivalent of getting whacked in the head with a good-sized piece of wood.
98-00 The victim has an accident that is life threatening or very injurious (hit by a car, a safe falls on him, etc.) Damage is usually 1d6x10 or 2d4x10.
The duration of the curse is 24 hours plus two hours per level of the character. The curse can be lifted by another touch of someone with the Jinx power, or a Remove Curse spell cast by a magician of equal or greater level than the original jinjer.

2. Aura of Low-rolling dice: All people within five feet of the jinx will experience terrible luck, -20%, in all games of chance. The jinx may work for (or against!) casinos, fixing games by standing in the right places.

3. Other abilities: All developed from experience - like a callous.

+40 S.D.C.. You'll need it.

+2 to save vs. pain.

+2 to save vs. non-lethal poison.

Kinetic Energy Absorption/Attack

This devastating power allows the character to redirect kinetic energy into destructive physical attacks. The only drawback to the power is that if the energy is stored for too long it will harm the character.

Increase Damage: Any damage (kinetic) taken does half damage. Half the damage taken can be redirected as a physical attack. For example, a character is shot with a full clip from an Ingram Model 10 and does 160 points of damage. Half of that damage is subtracted from S.D.C. and/or Hit Points (80 points). Half of the damage taken is added to the P.S. damage bonus giving the character a +40 to damage until the all the energy is redirected. So, the character above takes 80 points of damage which is subtracted from S.D.C. and/or Hit Points, but gains a +40 to damage. The character can divide the bonus any way he wants, i.e. 2 attacks with +20 to damage, or 4 attacks with +10 to damage, and so on.

Disadvantages: If the energy is held for too long it will hurt the character and may ever kill him. The character can store kinetic energy the number of melee rounds equal to his P.E divided by ten. If it is held for longer than that time, then the character takes 2D6 times

the number of extra points of kinetic energy to his S.D.C./Hit Points every melee round until all the energy is redirected.

Bonuses:

- Add 1D6 to P.E.
- Add 1D6 to P.S.
- Add 3D6 x 10 to S.D.C.

Kinetic Energy Control

1. Special Abilities:

The character may choose one of the following minor powers as part of this major ability: Personal Force Field, Power Channeling, or Flight: Wingless (no S.D.C. bonus is gained). The power is based in some way on the character's control over kinetic energy, but can be used separately from the other aspects of this power.

2. Kinetic Aura:

The character radiates a protective shield that causes all kinetic attacks to do half damage. If the character so desires, he can become totally impervious to kinetic assaults. The concentration required to do this imposes a -2 on initiative and the loss of one attack. While this is being done, the character cannot use abilities four or six (boosting kinetic energy and strong kinetic pulses).

3. Boost Kinetic Energy:

Like the Manipulate Kinetic Energy ability, only better. The character can triple the range and double the force of a thrown object. Hitting objects beyond the normal range is done at a -2 penalty. The character need only hold an object for a moment to infuse it with the kinetic energy.

4. Kinetic Barrier:

The character can create a momentary field of kinetic energy that will negate all incoming kinetic attacks. This ability can be used to deflect an oncoming enemy or a hail of bullets. Add +4 to use as a parry, +1 more at levels three, six, nine, and twelve. No other bonuses can be used (entirely mental). The character can affect about a 40 square foot area (enough to generate a door-sized barrier).

5. Light Kinetic Pulse:

Range: 25ft +5ft per level.

Damage: 1d4 damage +1d4 per level of experience.

Duration: Instant

Attacks Per Melee: Each pulse counts as one melee action.

Bonuses: +3 to strike aimed or +1 to strike wild, +1 more at levels three and seven.

In Rifts: Double the character's range and increase damage to 3d6 S.D.C. +1d6 per level.

A light burst of kinetic energy, which is about the equivalent of a very strong punch. This is variable in increments of 1d4 damage (or by 1d6 in Rifts, obviously).

6. Strong Kinetic Pulse:

Range: 90ft +10ft per level.

Damage: 1d4x10 damage, +1d4x10 more at levels five and ten.

Duration: Instant

Attacks Per Melee: Each pulse counts as one melee action.

Bonuses: +2 to strike aimed and +0 to strike wild. Add +1 to both at levels three and seven.

In Rifts: Double the range and change the damage to mega-damage.
A far stronger version of the light kinetic pulse. This is enough to shatter glass and knock people off their feet.

Kinetic Weapons

These weapons are specially designed for characters with kinetic energy manipulation. The character can increase the damage with these weapons. Small kinetic weapons do 2D6*5, Medium weapons do 3D6*5, large weapons do 4D6*5. There is also the kinetic missile which does 100 SDC damage.

Liquefaction

A hero with this power can transform solid objects into liquid with a thought. The liquid state of the hero's targets resembles mercury, forming a rounded structure. It is also amazingly coherent, clinging to itself in rain, heat, even underwater.

1. Temporarily Liquefy Objects

Range: touch or 50ft + 10ft per level of experience

Damage: all SDC is temporarily destroyed, all SDC is recovered after duration is up

Duration: 6D6 minutes + 2min per level of experience, the user can control the duration in increments of 1D6

Attacks per Melee: equal to hero's hand to hand attacks

Bonuses: automatically hits if object is in person's line of sight

The character can turn any object within his vision into a thick goo. The target will instantly burst into a puddle until the duration is up. Afterwards, the object will return to its original form with no permanent damage. Maximum size of a target is the equivalent of a medium sized car (about 2 tons).

2. Temporarily Liquefy Animals

Range: Touch or 10ft + 1ft per level of experience

Damage: target takes 1D6 damage after reforming

Duration: liquefaction lasts 2D8 minutes

Attacks per Melee: equal to half the number of hand to hand attacks per melee, each use of this power counts as 1 attack

Bonuses: target can attempt to save vs. by rolling a 15 or higher on 1D20 with PE bonuses added in. This will allow the hero to turn any animal (including humans) into a slimy puddle.

The target will return to its normal form after the duration is up with no permanent damage.

However, the process is very painful and any intelligent creature runs a chance of temporary insanity. Roll 1D6, on a roll of 1-5, no insanity occurs, on a 6, the character will become skittish, reclusive, and very timid, having trouble fighting crime, moving quickly or speaking complete sentences. Insanity lasts 1D4 days.

3. Liquefy Self

Range: self

Duration: as long as hero concentrates, but no more than 12 hours

Attacks per Melee: no attacks are possible while in this form

By concentrating on himself, the character can gently transform into a liquid form.

In this form, the character cannot take damage from bullets, blunt objects, blades or other physical sources. The character cannot perform any skills involving any degree of dexterity. However, in this form, the hero can squeeze through tiny cracks and openings and climb up walls with 90% proficiency.

4. Other Abilities and Bonuses

Character can breathe in any liquid medium

Add 5D6 to SDC

Add 2D6 to Hit Points

Magnetic Field Distortion

The character is able to create natural disasters by distorting earth's magnetic field. This power has several uses and may disrupt game balance.

Abilities:

- Create waves and water slam as with a character with elemental control: water.
- Calm waves as with a character with elemental control: water.
- Rend earth as with a character with elemental control: earth.
- Call lightning as with a character with elemental control: air.
- Control winds as with a character with elemental control: air.
- Reduce/increase gravity as with a character with gravity manipulation.
- Shock waves as with a character with the vibration power.

Manipulate Kinetic Energy

This is the ability to charge an object, be it a playing card or an office chair, with kinetic energy causing a small explosion that does damage to whoever or whatever it hits. The character has the ability to control how much energy he puts into the object.

Range: Depends on the strength of the character and what the object is being thrown; usually 90 to 600 ft.

Damage: 5D6 plus 1D6 per level; the damage can be varied from 1D6 to 5D6 for a first level character. Attacks per Melee: Equal to Hand to Hand Attacks.

Bonuses:

Resistance to Kinetic Energy:

Punches, kicks, thrown weapons, bullets, explosives, and so on do half damage, but heat, lasers, fire, cold, electricity, fire based explosives, and all other forms of non-kinetic energy do FULL damage.

Charge Weapons with Kinetic Energy

The character may charge a weapon with kinetic energy and add his damage from the power to the damage of the weapon. For example, a first level character using a katana that does 3D6 damage could charge the object so it then does 4D6 to 8D6 plus P.S.

bonuses, but it will not explode as long as the character does not throw the object. If the character throws the katana or it is knocked from his hand then it will explode.

- Add 1D6 to P.E.
- Add 1D4 x 10 to S.D.C.
- Bonus to Strike: +2 to strike with a thrown charged object at first level and add an additional +1 to strike at levels 2, 4, 7, 10, and 13.

Note: The weight of an object does make a difference on how far an object can be thrown. Light objects such as a playing card can be thrown about 40 ft. While an office

chair can be thrown equal to the throwing range of the character times two. Every time a charged object is thrown it explodes and is destroyed. There is nothing left of the object that is of any use.

Martial Arts Mastery

RANGE: Self

ABILITIES: Anyone possessing this power, will have full Martial arts knowledge. What this translates to in HU terms is that the hero (or villain) knows H-H Martial Arts AND H-H Assassin at a level 15th proficiency and receives all the bonuses that come with those skills. The character also has extensive knowledge of combat with ninja weapons.

OTHER BONUSES: +15 PP, +8 PS&PE, +5 ME, +3 strike, parry & dodge, Prowl, Pick locks, Backflip, Climb, Balance, and Concealment are all at (98%)!!!

PLUS the character knows all W.P. Ancient weapons at a 15th level proficiency.

Massive Damage Capacity

By Preacher

This power adds massive amounts of Structural Damage Capacity to the character who has it. While not as incredibly damage resistant as Invulnerability it does provide toughness, healing and a good natural armor rating. This power is for those who want a major tough guy who can still be hurt and is not immune to most damage.

Natural Armor Rating: Roll for Natural A.R. on the following table.

01-25%= A.R.12

26-50%=A.R.13

51-75%=A.R.=14

76-98%=A.R.=15

99-100%= A.R.16

S.D.C. Boost: Increase S.D.C by $1D4 \times 100 + 100$.

Hit Point Bonus: Increase by $3D6 \times 10$ at first level, at each additional level, increase by another 15 hit points.

Healing Boost: The character heals at an increased rate of $1D6$ S.D.C. and $1D6$ Hit Points per minute (4 melee rounds).

Other Bonuses: Add $2D6$ to P.E. and $1D6$ to M.E. (take note of any saving throw bonuses)

Note: This is a power that might be allowed in games where the G.M. might not want to include the Invulnerability power.

Matter Creation

Created by Andrew Darling

This is the ability to spontaneously create solid, liquid and gaseous matter seemingly out of thin air. This ability allows the user great versatility, allowing him to create walls, clothing, weapons, chemicals or even simple devices as needed.

1. Simple Creation:

The user may create 100 pounds of matter per point of Mental Endurance. This range of this ability is 60 feet plus five feet per level. The material will exist for five minutes plus

1 minute per level unless allowed to dissolve earlier by the user. A created object may last indefinitely if in constant contact with the creator. Creation costs one attack. The total S.D.C. of created material may never exceed 50 times the M.E. of the creator. Items that can be created using simple creation include brick walls, metal cages, large masses of water (great for vampires!), etc.

2. Advanced Creation:

This ability allows the creator to generate specialized items that require thought in their design, composition, or appearance. A creator may generate ten pounds per point of M.E. of these advanced items with the same S.D.C. restriction as simple creation. Advanced creation costs two attacks, and an appropriate skill roll must be made; mechanical engineering for devices, chemistry for substances, NBC warfare for truly vicious things. All these rolls suffer penalties due to complexity as determined by the GM. Only simple devices are possible - a revolver or parachute being about the most complex. High quality swords (+1 to strike, parry, and/or damage) are also possible with weaponsmithing skills. Electronics are simply not possible. Dangerous chemical substances may react very violently when the skill/creation roll is failed. All these items have the same duration restrictions as simple creation.

3. Transmutation of Matter:

This is most useful if the character has some science skills, such as Chemistry or Physics. With a touch the character can turn one substance into another similar substance. This isn't as hard as you think - lead and gold are only different by one proton, and a diamond is just crystallized carbon. This process requires a skill roll for either Chemistry or Physics (one may be more applicable than the other at times) with a -20% penalty. If the roll is successful then the change takes place, but if it fails there is a 5% chance (reduce to 3% at level six) of the target matter losing molecular cohesion and disintegrating. The transmutation process is difficult and time consuming (one minute per five pounds of matter with full concentration required), but has the benefit of being permanent. Lead can be turned to gold, coal can be turned into diamonds, and water can be turned into wine. If the character possesses either Physics or Chemistry, add a +20% bonus to the one skill. If both are known, add +10% to each. If the character has neither, give the character an 'instinctive' Chemistry and Physics skill with a 10% base skill +3% per level for each.

4. Encase in Matter:

This attack has a range of sixty feet plus five per level, and the resulting matter will last 5 minutes plus 1 minute per level. It may be used either with simple creation (a block of metal for instance) or advanced creation (handcuffs). It requires a strike roll (without bonuses) in addition to applicable skill rolls.

5. Matter Expulsion:

This can take the form of firing off created material or dropping created material atop someone. The range for firing off material is 100 ft plus 10 feet per level and the damage is 3d6 plus 1d6 per level. The applicable bonuses are +3 for an aimed shot and +1 for wild; P.P. bonuses may be included. Dropping material upon someone is -2 to strike without P.P. bonuses and may do between 1d6 and 1d6x10 depending on size of the object. The range is sixty feet plus 5 feet per level. This is similar to Ranged Attack: Substance, but it is much more varied in capacity and grows in strength with the character.

6. Limitations:

Simple biomatter (hair, mucus, proteins, and amino acids for example) can be created, but the mutant cannot create or transmute living matter or a dead equivalent of a living creature. Living creatures have incredibly complex chemistry and internal structures. If a GM allows this he should require an I.Q. of at least 20, enforce a Biology skill roll, a skill penalty of -15% for simple life forms (bacteria up to cockroaches), a -30% penalty for small creatures (birds and rodents) and a -50% penalty for anything bigger (from chimpanzee to elephant). Plant life is easier to do, and only carries half the penalties for plant life of equal size.

Created creatures possess no P.P.E., no I.S.P., and none of the normal psychic powers possessed by high intelligence animals. The created animals are mimics of form only - a created dragon will have none of the natural powers or magic skills of a real dragon, just a near equivalent toughness and combat capability. The created life form will be very simple-minded and won't obey the matter creator (he has no power to control, just create). However, the created creatures are -4 or -20% to save vs. mind control.

Mechano-Link (improved)

The ability to mentally link with any kind of machine, to the point where it reacts to thought more than triggers and buttons. The power is expanded from the version found on page 187 of Heroes Unlimited.

1. Computer Merge:

Exactly the same as the listed ability. The character may be prevented access by sophisticated programs (to include AI programs) and high-level security, but has the capability to work around these blockades with some successful Computer Operations and Computer Hacking rolls. If the character doesn't have the skill of Computer Hacking, they have a natural proficiency with a base of 20% +4% additional per level of experience.

2. Understand Alien Technology:

The character has the capacity to understand alien technology, state of the art human technology, and Psi-mechanic and Techno-wizard devices. The base skill is equal to 50% +4% per additional level of experience.

With the proper tools and enough time, the character can also learn how to repair and operate any device. If the device was just found, impose a -40% penalty. If the character can study it for a few days (or the device is relatively simple), the penalty is reduced to -20%. After studying the device for a week or so, there is no penalty at all. Note that the character probably won't have the ability to use Techno-wizard and Psi-mechanic devices.

3. Understand Common Technology:

Within seconds of touching any well-known machine, the character becomes aware of any problems plaguing it (a scratched hard disk, faulty cooling system, clipped brake lines, burned out power core, etc.) and how serious the problem is. Anything that is contrary to the "natural" state of the device will be sensed. Thus, if a bomb was placed underneath the driver's seat it wouldn't be sensed. If that bomb were instead hidden inside the engine in a way that disrupted functioning, then a problem with the engine would be sensed. The character's knowledge of a well-known machine he is in contact with has a base skill of 70% +5% per additional level of experience in regards to schematic,

operational, and compositional data. Use the mechanics and electrical skills for repairs - the base skill is only for knowledge about the specific machine.

4. Vehicle Operation Bonuses:

When piloting a machine, the character gains the following bonuses (in addition to applicable ones listed below): One additional attack per melee, +1 on initiative, +3 to parry with hand to hand weapon systems, +1 to strike with a flying attack, +2 to parry, dodge, and pull punch, and +1 more to dodge while flying. If piloting a land vehicle that can move at a speed greater than 60mph, the character can even dodge with the vehicle, whether it is a tank or '67 Mustang.

5. Other Bonuses:

The character's natural talent with machinery provides him with a +20% bonus on all piloting, pilot related, computer related, electrical, and mechanical skills. The character also gains a +2 bonus to strike (aimed or burst fire) with vehicle weapon systems, energy weapons, artillery weapons, and all manner of firearms.

Meme

By Mr Twist

This strange power is very similar to Control Others and various hypnotic suggestion powers because it changes the behavior of those who sense it. The person with this power is able to encode a viral idea into other's minds, causing them to be affected in specific ways. These memes are propagated through various means involving the five senses, depending on the being with the power. This power takes time to work because time must be spent creating the meme in the first place. When all the materials are gathered, then the meme creation can be done with a successful roll.

Meme Creation: 55% + 3% per level of experience. This skill is only affected by I.Q. bonuses, and not increased by education bonuses or even bonuses from other powers. If a 'quick' meme is attempted, the roll is at -30%.

Roll Randomly On The Following Table, or choose one, to determine vector;

1-20% - Sound. You can encode memes into sounds, weaving together tones and beats into orders. This kind of meme is versatile because a person can encode multiple memes within a single song, changing people multiple times.

21-43% - Smell. This kind of meme is encoded into odors, weaving together scents into one scent that influences a person. Some creative uses are weaving together the right flowers to create a relaxing scent, or cooking with the right spices to make a meal give off a scent that causes people to be angry.

44-60% - Sight. This sense can be affected in various ways in meme creation. Some use sculpture, some write symbols on things, and some arrange things in the room to evoke a certain response. Some people tattoo themselves with sight memes for certain purposes.

61-75% - Taste. Generally used to encode memes into food, creating love recipes and food that tastes perfect only because you are told it tastes perfect.

75-99% - Touch. Very subtle, these memes are encoded into surfaces so that the command in them is only activated when touched. Some creative uses are creating specific vibrations that are felt and propagate the command.

100% - Choose Any Two

Duration: Created memes are no more permanent than the materials used to make them. A visual meme etched into steel will generally last longer than one printed on paper, but

rust and other factors can make it useless. An auditory meme will last only as long as the sound is present. Olfactory memes will only last as long as the scent is detectable. Those with heightened olfactory senses will be affected by an olfactory meme long after a normal person is no longer affected. It must be noted that when you can no longer sense a specific meme, its effects no longer apply. If you are in a room with a scent meme of intense calm, you will feel completely normal when you are no longer exposed to the meme.

Area of Effect: All who have the correct sense(s) to receive a meme are affected.

Saving Throws: Any who receive a meme designed to fool the same sense (a scent meme used to fool smell) or for emotion must roll a 16 or higher to not be affected. M.E. bonuses do not apply, but any bonuses to save vs. mind control/hypnotic possession do. If the meme is used to fool a different sense (a taste meme that causes you to see little goblins), then the roll must be a 14 or better. If someone who is not affected by the meme specifically calls others' attention to the fact the meme is not real ("What do you mean he's Chinese?? Look at him!!"), then everyone else gets to attempt another save at 14 or higher (12 or higher if a different sense).

Notes: A 'quick' meme is done on the fly using present materials, so it is not of the same quality because extra time is not taken to perfect it. A 'quick' meme can be completed in as fast as it takes to arrange the materials, but no less than five minutes. The complexity of a meme is wholly up to the user, but the hypnotic suggestions produced can not be all that complex. Generally, any can be used to influence the emotions of those who receive it, from mild to extreme (You are all VERY content). For a meme to have any effect, the person with the power has to be the one physically crafting it. Reproductions of their created memes, of any sort, are useless. This means video, photos, or tape recordings of a meme have no effect on others.

Mental Invisibility

Created by Chris Gileppa

This power was requested by a friend of mine after he read the Warlock series of books. The ability was originally a psionic power, but due to its power level I suggested that it would be more appropriate as a major power.

As a start, the character possesses the minor super ability of Extraordinary Mental Endurance.

The character's mind is effectively 'invisible'. All attempts of attack, detection, etc. that target the mind will be rendered ineffective, even when the character is standing right in front of them! It's like a very thorough Mind Block.

Any attacks against the mind directed in the character's way will not find their mark, it's as if there is nothing there to hit. See Auras will register the character as nothing special (even if he has vast psionic and super abilities) and Presence Sense can't detect the character!

In fact the power is so effective, the character himself cannot use any psionic powers he may possess while his mind is invisible unless he pays double the I.S.P. cost. Dropping the invisibility (can't be done until level three) allows the character to pay the normal cost.

Duration: At first the character cannot control his power and it is constantly on. At third level he can become 'visible' for ten minutes per level, and at level seven the character

learns to turn his power on or off at will. This might be useful sometimes - like when telepathic contact is necessary

Defenses: This ability provides protection against all mental attacks. For game purposes the character is immune to mind control and possession, any sort of Empathic

Transmission and Bio- Manipulation, all Mind Bleeder powers, spells like Calling and Id Barrier, and most forms of paranormal sensing and targeting.

Bonuses: Against magical and psionic illusions, the character has a +5 bonus to save. Also add a +2 vs. Horror Factor.

Mentat

By Lord Chericco

The character's mind takes mathematics to a level that is impossible for even the greatest super computers to match. The super being literally sees everything in terms of a mathematical equations, as if the world around him was one big matrix of charts, formula and data flows. Due to the demands of this ability on the character's brain, the mind and personality often take a back seat to the constant calculations, which results in what most would call a savant personality.

1. Radar:

Not exactly true radar the character's mind simply calculates where everything is and what direction it is going.

Range: 50 feet (15 m) plus 25 feet (7.6 m) per level of experience.

Bonuses: +2 to initiative, +1 to roll with punch, fall or impact, +1 to parry and dodge.

Limitation: The bonuses only apply to things the character can perceive.

2. Gauge:

The character's mathematical ability allows him to calculate known quantities perfectly, so once he knows how much something weighs or how many bullets any particular weapon has, he never forgets and is always keeping track of the data. This mental power has built up an enhanced ability to estimate quantities and potential odds, calculate statistical likelihoods and make educated guesses. Any time the character needs to make an estimation of a target's weight, height, relative strength, toughness (S.D.C and Hit Points), amount of ammunition, range of a certain super power, and similar bits of information, roll for a Gauge Attempt.

Base Skill: 70% +2% per level of experience.

3. Translator:

The character automatically receives the new minor power of Linguistics.

4. Odds Master:

The character is constantly calculating the odds of any given action happening. This compulsive behavior provides him with an Automatic Dodge, a +2 bonus to strike, and +1 bonus to penetrate Armor Ratings (finding the weak point).

5. Mathematical Navigation:

Treat this as the character having a navigation skill at 70% +2% per level of experience (a combination of compulsive map reading, incredible memory and excellent observational skills)

6. Mathematics Genius:

The character has all mathematical skills at 100% (ignore the usual 98% limit), he can add his I.Q. bonus (if any) and he receives +30% on any scientific or technical skills that require a lot of calculations and math related skills.

The character has the equivalent of an Internal Calculator and a Clock/Calendar because they compulsively count off seconds every moment of every day, even doing so in their sleep.

7. Savant Personality:

The character has difficulty with social interaction, often misunderstanding or ignoring aspects of subtle personal conduct. The character is often slightly withdrawn, strongly preferring to adhere to a set routine and has many individual rituals that they follow in their day to day life (such as having an aversion to particular types of music, or having to constantly calculate the value of Pi), they are also plagued with an inability to forget statistical trivia, such as city bus time tables, phone numbers and so forth, which tends to lead to compulsive/obsessive memorization of such information.

8. Weaknesses:

Deduct 2D4 from the character's Mental Affinity score.

The character is completely colour blind, seeing the world only in shades of black, white and grey (the incredible mental resources utilized for this super ability have hedged out the characters finer visual capacities within the brain).

9. Other Abilities and Bonuses:

Add 1D4 to I.Q.

Add 1D4 to M.E.

Metamorph

By Cardiac

The hero can alter all of his physical parameters (dimensions, appearance, physiology) to achieve any desired shape or look. Despite appearances, the hero retains his basic chemical composition unless other powers such as Copy Physical Structures is used, so even if metamorphed into the form of a brick wall, the character still bleeds if cut.

The character does not gain any mechanical capabilities of any machine he is copying; a character can morph to look like a motorcycle, but he can't run as one (unless the character also has the Alter Limbs power and its related sub-abilities).

The character can also form his arms and hands into different shapes, receiving Alter Limbs sub-abilities Number 1, 3 and 4 (modified body weapons, shield arms and stretch limbs).

Dimensions:

The maximum size object the character can change into is a cube with a number of feet per side equal to half his P.E.

The minimum size the character can change into is a cube 6 inches on each side.

Duration:

The character can maintain a shape roughly equal in size to his own (like a chair, small table) indefinitely.

If the character selects a form smaller than normal or roughly twice his size (large table, couch, canoe), he can maintain it for a period of time equal to his P.E. attribute in minutes.

Each equivalent doubling in size in turn halves the period of time.

Other Bonuses:

Add 1D4 to P.E.

+4 to Roll with punch, fall or impact.

Motion Field

This major power allows the character to use gravitational force (or telekinetic, or electromagnetic, etc.) for flight purposes. It not only serves as a short range telekinetic substitute but provides an excellent means of mass transportation. People, animals, objects, just about anything can be carried in the field provided the field can completely surround it.

Movement Fields: One field can be created per level of experience. The range is very short, a mere 6ft +3ft per level of experience. This is the maximum area that can be affected, whether in pseudo- telekinesis or mass transportation. Multiple fields can be created so long as that when combined they are not larger than the maximum field size.

1. Pseudo-Telekinesis: Actually, it's fine- tuned motion fields used to push and pull objects. It cannot be performed while the character is using one of the other three powers listed below. The effect is equivalent to the minor psionic power of Telekinesis in terms of bonuses, range, and strength and has no durational limits (used pretty much at will, except in flight). However, the mutant has a weight limit of 80lbs +10 per level and the range is limited to 18 ft +2 ft per level of experience.

2. Personal Transportation: If using the field just for himself, the character has a flight ability equivalent to the Flight: Wingless minor super ability (no S.D.C. bonus though).

3. Mass Transportation: The character can use his fields to carry a total weight of 2000lbs +500lbs per level, with a top speed equal to the Flight: Wingless power. Every 250lbs (or fraction thereof) reduces his flight speed by 10mph at levels 1-5, by 8mph at levels 6-12, and by 5mph at levels 13+. It gets easier to manage weight as experience increases.

4. Extending the Motion Field around a single large object is possible, when the object won't fit within the character's normal field. The concentration involved negates the ability to dodge (but attempts to fire at the mutant would need to be called shots because of the size of the large object). Use the speed reductions listed under ability three.

The character could lift up a car or tank and use it as a massive battering ram or bomb by extending his motion field around it and propelling it at a target, then reducing the field to himself and releasing the object. Liquids and gases can also be collected, contained, and relapsed with this field, providing a useful way of dealing with vampires, APS: Liquid, and APS: Vapor characters.

Nigh-Invulnerability

By Jaegermeister and Relic

While not as impressive as true Invulnerability, this power makes up for it with other advantages.

1. Damage Resistance.

The character is immune to the first 20 points of damage from any source. Any damage that exceeds 20 points is then reduced by half (round up).

2. Toxin Resistance.

Gases, drugs, chemicals, poisons, disease and radiation will still effect the character (if they fail the saving throw), but are reduced to ¼ the usual damage, duration, and effect.

3. Vulnerabilities.

The character is only truly vulnerable to psionics, spell magic, magic illusions and magic weapons, all of which have full effect. However, all physical manifestations of magic and psionics, such as fire balls and so forth, still fall under the damage resistance ability and must exceed 20 points of damage to have any effect, except for magic weapons, which still do full damage.

The character still needs to breathe and eat, so he can die from drowning, suffocation, or starvation, but he can hold his breath and survive without food three times longer than the average person.

Other Abilities and Bonuses:

Add 3D6x10 +60 S.D.C.

Add 2D6x10 +20 Hit Points.

Add 1D4 to the P.E. attribute.

Add 1D4 to the P.S. attribute, which is considered Superhuman when it comes to lifting and carrying things.

Add +25% to save vs. Coma/Death (this is in addition to any other bonuses).

The character heals twice as fast as a normal person.

No scarring when healed.

Does not fatigue.

Object Enlargement

By AJ Pickett

This super ability enables the character to simply expand non-living, inanimate objects to twice their former size, and at the same time increase their weight by one quarter. While the enlarged items are twice their physical dimensions, the mass is not doubled, thus the character may put on quite a show of hefting huge rocks and swinging logs like baseball bats, while the objects are not actually as heavy nor as strong as they appear.

The objects the character can manipulate in such a way are limited by their total mass or weight, not their size or composition, however the item must be one complete object, not a part of a larger structure.. if the object can not freely expand, it does so with a pressure equal to the character's Physical Strength attribute (converted into lifting weight), and if this is not sufficient to move any obstacles aside, it just won't expand any further at all.

Range: Touch or one foot (0.3 m) per level of experience.

Mass increase limitations: The maximum mass a character can expand at any one time is equal to or less than 200 pounds (90 kg) per level of experience. The original mass is increased by one quarter, so at first level a character could transform a 5 foot (1.5 m) tall wooden statue that weighs 180 pounds (81 kg), into a 10 foot (3 m) tall statue that weighs 225 pounds (102 kg). A character may choose to expand an object to less than double it's original size, but he has no control over the mass increase of the object (he may not decide to increase the mass while only increasing the size a tiny fraction.. it doesn't work like that).

Attacks Per Melee: Each use of the Expansion power counts as one melee action.

Note: An object may be expanded if there are people inside, as long as they are not likely to be seriously harmed in the process, and as long as they are not physically or mentally linked to the item. However, items simply held by others can be expanded.

Item Damage Ratings: Take the S.D.C. and Damage score of the object and increase it by one quarter of it's original value. The object does not gain any additional A.R. points, but it will be noticeably weaker than expected for it's size.

Duration: Items expanded with this power will remain expanded for 24 hours per level of the character, unless he negates the effect (he must still be within range to do so). Items reduce in size at a gradual rate (1% per second) when the duration expires.

Perfection

As implied by the name, the character is a near perfect specimen of his race. All his attributes are as high as could be for normal humans, plus a few are considered extraordinary. All senses work at peak levels. His body is stronger, leaner, and faster than the normal bounds of his species.

Note: The list of attribute modifications below is designed for human and near- human species. The values should change for those races with drastically different ranges for attributes.

Attribute Enhancements:

All attributes that are less than 10 are boosted to a value of 10.

The P.S., P.P., and P.E. are each increased to 20+1d4. The M.E. and P.B. both raise to 16+1d4. The Spd. attribute is enhanced to 20+6d6. For attributes that are naturally rolled higher (before bonuses) than the base numbers above, just add in the roll of the extra dice (a roll of 23 for the Extraordinary P.E. means you add another 1d4).

Select three attributes. Those three attributes, instead of the above bonuses or changes, are Extraordinary as per the minor super abilities. If desired, both Extraordinary Physical Strength and Superhuman Strength may selected for that super- strong character.

Sensory Enhancements:

Unless destroyed by the process of an Experiment or some genetic fluke, all the character's senses function at pinpoint levels. His visual range is one mile of distance and can see 20% more clarity and color, perfect 20/20 vision. Hearing is so good as to catch a conversation 150ft away and a pin drop at 30ft (+1 on initiative). The sense of smell allows him to track by smell (30% +5% per level, 100ft range, -10% in the city) and sense extremes of emotions (40% +2% per level, unreliable as a lie detector). Advanced taste lets the character pick up the presence of poisons and toxins in what he ingests (40% +4% per level, but some poisons/ toxins may be tasteless and odorless). The fine sense of touch provides a +10% to skills like picking locks, picking pockets, and other sleight of hand skills, and can also pick up fine variations in texture and temperature (down to about 3 degrees difference).

If a heightened sense is possessed, use those bonuses and skills instead and ignore the meager offerings above.

Other Abilities and Bonuses:

Add +10 hit points and +20 S.D.C.

Automatic dodge

Fatigues at one- quarter the normal rate.

Add +1 on all save throws.

Heals at triple the normal rate.

Personal Weapon

A composite power by Brett Hegr, created with ideas by Dave Crowe and The Magus. A more powerful version of the same minor ability. In place of summoning weapons is the option to create an energy field around any existing object or weapon, to boost its damage potential. The same abilities of creating thrown and hand weapons exist, but are much stronger, have more bonuses, more damage, and less restrictions.

Weapon Type and Damage: Choose one or roll to determine type. This is a one time decision only. Each type has different properties.

Thrown Weapon (01-30%): These are weapons like long bows, shuriken, throwing discs, and other thrown or fired weapons. The weapon has 30% more range than a normal weapon of its type. Its use is limited only by the number of melee attacks of the character. The weapon is +2 to strike when thrown or fired, +1 more at levels three and seven. It cannot be held for much more than a melee without dissipating. The character also gets an extra melee attack with the weapon, plus one more at level five. Whatever form the weapon takes (player's choice) it does 3d6 damage, plus 1d6 at levels two and four, then goes up to 1d4x10 damage at level six. Others can use the hand weapons that the character generates, but must use it within the designated time limit. Other users do not get any of the bonuses.

Hand-Held Weapon (31-70%): These are swords, hand axes, machetes, whips, maces, and all manner of melee weapons. The hand weapon is +1 to strike, +2 to parry (or entangle, for whips), +1 on initiative, and has an extra melee attack with the weapon. Add a +1 to strike and parry/entangle at level two and a +1 on initiative at level four. All bonuses are in addition to whatever weapon proficiency or P.P. bonuses the character might have. It requires one melee action to generate and lasts for as long as the character concentrates on the weapon. Others can use the weapon, but there is only ever one in existence at a time and others do not get any of the bonuses. The damage is pretty standard for all weapons, doing 5d6 damage plus 1d6 at level three. Increase to 1d4x10 at level five, to 1d6x10 at level seven, to 2d4x10 at level 10, and to 3d4x10 at level twelve.

Energized Weapon (71-00%): This power allows a character to create a powerful energy field around any object and use it as a weapon. The energy field also allows common weapons to do much more damage than before. The character can either create the energy field around a weapon and hold the weapon, or throw it (in which case the energy fades once it strikes something). The energy field provides the character with a +1 bonus to strike, parry, entangle with, and throw the weapon. Add +1 more at level four.

The focus of this ability isn't accuracy - it's power. For an energized weapon, add two additional damage dice (if the weapon does 1d4, the energy makes it do 3d4, while 3d6 becomes 5d6, etc.) The absolute minimum damage an energized weapon/object does is 2d4 (apply to non-weapon objects like cards and pens). Add another extra die of damage at every odd-numbered level after level one. A hand held weapon gains a +10 damage bonus (not applied to thrown weapons), +10 more at levels four and ten. So, a 4th level character with this power could use a claymore (3d6 damage) and crank it up to do 6d6+20 damage (more damage than a heavy laser). If he threw it, he would only do 6d6 damage. There is no limit to how long the energy field can be maintained. GMs might require that the character decide exactly what form the energy field takes (plasma, electrical, kinetic, light, etc.)

Physical Enhancement

Range: Self

Damage: Add another +2d6 to hand to hand attacks.

Duration: As long as maintained.

Bonuses: +2 to parry and dodge.

In Rifts: Increase the hand to hand attacks to mega-damage intensity, or instead add +2d6 M.D.C. if supernatural strength is possessed.

The character is able to internalize his kinetic powers, and boost his own physical capabilities. He can move faster, hit harder, defend himself easier, and jump a number of feet equal to his M.E. and P.S. combined (vertically or horizontally). For anyone with a powerful jumping ability, increase jumping distance by +25%. With this ability in use, the character can parry bladed weapons and bullets with his bare hands, but failure means that he takes damage as normal (well, half damage from kinetic attacks). The character cannot generate pulses of kinetic energy and cannot create kinetic barriers while using this aspect of the power.

Power Battery

By Mr Scorpio

The character possesses an energy based minor super ability powered by an kind of internal battery which must be recharged from some external energy source. The character has the ability to recharge this battery by absorbing the energy he needs from almost any available source of a specific energy type. This makes the character completely immune to attacks from the type of energy he needs to absorb (even after the character's internal battery is full).

1. Battery Points:

The character can absorb damage from attacks (or from coming into contact with large amounts of energy) and store it as Battery Points for a limited time within his body. To determine the character's Battery Points (simply the amount of energy the character can absorb) multiply the character's P.E. by 10.

2. Power Cost:

The character must spend 6 Battery Points per 1D6 of damage (or 1 point per damage point, for each melee that the effect lasts) to power the character's minor super ability.

3. Power Increase:

Because the character has full control of the energy that has been absorbed, it is possible to direct more of it into a single attack, allowing the character to pump up that attack way beyond the norm for that super power.

The character is able to increase the power (range and damage) of an attack by up to 50% plus an additional 50% at levels 5, 9 and 13, without causing himself or those around him any harm. However, if the character attempts to go beyond his maximum power limit he is in danger of releasing an uncontrollable Super Charge (see below).

4. Super Charge:

It is possible to increase the power of an attack by even more than 50%, however the character runs the risk of losing control of the power. Anytime the character increases an attack by more than 50% there is a chance (equal to the percentage of the increase 50) that he will lose control of the power causing a Super Charge blast.

This blast causes damage to the character as the power erupts from within him and everything within a 10 foot (3.5 m) radius, +2 feet (0.6 m) per level of experience. For Example: A 3rd level character decides to double the power of his E.E.: Electricity attack (for a whopping 12D6 damage) and runs a 50% chance of causing a Super Charge blast that would do 12D6 points of damage in a 16 foot (4.8 m) radius, including the character, which might possibly kill him if the energy is not of the same type that he uses to charge his power battery.

5. Recharging Energy Type:

The act of absorbing energy can be subtle or quite dramatic, for example a character who absorbs light normally soaks up small amounts all the time without any noticeable effects, but when fully powering up his battery the character absorbs all light making contact with him, so that he appears to be completely pitch black.

Roll on the following table to determine what type of energy the character needs to absorb.

01-15 : Cold/Freezing

16-30 : Electricity

31-50 : Fire/Heat

51-60 : Kinetic Energy

61-75 : Light (visible light and lasers)

76-85 : High Energy (Microwaves, X-rays, Gamma Rays, Ultra violet, etc.)

86-98 : Sound

99-100 : Radiation (radioactive materials, particle beams, etc.)

6. Minor Super Ability Type:

Roll on the following table to determine a Minor Super Ability the character has that is powered by the battery.

01-05 : Energy Expulsion: Cold

06-10 : Energy Expulsion: Electricity

11-15 : Energy Expulsion: Energy

16-20 : Energy Expulsion: Icy Mist

21-25 : Glow Bug

26-30 : Energy Expulsion: Electrical Field

31-35 : Energy Expulsion: Fire

36-40 : Energy Expulsion: Force

41-45 : Energy Expulsion: Microwave

46-53 : Power Channeling

54-58 : Energy Expulsion: Flame Ring

59-63 : Energy Expulsion: Light

64-67 : Energy Expulsion: Directed Sound

68-73 : Energy Expulsion: Ultrasonic Screech

74-77 : Exploding Spheres

78-84 : Energy Expulsion: Energy Aura

85-88 : Energy Expulsion: Force Blast

89-94 : Energy Whip

95-98 : Energy Expulsion: Plasma

99-100 : Disintegration

Power Blast

Created by Drew (with expansion by Brett Hegr)

Range: 800ft +200ft per level of experience.

Damage: 1d6x10, +10 per level of experience. Add another 1d6x10 at levels four, eight, and twelve (keep the damage bonus).

Duration: Instant

Attacks Per Melee: Equal to half the melee attacks of the character (round up), fired once every other attack. Each blast only takes one attack, but the character has to take a "breather" before firing a again.

Bonuses: +0 to strike aimed and -2 to strike wild at level one. Add a +1 to both at levels two, four, seven, nine, twelve, and fifteen.

In Rifts: Increase the range to 1800ft +200ft per level, and the power goes up to mega-damage intensity.

The character can fire an immensely powerful blast of energy. This attack must be one of the types (player's choice upon character creation) found on the list of offensive minor powers in this file. Normally, the attack is either laser, ion/electrical, pure energy, fire/plasma, particle beam, sonic (apply sonic damage rules), cold/ice, or kinetic. After the third level of experience, the character can regulate the damage bonus of the blast by 10 point increments (no bonus, +10, +20, etc.) and the number of dice to roll (1d6x10, 2d6x10, etc.) The absolute minimum damage this power can do is 1d6x10 damage.

Power Sphere

This super ability is the Akira-esque aura of godlike power. Anything within a limited radius is under the complete mental influence of the character. He can implode skulls, shatter glass, crumble stone, and more. The character's aura is spherical and extremely powerful. Strange energies pulsate within it, giving powerful offensive and defensive abilities.

1. Inside the Sphere:

Radius: 3ft +1ft per level of experience

Damage: 6d6 damage can be caused to anything inside the sphere. The only effective defense is to leave the sphere.

Attacks Per Melee: Equal to the number of hand to hand attacks per melee.

Bonuses: If necessary, add a +1 to strike with damaging effects at levels one, three, six, and ten.

In Rifts: The attacks do mega-damage.

Inside the sphere the character is almost a god. The temperature, air, and pressure are all under mental control and can be altered at will within three melee actions (per change). He can even survive in space, as long as he has an air supply (or doesn't need to breathe). Anything in the sphere's area can be harmed at will (a strike roll of 1 to 4 is still a miss - otherwise damage is normal). Fatal attacks require a natural roll of 17 or more.

It is possible to pull glasses of water closer, make heads explode, and bend metal with seeming telekinetic force. Actually, it is reality that is being altered to some degree. This aspect of the power drives many of its possessors to megalomania. Though this is extremely powerful, it is limited by the sphere's radius. Anything outside of it is beyond the power of the character. Taking on this character in hand to hand combat is extremely foolish. GMs should be judicious in allowing the character to perform certain actions.

2. Sphere Fractures:

Range: 25ft +5ft per level of experience

Damage: 1d4x10 damage, +1d4x10 more at levels four, eight, and twelve.

Duration: Instant

Attacks Per Melee: Can be used up to three times per melee

Bonuses: +2 to strike aimed or +0 wild, +1 more at levels four, eight, and twelve.

In Rifts: Double the range, the fractures do mega-damage, and they can be used a number of times equal to the melee attacks of the character.

By focusing his mental energy, the character can cause his protective aura to momentarily fracture. These fractures release powerful destructive energies from inside the sphere.

Everything in the path of the fracture takes damage. Beings who are invulnerable, have Hardened Molecular Structure, supernatural (like vampires), are impervious to kinetic attacks take half damage. The fractures actually cause atomic bonds to weaken, doing impressive damage to even the hardest structures. Though the fractures seem to travel along the ground (churning it into rubble), anything above or below it for a 10ft distance will take damage. They can also be fired into the air and into the ground.

3. Attack Deflection:

The spherical aura is also a powerful defensive tool. Any attacks directed at the character can be parried, deflected, or simply stopped. Slow moving objects thrown boulders and would-be hand to hand combatants can be parried (or deflected) with a +5 bonus. Bullets, arrows, and other fast moving projectiles are stopped with a +3 bonus. Energy blasts get parried with a +1 bonus. Add another +1 to parry all these attacks at levels three, seven, and ten.

This defense is not automatic, however. The character must be able to see the attacker and/or the incoming attack in order to block it. Merely sensing it (like with Radar) is not enough. Attempting to parry an unseen attack is possible, but it is done with no bonuses (a straight roll). These bonuses cannot be combined with any P.P. or combat form bonuses, because the parry is purely mental.

4. Other Abilities and Bonuses:

- +6 vs. Horror Factor •+1d4 to the M.E. and the P.E. attributes (minimum of 14 for both).
- +1d4x10+20 S.D.C. (in Rifts the character gets 6d6+24 physical M.D.C.). •Magic, psionic, and electromagnetic sensing directed against the character are +25%, due to the vast energy flowing through his aura.

Predator Abilities

This makes the character an ultimate hunter. His/Her body is the best hunting tool ever.

- Super Senses: The characters senses are extremely sharp.

Bonuses: +60% to Tracking

+2 to strike

+6 to parry/dodge

+4 to imitative

- Semi-Invisibility: This means the character can go 90% invisible thus looking intangible. The semi-invisible person gets an extra 90% to prowl. •Transformative Appearance: This lets the character can become a horrifying monster with claws (2D4 Damage) Bony Blades (3D6 Damage) and many other horrific features. Bonuses in predator form: Horror Factor 12

AR: 14

SDC +400

•Silence Aura: This means the character can create an aura of silence emanating about 1 foot from his/her skin. Enemies are -2 to strike, parry and dodge this character. •Super Leap Attack: This is an attack that can only be done from hiding before imitative and there is NO possible defense against it. If the target is hit they lose imitative, lose 1 attack and are -2 on all combat rolls for the next 4 melees.

Damage:3D6*10 and stun

Bonuses None, NO defense possible

Pressure

Created by Andrew Darling

This is a very specialized form of CEF: Air, one that can have very dramatic effects on people and things. It governs the pressure differential between two regions. For instance, by substantially reducing the pressure inside a house and increasing the air pressure outside, a house can be imploded. People can be subjected to a variety of medical woes, and environmentally sealed environments can be popped like grapes.

1. Inanimate Objects:

Pressure gradients can cause damage equal to $3d6 + 1d6$ per level per attack. On completely unmoving targets, this may be revved up beforehand, for up to several minutes (2 per level of character) , and then cause cumulative damage all at once to dramatic effect (that imploding house.) Against moving targets, a roll to strike must be made with no Physical Prowess or skill bonuses. Against a man in armor, this damage is only applied to the armor. However, if the strike roll breaches AR, environmentally sealed armor has been pierced. The range of this ability is 100 feet plus 10 feet per level. It can also be used against most kinds of sealed containers and doors, except doors with a lot of open space for air to flow through (like jail cell doors).

2. Compressing Living Creatures:

Fortunately, most living creatures are fluid filled and not therefore subject to compression; with some exception. Upon a successful attack roll (no P.P. or skill bonuses), the victim must save versus pain as his ears and sinuses attempt to implode/explode. Failure indicates the victim is -4 to all actions. The victim must then make a save versus non-lethal poison to determine if he is deafened, for an additional -2 to all actions if he fails or no penalty if he saves. Okay, but the fun's not over yet. If the victim remains in the area of effect for a full round, he is subject to nitrogen dissolution in his blood. Hence leaving the area of effect is like surfacing from five hundred feet below the water in a matter of seconds.

The victim in that case must save versus lethal poison, dying if he fails. If he doesn't fail, the victim will double over in pain with -8 to all actions, potentially cumulative. He also loses all S.D.C. and half his hit points (or M.D.C.). The body is in a greatly weakened state, and for $1d4+3$ days afterward the lucky victim will be at half strength (halve all physical attributes, halve all bonuses, halve the number of attacks, etc.)

The range of this power is 100 feet plus ten feet per level and the area of effect is a sphere 5' to 1' per level in radius. Maintaining the area requires constant concentration and no other actions may be taken by the 'compression caster'. Environmentally sealed armor must be pierced before this technique will work.

3. Suffocation:

Upon a successful strike roll (no P.P. or skill bonus) an area of 5 foot + 1 foot radius per level may be all but evacuated of air, causing suffocation. Human size creatures will run out of air within two minutes, and will be unable to function after one. This assumes that the victims take in a good breath of air - if they don't (maybe because they are fighting) they succumb to suffocation within half the time! Holding one's breath in a vacuum is difficult (and dangerous) because of the pressure differential - the air will try to escape the lungs. Nature abhors a vacuum. Maintaining this area requires full concentration of the character.

Alternately, the air content can be greatly reduced in an area (double the radius of effect as above). If this is done, the character loses only two melee attacks and a -2 on initiative due to concentration. Anyone in the radius of effect loses half their attacks, half their bonuses, and their physical attributes are reduced by half also. Without an ample supply of air the body will get tired very, very fast. Every five minutes in a low- oxygen area (like the suffocation field) is like an hour of continuous exertion - very fatiguing! Beings that never fatigue (like those with Healing Factor) are cut in physical power by 25% and not half. Beings that do not breathe suffer none of the above effects!

Note that the suffocation field will also stop fires by reducing the oxygen level - great against beings that wield fire. Any spellcasters that require a spoken word to cast magic are also in trouble.

4. Other Abilities:

Does not breathe in any way, and so is impervious to his own power!

Impervious to all kinds of gases (they get filtered away)

Immune to high pressure effects, such as the 'bends' (nitrogen bubbles in the bloodstream, etc.)

5. Notes on Supernatural Creatures:

Most supernatural creatures rely on some sort of air supply, no matter how strong they are or how many powers they possess. The average supernatural creature will react to a lack of air just like any humanoid. For super-tough beings like demigods, vampires, and dragons, they suffer half the penalties. Thus when a dragon is being affected by a full power suffocation field they will be able to function for two minutes and go unconscious in four. Dragons will also only have their attacks, bonuses, and physical attributes reduced by 25% when compressed or deprived of air.

Probability Manipulation

By Jaegermeister and Relic

The character has the ability to manipulate the chance for failure or success with this bizarre super ability.

The player must select either good luck or bad luck before activating the Probability Effect.

1. Good Luck.

Range: Self

Duration: Constant

Bonuses:

The character adds 5% +2% per level of experience to all skill rolls.

+3 to strike, parry and dodge,

+3 to Roll with punch, fall or impact,
+3 vs. Magic and psionics,
+3 vs. Poisons, toxins and diseases,
+20% vs. Coma/Death,
Automatic Critical Strike on a natural 17-20
Gains Automatic Dodge.

2. Bad Luck Only

The character's probability power can negatively effect any target that is directly intending to physically harm or otherwise jeopardize the character. For Example: The 5th level hero with this power is being chased up a mountain side by a villain. The hero's super ability will effect the villains climbing skill (and any strike rolls the villain makes, etc.), giving him a negative 15% to his skill, which may end up causing the villain to fail a skill roll and tumble over a cliff.

Range: Those who directly threaten the character with this power suffer the penalties, but the character can direct this effect at specific targets within line of sight.

Duration: Constant

Bonuses and Negative Effects:

Target subtracts 5% +2% per level of experience (of the character) to all skill rolls,

-3 to target's strike, parry or dodge rolls,

-3 to target's Roll with punch, fall or impact,

No Critical Strikes on the character (only normal damage),

No Death Blows on the character (still does double damage though),

Targets lose Automatic Dodge ability,

3. Other Abilities and Bonuses:

Add 1D4 to M.A., M.E., P.E. and P.P.

Note: It is highly advised to the GM to consider the ramifications before letting a player character have this power.

Psychic Coil (whip)

The character can generate a whip of pure psychic energy (color purple). The coil can be created from the back of any palm or both.

Range: The whip is 6 to 15 feet long (regulated by character)

Damage:2D6 per attack

Duration: As long as the character concentrates.

Attacks per melee: Same as total Hand to Hand attacks

1. Animate whip

The person has full control over movement of whip, meaning he can bend it around corners, entangle opponents with only mental effort.

The P.S. of the whip is 24.(maximum wgt:1200lbs)

BONUSES:+3 to strike, +5 to parry (yes it can parry)

Total S.D.C. of the whip equals 100. Because of its prowess attackers must roll over 12 on D20.

2. Bio-stun

Range: Touch (by whip)

Attacks per melee: 2

Savings Throw: 14 or higher is needed to save. Bonuses from P.E. can be applied.

The character can stun opponents with Bio-Feedback causing pain and confusion. Enemies affected by this power are -6 to strike, parry and dodge and also take 4D6 points of damage and are stunned for 1D4 melees.

Pulsation Manipulation

This ability gives the character limited control over the pulsation of his personal life energy. All the listed actions require the use of life energy thus Life Energy Points (LE). You calculate your LE by $ME+PE*2 +10$ per level.

1.Pulsar Blast: This is a powerful pulse of life energy that has the ability to short out someone's nervous system, and the damage can be devastating.

Damage: 1D6 for each LE expended(The victim is also -1 on all rolls for 2D4 melees cumulative).

Range: 2000ft +10 per level. 2.Pulsar Field: This is a field of rapidly pulsating life energy that surrounds the character like a body armor.

SDC: 10 for every LE point.

Damage: 2D8 +1D8 per level

Duration: 10 minutes +1 per level.

AR: 16 3.Pulse Wave: this is a area effect blast of life energy. Rang is variable.

Damage:1D6x10 for each LE point

Range: Maximum:50ft +10 per level 4.Life energy sensitive: This is a constant ability that allows characters to sense the presence of life energy. 5.Pulsation Frenzy: This is

way of the character to Super Charge themselves on life energy causing the character to become more powerful.

Bonuses:

•+4 to strike •+5 to parry and dodge •+10 to damage •+ 1D4*10 to SDC •Duration 4 melees

LE Cost: 30 6.Life Energy Parry: This is a way of parrying any attack using life energy.

LE Cost: 1 point (All normal parry bonuses apply) 7.Other bonuses:

•+3 to strike •+4 to parry and dodge •+1D4 to ME •+1D8 to PE •+1D8*10 to SDC

Reconstruction

This power allows a hero to repair anything without needing any knowledge of how it might work.

Range: touch, 100ft + 15ft per level of experience range

Damage: none

Duration: as long as character remains within range

Attacks per Melee: can be used up to twice per melee

Bonuses: none

1. Repair Objects

If the hero simply touches an item, it will instantly be restored to perfect condition, regardless of it's previous condition. This works with anything; vehicles, documents, walls, or anything else the hero can touch that is not alive. There are of course, a few limitations: the largest object that can be restored would be equivalent to a small building or extremely large semi-truck. The object will only remain intact as long as the character stays within range, after the character walks the maximum distance away, there is a 90% chance that the object will fall apart, reverting to it's previous condition.

2. Create Invulnerable Objects

By concentrating, the hero can make an object that they are touching temporarily invulnerable. This can include weapons, vehicles, or armor. Concentrating to keep an object invulnerable will take away one attack per melee, -2 to all combat rolls, and -15% to all skills. There is only one problem with this, once the character stops concentrating, there is a 75% chance that the object will completely fall apart.

3. Other Abilities and Bonuses

+15% to all electrical and mechanical skills

machines will tend to not break down while the character is around

+4D6 to SDC

Regeneration

This power gives the character an amazing ability to recover from wounds, disease, toxins, and the ability to regenerate lost body parts.

Bonuses:

- Add 2D6 to P.E.
- Add 1D4 x 10 + 10 to S.D.C.
- Add +30% to save verses Coma/Death
- Add +3 to save verses magic and psionics
- Add +4 to save verses toxins and gases

Abilities:

- Heal 2D6 S.D.C. or 1D6 Hit Points every melee round.
- Super Healing: Can instantly regenerate 1D4 x 10 Hit points two times per day.
- Does NOT fatigue
- Can go to double the normal amount in negative P.E. before dying. For example, a character with a P.E. of 12 could drop down to -24 instead of -12.
- Resistant to fire and cold; does 1/3 damage
- Resistant to drugs, toxins, and poisons; 1/3 effect, 1/3 duration
- No scarring when healed
- Broken bones heal completely, without any signs of ever being broken.
- Heal 10 times faster than normal.
- The ability to regenerate lost body parts. The amount of time it takes for a body part to regenerate depends on the part. An eye, nose, finger, or ear takes about 4 days to a week, while an arm or leg takes about a month to regenerate.

Reflection/Deflection

This power allows the character to reflect and/or deflect all forms of attack. Reflection is the ability redirect all forms of attack either back at the attacker or at another target.

Deflection is much like a parry. Deflection is the ability to deflect any form of attack away from the character.

Reflection: The character may redirect an attack at the attacker or a new target. The character makes parry roll with 1/4 the normal parry bonus. If successful, the character the makes a strike roll with Reflection bonuses only. If the character hits, roll for damage using the damage roll of the attacker. For example, a character is attacked with an laser rifle that does 5D6 damage. Both his rolls are successful so the reflected laser does 5D6 damage to the new target. This power works against all forms of attack: bullets (single

shots only), lasers, fire, ice, electricity, thrown weapons, and so on. The power does not work against punches, kicks, physical attacks, explosives, magic or psionics in any form. Deflection: The character can deflect an attack away from the character doing no damage. The character makes a parry roll using half the normal parry bonus. If the character is successful then the attack is deflected harmlessly away and does no damage. The same above restrictions on attack types apply. The character can deflect any attack including a burst of bullets, magic, etc.

Bonuses:

- Add 1D4 x 10 S.D.C.
- Add 1D4 to P.P.
- +1 to strike and parry with reflected/deflected attacks at levels 3, 6, 9, 12, and 15.

Note: The character must be aware of the attack to reflect/deflect an attack and must be able to see the new target.

Remove Senses

•Range: Touch.

•Duration: As long as the attacker is within 4ft. (+1ft. per level) of the victim, and an additional 1D4 melees after the character has left.

•Attacks Per Melee: Counts as one attack each melee in it being used.

The character has the ability to remove the sensory input of another character, thereby shutting him off from the outside world. The victim of this attack will be unable to strike, dodge, parry, or even be sure if he is standing, sitting, or even alive. The only assurance that he has of his own existence is his thoughts, which are reduced to a dream-like panic state. The body will crumble to the floor, unaware of it's surroundings while the mind retreats into itself, totally cut off. If the victim is under the effects of this attack for longer than ten minutes, then he/she may have to roll on the Phobia table (1-40%). Multiple persons can be affected by this, but each subsequent victim takes up an additional attack per melee.

Replication

This ability allows the character to create a perfect copy of an item at will. Range is touch or 1 foot per level. Unless the object is rendered permanently, it will dissipate after the duration of 1 hour per level of the character.

The character is limited to replicating 1 item per level within a 30 minute time period

The character can replicate any item that he is in physical contact with, or any item that he has "recorded" the structure of. Structures are recorded through physical contact. Up to 5 recorded structures, plus 1 per level of experience are possible. A structure can be stored for as long as desired, but if the maximum limit is reached, then a structure will have to be dumped to make room for a new structure.

Objects may count as more than one structure due to complexity, size, or other factors

Mass: Each 20 lb. + 2 lb. per level counts as one structure

Organic, nuclear, electronic or energy cell components each add one to the structure count

Permanent objects may be created, but this counts as an additional 10 structures

Living structures are not possible initially. At each new level, the character rolls percentile. If that roll is under the character's new level times 2, then he can now create

living creatures. Living creatures must be created permanently. Each 10 points of any attribute above 9, 10 SDC over 20, APM over 2, or 5 points of combat bonuses (may be allocated in any combination) count as one additional structure, and any minor ability or psi power adds 10 structures. Major abilities add 18. Mutant traits (horns, unusual skin, etc.) count as 2 to 4 structures (GM discretion). Creation of a living being is a taxing job and has the following special limitations: The character cannot replicate anything else for 3D4 hours. Any recorded structures are lost, and the character suffers 1D4 damage directly to hit points for every structure the creature counted as. The character can imbue his creation with super abilities (but NOT this one) and psionics, but only if he has a recorded copy of that ability. This means he must have been in physical contact with someone with that ability, or have that ability himself. Note that the being created will have a few natural abilities, but will be unskilled. Characters thus created can learn any three secondary skills per each I.Q. point. Skills will be learned at a rate of three per day. Creation requires 1 melee action per structure the object counts as. If several mutants with this power join forces, then they can divide the complexity of the task between them, thus making a more impressive object than they could make unassisted

Self Explosion

This power turns the hero into a walking bomb, capable of blowing himself apart and taking absolutely no damage from it.

1. Explode Whole Body

Range: self and 15ft radius

Damage: 2D6 x 10 damage, add 3D6 if power's user is in close, physical contact with the target (i.e. bear hugs, tackles)

Duration: instant

Attacks per Melee: counts as 3 attacks

Bonuses: affects everything within radius

The hero's body completely blows apart, injuring or damaging anything too close.

The hero's body will reform itself quickly, leaving him standing, untouched.

2. Explode Limbs

Range: touch

Damage: special

Duration: instant

Attacks per Melee: counts as one attack per each limb used (ex. If one arm is used, it counts as one attack, if both legs are used, it counts as 2 attacks)

Bonuses: Automatically affects what character is touching

The character can concentrate to make any number of their limbs explode. This can be used to cause differing amounts of damage:

Finger-----1D4 damage each

Hand-----3D8 damage each

Arm/Leg-----1D4 x 10 damage each

Foot-----2D8 damage each

This can also be used to make incredible jumps, by blowing apart both legs simultaneously. The character can leap up to 45ft +5ft per level of experience up or across.

3. Mega-Damage Explosion

Range: self and surrounding area

Duration: one melee

Damage: special

Bonuses: automatically hits everything in blast radius

This is an extremely powerful explosion the character can create, however, it is extremely dangerous, both to the hero and the surrounding area. (Note: This explosion requires 10 melees of concentration to set up and is irreversible after 7)

The Explosion Does:

-10,000 points of damage to the first 100ft radius

-5,000 points of damage to the following 100ft

-1,000 points of damage to the next 100ft

-500 points of damage to the next 200ft

-100 points of damage to the final 200ft

-Total Blast Radius: 700ft

Roll on the Following Survival Table:

1-10 Character lives, no permanent damage; unable to use power for 1D4 weeks

11-25 Character survives, but permanently loses all super abilities

26-86 Character is atomized

87-00 Character survives, but the character's power mutates into a completely new power,

roll on the random ability table. Also roll on the insanity table: Neurosis and Phobia

4. Other Abilities and Bonuses:

skin has an AR of 8

explosions, heat, and fire do half damage, all other attacks do full damage

add 1D6 to PE

add 1D4 x 10 to SDC

Singularity

This power enables the mutant a certain amount of leeway with the laws of physics. He is able to twist the local physics to produce one of several varieties of singularities. A singularity is a situation in which some part of physical reality reaches a point of infinity. A black hole is the most widely known type of singularity, in which a large amount of mass produces a gravitational pull so strong that not even light can escape. The strength of the gravitational pull is basically infinite, in that a physical force that attracts mass (actually, it warps space) is capable of pulling in massless photons (travelling at infinite speed). The black hole is theorized to twist space so strongly that normal three dimensional objects cease to exist as we know them. The character's power is to produce similar anomalous effects within the bounds of the laws of physics.

Though this power lets the character perform the equivalents of several other super powers, the effects are much more limited and the singularity power requires a strike roll to take effect. I'm sure that GMs are going to have a tough time with this power, so mail me with your thoughts.

General Singularity Statistics:

Range: 90ft +10ft per level of experience or self when targeted to affect a single person or object. The range is reduced to 30ft +5ft per level for field effects.

Damage: Varies

Duration: If not an instant effect, the singularity will last for one minute per level. If maintained, the duration can be extended indefinitely.

Attacks Per Melee: Can be used up to twice per melee. Maintaining a field or a personal singularity means only one singularity attack can be made per melee.

Bonuses: +3 to strike aimed or +1 wild. Add a +1 to strike for an M.E. of 16-24 or a +2 to strike if the M.E. is 25 or higher. No other bonuses may be added.

Save Throw: Save vs. Singularity, a roll of 14 or higher with P.E. bonuses added in (and also any bonuses to save vs. Temporal effects/ magic). Increase the save throw difficulty to 16 at level five and to 18 at level eight.

In Rifts: Double the range, and the singularities can be varied to do mega- damage or S.D.C. damage.

Dodging a 'targeted' singularity attack is made at -4 (difficult to see) and a normal dodge is required. Also, instead of adding P.P. bonuses to the strike roll of a singularity attack, add the M.E. bonuses - this power is a matter of concentration. If a singularity misses, it has no effect if so desired ('strays' are easy to control). A single singularity can be maintained on a desired target (self, a single being, or an area) for an indefinite duration, until the character gets bored, but then only one other singularity use is possible per melee.

If a 'personal' singularity is centered on oneself it can be maintained indefinitely with no strike roll required, but only one personal singularity at a time can be focused upon and a 'field' singularity cannot be maintained at the same time. The concentration involved imposes a -2 on initiative and the loss of one attack.

A singularity 'field' can also be created. It affects a 4ft radius at level one, 6ft radius at level five, and a 10ft radius at level ten. Not all singularity attacks can be field effects.

Also, it is not possible to create a field effect while a personal singularity is being maintained (and vice versa). Fields have half the duration of a targeted singularity.

1. Gravity Singularity:

For a brief duration, the mass of an object can be amplified or negated entirely. See page 274 (Gravity Manipulation) and page 296 (Weight Manipulation) for more info on the effects of increased/ decreased gravity.

Low Gravity: If mass is negated, the target will float about like a balloon. The maximum weight reduction limit is 2000 lbs plus 500 lbs per level.

High Gravity: On the other hand, if mass is amplified, the maximum gravity field increase is 4 G plus 1 G per level of experience. See page 274 for the penalties of increased gravity, but halve the penalties.

Gravitic Deflection: As a counter- strike, the character can deflect most attacks with a gravity singularity. Use the strike bonus as a parry bonus. The G- field has an instantaneous effect (no duration) but can be used as an automatic parry. Valid against lasers/ light (and not any other energy attack), physical blows (but not pure kinetic energy), thrown weapons, projectiles, short bursts from weapons (up to 15 rounds), and up to 3 missiles at a time. If used as a field effect, one melee action is required but missile volleys and any number of bullets/ slugs can be deflected.

2. Energy Singularity:

It is possible for the mutant to create a field of 'negative energy' (which is actually theorized to exist around black holes) that will cancel out true/ positive energy.

Damage Resistance: The targeted person or area can be made resistant to energy attacks (half damage), and after level six the affected will become totally impervious to energy attacks. However, targeted beings will also be unable to use any natural energy attacks, cast energy-based spells, or use energy-projecting psionic powers. Well used against a dangerous energy-emitting opponent. The energy forms affected are energy, fire, ion/electricity, microwaves/heat, radiation, light/laser, and particle beams.

Power Reduction: The other use of this singularity is to negate the flow of power in an area or object. It soaks up all the electricity (or whatever power) that is flowing and essentially shuts a system down. If the power source of a vehicle can be targeted (standard called strike) it is possible to affect the entire vehicle with a power loss. Could be used to get more time during a nuclear power plant overload

Force Field Penetration: Against some force fields, this effect is also useful. Electric fields, flaming walls, and energy barriers can be penetrated by throwing an energy singularity at them to produce a hole! The duration of this effect is half that of the normal duration. Psionic and magic force fields are not normally affected.

3. Temporal Singularity:

Time Deprivation: Much like the T-Dep spell on page 79 of *Rifts*® England, the character can create a singularity that reduces the time flow in a target. Victims will not know what time it is - their perception of it is so skewed that they have to see the sun in order to know if it is day or night. Appointments will be forgotten, clocks will be misread, reactions will be timed wrong, and coordination is thrown way off. The victim suffers the following: -10% on all skills, -60% on skills involving time measurement (Demolitions, Piloting, and Navigation skills are good examples), -1 to strike, parry, and dodge, -3 on initiative, and loses one melee action. Further, it is not possible to use paired weapons (can't coordinate)!

Temporal Paralysis: With this singularity effect, the character is able to negate the time flow of a target. The result? The target will stop immediately, frozen in whatever position it was in. If struck by the paralysis in mid-air they will remain there until it wears off! Remember, it is not the motion of the target that is being inhibited but the flow of time. The afflicted will have no memory of events passing while they are frozen - it stops when they are paralyzed and continues when they are not. Another strange result is that the frozen target is impervious to all damage! Time, like everything in the universe, is a vibration and since the paralyzed being has no vibration at all he cannot be affected by attacks. Even phase beams do no damage.

This singularity can clearly be used both offensively and defensively. Temporal Wizards, Warriors, and Raiders, Time Lords, Phase Mystics, First Stage Prometheans, and powerful supernatural beings (gods, dragons, demons, supernatural intelligences) get a +4 bonus to save against this. Second Stage Prometheans and any 4-D creatures are immune to this effect, as is the character himself.

4. Spatial Singularity:

Space Warp: This is mainly an offensive use of the Singularity power, and allows a mutant to warp the three-dimensional space that an intended target exists in. The effect is kind of like a nipple twist like kids used to dish out in high school (don't they hurt?), but far more intense and widespread. Attempts to save vs. pain from this are -8! It can harm only material beings and objects, doing 4d6 damage plus +1d6 per level of experience.

It also affects all supernatural creatures and will do half damage to invulnerable mutants, mutants with a hardened molecular structure, and all supernatural shape shifters (vampires, werewolves, demons, supernatural intelligences, gods, dragons, etc.) Damage can be regulated at level one, but divided attacks are not possible. A field effect will do the listed damage to every target in the field once per melee.

Space Fold: The singularity power also lets the character cause three dimensional objects to make short 'jumps' in our continuum, teleportation. The size and weight of the object doesn't matter at all, because the range is so short. Objects can be made to move two feet plus one foot per level of experience. With this power the character can make a very short range teleportation, which might not be enough to get out of the way of all attacks. This effect cannot be turned into a long- duration field effect, only long enough to move groups of matter (one melee action in duration).

If used to help someone dodge, it adds a +3 bonus. If used to 'move' oncoming physical objects the character must make a successful parry roll (use strike bonuses) to shift the objects. The fold has an instantaneous effect (no duration) but can be used as an automatic parry. Valid against attacking beings, thrown weapons, projectiles, short bursts from weapons (up to 15 rounds), and up to 3 missiles at a time. If used as a field effect, one melee action is required but missile volleys and any number of bullets/ slugs can be deflected. Large objects like cars and boulders can't be shifted effectively - it is better to fold space to help a dodge.

5. Dimensional Singularity:

With a dimensional singularity, targets can be transformed such that they are thinner than paper! The effect is much the same as the Temporal Spell of D-Shift: Two Dimensions. The 2-D being can hide with 85% effectiveness, can't be detected by thermo- optics, body heat, motion detectors, etc. Weight is reduced to one- sixteenth. Physical blows do half damage if the 2-D being is braced against something. Gases and fumes also do half damage with half duration, and toxins that must be ingested or injected are ineffective. The character in 2-D form cannot speak, eat, drink, or cast most magic spells when in the altered form. Distance judgment is also impossible - all combat rolls are made with no bonuses whatsoever! Further, damage from punches and kicks delivered by a 2-D creature is reduced to one- quarter the normal damage. Movement is reduced to a Spd. of about 6, attacks are cut in half, and no initiative is possible (time moves very slowly). Also, the character is still vulnerable to energy attacks, environmental effects, magic, and psionics. A gust of wind will easily blow the character away like a kite! On the plus side, it is pretty tough to hit a 2-D being (a -6 strike penalty is applied).

6. Other Bonuses and Abilities:

Can see and sense dimensional, spatial, and temporal anomalies. They can be seen clear as day. Large things like rifts are picked up with a range of 30 miles. Mystic portals, time holes, and ley line storms are sensed with a one mile range. Dimensional pockets are sensed within 100ft and dimensional envelopes are sensed within 10ft. All types of teleportation, astral beings, two and fourth dimensional creatures, and phased/ intangible beings are picked up within 100ft. In all cases the opening, closing, and general location are known.

Add an additional +5 to save vs. Temporal magic and other reality- twisting effects and spells.

For T.M.N.T. Transdimensional rules, the character is immune to temporal energy change.

Skill Mastery

RANGE: Self

ABILITIES: Anyone possessing this major power gains the knowledge of how to perform ALL skills in Heroes Unlimited!!

Note that if you select this power, you must then choose your skills to determine their proficiencies. These are the skills that the character will always know, even if super abilities are negated (these are learned skills). After your learned skills have been decided, your character will now know how to perform all other skills at (80%) + 5% every other level (do not add any scholastic or IQ bonus on to these skills obtained thru super powers).

BONUSES: +10 IQ, +3 MA, + 5ME

DISADVANTAGES: The damage or duration (players or GM choose which one is more appropriate) of all other powers are cut PERMANENTLY in half. Dont cry, after all with this power your character can DO ANYTHING anyway!

Social Invisibility

Characters with social invisibly are the ultimate chameleon in nature, with their presence literally cloaked allowing the character to pass off as anyone in almost any situation. Social Invisibility is a pseudo Psionic Super Power that warps the mind of all those who view the character, this mind warping affect makes anyone who sees the character think they are seeing someone who is appropriate for the situation, so in a hospital the character might be mistaken for a orderly, nurse or even a doctor, in a police station the character might be mistaken for a Police officer, on the street one gang member might see the character as a fellow gang member. This power allows the character to fit in anywhere. Most people will ignore the social invisible character, and soon pass them off without a second glance.

Note: The character cannot control this ability, i.e. the character cannot control what those who see, what the character looks like so the character might appear to be 20 different people to 20 different people. This superpower works only in situations where someone else is likely to be, so it will not have any affect in concealing the character if there are only 2 people in a room, and the character comes in when no one else is allowed in.

Space Adaptation

With this major super ability, the character is transformed into a spacefaring creature that is able to survive in the harsh vacuum between bodies of mass.

The first aspect of the adaptation is sustenance and air. When on a planet or in a sizable atmosphere, the character needs only one meal and 20 ounces of water (approximately 600 mL) a day to survive. Sleep needs are reduced to 4-6 hours a day. The character can exist on a diet of biological matter and ultraviolet light that penetrates the atmosphere. When the character is in space (or is able to absorb the cosmic rays reflected by a normal

atmosphere) he needs no food or water - his body absorbs the ambient radiation in place of the needed biological energy. The character no longer needs to breathe.

Second, the character is immune to the effects of high pressure or lack thereof. He can sink into the deepest ocean and fly into the expanse beyond the atmosphere with equal ease.

Lastly, those with this power are resistant to some forms of damage. These are listed below. The character is also able to use his flight abilities (if he has them) to escape the gravitational pull of planets (even those the size of Jupiter). He can also withstand up to 15 G before feeling the effects of intense gravity. This provides some resistance to the Gravity Manipulation major super ability.

Other Abilities and Bonuses:

Impervious to damage from radiation - in fact, the mutant's body absorbs it as energy.

Resistant to heat (not fire) and takes one-third of the damage, plus can withstand temperatures of up to 300 degrees Fahrenheit with no ill effects.

Impervious to damage from cold and can survive in temperatures just a few degrees above absolute zero (0 degrees on the Kelvin scale). The leftover radiation from the big bang provides a mean temperature of 2-3 degrees Kelvin.

Add +1d4+2 to the P.E. attribute.

Add 1d4x10+40 to S.D.C. (50-80), but when in Rifts® worlds increase the hit points by +20 and turn them into an M.D.C. equivalent.

The character has a visual ability equal to that of the minor super power of Super Vision: Advanced Sight with a base range of five miles (instead of the normal two).

Add a +30% bonus to all navigation skills - the character is able to intuitively use the stars and subtle magnetic fields for navigating (like a bird or dolphin). If no navigation skills are selected, use the bonus as a base for any type of navigation and add +5% per level.

Species Morph

This allows the character to become a representative sample of another species. The character will adopt the specific traits that differentiate the new species from his own, but cannot change to look like a different member of the same species. For example, if the hero is human and morphs into a humanoid species with pointed ears, then he would look like himself, only with pointed ears. This ability is limited in that animals must become animals, insects must become insects, vegetative aliens must become other vegetative aliens, and mineral aliens must become other mineral aliens. The basic physical structure is also a limit. In other words, human characters must become beings with the same basic humanoid structure of torso, head, arms, legs, etc., though a humanoid could become a canine, feline or reptilian alien. Also, this power does not allow the character to become vastly more powerful than his original self. The character retains all other powers while in the new form, but can only gain two minor power or lesser psionic abilities plus one every fifth level (major powers and super psionics count as two selections), but he must deactivate an equal number of powers to do this. Magical powers cannot be received with this power, though a magical being could be emulated, the mystic abilities could not. The emulated species must be copied by direct touch or from a remembered pattern (up to 3 plus 1 per odd level can be stored).

If a species has a different attribute base, then take the maximum roll of the original species, and the maximum roll of the new species, and multiply that attribute by the new species maximum divided by the original maximum. Then take the average of this score and the character's original attribute. For example, a human with a PS of 24 turning into a species with a PS of 5D6 would multiply his PS by 30/18 to get a PS of 40. Then he would take half the difference, which is 32, to be his PS in this new form. This formula goes for all stats, but no stat can be increased to more than double the original, or decreased to less than half of the original. Combat bonuses and APM can only be increased/decreased by 20%.

Speed Tasking

Created by Andrew Darling

This is a speed power that does not grant one the ability to run or combat skills. That is what other speed powers are for. Rather, it allows the character to perform tasks, both manual and mental with incredible speed and hand-eye coordination. It is primarily mental speed and not physical speed. This ability can be taken with other speed powers to round out a high speed character.

1. Speed Reading: The character can speed read as per the psychic power at will with equivalent retention. The character can read 30 pages per minute, half if reading highly technical texts. At level four increase the reading rate to 50 pages per minute, at level seven increase it to 80 pages, and at level ten increase it to 100 pages.

2. Task Performance: Tasks that require only the hands and concentration (sorting books on a shelf, typing, assembling a carburetor, etc) can be performed twenty times as fast as a normal person. If the character possesses a running-based speed power, tasks that require movement (researching in a large library, shoveling driveways, etc) may also be performed at twenty times the rate of a normal human.

3. Hand-Eye Coordination: Certain tasks cannot be performed any faster, per se, but the benefits of rapid reaction time and hand eye coordination can be applied to them. Apply a +15% bonus to all piloting skills, and other skills that are strictly manual dexterity related (pick pocket, card sharp, palming, etc.)

4. Combat Bonuses: This is not meant to be a combat oriented power. If the character has no other speed-related powers, then he will get the abilities of Combat Quickness. If the character has any other speed or combat related powers at all, he gets only a +2 to initiative and a +2 to parry (gains an automatic parry if one is not possessed).

Spiral

This odd power gives the hero the ability to spin molecules at an amazing rate, providing a variety of effects.

1. Spiral Blast

Range: 100ft + 10ft per level of experience

Damage: 1D6, 3D6, or 6D6

Duration: instant

Attacks per Melee: equal to total hand to hand

Bonuses: +2 to strike

This fires a blast of rapidly spinning air molecules that hit like a ton of bricks.

2. Nausea

Range: 50ft + 6ft per level of experience

Damage: none, except penalties

Duration: 1D4 melees

Attacks per Melee: counts as 2 attacks

Bonuses: +3 to strike

By spinning a person's inner ear and the contents of their stomach, one can make them feel sick enough to severely limit their combat abilities, losing one attack per melee, -4 to strike, parry, and dodge, and every melee they must save vs. poison or use two attacks/actions vomiting.

3. Flight

By spinning the air molecules upward around themselves, the character can raise themselves and/or one other into the air. Top speed is 100mph if flying alone or 50mph while bringing someone else. While another person is being lifted, they are at the mercy of the controller and will not be able to move very well on their own. Maximum range is 20 minutes at a time + 10 minutes per level of experience.

4. Parry Projectiles

Range: 3ft circle up to 50ft away or 10ft bubble with hero as the center

Damage: special

Duration: shield is instant, the bubble lasts 1 melee

Attacks per melee: shield counts as normal parry, concentrating to keep the bubble up uses all attacks per melee

Bonuses: +2 to parry, normal parry bonuses do not apply

By spinning air and dust molecules fast enough, the hero can create a wall of force. The wall will redirect bullets, missiles, weapons, and humans that touch it. Humans touching it with bodies or weapons will be tossed 10 + 1D6 feet away, taking 1D6 damage. With deflected bullets, thrown objects or missiles, there is a 30% chance that it will be redirected at another person. The shield cannot block lasers or electricity. Fire and explosives do half damage.

5. Disintegrate Matter

Range: 10ft

Damage: infinite, target is completely destroyed

Duration: instant, permanent

Attacks per Melee: uses all attacks per melee

Bonuses: automatic strike

This is the most dangerous power available to the character. By spinning every molecule in an object at different rates, he can completely destroy it by separating every molecule. This power is also extremely dangerous to the hero as well; there is a 25% chance that the effect will reflect back at the hero, destroying both the target and the power user. Even if the hero survives being disintegrated, he will still take 1D6 x 10 damage and permanently loses 1 PE point. This power will also work on people, but a hero would never use it in such a manner.

6. Other Abilities and Bonuses:

Sense of balance: 90%

Character cannot become dizzy

Character can nullify whirlwinds and whirlpools
add 1D6 to Spd attribute

1D6 x 10 S.D.C.

Spontaneous Massive Existence Failure

Created by Andrew Darling

This is a very convenient power which allows the character to cease to exist, and then resume to exist at a later time. He has no concept of the passing of time during this period, does not age, hunger, etc. The time during which the character no longer exists must be specified at the time of blipping out. The maximum period of time a character may be gone is unlimited. The position of the characters reappearance is always static in relation to the planet he is on. Should an object be occupying the space the character should return to, his reappearance will be delayed until the position is vacant. This power may also be used for but a single instant as a dodge, with all P.P. and skill bonuses applicable. Note, the character does not exist in any form during the interim of his power; he has no astral form, is incapable of taking damage, perceives nothing, etc. At fourth, eighth and twelfth levels, the character can take an additional person into oblivion. A unwilling participant must be bound or in a hold.

Spontaneous Mutation

Created by the Cubist

The character can mutate his body to provide a number of natural weapons and/or body enhancements. All mutations last ten minutes plus two minutes more at every odd numbered level (excluding level one). In Rifts® all battle mutations do mega- damage and extra S.D.C. becomes M.D.C.. Mutating into a new form requires one full melee, and the form of the body is always reminiscent of the unaltered one. A human cannot turn into a quadrupedal creature and a six- armed demon with two heads will never be able to lose those unique features.

For complete shapeshifting powers, characters should have the super ability of Shape-Changer. The character can maintain any three mutations at level one, +1 more at levels three, seven, and eleven. For more variety I suggest that the character can manifest virtually any physical mutation found in this file or in this list. Here's the basic list:
Underwater Vision, Gills, and Webbed Hands/Feet: The character can breathe underwater, gains a +30% to the swimming skill, another +2 to parry and dodge in water, can swim a speed equal to triple his Spd. attribute, and has underwater vision equal to normal vision.

Wings: Provides the user with the power of flight at a speed of 40 mph +10 mph per level of experience. Use the combat bonuses listed for Flight: Winged. Each wing has approximately 30 S.D.C.

Claws/Talons: 2d6 damage plus any damage bonuses on a punch or kick. Add +1d6 damage at levels three, six, nine, and twelve. The size is anywhere between two inches and two feet in length - obviously a higher damage necessitates a longer length and/ or ultrasharpness. Holding objects and firing weapons is probably impossible with claws longer than two inches.

Extra Arms: Add one attack, gets the paired weapons skill, +20% climbing skill, and +2 to parry. A maximum of two additional pairs of arms can be produced on a humanoid body.

Biting Teeth: Do 2d4 damage on a bite, +1d4 at levels two and four.

Hooves: Hooves or some other hardened striking surface can be formed, doing +2d4 damage with that body part and the body part takes no damage from striking steel/ metal targets. Add another +1d4 at level five. Further, walking on hot or rugged surfaces becomes far easier.

Quills/Spikes/Spines: The character has A.R. 14 and any rolls under this number cause 1d6 damage to hand to hand attacker and do half damage to the character. Damage on character's own strikes are a 1d6 knee/ elbow, a 2d4 arm slash or backhand, a 2d6 shoulder block, and a 3d6 tackle. Add an extra die of damage to all of these at level five.

Extra Eyes: Cannot be surprised from back attacks (depending on placement of the eyes), has +1 to parry and dodge per extra pair of eyes, and can do one of the following: See the Invisible, Thermovision - 100ft range, or Nightvision - 300ft range. Up to two pair of extra eyes can be created per mutation.

Armored Skin: Add a bonus of 3d4x10 S.D.C. (or M.D.C.) to the character's own S.D.C. score. Add +20 S.D.C. at levels three, seven, and ten. The character also gains a natural armor rating of 13, +1 more at levels three, seven, and ten. The armor S.D.C. recovers at a rate of 1d6+4 per hour (does not change in Rifts®).

Full-Body Chemical Enhancement: +1d10 to P.S., P.P., P.E., and Spd. Also add +1d10x10 S.D.C.. He takes half damage from fire and cold attacks and gains an extra attack.

Side Effects: -10 to all physical attributes for 1d6x10 minutes afterwards and bonuses, attacks, and skills are halved due to exhaustion and chemical burnout. Cannot use this mutation again until the side effects of first use are gone.

Other Abilities and Bonuses:

Add +1d4x10 S.D.C.

Fatigues at one- half the normal rate.

Heals at double the normal rate.

Stealth

The hero possessing this power uses two distinctly different abilities:

-Electronic Invisibility

A bio-aura surrounds this character, making him invisible to all cameras, electronic sensors, artificial optics, robots, etc... This power does not affect normal sight, unless the viewer is relying on an electronic means of perception.

-Unrecognition

An unusual power that enables the character to slip from other people's memory. An eyewitness will be unable to describe the character. People will wonder if they actually met the character or not. This can be a very useful power for heroes (or spies) who wish to remain anonymous but can be disadvantageous to those who rely on personal reputation or recognition. Base percentile: 30% plus 4% per level that anyone the character comes in contact with will forget exactly what they looked like (can remember gender and demeanor, but little else). 20% plus 5% per level that anyone else will have gaps of information about the person ("I think he said he was a Captain" or "I know his name started with an 'S', I think..."). 10% plus 2% chance per level that people will totally forget having met the person. This power is either "on" or "off", it cannot be made person-specific.

Bonuses Add +15% to Prowl. Note that Prowl is AUTOMATIC against electronics, sensors, robots, etc... Add +1D4x10 to S.D.C.

Penalties -1 to M.A. Automatic doors, sensors and walkways that are dependent on a human presence to activate will not open/start when this character approaches. This will prove inconvenient at best ("damn, ran into the door again"), and hazardous at worst ("Self destruct in 30... 29... 28...", "This emergency shuttle will not disembark until it is occupied.").

Storage

A character has access to a mobile mini-dimension (typically accessed through the hands) where he can place objects. 50lbs. plus 20lbs. per level can be placed there and as long as there is space, the Palming skill is an automatic success. It takes one action to make an object appear/disappear and is done merely by touching the object.

At higher levels, a player may decide he wishes to trap another person in this mini-dimension. If so, here are a few rules: to a living creature, the mini dimension is equivalent to hard space. No air, no atmosphere, no regulation of temperature. A being placed into this place WILL die, unless properly protected from the effects (i.e., a spacesuit). However, due to the nature of the dimension, unwilling subjects can attempt to save against being drawn into the dimension. This requires a Save vs. Magic, with a +8 to save (in addition to any normal bonuses). A successful save means no effect.

Note: For purposes of role-playing, the rule regarding weight equates density to the amount that can fit into the storage space. The concept is that the character can store fifty pounds of metal (relatively small) or fifty pounds of feathers (not so small...). The short of it is size is NOT an issue with this power.

Summon Creatures

Created by Andrew Darling

This is the ability to summon living creatures from nothingness. The user may summon forth any kind of creature he is aware of, but it is required that the creature be real. A summoner could create a cat or a mastodon, but not a dragon. He could also create alien creatures once he became aware of them. At no time can a summoner create a sentient creature. Summoned creatures will act just as their natural counterparts with the exception that they will obey every spoken order of the creator (to the best of their ability). These creatures may be created within twenty feet of the creator but can henceforth travel wherever told. They persist for 30 minutes plus five minutes per level before dissolving back into the ether. If they remain within the 20 foot radius, they may persist indefinitely. The summoner may summon creatures whose S.D.C. totals his own M.E. every attack. Thus a summoner could call forth a swarm of bees every attack or a single elephant after several minutes of concentration. All animals summoned by the user may not exceed 200 S.D.C. plus 50 per caster level. Venomous animals are possible.

Super Breath

By Jaegermeister and Relic

This power is somewhat similar to the minor power of Jet Stream Breath, but has many more facets.

1. Jet Stream Breath:

This is the ability to exhale with incredible force, turning the breath into a jet stream like weapon. It can be used to blow people and objects away. The breath is released with the velocity of 120 mph (193 kph). The maximum width of the stream is 4 feet (1.2 m) and can be directed at a specific target or in a general direction (and affect everything in the path of the jet stream).

Range: 300 feet (91.5 m) maximum.

Duration: Maximum is 2 melee actions (equal to 6 seconds), minimum is 1 second.

Effects: Objects and living beings less than 50 pounds will be blown 1D6x10 feet; those up to 100 pounds will be blown 5D6 feet away; up to 200 pounds will be blown 3D6+2 feet away. Objects and beings up to 300 pounds will be knocked down, but will only be blown away 1D6 feet, objects or beings over 300 pounds must roll to maintain balance or be knocked down and any object over 400 pounds can resist being knocked off balance but is still slowed by half against the force of the jet stream.

2. Freeze Breath:

With this power the character can cover objects or living beings in a thick layer of frost within seconds.

Range: 60 feet (18.2 m) maximum.

Duration: Maximum of 2 melee rounds, then the character must recover for 2 melee rounds.

Effects after time of exposure:

5-10 seconds of exposure: Living things will be chilled and shivering. Plants will have a 40% chance of dying from cold damage. Only a light layer of frost will be generated.

11-20 seconds of exposure: Living things will be numbed for five minutes and unable to move well. All movement/attacks and bonuses are at 50%. Plants will wither and die, and most liquids will freeze solid. A thicker layer of frost will be generated, about 1/8 to 1/4 of an inch in thickness.

21-30 seconds of exposure: Living things will be numbed and have a 30% chance of frostbite affecting some limb. Plants will be killed and covered over in frost. A thick layer of frost, about 1 inch in thickness will cover what has been breathed on.

3. Vacuum Breath:

The character is able to inhale and create a mini vacuum. Within 15 feet (4.5 m) people can't breathe and fires will die out from lack of air. There is also a great suction force generated in the direction of the super being. This power will draw all things within the 15 foot (4.5 m) radius towards the super being with a force equal to a superhuman strength of 25. To resist this the target must have greater strength than this or have strength equal to this and something to hold on to.

Range: 15 feet (4.5 m) maximum.

Duration: 2 melee actions.

Damage: none

4. Hold Breath:

The character is able to hold their breath for a maximum of P.E.+30 minutes.

Super Consumption

This power turns the character's stomach into a bottomless pit, capable of eating nearly anything. The stomach of this person transforms 95% of everything eaten into pure energy, meaning that, no matter how much the hero eats, it will be nearly impossible for

them to get fat. The person will be able to eat even non-foods, like stone, metal, or plastic.

1. Tongue Lash

Range: 10ft plus 1D4ft per level

Damage: 1D8 for whip

Duration: instant

The character's tongue can stretch from it's normal size to incredible lengths. The end has a large ball of muscle that can grip to most any surface or around objects and is strong enough to pull nearly anything to the character's mouth that they can swallow(see below). The tongue shoots out with amazing speed, like a bullet, and is +4 to strike. The tongue's incredible length does not impede the character's ability to talk. The tongue is strong enough to support the character's full weight above the ground for as many melees as they have PE points.

2. Alter Depth

Within the character's mouth, normal depth and volume hold no real control. They can swallow whole things many times larger than themselves. At the first few levels, the character can swallow something as big around as a basketball and as long as 10 feet. At sixth level, they would be able to swallow something as large as a motorcycle (without a sidecar) and 15 feet long. By eleventh level, the hero would be able to swallow a Volkswagen Bug up to 25 feet long. The character will not need to chew these large objects and will not choke unless they try to eat something too long. If a character attempts to tongue lash something into their mouth that is too large, it will hit them in the face, doing 2D6 damage and knocking them down.

3. Hyperactive Metabolism

Nearly 95% of everything the character eats is converted directly into pure energy. All this excessive energy gives the hero +5 to Parry and Dodge, +4 to Strike, +3 to Damage, and 2 additional attacks/actions per melee. This incredible metabolism also means that the character will be in almost constant motion and will find it nearly impossible to sit still for any length of time. They will be unable to sleep for long periods of time (over 3 hours at a time) and will have to take several short naps a day to get enough sleep. The extra metabolism also means extra appetite. The hero must eat at least 3 times their own weight every day! (It doesn't have to be all food, it can include bricks, bowling balls, or hand guns) Without food, the character will starve to death in 36 hours.

4. Acid Spit

Range: 20ft plus 2ft per level

Damage: 2D6 plus 1D6 per level per melee

Duration: burns for 1D6 melees

Attacks per Melee: once per melee, counts as one attack

Bonuses: +2 to strike

By contorting their stomach, the super being can well up a glob of very powerful stomach acid. The substance will eat through any substance until it wears off or is washed off with water. It burns through normal clothes on contact and will cause severe burns to the skin after the first melee. If spat into an opponent's eyes, they will be blinded (-8 to strike, parry, and dodge), if it is left in the eyes for two melees, the target will be blinded temporarily for 1D4 days. If left in for 4 or more melees, the character will be

permanently blinded unless they seek professional, medical attention within 24 hours. If medical help is found, the duration of the blindness is 2D4 weeks.

5. Other Abilities and Bonuses:

-character is immune to all ingested poisons, poison gas or injected poisons still do full damage

-by swallowing explosives, the blast will be contained and the character only takes 1/3 normal damage

-character's sense of taste is about twice that of a normal person's

Super Healing Factor

By Dan Steiner

The character heals at a phenomenal rate. Injuries disappear before your eyes! The character can regenerate lost limbs as well. The time required (assuming the limb is physically lost; otherwise it can be held in place and the damage repaired):

Ear / Nose: 10 + 2D4 days

Finger / Toe: 15 + 2D6 days

Hand / Foot: 5 months + 6D6 days

Forearm / Shin : 1 year + 2D6 months

Arm / Leg: 1 + 1D4 years

Bonuses:

+3D6 PE Attribute; +35% Save versus Coma/Death

+1D6x10 Hit Points; +50 SDC

+3 Save vs. Magic, Psionics

+5 Save vs. Poisons and Toxins; A failed save means the character suffers 1/5 damage and duration.

Never Fatigues

Wounds Heal without Scarring

Broken Bones heal within 2-3 days

Bio-Regenerates 1D6 SDC and 1D4 HP per melee

Can perform instant Bio-Regeneration of 1D6x10 HP twice per 24 hrs.

Super Senses

An ability comprised of the heightened senses minor super abilities - lets you create those really cool Daredevil® (Marvel) characters.

1. Heightened Sense of Taste: As per the minor super ability.

2. Heightened Sense of Smell: As per the minor super ability.

3. Heightened Sense of Hearing: As per the minor super ability.

4. Heightened Sense of Touch: As per the minor super ability.

5. Special!:

The player may choose one of the following options, dependent upon the senses desired:

Option One: The character has the minor super ability of Radar, and the estimation and interpreting shape skills all gain a +20% bonus. He can even sense colors, a feat that is impossible with normal radar. The wavelengths of light that are reflected off a surface can be sensed by way of interference with other signals, so the color sense is passive in nature. The base skill is 30% +5% per level of experience.

Option Two: The character has Super Vision: Advanced Sight with a base visual distance of three miles (instead of just two), and may select two other Super Vision minor abilities (perhaps these?)

Option Three: The character can select one super vision power of choice. Plus, all of the character's senses are 'adaptive' in that they quickly adjust to any extremes. The character can't be deafened by a 200 decibel noise and can't be blinded by a burst of light. This isn't to say they are immune to deafness and blindness, just those kinds brought on by extreme stimuli. A disease that causes blindness and Bio- Manipulation to produce deafness are fully effective.

Option Four: If the character has an M.E. of at least 12 and the GM allows it, he can have psychic senses! He gains the power of Super Vision: Paranormal. He also becomes a minor psychic with an I.S.P. base of the M.E. plus 10, plus 1d4+1 per additional level. For mutants that already possess super abilities and psychic powers combined, instead add a bonus of +10 I.S.P. The player can select four of the following Sensitive psychic powers: Clairvoyance, Empathy, Object Read, Presence Sense, See the Invisible, Sense Evil, Sense Time, or Sixth Sense.

Supernatural Endurance

By Cardiac

The character possesses supernatural endurance, incredible durability, startling recovery and stamina that is even greater than extraordinary.

Bonuses:

Does not suffer any fatigue from physical exertion, and can go for his P.E. attribute times days without sleep.

Add 2D6+10 to Physical Endurance.

Add 4D6x10 to S.D.C.

Double the character's hit points and add an additional 2D6 per level.

Immune to disease.

Resistant to fire and cold; does half damage.

Resistant to drugs, toxins and poisons, they have only 1/4 their normal effects, damage and duration.

Magic and psionics which affect the physical body (such as bio-manipulation) only have half normal duration.

The character heals 10 times faster than normal (unless the character already possesses a superior regeneration ability).

Note: Most greater supernatural beings (vampires, dragons, demons, gods, etc.) possess supernatural endurance. Most demigods, godlings, spirits, and lesser supernatural beings are more likely to possess only extraordinary P.E.

Supernatural Physical Prowess

By Mr Scorpio

The character possesses inhuman agility making him a natural gymnast and acrobat. The characters build is thin and wiry with little body fat.

1. Increased Speed and Agility:

Increase P.P. to 22 + 2D4

Add 4D6 to Speed attribute.

Super flexible backbone (same as the Mustelid Animal Abilities sub-ability)
Some characters (01-20%) will also be Double-Jointed (see HU2, page 160 for details and bonuses)

2. Uncanny Acrobat:

The super being can perform feats of physical agility not normally seen outside of the foremost displays of Olympic level gymnasts. This ability is identical to the minor super ability of Uncanny Acrobat.

Note: bonuses from this ability have already been added in.

3. Other Bonuses:

Add two extra attacks per melee round.

+2 to initiative

+3 to dodge

+6 to roll with punch/fall/impact

+5 to automatic dodge; can dodge an attack without using up a melee action.

+2D6 S.D.C.

Paired Weapons

+25% to skills requiring dexterity and prowess, such as pick locks, escape artist, prowl, climb, etc.

+10% to Gymnastics and Acrobatics skills gained from Uncanny Acrobat.

Techno-Mind

The character's mind operates on an inhuman level -- like a machine. Mathematical equations are a breeze, and he can solve virtually any problem in his head in a matter of seconds. Reaction time is unmatched. Memories are permanent and can be recalled with crystal clarity at any time. His mind is in a constant state of analysis and receives bonuses due to the processes going on in his head.

Bonuses +ALL skills (OCC, Other and Secondary) increase an additional 1% each level. Computer-related and Pilot skills increase by 10%. +1D4 to I.Q. +1 attack per melee. +3 to parry and dodge. Character gains an Auto-dodge. +2 to strike. This counts for both hand-to-hand AND ranged attacks. All strikes with projectile weapons are considered "Aimed Shots." He has the ability to strike with projectile weapons with no penalties for being in motion, and has the ability to ricochet off of objects. This character could be a pool hustler.

Penalties The character is overly analytical and tires easily from "casual conversation." This develops somewhat antisocial tendencies, as the character is more eager to return to his inner thoughts than to engage others. As a result, reduce M.A. by -2D4 (cannot drop below 1).

Teleportation (improved)

The power of teleportation has several variations on the same theme. Some beings are able to teleport vast distances, but require adequate preparation time. Others can perform a dimensional teleportation. There also exist those beings who have a form of teleportation known as "blinking." The last known kind of teleportation is a combat-oriented form.

01-20% Standard Teleportation: As listed in Heroes Unlimited on page 190. +2 to use as a defensive action, +1 more at levels four, eight, and twelve.

21-40% Distance Teleportation:

Range: 300 miles per level

Duration: Every 100 miles of distance requires a minute of concentration. When transport is achieved it is instantaneous.

Weight Limitation: Self and 100lbs.

The character is highly skilled at transporting himself to far away locations. Living matter cannot be taken along. The success rate is 100% for familiar or seen locations, 95% for a well-studied place (even if never personally seen), and 30% for a totally unknown place. The character needn't roll on the table on HU 190 - if their success roll fails, they don't teleport. Instead, they must start transport all over.

41-60% Blink Teleportation:

Range: 18ft +2ft per level.

Duration: Instant

Attacks Per Melee: Each use counts as one melee action.

Weight Limitation: Self and 100lbs.

Bonus: +4 to use as a defensive action, +1 more at levels three, seven, nine, and twelve. This gives the character the capacity to teleport himself short distances in the blink of an eye. There is no risk of failure, as the character's subconscious remembers safe areas that have been seen as potential teleport locations. At level five the character becomes so talented at "blinking" that he can use his teleport as an automatic dodge, which takes no melee actions. It is good against all attacks directed at the character at the moment of the dodge. If a teleport is the last action taken in a melee, the character gains a +2 bonus on initiative for the next melee (enemies lose track of the character).

61-80% Dimensional Teleportation:

Range: Another dimension.

Duration: Teleportation is instantaneous, but only one dimensional teleport can be performed per ten minutes.

Weight Limitation: Self and 100lbs.

Bonus: +2 to use as a defensive action, +1 more at levels four, eight, and twelve.

Instead of teleporting to a different location, the character is able to instantly teleport himself to another dimension. The success rate is 100% for returning to the character's native dimension, 70% +5% per level for teleporting to a well-known dimension, and 30% +3% per level for teleporting to a dimension that has been visited a few times.

Failure means the character appears in a dimension he did not intend to go to. The character can always travel to a random dimension at will.

The character can go to any dimension that has been visited in the past. By failing teleports, the character can visit a vast number of alternate dimensions and planes of existence. A small sampling of dimensions includes the astral plane, the Nightlands, Hades, Dyval, Phase World, and Wormwood.

81-00% Combat Teleportation:

Created by the Cubist (with expansion by Brett Hegr)

This is the ability to convert one's body into a number of energy spikes that damage any target that gets in the way of movement. The power is essentially a short range teleportation that harms anything that gets in the way of the body's movement. Note that the focus of this power is not distance, but speed and offensive capability. The character is immune to attack when teleporting except for attacks from charged particle attacks

(particle beams), negatively charged matter (like the Negative Matter power), and electrical attacks.

1. Offensive Teleport: Range: 40ft +10ft per level of experience

Damage: 1d4x10 at level one, +1d4x10 at levels two, five, seven, and eleven. The damage is either kinetic or energy in nature (player's choice upon creation of character).

Attacks Per Melee: Counts as two attacks. Wild attacks only count as one, but have less chance to strike.

Bonuses: +3 strike on aimed attack and +1 to strike wild. Add +1 to strike for both at levels three, seven, and ten. While teleporting the character has an effective dodge bonus of +2 (no other dodge bonuses may be used).

2. Defensive Teleport: Range: 10ft +2ft per level of experience.

Attacks Per Melee: Each use counts as one melee action. It is good against all attacks directed at the character at the moment of the dodge.

Bonuses: +2 to dodge bonus, and the character can add in hand to hand combat dodge bonuses too.

Teleport: Digital

This power is a modified version of the Teleport super ability. The character can perform line of sight teleportation as per the Teleport ability, but cannot teleport to another location without a real time 2-way transmission (i.e.: phone, walkie-talkie, chatrooms, etc.). The character can travel any distance provided that the communication delay is no more than 15 seconds per level. The character will reappear somewhere within 3' per level of the communication device at the other end (usually he will appear right alongside it, but if that area is entirely blocked, he appears further away). The teleporter will automatically succeed in digital teleports which go over a fast connection (1/2 the maximum communication lag), but can only teleport 1/2 of his standard weight allotment over digital lines.

NOTE: This power works over ANY distance, provided that the lag is short enough, which means with a faster-than-light communication system (subspace radio, hyperwave, etc.) the character could teleport to another planet, or even another galaxy.

Teleport: Telepathic

This ability functions much like Teleport: Digital, except that the character can only teleport across direct telepathic or empathic connections. This means that whenever a psychic tries to read his mind or mindspeak to him, or even perform biomanipulation, the teleporter has the opportunity (provided he is not rendered incapacitated by the attack) to teleport directly to that psychic's location.

Vacuum Control

The character has the ability to instantaneously alter atmospheric density by creating vacuums. This can be used in three radically different ways.

Suffocation Bubble

•Range: A 8ft (diameter) sphere that can be projected up to 15ft plus 2ft per level of experience away.

•Damage: 2D4 directly to hit points.

•Duration: One melee.

- Attacks Per Melee: Uses all the attacks in a melee round.
- Bonus: +2 to strike

The character can create a sphere of vacuum that will burst the blood vessels within a victim's lungs when air is forcefully drawn out. It also induces unconsciousness for 1D6 minutes. When the opponent finally awakes, he will be weak, and unable to fight (only ONE attack per melee) until he receives 4 hours on an oxygen tank.

Implosion

- Range: Touch can affect a 2 sq.ft. object.
- Damage: 3D6x10, with automatic penetration of armor rating.
- Duration: One melee.
- Attacks Per Melee: Uses all the attacks in a melee round, and character must be continually touching the object this entire time.

By creating a vacuum within an object, the character can cause it to violently collapse inward on itself. Each time it is used, the object crushed into itself a little more. What remains is a small chunk of extremely dense, extremely heavy material, the result of a great deal of mass trying to occupy a small space.

Rifts Note: M.D.C. structures are harder to crush in this fashion, and only take 3D6 damage from the implosion.

Vacuum Flight

- Range: Self
- Duration: As long as the character concentrates.
- Attacks Per Melee: The concentration required to maintain the flight uses one attack each melee.

The character can create a vacuum directly in front of him which serves to pull him forward. The maximum speed possible when using this is 10.

Bonuses: Add 30 points to S.D.C.

Vertigo

This is the ability of controlling small changes in gravity, by making small pockets of different gravitational forces in different directions. These pockets of gravity can be hurled to do damage.

1.Hurling Zero Gravity: This causes the victim to get dizzy and sick. It is a semi-invisible attack.

Damage: 1 point and the victim is -1 on all natural combat rolls.

Range: 200ft +10ft per level.

2.Hurling High Gravity: This jolts the victim in the specified direction.

Damage: 2D6 and the victim flies 1D4 feet in the specified direction

Range: 200ft +10ft per level.

3.Gravitational Telekinesis: Through manipulating gravitational forces around an object the character has limited telekinesis.

Max. Weight: 100lbs +10lbs per level

Range 200ft +10ft per level

Max. Speed: 50mph

4.Anti-Gravity Flight: Like Gravitational telekinesis but moves the character 200mph +5nph per level.

5.Other Bonuses:

•+1 on all combat rolls •+3 to strike with 1&2 •+1D4*10 to SDC

Vulnerability Sense

The ability to detect weaknesses in opponents. It requires an entire melee of concentrating on the opponent. During this time, no offensive moves are possible, and he can only dodge and parry the attacker that he is concentrating on (but he does so with a +3 bonus). After this, ALL attacks (HTH, melee, weapons, ranged) to *that* opponent do DOUBLE DAMAGE and armor penetration is automatic (although rolling under the opponent's A.R. only does normal damage). Dodging and parrying *that* opponent is done with a +4 Bonus. Rolling a natural twenty inflicts Double Damage, but *directly to HIT POINTS*!

Ninjas & Superspies Note: When fighting a Dedicated Martial Artist who has the ability to switch between multiple forms, this power must be used for EACH Martial Art form that the opponent uses.

Rifts Note: A normal, S.D.C. character can inflict half his normal damage in M.D.C. points when this power is used against an M.D.C. structure (living or otherwise). In this case, a natural twenty inflicts his normal damage in M.D.C. This means that a character can inflict M.D. to a soldier's armor, until it is useless, at which point he inflicts S.D.C. to the person inside. If the character uses an M.D.C. weapon against an M.D.C. structure, it does the standard *double damage* for this power. Rolling a critical in this instance inflicts QUADRUPLE (4x) damage!