

## Super Powers

You use **Power Points** or **PP** to buy powers. Power Points are determined by multiplying your **END MSB** times ten (**END MSB x10**). So if a player has a **PP** of 50, they may spend 50 points to buy powers. It is up to the *GM* to regulate how powerful your players are. If you don't want them buying a Cosmic power, make sure you make it clear at the beginning of the character creation process. Below is a list of powers **Important**: Powers are used like skills for the most part. So if someone has a Fire attack they would follow this formula: **AGI MSB +Power Level +1d20** You are going to find powers that don't have details for anything above level 10. You may still buy additional levels.

### Damage

Once powers start getting into the level 10 range, roll damage like this: basic damage multiplied by the level. So if you had Cold Beam at level 25 you'd roll 1d6x25 for damage.

### Levels

To buy additional levels for a power, just use pay the base cost for the power gain. That will bring you up one level.

### Range and Duration

For the most part range and duration are up to the game master. The basic range I use is 50 yards per level. As for duration, *GM's* call.

### Optional

Another thing we like to know is where your power shoots from. If you shoot something, does it come from your hands, eyes or other points? Players can use the chart below to determine this.

#### Roll 3d6

3-4	Eyes
5	Mouth
6-8	Hands
9	Chest
10-13	Fingers
14-15	Arms
16-17	Knees
18	Wings, antenna, tail or other

### **The Nemesis Effect**

Everything in nature has an opposite, something that can cancel it out. It is called the Nemesis Effect. A fire attack can be stopped by a water attack. A mirror can reflect a laser. You get the idea. As long as the damage is equal to an incoming attack (say a power is at the same level) the two attacks are nullified. So GMs need to keep this in mind. If someone grabs a garden hose and sprays Mr. Fire. There is going to be a problem for the flame nut.

### **Alter Body: Others**

**Base Cost: 20 PP**

With this power you can turn someone into something other than their normal body's make-up. Be creative, be sick, enjoy this power for all it's worth. For every level bought you may transform someone into something of 10 HP or less. Each additional level allows the player to transform target into something stronger (10 HP per level).

**Example:** *Midus wants a gold statue of a nun. He goes down to the local church and tags a nun. Now he has a gold statue of a nun.*

### **Alter Ego**

**Base Cost: 15 PP**

This character can recreate their character at a weaker level. At that dire moment the character can transform into their heroic self!

### **Astral Body**

**Base Cost: 15 PP**

For some reason the player can leave his or her body. The player is all but invisible to machines and people. Basically put you are a ghost! The Nemesis for this power is anyone trying to possess the player, magic or Psionics which do double damage to target.

### **Beast Form**

**Base Cost: 20 PP**

For some reason this character mutates into a mega beast! For each additional level the player may raise attribute numbers on top of what they already are by 2 points. Here's how it works at the base cost:

- 1) The player's **STR, AGI, & END** get a +5 bonus
- 2) The player's **CHA, INT & WILL** get a -2
- 3) The player gains Iron Will and Body Armor (Natural) at level 3.
- 4) Player may choose to take claws, fangs or any other beastly like mutation for effect.

### **Body Armoring**

**Base Cost: 15 PP**

This power gives the user natural body armor with a starting **AC** of **10**. For each level bought the armor goes up by **2 AC**. There is no limit to this power. The armor itself can be anything from a rough hide to metallic skin. Just remember when choosing this power there are other powers that can damage you without being able to use the **AC**.

**Example:** *Ironside has metal skin with an AC of 40. If someone were to use a magnetic attack the AC would count as 0 since magnetism is considered a Nemesis power against metal.*

### **Body Grafting**

**Base Cost: 18 PP**

Ever get an arm chopped off? Need to replace that missing eye. This power works like healing but instead you can integrate other's body parts. For every level bought you can graft something more complex. The part you graft must be at least somewhat fresh or the part will die in 1d6 days. Here's how it works:

Level 1 = Finger, toe or ears

Level 2 = Hand and feet

Level 3 = Whole arm or whole leg

Level 4 = Torso, vital organs

Level 5 = Head (but you'd be dead right?)

### **Body Transformation**

**Base Cost: 18 PP**

With this power you may transform into a gaseous form or water like form. Electricity and other energy forms are included in here and do 1d6 damage touch per level. This gives the player the ability to slip through cracks in doors and evade kinetic attacks. For every level bought in this power you may gain an additional +2 to your **AC**. A Nemesis for this power would be electrical attacks specifically or energy based attacks.

### **Chameleon**

**Base Cost: 14 PP**

You have the ability to blend in with your surroundings. For each level bought for this power the player gains a +2 to hide while not moving. Once the player moves anyone looking will see a blurry figure which they can attack.

### **Cloaking**

**Base Cost: 15 PP**

This power makes you invisible to machines but not to people. Great for fighting robots and people with cybernetic eyes. For each level bought the player can cloak an area of 5 feet around them. The disadvantage is you can't be filmed and door sensors can't detect you. Sucks huh?

### **Cold Beam**

**Base Cost: 15 PP**

The player can fire cold beams from their body. They can be used to freeze a target in place or even generate an ice wall. You may even freeze surfaces and make them slick. At level one for this power the player can do 1d6 cold damage, range 10 feet, and an ice wall with 20 HP. Each additional level bought the player gains 1d6 damage, 10 more feet and 20 more hits added to the ice wall. The Nemesis for this power is Fire Beam or any heat related powers.

### **Combat Rage**

**Base Cost: 15 PP**

When you get pissed, you get pissed! For every level bought for this power raise **STR +5, AGI+2, and END +5** (REMEMBER to adjust your other stats accordingly).

### **Combat Sense**

**Base Cost: 18 PP**

Instead of getting pissed or losing concentration during a fight you get calm and collected. For every level bought for this power raise **STR +5, AGI+5, END +5, WILL +5**. (REMEMBER to adjust your **SP** and other stats accordingly).

### **Darkness**

**Base Cost: 15 PP**

With this power you can generate darkness. The initial level allows you to darken a room. At level five you can block night vision goggles. For each level bought you may black out up to ten feet.

### **Danger Sense**

**Base Cost: 12 PP**

This power gives the character a sixth sense when it comes to danger. Each level bought for this power adds a + 1 to any roll when it comes to being in danger.

### **Dimensional Detection**

**Base Cost: 14 PP**

The player can see creatures that normal eyes can't see. For every level bought on this power the player get a plus 1 to each check to spot extra-dimensional events.

### **Dimensional Gate**

**Base Cost: 10 PP**

This power allows character to open gateways to any point in space or surrounding dimensions. Here's how it works:

Level 1 = any location in 100 miles

Level 2 = any location in 400 miles

Level 3 = any location in 700 miles

Level 4 = any location in 1,000 miles

Level 5 = any location in 1,300 miles

Level 6 = any location in this solar system

As you go higher up the distance get greater.

### **Disruptive Attack**

**Base Cost: 20 PP**

This is a touch attack that can obliterate a target. Each level in this power does 1d6 damage. Each additional level adds +1d6 and the target must make an **END** check versus the attack roll. Failure means death.

### **Doppelganger Effect**

**Base Cost: 18 PP**

With this power you can create doubles of yourself. This power allows you to generate one double of yourself. For each additional level bought for this power you gain an additional double. Each double will last 24 hours and when the time is up they disappear. If a double is killed then the original form will lose 1 **END** permanently.

### **Electrical Control**

**Base Cost: 15 PP**

With this power you can control electricity. This can be anything from powering down a robot to causing electrical blasts from power lines. You may do up to 1d6 damage per level bought on this power. Note: This power does not generate electricity, just allows someone to control it. The Nemesis for this power would be a lack of electricity.

### **Electrical Creation**

**Base Cost: 15 PP**

With this power the player may generate electricity from their body. For each level bought in this power the player may do an additional 1d6 of damage. You may also create force fields with an **AC** of 10 base, and +2 for each level for the power.

### **Emotion Control**

**Base Cost: 15 PP**

You have the ability to mess with people's emotions. Whoever you target gets a **WILL** save versus your roll. For every level bought you get a +1 to your roll. If the target fails then they suffer whatever emotion you wish upon them!

### **Empathy**

**Base Cost: 12 PP**

You can sense other people's emotions. For each level bought with this power the player gets a +1 to his roll to sense emotions.

### **Enhanced Stats**

**Base Cost: 2 PP**

For every 2 PP spent, a player may raise a stat by one.

### **Energy Detection**

**Base Cost: 12 PP**

This is the power to detect energy electricity and radiation. 30ft per level bought on this power.

### **Environmental Sense**

**Base Cost: 12 PP**

Ever wonder how some people in movies can walk into a room full of gas and just know it's poisonous? With this power you can have that ability. Each level bought allows the player to be more attuned to the environment. The points ultimately add to an environmental check roll with a plus 1 per level.

### **Fire Beam**

**Base Cost: 15 PP**

You can shoot beams or flames from your body. They can be used to torch a target or even generate a fire wall. At level one for this power the player can do 1d6 fire damage, range 10 feet, and a fire wall with 20 **HP**. Each additional level bought the player gains 1d6 damage, 10 more feet and 20 more **HP** added to the fire wall. The Nemesis for this power is Cold Beam.

### **Fire Power**

**Base Cost: 20 PP**

This is a truly uncanny power. The player can summon ammunition, which in turns fires like a gun. Where this comes from is a true mystery, but it is nasty as hell. For level bought in this power you can generate ammo that does 1d6, fires a single shot and has the range of the ammo summoned. Each level bought an additional 1d6 for damage.

### **Flight**

**Base Cost: 18 PP**

This power allows you to fly by super powered means. For each level bought in this power the player may increase their flight speed and height. Here's how it works:

Level 1 = 30 MPH, 50 feet

Level 2 = 60 MPH, 100 feet

Level 3 = 120 MPH, 200 feet

Level 4 = 340 MPH, 400 feet

Level 5 = 700 MPH, 1000 feet

Level 6 = 1,200 MPH, 2000 feet

Level 7 = 2000 MPH, 4000 feet

Anything higher increases speed by 1000 MPH, and +1000 feet

### **Force Field**

**Base Cost: 15 PP**

With this power the individual has the ability to generate a force field around them. The starting force field offers a 20 **AC** with that value going up per level bought for it. For each additional level you may add +2 to your **AC**. If an attack goes above the **AC** then the shield drops. The player must make an **END** check or black out from the power backlash! Psionics is considered a Nemesis power.

### **The Gestalt**

**Base Cost: 18 PP**

This power is kinda odd. One or more players can merge into one super being. The base cost is 10 PP. For each additional level bought for this power you will gain stat bonuses. Here's how it works: Two or more players merge into one hero. Add each attribute together. Then divide the number by the number of players merging. This will be the actual hero attribute. Any powers that any characters had will become the hero's powers. If some characters have the same powers then it is considered PP added together to give you a new rank.

**Example:** *Dave, Mack, and Sam gestalt into Omega. Dave's STR is 14, Mack's is 16, Sam is 15. When you average them out it comes out to STR 15.*

### Gliding

**Base Cost: 15 PP**

You may glide upon any wind that you come across. This power works with nature. You may NOT carry anyone with this power.

### Gravity Control

**Base Cost: 25 PP**

You can manipulate gravity, either by increasing it or decreasing it. For every one level bought you may Zero G 10 pounds in a 10 foot radius or increase weight by 10 pounds in a 10 foot radius.

### Healing

**Base Cost: 20 PP**

You have the ability to heal others. For every level put into this power the player heals 1d6 life. Here's the scoop:

Level 1 = 1d6 every 10 turns

Level 2 = 2d6 every 8 turns

Level 3 = 3d6 every 6 turns

Level 4 = 4d6 Every 4 turns

Level 5 = 5d6 every 2 turns

Level 6 = 6d6 every turn

Anything higher is ridiculous! (once you hit level 7 you may raise the newly dead within reason back to life)

**Example:** *Max got shot in the head and his brains are splattered all over the street. No you cannot heal him back to life. George on the other hand got hit by a 16 wheeler and just bled to death, you could bring him back to life. Lucky George, sucky Max!*

### Hyper Movement

**Base Cost: 25 PP**

**Or Super Speed at 10 PP**

This power allows a character's body to accelerate to such a high speed that they can almost become intangible. The character can run at sonic speeds, do multiple actions and may increase damage according to their speed. This power also makes the character frictionless, making them almost impossible to grab. Anyone attempting to grab someone with this power **MUST** either be able to beat the **SPD** attribute in a roll or have a **STR** equal to the **SPD**. The player also does not get penalized for changing direction. For every level bought for this power multiply the **SPD** score by five, add +1 to **AGI**, and the player also receives a 10 **AC** which increases by two for every **PP** used as well. Once the player reaches over 3,000 **SPD**, they become intangible and are able to run through solid objects. The Nemesis to this power is Vibration Control, which can actually cancel out the power. This is



because the player's cells are vibrating at such a hyper level in order to achieve their hyper movement. Can you trip someone running at hyper speed? Yes. Just remember that you are going to take damage by doing so. To determine how much bonus damage you get when using Hyper Movement, take your **SPD**, divide by ten and that is how many D6 extra you gain. Use the same formula to determine how many extra attacks you gain as well.

### **Hypnotic Power**

**Base Cost: 15 PP**

With this power you can hypnotize individuals for short periods of time. The target makes a **WILL** save versus your **WILL** and power level. If the target fails they are hypnotized. Each level bought in this power adds a +1 to the attack roll. Nemesis to this power would be Iron **WILL**.

### **Immortality**

**Base Cost: 20 PP**

You cannot die by normal standards. In most cases you need to have your head chopped off or be atomized. You do not age and are immune to all diseases and most poisons. For each level you buy for this power you heal in the following way:

Level 1 = 1d6 every 10 turns

Level 2 = 2d6 every 8 turns

Level 3 = 3d6 every 6 turns

Level 4 = 4d6 Every 4 turns

Level 5 = 5d6 every 2 turns

Level 6 = 6d6 every turn

### **Intangible**

**Base Cost: 20 PP**

This power allows players to walk through walls. For each level in this power a player may walk through material that has 10 **HP**. For each additional level that increases by 10 more. So if a player had Intangible at level 10 they could walk through a wall that had 100 **HP**.

### **Invisibility**

**Base Cost: 15 PP**

You can't be seen by normal vision. As a matter of fact not much can see you. Nemesis for this power would be Thermal Vision, Radar or Sonar. For each level bought for this power you gain +1 to hide on top the base +10 you get for being invisible.

### **Invulnerability**

**Base Cost: 60 PP** With this power the player cannot suffer any damage from anything. The character can still die by other means. Players need to select what they invulnerable to. This power may be bought multiple times.

**Example:** *Dan is invulnerable. Sadly, a terrorist uses nerve gas on him and he dies. If the terrorist had shot him with a LAW rocket then Dan would be alive today.*

### **Iron Will**

**Base Cost: 15 PP**

This character **CANNOT** be dominated at all. The only Nemesis for this power is a shot to the head.

### **Kinetic Force**

**Base Cost: 14 PP**

With this power a player can focus their kinetic energy into a power strike. Base damage for this power is +1d6 to regular punching or kicking damage. For each additional level bought into this power add another 1D6. This power ignores stun and goes right to hits. Versus inanimate objects this power does damage times two!

### **Light Beam**

**Base Cost: 5 PP**

This attack is a laser attack. You can fire lasers from your body and make short work of targets. For every level bought in this power you can do 1d6 laser damage at 40 feet. The Nemesis for his power would be a mirror.

### **Light Manipulation**

**Base Cost: 4 PP**

With this power you can bend light, darken rooms and blind targets. For every level you buy into this power you may manipulate a 20 foot radius. You may also cause light to act as a laser, at 1d6 per level bought for power. The Nemesis for this power would be Shadow Control.

### **Life Support**

**Base Cost: 20 PP**

This power allows you to survive underwater, in space or in any area where there is no friendly breathing environment.

Level 1	Underwater
Level 2	Vacuum
Level 3	Space

### **Lifeforce Vampirism**

**Base Cost: 25 PP**

With this power the player can suck the lifeforce from a target just by touching them. For every one level bought in this power the player can suck 1 point of **END** from the target. That one point of **END** drained may be used to increase a Stat or power for the duration of 3 days per level of the power. The Nemesis for this power is that you must touch the skin.

**Example:** *Vampsie is trying to suck the life from Kamikaze. Sadly, Kamikaze wears a battle suit so this power is useless.*

### **Levitation**

**Base Cost: 13 PP**

The player may levitate. This means being able to air walk over things like a pool filled with electric eels.

### **Magic Detection**

**Base Cost: 13 PP**

You always know when someone has used magic. You can sense it up to 30ft away and an additional 30 feet per level bought.

### **Magnetism**

**Base Cost: 15 PP**

You have the ability to control magnetic fields. This means bending bars, throwing cars and so on. For every level bought the player may lift at **STR 5** and plus 5 **STR** for each additional point. You can even erase disks and make computer geeks hate you!

### **Microscopic Sight**

**Base Cost: 12 PP**

You have the ability to see like a microscope. 100x Normal sight per level.

### **Mind Blast**

**Base Cost: 15 PP**

This is a Psionic attack that ignores armor and attacks the mind directly. For each level bought the player gets an additional 1d6 damage. The Nemesis for this power is Iron **WILL** which cancels the attack. A player who is hit with a mind blast can opt to make a **WILL** check to resist the attack. If they succeed then the attack does nothing.

### **Mind Probe**

**Base Cost: 14 PP**

The player has the ability to search people's minds. Each level bought adds +1 to a roll versus target's **WILL**. Success allows the player to look in 1 week per level of power. The Nemesis for this power is Iron **WILL**.

### **Natural Body Weapons**

**Base Cost: 15 PP**

You may have claws, fangs or spines. They do 1d6 damage per level bought for this power. Remember, these are part of your body. If you bite a solid metal object that has more hits than you can do damage you hurt yourself. To represent this, when using this weapon you take damage if there is no chance you could cause damage to the target and the weapons are ruined.

### **The Nemesis Effect**

**Base Cost: 20 PP**

This is a power to truly fear. This character can automatically create a Nemesis to any power being used on them. For each additional level bought the player may create a Nemesis of a higher level.

### **Plague**

**Base Cost: 18 PP**

This power is bizarre because the player is a walking plague. Anyone exposed to them must make an **END** check verses this power. Here's how it works:

Level 1 = Common cold, 1d6+**END**

Level 2 = Flu, 2d6+ **END**

Level 3 = Viral infection, 3d6+ **END**

Level 4 = Bacterial infection, 4d6+ **END**

Level 5 = Deadly plague, 5d6+ **END** The target once infected will die. The difficulty check to save a patient is 30 with **INT**.

### **Plant Manipulation**

**Base Cost: 15 PP**

For some reason this player can manipulate plants and communicate with them. They can even cause rapid growth within the plant. For every level bought with this power, the player can control +1d4 plants and mutate them.

Here's how it works:

Level 1 = Small house plant

Level 2 = Medium house plant

Level 3 = Tree, can mutate smaller plants into man eaters

Level 4 = Can mutate trees and vines giving them **STR 15**

Level 5 = Same as above but **STR 16**

Anything past this increases the **STR** of the plant plus one

### **Power Absorption**

**Base Cost: 28 PP**

With this power you may absorb a target's power for as many levels as you have.

### **Psionic Detection**

**Base Cost: 14 PP**

This is the ability to tell whether or not someone is Psionic or not. You gain a plus 1 to all checks involving detecting Psionics with a +1 bonus per level bought.

### **Radar**

**Base Cost: 13 PP**

The character has radar like senses. For every level bought for this power add +1 to all checks involving this power. The Nemesis for this power is electromagnetic waves.

### **Regeneration**

**Base Cost: 18 PP**

You heal at an amazing rate. For every level bought into this power the player regenerates 1d6 **HP** back. The higher the level the quicker you heal. Here is how it works:

Level 1 = 1d6 every 10 turns

Level 2 = 2d6 every 8 turns

Level 3 = 3d6 every 6 turns

Level 4 = 4d6 Every 4 turns

Level 5 = 5d6 every 2 turns

Level 6 = 6d6 every turn

Anything higher is ridiculous! (once you hit level 7 you may regenerate back to life)

### **Reflection**

**Base Cost: 15 PP**

This power offers the character the ability to reflect oncoming attacks. This works like a force field with a starting **AC** of 20, but allows the player to try to redirect the attack in a direction they wish. For each level bought into this power the **AC** goes up by one. The Nemesis power is Psionic attacks and slow attacks.

**Example:** *Orion uses a Reflection field which he uses to reflect Redeemer's bullets. However, Party Crasher can grab Orion because a grab by something with 20 **STR+** can grip the field. Party Crasher's **STR** is 35.*

### **Resistance Powers**

**Base Cost: 15 PP**

These powers allow the player 5 **AC** verses certain attacks. For an additional level bought the player can raise the **AC** by one point. Here are the Resistances available:

**Energy:** The player can take electrical, radiation and other energy based attacks.

**Magic:** Magic for some reason doesn't always work well on these types.

**Psionics:** Not only does this player get damage reduction, but they also get a plus 1 bonus versus Psionic domination.

**Physical:** The player has an uncanny ability to take a pounding.

### **Sense Life**

**Base Cost: 12 PP**

You have the ability to sense living beings within 30 feet of you. For every level bought you may detect up to 10 more feet. The Nemesis for this power is really funny, if it's a machine, dead or an inorganic life form you can't detect it.

### **Shadow Control**

**Base Cost: 14 PP**

You can control the shadows and hide well in them. For each level bought for this power you may darken rooms, hide in shadows and generally be a dark fellow within a 20 foot radius. The Nemesis for this power is Light Manipulation.

### **Shapeshifting**

**Base Cost: 18 PP**

This player may assume the form of another person or animal. For each additional LEVEL the player may assume a form more complex. Here's how it works:

Level 1 = Basic change, same body frame (facial features, teeth)

Level 2 = Basic change, slight variation of body frame (change sex, face)

Level 3 = Major change, different body frame (full body)

Level 4 = Major change, different species (animal)

Level 5 = Advanced change, may change size by 2 feet

Level 6 = Advanced change, may change size 4 feet

Level 7 = Advanced change, may change size 6 feet

Anything above level 7 isn't worth doing unless you want to look like a Titan.

### **Sonar**

**Base Cost: 13 PP**

Like a bat you can see through sounds. You can see up to 30 feet per level bought on this power. The Nemesis is any high frequency attack, simply put a dog whistle.

### **Sonic Attack**

**Base Cost: 15 P**

The player can scream so loud it can shatter windows and ear drums. For each level bought for this power the character may do 1d6 sonic damage. The Nemesis for this power is Sound Control.

### **Sound Control**

**Base Cost: 15 PP**

You have the ability to lighten a scream to a whisper and a whisper to a deafening screech! For each level bought you may cause 1d6 points of damage in high pitched noise (as long as there is noise to increase). Also you can silence an area of 10 feet and an additional 10 feet per level bought.

### **Space Flight**

**Base Cost: 30**

This power allows players to fly in space. They must already have Flight at level 10 in order to buy this power.

Level 1                      Interplanetary Travel

Level 2                      Sublight Travel

Level 3                      Light Speed

Level 4                      Hyper Speed

Level 5                      Jumping

### **Super Hearing**

**Base Cost: 12 PP**

With this power the character can hear things a normal person couldn't hear. For each level bought into this power you gain a +1 on each Listen roll. The Nemesis for this power is ANYTHING loud. If there are loud noises the player must make an END roll difficulty 35 or black out.

### **Super Leaping**

**Base Cost: 15 PP**

With this power you may leap up to 10 feet per level bought in this power. So if you bought up to level 5 in Super Leaping you could jump up to 50 feet!

### **Super Speed**

**Base Cost: 15 PP**

You may move at super speed. For each level bought in this power add +5 to your SPD. (Note that this does not mean changing your STR, AGI or END).

### **Super Touch**

**Base Cost: 12 PP**

You have the ability to feel things through touch that aren't detectable by normal means. For each level bought you get a +1 to each check involving touch. The Nemesis for this would be a hot surface or electrical shock.

### **Telepathy**

**Base Cost: 14 PP**

With this power the player can communicate using his/her mind. For each level bought the player can increase their range. Here's how it works:

Level 1 = 10 feet

Level 2 = 40 feet

Level 3 = 30 Yards

Level 4 = 50 Yards

Level 5 = 1 mile

Level 6 = 5 miles

Level 7 = 10 miles

Level 8 = 30 miles

Level 9 = 100 miles

Level 10 = Global

Anything above this will reach across space.



### **Teleport**

**Base Cost: 18 PP**

You may move from place to place in a flash. For each level bought into this power your range increases. The downside to this power is when teleporting into a crowded room or an unfamiliar place you could very well find yourself in a wall or person! So to use this power you must also add your **INT MSB** to the roll! Here's how difficulties are set and ranges for Teleport:

Level 1 = 10 foot range, Difficulty 30

Level 2 = 50 foot range, Difficulty 30, 20 for any range under 50 feet

Level 3 = 100 foot range, Difficulty 30, 20 for anything under 100 feet

Level 4 = 300 foot range, Difficulty 30, 20 for anything under 300 feet

Level 5 = 500 foot range, Difficulty 30, 20 for anything under 500 feet

Level 6 = 1 miles, Difficulty 30, 20 for anything under 1 mile

Level 7 = 5 miles, Difficulty 30, 20 for anything under 5 miles

Level 8 = 10 miles, Difficulty 30, 20 for anything under 10 miles

Level 9 = 50 miles, Difficulty 30, 20 for anything under 50 miles

Level 10 = 100 miles, Difficulty 30, 20 for anything under 100 miles

### **Temperature Control**

**Base Cost: 15 PP**

You may control temperatures in a room or in a person. For every level bought you may raise the temperature by 30 degrees or lower it. That means the higher you are in level you could freeze someone's blood or make them spontaneous combust.

### **Thermal Vision**

**Base Cost: 13 PP**

You can see people's heat signatures and exhaust trails from vehicles. For every level bought into this power you can see up to 30 feet. Nemesis would be insulation of some type.

### **Underwater Breathing**

**Base Cost: 15 PP**

This character has the uncanny ability to breath underwater.

### **Vibration**

**Base Cost: 20 PP**

This character can shake, rattle and roll! For every level bought the player may do the following with addition levels doubling it. The Nemesis for this power would be Vibration Manipulation.

- **Vibration Blast**- 3d6 per Level, Range 10 feet, 10 feet extra per level

- **Vibrating Touch**- 1d6 per Level

### **Vibration Manipulation**

**Base Cost: 18 PP**

With this power you can control vibrations. For every level bought the player may manipulate a 10 foot area around them. For each additional level the player can increase the range by 10 feet. The bonus to this power is the ability to control earth quakes. For every 2 levels used in this power you may control one level on the *Richter Scale* causing mass Earth quakes or preventing them. (The player must be in the area though and at the epicenter.) Here's how it works:

- Level 2 = 1 on the Richter
- Level 4 = 2 on the Richter
- Level 6 = 3 on the Richter
- Level 8 = 4 on the Richter
- Level 10 = 5 on the Richter

### **Wall-Crawling**

**Base Cost: 15 PP**

This power allows the player to climb surfaces. For each level bought this power the player may function on more slick surfaces. Here's how it works:

- Level 1 = Bricks, rocks
- Level 2 = Metal and building walls
- Level 3 = Glass
- Level 4 = Wet glass or slippery surfaces
- Level 5 = Oiled surfaces

### **Weather Control**

**Base Cost: 18 PP**

The character can control the weather, summon lightning and cause droughts. For each level bought for this power the greater the weather effects. Here's how it works:

- Level 1 = Fog (20 feet), slight wind,
  - Level 2 = Dense Fog (40 feet), heavy winds, lightning strike 1d6
  - Level 3 = Rain storm (1 mile), lightning strike 2d6
  - Level 4 = Heavy storm (2 miles), snow storm (1 mile), gale force winds, lightning strike 3d6
  - Level 5 = Hail Storm (3 miles), ice storm (1 mile), lightning strike 4d6
  - Level 5 = Tornado, lightning strike 5d6
  - Level 6 = Tornado (1 mile), Lightning blitz 6d6
- Anything after this increases all ranges by 1 mile per level bought. Damage for Lightning attacks is increased +1d6

**Web Shooting**

**Base Cost: 14 PP**

We all know who has this power. For each level bought for this power the range and hits for the web increase. Base range is 30 feet and hits for the web is 10. Each level adds +10 feet and +10 HP. The Nemesis for this power would be fire. The webs burn real easy.

**X-Ray Vision**

**Base Cost: 14 PP**

You can see through walls with this power. The thicker the wall the tougher it is. You may see 5 feet per level for this power to see through objects. The Nemesis for this power is lead and radiation. For some reason this power will not work on radioactive surfaces and lead surfaces.

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