

# POWERS

## POWERS AND EQUIPMENT

Most heroes have some form of superpowers or specialized equipment. To figure out what you have, compare you to other heroes in the Roster Book and scan the alphabetical list of powers below.

Regardless of where it comes from, a power is rated much like an ability. Each has an intensity which runs from 0 to 30, just like ability scores. The two are roughly equivalent; that is, an intensity 15 telekinetic can move things just as well as someone with 15 Strength - though from across the room, of course.

Take a look at the chart below to judge your intensity for each power you have. Ordinary weapons and armors have damage bonuses instead (such as +4). These damage bonuses are never more than +10 (and only very rarely above +7).

### Intensity Examples

0	Normal humans with superpowers
1	Professor X's hover chair's flight
2	Sub-Mariner's flight, Nightcrawler's wall-crawling
3-4	Nightcrawler's teleportation, Magneto's telepathy
5-6	Tigra's lightning speed, Luke Cage's regeneration
7-8	Doctor Doom's magic, Cable's telekinesis, Invisible Woman's invisibility
9-10	Ant-Man's Insect Control, Gambit's explosions, Vision's solar blast
11-12	Phoenix's telekinesis, Giant-Man's size alteration, Iceman's cold control
13-14	Archangel's flight, Spider-Man's wall-crawling, Storm's weather control
15-16	Doctor Strange's magic, Wolverine's regeneration, Professor X's telepathy
17-18	Quicksilver's speed, Human Torch's fire control, Magneto's magnetism
19-20	Hulk's resistance to most things, Silver Surfer's cosmic energy control

21-25	She-Hulk's leaping, Electro's resistance to electricity
26-30	Hulk's Leaping, Galactus' energy control

## STUNTS

Each power may have one or more stunts you can perform. Check the power listing, and if you know you can do a stunt, write it down. If you don't see a stunt listed, make up a name for the stunt and record it. Record the stunts under the power, and use the intensity and trump suit of the power.

## LIMITS

If you know of any limits to your powers - for example, Nightcrawler's Blending power works only in the dark - record them under each power. In order to be considered a limit, the condition must at least halve the number of circumstances that the power can be used, or halve its effectiveness in all situations. See the Limits in front of the Powers appendix on page 121, or under each power listing. Remember that you should create your own limits for you if you don't find the appropriate one listed here.

## POWER SOURCES

A hero's powers can come from any one of a hundred different sources, but a few categories appear with amazing regularity. Individual powers are not linked to sources; any power can come from any source approved by the Narrator.

## DESIGN

A hero may be an artificial being (a robot, android, synthezoid, golem, etc.) designed to possess certain abilities. As a general rule, artificial beings have Life Support, and may be Invulnerable to some things that affect living beings (like disease and poison, for example).

## EQUIPMENT

Many heroes gain some or all of their powers from amazing equipment they wield, from magical swords to suits of powered armor.

## LEARNING

Some heroes acquire their powers through hard work and study. This generally includes the arts of Magic. Learned powers can be improved through study and are usually vulnerable to amnesia.

## HEREDITY

A power can be passed from parent to child. Such powers manifest as a dominant family trait and are surprisingly hard to ditch. If you gain powers this way, the history built into such a power usually makes you easy to find, and comparisons to your progenitors, favorable or unfavorable, will be legion.

## MAGIC

Heroes may be imbued with powers from a magical source (an ancient artifact or spell) or they may be magical beings like spirits, demons, or undead. Magical powers are vulnerable to things like Magic Control to some degree.

## MUTATION

A mutant hero manifests genetically derived traits not possessed by either parent, usually at puberty. Mutation has increased dramatically with the dawn of the nuclear age, along with fear of mutants. Mutations can be tracked by mutant-locating powers and are vulnerable to some nullification devices. Mutation can also be induced after birth by a wide variety of things, from cosmic rays to the bite of a radioactive spider.

## POSSESSION

Some beings and devices grant powers by taking control of an individual. The host gains the powers of the possessor in exchange for your mind. Possession can be uncovered by mind scans, and neutralized by exorcism.

## POWER TRANSFER

Many beings and devices can imbue people with permanent powers. Of course, sometimes those same beings can also take away the powers they've

granted, and such power often comes with a price-tag attached.

## RACIAL

Heroes from other races and species may have certain inherent abilities. These are usually easy to spot, but difficult to nullify. Humans come with no special traits except our galaxy-renowned indomitable spirit and creativity. See Alien Heroes in Reed Richards Guide to Everything for more details.

## POWER CODES

This is an entirely optional rule that the narrator may introduce into stories. The powers generally make no mention of Power Codes and thus can be used perfectly well without having them.

The power intensity is a measure of a hero's raw power and in many cases it is an indicator of the capabilities and limitations of that hero's powers. However, some heroes have a power that is far weaker than someone else with the same power, yet they are able to use that power with far greater skill and finesse. To represent this, powers have an optional extra called Power Codes. Like skill codes they are represented by the power Intensity followed by a letter, rated A to X.

### Power Code Effect

X Normal Power

D +1 Stunt

C +2 Stunt

B +2 Stunt and difficulties lowered by 1 level.

A +3 Stunts and difficulties lowered by 2 levels.

Additionally, if a power is made available as a stunt of another power, such as Flight being gained as a stunt of Telekinesis, normally that power is limited to the basic power only with none of its stunts. However, if you have a power code of B then he or she can gain up to two stunts of that power as additional stunts. At Power Code A there is no limit to the number of stunts that can be gained from the stunt of a power without having to take that power separately.

# POWERS

1. Absorption
2. Adaptation
3. Additional Limbs
4. Additional Sensors
5. Affliction
6. Air Control
7. Alchemy
8. Alter Limbs
9. Animal Control
10. Animal Form
11. Animation
12. Astral Projection
13. Blending
14. Body Armor
15. Body Transformation
16. Body Weapon
17. Chi
18. Cold Control
19. Combat Mastery
20. Computer Link
21. Corrosion
22. Cosmic Awareness
23. Cosmic Energy Control
24. Danger Sense
25. Darkforce Control
26. Density Control
27. Detection
28. Digging
29. Dimension Control
30. Dimensional Travel
31. Disintegration
32. Dream Control
33. Duplication
34. Earth Control
35. Earthquake
36. Electrical Control
37. Elongation
38. Emotion Control
39. Empathy
40. Empowerment
41. Endurance
42. Energy Absorption
43. Energy Blast
44. Energy Conversion
45. Energy Reflection
46. Energy Sheath
47. Enhanced Senses
48. Ensnarement
49. Environmental Awareness
50. ESP
51. Evolution
52. Fire Control
53. Flight
54. Force Field
55. Friction Control
56. Gem Focus
57. Gestalt
58. Gravity Control
59. Hellfire Control
60. Hyper-Invention
61. Hyper-Linguistics
62. Hyper-Savant
63. Hypnosis
64. Illusion
65. Image Summoning
66. Imitation
67. Immortality
68. Immovable
69. Invisibility
70. Invulnerability
71. Kinetic Control
72. Leaping
73. Life Control
74. Life Drain
75. Life Support
76. Light Control
77. Lightning Speed
78. Luck Control
79. Magic
80. Magnetic Control
81. Mind Control
82. Mind Shield
83. Nemesis
84. Nullification
85. Object Duplication
86. Paralysis
87. Perceive Weakness
88. Phasing
89. Pheromones
90. Photographic Reflexes
91. Plant Control
92. Plasticity
93. Poison
94. Possession
95. Postcognition
96. Power Amplification
97. Power Duplication
98. Power Theft
99. Precognition
100. Protected Senses
101. Psychic Blast
102. Radar Sense
103. Radiation Control
104. Reality Control
105. Regeneration
106. Resistance
107. Shadow Control
108. Shapeshifting
109. Size Alteration
110. Sonar
111. Sonic Control
112. Spatial Control
113. Spinning
114. Spirit Control
115. Stun Blast
116. Swimming
117. Telekinesis
118. Telepathy
119. Teleportation
120. Time Control
121. Time Travel
122. Transformation
123. Transmutation
124. Ultimate Skill
125. Vibration Control
126. Wall-Crawling
127. Water-Breathing
128. Water Control
129. Weapon Creation
130. Weather Control
131. Web-Slinging

## POWER DESCRIPTIONS

### ABILITY BOOST

Trump Suit: Willpower

Exemplars: Hulk, Iron Fist

Related Powers: Chi, Power Amplification

Power Skill: None

Ability Boost allows immediate self-improvement in a single ability score (chosen in advance). This power adds its intensity in points to that ability score, up to a maximum of 20. This effect lasts for an aura duration. After the duration, the score drops back to its original level, regardless of the effect that causes it.

When part of a suit of powered armor or other piece of equipment, Ability Boost usually just raises your ability score to the intensity level while the equipment is active.

<i>Intensity</i>	<i>Example</i>
X	See Relevant Ability Score Benchmark

Unique Trait—Transference Boost: You can drain another one of your Abilities and apply those points toward the Ability Boost.

Limit—Certain Limbs Only: Only the actions involving the certain limbs of your, such as your legs or arms, benefit from the improved ability score.

Limit—Emotion-Linked: You have to be feeling a particular emotion (anger, love, hate, fear, etc.) in order to use Ability Boost.

Stunt—Empowerment: You can boost an ability of another to a maximum of your Ability Boost intensity, or to 20, whichever is less.

Stunt—Beyond Mortal Boost: You may boost up to a maximum total of 25 in the boosted ability.

Stunt—Cosmic Boost: There is no limit to how high you can boost. You must have the Stunt, Beyond Mortal Boost, before taking this Stunt.

Stunt—Dual Boost: You can boost two abilities at once, each limited by the power's intensity total. Usually, the two abilities are either both physical or mental, but this is not always the case.

Stunt—Extensive Boosting: Your boosting lasts for as long as he or she wants it to. The boosted ability doesn't return to normal until the boosting hero wills it.

Stunt—Master Blow: You can channel energy into one single powerful attack. Your ability returns to normal after releasing the channeled energy.

Stunt—Power Boost: You may boost the intensity of one of your powers in addition to an ability.

Stunt—Siphoned Boost: By touching another, you can steal their Strength and add this number to your own for an aura duration. Make an easy Siphon (Agility) attack with Willpower acting as the defense. You cannot bring the victim to a score of less than 0, nor can it exceed your own ability score by

more than this power's intensity. If reduced to Strength 0, the victim falls unconscious but is otherwise unhurt and the lost Strength returns at the rate of one point per hour.

**Stunt—Total Boost:** You can boost all of your abilities at once, each limited by the power's intensity total. You must have the Stunt, Dual Boost, before taking this Stunt.

## ABSORPTION

Trump Suit: Strength

Exemplars: Sebastian Shaw, Strong Guy, Sunspot

Related Powers: Energy Conversion, Energy Reflection

Power Skill: None

You can absorb a certain form of damage (examples include fire damage, cold damage, or kinetic damage). Absorption of different damage types must be chosen separately. Any attacks made in the specified mode inflict no damage up to the intensity of the Absorption. Damage totals greater than the power's intensity is suffered as if the Absorption were additional defense.

**Stunt—Absorption Boost:** This is a specialized form of Absorption that allows you to convert energy into Strength. You still absorb up to the power's intensity in energy of whatever form, but also temporarily enhances your own body with it. Your Strength score increases by a number of points equal to the power's intensity up to a total score of 20. The heightened Strength lasts for an aura duration, and then drops to normal.

**Stunt—Absorption Conversion:** You transform the absorbed energy or force into another kind of damage-causing effect. Usually, this is the same energy as was inflicted upon you, but this is not always the case.

**Stunt—Absorption Flight:** Damage is not only absorbed, but is used to grant you Flight for an aura duration at the intensity of the damage absorbed.

**Stunt—Absorption Healing:** Damage is not only absorbed, but it can be used to restore your health. This requires one exchange fully devoted to healing after the damage-causing effect is absorbed. For every 10 wounds absorbed, the player redraws one lost card, up to no more than your base Hand Size. (Characters gain one-half the absorbed damage in Health, up to their maximums.)

**Stunt—Absorption Magnet:** You can absorb energy from anywhere up to firing distance away. You absorb up to the Absorption intensity of the appropriate energy, reducing the intensity of the energy proportionally. This reduces the damage to people and objects by the intensity in the case of energies such as Electricity, Fire and Radiation. The energy absorbed will arc through the intervening space and into you as if directed by the appropriate Control power, although without any of the stunts of the Control power except Absorption.

## ADAPTATION

Trump Suit: Strength

Exemplars: Mantis, Husk

Related Powers: Life Support, Shapeshifting

Power Skill: None

Adaptation physically changes your body to suit hostile environments. After an exchange during which you must concentrate, he or she can effect a change in physical aspects such as looks, skin, lung capacity, and resistance to natural damage sources. You can adapt to the strength of an alien planet's natives or to breathing methane atmospheres. The power adapts to environments, not situations; a hero can't grow wings if pushed off a cliff, but can grow gills when plunged into water. Similarly, you will gain no resistance to being struck, but may gain Resistance to Fire if among the Lava Men. Maximum resistance's are at the power's intensity and last for days or weeks at a time.

**Stunt—Body-change:** You are able to assume any solid form while Adaptation is in effect.

The solid form gains whatever benefits of the substance as if it were Body Transformation.

**Stunt—Instant Adaptation:** Your body adapts to new conditions automatically, without any need to concentrate.

**Stunt—Life Support:** While using this power, you gain the benefits of Life Support 15 and doesn't have to breathe, eat or sleep.

**Stunt—Nemesis:** Your body adapts by generating super powers to help survive the situations. If thrown from a cliff, you might gain Teleportation or Flight. Powers gain this way end once conditions are again deemed safe (so he or she may teleport to safety, but cannot teleport after which). The Narrator has a say in what powers are used per situation.

**Stunt—Situational Adaptation:** An average Adaptation action allows you to consciously adapt your body to a situation. Without the physical needs to make such a change (such as in preparation for an attack), it takes a full exchange to effect such a forced alteration. Willed Adaptations last while you concentrate on them.

**Stunt—Zip-healing:** You can instantly restore him or yourself to full health, but this power cannot be used again for 24 hours.

## ADDITIONAL LIMBS

Trump Suit: Agility

Exemplars: Spiral, Doctor Octopus, Nightcrawler

Related Powers: Flight (Wings)

Power Skill: None

You have an additional arm, leg, tentacle or prehensile tail. Extra arms allow you to lift multiple objects at once, while an extra pair of legs makes you a centaur, allowing a kick attack. A prehensile tentacle or tail can be used with your normal agility score, allowing quick movement through trees, vines, poles and wires. You can make one additional physical attack with the additional limbs. This additional attack is a contingent action, with the Strength score

of the new limb equal to its intensity. Other logical contingent actions can be performed, such as lifting multiple objects.

**Stunt—Constriction:** Your limbs can perform a hold as a contingent action after an undodged attack. This attempt requires an average Strength (Additional Limbs) action to break free, or the next exchange's attack cannot be dodged. The victim can try this escape every exchange, but it costs an action.

**Stunt—Detachable:** Your extra limbs can detach and still be controlled at up to firing distance. You can feel sensations with these limbs even if they aren't attached.

**Stunt—Elongation:** Your limbs can extend as if they had Elongation.

**Stunt—Fine Manipulation:** You can perform very fine manipulation with your Additional Limbs. This stunt is useful for doing things like typing, operating controls or even picking locks.

**Stunt—Rapid Assembly:** Using multiple limbs you can quickly and remotely assemble any device he or she could normally build. This stunt requires an average Intellect action to create the device in one exchange. The materials to make the device must all be present within firing distance.

**Stunt—Regenerative:** Your additional limb can regrow at a faster-than-normal regenerative rate, like a lizard's tail.

**Stunt—Seven League Strides:** You can cross firing distance in one exchange and still take an action.

**Stunt—Telescopic Attack:** You can make a surprise physical attack at firing distance. This can work only if you aren't in a fight at the time he or she tries this stunt.

## ADDITIONAL SENSORS

Trump Suit: Willpower

Exemplars: Doctor Strange's Eye of Agamotto

Related Powers: Enhanced Senses

Power Skill: Observation

By physically growing, attaching, or altering additional sensory organs, such as eyes, you automatically gains one Enhanced Sense power.

**Limit—Sensory Overload:** When using this additional sense, another sense (chosen when taking this power) is lessened if used. This also prevents the use of skills such as Observation with the deadened sense.

**Stunt—Protected Senses:** Your additional sensor is protected.

**Stunt—Wandering Eye (or Ear or Whatever):** Your additional sensor can move on its own and transmit information back as if using the equivalent of ESP.

## AFFLICTION

Trump Suit: Intellect

Exemplars: Brood Queen, Mojo, Pestilence

Related Powers: Corrosion, Poison

Power Skill: None

You can inflict horrible diseases by making an *easy* Affliction (Strength) action. These diseases may start immediately or have a prolonged onset time, at your choice. Once the disease sets in, it attacks the victim with its intensity in damage points every exchange. If the victim falls to 0 cards or 0 health, he or she drops into a coma. Someone with the Medicine skill can keep the victim from suffering damage or dying as long as he or she makes an *easy* Intellect action to do so every day, opposed by the intensity of the disease.

**Limit—Toxic:** You give off disease at all times and cannot cure them. This can either cause damage equal to the power's intensity to all within striking distance, or cause disease as above. If you are in a containment suit, this limit is controlled.

**Stunt—Aging:** You can accelerate the aging process. This disease can advance the victim forward a number of years equal to the power's intensity, or multiply the subject's aging rate by the intensity (i.e. the subject ages the intensity in years per actual year). You cannot kill the subject

with this power, but can make the subject old and feeble.

**Stunt—Age Reversal:** You can decelerate a target's aging process. This disease can subtract a number of years equal to the power's intensity, or divide the subject's aging rate by the intensity (i.e. subject ages one year only after the passage of a number of years equal to the intensity). You cannot kill the subject with this power, but can drop him or her back to the moment of birth.

**Stunt—Alien Implant:** You can implant an alien egg. You make an average Affliction (Agility) action and if any damage gets through defense, the egg is implanted. One the exchange after the implantation, the egg hatches as a contingent action; this will inflict its intensity in damage or take over the victim's mind. Anyone with Regeneration can fight off these implants by making an average Regeneration (Affliction) action.

**Stunt—Disease Remission:** You can arrest any disease by making an average Affliction action, opposed by the disease's intensity.

**Stunt—Mind Rot:** You can choose to infect a victim with a mind-rotting disease. Instead of causing damage upon onset, it reduces the victim's Intellect up to the intensity of Affliction.

**Stunt—Slow Recovery:** Your afflictions cannot be healed in the normal manner. Cards or Health return only after a week or more of rest.

## AIR CONTROL

Trump Suit: Intellect

Exemplars: Storm, Crystal

Related Powers: Weather Control

Power Skill: None

You may manipulate air and winds. You may also use air as a distance weapon, inflicting up to the power's intensity in damage with hurricane-like winds. Any form of Force Field repels this attack. You may also generate winds of intensity strength.

**Stunt—Air Elementals:** You can create beings of pure air, with Strength and Agility scores equal to the power's intensity. It requires a full exchange to create each elemental. While you are creating an elemental, none of your other elementals can do anything. A maximum of one being may be created per point of intensity. You must concentrate to control these beings; if you falls unconscious, they dissipate at the end of that exchange. These creatures suffer double intensity damage from earth attacks.

**Stunt—Air Shield:** You may create shields of wind up to the power's intensity in force that serve as an equal defense against physical attacks. This can entirely block any wind attack.

**Stunt—Air Sphere:** You can manipulate air pressure to create a sphere of breathable air so that a number of people up to the power's intensity can breathe easily. This sphere offers Resistance to Gases, including Pheromones.

**Stunt—Create Air:** You can create breathable air at normal atmospheric pressure. This stunt may allow you to refresh the air in sealed environments.

**Stunt—Downdraft:** You can flatten targets with a blast of air. You performs an average Air Control (Strength) attack on each individual below, and if successful, the target loses an action. One action score is generated for the attack, though individual Strengths will vary the difficulty.

**Stunt—Flight:** You gain Flight.

**Stunt—Hyper-Breath:** You can blow air so hard that it knocks people over. You must make an average Air Control (Strength) attack on each individual in the area, and if successful against a victim, that victim loses an action. One action score is made for the attack, though individual Strengths will vary the difficulty.

**Stunt—Poison Gas:** You can generate a cloud of poisonous gas, causing damage equal to the power's intensity to all within firing distance. This stunt is identical to the Poison stunt.

**Stunt—Pressure Control:** You can influence existing weather phenomena. At most, he or she can push a developing storm in some desired direction, or blow a bank of fog out of an area, both by succeeding at an average Air Control action, opposed by the intensity of the weather condition. You cannot create these weather conditions however.

**Stunt—Resistance to Cold:** You gain Resistance to Cold.

**Stunt—Resistance to Pressure:** You gain Resistance to Pressure. This protects against vertigo and other such forms of disorientation.

**Stunt—Smokescreen:** You can blanket an area with blinding, choking smoke. The visibility of everyone within firing distance is reduced to striking distance. You can make an average Air Control (Strength) action to rob everyone in the smoke of an action; one action score is generated for everyone, though differing Strengths will cause the difficulty numbers to vary from target to target.

**Stunt—Tornado:** You can generate a tornado that inflicts damage equal to the power's intensity upon anyone within firing distance. You must make an average Air Control action to control the tornado each exchange; if this control is ever lost, the tornado acts randomly for one exchange and then dissipates. If you are trying to control an existing tornado, he or she can make an average Air Control action, opposed by the intensity of the storm.

**Stunt—Vacuum:** You can destroy air, resulting in a loud clap as air rushes to fill the newly created space. Everyone within striking distance must make an average Strength (Air Control) action or lose an action and suffer deafness for an aura duration. In a sealed environment, there is no clap, but all air is lost causing everyone within the area to begin to suffocate.

## ALCHEMY

Trump Suit: Intellect



Exemplars: Diablo, Alchemy  
Related Powers: Transmutation  
Power Skill: Chemistry

You can change any single element into another pure element, assuming a maximum material strength equal to the power's intensity. The power requires an *easy* Alchemy action to work, which is usually only an issue when opposed by the Agility of someone trying to move the element (or perhaps someone who is a moving element, such as the 107 members of the Elements of Doom.) This power offers a veritable periodic table of power stunts, a few of which are listed below.

Limit—One Element Only: You can only make one elemental change, such as affecting only metals or only being able to change lead into gold.

Limit—Temporary Transmutation: The changes last for an aura duration only.

Stunt—Animation: You gain Animation over objects composed mostly of one element.

Stunt—Choking: You can blanket an area with choking gas, or change all the oxygen in an enclosed room to nitrogen. This inflicts the power's intensity in damage each exchange after the first to anyone in the area, or to one individual.

Stunt—Create Potion: You can confer Alchemy into a liquid to be bottled and used at a later time. Potions take effect as a contingent action.

Stunt—Disguise: By manipulating elements, you can transform your appearance as if he or she had Plasticity. This provides none of the other characteristics of Plasticity.

Stunt—Dust Cloud: You can kick up dust to reduce visible striking distance. This cloud affects everyone within firing distance.

Stunt—Elemental Animation: You gain the stunts Air Elementals, Earth Creatures, Fire Elementals and Water Elementals, listed under their respective control powers. It requires a full exchange to create each elemental. While you are creating an elemental, none of your other elementals can do anything. A maximum of one being

may be created per point of intensity. You must concentrate to control these beings; if you falls unconscious, the beings dissipate at the end of that exchange. These creatures have Strength and Agility scores equal to the power's intensity, and last as long as you concentrate on them. Once you ceases concentration or falls unconscious, the elementals collapse at the end of the exchange.

Stunt—Explosion: By changing an element into plutonium or some such, you cause an explosion that inflicts the power's intensity in damage to everyone within firing distance.

### ALTER LIMBS

Trump Suit: Agility  
Exemplars: Apocalypse  
Related Powers: Body Transformation, Plasticity, Shapeshifting  
Power Skill: None

You may convert your limbs into different mechanical forms. At its most basic level, this power can transform your limbs into a variety of melee weapons, whether blades, clubs, maces, morning stars and so on. By making an *average* Alter Limbs (Agility) action, your limbs can be changed into mechanized forms, anything from useful machinery such as drills, screwdrivers, or lifting forks, to motorized weaponry such as chainsaws, pneumatic hammers, or even assault cannons and mini-guns. All melee weapons, whether ancient or motorized, cause damage at anything within striking distance with ancient having a damage bonus maximum of +7. Motorized and ranged weapons have a bonus of up to +10 or do damage equal to this power's intensity (whichever is greater). Note that weapons like chainsaws may do considerable collateral damage as well. To fire projectiles from a gun-like weapon, you can either use conventional ammunition, of any type, or create ammunition from your own body, which causes you to lose one point of health each exchange that this is done. This follows the usual rules for ranged combat and causes damage equal to the

intensity of this power plus any extra effects from special ammo types. You may only fire energy bolts if he or she already has some form of the Energy Blast, but firing an energy blast from a gun-like limb increases your usual firing range by about 50%.

Note: Motorized forms do not use any fuel or combustion in any way. The movement of small, complex parts is due to a highly specialized and localized form of telekinesis. Also, while Alter Limbs is in effect, the changed limbs have a material strength equal to this power's intensity.

Limit—Masochistic: You loses one point of health on EVERY exchange that a motorized limb is used, regardless of its actual function.

Limit—Simple Forms Only: You can only transform your limbs into non-mechanized forms.

Stunt—Shield Arms: You can form your hand and forearm (one or both) into a medium sized shield. The shield is can be used to block or parry incoming attacks. The shield has Body Armor equal to the Alter Limbs intensity.

Stunt—Elongation: You gain Elongation, but only your limbs.

Stunt—Locomotion: You can transform your feet (and/or hands for travel on all fours) into wheels (or roller blades, roller skates or any other small wheels) or small tank treads and so on. Motorized versions give you Lightning speed at intensity equal to half the intensity of this power.

Stunt—Unbreakable: While your limbs are altered, they cannot be damaged or broken. When not changed, they are treated as normal.

## ANIMAL CONTROL

Trump Suit: Willpower

Exemplars: The Falcon, Moonstar, Ant-Man

Related Powers: Empathy, Plant Control

Power Skill: Animal Handling

You can talk to the animals and influence their actions. Most animals can't really speak, but communicate by verbal and non-verbal signals. This power cannot be used to control humans.

To control the actions of an animal, you must succeed with an *easy* Animal Control (Willpower) action. If successful, you dictate the animal's actions as long as you concentrate on the control. The Animal Handling skill reduces this action's difficulty by one level for a hero.

Limit—One Animal Type Only: You can only affect one type of animal such as birds, reptiles, or aquatic animals. Alternately, you can affect only one animal, which becomes your companion.

Stunt—Animal Summoning: You can conjure one or more types of animals, to a maximum of one per point of intensity.

Stunt—Animal Telepathy: You can read the minds of animals (such as they are), as if he or she had Telepathy at 1 intensity.

Stunt—Basal Ganglia Control: You can control the basic brain cells of any creature descended from an animal that you can control. By making an average Animal Control (Willpower) action, you can cut off the victim's ability to breathe or move, at a loss of one card (or 5 health points) per exchange. If you fails in this action on any exchange, the victim immediately recovers, unless unconscious.

Stunt—Memory Dredge: You can make a controlled animal recall anything it has sensed.

## ANIMAL FORM

Trump Suit: Agility

Exemplars: Wolfsbane, Man-Wolf

Related Powers: Shapeshifting

Power Skill: None

You can transform into any normal animal or any human-animal hybrid. You are assumed to be in control of these transformations and retains your normal Intellect and Willpower, unless he or she has the Transformative Hindrance. The change requires a full exchange to occur, whether

from human to animal or vice versa. You cannot attempt any actions during that exchange.

See Critters in the Roster Book for minimum statistics of animals. Your intensity must be at least equal to the minimum in each ability. For human-animal hybrids, Strength, Agility or both may be raised to the intensity. Hybrid forms are humanoid in all but cosmetic features (fur, snout, tail, and so forth), though you gain all natural physical attacks, senses, and movement as well, although the total intensity of the animal powers must not exceed the Animal Form intensity. You uses your own Willpower and Intellect for skill-based actions. Most animals have ability codes of X, though some have skills such as Tracking.

**Limit— Cannot Speak:** You cannot speak normally in animal form and can only make animal noises.

**Limit—One Animal Type Only:** You can only become one type of animal such as a falcon, a wolf, or a fish.

**Limit—Human Feature:** While in Animal Form, whether normal animal or hybrid, you retain a human feature such as human hands or feet or even head. This means that any animal powers that you would normally have related to the body part, such as claws with hands or teeth and enhanced senses for a head, will not be available.

**Stunt—Animal Control:** You gain Animal Control over animals related to your form while in the transformed state.

**Stunt—Instincts:** You instinctively can use skills commonly possessed by the shapeshifted animal. For example, if you turned into a wolf he or she may gain Tracking, an eagle may gain Observation. Skills to be gained this way are decided upon by the Narrator.

**Stunt—Partial Form:** You can transform parts of your body while other parts remain human. You gain whatever animal powers associated with the changed body part or parts.

**Stunt—Otherworldly Forms:** You are not limited to real world, Earth based creatures. He or she may transform into creatures from mythology, beings seen in a

movie, alien beasts encountered, or even animals read about.

**Stunt—Rapid Shift:** You can transform instantly into whatever forms he or she is capable of.

**Stunt—Swarm Form:** You can transform into a multitude of tiny animals that can be controlled like your normal body. You can attack as a swarm at intensity equal to this power, and gains the benefit of any additional animal powers the swarm may have. You are also very hard to injure due to the difficulty in killing or harming a swarm of animals and gains Resistance to Physical Damage at half the Animal Form intensity against sources of damage that do not have an area effect.

## ANIMATION

Trump Suit: Intellect

Exemplars: Diablo, Sersi, Black Talon

Related Powers: Earth Control, Telekinesis

Power Skill: Art

You may cause inanimate solid objects to move and attack at mental command. These can be striking distance or firing distance attacks. An object's properties are based on its form. Swords slash, boulders tumble, and ropes ensnare. All use the animator's power intensity as their Agility and Strength scores. If you ceases concentration, the object collapses at the end of the exchange.

**Limit—One Object Only:** You can animate only one type of object, such as ropes or juggling balls.

**Stunt—Gas Animation:** Your powers work on the air and other gases.

**Stunt—Limited Sentience:** You imbue the animated objects with 1 Intellect and Willpower.

The objects can remember sights and sounds, repeat messages, and fetch objects, but otherwise are rock dumb.

**Stunt—Liquid Animation:** Your power works on liquids.

Stunt—Necromancy: you can animate dead bodies with a mockery of life. The skeletons and zombies so created have Strength and Agility scores equal to what they had in life, but 0 Intellect, Willpower, and Edge. If an animated corpse is missing parts such as legs or arms, it may not be able to do all actions. (This is not raising the Dead - see Immortality for that)

Stunt—Object Swarm: You animate many small objects, pummeling all chosen targets as if the items were thrown. You makes one challenging Animation (Agility) action for all affected, or an average Animation (Agility) action if focusing all the objects on one target.

Stunt—Sentience: Objects imbued with sentience can learn, remember details, and may show artistic talents. Objects may be imbued with any combination of Intellect and Willpower up to your intensity in Animation. This stunt requires the Limited Sentience stunt.

## ASTRAL PROJECTION

Trump Suit: Willpower

Exemplars: Professor X, Doctor Strange

Related Powers: Detection (Astral), Dimensional Travel, Phasing

Power Skill: None

You may separate your astral form and travel throughout this dimension and others. While the physical body lies dormant, the astral body, a construct of pure thought, travels incredible distances at great speed. The astral body has 0 Strength and cannot affect objects in the real world. You in astral form may observe actions in the 'normal' world, and won't be detected by means short of Astral Detection and Telepathy. An astral hero is not affected by non-telepathic objects or forms of attack, but may be affected by Willpower powers. The astral hero may phase through solid objects without damaging either hero or object, but will be stopped by Force Fields. While astral, you can travel distances within a few miles without fear of getting lost. Going anywhere else on Earth

requires a random draw from the deck; if the value of the card is higher than your power intensity, you gets lost in the astral plane. Getting home can require a *daunting* Astral Projection action, although most Narrators are more inventive than that. Heroes with 10+ intensity in Astral Projection don't have to worry about getting lost, and those with 15+ intensity can even project their astral form into space, crossing the universe. While the astral form is separate, the body remains in a trance. The traveler will be aware of damage to the body, and it is possible for the body to perish while the astral form is away. Astral heroes whose bodies die are trapped in astral form. If the astral body is killed (such as through psychic battle), the player must succeed in a *daunting* Strength action or your body will die. Astral heroes may travel to another dimension by making a *challenging* Willpower action. While traveling this way, you makes an *average* Strength action each exchange. If this action isn't successful, you loses a card due to exhaustion.

Limit—Dreaming: You can trigger this power only while asleep. If your body is awakened normally, the astral body returns to the physical body.

Stunt—Astral Detection: You can see the forms of creatures operating in the astral plane, including ectoplasm of those adepts who can astrally project. This is an automatic ability; the individual can always recognize that an astral form is nearby. An *average* Astral Projection action determines if you can recognize an astral individual that he or she knows.

Stunt—Dimensional Travel: While projecting astrally, your astral form can cross dimensional barriers as if you had Dimensional Travel.

Stunt—Passengers: You can transport up to your power's intensity in persons into the astral plane. If you gets lost or dies, the passengers get lost as well.

Stunt—Psychic Blast: You can shoot psychic blasts while in astral form.

Stunt—Tactile Telekinesis: By focusing your mind, he or she may “pick up” and affect objects while in astral form as an average action. No action using Tactile Telekinesis is automatic; even picking up a pencil takes great mental effort.

## BLENDING

Trump Suit: Agility

Exemplars: Nightcrawler, Skrulls

Related Powers: Imitation, Invisibility

Power Skill: Stealth

Blending allows you to alter the pigmentation and color of your skin (and clothing, if made of unstable molecules) to match the surroundings, much like a chameleon. This power acts like invisibility if you remains motionless; against special senses and electronic detection, you makes an *average* (Blending) Willpower action to keep your body and outline hidden. Blending usually affects only sight, so Enhanced Senses will detect a blending hero with little difficulty. While compensating for background color shifts, you cannot change distances. If you stop concentrating on the Blending, it ends immediately.

Limit—Darkness Only: The power works only in darkness. At long distances and in low light, no one can see you.

Limit—Water Only: This power only works on parts of the body that are underwater.

Stunt—Body Art: Your control of the pigmentation of the skin allows him or her to create elaborate tattoos and complex designs over the skin and even animate them however he or she wishes.

Stunt—Camouflage Clothes: Your clothes and carried objects blend as well, regardless of whether they're made of unstable molecules.

Stunt—Camouflage Others: Anyone you touch can also blend into the background. This requires your complete concentration.

Stunt—Inaromatic: You are undetectable by the senses of smell or taste by blending

with the other scents in the surrounding area.

Stunt—Inaudibility: You are undetectable by the sense of hearing.

Stunt—Thermal Camouflage: You are undetectable by thermal imaging, Infravision and other methods of detecting a thermal signature.

## BLINDING

Trump Suit: Intellect

Exemplars: Quasar, Photon, Dazzler

Related Powers: Light Control

Power Skill: Energy Control

This attack can blind unprotected targets by forcing chemicals or energy into a victim's visual organs. You need to make a successful *easy* Blinding (Agility) attack to blind a foe. The attack may be dodged, but if not, the victim is blinded for an aura duration. Blind individuals have 0 Agility in fights and cannot surprise or avoid surprise attacks.

Stunt—Blinding Blast: Your Blinding can affect everyone within firing distance. If you pushes this power, he or she cannot see or use Blinding again until restored to full Hand Size.

Stunt—Remove Blindness: With a touch, you can eliminate blindness he or she caused.

Stunt—Resistance to Light: You gain Resistance to Light, including blindness.

## BODY ARMOR

Trump Suit: Strength

Exemplars: Thing, Iron Man, Doctor Doom

Related Powers: Density Control, Force Field

Power Skill: n/a

Every hero has an armor-like defense equal to either your Strength score or 10 (whichever is lower). Armor defense works in place of the Strength based defense and subtracts damage from an undodged physical attack and energy attacks. If the defense is greater than the amount of damage, no damage is suffered.

Armor always protects against physical attacks and blast attacks unless noted in the power description or the Narrator says otherwise. This power's intensity relates to the defense bonus that it gives, although the human body cannot handle defensive bonuses above +10, and very few exist above +7. Powered and unpowered armor can be natural or artificial and is usually expressed as a total intensity rather than a defense bonus.

**Stunt—Protected Senses:** The armor protects your senses, gaining Protected Senses up to the intensity of Body Armor.

**Stunt—Self Repair:** The armor repairs itself after being hit. If it is broken, after one exchange it returns to its full value.

**Stunt—Unbreakable:** The armor itself cannot be broken. This doesn't change its defense value, so damage can still get through. But the armor itself is invulnerable.

## BODY TRANSFORMATION

Trump Suit: Agility

Exemplars: Colossus, Grey Gargoyle, Hydro-Man,

Photon, Vapor

Related Powers: Energy Sheath, Life Support

Power Skill: None

You may convert your own living tissues to other materials for an aura duration. A hero in the transformed state automatically gains Strength and defense equal to the material strength of the material transformed or the intensity of the power, whichever is lower. You gain any special functions and innate abilities of the transformation material. A hero hurt while transformed suffer normal damage. If the transformed body is destroyed, you may reintegrate yourself if any cards remain in your hand. However, you must reintegrate all of your pieces to reform.

**Limit—One Form Only:** You can transform only into a very specific type of form, such as steel or photons.

**Stunt—Alter Ego:** You can transform from a normal human form into a super-heroic form, in the manner of Bruce Banner into the Hulk or conversely, of Thor into Donald Blake. This alter ego is not the same thing as a secret identity, but rather is a separate persona, also controlled by the player. Statistics for the alter ego should be chosen in conjunction with the Narrator. The player draws six cards and assigns them as normal in the Hero Creation Sequence, skipping the Power and Equipment, Stunts, and Limits steps of the creation sequence.

**Stunt—Body Weaponry:** You can transform your limbs into a variety of bladed or bludgeoning weapons with damage equal to the current Body Transformation intensity.

**Stunt—2D Form:** You can harmlessly reduce your body (and anything non-living being carried or worn) to a flat, two-dimensional version. To an onlooker you appear to have transformed into a life-size photograph. You can use the power's intensity instead of Strength for defense against physical attacks. You can also slide through cracks in solid substances and is invisible from a single angle, and virtually so from many others.

**Stunt—4D Form:** Your body gains an extra dimension and becomes four-dimensional instead of three-dimensional. Your body appears to be more vivid, with greater depth of color and perfect definition, yet paradoxically, seems to be slightly blurred almost as if vibrating. Your movements appear to be much more precise and controlled, almost as if he or she had more time to think about them, and he or she seems to react to situations almost before they happen. While in 4D form, you gain the benefits of Time Control, along with the stunt of Chronometric Detection, and cannot be surprised. In addition, you are invulnerable to any effect that alters your age in any way and because it is far more difficult for 3D sources of damage to injure a 4D being, you gain Resistance at this

power's intensity to all 3-dimensional damage.

**Stunt—Energy Form:** You transforms into a coherent field of energy (which can be shaped like you if desired.) He or she gains that form of energy Control and Flight. While in energy form, you can voluntarily go to O Strength in exchange for Invulnerability to Kinetics and other physical attacks. You also gains Energy Blast and can explode to affect all targets within firing distance if he or she suffer the damage as well (your defenses and Invulnerability's are ignored.) Energy heroes suffer double their power's intensity in damage points from attacks based on Intellect or substances to which the form is vulnerable (such as water in the case of fire).

**Stunt—Explosive Body:** You can explode his body. All individuals within firing distance of the target suffer the power's intensity in damage, assuming they do not dodge the blast. It takes an aura duration for you to reform his body.

**Stunt—Gaseous Form:** Gas and vapor forms have Flight 1 and can be carried through the air at the wind's intensity. You gain Invulnerability to Kinetics and physical attacks but reduced to Strength O. Air Control and other wind attacks work at double their intensity against you. If your gas is opaque or toxic in some way, you may obscure sight or knock out victims.

**Stunt—Liquid Form:** A liquid form allows you to move as a liquid through tight spaces. While in this form, you have the power's intensity in Resistance to Kinetics and physical attacks, but suffer double damage from Heat. You can draw your liquid back into the body, but if you are separated into multiple portions of liquid, he or she cannot reform.

**Stunt—Semisolid Form:** You gain Plasticity and may mold and shape your body in any way that the semisolid form allows. Thus he or she can elongate, flow through tiny openings, blast enemies with a wave, and reshape your form into virtually any object imaginable. You also gains Strength and defense equal to the power's intensity.

**Stunt—Solid Form:** You can assume a solid form of up to the material strength in intensity. So for example, a hero with intensity 6 solid form can have a body of lead, which is material strength 6. He or she replaces your own Strength and Body Armor and other physical qualities with those of the form assumed. At intensity 16+, you gain Life Support 15 while in the solid form.

## BODY WEAPON

Trump Suit: Strength

Exemplars: Rhino, Sabretooth, Wolverine

Related Powers: Additional Limbs, Body Armor

Power Skill: Natural Weapons

You have natural weapons like claws, sharp teeth, horns, or quills (one type for free with the power, each additional type is a stunt). Add the intensity of your power to your Strength when doing damage in hand to hand combat. The power's intensity refers to the damage bonus of the natural weapon, which can never be more than +10, and very few heroes have natural weapons above +7. The body weapon has a material strength equal to four times its intensity (with a maximum of 20).

**Limit—Limited Quills:** If you have the body weapon of Quills, after attacking with Quills you draw a card. If the aura is negative, you are out of the spiny missiles and needs to wait 24 hours for them to fully regenerate.

**Stunt—Impalement:** If you crosses from firing distance to striking distance in one exchange, he or she can double the material strength of the body weapon for damage purposes only. However, if the attack is dodged, you strike what's behind the target as a contingent action. If you strike something that is stronger than the horns' material strength in impalement, the body weapon will break unless you succeed in a daunting Body Weapon action.

**Stunt—Matter Consumption:** If you have the body weapon of Teeth, he or she can swallow

and disintegrate an object bitten with no ill effect.

**Stunt—Poisoning:** Your weapons excrete a poison, doing Poison damage with a successful attack.

**Stunt—Ranged:** You can use your natural weapons at range.

**Stunt—Rending:** You decreases the intensity of an opponent's Body Armor by the intensity of the Body Weapon. This does not reduce the damage bonus dealt.

**Stunt—Retractable:** The body weapon can instantly be retracted into your body for concealment.

**Stunt—Tree of Woe:** If you have the body weapon of Quills, you can extend your quills or spines out far beyond their normal reach, pinning and snaring anything trying to reach you. This acts as Ensnarement equal to twice the Quills intensity.

**Stunt—Unbreakable:** Your natural weapon cannot be damaged or broken.

**Stunt—Volley:** If you have the body weapon of Quills, you can fire volleys of Quills, attacking normally at up to firing distance. You can also fire Quills to anchor objects in place, such as a villain's cape.

## CHI

Trump Suit: Willpower

Exemplar: Iron Fist, Shang-Chi

Related Powers: Ability Boost

Power Skill: Martial Arts

Chi allows the user to push his capacity beyond its normal limits. Normally, it is gained through martial arts training. At base, one can achieve feats of strength and finesse with greater success. With additional training, one can perform extraordinary feats, like catching bullets, disabling foes, leaping great heights, and other stunts out of a martial arts flick. With just the base power, Chi comes into effect when the user pushes him to the maximum. If the push card is less than or equal to the Chi rating, the user puts the push card face up in front of him, instead of in the discard. The player then redraws. His action is treated just as a normal

push. Then, at the end of the round, the player discards cards equal or greater than the value of the push card. The player then redraws. However, if the discard leaves him with no cards, you immediately falls unconscious, as if from injuries, and does not redraw.

Chi rating in excess of 10 decreases the required discard at the end of the round by a like amount, but never less than one card. Also, Doom cards used as push cards may not have their values reduced by high Chi rating.

Chi alone can allow some incredible feats, but stunts can expand the Chi user's capabilities. The use of all active stunts functions just as above unless otherwise indicated.

**Stunt—Ability Boost:** The push card is treated as an Ability Boost, for one attribute, that lasts for an aura duration. The player must choose the attribute affected when this stunt is chosen, though it can be purchased more than once.

**Stunt—Cosmic Awareness:** You gain Cosmic Awareness, at Chi's rank. You can also use its insight ability; however, this is done using a push card.

**Stunt—Danger Sense:** You gain Danger Sense, at the rating of Chi.

**Stunt—Deflect Blow:** You can catch and throw back projectiles, deflect and counter melee strikes, throw an onrushing opponent, or otherwise turn an enemies attack back on him. Treat this as Energy Reflection, except that you must make a standard Chi action against the attack, and the returned damage is automatic. Alternatively, you can stop the attack without deflecting it; the attack simply stop. Difficulty is the action total of the attack, plus damage bonus, in the case of bullets and similar projectiles. This stunt only affects physical, aimed kinetic attacks. Explosions, kinetic blasts and energy of any kind are not effected, though an exploding projectile could be returned before it detonates.

**Stunt—Defensive Stance:** The push card is added to all defense totals, as per Force



Field, for an aura duration or until you are successfully hit.

**Stunt—Delayed Fatigue:** Instead of discarding at the end of the round, the player may choose to wait until the narrator card has a negative aura.

**Stunt—Final Attack:** You may keep on fighting, even after he or she is beaten. Any time you are reduced to zero hand size, the player may draw a card and place it in front of him, face up, and then redraw his entire hand. At the end of the next round, and the end of every round thereafter, you must replace the face-up card with a card from his hand of equal or higher value. The original card is discarded, and the player redraws as normal. However, if at any time the player is not able to replace the card, he immediately falls into a coma state, as if struck while unconscious. The same happens if reduced to zero cards while this stunt is in effect (it may not be used while in effect already). Chi may be used as normal during this time; however, unconsciousness due to Chi usage has the same consequences as unconsciousness due to wounds.

**Stunt—Inner Alchemy:** Having achieved inner balance, your life is greatly extended. You gain Resistance to Aging. This Stunt requires a minimum 10 Willpower.

**Stunt—Martial Supremacy:** You have incredible fighting ability to such a level of expertise that he or she can fight as if he or she has all appropriate skills related to combat. These are not real skills and do not contribute to skill codes, but you have such aptitude for combat that he or she fights without any penalty for not having an appropriate skill.

**Stunt—Mighty Leap:** The push card is treated as the power of Leaping, for one jump only. This can be used as a defense to avoid an area attack.

**Stunt—Paralyzing Touch:** By striking in just the right place, you can immobilize an opponent. Treat the push card as Paralysis, for one melee attack only.

**Stunt—Shielded Mind:** You gain Psi-Screen along with the Protected Life Essence stunt, at your Chi intensity.

**Stunt—Sense Surroundings:** By attuning with the surroundings, you gain a sense of all around him. Treat the push card as Radar Sense, lasting an aura duration, except that magnetism does not disrupt it.

**Stunt—Stunning Touch:** The push card is treated as Stun Blast for one melee attack.

**Stunt—Thousand Fists:** The push card is treated as Lightning Speed, for the purpose of multiple attacks only.

## COLD CONTROL

Trump Suit: Intellect

Exemplars: Iceman, Blizzard

Related Powers: Weather Control

Power Skill: None

Heroes with Cold Control can shift temperature downward in a nearby area. You can drop the temperature roughly 10 degrees Fahrenheit per point of intensity; a hero with a 20 intensity can thus make a 50 degrees room into a -150 degrees room. If the temperature drops below minus 50 degrees, everyone in the room suffer the power's intensity in damage points after subtracting defense. This power can be targeted at one individual if you desires. If you stop concentrating on controlling the temperature, it rises to normal at the end of the exchange.

**Limit—Non-Generative:** You cannot generate ice, and the temperature must be below 32 degrees F for the power to work. Only if ice of the desired intensity exists can he or she use ice stunts of Cold Control.

**Stunt—Absorption:** You gain Absorption (Cold). He or she can absorb cold (1 point of cold intensity per point of power intensity) and can effectively melt any ice or protect others from cold attacks.

**Stunt—Body Armor:** The power's intensity can be used instead of strength for defense. If

heat or fire hits you, you have no defense and loses the Body Armor for an exchange.

**Stunt—Cold Fire:** You can project a cold flame from your body. This can be used as a firing distance attack causing damage equal to the power's intensity. This power is similar to Fire Control, but provides none of the stunts (for that, take Fire Control with the Light Only limit).

**Stunt—Cold Waves:** You can project pure cold energy waves. Non-cold Resistant individuals within striking distance have the difficulty ratings of their actions raised by one level. This stunt can be used to counteract heat damage.

**Stunt—Ensnarement:** With an average Cold Control (Agility) action, you can freeze a foe so that he or she cannot move. The target may use an action to make an average Strength (Cold Control) action to break free; otherwise, he or she will have to wait till the ice melts away.

**Stunt—Flash Freeze:** You can push the Cold Control to the max, hitting all within firing distance with a cold burst equal to the power's intensity. Not only does this harm you, but also you cannot use the power until you're restored to full Hand Size.

**Stunt—Ice Missiles:** You freezes water droplets to create ice-balls and snowballs that he or she can shoot up to firing distance. These missiles cause damage equal to the power's intensity, while snowball missiles inflict half that.

**Stunt—Ice Patch:** You can create slick patches of ice. Those walking over the area must make average Agility (Cold Control) actions to avoid falling and losing an action.

**Stunt—Ice Ramps:** You skate on ramps of ice that allow Flight 1 while in firing distance of the ground. You cannot make quick turns or stop, but with supports can cause the ramp to rise. Ice Ramps aren't permanent and their melting may cause property damage.

**Stunt—Ice Sculpture:** You can create statues of ice, including mirror images. Heroes with the skill of Art can lower the difficulty by

one level if trying to impress others with the sculpture.

**Stunt—Ice Shield:** You create a shield that can block multiple attacks with a material strength equal to the power's intensity. Attacks that get through shatters the shield but don't damage you. You must concentrate to use the shield.

**Stunt—Ice Walls:** You can create columns, walls, and other large geometric shapes with material strength equal to the power's intensity.

**Stunt—Resistance to Cold:** You gain Resistance to Cold.

## COMBAT MASTERY

Trump Suit: Strength

Exemplars: Neo, Punisher, Shatterstar, Wolverine

Related Powers: Chi, Ultimate Skill

Power Skill: Relative Strength or Agility Skill

You are a master of armed and unarmed combat, whether by a natural "feel", training, or empowerment. Your intensity in Combat Mastery is added to all actions involving hitting, aiming, or dodging combat-related attacks. Combat Mastery is strictly the movements in combat, and does not include the mental discipline one might gain through martial arts training.

Combat Mastery is only applicable to skills possessed by you. Original skill trumps still apply.

**Limit—Firearms Only:** You are only a master of combat dealing with firearms, such as pistols, rifles, launcher, and cannons.

**Limit—Melee Only:** You are only a master of melee weapons, such as clubs, swords, shields, and whips.

**Limit—Unarmed Only:** You are only a master of unarmed combat, using natural weapons, or skills such as Boxing, Martial Arts, and Wrestling.

**Limit—Studied Opponent:** You are only skilled at combating a certain opponent (such as

“Magneto”) or type of opponent (such as “Fliers”).

**Stunt—Fighting Style Familiarity:** Due to your knowledge of various fighting styles, all combat actions taken against you are at one level of difficulty higher.

**Stunt—Multiple Opponents:** You are skilled at dealing with multiple attackers at the same time. You may divide cardplay among all opponents.

**Stunt—Powerful Blows:** You are not only skilled at hitting opponents, but hitting them where it counts - and hard! You may gain Strength equal to your intensity in Combat Mastery, to a maximum of 20. Strength gained this way only adds to damage dealt, and does not add to defense or an ability to lift weight.

**Stunt—Power Nemesis:** When combating opponents with super powers, you generate appropriate offensive and defensive powers. Powers generated this way take an aura duration to activate and are equal to your intensity in Combat Mastery.

## COMPUTER LINK

Trump Suit: Intellect

Exemplars: Machinesmith, Ultron, Techno

Related Powers: Telepathy

Power Skill: Bionics, Computers, Electronics, Mechanics, or Weapon Systems

You may communicate with and retrieve information from computer systems. You must be able to access the computer in some way, usually by means of an implant relayed to a predetermined computer. If trying to break into a new computer, compare this intensity to the Intellect score of the computer of mechanical being. This power also allows the reprogramming of simple robots, but sentient machines require a *challenging* Computer Link (Willpower) action.

**Stunt—Cyberspace Projection:** You may separate your mind from the body and travel throughout cyberspace, via any computer connections, whether cables, telephone lines, or satellites. Traveling

through more primitive computers, such as those without virtual reality capabilities, is a challenging Computer Link action, while the most advanced computers is an easy action. Various computer safety features may increase the difficulty of such traveling dramatically. Nevertheless, once “in” the system, you may break into and read stored data files. Moreover, heroes with certain scientific skill, especially Computers, may rapidly reprogram entire computer networks, enhancing the system, wiping it clean, or causing it to crash, among other effects. You can project your mind into a virtual reality “inside” a computer or network. In cyberspace you interact with computer programs as if they were physical things and can use Computer Link to influence computers as normally.

**Stunt—Download:** You can transfer your mind into a machine, animating and controlling it. Your body remains unconscious. If something happens to your body while in the machine, he or she remains trapped.

**Stunt—Haywire:** You can make large numbers of electronic objects do crazy things for an aura duration, but can’t control the objects’ actions when doing so.

**Stunt—Machine Animation:** Once linked, you can cause a computer-controlled machine to move and perform actions at your behest. If the machine cannot move on its own, you can give it a limited ground movement.

**Stunt—Mechanical Link:** The power may be used on any machine with a motor, regardless of whether it has a computer.

**Stunt—Multiple Machines:** You may extend this power to any number of machines.

## CORROSION

Trump Suit: Strength

Exemplars: Man-Thing, Styx

Related Powers: Digging, Poison

Power Skill: None

You have a corrosive, acidic, or rotting attack that causes decay and destruction. If Corrosion gets through defense, cards lost

aren't put into the discard pile. Instead, they are placed face up in front of the player of the damaged hero. At the beginning of each exchange, one card is removed, and that card's value in damage is dealt again to the target. When the face-up cards are all gone, the corrosion is finished. If the corrosive is removed before the end of this process, so is the threat of further damage. Corrosion also can damage objects by eating away at their material strengths. The corrosion inflicts its intensity in damage to the object, and if any damage gets through the material strength, the additional damage reduces the material strength by that amount. If this exceeds the material strength of the object, it is destroyed. So if a 14 intensity acid strikes steel (material strength 10), it reduces the steel's material strength to 6.

Limit—Emotion-Sensitive: Damage is delivered only to those living creatures that harbor a particular emotion, such as fear.

Limit—Material-Sensitive: Damage is delivered only to a particular type of material, such as wood or flesh.

Stunt—Acid Cloud: You can create a corrosive cloud or mist that affects everyone within striking distance.

Stunt—Consumption: Your Corrosion powers resides in your mouth and digestive tract, allowing consumption virtually anything, limited only by the size of your mouth. So you can use your Corrosion to bite off the ends of guns, chew through rope or cable, and so forth. As a side benefit you're Invulnerable to anything you swallow.

Stunt—Corrosive Missile: You can launch the corrosive attack at firing distance. If it misses, it will still hit something (usually resolved through a random dramatic event).

Stunt—Resistance to Corrosion: You gain Resistance to Corrosion.

## COSMIC AWARENESS

Trump Suit: Willpower

Exemplars: Captain Mar-Vell, Ego the Living Planet

Related Powers: Detection, Danger Sense

Power Skill: None

You are in tune with the universe and can perceive powerful entities and glean information from the cosmos. Any cosmic-powered being in the same league as the Silver Surfer can be detected within 100 miles of you with an *average* Cosmic Awareness action. So can any large cosmic disturbance within the same universe with a *challenging* Cosmic Awareness action. If your Cosmic Awareness is 10+, once per game session you may ask the Narrator a yes or no question that he or she must answer truthfully. This power is not Precognition, however, and does not give you foreknowledge of events. Narrators can use this tool to give a player awareness of an event critical to the game, even if you are nowhere near it.

Limit—Location-specific: You knows about the events in only one limited area, though he or she can be anywhere within the same universe and known this information.

Stunt—Danger Sense: You gain Danger Sense.

Stunt—Lie Detection: You're hero can detect when someone he or she is talking to isn't being truthful.

Stunt—True Sight: You see the true image of any object or person, bypassing disguises or concealment. The power penetrates any means of hiding something's true nature, whether physical, psychic, illusionary, or magical. This power may be used on one target at a time.

Stunt—Weakness Detection: You can look at any being, and by performing an average Cosmic Awareness action can learn any of the being's limits or hindrances, including diseases and curses. You can even use this power on yourself.

## COSMIC ENERGY CONTROL

Trump Suit: Intellect

Exemplars: Galactus, Havoc, Silver Surfer

Related Powers: Kinetic Control, Light Control

Power Skill: Energy Control

The power cosmic is the most potent force in the universe. Manipulation of this omnipresent energy is difficult, but with mastery comes great power. The basic use of this power is to fire an energy blast at the power's intensity. Heroes toy with the power cosmic at their peril. Every time this power or any of its stunts are used, your player draws a card. If the value of this card is higher than the power's intensity, you suffer that amount of damage (ignoring all defenses) and cannot use this power again for the next exchange.

Heroes with 10+ Cosmic Energy Control do not have to draw.

**Limit—Plasma Only:** You can control only the most volatile form of cosmic energy, plasma. This limits the stunts available to Absorption.

**Stunt—Ability Boost:** You gain Ability Boost, with a maximum ability score total of 30.

**Stunt—Absorption:** You gain Absorption (Cosmic Energy)

**Stunt—Alchemy:** You gain Alchemy and can transmute elements but not reshape them.

**Stunt—Energy Detection:** You can detect waves of energy. You can identify the general type of energy (X-rays, light, nuclear exhaust, etc) and can track the energy trail of that specific type. Faint trails or confusing patterns of energy may require challenging or even daunting success.

**Stunt—Energy Gift:** Supreme control of this energy allows you to change the very nature of persons and objects. You may imbue anyone with energy powers that he or she possesses, but only if the subject makes a daunting Willpower (Cosmic Energy Control) action. If this action fails, the subject suffer power intensity damage.

**Stunt—Flight:** You gain Flight.

**Stunt—Healing:** Using cosmic energy, damage can be repaired, either for you or another person. You can repair up to the power's intensity in Health for a character. A hero draws cards until either at full Hand Size or the value of the cards drawn equals or exceeds the intensity.

**Stunt—Raising the Dead:** You may bring dead mortals back to life. This stunt requires Cosmic Energy Control at 20+ intensity.

**Stunt—Resistance to Radiation:** You gain Resistance to Radiation, including Cosmic Energy.

**Stunt—Starburst:** You can push the Cosmic Energy Control to the max, hitting everyone within firing distance with an energy burst equal to the power's intensity. Not only does this harm you, but you cannot use your power until you are restored to full Hand Size.

## DANGER SENSE

Trump Suit: Willpower

Exemplars: Spider-Man, Taskmaster

Related Powers: Cosmic Awareness, Enhanced Senses, Radar Sense

Power Skill: None

This inherent warning of danger is also called Combat Sense- or in the case of its most famous possessor, Spider-Sense. This power's intensity can be used in place of Agility for the purpose of dodging attacks. A hero with a Danger Sense of intensity 5 or more cannot be surprised- that is; you get to declare an action in any exchange where anyone declares a surprise attack on you. This doesn't reveal the type of the attack, just that one is coming. A Narrator might tell you that there's something bad behind the door before you goes in, but not exactly what it is.

**Stunt—Danger Sense Tracking:** You can use a tracer of some sort that keys into Danger Sense. This imbues the skill of Tracking an individual who bears such a tracer.

**Stunt—Instinctive Escape:** When under attack, you subconsciously know the most efficient way to escape from the danger. You must relinquish control of your body to instincts and as a contingent action he or she automatically escapes from the immediate danger. The actual way in which you escapes varies, but if you have any powers that would help, they are automatically

activated to aid escape. Otherwise this stunt can generate a wide array of effects from a display of strength or agility that you do not usually possess, to temporarily gaining a power, such as Phasing or Elongation. However, you cannot control how this power manifests and may still end up in very awkward situations.

## DENSITY CONTROL

Trump Suit: Agility

Exemplars: Vision, Will o' the Wisp

Related Powers: Phasing

Power Skill: None

You can alter your density at will. As density rises, a hero automatically gains 1 point of Strength per point of density changed. However, a high density will slow down you, lowering your Agility in the same proportion. Additionally, if your Strength increases beyond 10, then he or she gains a defense bonus of +1 for every point above 10, to a maximum of +10. This stacks with other defense bonuses from other powers (although this cannot exceed the character limit). If you reduce density to less than normal, he or she gains Agility, but loses Strength and defense. At 0 Strength, he or she is insubstantial. At 0 density, you cannot pass through solid objects, but is immune to physical attacks (though not energy or force attacks.) No ability score can drop below 0, however. Neither ability score can be raised above 20 with this power, but reaching 20 in one ability doesn't stop the other ability score from going lower. As an example, a hero with Strength 6 and Agility 10 has Density Control 10. If he drops his Strength to 0, he can raise his Agility to 20. If he reduces his Agility to 0, he can only attain Strength of 16.

Limit—Higher Density Only: You cannot lower Strength below your base Strength, nor raise Agility above your base Agility.

Limit—Lower Density Only: You cannot lower Agility below your base Agility, nor raise Strength above your base Strength.

Stunt—Floating: You gain Flight 1 if at density 0.

Stunt—Phasing: You gain Phasing at the power's intensity if at density 0.

Stunt—Remote Density Control: You can use your power on another individual by making an average Density Control (Willpower) action. The target of the power can choose not to oppose this action.

Stunt—Object Density Control: You can alter the density of an object, either making it lighter and more insubstantial or making it denser and tougher. If object density is increased, it becomes more effective as a weapon and its damage bonus is raised by +1 for every point of Density Control in effect. If reduced in density, the object is as light as air and if you also has the Phasing stunt, then it too can pass through obstacles. Typically, objects do not have damage bonuses higher than +7.

Stunt—Phase Disruption: You can phase your hand inside an opponent or an object, and as a contingent action, make a Disruption attack at an intensity equal to this power. You also suffer damage equal to the target's Strength or the material strength of the object.

## DETECTION

Trump Suit: Willpower

Exemplars: Cerebro, Dr. Strange, Quasar, Sentinels

Related Powers: Enhanced Senses, Telepathy

Power Skill: None

You can detect certain kinds of energies. You must have at least one stunt to use this power. This power is limited to line of sight, unless you also has ESP. Typically, you must trigger the Detection to learn if something is present; the Narrator isn't required to tell you if something shows up unless you ask.

Stunt—Astral Detection: You can see the forms of creatures operating in the astral plane, including ectoplasm of those adepts who can astrally project. This is an

automatic ability; the individual can always recognize that an astral form is nearby. An average Detection action determines whether you can recognize an astral individual that you know.

**Stunt—Chronometric Detection:** You can know the peculiar energy signature of each time period, with an average Detection action. You know what day it is at any moment.

**Stunt—Dimensional Detection:** You can detect the energy signature of each dimension, and with an average Detection action will know when he or she is on an unfamiliar plane.

**Stunt—Direction Sense:** You cannot lose your sense of direction and can instantly gain a sense of where he or she is in relation to the magnetic poles or some other marker(s).

**Stunt—Energy Detection:** You can detect waves of energy. You can identify the general type of energy (X-rays, light, nuclear exhaust, etc.) and can track the energy trail of that specific type. Faint trails or confusing patterns of energy may require challenging or even daunting success.

**Stunt—Evil Detection:** You can detect evil in persons and objects. If the target's calling is villainous, you will know. Evil is a complex concept, so sometimes a person with such a calling won't be evil, while sometimes a person with another calling will. The Narrator gets the final say over whether a person manifests as evil.

**Stunt—Lie Detection:** You can detect lies by making an average Detection (Willpower) action. If this power is used against a hero, the player may be reluctant to tell another player or the Narrator if he or she is lying. If the Narrator thinks the player isn't telling the truth, he or she may impose a negative response bonus.

**Stunt—Life Detection:** You can tell when living creatures are nearby with an average Detection action. You can declare an action in any exchange where a surprise attack is launched.

**Stunt—Identity Detection:** You can somehow (usually either psionically or magically) detect the true identity or alter ego of a

person. The target is allowed to resist this using Willpower as an opposing action.

**Stunt—Illusion Detection:** You can ignore illusions with an average Detection action.

**Stunt—Invisibility Detection:** You can see anything invisible.

**Stunt—Magic Detection:** You can detect magic. When magic is in force around you, he or she makes a Detection action. An average result indicates you know that there is magic in the immediate area. A challenging result means that you know who is using the magic. A daunting or higher result gives the player the type of spell of magic involved.

**Stunt—Mutant Detection:** You are attuned to the specific mental radiation given out by mutants. A challenging Detection action can find a particular mutant.

**Stunt—Psychic Detection:** You are attuned to the exceptional mental radiation in general, and as such can make an average Detection action to detect the use of non-magical paranormal abilities including mind-reading, thought-casting, mental control, and psychic attacks.

**Stunt—Telelocation:** You can locate one or more known individuals wherever they are, simply by making an average Detection action. Any Mind Control or Telepathy powers can affect the individual at the extended distance.

**Stunt—Weakness Detection:** You can look at any being, and by performing an average Detection action can learn any of the being's limits or hindrances, including diseases and curses. You can even use this power on his or yourself.

## DIGGING

Trump Suit: Agility

Exemplars: Armadillo, Vindicator, the Moloids

Related Powers: Claws, Corrosion

Power Skill: Geology

You can move below the ground by digging a tunnel. He or she moves through earth as if on the surface, slower if digging a tunnel well-

supported enough to allow others to follow (otherwise the tunnel collapses behind you). You may dig through materials of a lower material strength than the power's intensity, but not those of a higher material strength.

Stunt—Direction Sense: You cannot lose your sense of direction underground.

Stunt—Earth Consumption: You actually consume and disintegrate the earth as he or she goes along.

Stunt—Lightning Speed: You gain Lightning Speed when digging through the earth.

### DIMENSION CONTROL

Trump Suit: Agility

Exemplars: Armadillo, Vindicator, the Moloids

Related Powers: Claws, Corrosion

Power Skill: Physics

You can change the number of physical dimensions you occupy, altering your physical abilities. You can shift from 3D to one other dimensional state and back. Shifting to other dimensions is a stunt for each different dimension. Your abilities are based on the number of dimensions you occupy:

Limit—One Dimension: You can only ever assume the 2D, 3D and 4D forms.

Limit—One Direction: You can only add or subtract dimensions, not both.

Stunt—0D: You exist as nothing more than a mathematical point in space. You can't move or take any actions, but the good news is you're Invisible and Invulnerable to everything except powers that act directly on your mind or spirit.

Stunt—1D: You're a nearly invisible line (Invisibility equal to your intensity). You have 0 Strength, but you can fit through any opening, no matter how small.

Stunt—2D: You're a flat image of yourself. You can slip through any crack or opening that accommodates your width, and you have Invisibility when viewed from the side. As a stunt you can develop a Natural Weapon

equal to your intensity, letting you slice through almost anything.

Stunt—3D: You have your normal physical abilities.

Stunt—4D: Your Strength increases by your intensity (to a maximum of 20) and you can "sidestep" physical objects as if you had Phasing. You gain the Enhanced Sense of Penetration Vision.

Stunt—5D: You gain Time Control and Time Travel at your power intensity.

Stunt—6D: You gain Dimensional Travel at your power intensity.

### DIMENSIONAL TRAVEL

Trump Suit: Intellect

Exemplars: Doctor Strange, Quasar

Related Powers: Darkforce Control, Teleportation

Power Skill: Dimensional Geography

You can travel to other dimensions. You can pop into a random dimension with an *easy* Dimensional Travel action, but must make an *average* Dimensional Travel action under pressing conditions. A *challenging* Dimensional Travel action is always required if you are trying to go to a particular alternate plane, especially when you are trying to go home. If you possesses Dimensional

Geography, he or she can use the skill to reduce the difficulty of finding the way home.

Even when you knows where he or she is going, the dimensional travel is fraught with danger. When you leaps dimensions, the Narrator draws a random card. If the value of this card is greater than your intensity in Dimensional Travel, you will believe he or she is in the right place, but in fact is in an alternate reality. The subtle differences of the new reality will make themselves apparent soon enough. Heroes with 10+ intensity ignore this draw (including those with the Dimensional Detection stunt).

Limit—One Plane Only: You know how to get to just one dimension and back.

Stunt—Pockets to Nowhere: You can create small dimensional gateways from which he



or she can draw strange and exotic devices and weaponry. The devices always appear fantastic and otherworldly, and seem to rely on your imagination to give them form. The devices and weapons grant powers or stunts appropriate to their function at intensity no greater than that of your Dimensional Travel. You can return the devices to where they came from, but they will vanish anyway at the end of the scene.

**Stunt—Dimensional Detection:** You can detect the energy signature of each dimension, and with an average Dimensional Travel action will know when he or she is on an unfamiliar plane.

**Stunt—Gateway:** You can open a rift in the universe and allow people to step through. Each exchange after the first, you need an average Dimensional Travel action to hold the rift open.

**Stunt—Summoning:** You can teleport other people or objects from other dimensions to your side with an average Dimensional Travel (Willpower) action.

## DISINTEGRATION

Trump Suit: Intellect

Exemplars: Mandarin, Molecule Man, Sersi

Related Powers: Transmutation

Power Skill: None

You can convert inorganic matter into pure energy. This is treated like a normal attack, except it only works if the total damage is greater than the material strength of the target. In such cases, the object is destroyed. This destruction occurs at the end of the exchange. Against sentient but inorganic matter, Disintegration must not only overcome the target's defense, but must inflict enough damage to reduce the target to 0 Health (or 0 cards). In this case, the target vanishes at the end of the exchange. Otherwise, it has no effect.

**Limit—Disruption Only:** You cannot reduce inorganic matter to pure energy, but can reduce it to very small fragments.

**Limit—Temporary Disintegration:** Anything you disintegrates will reintegrate after an aura duration.

**Stunt—Affects Organic:** Your Disintegration also affects organics.

**Stunt—Disintegration Ray:** You can shoot a beam of disintegration to firing distance.

**Stunt—Pinpoint Disintegration:** You can destroy atoms of a target instead of the entire target. If a sentient inorganic creature is targeted, it suffer damage equal to the percentage of the target that is destroyed, rounded down.

**Stunt—Reintegration:** You can reintegrate anything he or she has disintegrated.

## DREAM CONTROL

Trump Suit: Willpower

Exemplars: Dreamqueen, Nightmare

Related Powers: Astral Projection, Emotion Control, Hypnosis, Illusion, Mind Control

Power Skill: None

You have the ability to manipulate dreams. You can control your own dreams, choosing what you dream, or more importantly, you can implant images into the mind of a sleeping individual as well as wakeful ones, in much the same fashion as the Illusion and Image Summoning powers.

**Limit—Dreaming:** You can only use this power when you're asleep. If you are awakened, your dream body returns to your physical body immediately.

**Stunt—Astral Projection:** You gain Astral Projection, but only while asleep.

**Stunt—Daydreaming:** You can enable others to dream while awake, effectively gaining Illusions at Dream Control's intensity.

**Stunt—Dream Travel:** You can enter the short-lived pocket dimensions created by a person's dreams and nightmares. These dream worlds are outside the boundaries of normal reality and exist solely as a reflection of the dreamer's imagination. You have no direct control over the

conditions within the dream-world, however, you can interact with things in it much as you would in the real world. Use Willpower in place of Strength when operating in the dream world.

Stunt—Hypnosis: You gain Hypnosis.

Stunt—Mental Probe: A Mental Probe is a search for a specific image in a person's mind. You must state what you are looking for before beginning the scan. You must make an average Dream Control (Willpower) action, if the target is resisting. In any case, the strain of being probed reduces the target's Intellect and Willpower by 1 for the next 24 hours and the target may not be probed again for that time. A successful Mental Probe will reveal the information known by the individual being probed, strictly limited to that person's knowledge. In addition, you can glean the target's calling and personality notes.

Stunt—Prophetic Dreams: You gain Precognition, but only while asleep and dreaming.

Stunt—Sleep: You can put someone into a deep sleep for an aura duration with an average Dream Control (Willpower) action.

Stunt—Sleeping Beauty: You can keep others from waking up, effectively paralyzing them. These actions are resisted by a challenging Dream Control (Willpower) action.

Stunt—Sleepwalking: You can control the actions of sleeping individuals, effectively gaining Animation over anyone asleep, by making an average Animation (Willpower) action.

## DUPLICATION

Trump Suit: Agility

Exemplars: Multiple Man, Flashback

Related Powers: Gestalt, Illusion

Power Skill: None

You can replicate yourself into exact duplicates for an aura duration. Each dupe is an exact copy of you, with all your skills and powers. However, each duplicate has an Edge of 0 and a Health of 10. You don't draw cards for duplicates, but

instead mark off Health when they take damage, as if they were Narrator controlled characters. It requires an action to activate this power which creates one duplicate as a contingent action. Dupes last until you are knocked unconscious or takes an action to reabsorb them. The duplicates are capable of independent action and thought but they have a subliminal link with their creator. If a duplicate is hurt or under attack, the others know of it.

INTENSITY	MAXIMUM DUPLICATES
0 - 4	1
5 - 9	2
10 - 14	3
15 - 17	5
18 - 19	10
20 - 24	25
25 - 29	100
30	Infinite

Duplicates disappear when they wander beyond firing distance. You can absorb duplicates, gaining the duplicate's memory while it was separate. If a hero absorbs more than one dupe in an exchange or if a duplicate is killed, the original hero must make a *challenging* Willpower action or black out for an aura duration. This power cannot be pushed.

Limit—Body Part Requirement: A duplicate is grown from tissue lost by you. This requires at least a finger's worth of flesh, which will be restored upon re-absorption of the duplicate.

Limit—Future Duplicates: You pull duplicates out of your own future. If a duplicate dies, you must make a successful desperate Willpower action or be paralyzed with fear. This continues until you succeeds at such an action.

Limit—Living Duplicates: The duplicates are alive and have their own personalities. They also have the full Health or Handsize and Edge of the original. If a duplicate dies, your intensity in Duplication drops by 1.

Limit—Independent: The duplicates share a personality distinct from the original, and are somewhat different in mannerism and

outlook. Each time a duplicate is created, randomly determine its Calling and even duplicates with the same calling as the original will still be slightly different. They will still follow the orders of the original regardless of their Calling.

**Limit—Variable Duplicates:** Your duplicates do not look exactly like him or her. Each duplicate is some form of variation on the original hero, but may appear up to ten years older or younger, may have different scars, tattoos or hair color/style, may be of an ethnic group different to you and may even be of a different gender. However, the duplicates share enough similarities to be able to pass as siblings or similarly close family regardless of the actual differences. Interestingly, the duplicates' scent is also slightly different, for those able to detect it.

**Stunt—Fusillade Assailants:** You can rapidly create and reabsorb duplicates while in combat, all feinting and blocking to cause damage to one or more targets. You may divide your ability and pre-cardplay modifiers among as many attacks as desired, all of which are performed as contingent actions. However, you don't redraw cards played in these attacks until all attacks are finished. You may also block or counter-attack as many people as your cards allow.

**Stunt—Human Shield:** A duplicate is automatically created upon taking any damage that causes a knock back. The duplicate takes all damage suffered. In other words, a duplicate would take the damage from a gun shot or an uppercut, but not from being burned. If any of your duplicates are killed, he or she suffer no ill effects.

**Stunt—Partial Duplication:** You are able to create partial duplicates, giving him or her abilities similar to Additional Limbs/Senses and Enhanced Senses. Instead of producing a full duplicate, only the limbs or organs desired for duplication are created and are added to your body. This augmentation can produce additional limbs, sensory organs, or

an additional layer of skin to give the effect of Body Armor. Only body parts you possess can be duplicated in this way.

**Stunt—Powered Duplicates:** Your duplicates have a power that he or she doesn't. For example they might be energy beings with Body Transformation (Energy Form). The duplicates' power has intensity equal to Duplication.

**Stunt—Rangeless:** Your duplicates are alive and continue to exist as long as he or she is alive, regardless of time, whether he or she is conscious, or how far away they wander. Each duplicate has an Edge of one but has the same Handsize or Health of the original (if higher), retains the Duplication power and can generate dupes of its own, so long as the maximum number of duplicates available for you are not exceeded.

**Stunt—Rapid Duplication:** You can create or reabsorb any number of duplicates, up to the maximum, in one action, with no ill effects.

**Stunt—Re-absorption Healing:** You can attempt an action to reabsorb duplicates for healing. Each dupe returns one card.

**Stunt—Serial Immortality:** If you are killed while he or she has duplicates active, then one of those duplicates becomes you. If you had no duplicates active, then one is created at the moment of death. This new hero has the full abilities, hand size, edge and powers of the original.

**Stunt—Shared Senses:** You and all your duplicates share the information from their senses. In essence, what one of them knows, they all know. This new information is available at a subconscious level and does not interfere with their current senses.

## **EARTH CONTROL**

Trump Suit: Intellect

Exemplars: Crystal, Avalanche

Related Powers: Digging, Earthquake

Power Skill: Geology

You can manipulate earth and rock of a material strength up to the power's intensity. This ability is limited to naturally occurring material such as

stone and dirt, and consistent semi-natural material such as asphalt and glass. Radically altered items such as steel alloys, artificially constructed mechanisms (including computers, guns and vehicles), and living or once-living things (such as rubber, wood, and flesh) are beyond the scope of this power.

**Limit—Grounded:** Your intensity is halved if you aren't in contact with ground. If you are further than firing distance from the ground, the intensity is reduced to 0.

**Stunt—Dust Cloud:** You can kick up dust to reduce visibility to striking distance. This limit affects everyone within firing distance.

**Stunt—Earth Armor:** You can pile on Body Armor by causing earth to build up around your body (and if you want, those he or she is touching). While doing this, you can't move or attack. Each exchange, you may add the value of one random card as a defense bonus; this card remains face up in front of you until you moves out of the protection. These cards are cumulative, but once the face-up cards surpass the intensity, no further cards may be added.

**Stunt—Earth Elementals:** You creates beings of earth, stone, or rock, with Strength and Agility scores equal to the power's intensity. It requires a full exchange to create each elemental; while you are creating an elemental, none of your other elementals can do anything. A maximum of one being may be created per point of intensity. You must concentrate to control these beings; if you falls unconscious, they collapse into rubble at the end of the exchange. These creatures suffer double intensity damage from air attacks.

**Stunt—Earth Flight:** You gain Flight 1 by building pillars of earth under your feet. These pillars have a material strength of the power's intensity. If the pillars topple, you will fall.

**Stunt—Earthquake:** You gain Earthquake.

**Stunt—Entrapment:** You open the earth beneath an opponent's feet or wraps stone around them. This is a normal attack, except that if the attack isn't dodged, the

target loses the ability to move and gains Earth Armor. The target may use an action on the following exchange or later to try to break out; this is a challenging Strength (Earth Control) action, and causes the power's intensity in damage points to the victim whether or not it's successful.

**Stunt—Ground Wave:** You summon a wave of earth that flows along the ground. You can ride the wave to gain Lightning Speed, or use the wave to attack a foe (firing distance or closer) with an opposed Earth Control action.

**Stunt—Lava Blast:** You fire a lava Energy Blast from the ground or your hands.

**Stunt—Lava Shaping:** You can turn any stone in firing distance to molten rock, and then reshape it as desired. The molten rock will cool in one exchange, unless you concentrate on keeping it molten. If you attacks a sentient stone creature (such as a gargoyle) with this power, it is an average Earth Control (Strength) attack. If a sentient creature is reshaped, the Narrator decides whether any powers or other characteristics are lost or gained.

**Stunt—Tremors:** You can send multiple tremors through the ground. These don't cause quakes, but require everyone in firing distance to make an average Agility (Earthquake) action to avoid falling over and losing an action.

## EARTHQUAKE

Trump Suit: Intellect

Exemplars: Magma, Rictor

Related Powers: Digging, Earth Control

Power Skill: Geology

By disrupting the ground, you wrecks major damage on persons and property. Quakes are random in their destruction, ruining entire buildings in some places and leaving others untouched. When you activates a quake, it goes off as a contingent action later in the exchange. Every hero within firing distance (including you) has the opportunity to play a card. If positive, you sustains no damage. Otherwise, you suffer

damage equal to the quake's intensity. Every character also has a chance to avoid damage, done by a random draw. Characters who don't draw positive cards suffer damage equal to the quake's intensity. The Narrator also draws for each major structure within firing distance; if the result is not positive, the structure is assigned damage equal to the quake's intensity. If this exceeds the material strength, the structure collapses.

**Limit—Runaway Quake:** Once you starts the quake, the natural forces of plate tectonics take over. The Narrator draws and consults the aura of the card. If it's negative, the quake extends to far beyond visual distance and is multiplied in intensity by the value of the card. You can trigger this effect voluntarily if desired, though it still requires a random draw to see if it works. This limit can devastate a city or maybe even more than that.

**Stunt—Instant Seismology:** You know if an area is seismically active and will be alerted the moment a quake is triggered. You and everyone he or she alerts, knows that the quake will happen as a contingent action.

**Stunt—Resistance to Quakes:** You gain Resistance to Quakes.

**Stunt—Tremors:** You can send multiple tremors through the ground. These don't cause quakes, but require everyone in firing distance to make an average Agility (Earthquake) action to avoid falling over and losing an action.

## ELECTRICITY CONTROL

Trump Suit: Intellect

Exemplars: Electro

Related Powers: Weather Control

Power Skill: None

You can fire bolts of electrical energy of up to the power's intensity. However, if the target can touch you, or touch water or metal in contact with you, this power inflicts the damage on you as well. You may generate this power internally or draw it from another source,

such as exposed overhead power lines. In this case, the maximum intensity is equal to that of the power source. For purposes of this power, a household socket would be intensity 4, a small turbine might be intensity 10, and a large generator might be intensity 20. A power plant can generate intensity 30. However, if the power source's intensity is greater than your intensity in Electrical Control, each exchange you must make an *easy* Willpower action opposed by the source's intensity. If this action fails, you shorts out and falls unconscious. You also may recharge electrical devices and conduct voltage through water and some metal. Copper, iron, and steel are especially conductive, while gold and silver are less so. While you touches the conductive surface, everyone else touching it is vulnerable to the attack.

**Limit—Constant:** You always emit electricity, and anyone who touches you suffer damage equal to the power's intensity.

**Limit—Non-conductive:** You cannot act as a conductor for electricity from a power source. He or she can only generate power internally.

**Limit—Non-generative:** You cannot create electricity or harness small amounts from the environment. He or she can only manipulate electricity if connected to a power source.

**Stunt—Ability Boost:** You gain Strength Boost.

**Stunt—Absorption:** Hero gains Electrical Absorption. He or she can absorb electricity up to the power's intensity to prevent it from harming others or to store it for a touch or another power stunt within aura duration.

**Stunt—Arc Riding:** You rides the arcs of electricity that allow Flight while in firing distance of the ground. You cannot make quick turns or stop. If you shorts out, he or she will fall.

**Stunt—Blow-out:** You can push the electricity to the max, hitting everyone in firing distance with an electrical burst equal to the power's intensity. Not only does this harm you, but he or she cannot use your

power until you are restored to a full Hand Size.

**Stunt—Brownout:** You can blow out all electricity in firing distance for an aura duration. This stops robots, powered armor, and computers from functioning unless they have backup power.

**Stunt—Lightning Bolts:** You can call lightning from the sky with an Electrical Control action. This stunt works only during thunderstorms.

**Stunt—Lightning Speed:** You gain Lightning Speed by riding lines of electrical potential such as power lines or wiring. If you have Size Alteration, you can manipulate the size of your body down to an electron and cannot lose direction while in this form.

**Stunt—Machine Animation:** You can cause a machine to move and attack at your behest. If the machine can't move on its own, you can give it limited ground movement.

**Stunt—Power Storage:** You can store any intensity of electricity for any length of time. It can be meted out all at once or in pieces, dropping the intensity by the amount discharged. This storage takes a full exchange to complete.

**Stunt—Resistance to Electricity:** Resistance to Electricity.

**Stunt—Shock Field:** You can temporarily charge your body or conductive metal with an electrical energy charge equal to the power's intensity. The charge lasts for only an aura duration and releases its charge on touch; if you are charging your body, it lasts as long as you concentrate.

## ELONGATION

Trump Suit: Agility

Exemplars: Mr. Fantastic, Machine Man, Dr. Octopus

Related Powers: Plasticity

Power Skill: None

Elongation allows you to extend your body and limbs over a large area. You can sense around corners from a good distance away and pick up

objects from across the room. Also, you can make a striking distance attack at firing distance. Targets attacked by Elongation can attack only the elongated part of you. Coordination is difficult when stretched out. When using Elongation, any of your ability scores that exceed the power's intensity are reduced to that intensity.

**Limit—Slow Retraction:** You take a full exchange to return any extended parts to your normal shape.

**Limit—Strength Reduction:** The further you elongates, the weaker he or she becomes; subtract the Elongation intensity used from the Strength of the affected limb.

**Stunt—Seven League Strides:** You can cross firing distance in one exchange and still take an action.

**Stunt—Telescopic Attack:** You can attempt a surprise physical attack at firing distance. This can only work if you aren't in a fight at the time he or she triggers this stunt.

## EMOTION CONTROL

Trump Suit: Willpower

Exemplars: Enchantress, Hate Monger, Psycho-Man

Related Powers: Empathy, Mind Control, Pheromones

Power Skill: Manipulation, Psychiatry

You can control the emotions of another by making an *easy* Emotion Control (Willpower) action. If this action succeeds, you can implant emotions causing the victim to gibber in fear, be overcome with love, or feel anything else you want. Robots and non-human aliens are immune to Emotion Control, but animals of at least 1 Intellect can be affected. Only one type of emotion may be instilled in a target at a time. Options include fear, hatred, love, respect, doubt, pleasure, and the like. You must reinforce the control with another *easy* Emotion Control (Willpower) action if the victim is asked to act against your nature.

Limit—One Emotion Only: You can implant only one emotion, such as love or anger.

Limit—Reflective Emotion: You can implant only the emotion he or she feels then.

Limit—Understanding Dependant: Your use of Emotion Control requires others to hear and understand him or her.

Stunt—Broadcastable: You don't need to be within firing distance of your target, instead needing only a television or radio broadcast to affect the target. This is especially effective combined with Multiple Targets.

Stunt—Confusion: You can instill deep confusion, creating indecision and the inability to take effective action. The actual individual affect, however while often powerful, is unpredictable. Among other possible reactions, the target of the stunt may simply sit or stand trying to think things over, begin weeping or laughing uncontrollably, wander off aimlessly, or attack the nearest person(s) or object(s) in frustration - as the Narrator determines. Regardless of the affect, this deep emotional state will last for an aura durations after you stop concentrating on the affect.

Stunt—Empathy: You gain Empathy.

Stunt—Multiple Targets: You can affect any number of persons within the sound of your voice. A single action score is generated for all targets, even though the opposition Willpower may vary the difficulty.

Stunt—Prolonged Emotions: Emotions you implanted can last for longer than an aura duration. Though intense feelings will fade, the base emotion will remain. For example, this can cause a victim to remain in love with you or suffer serious doubt about being a super-villain.

Stunt—Resistance to Mental Control: You gain Resistance to Mental Control, including all powers which have a Willpower trump suit.

## EMPATHY

Trump Suit: Willpower

Exemplars: Empath, Topaz

Related Powers: Emotion Control, Telepathy

Power Skill: Manipulation, Psychiatry

Empathy is similar to Telepathy, but registers emotions instead of thoughts. An *average* success (opposed by the target's Willpower if trying to hide your emotions) lets you know the target's emotional state, but not the cause of it. Detecting emotions of aliens or robots is at a minimum difficulty of *challenging*. This power can be blocked by a target also having the Empathy power, or one under the effects of Emotion Control. The Empathic hero can also detect lies by making an *easy* Empathy (Willpower) action. If this power is used against a hero, the player may be reluctant to tell another player or the Narrator whether he or she is lying. If the Narrator thinks the player isn't telling the truth, he or she certainly is entitled to impose a negative response bonus.

Stunt—Empathic Broadcast: You can broadcast your own emotional state to anyone within firing distance. You may make a *challenging* Empathy action to broadcast to anywhere in the world.

Stunt—Resistance to Mental Control: You gain Resistance to Mental Control, including all powers that have a Willpower trump suit.

## EMPOWERMENT

Trump Suit: Intellect

Exemplars: Apocalypse

Related Powers: Cosmic Energy Control

Power Skill: Genetics, Super-Physiology

You can give other people super-powers by touch, granting any power with a total intensity less than your Empowerment intensity, lowering the intensity by the same amount. The granted powers last as long as concentrated upon, or for an aura duration afterward. You can revoke the granted powers at any time, returning your Empowerment intensity to normal. Empowered powers cannot be greater than intensity 20.

Limit—One Power Type Only: You can only grant certain types of powers, like only Energy Control powers.

Limit—Transferral: The only powers you can grant are other powers you have, and you lose intensity equal to the amount you grant someone else.

Limit—Unstable: Any powers you grant automatically have the Unstable limit and may go out of control.

Stunt—Extensive Empowerment: The empowerment lasts for as long as you wish, or until you rescind it.

Stunt—Nullification: You can take powers away as well as grant them, gaining Nullification at Empowerment's intensity. Powers weakened or nullified decrease your intensity by the same amount.

Stunt—Power Duplication: You can also use Empowerment on his or yourself.

Stunt—Ranged: You can bestow powers at up to firing distance.

Stunt—Rangeless: You can bestow powers to anyone he or she knows of. This does not cross dimensional barriers.

## ENDURANCE

Trump Suit: Strength

Exemplars:

Related Powers: Body Armor, Regeneration

Power Skill: Running

Although you suffer damage normally, he or she doesn't show the effects as readily. Instead of discarding cards due to damage, place them face up in front of you. You can continue to play and use them normally, as if you had your full hand size. However, when all of your cards are face up in front of you (in other words, your hand is reduced to 0 cards) you become unconscious like anyone else. In Hero Creation, this power costs 5 points for every point of Edge you have.

Stunt—Chi: You gain Chi at an intensity equal to your Willpower or 10, whichever is lower.

Stunt—Mind Shield: You gain Mind Shield.

Stunt—Resistance to Disease: You gain Resistance to Disease.

Stunt—Resistance to Poison: You gain Resistance to Poison.

Stunt—Resistance to Pressure: You gain Resistance to Pressure.

Stunt—Resistance to Stunning: You gain Resistance to Stunning.

## ENERGY BLAST

Trump Suit: Intellect

Exemplars: Black Widow, Wasp, Ultron

Related powers: Most Control powers

Power Skill: Energy Control

This power consists of a simple energy blast of a non-specified type. You can inflict an attack with a standard Energy Blast action. In general you can fire bolts of energy of a particular type at striking distance or firing distance as a physical or energy attack. Skills like Ricochet will modify the difficulty downward. As a rough guide to the power of an Energy Blast, Intensity 5 is roughly the power of an average handgun; Intensity 10 generates damage at a similar level to that of a small grenade; Intensity 15 is powerful enough to blow up a tank or armored car; Intensity 18 is enough to level a large building; Intensity 20 is sufficient to level a city block; Intensity 21-25 the blast becomes equivalent to the damage caused by nuclear weapons.

Limit—Touch Only: This parameter limits the attack to striking distance, but also allows your touch attack to carry through conductive materials to affect multiple targets. For example, a hero can affect three assassins with electricity if all are standing on a metal girder.

Limit—Slow: The blasts move at a slower speed, working as though done as a contingent action.

Stunt—Armor Piercing: Your blast can cut through armor as if it were not there. The Energy Blast gains a bonus, similar to the damage bonus of melee weapons, equal to



one quarter of this power's Intensity (rounded up). This bonus is subtracted from the Body Armor's defense bonus, but is not added to the damage (which is based on Intensity as normal).

**Stunt—Blast Reflection:** You gain Energy Reflection for blasts of your chosen type of energy.

**Stunt—Explosion:** Your blast explodes on contact. All individuals within firing distance of the target suffer the power's intensity in damage, assuming they do not dodge the blast.

**Stunt—Momentum:** You can add momentum to objects and make them move as if pushed by someone of the power's intensity in strength.

**Stunt—Resistance:** You gain resistance to the type of power or energy he uses with this power.

**Stunt—Ricochet:** You gain the Ricochet skill, with regard to this power only.

**Stunt—Wide Angle Beam:** You can project a blast of energy so wide that it affects everyone within firing distance.

## ENERGY CONVERSION

Trump Suit: Intellect

Exemplars: Dazzler

Related powers: Absorption, Energy Reflection

Power Skill: Energy Control

You can change one form of energy into another form. You may do this either at the intensity of Energy Conversion or of an intellect power that utilizes either of the energy forms in question. The forms of energy must be chosen at the outset. The converted energy can be pulled from the background (assuming it's available) or from an attack directed at you.

**Stunt—Conversion Control:** You gain one Control power linked to the convertible forms of energy. This control is only possible when the source of the energy is available and converted.

## ENERGY REFLECTION

Trump Suit: Intellect

Exemplars: Bishop

Related powers: Absorption, Energy Conversion

Power Skill: Energy Control

This power provides you with a special form of Resistance to energy attacks. As long as you takes no other action, any attack of this energy of up to the power's intensity inflicts no damage on you. As a contingent action, you can reflect the energy back at the attacker at full strength. If you are attacked with more energy than he or she can reflect, you reflects damage equal to this power's intensity and suffer the rest. Though this is impressive, the bad news is that you must release the energy that exchange as a contingent action. If not, the energy erupts the next exchange causing everyone within firing distance to suffer the full effect of the energy attack. You aren't harmed if this occurs.

**Limit—One Energy Only:** You can reflect only one form of energy, like Light or Sonics.

**Limit—Random Target:** You cannot control whom the reflection will hit. The Narrator performs a random draw and consults the aura. If positive, you hits the desired target. If negative, the Narrator chooses the target. If neutral, assigning everyone within firing distance a number chooses a random target and drawing till one of those numbers comes up.

**Stunt—Power Storage:** You can store any intensity of energy while concentrating. It can be meted out all at once or in pieces, dropping the intensity by the amount discharged. Storage takes an exchange to complete. While you holds energy, he or she can't absorb energy.

**Stunt—Riposte:** You are able to turn opponent's close combat attacks back against them, causing them to suffer the full effects of their own assault. On a successful easy Energy Reflection (Intellect) action, all attacks made against you during the exchange are reversed back at each attacker that made them as a

contingent action. The opponents suffer the full effects of their own attack, ignoring all defenses except Invulnerability, although they may still attempt to dodge.

## ENERGY SHEATH

Trump Suit: Agility

Exemplars: Human Torch

Related powers: Body Transformation

Power Skill: None

This power allows you to surround your body with energy. The energy of the sheath can be of any type. This is not Body Transformation, since simply canceling the power cannot destroy the basic integrity of the body. The Energy Sheath is a specialized defense that works in place of your natural strength related defense. This defense applies only when the sheath is active. If an attack exceeds the power's intensity, you suffer damage and must make an *average* Willpower action to maintain the Energy Sheath (failure indicates full power shutdown for an aura duration.)

Limit—Constant: You are always surrounded in the Energy Sheath. You cannot return to human form at all.

Stunt—Energy Blast: You gain Energy Blast while sheathed in energy.

Stunt—Energy Control: You gain an Energy Control power for the energy the sheath is made up of.

Stunt—Flight: You gain Flight while sheathed in energy.

Stunt—Life Support: You gain Life Support while sheathed in energy.

Stunt—Lightning Speed: You gain Lightning Speed while sheathed in energy.

Stunt—Partial Sheath: You can remove the energy sheath from parts of your body. The partially sheathed hero still retains all abilities and stunts to which he or she is normally entitled, as long as at least half your body surface is still sheathed.

Stunt—Resistance: You gain Resistance to the energy type while sheathed in energy.

Stunt—Variable Energy: Your Energy Sheath can shift between different forms of energy.

## ENHANCED SENSES

Trump Suit: Willpower

Exemplars: Wolverine, Daredevil, Hawkeye

Related powers: Detection, Radar Sense

Power Skill: Observation, Tracking

At least one of your normal senses of vision, hearing, smell, touch or taste is amazingly acute. Enhanced Hearing allows you to detect very faint sounds on many frequencies. Enhanced Smell gleans subtle clues by smell. Enhanced Taste allows you to detect poisons and even disassemble recipes just by touching food to the tongue. Enhanced Touch allows you to read and discern fine details by running your hands along an object. And Enhanced Vision lets you see things no normal person could see. Enhanced Senses can be used in place of Intellect to avoid surprise. You will know anyone he or she has met by applying the sense, and can make an *easy* Enhanced Senses action (opposed by the other's relevant power) to recognize limitation and Shapeshifting. If you are tracking or examining an object, he or she can use the power's intensity instead of Willpower or Intellect to gain clues. These extraordinary senses suffer attacks against them at a penalty of one level of difficulty. Thus Sonics, tear gas, and poisons (among other things) can all hurt you more than if he or she did not have the enhanced senses.

Limit—Reduced Sense: In compensation for greater sensation in one sense, another is reduced dramatically. You are lowered by one difficulty level on any action involving the reduced sense.

Limit—Sensitivity: You suffer attacks against your senses at a penalty of one level of difficulty. Thus, avoiding a Blinding attack is an *average* action for you, rather than *easy*.

Stunt—Astral Detection: You can sense the forms of creatures operating in the astral

plane, including ectoplasm of those adepts who can astrally project. This is an automatic ability; the individual can always recognize that an astral form is nearby. An average Enhanced Senses action determines if you can recognize an astral individual that you knows.

Stunt—Circular Vision: You can see 360 degrees around.

Stunt—Clairaudience: You gain ESP with the Clairaudience Only limit.

Stunt—Clairvoyance: You gain ESP with the Clairvoyance Only limit.

Stunt—Dimensional Sense: You can detect the energy signature of each dimension, and with an average Enhanced Senses action know when you are on an unfamiliar plane.

Stunt—Direction Sense: You almost never get lost and can find your way with an easy Direction Sense action.

Stunt—Empathy: You gain Empathy.

Stunt—Energy Detection: You can detect waves of energy. You can identify the general type of energy (x-rays, light, nuclear exhaust, etc.) with an Enhanced Senses action, and can track the energy trail of that specific type. Faint trails or confusing patterns of energy may require challenging or even daunting success.

Stunt—Evil Detection: You can detect evil in persons and objects. If the target's calling is villainous (Demolisher, Greed, Vengeance, World Domination), you know it. Evil is a complex concept, so sometimes a person with such a calling won't be evil, while sometimes a person with another calling will. The Narrator gets final say over whether a person detects as evil.

Stunt—Identity Detection: You can detect the true identity or alter ego of a person with an average Identity Detection (Willpower) action.

Stunt—Illusion Detection: You can ignore illusions with an easy Illusion Detection (Illusion) action.

Stunt—Infra-vision: The individual with this ability can see in the dark, which limits visibility to striking distance. Normal

darkness is 1 intensity; powerful darkness such as the Darkforce requires average Enhanced Senses actions, opposed by the intensity of the darkness, to defeat.

Stunt—Invisibility Detection: You can see anything invisible with an easy Invisibility Detection (Invisibility) action.

Stunt—Lie Detection: You can detect lies by making an average Enhanced Senses (Willpower) action. If this power is used against a hero, the player may be reluctant to tell another player or the Narrator whether he or she is lying. If the Narrator believes the player isn't telling the truth when asked, he or she certainly is entitled to impose a negative response bonus.

Stunt—Life Detection: You can tell when living creatures are nearby with an easy Life Detection action. You can declare an action in any exchange where a surprise attack is launched.

Stunt—Magic Detection: You can detect magic. When magic is in force around you, make a Magic Detection action. An easy result indicates you know there is magic in the immediate area. A challenging result means you know who is using the magic. A daunting or higher result tells you the type of spell or magic involved.

Stunt—Microscopic Vision: Your eyes can detect objects normally too small for normal vision to perceive. You can read microfilm without a mechanical reader or peer into the microscopic world of cells and molecules, and even subatomic worlds.

Stunt—Motion Sense: You have the ability to sense motion, visible or not, and track a moving object with incredible accuracy. This motion sense becomes more accurate the faster an object is moving but static objects and people cannot be sensed. The power intensity can be used instead of Agility to avoid or catch a moving object or can be used to avoid surprise from any attack that is based on physical motion or moving objects.

Stunt—Mutant Detection: You are attuned to the specific mental wavelengths of

mutants. A challenging Mutant Detection action can find a particular mutant.

Stunt—Penetration Vision: This power allows you to see through solid materials like an X-ray. The intensity of the power indicates the depth in feet to which the power can penetrate, as well as the material strength of the objects that can be penetrated.

Stunt—Power Detection: You can detect if someone has any power with an easy Power Detection action and what powers they have with a challenging action.

Stunt—Protected Senses: You gain Protected Senses.

Stunt—Psychic Detection: You are attuned to exceptional mental radiation in general, and as such can make an easy Psychic Detection action to detect the use of psychic abilities including mind-reading, thought-casting, mental control, and psychic attacks.

Stunt—Radar Sense: You gain Radar Sense.

Stunt—Spatial Sense: You gain a three-dimensional picture of the environment around you out to visual distance through the use of radar, sonar, mystical awareness or some similar ability.

Stunt—Sonar: You gain Sonar.

Stunt—Telescopic Vision: You can see extremely distant objects that lie beyond the normal range of human sight, viewing anything within sight as if it were very close.

Stunt—Time Sense: You can sense the temporal signature of each time period, with an easy Time Sense action. Also, you always know what time it is at any given moment.

Stunt—True Sight: You see the true image of any object or person, bypassing disguises or concealment. The power penetrates any means of hiding the true nature of something, whether physical, psychic, illusionary, or magical. This power may be used only on one target at a time, but it's great for finding that secret door to the villain's lair, or spotting the Shape-shifter in the crowd.

Stunt—Ultraviolet Vision: You can see ultraviolet radiation, allowing you to see in

the dark as long as there is some UV light present (such as from the stars).

Stunt—Weakness Detection: You can look at any being, and by performing an average Weakness Detection action can learn any limits or hindrances the being has, including diseases and curses. You can even use this power on yourself. If you take a full exchange and make an average Weakness Detection action, opposed by the intensity of the target's defense, you can lower their defense to 0 against your next attack. The Assessment skill lowers the difficulty of this action to easy. (Note this ability is useless against Invulnerability, which has no weakness.).

## ENSNAREMENT

Trump Suit: Agility

Exemplars: Spider-Man, Hawkeye, Black Widow

Related powers: Web-Slinging

Power Skill: None

You can bind a victim. You must make an easy Agility (Agility) action; if undodged, the attack entangles the opponent as a contingent action. On the next exchange and any thereafter, the victim may make an average Strength (Ensnarement) action to break the hold. Ensnared victims cannot move or take other actions until freed.

Stunt—Adhesion: The ensnaring substance is so sticky that it can adhere whatever it touches to any object. On the next exchange and any thereafter, the victim may make an average Strength (Ensnarement) action to break out of the adhesive.

Stunt—Instant Freedom: You can choose to free someone from your ensnarement just by thinking about it.

Stunt—Multiple Targets: You can hit any number of targets within firing distance. One action score is generated for all targets, even though the Agility of the victims may vary the individual difficulties.

Stunt—Net: You can use the power's intensity rather than Agility for catching falling items or people.

Stunt—Resistance to Ensnarement: You gain Resistance to Ensnarement at the power's intensity and can wriggle free of most bonds.

## ENVIROMENTAL AWARENESS

Trump Suit: Willpower

Exemplars: Captain Planet, Swamp Thing

Related powers: Animal Control, Empathy, Plant Control, Weather Control

Power Skill: Observation

You are "in tune" with the natural environment around you, allowing you to sense things like weather, movement, the presence (or absence) of life, chemical contamination, and so forth, out to visual distance by making an *easy* Environmental Awareness action. The Narrator may choose to give you additional information in the form of hints and clues about your surroundings. At intensity 10+ you can ask the Narrator a single yes-or-no question about the environment each game session that he must answer truthfully.

Limit—Location Specific: You environmental awareness only works in a particular place or kind of terrain (only the British Isles, only forests, only cities, etc.)

Stunt—Animal Control: You gain Mind Control over animals.

Stunt—Animal Empathy: You gain Empathy with regards to animal life that lives primarily by instinct rather than wits.

Stunt—Plant Control: You gain Plant Control.

Stunt—Postcognition: You gain Postcognition when dealing with the environment.

Stunt—Precognition: You gain Precognition when dealing with the environment.

Stunt—Symbiosis: Your health and well-being is linked to that of the environment around you. Damage to or poisoning of the environment causes you damage, as if you were subjected to a Stun Blast of equal intensity.

Stunt—Weather Control: You gain Weather Control.

## ESP

Trump Suit: Willpower

Exemplars: Doctor Strange, Morgan Le Fay

Related powers: Additional Sensors, Enhanced Senses

Power Skill: None

You can see and hear far away sights and sounds despite intervening distance or barriers. You requires a full exchange to mentally locate the area desired. Since this is a mental power and not dependent on you actually receiving visual input or sound waves, it is not hindered by distance, distortion or other factors that might impair sensation. If the area is shielded from senses, you must make an *easy* ESP action, opposed by the intensity of the shielding.

Limit—Clairaudience Only: You can only hear far places, not see them.

Limit—Clairvoyance Only: You can only see far places, not hear them.

Limit—Proxy: You can only perceive through the senses of other people (or animals).

Stunt—Bestow ESP: You can let anyone see or hear anything that he or she can sense.

Stunt—Extra-dimensional Reach: You can see and hear across dimensions with an average ESP action.

## EVOLUTION

Trump Suit: Intellect

Exemplars:

Related powers: Density Control, Gemini

Power Skill: Genetics

You have the ability to move "backwards" or "forwards" along the evolutionary scale at will, transforming into either a primitive but physically powerful form, or a supremely mentally advanced, but relatively weak form. As this is "comic book" evolution and not hard science the exact appearance of both evolutionary selves is left up to the player and

the Narrator. For example, the primitive may be Neanderthal in appearance or may simply be normal in appearance, although massively built, with very low intelligence and social skills. Conversely, the advanced form may have an enlarged head and a scrawny body, or may simply be normal looking with a supreme intellect but lacks physical resiliency. You can alter your level of evolution at will and the effect lasts until you reverses it. As he or she evolves, a hero automatically gains 1 point of Intellect and Willpower per point of Evolution changed. However, you loses a portion physical development, lowering your Strength in the same proportion. At 0 Strength, he or she is barely able to move under your own power; the physical body has atrophied too much to allow much in the way of physical action. While super-evolved, you gain one Intellect or Willpower based power at intensity equal to the intensity of the Evolution in effect. You may have more than one power, but these must be bought as separate stunts. As he or she devolves, you gain Strength and Agility, but loses Intellect by the same proportion. You also gains any Strength or Agility based power at intensity equal to the level of devolution in effect. You may have more than one power, but these must be bought as separate stunts. Intellect score cannot drop below 2 or Strength below 0. No ability score can be raised above 20 with this power, but reaching 20 in one ability doesn't stop the other ability score from going lower.

**Limit—One Form Only:** You can evolve backward or forward, not both.

**Stunt— Evolve Others:** You can cause other living beings to evolve or devolve as long as you concentrate for an aura durations by making an average Evolution (Willpower) action.

**Stunt— Evolutionary Modification:** You can transform into different evolutionary forms, varying the abilities of each. So you can choose the bonus abilities of the form each time you transform.

**Stunt—Evolutionary Summoning:** Instead of transforming into an evolutionary form, you can summon them to your side as separate

beings as if you had Duplication. Each of your evolutionary selves responds to your mental and verbal commands. Your evolutionary selves may be dismissed at will. Only the fully evolved and fully devolved versions can be summoned in this way.

**Stunt— Protoplasm Form:** You gain a third evolutionary form: a pre-evolutionary protoplasmic blob like an enlarged amoeba. This protoplasmic form has Intellect and Willpower of 1X and Corrosion and Plasticity equal to your Evolution intensity.

## **FIRE CONTROL**

**Trump Suit:** Intellect

**Exemplars:** Human Torch, Firelord, Pyro, Sunfire

**Related powers:** Cold Control, Light Control

**Power Skill:** Energy Control

You can generate and control flame from your own body. He or she can project a fiery Energy Blast to firing distance at an opponent. The fire destroys objects of material strength 2 or less on contact and can damage other objects.

You can also manipulate fire sources, raising them to the power's intensity or lowering them down to intensity 0. You may control a fire by concentrating, but once the concentration ceases, the fire rages on its own. After some exchanges of uncontrolled raging, fire creates smoke which reduces visibility to striking distance and inflicts the power's intensity in damage even if a target isn't on fire.

**Limit—Blast Only:** You cannot control fire other than using an Energy Blast.

**Limit—Collateral Damage:** Any time you damages someone or something, everyone within striking distance also sustains the damage.

**Limit—Heat Only:** You cannot actually manifest or control fire, but can control its heat. Damage is unchanged.

**Limit—Light Only:** You cannot generate or control the heat of the fire, but can control the light it gives off.

Limit—Max Only: You can blast only at full intensity and cannot vary the intensity for fire control.

Limit—Non-Generative: You cannot generate fire. Only if a fire of the desired intensity exists can he or she use Fire Control.

Stunt—Absorption: You gain Absorption (Fire). He or she can absorb up to the power's intensity of flame and heat, reducing damage to people and objects by the intensity. You can absorb flame only at striking distance unless the intensity is 10 or greater; heroes with higher intensities can absorb flames from up to firing distance.

Stunt—Blinding: You gain Blinding.

Stunt—Body Doubles: You can create flaming duplicates of him or yourself with an average Fire Control action. The maximum number of doubles is equal to the power intensity.

Stunt—Fireball: You can turn into a ball of fire. This technique projects the damage out to everyone within striking distance. At the beginning of each exchange this stunt is in use, the player must discard one card and not redraw.

Stunt—Fire Elementals: You create beings of fire, with Strength and Agility scores equal to the power's intensity. It requires a full exchange to create each elemental; while you are creating an elemental, none of your other elementals can do anything. A maximum of one being may be created per point of intensity. You must concentrate to control these beings; if you fall unconscious, they wisp away into the air at the end of the exchange. These creatures suffer double intensity damage from water attacks.

Stunt—Fire Missiles: You can launch existing flames as weapons in attacks at firing distance. The maximum intensity for these missiles is that of the existing flame.

Stunt—Fire Restraints: You can shape flames into domes, cages, low-intensity flame blankets, and handcuffs. You must succeed in an average Fire Control (Agility) attack to trap an opponent. If the attack isn't

dodged, the opponent suffers no damage but is immobilized by heat and flame. The victim can always break free, but will sustain the fire's intensity in damage to do so.

Stunt—Fire Shield: You can manipulate flame to form a fiery shield that will inflict the power's intensity in damage on those that cross it. The shield can be of any shape out to firing distance. If hotter than intensity 6, it will melt lead bullets before they can hit you.

Stunt—Fire Sword: You can create a sword of fire from your hands to attack someone within striking distance with a Fire Control action.

Stunt—Flame Shapes: You creates fiery images and writes words in the sky in flame. They have an aura duration after you stop concentrating. Heroes with the Art skill may lower by one level the difficulty of persuading people of the image's artistic merit.

Stunt—Flame Whip: With this stunt, you can create a whip of flame up to 30 feet long. When wielded as a melee weapon, it inflicts damage at the intensity of this power.

Stunt—Flight: By projecting fire behind, you gain Flight.

Stunt—Heat Control: You can alter the heat level within firing distance by roughly 10 degrees F° per point of intensity. A hero with a 20 intensity can thus make a 50 degree room into a 200 degree room in one exchange. If the temperature goes above 120, everyone in the room suffer the power's intensity in damage after subtracting defense. This power can be targeted at one individual.

Stunt—Heat Sphere: You form a globe of heat that inflicts the power's intensity in damage to anyone or anything that comes through. At 6+ intensity, the sphere melts lead bullets before they can hit.

Stunt—Heat Wave: You can project heat waves. Non-heat resistant individuals within striking distance have the difficulty rating of their actions raised by one level. This stunt can be used to counteract cold damage.

Stunt—*Illusion*: You can form insubstantial images of heat as if he or she had illusion. These images play upon the blurring of vision in hot areas.

Stunt—*Loyal Fire*: You are Invulnerable to Fire under your control.

Stunt—*Nova Flame*: You can push the fire to the max, hitting everyone in firing distance with a fire burst equal to the power's intensity. Not only does this harm you, but it means you cannot use your power until you are restored to full Hand Size.

Stunt—*Remove Heat*: This is really a modified version of the Heat Control stunt. You can suck the heat out of anything, even people and water. Such an attack, if successful, inflicts the power intensity in cold damage and freezes all water within striking distance.

Stunt—*Smokescreen*: You can blanket an area with blinding, choking smoke. The visibility of everyone within firing distance is reduced to striking distance. You can make an average Fire Control (Strength) action to rob everyone in the smoke of an action; one action score is generated for everyone though differing Strengths will cause the difficulty numbers to vary from target to target.

Stunt—*Updraft*: You can control the ambient heat to form a hot air updraft. It will buoy or slow the descent of falling objects as if you hoisted them with a Strength score equal to the power's intensity.

## FLIGHT

Trump Suit: Agility

Exemplars: Archangel, Gladiator, Iron Man

Related powers: Teleportation

Power Skill: Aerial Combat

You have the long-sought ability to fly. Any number of sources - Wings, Gravity Control, Telekinesis, powered armor, and so on - can bestow this gift. You can travel up, down or across the atmosphere at up to the speeds below, and can carry what he or she could normally carry (including one or maybe even two

passengers). Assuming an intensity of 4+, you can cross anywhere within line of sight in one exchange. You also can get high enough that anyone on the ground cannot reach him or her, even with a firing distance attack. The exact speed of flight is usually unimportant, unless two heroes are racing each other. Intensity 10 is roughly Mach One, the speed of sound. If you goes above intensity 9, he or she will create sonic booms. This causes you and anyone flying with him or her damage equal to the Flight intensity.

Because of this reason, very few heroes exceed Mach One. Intensity 20 Flight allows you to cross enormous distances in less than an hour. Intensity 30 Flight allows you to span the world in a minute or two. This power won't let you travel through space; for that, see Space Flight.

Limit—*Gliding*: You can only fly downward by catching the winds.

Limit—*Levitation*: You can only float up in the air. He or she can choose to be carried the direction and speed of the winds.

Limit—*Rocket*: You can only fly in a straight line, and only for aura duration.

Limit—*Wings*: You have wings that provide the power of Flight. The wings are vulnerable, and an aimed shot at a wing will cripple it if the intensity of the attack is greater than the intensity of your Flight. You take no damage, but lose the ability to fly until the damage heals. Likewise, if the wings are ensnared, he or she is unable to fly.

Stunt—*Ability Boost*: You gain Agility Boost when flying.

Stunt—*Aerial Evasion*: You can substitute your Flight intensity for your Agility when dodging attacks in the air.

Stunt—*Flying Strike*: Your Flight can damage a target in some way. This might be razor-sharp wings, boot jets, a trail of flame or something similar. You must cross at least one distance in the exchange, and can only attack if the target is within striking distance at the time of the attack. The attack is an average Strength (Agility)



action doing damage based on your Flight intensity.

Stunt—Life Support: You gain Life Support to air.

Stunt—Mach Control: You do not make sonic booms.

Stunt—Passengers: You can take as many passengers as he or she has points of Flight intensity. If you loses concentration, everyone falls.

Stunt—Power Dive: You drop into a free fall to swoop down on prey. You double your speed, but failure to pull out means he or she will suffer double the normal wounds from falling.

Stunt—Resistance to Pressure: You gain Resistance to Pressure. This protects against vertigo and other such forms of disorientation.

Stunt—Whirlwind: By flying in circles very fast, you can attempt an average Flight action to generate a small tornado. This can carry objects aloft and inflict the power's intensity in damage to those caught in the wake, if you desires. Those in the eye of the storm suffer no damage.

Stunt—Wing Shield: If you have wings (see below) you have the option of using them to deflect attacks, by wrapping them around your body, like a dodge. Attacks with an intensity less than the Wings are deflected, while higher intensity attacks cripple a wing, as described below.

## FORCE FIELD

Trump Suit: Intellect

Exemplars: Invisible Woman, Kang, Doctor Doom

Related Powers: Body Armor, Kinetic Control

Power Skill: None

You can create Force fields to ward off damage. In its basic form, the power with allows you to surround your body with a rudimentary energy shield. This requires an action to set up, but the field will protect against attacks in the exchange that it is created. The personal Force Field adds it's intensity to defense, subtracting damage from all physical attacks. Personal

Force Fields require concentration, though many heroes use equipment that keeps the fields running without concentration. Any stunt of Force Field also requires an action. When the field suffer more damage in an attack than its intensity, it collapses. The excess damage from the attack goes through to you, though natural defense still subtracts from that damage. The field takes a full exchange to recharge.

Limit—Personal Field: You can only create a force field around yourself and cannot extend it beyond striking distance.

Limit—Shaped: You can only create a field in a single shape and size, such as a shield, sphere, or wall, which may not protect the beneficiary from all angles.

Limit—Visible Field: Your fields are visible to all viewers and cannot be easily used for surprise attacks. On the plus side, such fields protect you from Blinding.

Stunt—Energy Bottle: If you successfully defends against an enemy attack (see Shield from Energy, page 153), he or she can hold the energy in a force bottle. You can then dispense it on the next exchange (or later if you concentrate) in the direction it was going before.

Stunt—Entrapment: This stunt allows you to surround others in a field by making an average Force Field (Agility) attack. Once entrapped, the victim gains the field's protection but cannot break free unless he or she can break through the field with damage. You can also use this power to grab objects at firing distance making an average Force Field (Agility) action to take something out of an opponent's hand.

Stunt—Expanded Field: You can project the Force Field out to firing distance. Anyone within the field also gains the added effect of the field, but neither you nor those protected can dodge attacks from outside it. The failure of a projected Force Field results in the field coming down, but those inside are unharmed by that attack. When it goes down, the wielder must make a challenging Willpower action or drop to 0 cards (or health).

Stunt—Layered Shielding: Your Force Field does not collapse when it takes more than its intensity in damage.

Stunt—Filter: You can "tune" your force field to allow certain things to pass through it while stopping others.

Stunt—Force-flight: You gain Flight 1 by forming a column of force and allowing it to topple and elongate.

Stunt—Force Blades: You can generate blades of force that can easily cut through most substances and easily kill the average human. The blades have a damage bonus equal to half the Force Field intensity, rounded up.

Stunt—Force Bolt: You can create kinetic force missiles of the power's intensity, shooting them to firing distance.

Stunt—Force Bubble: if you takes an action to aim (see Aiming on page 33), he or she can create a bubble of force inside a small opening and expand it to inflict up to the power's intensity in damage. This attack can ignore mechanical Body Armor, if the suit has an opening for the attack to exploit. This stunt cannot be used to harm the bodies of living targets.

Stunt—Force Cushion: You can form force shapes to prop others aloft, and absorb up to the power's intensity in damage from a fall or crash for all involved.

Stunt—Force Ram: You can project a beam of force and maintain it in place. The initial strike inflicts damage like a force bolt, but also knocks the target back. This can be used to pin targets against a wall. While immobilized in this fashion, you can continue to apply damage to it each exchange. It takes a daunting Strength (Force Field) action for a pinned victim to break free.

Stunt—Force Shapes: You can mold force fields into very specific shapes, not just walls and spheres.

Stunt—Remote Field: You can project the Force Field out around anyone or any thing within firing distance, even if you aren't inside the field. Anyone within the field also gains its affect, but neither you nor those

protected can dodge attacks from outside the field. The failure of a projected Force Field results in the force field coming down, but those inside are unharmed by that attack. When it goes down, the wielder of the Force Field must make a challenging Willpower action or drop to 0 cards (or Health).

Stunt—Scatter Blast: You can project scores of tiny force bubbles at high speed, much like buckshot from a shotgun. Multiple opponents can be targeted with one blast, but for each additional target, the intensity of the attack is reduced by 2.

Stunt—Shielding From Energy: Your field provides defense against all energy attacks, not just physical attacks. Exceptions include Sonic Energy and Blinding, though solid or semisolid manifestations of these powers can't penetrate the field unless they originate inside (i.e., a laser beam bounces off, but a sonic hammer created inside the field can pound you).

Stunt—Shielding From Magic: Your field provides defense against all magical attacks and magical control, even those powers that attack Willpower.

Stunt—Shielding From Psionics: Your field gives defense against psychically derived powers.

Stunt—Suffocation: You can suffocate a foe by cutting off air. This requires aiming (see Aiming). If the average Force Field (Agility) attack isn't dodged, the victim loses a card (or 5 health) per exchange. The field can be broken normally, but not by the victim.

## FRICITION CONTROL

Trump Suit: Intellect

Exemplars:

Related Powers: Kinetic Control

Power Skill: Energy Control

You can control the strength of friction between objects, making them sticky or slippery with relation to each other. You can change the friction of any area within firing distance, increasing or decreasing the difficulty of climbing

by the power intensity. You can also create a slippery area that forces everyone in it to make an *average* Agility (Friction Control) action to avoid falling down and losing an action.

Stunt—Blinding (Ranged, by sticking a person's eyelids together)

Stunt—Ensnarement (only to stick people to surfaces, Adhesion, Instant Freedom)

Stunt—Fire Control (Heat Control only, by controlling friction heat)

Stunt—Resistance (Ensnarement, Friction),

Stunt—Wall Crawling

Stunt—Seizing: You can disable any machine with moving parts within firing distance with an *average* Friction Control action, seizing up its moving parts. This works like a Stun Blast against intelligent machines.

## GESTALT

Trump Suit: Agility

Exemplars: Collective Man, Thunderiders

Related powers: Duplication

Power Skill: None

Gestalt is the merging of two or more heroes' bodies to form another hero. Youes generally have different personalities and attributes and combine to make a greater whole. The powers of the united hero may be derived from the separate bodies, or manifest themselves only in the united form. All of the component heroes must come together to generate the united form. You may also join with normal animals as well as with people. You can join with a number of different creatures equal to the power's intensity, and while merged, has all the powers of those creatures as well as his own. The animals that you can merge with are usually your companions and are more intelligent and loyal than usual. Statistics should be created for the individuals (a number of heroes up to the power's intensity) and the united form. It is up to the players and the Narrator to decide whether the united form has one persona or many, and whether the united personality derives from the individuals.

Generally, each ability and power is at the highest of any of the individuals plus the Gestalt Intensity (which is divided amongst the abilities and powers as you wishes), to a maximum of 20. Damage to the separate forms doesn't transfer into the united form, but damage from the united form will transfer into the individuals. If the unified form is wounded at the time of separation, the players of the separate heroes can have a maximum Hand Size equal to that of the unified form at the time of the separation. Narrator-run characters each suffer damage points equal to the number suffered by the unified force at the time of separation.

Stunt—Animal Control: If you join with animals, then he or she gains Animal Control over the animals that go to form the gestalt.

Stunt—Collective Body: Your body is formed by a collection of smaller individual bodies (worms, insects, tiny robots, etc.) that are somehow linked tightly together both physically and mentally, like cells working together to form a living organism. Unlike a normal gestalt, the individual bodies retain their distinct physical forms and damage to the united form doesn't transfer to the individual forms. Moreover, a Collective Body has all the characteristics of the Semisolid Form of Body Transformation and can organize itself into a human likeness with a challenging Gestalt action, though the visual appearance of the individual bodies does not change. A Collective Body is vulnerable to grappling attacks a successful grappling or wrestling attack causes the Collective Body to break apart for an aura duration.

Stunt—Disguised Gestalt: The united hero can change its appearance to that of any one of the individuals while maintaining the statistics of the united form.

Stunt—Gestalt Telepathy: The gestalt gains Telepathy. Telepathic communication between component minds of the gestalt can occur regardless of distance. If the united form has an independent mind, its components can now communicate with it.

Stunt—Mind Shift: Control of the united form can shift from one individual's mind to another. If the controlling hero doesn't want to relinquish control, another can try to take over by succeeding in an average Willpower (Willpower) action.

Stunt—Parasitism: You can merge with any host, willing or otherwise (although a Challenging (Gestalt) Willpower action must be made for an unwilling subject). The host's mind is completely suppressed and its memories are fully accessible as if you had Mind Control. You can remain in your normal form or can choose to take on the physical appearance of the host as if using Imitation (with all Imitation stunts) or Animal Form (if the host is an animal).

Stunt—Remote Merging: You can unite regardless of the distance between the individuals, assuming they are all in the same dimension.

Stunt—Resistance to Mental Control: Due to the multiple minds, you gain Resistance to Mental Control (including all powers with Willpower Trump suits) while in united form.

Stunt—Self-merging: If you have a power which enables him or her to generate copies or other versions of him or yourself, such as Duplication, then you are able to merge with them in gestalt instead of reabsorbing or reunifying them as normal. All available duplicates or versions must be joined with to activate this stunt, but you gain all the usual benefits of gestalt.

Stunt—Spirit Gestalt: One or more of the components of the gestalt are disembodied beings (spirits, demons, ghosts, etc.).

## GRAVITY CONTROL

Trump Suit: Intellect

Exemplars: Graviton, Vector

Related powers: Density Control, Kinetic Control

Power Skill: None

This power alters the attractive forces of gravity up or down. If you reduce the forces of gravity to 0, all affected individuals gain

Leaping. Normal Earth gravity (1G) is 10 intensity, so if you can overcome that, everyone in firing distance gains Flight 1. (Many planets have gravities of a different intensity.)

If you increases the forces of gravity, either one person or all within firing distance have all Strength and Agility actions penalized by the intensity of the Gravity Control above 10; powers that depend on gravity suffer the same penalty. This can drive ability scores and opposition scores below zero, often eliminating the possibility of fights in the area.

Stunt—Flight: You gain Flight.

Stunt—Gravity Field: By causing objects to drop to the ground, you effectively gain a personal Force Field.

Stunt—Meteorite: You can levitate a large chunk of earth, stone, or some other material to carry yourself and others aloft, thus gaining Flight with the Passengers stunt.

Stunt—Gravimetric Detection: You gain Radar Sense by sensing disturbances in the gravimetric field.

Stunt—Strength Boost: You can effectively boost your Strength to your Gravity Control intensity or Strength +1 (whichever is higher) for purposes of lifting and throwing things.

Stunt—Stun Blast: You gain Stun Blast.

Stunt—Telekinesis: You gain Telekinesis.

## HELLFIRE CONTROL

Trump Suit: Willpower

Exemplars: Ghost Rider, Pluto, Son of Satan

Related powers: Fire Control, Life Drain, Stun Blast

Power Skill: None

You can summon and control hellfire, also known as soulfire, a fire-like magical energy capable of causing excruciating pain to living beings through direct stimulation of a person's life force (or soul). Hellfire does not physically burn in the sense that true fire does, but can be perceived by its target as heat if its wielder wills it.

Hellfire inflicts damage equal to the power's intensity when it hits. Victims have defense equal to Willpower, not Strength.

Limit—Hellfire Hostility: Your hellfire is sentient, and it doesn't like you. Thus, every time you use this power, you must discard a card, which is not redrawn.

Stunt—Energy Sheath: You can sheath his or yourself in hellfire.

Stunt—Fire Control: You gain Fire Control, though you do not gain the ability to project a fiery Energy Blast.

Stunt—Flight: By projecting hellfire behind him or her, you gain flight.

Stunt—Hellfire Aura: You may form a globe of hellfire, which may appear as flames or force, which inflicts the power's intensity in damage to anyone that comes through.

Stunt—Hellfire Bolt: The attack may be attempted at firing distance. This includes other stunts such as Fire Control and Life Drain.

Stunt—Life Drain: You gain Life Drain.

Stunt—Resistance to Fire: You gain Resistance to Fire.

Stunt—Resistance to Life Drain: You gain Resistance to Life Drain attacks (including vampirism, Darkforce Control, and Hellfire Control).

Stunt—Hellfire Weapons: You can create temporary weapons of hellfire, such as swords and spears that cause Paralysis at the power's intensity. The weapons last as long as you concentrate on them.

Stunt—Weakness: You drain Strength from your victims. The drained Strength regains 1 point every time the Narrator draws a card with a positive aura at the start of an exchange.

## HYPER-INVENTION

Trump Suit: Intellect

Exemplars: Cipher, Forge

Related powers: Animal Control

Power Skill: None

You can rapidly learn how any piece of technology works or how to duplicate a specific effect by constructing a piece of technology. This power can be used in place of Intellect when building equipment. The difficulty of new technologies appears below:

<i>Technology</i>	<i>Difficulty</i>
Current human technology	<i>Easy</i>
Alien humanoid technology	<i>Challenging</i>
Alien non-humanoid technology	<i>Desperate</i>

## HYPERLINGUISTICS

Trump Suit: Intellect

Exemplars: Cipher

Related powers: Animal Control

Power Skill: Linguistics

You may rapidly learn any language from sufficient exposure through reading, listening or contact. Once you masters a language, he or she is fluent in it. This only works on true languages; Earth animals, with the possible exception of whales and dolphins, do not have such languages. The difficulty of new languages appears on the chart below (lowered by one level if you have the Linguistics skill):

<i>Source</i>	<i>Difficulty</i>
Current human language	<i>Easy</i>
Archaic human language	<i>Average</i>
Alien humanoid language	<i>Challenging</i>
Intelligent animal language	<i>Daunting</i>
Alien non-humanoid language	<i>Desperate</i>

Stunt—Animal Communication: You gain Animal Control, but can only communicate with the animals, not control them.

Stunt—Inter-language: You can take an exchange to create a hybrid language between your own and the subject's languages, so that both groups can understand it.

Stunt—Language Transfer: You can transfer the ability to understand a language to anyone. This assumes you have already mastered the language.

## HYPERSAVANT

Trump Suit: Intellect

Exemplars: Cipher, Leader

Related powers: Power Duplication

Power Skill: None

By concentrating for an exchange and making an *average* Hypersavant (Intellect) action, you can temporarily gain any skill that he or she does not already have. Your skill codes remain the same because he or she only has the extra skill for a short time. This newly acquired skill disappears after an aura duration but you are free to use this power repeatedly to effectively retain a single skill. Hypersavant cannot be taken at an Intensity of less than 10.

**Limit—Restricted:** You can only gain skills of a specific type, such as Strength or Intellect based skills.

**Stunt—Dual-Skill:** You are able to gain two skills instead of one.

**Stunt—Enhancement:** This stunt enables you can enhance any skill that he or she possesses naturally, to become world class while this power is in effect. Only one skill may be enhanced in this manner, and only a natural skill not provided by the basic Hypersavant power if intensity is less than 20.

**Stunt—Skill Mastery:** You may circumvent the usual restriction that comes with having one of the skill suits. You may choose two or more of the following - Weapon Master, Jack of all Trades, Scientific Genius or Artistic Prodigy. However, you must have the requisite Ability at B or more for each skill suit that he or she wishes to take. The skill code for each skill suit taken is considered A. This stunt may not be taken without first taking Hypersavant at intensity 15+ and it normally replaces the normal Hypersavant power, although at intensity 20+, there is no restriction.

## HYPNOSIS

Trump Suit: Willpower

Exemplars: Mesmero, Ringmaster, Lorelei

Related powers: Mind Control

Power Skill: None

You can dominate minds. He or she makes a hypnotic statement, either by voice or telepathy, and then make an *easy* Hypnosis (Willpower) action. If successful, the subject must attempt a contingent action of the hypnotist's choice. This action may be delayed for any number of exchanges, or may be contingent on another event occurring (say, the person's sister arrives). Unlike the skill Mesmerism, this ability can implant a suggestion that the victim would otherwise not be willing to undertake. The victim goes into a trance and is not aware of your actions while being hypnotized or while enacting the instructions of the hypnotist. This power is not the same as Mind Control. The latter power allows continued control, but Hypnosis only allows implanted commands, not long-term influence. If you are dependent on an item for this power and the item is removed, the hypnosis ends.

**Limit—Animal Control:** You can only hypnotize the minds of animals.

**Limit—Emotion Control:** You can only control emotions, not their thoughts or actions.

**Limit—Eye Contact:** You must look into the eyes of your target (limiting your range to firing distance, at best).

**Limit—Marked Thralls:** Your thralls suffer some form of appearance change, such as glowing eyes or strangely colored skin.

**Stunt—Addiction:** If you use Mind Control on a victim each day for a week, the victim must make an *average* Willpower (Mind Control) action or gain the Hindrance Addicted to Mind Control. While addicted, the victim cannot break out of the Mind Control.

**Stunt—Broadcastable:** You don't need to be within firing distance of your target, instead needing only a television or radio broadcast to affect the target. This is especially effective combined with Multiple Targets.

**Stunt—Empathy:** You gain Empathy.

**Stunt—Multiple Targets:** You can affect any number of persons within the sound of your voice. A single action score is generated for each target, even though the opposition Willpower may cause the difficulty to vary from target to target.

**Stunt—Telepathic Control:** You gain Telepathy, but only with your thralls. You can communicate orders telepathically and perceive using your thrall's senses.

**Stunt—Vertigo:** You can perform an average Hypnosis (Willpower) attack at firing distance, which causes an affected victim to fall to the ground, losing an action. If you makes a second successful attack against the victim in the next exchange, the victim falls unconscious.

## ILLUSION

Trump: Willpower

Exemplars: Mastermind, Mysterio

Related Powers: Image Summoning

Power Skill: None

You can create vivid mental images of sight, sound, and other senses. These images don't register on film or in the minds of robots, but can perplex most humans. You may cast illusions to firing distance, but must always be able to see these illusions. The caster makes an *easy* Illusion (Willpower) action to fool all observers into believing the illusion is real; one action score is generated for all observers, even though differing Willpower's will alter the difficulty. The difficulty can be modified by the Art skill. However, the disbelief won't occur until observers have reason to believe the image is false. (If they think that yes, that's a brontosaurus walking up Park Avenue, then as far as they are concerned, that is a brontosaurus walking up Park Avenue.) Illusions last as long as you concentrate on them. Illusions inflict no real damage, but if a hero considers the illusion real, he or she will believe the damage as well. Illusions cannot cause damage beyond unconsciousness. Illusions may fool heroes, but they don't fool nature; an image of a bridge over a chasm won't suspend a

believer in the air. Since the believability of an image depends on the viewer not knowing it's only an image, a smart illusion-caster will keep your power secret, perhaps even claiming to be something else entirely. Once your identity and power are known, it's certain that villains who meet that hero will immediately try to disbelieve any suspected illusions.

**Limit—One Sense Only:** The illusion can only fool one sense, such as sight or hearing. This limit makes disbelief actions one level easier than normal if some other sensory input is expected.

**Stunt—Broadcastable:** You don't need to be within firing distance of the targets, instead needing only a television or radio broadcast to affect them.

**Stunt—Dream Warping:** You can implant images into the mind of both those who are asleep and awake.

**Stunt—Holographic Illusions:** Your illusions affect machines and sensors as well as living beings.

**Stunt—Prolonged Images:** Images you create can last for a long time after concentration lapses. The image will continue to behave as it was when you ceased concentration. If the image is attacked, it vanishes.

## IMAGE SUMMONING

Trump Suit: Willpower

Exemplars: Moonstar, Tarot

Related powers: Illusion, Animation

Power Skill: None

You may animate two-dimensional illustrations, causing them to become fully operational, and three-dimensional objects. A hero may animate any drawing, even one of your own creation. The animated illustrations have size, abilities and powers according to what is seen in the picture, but no power or ability can exceed the intensity number of your power. No additional powers can be given to the animation, unless the illustration shows those powers in operation. In the hands of a hero with the Art skill, Image Summoning is a devastating weapon. This power can animate

heroes on a TV screen, opening up the possibility of animating monsters from movies, cartoon heroes and anything else you can think of. Animated figures last for an aura duration. They then dissipate, returning to their original location, and may not be animated again for 24 hours. The figures also dissipate if they are destroyed.

**Limit—One Source Only:** You can animate drawings from only one limited source, such as a zoology book or a deck of tarot cards.

**Stunt—Dream Summoning:** You can produce solid images of a person's greatest fear or desire. Unless you uses this stunt on your own mind, the result is unpredictable. If you pulls an image from the mind of another player's hero, the Narrator gets a veto on whatever the player says is your greatest fear or desire.

**Stunt—Living Images:** By making a daunting Image Summoning (Willpower) action, the images that you summon can be given a life of their own. At first the images behave in the way that they would normally do when summoned, but the longer they remain "alive", the more that they take on life of their own, growing and developing as a living being would. Once created, a particular living image is permanent and is only destroyed if killed (if you are killed, the living images will remain), although you can still make the living image vanish, you can summon it again at will without having to recreate it.

**Stunt—Mental Constructs:** You can generate solid images of anything that he or she can imagine, from people or monsters, to vehicles and machines; the Art skill is again useful although not necessary.

**Stunt—Prolonged Images:** Images you create can last for a long time after concentration lapses. The image will continue to behave as it was when you ceased concentration. If the image is attacked, it vanishes.

**Stunt—Text Animation:** You can animate images from descriptive text as if from pictures.

## IMITATION

Trump Suit: Agility

Exemplars: Morph, Mystique, Chameleon

Related Powers: Illusion, Shapeshifting

Power Skill: Disguise, Impersonation

Imitation lets you take on the appearance of other humanoids without drastically altering your form. You can duplicate appearances, voices, and mannerisms of specific individuals (provided he or she has observed the individual for more than a few minutes), but cannot duplicate powers or talents of the imitated individual. You makes an *easy* Imitation (Willpower) action to fool all observers, but disbelief doesn't occur until the observer has some reason to suspect you aren't who he or she pretends to be.

**Limit—Identifying Features Only:** You must have at least one of the Imitation stunts concerned with identification (Imitate DNA, Fingerprints, Retinal Patterns, Scents or Voices). While you can still imitate these features, your appearance does not change in any noticeable way.

**Limit—Imitate Personality:** You also take on the personality and behavioral traits of the person being imitated. You gain any Hindrance the person being imitated has for as long as you're imitating that person.

**Limit—Physical Contact:** You must have made physical contact with the target to imitate them.

**Stunt—Cloning:** You can imbue another person with an imitated form of your choosing. This new form is permanent unless you recedes it or it is nullified.

**Stunt—Imitate DNA:** Your DNA morphs to look like that of the imitated person.

**Stunt—Imitate Fingerprints:** You takes on the fingerprints of the imitated person.

**Stunt—Imitate Physical Powers:** Similar to Power Duplication, only less powerful, you can imitate any obvious basic physical power that the imitated person has. Examples include Additional Limbs, Claws, Teeth, Wings and the like. The power intensity of these imitated powers is equal to half the



Imitation intensity or a maximum bonus of +4 where appropriate. Powers such as Resistance or Life Support are beyond the scope of this stunt and cannot be imitated.

**Stunt—Imitate Psionic Signature:** You can mimic the thought pattern and psionic signature of those imitated. When trying to fool someone with Telepathy, Empathy, or other mind-reading powers, you may use your intensity in Imitation in place of Willpower. Furthermore, the difficulty is Average, instead of Easy.

**Stunt—Imitate Retinal Patterns:** You can fool scanners of the eye patterns.

**Stunt—Imitate Scents:** You takes on the scent of the imitated person. When trying to fool someone with Enhanced Senses (Smell), this requires an average Imitation (Enhanced Senses) action.

**Stunt—Imitate Voices:** You are a perfect vocal mimic and can imitate any voice he or she has heard perfectly enough to fool any voice recognition software.

**Stunt—Population:** You can create a duplicate of the imitated person. Your personality remains, and is controlled by you, unless you have the Imitate Personality limit.

**Stunt—Power Duplication:** You can duplicate the powers of the person being imitated, up to your intensity in Imitation or the intensities of the person being imitated, whichever is lower. For purposes of this stunt, Strength and Agility count as powers. If both you and the imitated person have the same power, your intensity remains the same. While you gain the powers of the imitated person, he or she also gains all the limits and power related hindrances as well.

**Stunt—Shared Memory:** You gain skills that the person being imitated possesses, and you can try to access personal information the person being imitated has by making an Easy Imitation (Willpower) action. The more personal and secret the information, the harder it is to learn.

**Stunt—Quick Shift:** You can shift into a number of different people equal to your Intellect as an immediate action, at Easy difficulty.

You are not limited to these choices; these are people you are more familiar with, either through shifting into them so often or knowing them personally, such as members of your team or common villains.

## IMMORTALITY

Trump Suit: Strength

Exemplars: Hercules, Black Queen

Related Powers: Invulnerability, Resistance

Power Skill: n/a

You don't age or die in a normal fashion.

You can still suffer card losses from wounds, but instead of dying when killed (not just reduced to unconsciousness), you hovers at zero cards indefinitely. You cannot move or act or speak until he or she heals back to one card, so trapping immortals underwater or inside volcanoes can keep them out of the way for quite a while. Immortal heroes can slowly regenerate lost body parts; unless your atoms are spread over a wide area of space, the Immortal hero eventually return. At 'death', an Immortal hero reverts to the scores he or she had upon arriving on Earth. Immortality is applicable in regards to Earth's dimension; when extra-dimensional Immortal heroes are in their home dimensions, they still don't age, but can be killed normally in that dimension. This power costs 10 points in hero creation. Its intensity is always 10.

**Limit—Limited Lives:** You can only "killed" a limited number of times (i.e. 9 lives) before he or she stays dead for good.

**Limit—Reincarnation:** You can die normally, but your spirit travels to another body, either created for you or inhabiting someone recently dead. The new body comes to resemble your own, with your normal powers and abilities. Becoming "at home" in your new body takes the same amount of time it would take for you to heal completely.

**Stunt—Invulnerability to Disease:** You gain Invulnerability to Disease.

**Stunt—Invulnerability to Poison:** You gain Invulnerability to Poison.

Stunt—Raising the Dead: You may bring dead mortals back to life. This power may not be taken as a stunt without first taking Immortality.

Stunt—Death Healing: You gain Regeneration 5, but this healing only takes place after he or she has been "killed" (reduced to 0 Health or cards) and will only continue until he or she revives. You can choose to revive as soon as he or she has healed back to 5 Health or one card, or can remain "dead" until fully healed.

Stunt—Suspended Animation: You can go into a trance so deep that no one can tell if he or she is alive. You cannot sense anything or take any actions while in this trance.

## IMMOVABILITY

Trump Suit: Strength

Exemplars: Blob, Juggernaut

Related Powers: Invulnerability (Kinetics)

Power Skill: None

You are virtually immovable; you cannot be lifted, pushed, thrown, or tripped so long as contact is held with the ground. This power only works when standing or walking, not if running, swimming, or using other movement based powers like Digging. While you seem to weigh many times your weight, your weight is not a factor in the effectiveness of this power - so he or she can still climb ladders, get aboard airplanes, and so forth.

Whenever someone attempts to move you, the action is an *average* (Strength) action, adding your intensity in Immovability to the Strength score.

Stunt—Unstoppable: When you moves in a given direction, nothing can stop him or her - not even when running, swimming, or using other movement based powers, such as Digging or Flight.

## INVISIBILITY

Trump Suit: Intellect

Exemplars: Invisible Woman, Super-Skrull

Related Powers: Light Control, Telepathy

Power Skill: Stealth

You may make your body invisible. This ability doesn't negate location by other senses, nor does it negate location by heat or ultraviolet sources. You will still have mass and substance (coating with dust or paint will reveal your form temporarily, as will fog or rain). Your garments or objects don't vanish unless made of unstable molecules.

You never have to check whether someone with normal eyesight can see him or her. The power's intensity is used when something has a beyond ordinary chance to detect you. You must make an *easy* Invisibility action, opposed by the observer's relevant power, to defeat all sensory powers and psychic or electronic scanning. Invisible heroes always show up on film viewed after youes have passed. Your surprise attacks can never be spotted, unless the target has Danger Sense or some other power that limits surprise. All attacks against an invisible hero at +4 difficulty.

Limit—Blending: You changes color to blend into the current surroundings rather than becoming invisible. This power only works when moving at slow speeds or standing still.

Limit—Fools Only Creatures: No electronic device can be fooled by the Invisibility.

Limit—Fools Only Machines: You are only invisible to machines like cameras and robots. Living things can see you normally.

Stunt—Inaromatic: You are undetectable by the senses of smell or taste.

Stunt—Inaudibility: You are undetectable by the sense of hearing.

Stunt—Intangibility: You are undetectable by touch. This is not Phasing.

Stunt—Invisibility Detection: You can see anything invisible.

Stunt—Invisibility Field: Anything within striking distance of you may be made invisible.

Stunt—Invisibility to Machines: You cannot be seen by machines or show up on film. This includes sentient robots and computers.

Stunt—Remote Invisibility: You can make one other person or object invisible from up to firing distance. Heroes with Invisibility Field can use this stunt on multiple targets within striking distance of one selected target.

Stunt—Remove Invisibility: You can cancel Invisibility within firing distance. This usually requires an average Invisibility (Invisibility) action.

## INVULNERABILITY

Trump Suit: Strength

Exemplars: Sersi, Gladiator

Related Powers: Resistance

Power Skill: None

This power is similar to Resistance, but you are totally unaffected by the source of damage no matter who's behind it. Unlike Resistance, which uses stunts to allow accumulation of resistances, each type of Invulnerability is its own power.

This power cannot be taken at an intensity less than 10. Each selection of Invulnerability allows you to choose to be invulnerable to one of the following sources:

- Aging (including diseases which destroy cells)
- Corrosion (including all acids and bases)
- Darkness (including Shadow Control and Darkforce Control)
- Disease
- Energy (including Electricity, Fire, Radiation and Cosmic Energy)
- Ensnarement (including Wrestling Attacks)
- Fire (including Heat)
- Kinetics (including physical attacks)
- Life Drain (including Nullification, Power Duplication, Theft and Reflection)
- Light (including blindness)
- Magic (including all magical spells)

- Magnetism (including all electronic scans)
- Mental Control (including all powers which have a Willpower trump suit)
- Paralysis (including Stunning attacks)
- Poison (including Gases, drugs and alcohol)
- Temperature (including Heat and Cold)
- Pressure (including deafness, dizziness, sonics and vertigo)
- Radiation (including Cosmic Energy Control)

Limit—Achilles Heel: You are immune to all forms of damage from the specified type, except for one. For example, he or she may be Invulnerable to Kinetics, but not unarmed attacks.

Stunt—Invulnerability to Weapons +2 or less: This special Invulnerability gives you immunity to weapons with a damage bonus of +2 or less. This power may be taken more than once, each time costing 10 points in hero creation, and gives an additional +2 to the value below which he or she is invulnerable. For attacks with a damage bonus greater than the Invulnerability value, then the attack is reduced by this value against you. For attacks that use power intensities, such as Energy Blast or Corrosion, the value of the Invulnerability is tripled and subtracted from the intensity of the attacking power.

## KINETIC CONTROL

Trump Suit: Intellect

Exemplars: Cannonball, Iron Man

Related Powers: Absorption, Force Field, Stun Blast

Power Skill: None

You can generate a blast of kinetic force, the power behind motion. This is an *easy* Kinetic Control (Agility) attack, which inflicts damage like a Stun Blast. This is treated as if the blast was a normal blunt weapon attack, as though you had struck the target with a fist. (For purposes of defenses kinetics aren't 'energy')

attacks like fire and radiation are.) If you varies the attack's intensity, he or she can have fine control over the force of the kinetic damage. For example, if you matches the intensity of a cruise missile, the missile may stop in mid-flight. If the intensity is slightly greater than the missile's intensity, it may be knocked off course. And if it's much greater than the missile's intensity, the missile may explode in mid-air.

**Limit—Max Only:** You can blast only at full intensity and has no fine control.

**Stunt—Absorption:** You gain Absorption (Kinetic). You can absorb kinetics on contact; he or she can reduce damage from physical attacks by the amount of the absorption.

**Stunt—Energy Reflection:** You gain Energy Reflection (Kinetic). With an average Agility action, you can reflect the power of a physical attack back upon the attacker.

**Stunt—Flight:** You gain Flight.

**Stunt—Force Field:** You gain a personal Force Field.

**Stunt—Immovability:** You cannot be moved from where he or she stands while concentrating on staying put. If he or she breaks concentration, the immovability ends.

**Stunt—Momentum:** You can add momentum to objects and make them move as if pushed by someone of the power's intensity in Strength.

**Stunt—Repulse Field:** You can push out a Force Field of the power's intensity to firing distance affecting all within the area of effect.

**Stunt—Ricochet:** You gain the Ricochet skill, with regard to this power only.

**Stunt—Wide Angle Beam:** You can project a blast of kinetics so wide it affects everyone within firing distance.

## LEAPING

Trump Suit: Agility

Exemplars: Beast, Hulk, Toad

Related Powers: Flight

## Power Skill: Jumping

Your Hero can leap up, down and far away. The exact distance isn't important, only the general effect. Heroes with up to 10 leaping can jump maybe a few stories, but those with 10+ Leaping can often hurtle buildings and lakes. Those with 20+ Leaping can leap several miles at a time. If you don't attack in an exchange, he or she can leap anywhere in sight in one exchange. In this case, he or she may use the Leaping intensity instead of Agility score for dodging only.

**Limit—Up Only:** You cannot cross-distances using Leaping.

**Stunt—Double Jump:** As a contingent action, you can make a second jump while in mid-air merely by the force of his leg's thrust.

**Stunt—Power Slam:** You can use Leaping instead of Strength when attacking. If the attack is dodged, however, you continue past the target and probably slams into something on the other side, inflicting the power's intensity, or the material strength of the object, in damage to your own body.

**Stunt—Ricochet:** You gain the Ricochet skill, with regard to this power only. This allows you to divide a physical attack between two targets, the second attack being contingent. You divide Strength and all pre-cardplay modifiers between the two attacks, rounding down.

**Stunt—Springing:** You may use your Leaping intensity to both avoid and resist damage from falls instead of Agility and Strength.

## LIFE CONTROL

Trump Suit: Intellect

Exemplars: Scramble

Related Powers: Affliction, Immortality, Life Drain, Regeneration

Power Skill: Biology, Genetics

You have the ability to consciously alter the physiology of a target, much like the Transmutation power. Moreover, you may physically alter the target in such a way that he or she receives the benefits of certain body

weapons (claws, horns, teeth) or flight through gaining wings. These alterations are generally permanent, as determined by the Narrator. You may also use this power to disrupt the smooth functioning of the body, causing damage up to the power's intensity.

Limit—Others Only: You can only affect others, not his or yourself.

Limit—Touch: You require touching the target in order to use Life Control.

Stunt—Adaptation: You gain Adaptation.

Stunt—Aging: You can accelerate the aging process. This can advance the victim forward a number of years equal to the power's intensity, or multiply the subject's aging rate by the intensity (i.e., the subject ages the intensity in years per actual year). You cannot kill the subject with this power, but can make the subject old and feeble.

Stunt—Age Reversal: You can decelerate a target's aging process. This stunt can subtract a number of years equal to the power's intensity, or divide the subject's aging rate by the intensity (i.e., the subject ages one year per intensity in years). You cannot kill the subject with this power, but can drop him or her back to the moment of birth.

Stunt—Disease Remission: You can arrest any disease by making an average Biophysical Manipulation action opposed by the Affliction power or the disease's intensity.

Stunt—Grafting: You can perform augmented surgery on a subject, allowing you to operate on, dissect, rearrange, and perform transplants without the need for normal medical techniques to ensure success. Most often, this power allows you to cobble various types of animal life together, in the manner of Doctor Frankenstein.

Stunt—Healing: Using Biophysical Manipulation, you can repair other people's wounds. You draws cards until either at full Hand Size or the value of the cards drawn equal or exceed the intensity.

Stunt—Invulnerability to Disease: You gain Invulnerability to Disease.

Stunt—Invulnerability to Poison: You gain Invulnerability to Poison.

Stunt—Life Drain: You gain Life Drain.

Stunt—Life Line: You can link his life force with that of another person within striking distance. Essentially, this allows you to transfer Fate cards from their hand or Health points to the wounded individual. The stunt cannot be used to exchange cards of higher value than the intensity of the power.

Stunt—Purification: You can eliminate poisons by making an average Biophysical Manipulation action opposed by the Poison power or the poison's intensity.

Stunt—Sense Alteration: You can deliberately change the manner in which a target either receives sensory stimuli or processes it within the brain. The simplest form negates one or more of the senses, producing instant blindness, deafness, numbness, and so on. However, you could also transfer one type of sensory impulse to another sense, allowing the victim to "see" sounds or "feel" tastes, for example.

Stunt—Sleep: You can cause others to fall asleep with a challenging Biophysical Manipulation (Willpower) action for an aura duration or however long you concentrate.

Stunt—Slow Recovery: Damage caused by the power cannot be healed in the normal manner. Only after a week or more of rest will cards or Health return.

Stunt—Stun Blast: By causing intense pain, you gain Stun Blast.

Stunt—Suspended Animation: You can cause others to go into a trance (as the skill of the same name) so deep that no one can tell if he or she is alive. The target cannot sense anything or take any actions while in the trance.

## LIFE DRAIN

Trump Suit: Intellect

Exemplars: Dracula, Grim Reaper

Related Powers: Absorption

Power Skill: None

This is a vampiric touch attack that allows you to drain off life energy, either through an energy attack or draining blood. You makes an *easy* Life Drain (Willpower) attack, with Willpower acting as defense. Against victims who also have Life Drain or a similar power, such as Power Theft, the victim can resist the Life Drain attack with their own power's intensity. If this defense succeeds, then both heroes' powers are effectively neutralized and may not be used for an aura duration due to the feedback.

**Limit—Multiple Drains:** You must bring the victim from full Health to 0 Health (or cards) two or more times before the victim dies.

**Stunt—Ability Drain:** Instead of draining Health, the attack drains an Ability. The damage is assessed against the victim's Ability score. The drained ability regains 1 point every time the Narrator draws a card with a positive aura at the start of an exchange. Each Ability is a separate Stunt — Strength (Weakness), Agility (Torpor), Intellect (Brain Drain), and Willpower (Psychic Vampirism).

**Stunt—Draining Bolt:** The attack may be attempted at firing distance.

**Stunt—Slow Recovery:** The draining cannot be healed in the normal manner. Only after a week or more of rest will cards or Health return.

**Stunt—Telepathic Control:** Till the victim returns to full Hand size or Health, you can speak telepathically to him or her and control your actions on an *easy* Willpower action.

**Stunt—Vampiric Rebirth:** If you reduce a victim to 0 health, the victim does not die but instead changes to become a vampiric creature like you. The victim gains Life Drain and any Strength or Agility based powers that you have, but only at half the intensity of you. The victim also gains the hindrances of Addicted to Life Energy (or blood or whatever) and Susceptibility to the commands of you (Willpower is 0 when trying to resist any order given by you). The new vampiric thrall also gains any

Susceptible or Fatally Vulnerable hindrances that you have.

## LIFE SUPPORT

Trump Suit: Strength

Exemplars: Gladiator, Thor, Silver Surfer

Related Powers: Adaptation

Power Skill: None

The individual can survive indefinitely without basic requirements, using the power's intensity as a guide. The advantages are cumulative.

Intensity	The Hero Can Do Without
1 - 4	Mild Temperatures
5 - 9	Food
10 - 14	Water
15 - 19	Sleep
20+	Air

**Limit—Limited Support:** You can survive without one of the things listed above: mild temperatures, food and water, sleep, or air.

**Limit—Transformation-Linked:** You cannot use this power in your normal form.

**Stunt—Adaptation:** You gain Adaptation.

**Stunt—Reformation:** You can survive being hacked into many pieces. If the pieces are brought together, you can reassemble and regain full Hand Size.

**Stunt—Suspended Animation:** You can go into a trance so deep that no one can tell if he or she is alive. You cannot sense anything at take any actions while in the trance.

## LIGHT CONTROL

Trump Suit: Intellect

Exemplars: Dazzler, Dagger, Jubilee

Related Powers: Darkforce Control, Shadow Control, Sonic Control

Power Skill: Energy Control

You may generate and manipulate light energy. This power at its basic form allows you to send out waves of bright light, causing blinding. You also can use this power to defeat darkness. You

can dispel darkness in an enclosed space and provide light at firing distance in open space. Shadow Control and Darkness Control's Intensities are halved against the light-controlling hero. The ambient light in a building is usually Intensity 1, while a street searchlight would be intensity 5. A laser beam might be intensity 10, and a huge spacecraft's light ray might be intensity 15.

**Limit—Color Control:** You can only control the color of light, including the apparent color (and transparency) of objects. This is not quite as useless of a power as it may appear, since you can still use your power for stunts like Blinding, Illusion, Hypnosis, Invisibility, and Resistance (Light) by altering colors.

**Stunt—Absorption:** You gain Absorption (Light).

**Stunt—Blinding Blast:** You can attack everyone within firing distance. If you pushes this power (see Pushing the Limit), he or she cannot see or use Light Control again until restored to full Hand Size.

**Stunt—Fireworks:** You can create globules of light that explode, causing damage at the power's intensity.

**Stunt—Flight:** You gain Flight.

**Stunt—Force Field:** You can create personal Force Fields of light.

**Stunt—Hypnosis:** You gain Hypnosis.

**Stunt—Momentum:** You can add momentum to objects and make them move as if pushed by someone of the power's intensity in Strength.

**Stunt—Illusion:** You can create visual-only holograms as if he or she had Illusion.

**Stunt—Invisibility:** By bending light around your body, you gain Invisibility.

**Stunt—Laser:** You can focus light energy into a concentrated laser pulse or beam that inflicts the power's intensity in damage to one target within line of site.

**Stunt—Lighthouse:** You can vary the colors and brightness of light to create an artful display. Heroes with the Performance skill

may use it to reduce the difficulty of actions for any artistic performance.

**Stunt—Light Body:** You become a creature of pure light. While in light form, you can go to 0 Strength in exchange for Invulnerability to Kinetics and other physical attacks. You also gains Energy Blast, and can explode to affect all seeing targets within firing distance if he or she sustains damage as well (ignoring all defenses). Light bodies suffer damage equal to double the power's intensity from attacks based on light control and other such powers.

**Stunt—Light Knives:** You fires knives of light out to firing distance with a Light Control action.

**Stunt—Light Shapes:** You can create semisolid objects with material strength equal to the power's intensity and mobile light creatures Strength and Agility scores equal to the power's intensity. You can create one object or creature per point of intensity.

**Stunt—Light Sword:** You can create a sword of light from your hands to attack someone within striking distance with a Light Control action.

**Stunt—Purification:** You can eliminate poisons and short-term diseases by bathing the victim in light (or any other light-based stunt). This has no effect on long-term diseases like mutations and radiation poisoning, but can eliminate the effects of drugs and colds.

**Stunt—Resistance to Darkness:** You gain Resistance to Darkness (including Shadow Control and Darkforce).

**Stunt—Resistance to Light:** You gain Resistance to Light and blindness.

**Stunt—Darkness:** You can black out an area in darkness, reducing visibility to 0. Modulating the light in the area downward does this.

**Stunt—Strobe:** You can make an average Light Control (Willpower) attack to cause a rapid-fire modulation of existing light and generated light. This causes viewers who succumb to the attack to fall unconscious (no cards or 0 Health) due to overload.

## LIGHTNING SPEED

Trump Suit: Agility

Exemplars: Quicksilver, Northstar and Aurora

Related Powers: Flight

Power Skill: Fast Exit, Running, Swimming

You can move at an amazing rate of speed. Lightning Speed is assumed to apply to ground movement, but if you have another movement power (such as Digging, Flight, Swimming, or Wall-Crawling), Lightning Speed can apply to it instead. Heroes with Lightning Speed can use its intensity instead of Agility for purposes of dodging attacks or for any action involving moving fast.

Heroes with Lightning Speed may divide their attacks into a normal attack and one or more contingent attacks. The Hero's normal ability score and all pre-cardplay modifiers are divided among the number of attacks, rounded down. If you accelerates to a speed higher than your Agility, the difficulty of any actions that involve anything except moving are increased by the difference between the power intensity and your Agility and divided by four. Again,  $(\text{Lightning Speed intensity}) - (\text{Agility score}) / 4$ .

While running, you can carry what he or she could normally carry (including one or maybe even two passengers). You may accelerate to full speed and decelerate to a full stop in a single exchange. He or she can turn at maximum speed without the need for an Agility action. Assuming an intensity of 4+, you can cross to anywhere within sight in an exchange. The exact speed is usually unimportant, unless two heroes are racing each other. Intensity 10 is roughly Mach One, the speed of sound. If you goes above intensity 9 speed, he or she will create sonic booms. This causes you and anyone moving with him or her damage equal to the Lightning Speed intensity. Because of this reason, very few heroes exceed Mach One. Intensity 20 Lightning Speed allows you to cross countries in less than an hour. Intensity 30 Lightning Speed allows you span the world in a minute or two.

**Limit—Burst Only:** You can only blast off in one direction, and only for an aura duration.

**Limit—Inaccurate:** Heroes using Lightning Speed always miss in combat or when trying to catch or throw something.

**Limit—Movement Limited:** Lightning Speed only applies to one form of movement, whether it is running, swimming, climbing, etc. Moreover, this limit deprives you of the multiple attacks the power normally grants.

**Limit—Rocket:** You can only run in a straight line, and only for an aura duration.

**Stunt—Illusory Duplicates:** You can seem to generate Duplicates when moving. These duplicates count as Illusions.

**Stunt—Invisibility:** By vibrating at high speeds, you gain Invisibility while concentrating.

**Stunt—Mach Control:** You do not generate sonic booms.

**Stunt—Micro Sonic Boom:** By clapping or snapping your fingers you can create a micro-sonic boom that acts as a Stun Blast, resisted by Willpower, against an opponent within striking distance.

**Stunt—Passengers:** You can take as many passengers as he or she has points of Lightning Speed intensity. If you lose concentration, everyone careers out of control.

**Stunt—Phasing:** You gain Phasing.

**Stunt—Pinball:** By running at high speeds and curling into a ball at the last moment, you can ricochet off of multiple targets, much like a pinball. You can use the Lightning Speed intensity instead of the Strength score when making multiple attacks. This allows you to divide a physical attack into a normal attack and at least one or more contingent attacks. Your Lightning Speed intensity and all pre-card play modifiers are divided among the number of attacks, rounded down. In addition, by bouncing back and forth between objects, such as nearby buildings, you can ignore up to the power's intensity in falling damage; this also grants you Leaping 1.

**Stunt—Power Slam:** You can use the Lightning Speed intensity instead of Strength score when attacking. If the attack is dodged, however, you continue past the target and



probably slam into something on the other side, inflicting damage to your own body equal to the power's intensity.

**Stunt—Rapid Assembly:** You can quickly assemble any device you could normally build. This stunt requires an average Intellect action to create the device in one exchange. The materials to make the device must all be present within firing distance.

**Stunt—Rapid Disassembly:** Conversely, you can also quickly disassemble any device in one exchange with an average Intellect action.

**Stunt—Resistance to Heat:** You gain Resistance to Heat.

**Stunt—Resistance to Pressure:** You gain resistance to Pressure. This stunt isn't necessary to avoid damage from running fast.

**Stunt—Running Up Walls:** You may run up vertical surfaces, even upside down.

**Stunt—Sonic Gale:** By stopping short when traveling speeds of 10+ intensity and making an average Lightning Speed action, you may create a small sonic boom that is accompanied by a small gale force wind. If the action succeeds, those whom you succeed against are knocked back, lose their action for an exchanged, and suffer stunning damage equal to half the Lightning Speed intensity (rounded down) resisted by Willpower as defense.

**Stunt—Spinning Drill:** By spinning fast, you drills into walls of material strength up to the power's intensity.

**Stunt—Water-walking:** You can cross the surface of water as if it were land.

**Stunt—Whirlwind:** By running in circles very fast, you can attempt an average Lightning Speed action to generate a small tornado. This can carry objects aloft and inflict up to the power's intensity in damage to those caught in the wake, if you desires. Those in the eye of the storm suffer no damage.

## LUCK CONTROL

Trump Suit: Willpower

Exemplars: Longshot, Domino, Roulette

Related Powers: Reality Warping

Power Skill: None

You can alter chances of success, either good or bad. This power can be taken only at a minimum intensity of 15. Good luck doesn't require an action if you have this power. Any time you play a card, you may flip over the top card of the deck. If you like the suit and/or value of the card better, you may use that card instead. Trump triggers off the new card as if it had been played normally. If this power is used to affect another being within striking distance, you must declare this as your action for the exchange.

Alternatively, you may declare an action to cause bad luck to someone within striking distance. You cannot declare any other actions, though you can still try to dodge and resist attacks. If the victim's player or Narrator plays or draws a card during the exchange, you draw another card and use that if the value or trump suit is more advantageous for you.

At intensity 20+, you can affect everyone in sight with Luck Control. You can use an action to affect the next exchange's Narrator draw, for purpose of value or suit only.

**Limit—Bad Luck Field:** All of your associates suffer bad luck whenever this power is declared. For the rest of the exchange, all allies within firing distance suffer bad luck, as above.

**Limit—Bad Luck Only:** You can cause bad luck only, not good luck.

**Limit—Good Luck Only:** You can cause good luck only, not Bad luck.

**Limit—Jinx:** All your associates within firing distance suffer bad luck for the rest of the exchange whenever you use Luck Control.

**Limit—Lucky Guess:** You can only use Luck Control on Intellect actions.

**Limit—Others Only:** You can only affect the luck of others.

**Stunt—Curse:** You can inflict permanent bad luck on an opponent with a daunting Luck Control (Willpower) action that persists until nullified or removed. The victim effectively gains the Unlucky Hindrance.

**Stunt—Luck Missile:** You can fire good luck or bad luck at a target within firing distance.

## MAGIC

Trump Suit: Willpower

Exemplars: Doctor Strange, Black Queen, Spiral

Related Powers: Nearly All of Them

Power Skill: Occult

Magic is the crafting of spells to invoke powerful forces. All magic in the Marvel Universe functions in roughly the same way, regardless of its source-- innate power, drawn from extra-dimensional sources, or magical artifact. Magic automatically incurs the limit of Spell-Focused. That means that to make magical effects occur, you must cast a spell as your action, attempting an *easy* Magic action to do so. your spell then goes off as a contingent action, and this is where the more difficult actions will take place. A mage cannot have a Magic intensity higher than your Willpower (except by use of the Tattoo Magic stunt).

At intensities 1 to 9, the mage is a mere dabbler, capable of attempting stunts at the power's intensity, reading magical books, and employing magical items to gain power. Since magic is an imprecise "science" and you are a mere novice, whenever you attempts a spell, the Narrator draws a card from the deck. If the card is of a higher value than the mage's intensity, the spell fails, and if the aura of the card is negative, some disaster occurs of the Narrator's choosing. Obviously, mages of intensity 10+ have nothing to worry about. Spells shape magical energy to create an infinite variety of effects. Spells draw energy from two basic sources: personal and external. Personal energy spells draw on the magician's inner reserves of strength. Powers that use personal energies are Astral Projection, Detection (Magic), ESP, Illusion and Telepathy. These spells do not require any special incantations or gestures, only a modicum of concentration on the part of the magician. A magician can cast these spells even while bound and gagged, or otherwise restrained. Personal spells still take place as Contingent Actions, as described on page 164 of the Marvel Game Book. A magician can cast personal spells without being noticed by making a

difficult Magic action. All other spells require the magician to tap into external sources of energy, either from the Earth or other dimensions, using names of power, incantations, and gestures to summon and direct the energy. The magician must be free to speak and move in order to cast these spells. A mage who is gagged, silenced or bound can only use personal energies. Some of the more common magical powers are described here, along with the names used to invoke them. At intensities 1 to 9, you have the following stunts available; each attained normally. All stunts provide the caster with the listed power, within the Spell-Focused limitation

Limit—Creatures Only: You can affect only living creatures with your magic. This limit cannot be taken with the Personal Magic stunt.

Limit—Material-Sensitive: Your Magic cannot function in the presence of a common substance, such as iron or mistletoe. Alternately, it won't work if something critical is absent, such as shadows or gold.

Limit—Non-Generative: You have to have an outside source of energy to use Magic. Generally, heroes with this limit also have Absorption, either for Magic or with the Energy Conversion stunt, allowing them to convert other energy into power for their Magic.

Limit—Ritualistic: Your spells do not take mere exchange to cast, but instead take hours of incantation and possibly even sacrifices.

Limit—Written Magic: You can only cast spells by reading them from scrolls and books. Every spell requires at least a full exchange to cast, assuming the scroll or book is in hand and ready at the beginning of the exchange.

Stunt—Admittance/Lock: The mage can direct enchanted energy at any locked door or container and it will easily open, no matter how many locks it has or how big or intricate they are, if the spell is successful. Conversely, the mage may magically lock a door or container such that it cannot be open by any non-magical force (though it may still be broken). Casting both versions

of the spell on the same lock nullifies both applications of the spell. True mages (Magic 10+) automatically know this spell.

**Stunt—Banishment:** This sends a target to another dimension chosen by the caster, requiring an average Magic (Willpower) action.

**Stunt—Dabbler Stunts:** Dabblers, mages with intensity 1 - 9, may only choose from among the following stunts: Astral Projection, Detection (Magic), Dimensional Travel, Energy Blast, Ensnarement, ESP, Flight (Levitation), Force Field, Illusion, Life Support, Telekinesis, Telepathy, Teleportation (Self), Teleportation (Summoning). Other powers may be available with the Narrator's approval.

**Stunt—Dimensional Travel:** Magicians travel between dimensions and often deal with beings from other dimensions. Magic makes use of two new stunts of Dimensional Travel.

**Stunt—Elemental Control:** The powers of Air, Earth, Fire, Water and Weather Control are common for magicians, especially followers of a neutral "nature magic" school. Gaia, the Earth Mother, as well as many elemental spirits grant power over the elements. Most stunts of the various element control powers are available.

**Stunt—Empowerment:** You are able to invest new powers of any type into items or beings. An average Magic (Willpower) action results in a successful investment of a power for a days time. The intensity of the invested power cannot exceed the Magic intensity, however by reducing the intensity of the Empowerment, the caster makes the Empowerment easier by an equivalent amount. Extending the duration, however, increases the difficulty of the Empowerment. This is an extremely powerful stunt and should be considered and adjudicated by the Narrator carefully. Furthermore, Narrators are encouraged to only grant this power to adversaries such as Loki and Mordred.

**Stunt—Enchanted Aptitude:** You can duplicate any non-science Intellect or Willpower linked

skill. If you already possess the skill, the difficulty of any related actions may be lowered by one additional level.

**Stunt—Energy Blast:** The standard magical Energy Blast is taught to most novices as their last line of defense. The exact form that the Energy Blast takes depends on the spell used to cast it. Each spell creates a very specific Energy Blast and to create a different type requires a different spell.

**Stunt—Ensnarement:** Magicians often use spells to entrap foes. Some spells provide the Multiple Targets stunt of Ensnarement, trapping all opponents within firing distance, while others entrap only a single target. As with all spells, the exact stunts available to the power are fixed when the spell is learned and to change them requires a different spell.

**Stunt—Entreaties:** These spells request an extra-dimensional being, artifact, or entity to allow its energy to be used by the caster. This requires the caster to call out the name of the being entreated, usually in some prosaic chant. This stunt can only be taken by mages of intensity 5+.

**Stunt—Fast Casting:** You can perform any of the novice stunts as normal Magic actions rather than contingent actions. You must have intensity 10+ to take this stunt.

**Stunt—Force Field:** Almost all the Force Field stunts are available, although Shield vs. Magic is automatic. As with all spells, the exact stunts available to the power are fixed when the spell is learned and to change them requires a different spell.

**Stunt—Gate:** This creates a "door" between two dimensions, allowing travelers to simply step through. Keeping the gate open requires an average (Magic) action for each exchange beyond the first.

**Stunt—Linked to the Land:** This is fairly common among practitioners of magic but is unusual in that it can be taken by almost any character, even if they have no access to Magic. Essentially you are connected to the land and is able to draw on its strength, consciously or not, and this gives a special benefit. You gain 9 points which can be

distributed among your attributes or powers, increasing them by one point of intensity per point spent, buying a new power stunt for each point spent or removing one Limit per two points spent. These additional points must be distributed when this stunt is taken and cannot be redistributed later. The downside to this power is that you loses one point of intensity in all attributes and powers each day that you are not in the land or an extra-dimensional equivalent. All these lost points are regained immediately on return to the land. Examples of land include: Great Britain (England, Scotland, Wales and the whole of Ireland), North America, South America, Africa and so forth.

**Stunt—Magic Control:** You can alter the flow and behavior of magic itself, allowing him or her to change the direction of a cast spell with an average Magic Control (Magic) action, alter the effect of a spell with a challenging Magic Control (Magic) action, and change the nature of a spell with a daunting Magic Control (Magic) action.

**Stunt—Miscellaneous Spells:** There are far too many other spells to describe them all, but most powers or stunts can be replicated. As with all spells, the exact stunts available to the power are fixed when the spell is learned and to change them requires a different spell. At Intensity 10 +, you becomes a true mage, and this is where the power rakes off. You knows enough about Magic to cast a vast array of spells. In general, you can affect the outside world in any number of ways, but not your own body. Magic 10 + allows a hero to duplicate any Intellect- or Willpower- linked power at the Magic's intensity. Also, no spell can give you skills or greater ability scores. This is why sorcerers tend to have lots of lackeys, in the manner that Doctor Strange had the Defenders.

**Stunt—Nullification:** Magic is used to nullify many things, particularly other magic. Unlike the standard power, the Nullification spell is more specific and can only be used against certain types of power. Examples include

Psionics, Energy Blasts, Elemental Control powers, and so on. The exact type of effect nullified by the spell is fixed when the spell is learned and to change them requires a different spell.

**Stunt—Personal Magic:** This hero can manipulate your own body, changing it and expanding personal abilities at will. You can cast spells to get powers with Agility and Strength trump suits, but no others. This type of magic overrides the main power types available with Magic. This stunt can be taken only by a true mage (see above).

**Stunt—Rangeless:** You can ensorcell anyone he or she can find regardless of distance, often through Psychic Detection or ESP.

**Stunt—Resistance to Magic:** You gain Resistance to Magic.

**Stunt—Summoning:** This allows the caster to bring specific objects and creatures to them, or any item or being known to the caster.

**Stunt—Tattoo Magic:** You have a number of mystical tattoos on various parts of your body. Each tattoo (one for every two points of Magic intensity you have) enables you to use one of the stunts above without the spell-focused limitation. You need not actually possess any magical knowledge to use this type of magic, and therefore your magic rating is not limited by Willpower. However, every time one of the tattoo stunts is used, you temporarily loses one point of Willpower. These Willpower points return on the next Positive Narrator draw or at the rate of one point every 6 hours. This type of magic overrides the main power types available with Magic.

**Stunt—Teleport:** Mages can move across the face of the world in an instant using spells that teleport them. There are several stunts available such as Gate, Banishment and Summoning (which are identical to the Dimensional Travel stunts, but are restricted to the caster's current dimension).

**Stunt—Transmutation:** Magic can transform virtually anything. Most are complex spells that require three exchanges to cast (any

interruption spoils the spell) and require an average Magic (Willpower) action. More mundanely, magicians use Transmutation to repair broken objects, transform their clothes and waterproof their spooky old mansions and towers.

Stunt—Variant Magic: You can cast spells to get powers with either Agility and Intellect, Agility and Willpower, Strength and Intellect or Strength and Willpower trump suits, but only two trump suits. This type of magic overrides the main power types available with Magic. This stunt can be taken only by a true mage (see above).

## MAGNETIC CONTROL

Trump Suit: Intellect

Exemplars: Magneto, Polaris

Related Powers: Gravity Control, Telekinesis

Power Skill: None

You control magnetic lines of force. You can move, shape, and control metal objects of up to the powers intensity in material strength. This acts as Telekinesis, but only for ferrous metal. Ferrous metals include iron, steel, and adamantium, but not precious metals like copper and gold. You can repel or attract these objects to each other by making an *easy* Magnetic Control action. Heroes with Magnetic Control can project magnetic force bolts as *easy* Magnetic Control (Agility) attack, but cannot do so at striking distance.

Stunt—Animation: You gain Animation.

Stunt—Direction Sense: By tapping into the Earth's magnetic field, you can instantly gain a sense of where he or she is in relation to the magnetic poles.

Stunt—Flight: You gain Flight.

Stunt—Energy Detection: By tracking fluctuations in the magnetic fields, you can detect energy. You can identify the general type of energy (X-ray, light, nuclear, exhaust, and so on) with a Magnetic Control action, and can track the energy trail of that specific type. Faint trails or confusing

patterns of energy may require challenging or even daunting success.

Stunt—Entrapment: You can warp metal around an opponent with an average Magnetic Control (Agility) action. If this succeeds, you may choose to have it cause no damage and merely immobilize the opponent, or to inflict damage while trying to crush the opponent.

Stunt—Force Field: You gain Force Field.

Stunt—Manipulate Non-ferrous Metals: Your power affects non-ferrous metals such as silver, aluminum, and vibranium.

Stunt—Manipulate Non-metallic Objects: Your power affects non-metals through manipulation of the Earth's magnetic field.

Stunt—Object Swarm: You animate many small objects, pummeling all chosen targets as if the items were thrown. You makes one challenging Magnetic Control (Intellect) action for all affected, or an average Magnetic Control (Intellect) action if focusing all the objects on one target.

Stunt—Rapid Assembly: You can quickly and remotely assemble any device he or she could normally build. This stunt requires an average Intellect action to create the device in one exchange. The materials to make the device must all be present within firing distance.

Stunt—Scrambling: You can scramble non-sentient machines. If attacking a sentient machine with this power, you need to make an average Magnetic Control (Willpower) action to damage the machine. If the machine is reduced to no cards or 0 Health, it will need reprogramming or a new power source.

Stunt—Stun Blast: You can use your power to stun living organic creatures by magnetically disrupting their hearts or nervous systems. This is equivalent to Stun Blast.

Stunt—Telekinesis: You gain Telekinesis, affecting all objects, not just ferrous metals.

## MIND CONTROL

Trump Suit: Willpower

Exemplars: Karma, Controller, Corruptor, Shadow

King

Related Powers: Emotion Control, Hypnosis

Power Skill: None

This highly dangerous power allows the total overriding of the subconscious mind. The victim's personality remains, but you controls your actions. You makes an *easy* Mind Control (Willpower) action to dominate the victim. If this succeeds, on the next exchange you gain control of the victim for as long as he or she concentrates on this control. The attacker and thrall must be within firing distance initially to affect the Mind Control, though they may separate by miles afterwards. The victim will obey only the verbal or telepathic orders of the controller. Every time you orders the thrall to do something he or she will not normally do, you must make an *easy* Mind Control (Willpower) action to reinforce the control. The controlling hero gains access to the victim's memories, but the thrall is unaware of your actions, knowing only that he or she has blacked out for a while. If a player hero is controlled, the player may run you normally, but the controller must approve all actions. Naturally, the controlled hero cannot pass on the information of your state to others.

Limit—Animal Control: You can only control the minds of animals.

Limit—Emotion Control: You can only control another person's emotions, not their thoughts or actions.

Limit—Eye Contact: You must look into the eyes of your target (limiting your range to firing distance, at best).

Limit—Hypnosis: You can issue one command or implant a single suggestion, but cannot continually control a thrall. It might be a single emotion (like love or fear), a single action (like "live out your repressed desires") or something similar.

Limit—Marked Thralls: Your thralls suffer some form of appearance change, such as glowing eyes or strangely colored skin.

Limit—Pheromones: Your Mind Control works through scents secreted by your body. Anything that blocks scent (like an environment suit) prevents the power from working.

Limit—Undead Control: You can only control undead creatures. On the upside, your power affects even undead that are normally Invulnerable to Mental Powers (like mindless zombies).

Stunt—Ability Boost: You gain Ability Boost for an Ability. However, the maximum ability boost is equal to the corresponding ability of the thrall.

Stunt—Addiction: If you use Mind Control on a victim each day for a week, the victim must make an average Willpower (Mind Control) action or gain the Hindrance Addicted to Mind Control. While addicted, the victim cannot break out of the Mind Control.

Stunt—Brainwashing: A mind controller can attempt to brainwash someone rather than control them short-term. This stunt requires a daunting Mind Control (Willpower) action. If it succeeds, the controller can implant certain commands that the subject must carry out at a later time. A hero can make a daunting Willpower (Mind Control) action to resist the effects of brainwashing.

Stunt—Memory Alteration: Similar to Mind-wipe, except you alter the subject's memories instead of erasing them by making a daunting Mind Control (Willpower) action. The subject can be made to recall things differently from how they actually happened. The subject believes the memories are real and acts accordingly until the effects are reversed using this power.

Stunt—Mind-wipe: You can erase the memory of another individual. This requires at least five minutes of concentration, followed by a daunting Mind Control (Willpower) action. If this action fails, you are reduced to one card and cannot take actions for the next exchange. If it succeeds, the subject's memory is erased; this doesn't alter ability scores, skills, or powers, but may change the subject's calling. If the subject is a hero,

the player cannot act on memories you had prior to the Mind-wipe. Whenever the memory is restored (either through this stunt or other psychic surgery), the subject regains all memories.

**Stunt—Multiple Targets:** You can use Mind Control on more than one person at a time, up to one per point of power intensity.

**Stunt—Possession:** This is a specific form of Mind Control in which all actions of you are assumed by the controller. The controller is "inside" the mind of you, and as such controls all actions without having to give commands. Possession is only possible against victims with no greater Willpower than the attacker's power intensity. In all other ways, this stunt works as Mind Control.

**Stunt—Telepathic Control:** You gain Telepathy, but only with your thralls. You can communicate orders telepathically and perceive using your thrall's senses.

**Stunt—Transferral:** This is the complete transferral of a victim's consciousness into the body of you. This stunt requires a successful daunting Mind Control (Willpower) action to succeed. If the transfer fails, the attacker falls unconscious and may not try Transferral again for one day. If it succeeds, you and victim trade consciousnesses. Each retains your own Intellect, Willpower, Edge, mental powers, and skills. Agility, Strength, and physical powers are swapped.

**Stunt—Vertigo:** You can make an average Mind Control (Willpower) attack at firing distance, that causes the affected victim to fall to the ground, losing an action. If you make a second successful attack against the victim in the next exchange, the victim takes damage equal to your Mind Control, minus Willpower.

## MIND SHIELD

Trump Suit: Willpower

Exemplars: Professor X, Doctor Strange, Phoenix

Related Powers: Resistance

Power Skill: None

This is an inborn resistance to all forms of mental scans and domination. A Psi-Screen adds its intensity as a defense bonus to Willpower for the purpose of resisting mental attack, scanning, or control. Mind Shield protects against all Mental Powers from the Willpower suit, increasing your natural defense by its intensity.

**Limit—Trance:** You must be in a trance to gain the benefits of Mind Shield, either through use of the skill or some other method.

**Stunt—Mental Aegis:** No-one gets a Willpower trump against you.

**Stunt—Psi-Field:** This power may be extended over a number of targets no greater than the intensity of the power. All targets must be within firing distance. This Psi-Field lasts for as long as you concentrate on it.

**Stunt—Protected Life Essence:** You also gains protection from anything that can steal your life energy, such as Life Drain and Power Theft.

## NULLIFICATION

Trump Suit: Intellect

Exemplars: Leech, Forge's nullifier gun

Related Powers: Power Amplification

Power Skill: None

You remind others that superpowers are just signs reading, "Nullify me." This power can negate the innate *superhuman* abilities of others. To nullify the power, you make an *easy* Nullification action, opposed by the targeted power's intensity; otherwise, nothing happens. If you succeeds in the action, the victim's power goes away; it does so without regard to the effects, so a flying hero would fall and a sightless hero with radar would suddenly go blind. If successful, power nullification works as a contingent action. This usually means the victim loses your powers at the end of the exchange, when wounds are assessed. This usually gives the victim one chance to respond before the power disappears. So if you hit a villain with a nullifying beam, the

villain gets a chance to react with the power before the nullification takes effect. One chance only, of course, but that might be all the villain needs. However, if the villain than wants to flee the scene, he or she had better be able to do so without the power. This delayed effect means that most heroes who rely on nullification get used to the concept of surprise attacks. Also, nullification is temporary, lasting for an aura duration. If this period lapse or something else makes a lost power return, the power is restored at the start of the next exchange. This occurs before the Narrator's draw and action declarations. So if you nullified the Human Torch's Fire Control and the nullification wears off, Johnny can't flame on till the next exchange.

**Limit—One Power Type Only:** You can only nullify one type of power, such as Mind Control or Magic.

**Limit—Power Disruption:** Instead of nullifying the power, you disrupt the power, causing it to go out of control as if it had the Unstable limit. If the target uses your powers thereafter in a fight or other tense situation, the aura of the Narrator card is read. If neutral or negative, the power goes off at random, possibly harming innocents or causing collateral damage.

**Limit—Self-Nullifying:** When using Nullification on another, there also poses the chance that it will nullify your own powers temporarily.

**Stunt—Dampening Field:** You can project the nullification to all within firing distance.

**Stunt—Extensive Nullification:** Your nullification works for a long but still temporary period of time. This is the most anyone has been able to achieve with an innate nullification power, though some equipment can make this nullification permanent, such as in the case of anti-mutant inhibitor collars. If a hero loses a power permanently, it would not be unbecoming for the player to beg your Narrator to restore those powers. There's no card mechanic or lucky draw that will restore the power unless the Narrator wants it to happen. Such permanent power

nullification is best left in the hands of the Narrator and used sparingly.

**Stunt—Restoration:** You can restore any power that has been nullified.

## OBJECT DUPLICATION

Trump Suit: Intellect

Exemplars: Absorbing Man

Related Powers: Absorption, Body Transformation, Power Duplication

Power Skill: None

You can duplicate physical properties of material objects or concentrated energy, automatically gaining Strength and defense equal to the material strength of the material duplicated for an aura duration. The duplicated item's material strength or energy's intensity cannot exceed your power intensity. If a duplicated object contains energy (such as a furnace or enchanted weapon), the energy properties may be absorbed as well. Absorbed energy manifests from your body but cannot be actively manipulated; if you touches a furnace, he or she becomes red-hot and glows with the furnace heat, but cannot create heat blast or otherwise use those energies. Duplicating non-solid materials (such as water) has a similar effect to Body Transformation, and you can manipulate your transformed body in the same way. This power doesn't allow control of matter or energy, nor does it protect you from damage.

**Limit—One Form Only:** You can duplicate only a very specific type of form, such as wood or electricity.

**Limit—One Type Only:** You can duplicate only matter or energy, but not both.

**Stunt—Absorption:** While duplicating an object or substance that contains energy, you gain Absorption against that type of energy equal to the power intensity.

**Stunt—Duplicative Merge:** While duplicating an object or substance, you can actually allow parts of his body to merge with the substance, essentially making it part of your own body. You can manipulate the merged object to a limited extent, creating



improvised weapons or tools, but you also feel damage to the object while merged.

Stunt—Duplicative Shaping: You can adopt the form of the object touched into your body, such that touching a sword gives you a bladelike arm.

Stunt—Life Support: You gain Life Support at the power intensity, but only while duplicating a substance.

Stunt—Phasing: You gain Phasing, but only through duplicated substances and then only if they are entirely composed of the duplicated substance.

Stunt—Reformation: You can survive being hacked or broken into many pieces. If the pieces are brought together, you can reassemble and regain full Hand Size.

Stunt—Sympathetic Object: You can imbue an object, including your clothing, with the duplicative power, causing it to transform when you do.

Stunt—Wall-crawling: You gain Wall-crawling at the power intensity, but on the duplicated substance only.

## PARALYSIS

Trump Suit: Intellect

Exemplars: Black Crow, Doctor Bong, Mayhem

Related Powers: Ensnarement, Hypnosis

Power Skill: None

You can inflict the inability to move. You makes an *easy* Paralysis (Willpower) attack, and if not avoided, the victim is assessed the action score in card loss. However, the cards are placed face up in front of the victim's player. When you are reduced to no cards, he or she cannot move or take actions that involve any body part other than the mind. If the victim is a character, this occurs only if the paralysis reduces the character to 0 Health. When the Narrator's card aura directs that you suffering partial or full paralysis redraw a card lost from wounds, one of the face-up cards is turned over. Only when all the cards are face-down do they go back into the hand of the player. (Note that this is not the effect of the Hindrance called Physically Disabled--Paralyzed. For that, See

Hindrances.) Paralyzed beings don't stop aging, but poisons, diseases, and other such factors are arrested for the time of the paralysis. Thus, a poisoned hero actually benefits from being paralyzed.

Stunt—Paralysis Bolt: You can shoot a paralysis bolt to firing distance.

Stunt—Remove Paralysis: You can restore the movement and cards to your paralysis victims.

Stunt—Resistance to Paralysis: You gain Resistance to Paralysis.

## PERCEIVE WEAKNESS

Trump Suit: Intellect

Exemplars: Karnak

Related Powers: Cosmic Awareness

Power Skill: Assessment

With this power, you can find the weakest point of any object, creature, or even idea. By performing an *average* (Perceive Weakness) action you can learn any of the target's limits or hindrances, including diseases and curses. You can even use this power on him or yourself. This also has considerable use in a conflict situation, by spending at least one exchange using the Assessment skill, the target's defense is reduced by the Perceive Weakness intensity for any attack made by you on the next exchange.

Stunt—Fighting Style Familiarity: Due to your ability to observe the weaknesses in an opponent's fighting style, all actions taken against you by the subject of this power are at one level of difficulty higher.

Stunt—Flawless: You have Resistance to Analysis, gaining your intensity in Perceive Weakness as a defense against another's Perceive Weakness against you as well as a bonus to any actions where someone is trying to determine your ability scores, power intensities, limits, stunts, edge, hindrances, skills, calling, or even motives.

Stunt—Nemesis: You mind and body adjusts according to the foes he or she is facing, creating appropriate powers and abilities.

Powers and abilities created this way activate automatically upon a successful Perceive Weakness action, and are determined by the Narrator. These powers fade after leaving the presence of the foe or the threat is gone.

## PHASING

Trump Suit: Agility

Exemplars: Shadowcat, Vision

Related Powers: Density Control

Power Skill: None

You can shift the molecules of your body out of phase with those of the surrounding area, allowing you to phase through solid items. While phased, you are at 0 Strength and has Invulnerability to physical and most energy attacks. You remains subject to the effects of mental of mental attacks and magic. To phase through an object, you must make an *easy* Phasing action. Phasing through Force Fields is resisted by the intensity of the field. The danger with phasing is that you are out of phase with the oxygen he or she needs to breathe. Therefore, the duration of any given phase may not exceed your ability to hold your breath. While you could phase into a wall, that hero would have to leave the wall before having to breathe again. Thus, you must make an *easy* Strength action to stay in phase. This action goes up by one level of difficulty every exchange.

Limit—Body Only: While you can phase, clothes, jewelry, weapons, and gear worn or carried do not.

Stunt—Air-walking: You can walk on air with normal speed while phased.

Stunt—Astral Detection: you can see the forms of creatures operating in the astral plane, including ectoplasm to those adepts who can astrally project. This is an automatic ability; the individual can always recognize that an astral form is nearby. An average Phasing action determines if you can recognize an astral individual that he or she knows.

Stunt—Bio Wrath: You have the power to feed on the life energy of living creatures. By making an *easy* Phasing (Willpower) attack, you may phase a portion of your body through the victim draining their health and replenishing your own. Health drained returns at the normal rate of speed. Health gained cannot exceed your maximum as determined by your Edge.

Stunt—Partial Phasing: You can solidify part of the body while the rest remains phased.

Stunt—Passengers: You can phase other beings or objects while in touch with them, to a maximum number of phase's equal to the power's intensity. You and your passengers must each make an average Willpower action or suffer 10 damage points from the action.

Stunt—Phase Cutting: You can attempt a Phasing action to attack by taking an object out of phase and then bringing it into phase inside someone as a contingent action.

Stunt—Phase Disruption: You can phase your hand inside an opponent or an object, and as a contingent action, make a Disruption attack at an intensity equal to this power. You also suffer damage equal to the target's Strength or the material strength of the object.

Stunt—Phase Inversion: You can phase entire sections of matter so things pass through while the affected sections remain solid. You can affect only nonliving matter, and only what he or she is touching. For example, you could phase out some of the floor within your area, allowing an opponent to partially fall through the floor before solidifying it again.

Stunt—Phase Shift: You can phase in, strike, and shift out of phase in one exchange. This allows you to use the phasing intensity instead of the Agility score when dodging.

Stunt—Scrambling: Your phasing has detrimental effects on electrical currents and electronic devices. Phasing through such devices causes them to malfunction. You must make an average Phasing (Willpower) action to avoid damaging the

machine. Sentient machines must make a Challenging Willpower actions or go to no cards.

## PHEROMONES

Trump Suit: Willpower

Exemplars: Mandrill, Purple Girl

Related Powers: Emotion Control, Empathy

Power Skill: none

Pheromones are scents secreted by you to stimulate the pleasure centers or the fear/flight responses of the brain. When in use, this power causes those within firing distance to either be attracted to or repelled by you for an aura duration. Either effect requires an *easy* Pheromones (Willpower) action; one action score is generated, though differing Willpower's will modify the difficulty for each target. Attraction causes the target to treat you as a friend or love, while repulsion means that the target can only flee or cower. In either case, the victim will respond to you as if your word was law. Resistance to Gases protects against this power, while heroes with Enhanced Senses (Smell) find this effect one level more difficult to resist than normal.

Limit—One Emotion Only: You can cause either pleasure or fear, not both.

Limit—Touch Only: You can only affect subjects that he or she touches skin-to-skin.

Stunt—Chemical Control: By touching your victim, you can affect their body chemistry in more complex ways. In addition to being able to activate the usual pleasure and fear/flight responses, you can use this power to affect the victim as if with Emotion Control or Paralysis at the Pheromone Control intensity. All other Pheromone Control stunts can be used with this as well.

Stunt—Hormonal Addictions: If you reinforce the pheromones for week, a victim must make an average Willpower (Pheromones) action or gain the Hindrance of Addicted to Pheromones (see Hindrances). While addicted, the victim cannot break the hold.

Such an addiction can usually be cured with an electrical shock to the brain.

Stunt—Malodorous: You emit a choking smell. This serves as an average Pheromones (Strength) attack to everyone within striking distance.

Stunt—Pheromonal Marking: Your thralls suffer some form of appearance change, such as glassy eyes or colored pigment.

Stunt—Prolong Emotions: Emotions you implant can last for far longer than an aura duration. Intense feelings will fade, but the base emotion remains, especially in regard to you.

Stunt—Resistance to Gases: You gain Resistance to Gases.

## PHOTOGRAPHIC REFLEXES

Trump Suit: Agility

Exemplars: Echo, Ronin, Taskmaster

Related Powers: Power Duplication, Ultimate Skill

Power Skill: Impersonation

Photographic Reflexes is a unique form of photographic memory that ties directly into muscle memory. This ability enables you to watch another person's physical movements and duplicate them without practice as long as it is physically possible for any ordinary human to accomplish. This ability is purely dependent on sight, and restricted to physical motions. For example, you could copy a virtuoso pianist's performance by watching him play, but would not gain the ability to read sheet music.

You makes an *easy* Photographic Reflexes action, opposed by the target's ability score for the skill being observed to copy. The difficulty is raised from *easy* to *average* for Master class skills and to *challenging* for World class skills. You cannot use any copied skills until the next exchange, as it takes at least one exchange to observe the target in action. The skill is gained for an aura duration. The skill may be gained permanently as a stunt of Photographic Reflexes, but follows the same rules as acquiring stunts.

Limit—Agility Skills Only: You can only duplicate Agility-based skills.

Limit—Slow Learner: You can only duplicate skills, or acquiring them through old fashioned learning, never gaining them as stunts.

Limit—Strength Skills Only: You can only duplicate Strength-based skills.

Stunt—Adrenaline Boost: You can boost Strength to that of the targets by making an easy Photographic Reflexes action, opposed by the target's Strength. You can also gain the power Leaping this way.

Stunt—Creative Skills: You can also gain Willpower-based skills, in addition to Agility and Strength-based skills.

Stunt—Fighting Style Familiarity: Due to your ability to copy and adapt to an opponent's fighting style, all actions taken against you by the subject are at one difficulty level higher.

Stunt—Master of Skills: You can improve skills already possessed to master or world-class levels by observing a subject who already possesses master or world-class skills. These levels may be made permanent by the same rules of acquiring stunts.

Stunt—Multiple Targets: You can duplicate the skills of everyone within firing range, subject to the usual restrictions of this power, however doing so is a challenging Photographic Reflexes action.

Stunt—Rangeless: You can duplicate anyone's powers that he or she has met and seen their powers in use, whether they are present or not.

Stunt—Rapid Learning: You can duplicate skills in the same exchange, doing any other action - including performing the copied skill - as a contingent action.

Stunt—Speed Boost: You can duplicate the Agility of a target by making an easy Photographic Reflexes action, opposed by the target's Agility. You can also gain the power Lightning Speed this way.

Stunt—Voice Duplication: You can duplicate the voice of the target by making an average Photographic Reflexes action.

## PLANT CONTROL

Trump Suit: Willpower

Exemplars: Plantman

Related Powers: Animal Control, Earth Control

Power Skill: Geology

You can command the actions of chlorophyllous plants, granting them temporary powers of their own, including movement, growth, and even a rudimentary intelligence. These abilities exist only as long as you concentrate. You cannot control plants with higher material strength than your power's intensity. You must make an *easy* Plant Control (Willpower) action to control a sentient plant creature; the control lasts only while you concentrate. At intensities over 20, you are in touch with the greenery of the world. This gives amazing powers, such as the ability to overwhelm a city in jungle. But at this intensity, you might just learn that the plants resent being controlled.

Limit—Feedback: You have such a strong link with plants that he or she takes damage whenever other plants within firing distance take damage.

Limit—One Plant Type Only: You can affect only one general plant type, like trees or flowers.

Stunt—Bark Skin: You gain a bark-like coating over your skin, which grants Body Armor of  $\frac{1}{4}$  the intensity of your Plant Control.

Stunt—Basal Cell Control: You can control cells of any creature descended from a plant. By making an average Plant Control (Willpower) action, you can cut off the victim's ability to extract carbon dioxide or move, at a loss of one card (or 5 Health) per exchange. If you fails to make this action on any exchange, the victim instantly recovers unless unconscious.

Stunt—Blending: You gain Blending whenever near plants of the same size or greater than him or her.

Stunt—Environmental Awareness: You are "in tune" with the natural environment around him or her, allowing an ability to sense things like weather, movement, the presence (or

absence) of life, chemical contamination, and so forth, out to visual distance by making an average Plant Control action. The Narrator may choose to give you additional information in the form of hints and clues about your surroundings. At intensity 10+ you can ask the Narrator a single yes-or-no question about the environment each game session that must be answered truthfully.

**Stunt—Fungus Control:** You can command the actions of mold and fungi, even though they are not proper plants. You thus extend your reach to all members of the vegetable kingdom.

**Stunt—Memory Dredge:** You can make a controlled plant relate the experiences it "witnessed" of anyone that has touched or come close to it.

**Stunt—Plant Elementals:** You can command up to the power's intensity of trees or giant plants, making them move and attack as creatures of Health, Strength, and defense equal to the power's intensity. It requires a full exchange to animate each element; while you are creating an elemental, none of your other elementals can do anything. A maximum of one being may be created per point of intensity. You must concentrate to control them; if you fall unconscious, the plants go inert at the end of the exchange.

**Stunt—Plant Mimicry:** You can duplicate the natural abilities of any plant. Your body does not significantly change, though use of the stunt is often accompanied by, at the discretion of the player and Narrator, the appearance of chlorophyll in your skin. All duplicated powers are to be adjudicated by the Narrator, but could include Life Support via photosynthesis, Animal Control (Insects only) via various fragrances, the Immutability stunt of Kinetic Control via rooting, or Poison, among others. Duplicating the power of a normal plant is an average Plant Control action, as is using the duplicated power. Duplicating unique or alien plants would be at least a challenging Plant Control action.

**Stunt—Plant Simulacra:** You can create plant images that duplicate living humans. The

controller makes an average Plant Control (Willpower) action to fool all observers into believing the simulacra are human; one action score is generated for all observers, even though differing Willpower's will alter the difficulty from observer to observer. However, the disbelief won't occur until the observer has a reason to believe that a simulacrum isn't a real human.

**Stunt—Plant Teleportation:** You can teleport through plants as if he or she had Teleportation. There must be plants at both the embarkation point and the destination.

**Stunt—Wild Growth:** You can accelerate the growth of plants, creating giant specimens. If you have even a seed, a full-grown plant can spring to life in one exchange.

## PLASTICITY

Trump Suit: Agility

Exemplars: Mister Fantastic, Sandman

Related Powers: Elongation, Imitation

Power Skill: None

Your body is elastic and malleable, allowing it to bend and stretch. You can use the power's intensity instead of strength for defense against physical attacks; using this power also grants you the Wrestling skill. You can mold your body into shapes other than human form, such as turning hands into huge hammers.

**Limit—Human Form:** Your body is elastic, but not malleable. Your body always retains its human form and he or she does not gain the Wrestling skill.

**Limit—Slow Retraction:** You take a full exchange to return any modified parts to their normal shape.

**Stunt—Expansion:** Your body can expand out in all directions, gaining a unique form of Size Alteration.

**Stunt—Bouncing:** Your elastic form gives Leaping 1 by "bouncing" along; this also allows you to ignore up to the power's intensity in falling damage.

**Stunt—Disguise:** You can manipulate your features to take on a disguise. If you don't take the guise of a specific person, the player will need to make an average Plasticity (Willpower) action to fool someone who knows the person.

**Stunt—Hardening:** You can harden your skin to raise your Strength to the power's intensity for purposes of striking targets.

**Stunt—Lock Picking:** You can insert a finger into the keyhole and instantly shape it to the lock's internal features. This ability allows you to open virtually any mechanical lock with a successful average Plasticity action.

**Stunt—Kite Flight:** By turning into a kite, you gain Flight, with the limit of Gliding.

**Stunt—Liquidity:** You can force your malleable body through cracks in solid substances and can fully relax the malleable form and become true liquid while concentrating.

**Stunt—Net:** You can use the power's intensity rather than Agility for catching falling items or people. You suffer no damage from falling objects of human size or less landing on him or her.

## POISON

Trump Suit: Strength

Exemplars: Cobra, Death Adder

Related Powers: Affliction

Power Skill: None

You have the ability, natural or artificial, to secrete a poison that affects the nervous systems of victims with effectiveness equal to the power's intensity, causing one of a variety of effects. You are immune to your own poison. If an action is required to deliver a poison (through claws, say, or touching contact poison), the poison itself takes effect as a contingent attack. The poisoner makes an *easy* Poison (Strength) action, and if successful, the target suffers the intensity of the poison in damage. Such a poison can be damaging, paralytic, soporific, or intoxicating, at your choice.

**Limit—Toxic:** You give off poison at all times.

This effect can cause the power's intensity in damage to all within striking distance, or it can have one of the above effects. If you are in a containment suit, this limit is controlled.

**Stunt—Poison Gas:** You can generate a cloud of poisonous gas, causing damage equal to the power's intensity to all within firing distance.

**Stunt—Poison Spray:** You can spray poison at one target within firing distance.

**Stunt—Slow-Acting:** The poison works slowly and won't manifest until a predetermined time.

## POSSESSION

Trump Suit: Intellect

Exemplars: Doctor Doom, The Ovoids

Related Powers: Mind Control

Power Skill: None

You have the ability to merge your body with that of another person (or "thrall"), taking over their body and mind. Make an *easy* Possession (Willpower) action against a target within visual distance. If successful, your body becomes limp, and you appear to be unconscious - your mind, however, takes over your target's body for an aura duration. When the duration is up it requires an *average* Possession (Willpower) action to maintain control; the difficulty increases by one level for each additional aura duration you remain.

While in your thrall's body, you have your normal Intellect, Willpower, Edge, Hand Size, Skills, and powers with Intellect or Willpower trump suits. You also have the thrall's Strength, Agility and powers with those trump suits. If your thrall is knocked out, you are automatically ejected from his body. If your thrall is killed, you die as well.

**Limit—Eye Contact:** You must look into the eyes of your target, limiting your range to striking distance.

**Limit—Marked Thralls:** Your thralls suffer some form of appearance change, such as glowing eyes or strangely colored skin.

Limit—Trance: You must be in a trance to possess another individual, whether by use of the Trance skill or some other method.

Stunt—Life Jumping: If there is someone nearby at the time of your death, you automatically attempt a Possession to whoever is closest.

Stunt—Mass Possession: You can possess more than one victim at a time. This stunt requires the stunt Mental Duplication, but does not require that you retain control of your own body.

Stunt—Mental Duplication: Your mind is overlaid atop of the victim's, granting control of the victim and maintaining control of your body.

Stunt—Prolonged: You can maintain possession of the victim for lengthy periods of time. Instead of an increasing difficulty to maintain control each aura duration, the difficulty remains at average.

## POSTCOGNITION

Trump Suit: Intellect

Exemplars: Longshot, Nate Grey, Snowbird

Related Powers: Precognition

Power Skill: None

This is the reverse of Precognition but easier to handle, in that the past is fairly immutable. Postcognition works only on items you touches. You makes an action to use the power, the difficulty of which depends on the length of time that has passed since the event in question. This difficulty may be lowered if the psychic energy around an object is strong, such as when a person dies holding it.

TIME PASSED	DIFFICULTY
Within an hour	<i>Easy</i>
Within a day	<i>Average</i>
Within a week	<i>Challenging</i>
Within a month	<i>Daunting</i>
Within a year	<i>Desperate</i>
Further Back	<i>Superhuman</i>

The Narrator may be somewhat cryptic regarding postcognitive impressions. Quite

often important details are left out in the jumble of past emotions. For example, a hero holding a shovel from the 15<sup>th</sup> century may get an image of a person burying a treasure in a churchyard, but not necessarily the image of the zombies advancing on the excavator. If the Narrator doesn't have anything worked out in advance, he or she may draw a card and make up a past based on the event on the card. Postcognitions are excellent opportunities for Flashback hooks.

Limit—One Subject Only: Your postcognitive power is limited to one object or place, or many objects related to one person.

Stunt—Memory Dredge: You can make a person remember anything he or she has seen or otherwise sensed.

Stunt—Time Tracking: You can use impressions of the past to guide him or her to important places in the object's history.

## POWER AMPLIFICATION

Trump Suit: Intellect

Exemplars: Cerebro, Loki, Fabian Cortez

Related Powers: Power Theft, Power Duplication

Power Skill: None

You can concentrate to raise the intensity of other being's superpowers. By touching a super being, he or she transfers a little of your power to the subject. The affected being gains a chosen amount of intensity to one power, and the amping hero loses that amount of intensity in Power Amplification. When you ceases concentration, the amped intensity shifts back. Powers cannot be raised more then 30 through Power Amplification, nor can it be reduced to less than 0. If the amount of intensity transferred is more than the target's Willpower, draw a card; if the card's aura is negative, the subject suffer a random negative effect chosen by the Narrator. Examples include randomly blasting everyone in the area, teleporting uncontrollably or passing out whenever the power is used.

**Limit—One Power Type Only:** You can amplify only one type of power, like ESP or Fire Control.

**Limit—Unstable:** Powers you boost automatically get the Unstable limit and may go out of control.

**Stunt—Draining:** You can both amplify and drain powers of others.

**Stunt—Empowerment:** Instead of amplifying an existing power, this stunt enables you to actually grant powers that the subject did not previously possess. You may grant powers that he or she possesses by making a Daunting Power Amplification (Intellect) action; the affected being gains that power at an intensity equal to the intensity the Power Amplification is reduced by. You may also grant powers that he or she does not have, although the results tend to be a little more random (on a negative narrator draw, the subject gains a random power). This power can also be used to grant skills that you possesses at a cost of two points of Power Amplification intensity per skill bestowed. There is no limit to the number of powers or skills that you can bestow, so long as the total Power Amplification intensity is not exceeded.

**Stunt—Enhancement:** Instead of amplifying a power (or in addition to it), you are able to enhance the subject's ability to use one of your powers. For every two points that the Power Amplification intensity is reduced, the subject gains a power stunt that he or she did not normally have, or one limit can be removed. Additionally, you can enhance any skill that the subject possesses to become world class while this power is in effect, at a cost of two points of intensity per skill so enhanced. There is no limit to the number of powers or skills that you can enhance, so long as the total Power Amplification intensity is not exceeded. The subject's powers and skills return to normal when this power ends.

**Stunt—Extensive Amping:** Your amping lasts for as long as you want it to. The amped power doesn't return to normal until the

amping hero wills it, or the time allowed for the amping ends.

**Stunt—Self-Amping:** You can amplify one of your own powers. However, the amped power is only raised by one point of intensity for every two points that the Power Amplification is reduced.

## POWER DUPLICATION

Trump Suit: Intellect

Exemplars: Synch, Mimic

Related Powers: Power Theft

Power Skill: None

Where Imitation allows a hero to duplicate another's appearance, this power lets you copy another's basic abilities and powers. This is limited to innate characteristics, not artificial ones such as those provided by technology. You makes an *easy* Power Duplication action, opposed by the target's highest ability score or power intensity. If you fails, or if a power or ability exceeds Power Duplication's intensity (10 Intensity Power Duplication against a 16 Strength, for example), the next declare action of you using Power Duplication must be a *challenging* Willpower action to avoid being knocked unconscious by the energy backlash. Even if this action succeeds, the maximum duplicated score is equal to your intensity in Power Duplication. If the power succeeds, you gain all the abilities of the opponent, though retains any abilities higher than that of the opponent (i.e., if you have a 16 Strength and duplicates the powers of someone with 10 Strength, you retain the 16 Strength.) You cannot use any of these new characteristics until the next exchange. While you wield a power copied from an opponent, that opponent can still use the power. Duplicated powers last for an aura duration. Heroes with Power Duplication sometimes take on some physical traits of the target. This power can never duplicate Edge or Hand Size.

**Limit—Abilities Only:** You can duplicate only basic abilities, not skills or powers. This limit



may be further limited by reducing the power's influence to a single ability.

**Limit—Limited Power:** While duplicating powers, you also gain all the limits and power related hindrances that the target has.

**Limit—Override:** Your own abilities, power, and skills are overridden by those copied from the target, including Power Duplication. None of those characteristics can be used until the duplicated ones fade.

**Limit—Powers Only:** You can duplicate only superpowers, not skills or abilities. Reducing the number of powers that can be copied may further restrict this limit.

**Limit—Skills Only:** You can duplicate only skills, not abilities or powers. Reducing the number of skills that can be duplicated may further restrict this limit.

**Limit—Vestigial Characteristics:** You retain a minor physical or mental characteristic of the duplicated subject permanently. This characteristic can be as minor as eye or hair color changing slightly, or possibly gaining a scar the subject had, or even a small mannerism or other quirk. While these changes are minor, with repeated uses of this power over a period of time you will be changing and eventually old acquaintances may not immediately recognize him or her. If you have the Adaptive Genetics stunt, then your genetic structure slightly changes to be more like the duplicated subject as well.

**Stunt—Adaptive Genetics:** While duplicating a target, your body undergoes a change at the genetic and molecular level to become similar to that of the duplicated subject. If duplicating a member of the same species, your genetics don't change, but he or she will gain any unusual features of the target. If duplicating a member of a different race, you will become a member of that species also (with all the natural powers and abilities, even if you cannot normally duplicate these characteristics), or if he or she duplicates a machine or cyborg, then you will also become cybernetic. These changes last until the Power Duplication wears off (although any part of you that was separated from him or her body before

this point remains permanently transformed), at which point you returns to normal.

**Stunt—Create Stunt:** You gain access to one power stunt that the duplicated subject does not have.

**Stunt—Expanded Skills:** Whenever you duplicates a target, he or she can select one of the copied skills not already possessed and that skill then becomes permanent. The appropriate skill code is improved when the skill is acquired.

**Stunt—Fighting Style Familiarity:** Due to your ability to copy and adapt to an opponent's fighting style, all actions taken against you by the duplicated subject are at one level of difficulty higher.

**Stunt—Imitation:** You take on the appearance of the subject with whom he or she is mimicking powers. For example, if you duplicated Cyclops' Energy Blast, you would also look like him while duplicating his power.

**Stunt—Mechanical Duplication:** You can gain artificial traits in addition to innate ones. This can duplicate the powers of robots, computers, and powered armor, among other items.

**Stunt—Multiple Targets:** You can duplicate the powers, skills and abilities of everyone within firing range, subject to the usual restrictions of this power, however doing so is a challenging Power Duplication action.

**Stunt—Rangeless:** You can duplicate anyone's powers that he or she has meet and seen their powers in use, whether they are present or not.

**Stunt—Residual Duplication:** You can recall the powers of those subjects he or she has previously copied will at, even if the character copied is no longer nearby. You must make a super-human Power Duplication (Intellect) action for each individual power that is gained for an exchange at the Power Duplication intensity. You will be subject to the same limits and characteristics of the copied person's power.

**Stunt—Permanent Duplication:** This power overrides the normal Power Duplication effect by allowing you to permanently acquire the copied power of someone else. You duplicate the subject as normal and can choose any one of that person's powers. This process takes longer than normal and you must spend at least an hour in close proximity to the person being duplicated. You now permanently retain that power and gains all the associated stunts and limits that the subject has. You may have up to five of these copied powers, but once he or she has five, in order to copy a new power, you must choose one of the copied powers to be lost and replaced by the new power. Using Power Duplication on the original person the power was copied is the only way to restore a replaced power. You cannot gain additional stunts that the original person did not have, nor can any limits be removed. The exception to this is either Create Stunt (see above) or if the original subject improves their power on their own and you then copies the improved power.

**Stunt—Power Detection:** You gain Detection, with the stunt Power Detection only.

**Stunt—Residual Absorption:** You don't have to be in the target's presence to duplicate their powers. You can simply be somewhere they have used their powers recently, witness them on television, or something similar.

## POWER THEFT

Trump Suit: Intellect

Exemplars: Rogue

Related Powers: Power Duplication

Power Skill: None

This risky power allows you to steal super-human powers and abilities. Only innate powers and abilities can be assimilated, as artificial abilities are beyond the scope of the power.

When you touch the target to steal your powers, you make an *easy* Power Theft (Willpower) attack. If the attack succeeds, the opponent suffers the action score in damage,

minus Willpower. The cards so lost aren't discarded, but are instead placed face up in front of the absorbing hero's player. (If you drain a character's powers, draw from the deck until the total value is equal to the action score minus Willpower.) At the beginning of each exchange, one card is turned face down. When all cards are face down, the powers return to the victim, as do all the cards or full Health at the time of the draining.

If the power succeeds, you gain all the abilities, Skills, and powers of the opponent, while retaining any ability scores higher than those of the opponent (i.e., if you have 16 Strength and steals the powers of someone with 10 Strength, you retain the 16 Strength.) You cannot use any of these new characteristics until the next exchange. Unlike with Power Duplication, the victim is seriously hurt by the attack. Not only do cards or Health disappear, but the victim's powers and ability scores are reduced by the intensity of the Power Theft. If this reduces any ability score to 0, the victim falls unconscious and cannot awaken until the cards or Health return. Regardless, all powers and abilities function at the reduced intensities and scores, and all skills are lost until the power ends. Against victims who also have Power Theft or a similar power, such as Life Drain, the victim can resist the Power Theft attack with their own power's intensity. If this defense succeeds, then both heroes' powers are effectively neutralized and may not be used for an aura duration due to the feedback. Though effective, this is a highly dangerous power for a hero to use. When you steal powers, he or she must make a contingent *daunting* Willpower action to avoid having the mind of the victim override your own. This is not Mind Control, so the victim doesn't get to control your actions, but you will certainly be under the control of the Narrator. If you was in contact with the victim for more than one exchange, you must make a *desperate* Willpower action to avoid permanently draining the victim's mind. If this occurs, anything goes. Such a permanent transfer reduces your *edge* to 0, at least temporarily. *Desperate* Willpower actions must be made when you are under stress to keep the stolen persona from taking control of you. This

can be dealt with over time, but there will always be mental scars. Heroes with this power usually take on some physical characteristics of the target of the theft. This power can never steal Edge or Hand Size.

Limit—Abilities Only: You can steal only basic abilities, not skills or powers. This limit may be further limited by reducing the power's influence to only a single ability.

Limit—One Target Only: You can only steal the abilities of one target at a time. If he or she tries to steal from another target before the first target's powers have faded he or she has to make a challenging Willpower action to avoid being knocked unconscious by the energy backlash.

Limit—One Type Only: You can only steal the powers of a certain class of targets like animals, mutants, and so forth.

Limit—Override: Your own abilities, power, and skills are overridden by those stolen from the target. None of those characteristics can be used until the stolen traits fade.

Limit—Personality Absorption: When you steal powers, make a contingent daunting Willpower action to avoid having the mind of the victim override your own. If you were in contact with the victim for more than one exchange, make a desperate Willpower action as well to avoid permanently draining the victim's mind. A permanent transfer reduces your Edge to 0, at least temporarily. Desperate Willpower actions must be made when you are under stress to keep the stolen persona from taking control. This can be dealt with over time, but there will always be mental scars.

Limit—Powers Only: You can steal only superpowers, not skills or abilities. Reducing the number or type of powers that can be stolen may further restrict this limit.

Limit—Skills Only: You can steal only skills, not abilities or powers. Reducing the number or type of skills that can be stolen may further restrict this limit.

Limit—Vestigial Characteristics: You retain a minor physical or mental characteristic of the victim permanently. This characteristic

can be as minor as eye or hair color changing slightly, or possibly gaining a scar the subject had, or even a small mannerism or other quirk. While these changes are minor, with repeated uses of this power over a period of time you will be changing and eventually old acquaintances may not immediately recognize you.

Stunt—Imitation: You gain Imitation. This can only be used with Power Theft.

Stunt—Mechanical Absorption: You can gain artificial traits in addition to innate ones. This can affect robots, computers, and powered armor, among other items.

Stunt—Soul Protection: You do not have to worry about permanently absorbing a target's mind in the event of a permanent transfer. You keep the stolen abilities, powers and skills as normal, but the target's mind stays in its own body, although suffering the usual trauma. You do not suffer any of the other negative effects of a permanent transfer either.

## PRECOGNITION

Trump Suit: Intellect

Exemplars: Delphi, Destiny, Madame Web

Related Powers: Danger Sense, Postcognition

Power Skill: None

Precognitive individuals, or precogs, can divine certainly from the future of an uncertain universe. With all the Marvel Universe's alternate dimensions and reality warping, a precog can never know if what he or she sees will come true, but most bet on it. Precognition can be a curse as much as a boon--- after all, who wants to foresee their own death?

When a hero uses Precognition, you makes an action based on how far he or she wants to see in the future. The difficulty is:

DISTANCE INTO THE FUTURE	DIFFICULTY
One Exchange	<i>Automatic</i>
One minute	<i>Easy</i>
One hour	<i>Average</i>
One Day	<i>Challenging</i>
One Week	<i>Daunting</i>

One Month	<i>Desperate</i>
One Year	<i>Superhuman</i>
More than a year	<i>Unfathomable</i>

If successful, the Narrator draws a random card and reads the event. (The Narrator may always draw a new card if he or she doesn't like the event.) The Narrator then takes whatever time he or she needs to spin a set of circumstances around that event to satisfy the precognitive attempt, and tells the player whatever he or she wants about the future event. The Narrator should make sure that it's something he or she can pull off given the situation, though in the Marvel Universe, nothing is ever impossible. Of course, if the event seen is terrifying, you might not go through with an action that leads to it. This is rarely a sure bet. Remember, you sees the future, not the chain of events that leads to the future. As an example, a precog wants to know what will happen if she opens the door in a spaceship. The Narrator draws and gets the event Emergency. He then spins an image of the power shutting down and all the airlocks opening. Fearful, the player doesn't open the door--- and doesn't see the saboteur on the other side as he whacks away at the system controls with a sledgehammer. Boom! The lights go out and the airlocks open. Guess you just can't trust those hunches. One final note: Time in the Marvel Universe is quite flexible. Just because something doesn't happen quite on your schedule doesn't mean it won't happen. Fair warning.

**Limit—Contingent on Truth:** Once the power is used, it cannot be used again until the image seen comes true.

**Limit—Dreaming:** The power manifests itself only in dreams.

**Limit—Hyper Realistic:** The images are so realistic that you have to make a daunting Willpower action to stay sane when glimpsing the future. The Narrator controls your actions until you regain sanity. You can draw one card at the start of each exchange; if you get a positive aura, you regain your sanity.

**Limit—Intermittent:** The Narrator chooses when the images appear and what they say, whether or not you want this to occur.

**Limit—Object Specific:** The power works only on objects, and you must be touching the object to read its future.

**Limit—People-Specific:** The power works only for divining the future of other people, who must be in physical contact with the precog.

**Stunt—Danger Sense:** If you gets a glimpse of the future that allows deduction of fight actions, the Narrator should award you with a Danger Sense at the power's intensity for the exchange. This bonus also applies to anyone you can tell about the danger in time.

**Stunt—Death Sense:** If used on a target and the Narrator draws a Doom card, then you will sense a feeling of impending death about the target. If you do nothing to prevent it, that person will die within a day. Despite this warning, you may be unable to save the person anyway; some people are meant to die at a certain time and destiny is not so easily circumvented.

**Stunt—Precognitive Travel:** You can teleport to the site of danger, but always at the time of the image seen.

## PROTECTED SENSES

Trump Suit: Strength

Exemplars: Iron Man, Mole Man

Related Powers: Resistance

Power Skill: None

One or more senses are protected from attack. You ignore potentially damaging attacks of less than the power's intensity. Equipment providing this power must actually cover the sensor, such as polarized goggles that prevent sudden blinding, or earplugs that reduce sonic attacks.

**Limit—Transference:** When a sense is being protected, another sense is dampened by the same amount. For example, if you protected against a visual Blinding attack for 5 damage, you would lose 5 points in

hearing as though affected by a Sonic attack.

Stunt—Bestow Protection: As long as you concentrate, you can protect anyone else's senses in the same way your senses are protected.

## PSYCHIC BLAST

Trump Suit: Willpower

Exemplars: Professor X, White Queen, Phoenix

Related Powers: Telepathy

Power Skill: None

This power gives you the ability to project psychic force blasts to visual distance. This is an *easy* Psychic Blast (Willpower) attack. The Willpower of a Psychic Blast victim acts as defense against psychic damage, subtracting its value from the action score when damage is assessed. Mind Shields and some Force Fields can also lower damage from Psychic Blasts.

Stunt—Mind-blowing: You can push (see Pushing to the Limit) the blast to the max, hitting everyone within firing distance with a psychic burst of the power's intensity. Not only does this harm you, but it means you cannot use the power again until you are restored to full Hand Size.

Stunt—Mind Shield: You gain Mind Shield.

Stunt—Psychic Detection: You are attuned to exceptional mental radiation in general, and as such can make an average Psychic Blast action to detect the use of non-magical paranormal abilities including mind-reading, thought-casting, mind control, and psychic attacks.

Stunt—Psychic Weaponry: By focusing mental powers, you create a weapon of psychic energy. This weapon activates with a Psychic Blast action, resisted by Willpower as a defense instead of Strength. Use of psychic weaponry disables your other active psionic abilities for an aura duration, but doesn't affect mental defenses.

Stunt—Psychic Vampirism: Similar to Life Drain, if the attack succeeds (usually directed through use of Psychic Weaponry) the

victim subtracts your Willpower from the damage. The remaining damage is assessed against the victim's Willpower. This drained Willpower can be used to restore any Willpower you may have lost or can be converted into 5 points of Health or one card for every three Willpower drained. The victim regains one point of Willpower every time the Narrator draws a card with a positive aura at the start of an exchange.

Stunt—Rangeless: You can attack anyone he or she can find regardless of distance, often through Psychic Detection or ESP.

Stunt—Sedation: You can make an average Psychic Blast (Willpower) attack to cause a person to black out. The person cannot wake up for at least 15 minutes.

## RADAR SENSE

Trump Suit: Willpower

Exemplars: Daredevil, Stick, Iron Man

Related Powers: Enhanced Senses, Sonic Control

Power Skill: None

You can gain a three-dimensional picture of your environment through the use of electromagnetic waves. You both emits and senses these waves. He or she can use the power to locate and identify objects by their electromagnetic echoes. Because of sensitivity to electromagnetic waves, magnetic attacks negate the Radar Sense for an aura duration. Radar can be used instead of intellect to avoid surprise. You will know anyone he or she has met by applying the sense, and can make an *easy* Radar Sense action (opposed by the target's power) to recognize Imitation and Shapeshifting. If you are tracking or examining an object, he or she can use the intensity instead of the Willpower or Intellect scores to gain clues.

Stunt—Back Attack: You can attack anything in back of him or her as well as you could if the target were in front.

## RADIATION CONTROL

Trump Suit: Intellect

Exemplars: Firestorm, Radioactive Man, Red Guardian

Related Powers: Light Control, Sonic Control

Power Skill: None

You can control radioactivity, such as microwaves and gamma radiation. You absorb such radiation from the environment or generates it personally. Radiation is dangerous force, causing mutations and disease. Sometimes, its effects don't show up for years. The most basic application of this power to project a burst of harmful radiation out around you, inflicting the power's intensity in damage to all within striking distance. You can also project a bolt of radiation at one target, making an *easy* Radiation Control (Agility) action to cause damage.

Limit—Collateral Damage: Any time you damages someone or something with this power, everyone within striking distance also suffer the damage.

Limit—Toxic: You give off background radiation at all times. This can either inflict the power's intensity in damage to all within striking distance, or cause disease (see Affliction). If you are in a containment suit, this limit is controlled.

Limit—Unstable: If you are using your powers in a fight or other tense situation, the aura of the Narrator card is read. If negative, you fires an uncontrollable burst of radiation at a randomly selected person or object.

Stunt—Absorption: You gain Absorption (Radiation). The radiation can be absorbed before it can do damage to others, even if not directed at you.

Stunt—Affliction: You gain Affliction, but cannot cure the diseases.

Stunt—Blinding: You gain Blinding.

Stunt—Flight: You gain Flight.

Stunt—Force Field: You can create a personal Force Field. This shield protects against physical and radiation-based attacks.

Stunt—Heat Control: You can alter the heat levels within firing distance by roughly 10 degrees Fahrenheit per point of intensity. A

hero with 20 intensity can thus make a 50 degree room into a 200 degree room in one exchange. If the temperature goes above 120 degrees, everyone in the room suffer the power's intensity in damage after subtracting defense This power can be targeted at one individual.

Stunt—Heat Sphere: You form a globe of heat that inflicts the power's intensity in damage to anyone or anything that comes through. At 6+ intensity, this stunt melts lead bullets before they can hit.

Stunt—Mutagenics: You can cause strange reactions in the bodies of mutants and those under the effects of radiation. The player draws a card when this occurs, and the mutation is positive or negative depending on the aura. If the aura is neutral, nothing happens.

Stunt—Radiowave Control: You can control existing radiowaves, whether AM, FM, or microwaves. You can increase or decrease the radiowaves' strength by this power intensity, alter the frequency and direction of such waves, and garble transmissions. You can also transmit their voice or thoughts like a living radio.

## REALITY CONTROL

Trump Suit: Willpower

Exemplars: Scarlet Witch, Franklin Richards

Related Powers: Luck Control

Power Skill: Energy Control

This extremely potent power lets you alter the flow of reality by allowing improbable, but not impossible, events to occur. At lower intensities this ability allows you to muck about with chancy probabilities, while at higher intensities you can confidently change reality nearly at will. Reality Warping cannot be taken at intensity less than 15. Once per exchange, you can propose a dramatic event to occur within firing distance. In the upper right corner of each fate card is an event like Overload or Property Damage. You can pull one of these cards from your hand, and present it as a dramatic event. You state how

the event affects the current situation, using the event's name: "An overload occurs in Cyclops's visor, causing him to shoot Colossus," or "The wall suffers property damage and cracks apart." The Narrator then decides if the event is logical under the circumstances, and if so, the event occurs, if not you are at the mercy of fate. This happens when your explanation is weak, such as trying to make the event Cautious Acceptance into a meteor coming through the roof.

Of course, probability is, well, chancy. The Narrator draws a card when Reality Warping is used, and if it's from the Doom suit, some additional---and usually disastrous---effect occurs. For example, the overloading visor causes Cyclops to wide-angle beam everyone in the room including you, or the wall and its accompanying supports crack open and collapse the roof. You cannot use this power to affect response bonuses.

In the hands of a Narrator-run character, this power allows the Narrator to play a dramatic event whenever he or she likes. In the presence of such a character, heroes should expect anything and everything to occur.

At Intensity 21 and higher, this power allows you to truly warp reality. You can actually impose new realities on the current reality, causing earthquakes and inventing cities full of people. The Narrator draw for additional effect is eliminated at this intensity. This is an unbelievably powerful ability, and is best left in the hands of Narrator-run characters.

**Limit—Destructive Events Only:** You can never make anything good happen. This doesn't mean he or she can't benefit from the destruction caused by this power, but you couldn't create something with it.

**Limit—Objects Only:** You can affect only objects and other non-living things with this power.

**Stunt—Event Manipulation:** You can actually alter and re-write events that have already happened. Manipulation of past events becomes increasingly difficult as the area affected and amount of time that has passed increases. By making a challenging

(Willpower) Reality Warping action, you can generate an improbable dramatic effect as normal, but up to an exchange into the past! If you succeed, the timeline resets with the altered event as part of the new reality and only you will remember the old events. If you tries to affect an event even further into the past, the difficulty increases by one level for every exchange past the first that you are trying to reach back by. If you push while using this power, then he or she can reach further back and may go back by an aura duration for every two levels of increased difficulty.

**Stunt—Pocket Reality:** You can create a pocket reality around someone. The individual is subject to the physical laws and constraints of the new mini-universe, but no one else is.

**Stunt—Pockets to Nowhere:** You can create small pocket dimensions from which he or she can draw strange and exotic devices and weaponry. The devices always appear fantastic and otherworldly, and seem to rely on your imagination to give them form. The devices and weapons grant powers or stunts appropriate to their function at intensity no greater than that of your Reality Warping. You can return the devices to where they came from, but they will vanish anyway at the end of the scene.

**Stunt—Spatial Rearrangement:** You can break the local space around him or her and rearrange it like a giant mosaic or jigsaw puzzle. This can have a myriad of uses, by breaking apart objects you gain Disintegration, by twisting the space around him or her Force Field is gained, or trapping someone as if with Ensnarement. The only limit is the imagination and creativity of you and all powers or stunts gained are at the Reality Warping power intensity.

**Stunt—Warp Genetics:** You are able to alter the genetic structure of another person. By making a Daunting Intellect (Reality Warping) action, you can activate the latent genetic mutations within a person's DNA, essentially turning a normal person

into a mutant. Once a person has been exposed to this power, the effects become permanent and they become immune to this power. This power is most effective on those who are currently undergoing puberty, since this is when most mutations become active, although it can be used earlier or later in life but this increases the difficulty by two levels. If this power is used on someone who is already a mutant, then you can refine their powers to their peak, gaining additional stunts or removing limits, or restrict the development of powers by giving limits or removing stunts. The Narrator has the final say on what effects this power ultimately has and is best used as a narrator controlled deus ex machina.

## REGENERATION

Trump Suit: Strength

Exemplars: Wolverine, Deadpool, Sabretooth

Related Powers: Absorption

Power Skill: None

You heal (gains cards back) faster than the normal human rate, provided he or she isn't injured anew during the Regeneration period. At the intensities below, you gain a card at the beginning of the exchange if the Narrator's draw is:

INTENSITY	REGENERATES IF NARRATOR'S DRAW IS:
Intensity 0	Positive (normal people)
Intensity 1-10	Positive, or neutral and less than or equal to Regeneration's intensity
Intensity 11-15	Positive or neutral
Intensity 16-20	Positive, negative, or neutral (any card)
Intensity 21-24	All cards regained at the beginning of each exchange
Intensity 25+	Hero is effectively Invulnerable to every form of damage.

If you have suffered any serious wounds, he or she may give up actions in favor of healing. If you suffer damage during an exchange in which he or she is using this power, Regeneration doesn't function on the next exchange. The Regeneration

Intensity is used as a defense against Poison, Disease and other non-directly damaging effects.

Limit—Achilles Heel: You cannot heal from a certain type of damage or damage to a certain part of your body, such as the neck or feet.

Limit—Darkness Only: This power functions only when you are in darkness. In daylight or while lights are on, your Regeneration doesn't work.

Limit—One Type Only: You can only regenerate from a certain type of damage, such as from fire or kinetic attacks.

Limit—Others Only: Others Only: The power works only on others, not you. See Healing below.

Limit—Solar: This power functions only when you are in the sunshine. Inside windowless buildings, in darkness, and other similar situations, your Regeneration doesn't work.

Stunt—Aging Reversal: You can decelerate a target's aging process. This stunt can subtract a number of years equal to the power's intensity, or divide the subject's aging rate by the intensity (i.e., the subject age's one year per [intensity] years). You cannot kill the subject with this power, but can drop him or her back to the moment of birth.

Stunt—Damage Transfer: You can transfer cards from one living person to another, draining one person's Hand of Fate to heal another person. If either subject is a character, 5 Health equals one card. You may be either subject, or may use this power to transfer damage between two other individuals. If either subject is unwilling, you must make an average Regeneration (Willpower) action for this to work. If either subject successfully opposes it, you suffer the intended damage without any other effect.

Stunt—Disease Remission: You can arrest any disease by making an average Regeneration action opposed by the affliction power or the disease's intensity.



**Stunt—Healing:** You can repair other people's wounds. While you concentrate, the Regeneration power transfers to the subject. You retain Regeneration while this occurs.

**Stunt—Purification:** You can eliminate poisons by making an average Regeneration action opposed by the Poison power or the poison's intensity.

**Stunt—Raising the Dead:** You may bring dead mortals back to life. As a Daunting action, he or she may attempt to return the soul to the body with the body's wounds healed. This power may not be taken as a stunt without the stunt Healing.

**Stunt—Reformation:** You can survive being hacked into pieces. If the pieces are brought together, he or she can reassemble and regain full Hand Size.

**Stunt—Regrowth:** You can regenerate lost limbs and organs as well as other damage.

**Stunt—Resurrection:** You can regenerate even from being killed.

**Stunt—Resistance to Aging:** Your body constantly rejuvenates itself and gives Resistance to Aging at the Regeneration intensity.

## RESISTANCE

Trump Suit: Strength

Exemplars: Hulk, Thor, Wolverine

Related Powers: Invulnerability

Power Skill: None

Resistance powers allow you to ignore certain damage. All damage of the specified type up to the power's intensity is negated. This is treated like Strength is for defense against physical attacks. Unlike Body Armor, this defense bonus is expressed as "plus-a-number," such as +4 --- meaning that Resistance negates 4 more damage points over. This power is useless without one or more of the following stunts. For each stunt selected, you gain Resistance to one of the following:

- Aging (including diseases which destroy cells)

- Corrosion (including all acids and bases)
- Darkness (including Shadow Control and Darkforce Control)
- Disease
- Energy (including Electricity, Fire, Radiation and Cosmic Energy)
- Ensnarement (including Wrestling Attacks)
- Fire (including Heat)
- Kinetics (including physical attacks)
- Life Drain (including Power Duplication, Theft and Reflection)
- Light (including blindness)
- Magic (including all magical spells)
- Magnetism (including all electronic scans)
- Mental Control (including all powers which have a Willpower trump suit)
- Paralysis (including Stunning attacks)
- Poison (including Gases, drugs and alcohol)
- Temperature (including Heat and Cold)
- Pressure (including deafness, dizziness, sonics and vertigo)

**Limit—Limited Resistance:** Your Resistance only protects you against one thing in a category, such a Resistance to Fire or Resistance to a particular Disease.

## SHADOW CONTROL

Trump Suit: Intellect

Exemplars: Nightside of the Imperial Guard

Related Powers: Darkforce Control, Light Control

Power Skill: Energy Control

You can generate and manipulate darkness. This is not the same as the Darkforce, a powerful dark energy. Instead, you dampens light and plays with shadows. You can black out the area within firing distance. The effects last with concentration, with light returning to normal on the next exchange once concentration lapses. You can also use this power to target a specific individual with darkness; this requires an *easy* Shadow Control (Agility) action to succeed.

Stunt—Absorption: You gain Absorption (Light), using shadows to assimilate light.

Stunt—Infra-vision: The individual with this ability can see in the dark, which limits visibility to striking distance. Normal darkness is Intensity 1; powerful darkness such as the Darkforce requires Average Shadow Control actions, opposed by the intensity of the darkness, to defeat.

Stunt—Resistance to Darkness: You gain Resistance to Darkness.

Stunt—Shades: You can reflexively draw low level shadows over your eyes to protect them from blinding lights or other light-based attacks. This defense allows Resistance to Light.

Stunt—Shadow Animation: You can animate any shadow within firing distance, giving it abilities up to your power intensity and allowing it to move and act independently. Animated shadows are Susceptible to light-based attacks.

Stunt—Shadow Boxing: You can make someone's shadow reach up and hit the person, just as if you had used an intensity-based physical attack.

Stunt—Shadow Play: You can change the shape and size of extant shadows and generate three-dimensional objects and creatures. These shadow images have no Strength and are immune to all forms of attack save Light Control and other light generating effects.

Stunt—Shadow Spots: You can fire bursts of darkness into foes' eyes, causing Blinding.

## SHAPESHIFTING

Trump Suit: Agility

Exemplars: Skrulls, Hobgoblin of the Imperial Guard

Related Powers: Imitation

Power Skill: None

This power lets you drastically alter your shape to resemble other objects or beings. You can alter your height, weight, build, apparent age, ethnic origin or even gender. You can change his appearance to look different but cannot imitate

specific people. To fool others into believing the change is real, you must make an *easy* Shapeshifting (Willpower) action. This action only occurs when the person would have some reason to suspect you aren't what he or she appears to be. You gain obvious physical powers of the form chosen such as claws and wings, but not other powers (see Power Duplication).

Limit—Objects Only: You're her can only shapeshift into objects.

Limit—Unconscious Shift: You shapeshifts uncontrollably, perhaps when your emotions change.

Limit—Signature Flaw: You cannot lose a certain characteristic of your base form, such as skin color or facial appearance.

Stunt—Blunt Weapons: You can change portions of your body into improvised weapons that do up to intensity in damage.

Stunt—Edged Weapons: You can change portions of her body into edged or stabbing weapons that give a damage bonus equal to half the Shapeshifting intensity to a maximum of +7.

Stunt—Elongation: You gain Elongation, but only when Shapeshifting.

Stunt—Plasticity: You gain Plasticity, but only when Shapeshifting.

Stunt—Propulsion: You can gains Flight or Lightning Speed up to the intensity in Shapeshifting so long as he or she is in a form that grants such abilities (i.e., a jet grants Flight, a car grants Lightning Speed, etc.).

Stunt—Size Alteration: You gain Size Alteration, but only when Shapeshifting.

## SIZE ALTERATION

Trump Suit: Agility

Exemplars: Wasp, Giant-Man, Atlas (Goliath)

Related Powers: Density Control

Power Skill: None

You may become larger or smaller at will. Clothes and objects won't change unless made of unstable molecules. You may apply any amount of intensity up to your maximum when

using this power. If you grow, he or she automatically gains 1 point of Strength (and thus defense) per intensity point of growth. But large size slows down you, lowering Agility in the same proportion. You gain 1 foot in height per intensity point used. At intensities of 8 or greater, you can cross to firing distance in one exchange. If a hero shrinks, you gain Agility at 1 point per point of intensity, but lose Strength and defense. If a hero drops to 0 Strength, he or she is too small to be seen or targeted by anyone of full size. On the down side, you cannot cross distances at 0 Strength. You drop 6 inches in height per point of intensity used, all the way down to a millimeter or two in height. Of course, trivialities such as spiders and light breezes become major challenges at this height; the Narrator is encouraged to play this up for all it's worth. No ability score can drop below 0, however. Once you are at 0 Agility, he or she can still gain Strength to the maximum of your intensity. Once at 0 Strength, you can still gain Agility to the maximum intensity. On earth, no hero can grow more than intensity 20, and growth-assisted Strength and Agility max out at 20 as well.

As an example, a hero with an Agility of 6 and Strength of 10 takes Size Alteration 10. If she reduces her Strength to 0, she gets an Agility of 16, her maximum. If she reduces her Agility to 0, her Strength raises to at least 16, to a maximum of 20.

**Limit—Growth Only:** You can not become smaller than your normal size, nor raise Agility through this power.

**Limit—Shrinking Only:** You can not become larger than your normal size, nor raise Strength through this power.

**Limit—Others Only:** You can affect only other people or objects, not your own body. See Imbue Size Alteration, below.

**Limit—Permanent:** You are stuck at either overgrown or diminutive size and cannot regain normal size. Obviously, 12-foot and 6-inch heroes don't fool many people with secret identities.

**Stunt—Concentrated Strength:** While shrinking, you retain your normal Strength, whatever the reduction in size.

**Stunt—Dexterous:** While growing, you retain your normal Agility, whatever the level of growth.

**Stunt—Microscopic:** Heroes with intensity 12+ Size Alteration can cross the microscopic barrier and enter the Microverse, a subatomic universe entered by shrinking. Further reductions aren't possible once in the Microverse.

**Stunt—Imbue Size Alteration:** You may change the sizes of other living beings. If the target is unwilling, you must make an average Size Alteration (Willpower) attack to succeed in changing the victim's size.

**Stunt - Power Growth:** If smaller than maximum height, the hero can suddenly grow to a larger height and perform a surprise attack using their enlarged Strength with a +8 intensity bonus. This only works if the hero successfully surprises the victim.

**Stunt - Power Shrink:** If larger than minimum height, the hero can suddenly shrink to a smaller height and perform a surprise dodge using their shrunken Agility with a +8 intensity bonus. This only works if the hero successfully surprises the victim. Heroes currently at their normal or an enlarged size may use their normal-sized Agility to perform the prerequisite surprise action (and that surprise action only).

## SONAR

Trump Suit: Willpower

Exemplars: Banshee

Related Powers: Enhanced Senses, Sonic Control

Power Skill: None

You gain a 3-D picture of the environment through emitting and sensing sonic waves. He or she can locate and identify objects by their sonic echoes. Because of sensitivity to sonic waves, sonic attacks negate the Sonar for an aura duration. Sonar's intensity can be used in place of Intellect for avoiding surprise. You will

know anyone he or she has met by applying the power, and can make an *easy* Sonar action, opposed by the relevant power, to recognize limitation and Shapeshifting. If you are tracking or examining an object, he or she can use Sonar instead of Willpower or Intellect to gain clues.

Stunt—Back Attack: You can attack anything in behind him or her as if the target were in front.

### SONIC CONTROL

Trump Suit: Intellect

Exemplars: Banshee, Silyn, Klaw, Songbird

Related Powers: Light Control, Sonar

Power Skill: Energy Control

You can generate and control pressure waves of all varieties, amplifying, deadening, and focusing existing sound and non-audible vibrations at different frequencies.

The basic use of this power is to amplify or reduced the ambient sound around you. However, if you raises the sound so that it's overwhelming or cuts out all the sound in the room, players cannot talk to each other unless they have some form of Telepathy or other communication. Players can talk to the Narrator, but only if they don't communicate their intentions to other players The ambient sound in a normal office or park is considered intensity 0, while a stadium rock concert would be intensity 5. A sonic boom cause by breaking the sound barrier is intensity 10 and a huge explosion might generate sound at intensity 15. Additionally, you gain Energy Blast by generating a powerful blast of focused sonic waves at a target within firing range. However, the damage done is equal to half the Sonic Control intensity (rounded up).

Limit—Harmful Frequencies: You can be attacked by certain frequencies of sound. When he or she hears these frequencies, they act as 20 intensity attacks. Sound-dampening vibranium also inflicts double the normal intensity in damage against you.

Limit—Loudness Only: You cannot lower the volume in an area, just raise it.

Limit—Silence Only: You cannot raise the volume in an area, just lower it.

Stunt—Absorption: You gain Absorption (sound).

Stunt—Echo: You can duplicate any sounds, allowing him or her to mimic voices or other noises.

Stunt—Energy Blast (Sonic): You can project a blast of concentrated sonic waves at a target within firing distance. This attack does damage at this power's intensity.

Stunt—Stun Bolt: You can project a bolt of concentrated sonic waves at a target within firing distance. This attack does stunning damage at this power's intensity.

Stunt—Force Field: You can erect sonic personal Force Fields at Sonic Control intensity.

Stunt—Hypnosis: You gain Hypnosis.

Stunt—Resistance to Noise: You gain Resistance to Noise, including sonics and other attacks that cause deafness.

Stunt—Sonic Body: You become a creature of pure sound. While in sonic form, you can go to 0 Strength in exchange for invulnerability to Kinetics and other physical attacks. You also gains Energy Blast, and can explode of affect all hearing targets within firing distance if he or she suffer the damage as well (ignoring all defenses). Sound bodies suffer double the power's intensity in damage from attacks based on sonics.

Stunt—Sonic Flight: You gain Flight.

Stunt—Sonic Scream: You can attack everyone within firing distance. If you push this power, he or she cannot use Sonic Control again until restored to full Hand Size.

Stunt—Sonic Vibration: You gain Disintegration, with the "Disruption Only" limit.

Stunt—Spatial Sense: You gain Sonar.

Stunt—Ventriloquism: You can throw your voice up to visual distance with an average Sonic Control action.

Stunt—Vertigo: You can perform an average Sonic Control (Willpower) attack at firing distance, which causes an affected victim

to fall to the ground, losing an action. If a second successful attack is made against the victim in the next exchange, the victim falls unconscious.

**Stunt—Vibro-blade:** You can cause blades of various sorts to vibrate, adding a damage bonus of your power intensity divided by four to the blade's normal damage bonus. A blade cannot be endowed with a total damage bonus greater than +10.

**Stunt—Vibro-Smash:** By generating high intensity vibrations around your hands, striking with a physical attack that does damage equal to the intensity in effect.

## SPATIAL CONTROL

Trump Suit: Intellect

Exemplars:

Related Powers: Reality Control, Teleportation

Power Skill: None

Spatial Control allows you to stretch and twist the dimensions of space. You can lengthen or compress distances, and warp topography. Spatial Control has a minimum intensity of 10.

By compressing distances you and others can move as if you had Lightning Speed equal to your intensity. By stretching distances, you can reduce others' speed by your intensity. Warping space can cause disorientation; anyone within the area affected by your power (out to firing distance), must make an *easy* Agility (Spatial Control) action to avoid losing an action while they get their bearings. You can cause anyone moving through the affected area to fall (or otherwise collide with a surface while moving) with an *easy* Spatial Control (Agility) action.

**Stunt—Duplication:** By splitting space, you can create a duplicate of his or yourself or of another. Duplicates created this way are considered true duplicates.

**Stunt—Gateway:** You can create a gateway between two points in space for his or yourself or others to pass through.

**Stunt—Deflection:** You can cause ranged attacks to miss their targets with an

average Spatial Control action, opposed by the attacker's Agility or intensity.

**Stunt—Shaping:** You can alter the topography of objects or even people with an average Spatial Control action, stretching or shaping them like clay. Affected objects return to normal when you stop concentrating.

**Stunt—Spatial Anchor:** You can "harden" local space against certain disruptions, increasing the difficulty of any use of Dimension Control, Dimensional Travel, Spatial Control, or Teleportation within visual distance by your intensity.

**Stunt—Spatial Disruption:** You can tear a target apart by scattering it through space, gaining Disintegration equal to your Spatial Control.

**Stunt—Spatial Shock:** You can create a spatial shockwave that does intensity damage to one target or all targets within firing distance.

## SPINNING

Trump Suit: Strength

Exemplars: Superman

Related Powers: Lightning Speed

Power Skill: None

You have the ability to rotate your body around its axis at *superhuman* speed, and still speak, hear, and see normally while spinning. This power provides three benefits. First, your rapid spinning gives you Resistance to Ensnarement, including Wrestling attacks. Second, the spinning generates a wind screen of the power's intensity that substitutes for your normal defense against physical and wind attacks. And third, you can use your power's intensity instead of your Strength when attacking.

**Limit—Inaccurate:** You have no control over the direction in which your spinning takes you, and is prone to slam into anything in the way, inflicting damage to your own body equal to the power's intensity.

**Limit—Temporary**

**Stunt—Air Control:** You gain Air Control.

Stunt—Circular Vision: You can see all around him or her when using Spinning. Also, you cannot be surprised during this time.

Stunt—Flight: You gain Flight while Spinning.

Stunt—Lightning Speed: You gain Lightning Speed while Spinning.

Stunt—Air Ram: You can generate a focused blast of air capable knocking people over. Make an average Spinning (Strength) action, if successful your targets are knocked back and lose their action for the exchange.

Stunt—Blade Storm: By throwing a number of small blades, shurikens, or spikes, you can do the power's intensity plus weapon bonus (generally +1 or +2) in damage to all individuals within firing distance.

Stunt—Blade Whirl: By wielding a small edged weapon, such as a dagger or sword of some type, you can use the power's intensity to attack and do the power's intensity plus weapon damage bonus (generally +2 or +3) in damage against a single target.

Stunt—Multiple Attacks: You can divide your attack into a normal attack and one or more contingent attacks. Your normal ability score and all pre-card play modifiers are divided among the number of attacks, rounded down.

Stunt—Spinning Drill: You can drill into surfaces of material strength up to your power's intensity.

Stunt—Tornado: You can generate a tornado that inflicts intensity damage on anyone within firing distance. You must make an daunting Spinning action to control the tornado each exchange; if this control is ever lost, the tornado acts randomly for one exchange and then dissipates.

## SPIRIT CONTROL

Trump Suit: Willpower

Exemplars:

Related Powers:

Power Skill: None

You can control spirits, ghosts, and so forth. Make an *easy* Spirit Control (Willpower) action to dominate a spirit. The spirit's personality

and goals remain, but it is unable to resist your commands.

You and the spirit must be within visual distance (even if you cannot actually see one another) to effect Spirit Control, though you may be separated by any distance afterward. The spirit will obey the verbal or telepathic orders of the controller. Every time you order a spirit to do something it would not normally do, you must make an *easy* Spirit Control (Willpower) action to reinforce your control.

Limit—Dreaming: You can use this power only while asleep. If you are awakened, any use of Spirit Control ends immediately.

Stunt—Animate Corpse: You can animate any corpse or skeleton.

Stunt—Astral Projection: You gain Astral Projection.

Stunt—Astral Detection: You can detect anyone in astral form.

Stunt—Life Drain: You gain Life Drain.

Stunt—Power Nullification: You can nullify any Mind Control or Spirit Control power in use, or as it is about to be used.

Stunt—Deny Death: You can trap a spirit within a fatally damaged body until there is time to heal the body enough that it can contain the spirit again with a daunting Spirit Control (Willpower) action. You can keep the spirit trapped only as long as you concentrate on doing so.

Stunt—Forced Reincarnation: You can place disembodied spirits into new bodies. This stunt requires a daunting Spirit Control (Willpower) action. If the transfer fails, the spirit suffers damage equal to the power intensity. If it succeeds, the spirit takes control of the body, dominating any other consciousness within the body. The spirit retains its own Intellect, Willpower, Edge, skills and Intellect- or Willpower-based powers. The spirit gains the Agility, Strength, and physical powers of the body.

Stunt—Incarnation Awareness: You can remember the events of your past lives. Moreover, you can send messages to your past incarnations when they were actually living and receive them from future

incarnations (though not vice versa). You can recall and contact one past life (starting with the most recent and moving sequentially backwards) for every two points of Intensity.

**Stunt—Spirit Storage:** You can capture and contain disembodied spirits within yourself with a daunting Spirit Control (Willpower) action. The spirits find themselves trapped within a pocket dimension somehow connected to you. Moreover, you can communicate freely with the spirits. You are immune to any attempts by the trapped spirits to possess or dominate you.

**Stunt—Spirit Summoning:** You can summon and control the nearest spirit or ghost with a challenging Spirit Control (Willpower) action.

**Stunt—Voodoo:** Through the use of various representative voodoo dolls and with a challenging Spirit Control (Willpower) action, you can inflict an attack at your power's intensity on a target. The exact range to the target is unimportant those with intensities below 5 are usually limited to a few miles or line of sight, while those above 10 are only limited to the same nation, continent, or even planet.

## STUN BLAST

Trump Suit: Intellect

Exemplars: Paladin, Hawkeye

Related Powers: Kinetic Control

Power Skill: None

You possesses a weapon, energy bolt, or touch power that inflicts a stunning attack. Stunning is little different than any other form of damage, except that it is resisted by Willpower as a defense. Stunning attacks cannot affect those who are unconscious.

**Stunt—Resistance to Stunning:** You gain Resistance to Stunning.

**Stunt—Stun Bolt:** You can shoot the stun blast to firing distance.

**Stunt—Stun Wave:** You can affect everyone within firing distance by making an average

Stun Blast (Willpower) action. One action score is generated for all victims, though differences in Willpower may alter difficulties from target to target.

## SWIMMING

Trump Suit: Willpower

Exemplars: Namor

Related Powers: Digging, Water-breathing

Power Skill: Swimming, Oceanography

You have the ability to move quickly through the water. Swimming 10 is as fast as a torpedo or a hydrofoil, while Swimming 20 allows you to cross an entire ocean in a matter of hours. You can substitute Swimming intensity for Agility when dodging attacks underwater.

**Stunt—Leaping:** You gain Leaping, but only to move out of water.

**Stunt—Waterspout:** You can create a waterspout by swimming in tight circles. The spout has a Strength equal to your Swimming intensity for affecting ships and other waterborne objects.

**Stunt—Whirlpool:** You can create a whirlpool by swimming in tight circles. The whirlpool has intensity Strength for dragging objects down under the water.

## TELEKINESIS

Trump Suit: Intellect

Exemplars: Phoenix, Justice, Nate Grey

Related Powers: Force Field, Animation

Power Skill: None

This power allows you to lift and throw objects without touching them as if he or she had a Strength score of the owner's intensity. You can also throw objects with this material strength as well. If you cease concentration on the Telekinesis, the objects fall to the ground. This power can be used to lift someone, if you make an *easy* Telekinesis (Strength) action against the target.

Limit—Lack of Fine Control: Your control over your telekinesis does not include “fine motor control,” leaving him or her limited to brute force and heavy lifting.

Limit—Tactile Telekinesis: You must touch the object to move it. This effectively makes the power Ability Boost: Strength. Your maximum combined Ability score is still limited to 20.

Limit—Visible: Your use of Telekinesis is easily visible to all and cannot easily be used for surprise attacks.

Stunt—Clothing Change: A telekinetic hero wearing clothing made of unstable molecules can change the color, style or fit of the clothing with a challenging Telekinesis action. This does not alter the clothing’s protective value, only its appearance. Telekinetic heroes may use this stunt to quickly change into their costumes.

Stunt—Force-flight: By moving the air under you, he or she gains Flight.

Stunt—Force Bolt: You can create telekinetic force missiles of the power’s intensity, shooting them to firing distance.

Stunt—Force Field: By stiffening the air, you gain a personal Force Field of effectiveness equal to the power’s intensity against physical and energy attacks.

Stunt—Internal Attack: You can telekinetically attack a target internally, squeezing the trachea, a blood vessel or something similar. The attack requires a daunting Telekinesis (Strength) action and ignores the target’s defense, doing Intensity damage directly. A telekinetic might also use this stunt to damage machines by affecting their internal parts.

Stunt—Manipulation: You can perform very fine manipulation with your telekinesis. This stunt is useful for doing things like typing, operating controls or even picking locks telekinetically.

Stunt—Object Swarm: You animate many small objects, pummeling all chosen targets as if the items were thrown. You makes one challenging Telekinesis (Agility) action for all affected, or and average Telekinesis

(Agility) action if focusing all the objects on one target.

Stunt—Rapid Assembly: You can quickly and remotely assemble any device he or she could normally build. This stunt requires an average Intellect action to create the device in one exchange. The materials to make the device must all be present within firing distance.

Stunt—Reflection: You can catch and reflect physical weapons (even bullets) back at an attacker with an average Telekinesis action.

Stunt—Passengers: You can lift a number of passengers up to the power’s intensity at flight 1.

## TELEPATHY

Trump Suit: Willpower

Exemplars: Professor X, Phoenix, Psylocke

Related Powers: Psychic Blast, Psi-Screen

Power Skill: None

You may establish mind-to-mind communication with any other individuals. The telepath may read only surface thoughts, but does so without any visual or audible signs. The telepath can sense through the eyes and ears of the person contacted. He or she may also speak directly into the mind of the person or persons contacted. Language is never an issue.

When trying to make telepathic contact, you must make an *easy* Telepathy action. This action is unopposed if the target is willing. Against an unwilling target, the action is opposed by the target’s Willpower. If the target is also a telepath, and has greater power intensity than the user, contact is impossible unless the target is willing.

Limit—Animals Only: You can only use Telepathy on animals, not people.

Limit—Domination Susceptible: When using Telepathy, you become increasingly susceptible to all forms of mental attack, rendering him or her unable to trump when defending against such attacks.

Limit—Empathy: You can only sense and affect a target’s emotions, not thoughts.



Stunt—Disguise: You may broadcast a mental command that makes others see them as an inconspicuous stranger. Those with a Telepathy intensity stronger than the user may see through the disguise with an Easy Telepathy action.

Stunt—Gestalt: You can function as the coordinator for a telepathic gestalt, the mental combination of multiple psionic individuals. This works just like the Gestalt. The mental gestalt's combined Telepathy power intensity equals that of the most powerful hero in the gestalt, plus that of the coordinator (or the next highest character, if the coordinator is the most powerful). A telepathic gestalt often has tremendous mental power.

Stunt—Life Detection: You can tell when living creatures are nearby with an average Telepathy action. You can declare an action in any exchange where a surprise attack is launched.

Stunt—Mental Probe: A Mental Probe is a search for a specific image in a person's mind. You must state what you are looking for before beginning the scan. You must make an average Telepathy action opposed by the Willpower of the target, if the target is resisting. In any case, the strain of being probed reduces the target's Intellect and Willpower by 1 for the next 24 hours, and the target may not be probed again for that time. A successful Mental Probe will reveal the information known by the individual being probed, strictly limited to that person's knowledge. In addition, you can glean the target's calling and personality notes.

Stunt—Mind Meld: The combination of the telepath's mind with another mind. This is a total sharing of information and a considerable intimacy, so it is not entered into lightly. It requires a daunting Telepathy (Willpower) action. The telepath and the subject know everything the other knows, and it is impossible to lie to each other while melded.

Stunt—Mindscape: The telepath can enter the "world" inside another person's mind and

interact with the things and people there. This is most common as a means of mental combat, similar to astral projection. It can also be used to "go inside" the mind of an unconscious or comatose person to attempt to bring them out of it, or to enter the dreams of a sleeping person and interact with them.

Stunt—Personal Rapport: This is a permanent telepathic link between you and another person. It requires a daunting Telepathy action to establish and the other party must be willing. From then on, each individual can always sense what the other is feeling and knows immediately if the other person is in danger or hurt.

Stunt—Mind Shield: You gain Mind Shield.

Stunt—Psychic Detection: You are attuned to exceptional mental radiation in general, and as such can make an average Telepathy action to detect the use of non-magical paranormal abilities including mind-reading, thought-casing, mind control, and psychic attacks.

Stunt—Psychic Invisibility: You gain Invisibility, with the Fools Only Creatures limit.

Stunt—Psychic Projection: You can project either their voice - as a sort of "super ventriloquism," or as an illusory image of their face or even their whole body to communicate with all those he or she can find, regardless of distance, and if they can hear or see the projection with normal senses (i.e. Daredevil would see the image you was projecting as though he was not blind).

Stunt—Psychic Surgery: You can enter the mind of a willing person and repair psychic damage. By making an average Telepathy action opposed by the number of damage points, you can restore one card (or 5 Health) from damage caused by mental attacks. This surgery can also repair long-term damage, though the difficulty may rise if the scar is buried deep.

Stunt—Psychic Weaponry: By focusing mental powers, you create a weapon of psychic energy. This weapon activates with a Psychic Blast action, resisted by Willpower

as a defense instead of Strength. Use of psychic weaponry disables your other active psionic abilities for an aura duration, but doesn't affect mental defenses.

Stunt—Rangeless: You can communicate with anyone he or she can find regardless of distance, perhaps through Psychic Detection or other powers.

Stunt—Sedation: You can make an average Telepathy (Willpower) attack to cause a person to black out. The person cannot wake up for at least 15 minutes.

Stunt—Team Link: You can link the minds of a number of allies up to the power's intensity. So that all team members are aware of each other's actions. You can maintain this contact regardless of the subjects' physical proximity to each other. If anyone blacks out, you must make a challenging Telepathy action to maintain the link with all other team-mates.

Stunt—Telelocation: You can locate one or more known individuals wherever they are, simply by making an average Telepathy action. Any Mind Control or Telepathy powers can affect the individual at the extended distance.

Stunt—Telepathic Illusion: You can place an illusion directly in the mind of one target. This illusion affects all of the senses as applicable to the illusion.

## TELEPORTATION

Trump Suit: Agility

Exemplars: Nightcrawler, Fatale, Vanisher, Zero

Related Powers: Astral Projection, ESP

Power Skill: None

You can move instantly from point to point without physically crossing the distance between. You enters another dimension, moves through that dimension, and returns to the original dimension at another location. Teleportation is disorienting. Each time you teleports, he or she must make an *easy* Teleportation action. Failure indicates you arrives at the location, but is disoriented by the experience and may take no action in the

following exchange although this is ignored by teleporters with intensity of 10+. The teleporting hero may carry something or someone you are touching, up to normal Strength limits. Those carried by you must make a *challenging* Strength action or be disoriented for an exchange. If the exact layout of the location is not known by the teleporter (even if it has been changed for a few minutes), you risks teleporting into a solid object. The player draws a card, and if the value is higher than this power's intensity, he or she suffer damage equal to the material strength of the object. If not, you arrives safe and sound. This risk is ignored by teleporters with intensity of 10+, but low-intensity heroes usually won't try to teleport into an unfamiliar place. The exact distance of teleportation is unimportant. Those with intensities below 5 are usually limited to a few miles or line of sight, while those with 20+ can teleport anywhere in the universe.

Limit—Location-Specific: You can teleport to one place only.

Limit—Troubleseeker: You subconsciously sense dangerous situations within range of the power and automatically teleports to them, whether he or she wants to or not. You have one exchange of warning as your power begins to activate. You don't necessarily know what the problem is until it shows itself.

Stunt—Castling: You can teleport into a solid object or person, causing the target to be displaced to where you started. This is an average Teleportation (Agility) attack which, if undodged, inflicts no damage but causes the displacement to occur as a contingent action. The subject of this effect will lose an action on the next exchange due to disorientation. Alternatively, you can teleport individual people and objects within firing distance with an average Teleportation (Agility) action, without teleporting yourself. Targets are still subject to possible disorientation and may be teleported in place in an attempt to achieve this effect.

**Stunt—Fusillade:** You teleports quickly from place to place, feinting to cause damage to one or more targets. You may divide your ability and pre-cardplay modifiers among as many attacks as desired, all of which are performed as contingent actions after the teleport occurs. However, you don't redraw cards played in these attacks until all attacks are finished.

**Stunt—Gateway:** You open a rift in the universe and allow people to step through. Each exchange after the first, you need an average Teleportation action to hold the rift open.

**Stunt—Passengers:** You can teleport with a number of passengers up to the power's intensity.

**Stunt—Quick Turnaround:** You can teleport back to where he or she started as a contingent action to the first teleport.

**Stunt—Side-slam:** By repeatedly teleporting a short distance every fraction of a second, you gain Lightning Speed at this power's Intensity with the Burst Only Limit, along with the stunts of Phasing and Mach Control.

**Stunt—Spatial Redirection:** If you have a higher Willpower than her opponent, she may displace and redirect an airborne object with a challenging Teleportation (Agility) action as a contingent action.

**Stunt—Summoning:** You can teleport other persons or objects from remote locations to your side. If used with ESP and Mind Control, this stunt allows the summoning of powerful beings from other dimensions. Not that they usually like being summoned, mind you.

**Stunt—Teleportation Cutting:** You can attempt an average Teleportation (Strength) action to attack by displacing portions of an object or foe's body; when successful this causes damage equal to the Teleportation intensity.

**Stunt—Weapon Displacing:** You may channel your Teleportation into objects, such as melee weapons, with an easy Teleportation (Agility) action, allowing weapons to pierce much stronger armor than is normally

possible. This will temporarily increase the damage bonus of the weapon by up to half of the Teleportation intensity (by up to a maximum of +5), even if this pushes the damage bonus above +10.

## TIME CONTROL

Trump Suit: Intellect

Exemplars: Timeshadow, Tempo

Related Powers: Postcognition, Precognition, Time

Travel

Power Skill: Energy Control

Time Control allows you to alter the flow of time in a very limited manner. You can go back and forth within a few seconds of time, jumping around to avoid being hurt and seizing the moment. You cannot adjust time outside the boundaries of an exchange, however. Heroes with Time Control can change their declared action after anyone else declares an action. If two heroes with Time Control declare at the same time, their powers cancel out. By slowing down the time-stream, you uses the Time Control intensity instead of Agility for purposes of dodging one (and only one) attack made against you from within firing distance. You must declare which attack he or she is using this power against. Heroes with Time Control may divide their attack into a normal attack and one or more contingent attacks. Your normal ability score and all pre-cardplay modifiers are divided among the number of attacks, rounded down. Time Control can only be selected at a minimum of 10 Intensity.

**Stunt—Danger Sense:** You are able to jump back in time in order to avoid being hurt and to seize the moment. You gain Danger Sense at the power's intensity for the exchange.

**Stunt—Lightning Speed:** You gain Lightning Speed when using Time Control. Furthermore, you gain the stunts Mach Control, Passengers, and Water-walking.

**Stunt—Paralysis:** With a touch, you can slow or halt the flow of time around a target, gaining Paralysis. This can be used

positively, to protect injured, poisoned, or dying heroes; for this and to slow time around objects, the effect lasts for a number of minutes equal to the power's intensity. You can also use this power in combat to paralyze an opponent; see the Paralysis power.

**Stunt—Postcognition:** You gain Postcognition, limited by the boundaries of Time Control.

**Stunt—Precognition:** You gain Precognition, limited by the boundaries of Time Control.

**Stunt—Speed Burst:** You can jump forward in time to cross-distances as if he or she had Lightning Speed, from an observer's perspective, that is. You gain none of the other powers of Lightning Speed, however.

**Stunt—Time-twisting:** You can cause hiccups in time for allies, as long as you concentrate on Time-twisting. Only willing individuals who are fully aware of the effect have their actions affected by Time-twisting. They gain the ability to divide their attacks as above. Every exchange, anyone under the effects of Time-twisting must make a challenging Willpower action or suffer 10 damage points which ignore all defenses.

## TIME TRAVEL

Trump Suit: Intellect

Exemplars: Kang, Doctor Doom, Rama-Tut

Related Powers: Time Control

Power Skill: Chronology

You can travel into the past or future.

Needless to say, this is an immensely potent ability, and the Narrator who opens this Pandora's Box should realize that it'll be awfully hard to close. That said, time traveling makes for wildly exciting and unpredictable adventures. Time is amazingly resilient in the Marvel Universe. Villains often believe that they can go back in time to alter some critical event that will change everything. As far as we know, they're wrong. Than again, how would we know if they weren't? This question has baffled chronologists for ages. Without resolving this question, the Time Travel power gets you to a place that sure looks like the past or the future. You draw four cards,

and if the combined value exceeds your intensity in Time Travel, you appears in a universe that's somehow different than expected. Regardless of the destination, the time travel method cannot be used again for at least an hour. A warning to players: You enter the timestream at their peril. Narrators know that time travel is just an excuse to play with reality. You've been warned.

**Limit—Future Only:** You cannot travel farther back in time than your starting point.

**Limit—Past Only:** You cannot travel farther forward in time than your starting point.

**Stunt—Chronometric Detection:** You can know the peculiar energy signature of each time period, with an average Time Travel action. You know what day it is at any moment.

**Stunt—Passengers:** You can take one passenger per point of the power's intensity. If a passenger wants to stay in the current time, you have to make an average Time Travel (Willpower) action to force the passenger through time.

**Stunt—Redirection:** You can redirect other time travelers to a different destination with an average Time Travel action opposed by their intensity in Time Travel.

**Stunt—Time Tracking:** You have a fix on one object or person, and know when that target is at all times.

## TRANSFORMATION

Trump Suit: Strength

Exemplars: Superman

Related Powers:

Power Skill: None

You can transform between two different forms (your "hero" and "normal" forms) at will. This may be as simple as the ability to change your clothes into your costume in a flash, or as complex as turning into an entirely different person. Transforming doesn't require an action and happens automatically. This power always has a cost and intensity of 1. If you have the Transformative Hindrance, you get this power for free, but it is not under your control.

Stunt— *Costume Change*: You can alter what you're wearing into any sort of clothing or costume you want, rather than always switching to a particular costume.

## TRANSMUTATION

Trump Suit: Intellect

Exemplars: Grey Gargoyle, Molecule Man, Sersi

Related Powers: Alchemy, Body Transformation

Power Skill: None

You may convert objects or creatures into other forms by touching them. You make an *easy* Transmutation action, opposed by the object's material strength or the creature's Willpower. While transformed, a creature cannot recall what has occurred and has the material strength or other abilities of that object or creature (see *Material Strength* and *Critters*). To transform a creature, its flesh or similar substance must be touched. These alterations typically last for days or month or years, as determined by the Narrator. You can use this power to revert the change target to its normal form. In any event, the target regains your normal form following the transformation, even if pieces are broken off or dispersed, unless the victim is completely shattered or otherwise destroyed. At its highest levels of power, Transmutation can allow you to create whole castles and cities.

Limit—*Creatures Only*: You cannot transform nonliving objects.

Limit—*Form Only*: The target retains its basic abilities and powers, unless those powers depend on senses or limbs that are no longer present. For example, a villain who transforms the Human Torch into a frog will suddenly be facing a flaming frog that flies and shoots fireballs. You must be able to transform living creatures to take this limit.

Limit—*Objects Only*: You cannot transform living creatures.

Limit—*One Change Only*: You can only make one type of change, like turning flesh to stone or men into pigs.

Stunt—*Air Bubbles*: You can create air bubbles so that a number of people up to the power's intensity can survive underwater.

Stunt—*Animation*: You gain Animation over the transmuted substances, as well as the Liquid Animation stunt if the transmuted substance is now a liquid.

Stunt—*Alchemy*: You can alter the elemental composition of the transmuted substance, such as turning bullets to water, in addition to altering its form. This stunt cannot create pure elements, only compounds and other substances.

Stunt—*Create Sculpture*: You can create statues of ice, stone or any other substance he or she wishes, including mirror images. Heroes with the skill of Art can lower the difficulty by one level if trying to impress others with the sculpture.

Stunt—*Create Shield*: You create a shield that can block multiple attacks with a material strength equal to the power's intensity. Attacks that get through shatter the shield but don't damage you. You must concentrate to use the shield.

Stunt—*Create Walls*: You can create columns, walls, and other large geometric shapes with material strength equal to the power's intensity.

Stunt—*Elemental Animation*: You gain the stunts Air Elementals, Earth Creatures, Fire Elementals and Water Elementals as listed under their respective control powers. It requires a full exchange to create each elemental. While you are creating an elemental, none of your other elementals can do anything. A maximum of one being may be created per point of intensity. You must concentrate to control these beings; if you fall unconscious, the beings dissipate at the end of that exchange. These creatures have Strength and Agility scores equal to the power's intensity, and last as long as you concentrate on them. Once you cease concentration or falls unconscious,

the elementals collapse at the end of the exchange.

**Stunt—Entrapment:** You allow the ground beneath an opponent's feet or nearby objects to wrap around them. This is a normal attack, except that if the attack isn't dodged, the target loses the ability to move. The target may use an action on the following exchange or later to try to break out; this is a challenging Strength (Transmutation) action, and causes the power's intensity in damage points to the victim whether or not it's successful.

**Stunt—Permanency:** Changes to non-living matter remain until you reverses them or until reversed by someone else with this power.

**Stunt—Rapid Assembly:** You can quickly and remotely assemble any device he or she could normally build. This stunt requires an average Intellect action to create the device in one exchange. The materials to make the device must all be present within firing distance.

**Stunt—Rapid Shift:** Every exchange, a transformed creature or objects makes a random change decided upon by the Narrator.

**Stunt—Runaway Change:** Once you have initiated a change, he or she can cause it to spread from the initial point of change and alter everything in its path. This runaway effect is confined to the same sort of material as the originally changed substance (so turning soil to liquid will spread but won't affect rock, brick and other non-soil connected to it) and all the substance must be touching. At Intensity 1-10, the range of this effect is about 10 meters, at intensity 11-19, the range is firing range and at 20+ the range is everything within visual distance.

**Stunt—Scrambling:** You can scramble non-sentient machines. If attacking a sentient machine with this power, you need to make an average Transmutation (Willpower) action to damage the machine. If the machine is reduced to no cards or 0 Health,

it will need reprogramming or a new power source.

**Stunt—Transmutation Aura:** You can affect anything entering striking range of you, about six feet radius, without having to touch them.

**Stunt—Water-walking:** By controlling surface tension, you can cross the surface of water as if it were land.

## VIBRATION CONTROL

Trump Suit: Intellect

Exemplars:

Related Powers:

Power Skill: None

You can generate and control non-audible vibrations at different frequencies. He or she can fire bolts of vibratory energy out to firing distance that do intensity damage, as well as amplify or decrease existing vibrations.

**Limit—Amplify/Deaden Only:** You can only amplify or deaden vibrations, not both.

**Limit—Energy Blast:** You can only shoot vibratory blasts, and is unable to amplify or deaden existing vibrations.

### Limit—Max Only

**Limit—Non-Generative:** You cannot generate vibrations on your own, requiring existing vibrations to activate this power.

**Stunt—Absorption (vibrations)**

**Stunt—Burst**

**Stunt—Digging**

**Stunt--Dimensional Travel**

**Stunt--Disintegration (Disruption only)**

**Stunt--Earth Control (Earthquake only)**

**Stunt--Enhanced Senses (Sonar)**

**Stunt—Fight**

**Stunt--Force Field**

**Stunt—Phasing**

**Stunt--Power Nullification (Sonic Control only)**

**Stunt--Resistance (Ensnarement, Noise, Pressure)**

**Stunt--Stun Blast**

**Stunt—Safe Cracking:** You can open locks and safes by causing the sensitive mechanisms

inside to vibrate open by making an average Vibration Control action resisted by the difficulty of the lock.

**Stunt—Scrambling:** You can throw machinery out of kilter by vibrating delicate components. If attacking a sentient machine with this power, make an average Vibration Control (Strength) action to damage the machine. If the machine is reduced to no cards or 0 Health, it will need to be repaired.

**Stunt—Tremors:** You can send tremors through the air or ground. These don't cause quakes, but require everyone in firing distance to make an average Agility (Vibration Control) action to avoid falling over and losing an action. Unsecured objects can fall and break.

**Stunt—Vertigo:** You can perform an average Vibration Control (Willpower) attack at firing distance, which causes an affected victim to fall to the ground, losing an action. If you make a second successful attack against the victim in the next exchange, the victim falls unconscious.

**Stunt—Vibro-Blade:** You can cause blades of various sorts to vibrate, adding a damage bonus of your power intensity divided by four or the blade's normal damage bonus, whichever is less. You cannot not endow any blade with a total damage bonus greater than +10.

**Stunt—Vibro-Smash:** By generating high intensity vibrations around your hands, you can strike with a physical attack that does damage equal to your intensity.

## WALL CRAWLING

Trump Suit: Agility

Exemplars: Spider-Man, Spider-Woman, Venom

Related Powers: Claws, Web-Slinging

Power Skill: Climbing

You can move along walls and ceilings as if walking on floors. The intensity indicates how strong the adhesion is (the mechanism--suction cups, atomic field suppressors, whatever--is left to the player). You will use the intensity to

determine the ability to stick, according to the slipperiness of the surface. If the surface is sloped so that it is easier to climb, reduce the difficulty by one level; if sloped so that it is harder to climb, increase the difficulty by one level. A hero with Climbing skill can subtract a level from these difficulties:

SURFACE	DIFFICULTY
Rock with handholds	<i>Automatic</i>
Concrete or brickwork	<i>Easy</i>
Glass or steel	<i>Average</i>
Surface coated with oil	<i>Challenging</i>
Nonstick surface	<i>Daunting</i>
Frictionless surface	<i>Desperate</i>

**Limit—One Surface Only:** You can only climb one type of surface.

**Limit—Traceable:** You leave a trail when wall-crawling, whether from a sticky slime, an oily residue, or some other visible mark.

**Stunt—Claws:** You gain the Body Weapon of claws. This means that anywhere he or she climbs, the surface is likely to be damaged by the claws.

**Stunt—Imbue Wall-Crawling:** You can permit others (a number of persons up to the power's intensity) to Wall-Crawl as he or she does.

## WATER BREATHING

Trump Suit: Strength

Exemplars: Sub-Mariner, Kymaera, any Atlantean

Related Powers: Life Support, Lighting Speed, Water Control

Power Skill: Swimming

This power lets you breathe water, either through air tanks, gills, or some such. It allows you to withstand the pressure in great depths of water and to see underwater as if on land (acting as Telescopic Vision underwater---see Enhanced Senses). You may use the Water-breathing intensity to resist Pressure attacks, including vertigo.

Limit—Air Toxic: You cannot breathe surface air and gains the Hindrance of Fatally Vulnerable to Air.

Stunt—Leaping: You gain Leaping, but only from water to air.

Stunt—Resistance to Gases: Because of an increased ability to hold your breath, you gain Resistance to Gases.

Stunt—Resistance to Water: You gain Resistance to Water.

Stunt—Swimming: You gain the power of Swimming of an intensity equal to your Water-breathing intensity.

Stunt—Water-walking: You can cross the surface of water as if it were land.

## WATER CONTROL

Trump Suit: Intellect

Exemplars: Crystal, Water Wizard

Related Powers: Cold Control, Water-breathing

Power Skill: Energy Control

Water Control allows you to control liquids. The water may be used as a missile weapon, inflicting damage equal to the power's intensity at firing distance. The water also may be used as a shield against energy, reducing energy attacks by the intensity of the power. You can also calm or boil waters at will. The distance of this aspect of the power is whatever you can see; though it is always difficult to control large bodies of water.

Limit—Submersive: You must be submerged in the water he or she wishes to control to use this power.

Stunt—Animation: You gain Animation over water and other liquids.

Stunt—Air Bubbles: You can create air bubbles so that a number of people up to the power's intensity can survive underwater.

Stunt—Dehydration: You can destroy water. You can lower water or use this stunt as an average Water Control (Strength) attack against humans and others mainly composed of water.

Stunt—Drowning: You can choke a victim with water using an average Water Control (Strength) attack. Each exchange this attack affects a victim, damage increases by one level.

Stunt—Fog: You can create Fog as if he or she had that aspect of Weather Control.

Stunt—Melting: You can melt solid ice.

Stunt—Propulsion: You can use water to speed water vehicles, as with Lighting Speed.

Stunt—Tsunami: You makes an average Water Control action to form existing water into a wave, then as a contingent action can bring it crashing down on all within firing distance. You make an average Water Control (Agility) action to damage targets within firing distance.

Stunt—Water-breathing: You gain Water-breathing.

Stunt—Water-walking: You can cross the surface of water as if it were land.

Stunt—Water-creation: You can generate any amount of water. However, this water is not created from nothingness, but rather is brought to your location via a highly specialized form of teleportation. The actual source of the water can be anywhere in the same dimension.

Stunt—Water Elementals: You create beings of water or other liquids, with Strength and Agility scores equal to the power's intensity. It requires a full exchange to create each elemental; while creating an elemental, none of your other elementals can do anything. A maximum of one being may be created per point of intensity. You must concentrate to control these beings; if you falls unconscious, they trickle away at the end of the exchange. These creatures suffer double intensity damage from fire attacks.

## WEAPON CREATION

Trump Suit: Strength

Exemplars: Angelic Agent (Punisher)

Related Powers: Object Duplication, Energy Blasts

Power Skill: None



You can create any desired hand-held weapon out of thin air. The weapon can be of any design, size, or material, with a maximum material strength of four times your intensity (or 20, whichever is greater). The weapon can have a damage bonus up to your intensity.

**Limit—One Target Only:** Your weapons only affect a particular type of target (such as magical creatures); they have no effect against other targets, harmlessly passing through them.

**Limit—One Weapon Only:** You can only create a specific weapon, such as a handgun, but not a rifle, machine gun, rocket launcher; or a broadsword, but not a dagger, katana, scimitar.

**Stunt—Armor Creation:** You can create any form of armor out of thin air. The armor can be from any era and any design. This armor is formed as a contingent action at average difficulty. The armor provides a Body Armor bonus equal to your intensity.

**Stunt—Armory:** You can create weapons for others, with a maximum intensity divided among all the weapons. In other words, if you had Weapon Creation at 15 intensity, you could create three weapons with a +5 damage bonus.

**Stunt—Imbue Weapon:** You can empower your weapons with the ability to harm a particular type of creature or individual, such as demons or astral projections, which are invulnerable to normal weapons.

## WEATHER CONTROL

Trump Suit: Intellect

Exemplars: Storm, Thor

Related Powers: Air Control

Power Skill: Meteorology

You can manipulate the weather, including winds, temperature, precipitation, and even lightning. In its basic form, the power allows you to reduce or increase weather effects by your power's intensity. He or she can quell a rainstorm, thicken fog, or cause lightning to strike randomly.

You can predict the weather with 100 percent accuracy. Weather's intensity can dwarf the power of anything on earth--but usually doesn't. Weather should be treated like any other attack or power: Rainstorms don't usually hurt, and even really hot days aren't all that dangerous. But when a Weather Controlling hero alters these effects, they become monstrous: localized hurricane winds, bone-chilling snow, drenching waves of rain, heat-stroke aplenty. Thus, you can generally inflict the power's intensity in damage to all within firing distance. When you cease concentration, the weather returns to normal.

**Limit—Runaway Weather:** If you start using Weather Control, the effects will turn disastrous and uncontrollable on a negative card draw.

**Stunt—Arc Riding:** You rides arcs of electricity that allow Flight while in firing distance of the ground. You cannot make quick turns or stop. If you shorts out, he or she will fall (see Electric Control).

**Stunt—Downdraft:** You can flatten targets with a blast of air. You make an average Weather Control (Strength) attack on each individual below, and if successful against an individual, he or she loses an action. One action score is generated for the attack, though individual Strengths will vary the difficulty from target to target.

**Stunt—Flight:** You gain Flight.

**Stunt—Fog Cloud:** You can obscure vision to all within firing distance, reducing vision to striking distance. The effect of maximum coverage lasts with your concentration, and disperses during the next exchange. You can also use this power to target a specific individual with fog; this requires an average Weather Control (Agility) action to succeed. You can also use this stunt with snow if he or she desires.

**Stunt—Heat Control:** You can alter the heat levels within firing distance by roughly 10 degrees Fahrenheit per point of intensity. A hero with 20 Intensity can thus make a 50 degree room into a 200 degree room in one exchange. If the temperature goes above

120 degrees everyone in the room suffer the intensity in damage after subtracting defense. This power can be targeted at one individual.

Stunt—Lighting Bolts: Assuming a storm is present you can strike any individual within firing distance with a bolt of lighting. This is an average Weather Control (Agility) electrical attack.

Stunt—Resistance to Weather: You gain Resistance to Weather. You aren't resistant to attacks that come from sources other than weather, so you would have Resistance to lighting bolts but not electricity from a transformer station.

Stunt—Tsunami: You makes an average Weather Control action to form a wave, then as a contingent action can bring it crashing down on all within firing distance. You makes an average Weather Control (Agility) action to damage targets within firing distance.

The Fate Deck is the heart of the Marvel SAGA game system. Players draw a hand of cards from the Fate Deck and play them to determine

the success or failure of their heroes' actions while Narrators draw cards from the Fate Deck to provide characters with their bonus each round and to get other random results, like dramatic events.

Each card in the Fate Deck has a value, a suit, an aura, a dramatic event, a calling, and a character listed on it. This allows the deck to be used in a variety of ways. The values range from 1 to 10, with the majority of cards falling in the middle of the range, around 4-6. There are five suits, four aligned with the four abilities (Strength, Agility, Intellect, and Willpower) and color-coded Green, Red, Blue, and Purple respectively. The fifth suit is the suit of Doom, colored black. Doom cards go into the Narrator's Doom Pool in play (see the Game Book for more information).

Each card has an aura: positive, negative, or neutral (these are listed below as +, -, or \*). These affect durations, recovery, and other factors in the game. Dramatic events can be used to liven up action scenes, giving Narrators ideas for things that can happen, and each dramatic event is associated with a particular Calling that responds strongly to it.

Provided below is a breakdown of all the cards in the Fate Deck, including the four bonus cards Wizards of the Coast offered as a special promotion of the game.

#### STRENGTH (GREEN/HULK)

- 1\* Werewolf (Animal Nature/Scent of Prey)
- 2+ Machine Man (Vestige of Humanity/Power Surge)
- 3\* Sabra (Idealist/Like-Minded Alignment)
- 3- Luke Cage (Gloryhound/Premature Exposure)
- 4+ Nova (Thrill-Seeker/Wild Ride)
- 4\* Captain Britain (Exemplar/Validation)
- 4\* Sersi (Thrill-Seeker/No Restrictions)
- 4\* Warbird (Vestige of Humanity/Remembrance of Home)
- 5\* Black Bolt (Majesty/Commanding Presence)
- 5\* Rogue (Uncontrolled Power/Overload)
- 5- Colossus (Protector/Hostage Situation)
- 5- Ghost Rider (Vengeance/Eternal Torment)\*
- 5- Vision (Vestige of Humanity/Energy Flux)
- 6+ She-Hulk (Gloryhound/Public Accolades)
- 6\* Thing (Responsibility of Power/Emergency)
- 6\* Wonder Man (Gloryhound/Ignored)

6- Sub-Mariner (Majesty/Refusal of Authority)  
7+ Thor (Exemplar/Hero Worship)  
7- Hercules (Adventurer/Arduous Labors)  
8\* Silver Surfer (Repentant/Soul Searching)  
9+ Hulk (Outcast/Cautious Acceptance)  
21 cards: 5+, 10\*, 6-

#### AGILITY (RED/SPIDER-MAN)

1\* Cannonball (youthful Exuberance/Baptism by Fire)  
2\* Wolfsbane (Peace of Mind/Time to Reflect)  
3\* Meltdown (youthful Exuberance/Explosion)  
3- Jubilee (youthful Exuberance/Rookie Mistake)  
4+ Archangel (Protector/Help from Above)  
4+ Kymaera (youthful Exuberance/Emotional Growth)  
4\* Morbius (Animal Nature/Something in the Sewers)  
4- Falcon (Exemplar/Bigotry)  
5+ Deadpool (Repentant/Unlikely Heroism)\*  
5+ Wasp (Adventurer/Flight of Fancy)  
5\* Hawkeye (Adventurer/Goons)  
5\* Human Torch (Gloryhound/The Press Arrives)  
5- Gambit (Repentant/Change of Heart)  
6\* Black Cat (Thrill-Seeker/Costume Damage)  
6\* Elektra (Repentant/Accidental Revelation)  
6- Quicksilver (Outcast/Xenophobic Hysteria)  
6- Silver Sable (Soldier/Lack of Support)  
7+ Daredevil (Guardian/Rescue)  
7+ Tigra (Animal Nature/Glimmer of Compassion)  
8\* Nightcrawler (Adventurer/Dramatic Entrance)  
9\* Spider-Man (Responsibility of Power/Warning of Danger)  
21 cards: 6+, 10\*, 5-

#### INTELLECT (BLUE/MR. FANTASTIC)

1+ Iceman (Responsibility of Power/Cry for Help)  
2+ Bishop (Soldier/Target of Opportunity)  
3\* Polaris (Outcast/Attraction of Attention)  
3- Havok (Uncontrolled Power/Out of Control)  
4\* Black Knight (Exemplar/Link to the Past)  
4\* Cable (Soldier/Weapon Cache)  
4\* Shadowcat (Protector/Endangered Innocents)  
4- Cyclops (Idealist/Dismissiveness)  
5+ Ant-Man (Repentant/Redemption)

5+ Impossible Man (Thrill-Seeker/The Impossible Occurs)\*  
5\* Black Widow (Investigator/Compromising Information)  
5\* Doc Samson (Investigator/Strong Evidence)  
5\* Nick Fury (Soldier/Armed Forces)  
6\* Black Panther (Majesty/Blow for Freedom)  
6\* Moondragon (Explorer/Rift)  
6- Forge (Investigator/Setback)  
6- Stingray (Explorer/Uncharted Waters)  
7+ Beast (Investigator/Breakthrough)  
7\* Giant-Man (Explorer/Inexplicable Disappearance)  
8- Iron Man (Responsibility of Power/Too Many Crises)  
9+ Mister Fantastic (Explorer/New Discovery)  
21 cards: 6+, 10\*, 5-

#### WILLPOWER (PURPLE/DR. STRANGE)

1+ Banshee (Mentor/Team Unity)  
2- Moon Knight (Peace of Mind/Fractured Reality)  
3\* Shang-Chi (Peace of Mind/Manipulation)  
3- Psylocke (Thrill-Seeker/Reckless Leap)  
4+ Scarlet Witch (Uncontrolled Power/Mastery)  
4\* Franklin Richards (Uncontrolled Power/Sudden Transformation)  
4\* Stick (Mentor/New Disciples)  
4\* Storm (Protector/Natural Disaster)  
5+ Clea (Majesty/Adulation)  
5\* Adam Warlock (Vestige of Humanity/Sacrifice)  
5\* Invisible Woman (Guardian/Significant Other)  
5- Lockheed (Guardian/Aliens Exposed)\*  
5- Wolverine (Animal Nature/Humanity Loss)  
6+ Iron Fist (Peace of Mind/Transcendence)  
6\* Nate Grey (Outcast/Mistaken Identity)  
6- Phoenix (Guardian/Personal Tragedy)  
6- White Queen (Mentor/Negative Influence)  
7\* Agatha Harkness (Mentor/Misguided Soul)  
7\* Professor X (Idealist/Crisis of Faith)  
8+ Captain America (Idealist/Never Say Die)  
9\* Doctor Strange (Guardian/Safe Haven)  
21 cards: 5+, 10, 6-

#### DOOM (BLACK/DR. DOOM)

1- Rhino (Greed/Worthiness)  
2- Electro (Greed/Police Sirens)  
3+ Kingpin (Greed/Unprotected Valuables)

3- Sabretooth (Demolisher/Collateral Damage)  
 4+ Green Goblin (Vengeance/Cunning Scheme)  
 4- Venom (Vengeance/Blinded by Rage)  
 5+ Taskmaster (Greed/Chance Windfall)  
 5- Absorbing Man (Demolisher/Hazmat Leak)  
 6+ Juggernaut (Demolisher/Structural Collapse)  
 6- Super-Skrull (Vengeance/Betrayal)  
 7+ Super-Adaptoid (Demolisher/Unstable Ground)  
 7- Leader (World Domination/Mass Panic)  
 8+ Loki (Vengeance/Retributive Strike)  
 8- Annihilus (World Domination/Achilles Heel)  
 9+ Magneto (World Domination/Pyrrhic Victory)  
 10+ Doctor Doom (World Domination/Blind Obedience)  
 16 cards: 8+, 8-

#### ENTIRE FATE DECK

100 cards  
 21 of each of four main suits, 16 of Doom suit  
 5 1s, 5 2s, 10 3s, 18 4s, 22 5s, 18 6s, 10 7s,  
 6 8s, 5 9s, 1 10  
 Average card value = 5.08  
 30+, 40\*, 30-  
 24 callings, 4 of which are villainous (Doom)  
 4 of each calling, except 5 of Guardian,  
 Repentant, Thrill-Seeker, and Vengeance  
 4 Bonus cards

#### Changes

##### Powers

Claws: This power is now a stunt of a new power called, *Body Weapons*

Horns: This power is now a stunt of a new power called, *Body Weapons*

Teeth: This power is now a stunt of a new power called, *Body Weapons*

Wings: This power and its applicable stunts and limits have been condensed into the power, *Flight*.