

– REVISED EDITION –

TRUE 20™

ADVENTURE
ROLEPLAYING



DESIGNED BY
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True20 House Rules version 1.93

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Preface

Green Ronin (www.greenronin.com) publishes *Mutants and Masterminds*, a superhero role-playing game, and *True20*, a generic role-playing game with many overlapping mechanics. These two games inspire the following “True20 House Rules.”

If you’re familiar with both games, I essentially transform 2nd edition *M&M* into a generic RPG, tailor it to fit my personal vision, and call the final product “True20 House Rules.” I borrow a few ideas from the *HERO System*, *True20*, and Green Ronin’s *Mastermind’s Manual*, but most of the innovations are my own. Despite my many revisions, I’m the first to admit that I’m standing on the shoulders of the giants who actually create games from scratch. If any of the game designers I draw upon ever read this, you have my deep gratitude.

Since 2010, I’ve used my True20 House Rules to run RPGs in a wide range of genres: space opera, teen superheroes, conspiracy, historical, pulp, post-apocalyptic survival, wild west, medieval fantasy, horror, movie adaptations, and more. The rules seem to work well across the board, though each session usually winds up inspiring additional rules changes.

Thanks to all my players, especially my regular Capgras Conspiracy group. My greatest debt, though, is to my eldest sons, Aidan and Tristan, whose youthful enthusiasm has been my inspiration.

My organization follows the text of the 2nd edition of the *Mutants and Masterminds* core rulebook.



Introduction

Characters do not make Opposed Checks. For Attacks and Ability and Skill checks, the actor rolls against DC 10 + target's bonus + modifiers. For all saving throws, the target rolls against DC 10 + rank.

1. Hero Creation

Basic Trait Costs

Trait	Cost in Power Points
Ability Score	1 per +1
Attack Bonus	
One melee attack	1 per +2
One range only attack	1 per +2
All melee attacks	1 per +1
All range only attacks	1 per +1
All strength-based attacks	1 per +1
One ranged attack	1 per +1
All attacks	2 per +1
Defense Bonus	
Against all attacks	2 per +1
Unless flat-footed	1 per +1
Damage Bonus	
One melee attack	1 per +1
One range only attack	1 per +1
All melee attacks	2 per +1
All range only attacks	2 per +1
All strength-based attacks	2 per +1
One ranged attack	2 per +1
All attacks	3 per +1
Initiative	1 per +4
Life	5 per +1
Toughness Save Bonus	
Against all attacks	2 per +1
Unless flat-footed	1 per +1
Other Save Bonus	
Against all attacks	1 per +1
Unless flat-footed	1 per +2
Skills	1 per 4 Skill ranks
Feats	1 per Feat or Feat rank
Powers	(base cost + Extras - Flaws)* rank

Note: Disarm, Grapple, Slam, and Trip each count as "one melee attack."

Power Level

The Power Level of a Trait or Attack equals its bonus or rank, whichever is greater. The Power Level of a Feat or Skill equals its rank. The Power Level of your Life equals $(\text{Life} - 2) * 2.5$.

Exception: The Power Level for Feats that habitually increase the bonuses of specific Traits or Attacks stack for Power Level purposes. For example, if you have Strength +5 and two ranks of Improved Grapple, your Grappling Power Level=9.

The Power Level for Feats that give *situational* bonuses (e.g. Sneak Attack, Quick Draw) do not stack. For example, if you have Initiative +4 and Quick Draw, the Power Level is 4 for your Initiative and 1 for Quick Draw.

You may exceed a campaign's Power Limit by paying a Power Point premium.

Bonus	Marginal Cost in Power Points
Power Level \leq Power Limit	Normal
Power Limit < Power Level \leq Power Limit +5	Double
Power Limit +5 < Power Level \leq Power Limit +10	Triple
More	Etc.

For example, if the Power Limit=5, you may purchase Bonuses of +5 or less for list price, bonuses of +6 through +10 for double price, +11 to +15 for triple price, etc.

Campaign Power Level is normally 10 for the Superhero and High Fantasy genres, and 5 for all other genres.

2. Abilities

Characters only have Ability bonuses (+0, +3, etc.), not Ability scores (10, 16, etc.)

Strength no longer gives Damage bonuses in combat. Strength bonus affects only Strength checks (including Grappling and damage against unworn objects) and Strength-based Skills (including Lift, Jump, and Throw). High strength *can* allow you to use oversized weapons.

Dexterity no longer gives Initiative bonuses. Dexterity bonus affects only Dexterity checks (including Tripping) and Dexterity-based Skills.

Ignore the distinction between Defense and Dodge bonus. Characters who pay full price for Defense retain their *full* Defense when flat-footed.

Characters now have an additional Damage trait with an initial value of +0.

Wisdom, Dexterity, and Constitution no longer give Save bonuses. Saving throws above +0 must now be purchased separately.

Characters start with an initial Life of 2.

Hero Points are now called Edits.

Characters have a Base Move of 50 feet per round/5 mph, and a Full Move of 100 fpr/10 mph. You do not have to roll to: (a) Move at half your Base for 5 hours, (b) Move at your Base for half an hour, or (c) Move at your Full for 2 minutes. Anything more requires a Run check. If you fail your check, you may keep moving using Extra Effort.

Characters may no longer move All Out. To exceed your normal speed, use Extra Effort.

Characters may crawl at their Base Move minus three steps on the Progression Table.

Characters may have any Size and Density they want at 0 cost, but Size and Density have no systematic effect on Combat or Skills. Every rank of Size changes height, space, and reach by one step on the Progression Table, and mass by the cube of the height change.

3. Skills

Modified Skills

Acrobatics: (untrained) Jump is now a separate Skill.

Bluff: A Bluff check is opposed solely by the target's Sense Motive check, and may no longer be used to feint.

Climb: (Constitution) Your climb move and safe climb time equal your Base Move's minus three steps on the Progression Table. Unless you have enhanced movement, the following are all DC 15 Climb checks:

Speed	Duration
2 fpr/.2 mph	1 hour
5 fpr/.5 mph	5 minutes
10 fpr/1 mph	5 rounds

Every step up the Progression Table in duration increases the DC by 5. If you are carrying too much to Take 10 on a Lift check, increase the DC of your Climb check by 5. Further climbing without rest requires Extra Effort.

Computers: (untrained)

Concentration: If you use a Power requiring Concentration you must make Concentration checks when you (a) move, (b) use a Skill, (c) activate another Power (or

the same Power an additional time), (d) are the victim of an attack. You automatically lose your Concentration if Stunned or knocked Unconscious.

Distraction	DC
Move 5' or less	5 + rank
Base Move	10 + rank
Full move	15 + rank
Use a Skill	Skill check DC + rank
Victim of Attack	10 + rank + 5 per degree of failure
Multiple victims	+5 per step on Progression Table

If you have the Area Extra, “multiple victims” = “multiple Areas of victims.”

Being Grappled or Prone counts as one degree of failure; being Pinned counts as two degrees of failure.

Diplomacy: Ignore Interaction and Attitude Tables.

Disguise: When you speak a foreign language, you can use Disguise to hide your accent. The DC is normally 15 + the listener’s Sense Motive for a brief conversation.

Escape Artist: (trained only)

Handle Animal: You can also change animals’ attitudes toward you, but may only make simple requests or offers.

Intimidate: An Intimidate check is opposed solely by the target’s Intimidate check. Demoralize is a Feat.

Knowledge [streetwise]: Superseded by Niche [streetwise] Feat.

Language: Now a Feat.

Medicine: See Life and Recovery.

Profession: Key Ability varies by specialty.

Swim: (Constitution) Your swim move and safe swim time equal your Base Move’s, minus two steps on the Progression Table. Unless you have enhanced movement, the following are all DC 15 Swim checks:

Speed	Duration
5 fpr/.5 mph	2 hours
10 fpr/1 mph	10 minutes
25 fpr/2.5 mph	2 minutes

Every step up the Progression Table in duration increases the DC by 5. If you are carrying too much to Take 10 on a Lift check, increase the DC of your Swim check by 5. Further swimming without rest requires Extra Effort.

You can hold your breath for one minute with a DC 15 Swim check. Every extra step up the Progression Table raises the DC by 5.

New Skills

Chase: (Dexterity) You are better than usual at pursuing and evading pursuit. Make a DC 10 + opponent's Chase bonus + modifiers to catch or escape someone with the same move as you. If your opponent's move does not equal yours, increase/decrease your DC by 5 per step of difference on the Progression Table.

You also can use Chase to exceed your normal move for a round. If you make a full move, a DC 15 Chase check lets you add an extra 25' to your total distance. Every step up the Progression Table increases the DC by 5; every rank of Speed increases your total extra distance by one step on the Progression Table. Increase the DC by 5 if you only make a half move, or are carrying too much to Take 10 on a Lift check.

If you fail a Chase check by 5, you waste your action. If you fail by 10, you fall prone.

Chore: (Constitution) You can safely work without rest for longer than usual. Make a DC 15 check to toil non-stop for half a day. Every step on the Progression Table in duration increases the DC by 5. Further work without rest requires Extra Effort.

Insight: (Wisdom) You are better than usual at sensing the prudent course of action and grasping the big picture.

Jump: (Strength) You are better than usual at jumping. A 5 foot standing long jump requires a DC 15 check. Every step up the Progression Table in distance increases the DC by 5. A running jump decreases the DC by 5. A vertical jump increases the DC by 5. If you are carrying too much to Take 10 on a Lift check, increase the DC of your Jump check by 5.

Lift: (Strength) You are better than usual at lifting and carrying heavy objects. Lifting or carrying 100 lbs. requires a DC 15 check. Every step up the Progression Table in weight increases the DC by 5. Dragging decreases the DC by 5, but halves your movement.

Memory: (Intelligence) You are better than usual at remembering facts and relevant details. Use Memory checks to tap general knowledge.

Reason: (Intelligence) You are better than usual at logical inference and critical reasoning. Use Reason to evaluate plans.

Research: (Intelligence) You are better than usual at information retrieval. Using this Skill normally requires considerable time and access to a library, archives, or computer network.

Run: (Constitution) You can safely move through normal terrain without rest for longer than usual. Unless you have enhanced movement, the following are all DC 15 Run checks:

Speed	Duration
25 fpr/2.5 mph	half day
50 fpr/5 mph	one hour
100 fpr/10 mph	5 minutes

Every step up the Progression Table in duration increases the DC by 5. Further running without rest requires Extra Effort. If you are carrying too much to Take 10 on a Lift check, increase the DC of your Run check by 5.

Throw: (Strength) You are better than usual at throwing things. Throwing 50 lbs. 5 feet requires a DC 15 check. Every step up the Progression Table in weight or distance increases the DC by 5. A vertical throw increases the DC by 5.

Track: (Wisdom; trained only) Tracking is now a Skill, not a Feat based on Survival.

4. Feats

General note on combat trade-off Feats: You *may* reduce bonuses below 0 or more than double your initial bonuses, but you may not increase the number you need to succeed above 20 or the number an opponent needs to succeed below 1.

Unless you have the Feat Combo Power, you may only use one Feat per round. Feats that are “always on” or passive don’t count.

Modified Feats

Accurate Attack: You can increase your Attack by up to 5 by reducing your Toughness by the same amount.

Acrobatic Bluff: Superseded by Feint Feat.

Ambidexterity: Not allowed.

Animal Empathy: When you use Handle Animal to change animals’ attitudes toward you, you may make complex requests or offers.

Artificer: Requires an Edit.

Assessment: You can make a Sense Motive check (DC 15 + their Bluff or Stealth bonus if they try to hide their traits) to measure other's traits. The base DC falls to 5 if you observe your target use the trait you want to assess. Results:

Sense Motive Check	Info
Fail	None
Pass	Better, worse, or about the same as you
Pass by 5	Very bad, bad, average, good, excellent
Pass by 10	Exact bonus

You can move the number of traits Assessed at a time one step up the Progression Table increasing the DC by 5.

Attack Focus: Superseded; simply buy higher traits.

Attack Specialization: Superseded; simply buy higher traits.

Attractive: Attractive is considered a habitual bonus for Power Level purposes.

Beginner's Luck: You can Edit to either gain (a) four ranks in any Skill in which you currently have 4 or fewer ranks, or (b) one rank in any Feat in which you currently have zero or one ranks. Beginner's Luck 2 gives you both (a) and (b).

Benefit: Power and Wealth are now distinct Feats.

Blind-fight: You have +8 on Notice checks when Dazzled, affected by the Obscure Power, or fighting opponents with the Concealment Power. You may not take more than one rank in this Feat.

Chokehold: If you successfully Grapple someone, you may make a Suffocation attack at the rank of your Grappling Damage instead of the Crush, Lift, Throw, or Pin effects. You may maintain Suffocation as a standard action each round. If someone escapes your Grapple, the Chokehold ends.

Connected: Your rich network allows you to quickly collect information. When you use the Gather Information Skill, move the time required two steps down the Progression Table. The Feat provides no bonus if time is not an issue.

Contacts: You know people who can help you out from time to time. The rank depends on your contacts' extent + influence:

Extent	Influence	Rank
Local	--	0
Regional	Minor	1
National	Major	2
Global	Overwhelming	3

Critical Strike: Not allowed.

Defensive Roll: Superseded; simply buy Toughness that works unless you are flat-footed.

Diehard: For each rank in this Feat, you gain a +2 bonus to Constitution checks to Stabilize and Defy Death.

Distract: You can make an opponent waste a round by making a Bluff check against DC 15 + his Concentration Skill. Distract is a standard action; distracting as a move action increases the DC by 5. Each successive use of this Feat during the same combat increases your DC by 5.

Dodge Focus: Superseded; simply buy Defense that works unless you are flat-footed.

Eidetic Memory: Superseded by Memory Skill and Well-Read Feat.

Elusive Target: When you melee, enemies attempting to target you with ranged attacks have a -2 Attack penalty.

Endurance: Each rank gives you a +5 bonus against the Fatigue effect of Extra Effort.

Equipment: You have one or more minor Devices, with Toughness saves to equal to half the campaign's PL. For one rank, you get one easy to lose Device with 2 PPs. For two ranks, you get one hard to lose Device with 3 PPs. Note: You do not pay a surcharge if your Equipment's rank exceeds the campaign's Power Level, but you do have to pay the usual surcharge for your Equipment's features.

Evasion: You get a Reflex save against direct hits by Area attacks. If you take Evasion 2, the benefit extends to any vehicle you operate or animal you ride.

Fast Overrun: Superseded. Simply buy the Autofire Extra for your Trip attack and combine it with the Move-By Action Feat.

Favored Environment: For every rank in this Feat, you have +1 Damage and +1 Toughness in your Favored Environment.

Favored Opponent: For every rank in this Feat, you have +1 Damage and +1 Toughness against your Favored Opponents.

Fearless: Fear includes all uses of the Intimidate Skill.

Improved Aim: Superseded by Aim Feat.

Improved Block: Not allowed.

Improved Critical: You increase your critical threat range by one with all attacks.

Improved Disarm: Each rank gives you a +2 Damage/Strength bonus for Disarming.

Improved Grab: Not allowed. Increase your Attack bonus with Grappling instead.

Improved Grapple: Each rank gives you a +2 Strength bonus for Grappling.

Improved Initiative: Superseded; simply buy higher Initiative.

Improved Overrun: Superseded; simply buy a higher Trip bonus.

Improved Pin: Superseded by Improved Grapple.

Improved Sunder: For every rank in this Feat, you have +1 Attack *or* +1 Damage when you attack any object held by another character. You can reallocate your bonus every round.

Improved Throw: Superseded.

Improved Trip: Each rank gives you a +2 Dexterity bonus for Tripping.

Inspire: You can inspire your allies to greatness. If you have the opportunity to prepare for an encounter, you can deliver a rousing speech. Make a DC 15 Charisma check. If you pass, your team gains bonuses on *all* rolls for the whole scene as long as everyone remains true to the theme of your speech:

Charisma Check	Bonus on All Rolls
Fail	--
Pass	+1
Pass by 5	+2
Pass by 10	+3

You cannot combine Inspire with Master Plan.

Instant Up: When prone, you may instantly rise to your feet on your next action. If you take a second rank in Instant Up, you may instantly rise to your feet as a reaction.

Interpose: To trade places with an ally as a reaction, make a Chase check against DC 15 + your opponent's Sense Motive Skill. Each successive use of this Feat during the same combat increases your DC by 5. You cannot use Interpose when completely surprised.

Inventor: Requires an Edit.

Jack-of-All-Trades: You can make any Profession check untrained.

Leadership: You can try Teamwork on two allies as long as both are under your command. Make one Teamwork check against DC 10 + (allies' highest Attack). Increasing the DC by 5 moves the number of allies you effectively lead one step up the

Progression Table. Everyone you help must receive the same mix of Attack and Damage bonuses.

Master Plan: You and your allies can improve their odds by preparing a master plan. Make a DC 15 Intelligence check. If you pass, your team gains bonuses on *all* rolls for the whole scene as long as everyone sticks to the Master Plan:

Intelligence Check	Bonus on All Rolls
Fail	--
Pass	+1
Pass by 5	+2
Pass by 10	+3

You cannot combine Master Plan with Inspire.

Minion: You have one minion with rank*5 PPs. Increasing your number of minions one step up the Progression Table is a +1 Extra. Fanatical loyalty is a +1 Extra. A minion's PPs may not exceed your own.

Move-By Action: To make an Overrun attack, just combine this Feat with Trip or Slam.

Precise Shot: You cannot Fumble when you make ranged attacks.

Quick Draw: You have a +10 initiative bonus during the first round of any combat.

Rage: One rank gives you +2 Strength, +2 Fortitude, +2 Strength-based Damage, and -2 Defense for five rounds. Each additional rank moves the duration one Step up the Progression Table. Rage requires Extra Effort to use.

Ranged Pin: You can use a ranged attack to pin an opponent to a nearby surface. Make a normal Attack roll against your target. If your victim fails a DC 10 + rank Strength or Escape Artist check he is unable to move from the spot, but can otherwise act without penalty. Your victim can break free as an Attack action with a DC 10 + rank Strength or Escape Artist check, or as a Move action with a DC 15 + rank Strength or Escape Artist check.

Redirect: To trick your opponent into attacking another target after he misses you, make a Sleight of Hand check against DC 15 + your opponent's Sense Motive Skill. Redirect is a standard action; redirecting as a move action increases the DC by 5. Each successive use of this Feat during the same combat increases your DC by 5.

Ritualist: Requires an Edit, Knowledge [arcane lore], and Craft [Artistic].

Seize Initiative: You can Edit to automatically gain top Initiative in a scene.

Set-Up: You can transfer the effects of any of your combat Feats to an ally as a standard action. You succeed if you roll an Attack versus DC 5 + (ally's Attack).

Sidekick: Superseded by Minion.

Startle: Make an Intimidate check against DC 15 + your opponent's Intimidate Skill. If you succeed, your victim is flat-footed for one round. Startle is a standard action; startling as a move action increases the DC by 5. Each successive use of this Feat during the same combat increases your DC by 5.

Stunning Attack: Not allowed. Buy Stun at full price (or with Alternate Power Flaw) instead.

Taunt: You can force an opponent to attack you by making a Bluff check against DC 15 + his Sense Motive. Taunt is a standard action; taunting as a move action increases the DC by 5. Each successive use of this Feat during the same combat increases your DC by 5.

Teamwork: You can help an ally make an attack. Hold your action until your ally is ready to act. Then roll an Attack versus DC 5 + (ally's Attack). Effect:

Attack	Effect on Ally
Fail	--
Pass	+2 Attack or Damage
Pass by 5	+3 Attack or Damage
Pass by 10	+4 Attack or Damage

Each additional rank in this Feat gives you a +5 bonus on your Teamwork check. Each additional person using Teamwork to help the same person at the same time increases your DC by 5. Each successive use of this Feat during the same combat increases your DC by 5.

Throwing Mastery: You can throw normally harmless objects with a +0 Damage bonus and no unfamiliarity penalty.

Trance: You can feign death by making a Concentration check against DC 15 + observers' Sense Motive. While in a Trance, you can use Concentration instead of Swim to hold your breath. Entering a Trance is a standard action.

Ultimate Effort: Instead of rolling, you can Edit to receive an automatic 20 on a pre-determined type of check. This Feat confers no benefit after you roll. Ultimate Effort [Toughness saves] costs two ranks.

Uncanny Dodge: You can use an Edit to avoid flat-footed penalties for one round. You can still be surprise attacked. You cannot use Uncanny Dodge if Grappled, Helpless, Snared, or Stunned.

Weapon Bind: When an opponent misses a melee attack against you, you may, as a standard action, try an immediate Disarm against his weapon with +4 Attack.

Weapon Break: When an opponent misses a melee attack against you, you may, as a standard action, try an immediate Sunder against his weapon with +4 Attack.

Well-Informed: Your broad knowledge base allows you to quickly pinpoint and retrieve information. When you use the Research Skill, move the time required two steps down the Progression Table. The Feat provides no bonus if time is not an issue.

New Feats

Agile Grip: You use Dexterity rather than Strength to resist Disarm.

Aggressive Attack: When you attack, you may reduce your Defense by up to 5 and increase your Damage by the same amount.

Aim: By taking a full action to prepare your attack, you increase the Attack bonus of your next attack by +5. Each additional rank in this Feat increases your Attack by an additional +1.

Assist: Choose four Skills. You can help an ally use these Skills by making a DC 5 + (ally's Skill bonus) Skill check. Effect:

Skill Check	Effect on Ally
Fail	--
Pass	+2 Bonus
Pass by 5	+3 Bonus
Pass by 10	+4 Bonus

If the person you assist fails, you may not try to do the same task yourself. If an extra person uses Assist on the same person, your DC rises by 5. Each successive use of this Feat during the same scene increases your DC by 5.

Each additional rank applies Assist to four more Skills.

You do not need the Assist Feat to help someone Lift or Throw; simply divide the weight evenly and make independent checks.

Bane: You are unusually deadly right after you survive a brush with death. When you successfully make a Defy Death check, your next Attack is automatically a Critical Hit as long as you successfully hit your opponent.

Bodyguard: You can help an ally defend himself. Hold your action until your ally is ready to act. Then roll your Defense versus DC 5 + (ally's Defense). Effect:

Attack	Effect on Ally
Fail	--
Pass	+2 Defense
Pass by 5	+3 Defense
Pass by 10	+4 Defense

Each additional rank in this Feat gives you a +5 bonus on your Bodyguard check. Each additional person using Bodyguard to help the same person at the same time increases your DC by 5. Each successive use of this Feat during the same combat increases your DC by 5.

Brute Force: Your Disable Device and Escape Artist checks are based on Strength instead of Intelligence/Dexterity.

Charge: In a single round, you may follow a full move with a melee attack.

Convert: You can use Diplomacy and an Edit to turn an NPC into a temporary Minion. The DC is 15 + the subject's PPs/5 + modifiers. You can have more than one convert at a time.

Coup de Grace: You do +4 Damage when you attack an Unconscious, Comatose, Helpless, Paralyzed, sleeping, or willing opponent. Every additional rank increases your Damage bonus by +2.

Cripple: You can use a Trip or Slam attack to reduce an opponent's move instead of knocking him prone. Make a normal Trip or Slam attack. If your opponent fails to resist, he has to make a Reflex save against DC 10 + your unarmed Damage. Effect:

Reflex Save Effect

Pass	None
Fail	-1 rank movement
Fail by 5	-2 ranks movement
Fail by 10	-3 ranks movement; prone and unable to move except by crawling

Critical Accuracy: When you score a critical hit, you may automatically impose a predefined condition instead of rolling on the Critical Hit Table. Choose one of the following conditions: Continuous, Drain Combat, Drain Save, Drain Other, Dazzle, Extra Victim, Fumble, Knockback, Paralyze, Suffocate, or Damage Device. Every additional rank in this Feat allows you to impose a different predefined condition.

Critical Control: When you score a critical hit, you may re-roll your result on the Critical Hit Table. If you re-roll, you must take the second result. If you take a second rank in this Feat, you may choose between your first and second critical rolls.

Defiance: You can use Extraordinary Effort at Life<1.

Demoralize: You can make an opponent waste a round by make an Intimidate check against DC 15 + his Intimidate Skill. Demoralize is a standard action; demoralizing as a move action increases the DC by 5. Each successive use of this Feat during the same combat increases your DC by 5.

Desperate Attack: When you attack, you may reduce your Toughness by up to 5 and increase your Damage by the same amount.

Dodge: You can avoid a successful attack any time during a round as a standard action. Roll a Reflex save against DC 10 + attack rank *after* your opponent hits you. If you make your save, you avoid any effect. Each additional rank in this Feat moves with number of attacks you can Dodge one step up the Progression Table.

Dumb Luck: If you pass a Reflex save against a Fumble, you automatically hit a random enemy.

Extraordinary Effort: You can use Extra Effort to improve a trait for one roll or one round, whichever is more. You gain PPs equal your campaign's Power Level. One rank of Extraordinary Effort lets you improve any single trait you already possess in a pre-defined category: Abilities, Saves, Combat, Feats, or Powers. Two ranks let you improve any single trait in TWO pre-defined categories. Three ranks lets you improve any single trait in any of these categories. You cannot use Extraordinary Effort unless your Life>0.

Fearsome: You have a scary presence. You have +4 on Intimidate and threat-based Gather Information checks, but -2 on all other Charisma-based checks.

Feint: Make a Sleight of Hand check against DC 15 + your opponent's Sense Motive Skill as a move action. If you succeed, your victim is flat-footed for one round. Each successive use of this Feat during the same combat increases your DC by 5.

Flashback: You can bolster an attack against an opponent by vividly remembering how he hurt you in the past. Make a Memory check against DC 10 for extreme trauma, DC 15 for serious trauma, and DC 20 for mild trauma. Effect:

Check	Effect on Your Next Attack
Fail	--
Pass	+2 Attack or Damage
Pass by 5	+3 Attack or Damage
Pass by 10	+4 Attack or Damage

Flashback is a standard action; using Flashback as a move action increases the DC by 5. Each successive use of this Feat during the same combat increases your DC by 5.

Group Effort: Pick a Skill. When you use this Skill in tandem with allies, you automatically succeed as long as your *least*-skilled ally successfully makes his Skill Check.

Hasty Attack: When you attack, you may reduce your Attack by up to 5 and increase your Initiative by 4 times that amount.

Haymaker: By taking a full action to prepare your attack, you increase the Damage of your next round's attack by +5. Each additional rank in this Feat increases your Damage by an additional +1.

Human Shield: You have +2 Defense while you successfully Grapple someone. If an attack misses you by 1 or 2, it hits your victim instead.

Immovable: You have a +4 per rank bonus to resist Knockback, Slam, and Trip attacks.

Improved Cover: If a person you are covering tries and fails to break your Concentration, your attack does +2 Damage. Anyone you cover can tell you have the Improved Cover Feat.

Improved Grip: You have +2 Strength against Disarm attacks. You may not take Improved Grip if you have an easy to lose Device or Equipment.

Improved Recover: For each rank in this Feat, you gain a +2 bonus to Constitution checks to recover Life and regain Consciousness.

Improved Slam: Each rank gives you a +2 Strength bonus for Slamming.

Jaded: You are immune to all uses of the Bluff Skill.

Language: For one rank, you are fluent in 1 additional language. Each additional rank increases your number of fluencies by one step up the Progression Table.

Last Stand: Every time you pass a Defy Death check, you may act without penalty for the next two rounds.

Light Sleeper: You make normal Notice checks while asleep. Any successful check automatically wakes you.

Linguist: You are good at figuring out languages on the fly. In any given scene, you can make a DC 15 Wisdom check to communicate in an unfamiliar language.

Lipreading: You can use your Search skill to read lips.

Lore: You can use the Research Skill and an appropriate Knowledge Skill to temporarily gain genre-appropriate special talents. For example, a wizard might learn a new spell in a library of magic, or a post-apocalyptic survivor might recreate a lost technology using the ancients' computer network. Lore requires an Edit. When you use Lore, describe what you are looking for in general terms; the GM tells you what you uncover.

Mentor: You can teach others to temporarily use your Skills. Spend a day and make a DC 15 Charisma check. If you succeed, your student gains *half the difference* between your Skill ranks (not bonus) and his in one Skill of your choice for the next scene. Moving your teaching time one step down the Progression Table increases the DC by 5.

Merchant: You have a head for business. Use your Intelligence instead of Charisma when your Diplomacy and Gather Information checks involve the exchange of goods and services.

Mind Over Matter: To resist Stun, you may use your Will save instead of your Fortitude save.

Mobile Defense: You can use Total Defense and Move in the same round.

Multi-task Grapple: You can act normally while maintaining a Grappling holds over one victim. Each rank raises your maximum number of simultaneous holds one step up the Progression Table. You must still initiate Grapples one at a time.

Native Accent: You speak all of your Languages perfectly. You do not need to make Disguise checks to impersonate a native speaker.

Niche: You know the ways of a sub-culture of your choice. When you interact with members of this sub-culture, you have a +4 bonus to Bluff, Diplomacy, Gather Information, Intimidate, and Sense Motive checks. Examples: High society (the rich and famous); streetwise (the underclass and underworld). Each additional rank in this Feat extends these bonuses to an additional sub-culture.

Non-Descript: You easily blend into a crowd. When there are many people around, you have +4 Chase to elude pursuit, +4 Stealth to act unnoticed, and +4 Disguise if you adopt typical attire and manner. All Memory checks about you have +4 DC.

Patient Attack: When you attack, you may increase your Attack by up to 5 and reduce your Initiative by 4 times that amount. You may not use Patient Attack unless it changes the order in which you act. You may not reduce your Initiative further once you are acting last in a round.

Pin: You can use a melee attack to pin an opponent to a nearby surface. Make a normal Attack roll against your target. If your victim fails a DC 10 + rank Strength or Escape Artist check he is unable to move from the spot, but can otherwise act without penalty. Your victim can break free as an Attack action with a DC 10 + rank Strength or Escape Artist check, or as a Move action with a DC 15 + rank Strength or Escape Artist check.

Point Blank: You do +2 Damage when you use a *range only* attack from 5 feet away or less. Every additional rank increases your Damage by +1. To remain at Point Blank range when someone wants to melee with you, make a Chase check against DC 15 + opponent's Chase bonus. Each successive use of this Skill to keep your distance during the same combat increases the DC by 5.

Power: You have approximately 100 followers/advocates/sympathizers. Every additional rank moves your number of followers one step up the Progression Table. (Simplified version: Power 1 = "some political power"; Power 5= "considerable political power"; Power 10= "overwhelming political power").

Precise Blow: You cannot fumble when you make melee attacks.

Ranged Disarm: You can use a ranged weapon to Disarm an opponent. If you succeed, his weapon drops to the ground. The weapon does *not* automatically hit you if you miss by 5.

Ranged Trip: You can use a ranged weapon to Trip an opponent. To resist, your victim must make a Dexterity check against DC 10 + your Damage. If he fails, he falls prone but takes no damage.

Reflect: If an opponent misses an attack against you by 5, you can, as an Attack action, make him hit himself with the same attack by making a Sleight of Hand check against DC 15 + his Sense Motive. Each successive use of this Feat during the same combat increases your DC by 5.

Rematch: When you fight an opponent, you learn from your mistakes. Immediately after combat, you may Edit to tag any individual opponent for a rematch. The next time you fight that opponent, make a DC 10 Intelligence check to improve your chances:

Intelligence Check	Bonus on All Rolls
Fail	--
Pass	+1
Pass by 5	+2
Pass by 10	+3

The benefits only last for a single combat, but you may tag an opponent more than once.

Routine Attack: You may Take 5 on attacks.

Slam: You can use your Strength instead of your Dexterity for Trip checks.

Slippery: People are more likely to fumble when they attack you. Each rank increases your opponents' fumble threat range by one.

Stoic: You can act normally at 0 Life.

Stonewall: When you are the target of an attack, you may, as a Move action, reduce your Defense by up to 5 and increase your Toughness by the same amount.

Sucker Punch: You can surprise attack a victim who is aware of your presence but unaware of your hostile intent by making a Chase check against DC 15 + your victim's Sense Motive. If you have the Sneak Attack Feat, you get your full Damage bonus.

Suicidal Attack: Your attack does +5 Damage, but if the next attack against you succeeds, it is automatically a critical hit. You escape this penalty when the combat ends.

Survivor: For each rank in this Feat, you have a +4 Fortitude save vs. special effects from critical hits.

Team Player: You can protect others from Area attacks. If an Area attack directly hits you, or you voluntarily fail your Reflex save by 5, you can increase everyone else's Reflex saves by up to 5 by reducing your save against the effect by the same amount.

Transport: For one rank, you are familiar with 1 additional vehicle or mount. You can operate the transport normally without making checks, and make untrained Drive, Pilot, or Ride checks for stunts. Each additional rank increases your number of familiarities by one step up the Progression Table.

Transporter: You are good at figuring out vehicles and mounts on the fly. In any given scene, you can make a DC 15 Wisdom check to operate an unfamiliar vehicle or ride an unfamiliar mount.

True Grace: Your Jump and Throw checks are based on Dexterity instead of Strength.

Turnaround: If you successfully resist a Disarm, Grapple, Slam, or Trip melee attack by 5, you can immediately inflict the same effect on your enemy as a free action. You automatically hit, but your enemy still gets to resist.

Unstoppable: You retain full move when Fatigued, Exhausted, or Snared.

Vengeful Attack: If you suffer 2 or more Life in a single blow, you can Edit to turn your next attack into a critical hit. You Edit when you suffer the wound, and must successfully hit to get the benefit. If combat ends before you make your Vengeful Attack, you waste your Edit.

Vigilant: You are immune to extra Damage from the Point Blank and Sneak Attack Feats, and all uses of the Sleight of Hand Skill.

Wealth: You have double the typical standard of living. Every additional rank moves your living standard one step up the Progression Table. (Simplified version: Wealth 1 = "well-off"; Wealth 5= "rich"; Wealth 10= "fabulously rich").

Weapon: For one rank, you are familiar with 1 additional weapon. You can use the weapon without the -4 unfamiliar weapon Attack penalty. Each additional rank increases your number of familiarities by one step up the Progression Table.

Weapon Master: You are good at figuring out weapons on the fly. In any given scene, you can make a DC 15 Wisdom check to operate an unfamiliar weapon without penalty.

Well-Read: You can make any Knowledge check untrained.

Well-Rounded: You can make any Skill check untrained, except for Knowledge and Profession Skills.

Wrath: You hit harder when you're suffering. You do +1 Damage when you fall below your initial Life, +2 Damage when your Life=0, and +3 Damage when your Life<0.

5. Powers

Ignore all cumulative save bonuses from successive saves vs. Dazzle, Mind Control, etc.

Range

Non-attack Powers are Personal by default. You have to buy the Touch Extra to use them on others.

Ranged Powers have a range increment of 100 feet. You may take a Drawback for reduced range, -1 for each step down the Progression Table (down to the cost of a melee attack +1).

Never use the Extended Range Table. Rulebook Powers that use this table have a range of 100 feet at rank 1. Each additional rank increases the range three steps up the Progression Table.

Duration

Concentration: The effects of your Power last for one minute or until you stop concentrating – whichever happens first. Each rank in the Progression Feat moves the maximum duration one step up the Progression Table.

Sustained: The effects of your Power last for one minute or until you voluntarily turn it off. Each rank in the Progression Feat moves the maximum duration one step up the Progression Table. Sustained Powers cannot be continuously reactivated to mimic Normal duration.

Normal: (Supercedes Continuous). The effects of your Power last until your victim recovers or heals (for Attack Powers), permanently (for Healing), or until you voluntarily turn the Power off (for all other Powers). Powers have Normal duration by default.

Modified Time and Value Progression

Rank	Time	Value
1	half round	1
2	round	2
3	2 rounds	5
4	5 rounds	10
5	minute	25
6	2 minutes	50
7	5 minutes	100
8	10 minutes	250
9	half hour	500

10	hour	1,000
11	2 hours	2,500
12	5 hours	5,000
13	half day	10,000
14	day	25,000
15	2 days	50,000
16	week	100,000
17	2 weeks	250,000
18	month	500,000
19	2 months	1,000,000
20	half year	2,500,000
21	year	5,000,000

Modified Powers

Absorption (2 points per rank): Absorption is a standard action. When an attack hits you, make a check at your Power rank against DC 10 + the rank of the attack. If you succeed, you take no damage, and immediately make a Boost [single pre-defined trait] or Heal check (your choice when you select the Power) at *the rank of the absorbed attack* (not your Absorption rank). Otherwise you take normal damage. The DC of your Boost or Heal check increases by 5 every time you successfully Boost/Heal yourself on a given day.

Ignore the Energy Storage and Power Magnet Extras. The ability to Absorb one additional attack per round is a +1 Extra.

Adaptation: (2 points per rank) Treat as Shapeshift with Limited (-2) – only Powers suited to hostile environment, and the Uncontrolled Flaw (-1).

Additional Limbs: You do not automatically get the benefits of Improved Grapple or resistance to Trip attacks.

Alternate Form: Superseded by Shapeshift and Metamorph.

Anatomic Separation: Treating as Elongation plus Quickness with the Limited (-1) Flaw – only for physical tasks.

Animal Control: (2 points per rank) Treat as Mind Control with Limited (-3) Flaw – only to control animals.

Animal Mimicry: (3 points per rank) Treat as Shapeshift with Limited (-2) Flaw – only to mimic animals.

Animate Objects: (2 points per rank) Treat as Summon (Minion), one Type, with Limited (-1) Flaw – requires objects.

Astral Form: Treat as Insubstantial 4 with Limited (-3) Flaw – leaves physical body behind.

Boost: (Duration: Sustained) Make a Difficulty check with a bonus equal to your rank. A DC 15 success raises affected trait(s) by a total of 5 power points, a DC 20 success by 10 power points, a DC 25 success by 15 power points, etc. Restrictions:

- a. Regardless of success, you cannot try to Boost the same trait on the same person for 1 day.
- b. Once you successfully Boost a person's trait, you cannot Boost any of his other traits until the first Boost wears off.
- c. You may prolong the duration or reduce the retry rate with the Progression Feat.
- d. The duration and retry rate must always be at least two steps apart on the Progression Table. Boost cannot have a Normal duration.

Cost per rank:

1 point: Boost affects a single pre-defined trait.

2 points: Boost affects one of three pre-defined traits.

3 points: Boost affects any single trait in a pre-defined category: Abilities, Saves, Combat, Feats, or Powers.

4 points: Boost affects any single trait in TWO pre-defined categories.

5 points: Boost affects any single trait.

Comprehend: You may not use this to speak or understand normal languages. Buy the Language and/or Linguist Feats instead.

Concealment: One rank gives you *slight* Concealment, two ranks give you *partial* Concealment, three ranks give you *full* Concealment.

Concealment against normal sight costs 4 points per rank, but you may add any of the following as Feats: the sight group, normal hearing, the hearing group, any other sense group.

Concealment against normal hearing costs 2 points per rank, but you may affect the hearing group or any sense group other than sight as a Feat.

Concealment against any sense group other than sight or hearing costs 1 point per 2 ranks; you may buy any sense group other than sight or hearing as a Feat.

If your Concealment leaves your opponents with no unaffected Accurate senses, they must make Notice checks to attack you: DC 10 for slight Concealment, DC 15 for partial Concealment, DC 20 for full Concealment. The victim's Notice check is 10 harder on the first round you use Concealment. Even if he makes his Notice check, he suffers penalties:

Notice Check	Effect on You	Effect on Opponents
Fail	+4 Attack	-4 Attack + flat-footed + may not target you
Pass	+4 Attack	-4 Attack + flat-footed
Pass by 5	+2 Attack	-2 Attack + flat-footed
Pass by 10	--	--

Confuse: Treat as Limited (-3) Mind Control – only to confuse.

Corrosion: (3 points per rank) Treat as Drain Toughness + Strike.

Create Object: Your object has 1 Life. Its maximum size is either a 5' cube or a 10' square. When you increase your object's mass with the Progression Feat, it automatically gains one Life per rank. To attack others with your objects, buy suitable Alternate Powers.

Datalink: (2 points plus ½ points per rank) Treat as Comprehend Machines plus Communication with Limited (-1) – Only with Machines.

Dazzle: Dazzle against normal sight costs 2 points per rank, but you may affect any of the following as Feats: the sight group, normal hearing, the hearing group, any other sense group.

Dazzle against normal hearing costs 1 point per rank, but you may affect the hearing group or any sense group other than sight as a Feat.

Dazzle against any sense group other than sight or hearing costs 1 point per 2 ranks; you may buy any sense group other than sight or hearing as a Feat.

The combat effect of Dazzle depends on your victim's save:

Reflex Save Effect

Pass	None
Fail	Slight dazzle – DC 10 Notice check each round to attack
Fail by 5	Partial dazzle – DC 15 Notice check each round to attack
Fail by 10	Full dazzle – DC 20 Notice check each round to attack

The victim's Notice check is 10 harder on the first round of effect. Even if he makes his Notice check, he suffers penalties:

Notice Check	Effect on Victim's Opponents	Effect on Victim
Fail	+4 Attack	-4 Attack + flat-footed + may not target opponents
Pass	+4 Attack	-4 Attack + flat-footed
Pass by 5	+2 Attack	-2 Attack + flat-footed
Pass by 10	--	--

Of course, if your victim has an unaffected Accurate sense, he may attack normally.

Dazzled characters do not get Fortitude saves to recover; they heal at the normal rate.

Deflect (1-3 points per rank): You can block a successful attack any time during a round as a standard action. Make a check at your rank against DC 15 + rank of the attack *after* your opponent hits. If you make your check, you successfully deflect it. To Deflect more than one attack per round, buy appropriate Extras.

The ability to deflect melee, missile, and mental attacks each cost 1 point per rank.

Density (2 points per rank): You can increase or decrease your mass by one step on the Progression Table. Every step of increased density gives you Lift +4, Jump -4; every step of reduced density gives you Lift -4, Jump +4. Only to increase/decrease density is a -1 Flaw. You may Link ranks in the Immovable Feat or Gliding to Density Increase for a -1 Flaw.

Device: All devices have a base Toughness bonus equal to the campaign's Power Level, and Life equal to their rank. Every point of Life scored against a Device drains two ranks (10 Power Points worth of features). Note: You do not pay a surcharge if your Device's rank exceeds the campaign's Power Level, but you do have to pay the usual surcharge for your Device's Powers.

Dimensional Pocket: Your Pocket has 1 Life, and Toughness equal to your rank. When you increase your object's mass with the Progression Feat, it automatically gains one Life per rank. To trap victims in your Dimensional Pocket, buy the Encase Extra.

Disintegration: (5 points per rank) Treat as ranged Drain Toughness + Blast.

Drain: Victims make a Fortitude save against 10 + your rank. The effect on affected trait(s):

Fortitude Save	Effect
Pass	None
Fail	Lose 5 power points
Fail by 5	Lose 10 power points
Fail by 10	Lose 15 point points
	Etc.

Drained points heal normally.

Cost per rank:

1 point: Drain affects a single pre-defined trait.

2 points: Drain affects one of three pre-defined traits.

3 points: Drain affects any single trait in a pre-defined category: Abilities, Saves, Combat, Feats, or Powers.

4 points: Drain affects any single trait in TWO pre-defined categories.

5 points: Drain affects any single trait.

Duplication: (2 points per rank) Treat as Summon (Minion), with the Fanatical Extra (+1) and a -1 Flaw – only to copy self. Absorption Healing is a +1 Extra.

Elongation: Elongation has no range increment, and gives no Defense, Escape Artist, or Grapple benefits.

Emotion Control: (3 points per rank) Treat as Mind Control with a -2 Flaw – only to control emotions.

Enhanced Ability: Superseded. Just buy a higher Ability bonus or Boost.

ESP: ESP for normal sight costs 4 points per rank, but you may add any of the following as Feats: the sight group, normal hearing, the hearing group, any other sense group.

ESP for normal hearing costs 2 points per rank, but you may affect the hearing group or any sense group other than sight as a Feat.

ESP for any sense group other than sight or hearing costs 1 point per 2 ranks; you may buy any sense group other than sight or hearing as a Feat.

You need the Affects Corporeal Extra at the +2 level to attack using ESP. Someone with the Affects Insubstantial Extra can attack you normally while you use ESP.

Fatigue: (2 points per rank) Victims make a Fortitude save against 10 + your rank.
Effects:

Fortitude Save	Effect
Pass	None
Fail	Fatigued – -2 on Attack and Skill checks, -1 rank movement
Fail by 5	Exhausted – -5 on Attack and Skill checks, -2 ranks movement
Fail by 10	Comatose

Flight: Your flying speed with one rank is 1 mph.

Force Field: (2 points per rank) Force Field has the Impervious Extra and the Concentration Flaw by default.

Gestalt: (1 point per rank) The Gestalt's Power Points are based on the *minimum* rank of the components. Treat as Summon (Minion) with the Fanatical Extra and the Flaws Limited (-1) – requires two components and Limited (-1) – unable to act independently.

Increasing the number of components by one step up the Progression Table increases the Flaw by -1.

Growth: (1 point per rank) You can increase your Size by one step up the Progression Table. Extras:

Semi-Realistic: (+1) Each step you grow gives you: one extra rank of Speed, +2 Strength, -4 Notice, and -4 Stealth.

Realistic: (+3) Each step you grow gives you: one extra rank of Speed, -2 Attack, -2 Defense, +4 Strength, +8 Lift, -4 Notice, -4 Stealth, and one rank of Immovable. For every two ranks, all your attacks gain one rank of the Area Extra, and all attacks against you effectively lose one rank of the Area Extra. Note: When rank falls below 1, an Area attack becomes a normal attack; when rank rises above 0, a normal attack becomes an Area attack.

Healing: See Life and Recovery. You may reduce the retry rate with the Progression Feat. The Precise Feat lets you decide which damage conditions heal first. With the Resurrection Extra, you need a DC 20 check to restore life to someone dead less than 1 minute; every step up the Progression increases the DC by 1. You do not need the Energizing Extra to Heal Fatigue.

Illusion: (4 points per rank) The illusions are purely mental, and by default affect only one target. The target makes a Will saving throw against DC 10 + Power rank. The effectiveness of your Illusion depends on how badly the subject fails his Will save:

Will Save	Subject Experiences...	Example
Pass	--	--
Fail	Minor changes	Friends look (but don't act) like enemies
Fail by 5	Major changes	Friends look and act like enemies
Fail by 10	Solipsism	Anything

If you reduce the DC to 5 + Power rank, your illusions injure the victim. Your illusory attacks have up to 2 power points per rank. Subjects do not get a save bonus each time they pass their save.

Immovable: Superseded by Immovable and Unstoppable Feats.

Immunity:

2 ranks: Dazzle, Fumble, Knockback, Nauseate, Paralyze, Pain, Snare, Suffocate, Transform

5 ranks: Critical hits, Drain, Illusion, Mental Blast, Mind Control, Mind Reading, Nullify, Self-Contained Breathing, Stun

Insubstantial: If you have Insubstantial 4, sensory attacks do not affect you. You need the Affects Corporeal Extra to use mental powers while Insubstantial.

Leaping: Superseded by Jump Skill.

Luck Control: If you buy an additional rank, you can Edit in scenes where your character is not even present.

Mental Blast: Target makes a Will saving throw against DC 10 + Power rank. You may buy Mental Grapple as a +1 Extra.

Mimic: (3 point per rank) Treat as Shapeshift with Limited (-2) – available subject's traits only.

Mind Control: (5 points per rank) Your degree of control depends on how badly the subject fails his Will save:

Will Save	Subject Will Do What He...	Example
Pass	--	--
Fail	Mildly opposes	Hesitate for one round; attack a different enemy or use a different attack; run away when losing a fight.
Fail by 5	Strongly opposes	Make no attacks during a fight; run away when winning a fight.
Fail by 10	Violently opposes	Attack a friend or self.

Subjects do not get any additional check when commanded to “act against their nature,” or a save bonus each time they pass their save.

Mental link is included in the price; No Mental Link is a -1 Flaw. Sensory link is a Power Feat, not an Extra.

Mind Reading: (3 points per rank) Effects:

Will Save	Can Read Subject's...
Pass	--
Fail	Surface thoughts
Fail by 5	Memories
Fail by 10	Deep and hidden thoughts

Mental link is included in the price, superseding Telepathy. Subjects do not get a save bonus each time they pass their save.

Mind Switch: (3 points per rank) You can switch minds between any two victims. Treat as Mind Control with Sustained duration, the Extra Target Extra, and the All-or-Nothing (-2) and Limited (-2) [only to switch minds] Flaws.

Morph: (½-4 points per rank) You can flawlessly change your appearance (no Disguise check required) to that of other creatures or even objects of the same mass. Your characteristics do not change.

Morph versus normal sight costs 4 points per rank, but you may add any of the following as Feats: the sight group, normal hearing, the hearing group, any other sense group. Morph versus normal hearing costs 2 points per rank, but you may affect the hearing group or any sense group other than sight as a Feat. Morph versus any sense group other than sight or hearing costs 1 point per 2 ranks; you may buy any sense group other than sight or hearing as a Feat.

1 rank: A single appearance

2 ranks: Any form in a narrow group (humans, birds, cars, etc.)

3 ranks: Any form in a broad group (humanoids, animals, machines, etc.)

4 ranks: Any form of the same mass

You can increase your number of appearances or groups with the Progression Feat. Metamorph is separate Power, not a Power Feat of Morph.

Nauseate:

Fortitude Save	Effect
Pass	None
Fail	Extra Effort to Attack
Fail by 5	Extra Effort to Move or Attack
Fail by 10	Helpless

Nemesis: (3 points per rank) Treat as Shapeshift with Limited (-1) – only Powers suited to fighting designated opponent, and Uncontrolled Flaw (-1).

Nullify: (3 points per rank) You can counter the effects of any Power, one at a time. The source of the Power makes a DC 10 + your Nullify rank Will save to resist. You can use Nullify to reverse the effects of a successful attack with less than Normal duration. (Use Healing to reverse Normal effects). To prevent your victim from re-activating his Power, buy the Continuous Extra. If you take the Area Extra, you must select one Power (not person) to be the main target of your attack. Other Powers in your Area only save vs. Nullify if the people affected fail their Reflex saves.

Object Mimicry: (3 points per rank) Treat as Shapeshift with Limited (-2) –only to copy properties of objects you touch.

Obscure: One rank gives you *slight* Obscurement, two ranks give you *partial* Obscurement, three ranks give you *full* Obscurement.

To Obscure against normal sight costs 4 points per rank, but you may add any of the following as Feats: the sight group, normal hearing, the hearing group, any other sense group.

To Obscure against normal hearing costs 2 points per rank, but you may affect the hearing group or any sense group other than sight as a Feat.

Obscure against any sense group other than sight or hearing costs 1 point per 2 ranks; you may buy any sense group other than sight or hearing as a Feat.

If your Obscure leaves your opponents with no unaffected Accurate senses, they must make Notice checks to attack you: DC 10 for slight Obscurement, DC 15 for partial Obscurement, DC 20 for full Obscurement. The victim's Notice check is 10 harder on the first round you use Obscure. Even if he makes his Notice check, he suffers penalties:

Notice Check	Effect on Victim's Unaffected Opponents	Effect on Victim
Fail	+4 Attack	-4 Attack + flat-footed + may not target opponents
Pass	+4 Attack	-4 Attack + flat-footed
Pass by 5	+2 Attack	-2 Attack + flat-footed
Pass by 10	--	--

The victim(s)' opponents only gain Attack bonuses if unaffected.

Paralyze: Paralyzed characters do not get Fortitude saves to recover; they heal at the normal rate. Victims make a Fortitude save against 10 + your rank. The effect:

Fortitude Save	Effect
Pass	None
Fail	Slowed – can take a standard or move action per round
Fail by 5	Partial paralysis – can take a standard or move action per 2 rounds
Fail by 10	Paralyzed

Subjects do not get a save bonus each time they pass their save.

Possession: Your degree of control depends on how badly the subject fails his Will save:

Will Save	Subject Will Do What He...	Example
Pass	--	--
Fail	Mildly opposes	Hesitate for one round; attack a different enemy or use a different attack; run away when he's losing a fight.
Fail by 5	Strongly opposes	Make no attacks during a fight; run away when he's winning a fight.
Fail by 10	Violently opposes	Attack a friend or self.

Subjects do not get any additional check when commanded to “act against their nature,” or a save bonus each time they pass their save.

Power Control: Treat as a Limited (-2) Mind Control – only to control Powers.

Protection: Superseded. Just buy higher Toughness.

Quickness: (2 points per rank)

Regeneration: (2 points per rank) Each rank of Regeneration improves your healing rate by one step down the Progression Table. Reducing your healing rate below 10 minutes costs two ranks per step; reducing your healing rate below 1 minute costs 5 ranks per step. You automatically receive the Ability Damage benefit, and may not take the Recovery Bonus option. There is no Persistent Feat.

Sensory Shield: (1 point per rank) Each rank give you a +2 Impervious save bonus against attacks versus one sense group. You can shield additional sense groups as Feats.

Shapeshift: (5 points per rank) You gain one Power Point’s worth of traits per rank. To change your appearance, apply points to Morph.

Shrinking: (1 point per rank) You can decrease your Size by one step down the Progression Table. Flaws:

Semi-Realistic: (-1 Flaw) Each step you shrinking gives you: one less rank of Speed, -2 Strength, +4 Notice, and +4 Stealth.

Realistic: (-3 Flaw) Each step you shrinking gives you: one less rank of Speed, +2 Attack, +2 Defense, -4 Strength, -8 Lift, +4 Notice, +4 Stealth, and one less rank of Immovable. For every two ranks, all your attacks lose one rank of the Area Extra, and all attacks against you effectively gain one rank of the Area Extra. Note: When rank falls below 1, an Area attack becomes a normal attack; when rank rises above 0, a normal attack becomes an Area attack.

Snare: Victims make a Reflex save against 10 + your rank. Your Snare’s Toughness equals your rank. The effect and Life of your snare:

Reflex Save	Effect on Victim	Snare’s Life
Pass	None	--
Fail	-2 Attack, Defense + flat-footed	1
Fail by 5	-4 Attack, Defense; -1 rank movement + flat-footed	2
Fail by 10	-4 Defense + No Attack, movement + flat-footed	3
		Etc.

Victims can always try to escape using their Strength or Escape Artist Skill. The Escape Artist check is DC 10 + 5*Snare's Life.

Speed: (2 points per rank) Note: This Power automatically increases conventional Run, Climb, and Swim speeds, but not exotic movements like Flight, Teleport, etc.

Spinning: (3 points per rank)

Stun: The target makes a DC 10 + rank Fortitude save. Effects:

Fortitude Save	Effect
Fail	Stunned for 1 round
Fail by 5	Stunned for 2 rounds
Fail by 10	Unconscious

Suffocate: (2 points per rank) The target who fails his initial Reflex save makes a DC 10 + rank + 1 per round Fortitude save beginning the *following* round. Effects:

Fortitude Save	Effect
Pass	No damage; suffocation broken
Fail	Lose 1 Life
Fail by 5	Lose 2 Life
	Etc.

As a +1 Extra ("Constricting"), your victim must pass his Fortitude save by 5 to break the effect. This is equivalent to a second level of the Continuous Extra.

Summon (Minion): You have one minion with 5*rank PPs. Increasing your number of minions one step up the Progression Table is a +1 Extra. Increasing the number of minions you can summon in one action is a +1 Extra. A minion's PPs may not exceed your own.

Super-Movement:

Wall-Crawling: Every rank moves your Climb move and safe Climb time two steps up the Progression Table. To remove any chance of falling, buy Skill Mastery for Climb.

Super-Senses: (2 points per rank)

Enhanced Senses:

Transmit (1 rank): You can transmit experiences from one sense type up to 100 feet away. Every additional rank of this Feat lets you transmit an additional sense, or increases your maximum range by three steps on the Progression Table.

Additional Senses:

Awareness: You can make extraordinary Notice and Search checks. This might mean that you can perceive normal objects under special conditions (such as complete darkness), or that you can perceive special objects (such as mental Powers) under normal conditions.

Danger Sense: Treat as Awareness of danger. You must pay separately to sense immediate danger to yourself, immediate danger to others, distant danger to yourself, and distant danger to others.

Detect: Treat as Awareness with the Touch Flaw.

Super-Strength: Superseded by Improved Grapple Feat and the Lift and Throw Skills.

Swimming: Each rank moves your Swim speed and safe Swim time two steps up the Progression Table.

Telekinesis: Each rank gives you a +1 Strength bonus. If you use Telekinesis to attack, you get your usual strength-based Damage bonus. You may buy Strength-based Skills for your Telekinesis at the normal price. Telekinesis has a Normal duration.

Telepathy: Superseded by Mind Reading.

Teleport: (2 points) You can teleport up to 1 foot as a move action, or twice as far as a full action. You can increase your full move one step up the Progression Table as a Feat. A full move Teleport is not Disorienting by default. To Teleport an unwilling victim, you must successfully Grapple him first. A Teleport normally allows one discrete locational change per action; you can increase your maximum number of discrete locational changes using the Progression Feat.

Transfer: Treat as Drain [single pre-defined trait] with the Vampiric Extra.

Transform: You can change something into something else. The cost depends on your Power's flexibility; add the cost of *both* columns to get the cost per rank:

Transform...	Into	Example	Cost
One thing	One thing	Flesh, stone, humans, frogs, gold	1
Narrow group	Narrow group	Animals, humanoids, metal	2
Broad group	Broad group	Inanimate objects, living creatures	3
Anything	Anything	Anything!	4

Thus, to transform a broad group into a narrow group costs 3+2=5.

To resist, victims make a DC 10 + rank Fortitude save (Will for mental transforms), with the following effects:

Fortitude Save	Maximum Effect	Example
Pass	--	--

Fail	Cosmetic transform	Change hair color; make food taste better; revise a minor memory.
Fail by 5	Minor transform	Turn hair into food; alter a personality trait.
Fail by 10	Major transform	Turn flesh into stone; turn lead into gold; make good people evil.

Your Transform cannot give victims Power Points; buy Boost instead. Neither can it make your victims into your servants; buy Summon instead (or in addition).

You can Transform one victim – or 100 pounds or 5 cubic feet of inanimate matter. Transforming more than one victim requires a suitable Extra, but you can increase your maximum mass of inanimate matter with the Progression Feat.

Trip: Superseded by the Ranged Trip Feat.

New Powers

Base: (1 point per rank) You have a base with rank*10 Power Points. For 0 PPs, you have a 100 square foot of living space with Toughness +0 and 2 Life. For 1 PP, you can move your base's living space one step up the Progression Table. All other base features cost the usual number of PPs.

By default, all passengers gain the benefits of a base's defenses, concealment, etc. If they don't, this is a -1 Flaw.

Feat Combo: (4 points per rank) For one rank, you may use two Feats during the same round. Each additional rank allows you to use one more Feat in a single round.

Fumble: (2 points per rank) When you hit, your victim rolls on the Fumble table. To avoid the effect, he must make a Reflex save against the standard DC + your rank (not the target's Defense).

Images: Equivalent to rulebook version of Illusion.

Knockback: (1 point per rank) The victim makes a DC 10 + rank Reflex save. Effect on victim:

Reflex Save	Effect
Pass	None
Fail	Prone, knocked back 5 feet.
Fail by 5	Prone, knocked back 10 feet, -1 Life
Fail by 10	Prone, knocked back 25 feet, -2 Life, + Stun DC 10 Etc.

In Superheroic campaigns, move Knockback distance (but not Damage) two steps up the Progression Table. If you try to knock one target into another, you have (a) a -2 Attack penalty against your main victim, and (b) a -4 Attack penalty against your second victim unless you have the Weapon [people] Feat. *Both* targets receive Reflex saves.

Metamorph: (1 point per rank) You have a fixed alternate form with 5 Power Points per rank. Your alternate form's Power Points may not exceed the original's. Each additional alternate form is a +1 Extra.

Pain: (2 points per rank; Range: Ranged; Duration: Concentration) The victim makes a DC 10 + rank Will save. Effect on victim:

Will Save	Effect
Pass	None
Fail	DC 10 Concentration check each round to act
Fail by 5	DC 15 Concentration check each round to act
Fail by 10	DC 20 Concentration check each round to act
	Etc.

Shoot: (1 point per rank) You can inflict damage at range. Your attack is unusable while an opponent engages you in melee combat.

Variable Feat: (4 points per rank) Pick one Power. Each time you use this Power, it has one extra Power Feat (or additional rank of Power Feat) of your choice.

Vehicle: (2 points per rank for easy fit; 1 point per rank for tight fit) You have a means of transportation with rank*10 Power Points. An "easy fit" Vehicle (like a motorcycle or buggy) fits in most man-sized spaces; a "tight fit" Vehicle (like a tank or plane) does not. For 0 PPs, you have a one passenger Vehicle with normal walking speed (50 fpr/5 mph), Toughness +0, 2 Life, melee Damage +0, and a Defense and Reflex save equal to the operator's. For 2 PP, you can move the number of passengers one step up the Progression Table – increasing melee Damage by +1, and reducing Defense and Reflex by -1. Vehicles can use the Lift, Jump, and Run Skills untrained (+0). All other Vehicle features cost the usual number of PPs.

By default, all passengers gain the benefits of a Vehicle's defenses, concealment, etc. If they don't, this is a -1 Flaw.

Modified Power Feats

Accurate: Superseded; simply buy higher traits.

Alternate power: Now a -1 Flaw, not a Feat.

Homing: Now a +1 Extra.

Improved Range: Superseded by Progression [range].

Incurable: Each rank in this Feat moves the recovery time one step down the Progression Table, and increases the Healing DC by 2.

Sedation: Each rank in this Feat gives victims a -4 penalty to recover from Unconsciousness.

Selective: Always an Extra.

Slow Fade: Superseded by Progression [duration].

Subtle: Others must make a Notice 15 check to detect your Power, +2 DC for each additional rank you buy.

New Power Feats

Destabilize: Anyone who fails a save against your attack by 5 becomes Unstable.

Knockback: Anyone who fails his save against your attack by 10 must also save against a DC 10 + rank Knockback attack. With two ranks, anyone who fails his save against your attack by 5 must also save against a DC 10 + rank Knockback attack. With five ranks, anyone who fails his save against your attack must also save against a DC 10 + rank Knockback attack.

Lethal: In a genre where Non-Lethal attacks are the default, your attack can make victims Unstable and cause Death.

Muzzle: Your Continuous attack prevents your victim from speaking until he escapes the effect.

Non-Lethal: In a genre where Lethal attacks are the default, your attack never makes your victims Unstable or causes Death, and Life heals at two steps faster on the Progression Table.

Personal Immunity: You are immune to the effects of your own Power.

Stunning: When your victims fail their save by 5 or more, you are more likely to stun them. Every rank in the Stunning Feat increases the DC of your victims' Fortitude save by 1.

Sudden: Your Area attack is especially difficult to escape. Every rank in the Sudden Feat increases the DC of your victims' Reflex save by 1. Sudden and Progression [Area] stack for Power Level purposes.

Tenacious: You have a +4 Will save if someone tries to Nullify your Power.

Triggered: There are four different versions of Triggered: ignition, timer, weight, and other. Each version requires a separate rank of the Feat.

Variable special effect: For one rank, you may specify one alternate special effect of your Power. Each rank moves your number of special effects one step up the Progression Table.

Modified Extras

Action: An attack always requires a standard action.

Affects Corporeal: Not required for rank 1 of Insubstantial. If you have rank 4 of Insubstantial, this is a +2 Extra.

Affects Others: For a +1 Extra, you can give your Power away to someone else; as long as they can use it, you can't. For a +2 Extra, you can *share* your Power with someone else; both of you can use it at the same time. You can increase the number of others who can simultaneously use your power one step up the Progression Table as a +1 Extra. You only have to touch your subject when you initially bestow the Power. Unwilling targets receive a DC 10 + rank Will save to avoid the unwanted effect.

Alternate Save: +0 Extra.

Area: You roll an Attack roll against the target of your attack. If you hit, the target takes full Damage. Everyone else in the area receives a Reflex DC 10 + Progression rank save (*not* DC 10 + Power rank). If you miss, the target receives a Reflex save, too. Victims who make their Reflex save take no Damage; those who fail their Reflex save take full Damage. If victims fail their save against your Area attack by 5, all of their Devices and Equipment take full Damage as well.

Powers with the Area extra begin with one of the base areas below; every rank of Progression moves the size one step up the Progression Table.

Base area sizes:

- Burst: 2 foot radius
- Cone: 5 foot length and base
- Cube: 5 foot cube
- Doughnut: 2 foot radius with 1 foot hole in the middle (Progression [Area] increases *both* radii; buy the Precise Feat to adjust the size of the hole).
- Explosion: 1 foot radius w/normal Reflex, -5 DC Reflex save per additional 1 foot radius
- Line: 25 feet long
- Rectangle: 100 square feet, fixed proportions.
- Shapeable: 50 square feet or 10 cubic feet, any contiguous shape
- Square: 10 foot square
- Trail: 100 square feet, fixed proportions
- Wall: 50 cubic feet, fixed proportions

The Precise feat allows you to reduce the size of your Area attacks as desired. The Reflex save automatically gets easier when you reduce the size of your Area.

You may combine an Area attack with a combat trade-off Feat, but advantages apply *solely* against your primary target. For example, an Area Power Attack increases your

Damage against your primary target alone. An Area Defensive Attack increases your Defense against your primary target alone.

Aura: A +2 Modifier makes your Aura effective against the perpetrator of any successful Melee Attack against you. A +3 Modifier makes your Aura effective against the perpetrator of any successful Attack against you.

Autofire: A +1 Modifier lets you fire single shots at multiple targets and multiple shots at a single target. A +2 Modifier lets you shoot multiple shots at multiple targets. Each target past the first gives you a -2 Attack penalty on all targets. When you use the multiple shots per target(s) option, you score two hits if you exceed the target DC by 5, three hits if you exceed it by 10, etc.

An Autofire attack cannot inflict more than one critical hit per victim per attack. If your attack is in the critical threat range, only roll critical confirmation for your first hit.

Contagious: Victims remain Contagious until they Recover whatever Damage they suffered from the Contagious attack. People who touch you only need to save against the Contagious effect once.

Disease: Now a Flaw.

Impervious: For Toughness, Impervious is a +2 modifier.

Linked: For attacks, Linked is a +1 modifier for the lower-ranked Power. If Linked is a major inconvenience, it is a -1 Flaw for the lower-ranked Power. You can have Linked for free if its advantages and disadvantages roughly balance.

Penetrating: Subjects take the minimum effect of a failed save unless they make their save by 5 or more. Ranks of Penetrating and Impervious mutually cancel.

Poison: Victims continue to suffer effects at each step on the Progression Table. This Extra does not require Concentration.

Range: Perception is a +2 modifier.

Reflect: You must make your Deflect check by 5 to Reflect an attack.

Total Fade: Superseded by modified Boost.

Vampiric: (+1) If your victim fails his save by 10, you immediately make a Boost [single pre-defined trait] or Heal check (your choice when you select the Power) at your rank. The DC of your Boost or Heal check increases by 5 every time you successfully Boost/Heal yourself on a given day. Vampiric is a +2 Extra if you get to make a Boost/Heal check after your victim fails his save by 5.

New Extras

Armor-Piercing: (+1) Subjects only receive half their save bonus against the attack. Ranks of Armor-Piercing and Impervious mutually cancel.

Continuous: (+1) Once your victim fails his initial save, he continues to suffer effects every round until he passes his save. For +2, victims continue to suffer effects every round until they pass their save by 5. By default, Continuous Powers require Concentration to maintain.

Cumulative: (+1) The special effects of repeated failed saves add up. E.g. Failing two Mind Control saves by less than 5 lets you make the victim take actions to which he is strongly opposed.

Disbelief: (+1) Victims receive no save against your illusion-based Power unless they explicitly state grounds for disbelief. Victims always receive a save against injury; the Extra applies only to misperception of reality.

Easy: (+1) Your Continuous Power does not require Concentration to maintain.

Encase: (+1) You can trap a victim using Create Object or Dimensional Pocket. Make a normal attack; your victim makes a DC 10+rank Reflex save to avoid the effect. If the victim fails his save, he is stuck. A man-sized victim can escape by inflicting 1 Life on your prison.

Enhanced: Your Power has a unique special advantage. The cost of the Extra depends on the benefits of the advantage.

Extra Attack: (+2) You may attack with this Power twice per round. Each additional +2 modifier gives you one extra attack.

Extra Target: (+1) You may use this Power on two targets in one round. Each additional +1 modifier moves your maximum number of targets one step up the Progression Table.

Extra Trait: (+1) Once you successfully Boost a person's trait, you can try to Boost one of his other traits before the first Boost wears off. You can buy this Extra multiple times.

Field: (+1) Your Power with the Area Extra does not immediately dissipate; it continues to occupy its space for an entire round. Anyone who enters the Area – or remains inside it for a full round – must make the usual Reflex save to avoid your Power's effect. You can increase the duration of your Field with the Progression Feat. For an additional +1 Extra, your Field is mobile. You can choose any new primary target within your Range as a standard action. For a further +1 Extra, you can relocate a Field as a move action. If you successfully Attack, you can center your field on a target rather than a fixed location.

Mental Snare: (+2) Victims save vs. Will instead of Reflex. Normal attacks do not affect a Mental Snare. Victims – and anyone else with a mental Power – can attack the Snare

with their Wisdom or a mental attack. Victims can also slip free by making a Concentration check against DC 10 + 5*Snare's Life.

Novel Trait: (+1) Your Boost can give a subject a trait he does not initially possess. E.g. you can give Intelligence to inanimate matter, or the Flight Power to a normal man.

Ram: (+1) You can combine your movement with the Slam Feat to inflict damage. If you hit a victim with a Slam, victims have to make an additional Toughness save vs. DC 10 + your movement rank.

Ramp: (+1) When a victim saves against your Power with the Continuous or Poison Extra, the DC increases by one with every successive save.

Sleep: (+0) Your attack never Destabilizes victims, but their checks to regain Consciousness have +5 DC. They automatically wake up if disturbed.

Split: (+1) When you use Boost or Drain, you may divide Power Points any way you wish between eligible traits.

Sturdy: (+1) Your Device is harder to damage than usual. Its Toughness equals the campaign's Power Level +5.

Unlimited Retry: (+1) You can repeatedly use Boost or Healing on the same subject without waiting. You may only buy this Extra if you also take a Flaw – such as Charges or Spells – that somehow limits how often you can use the Power.

Modified Flaws

Action: If a Power is likely to be used in combat, full round activation is a 1-point Drawback; each additional step up the Progression Table is a -1 Flaw. For Powers unlikely to be used in combat, every two steps up the Progression Table is a 1-point Drawback.

Fades: Your Power loses one rank every time you use it. You Recover lost ranks like any other Damage condition.

Tiring: (-2) Your Power requires Extra Effort to use.

Unreliable: Superseded by Activation.

New Flaws

Activation: -1 modifier if you need a 10 to activate; -2 if you need a 15; -3 if you need a 20.

All-or-Nothing: -1 modifier if the victim who fails by less than 5 suffers no effect; -2 if the victim who fails by less than 10 suffers no effect.

Alternate Power: (-1) You cannot apply this Flaw to the highest PP Power in your array.

Brief: Your Power with Concentration or Sustained Duration lasts for less than a minute. The Flaw is -1 if your Power lasts 5 rounds, -2 if it lasts 2 rounds, and -3 if it lasts 1 round.

Cap: (-1) Victims only suffer the minimum effect of your attack when they fail their save. You may combine the Cap Flaw with the Cumulative Extra. You cannot take this Flaw if your attack's rank is less than the campaign's PL.

Charges: 5 charges is a -1 Flaw. Each step down the Progression Table is an additional -1. If you can recover your charges after each combat, reduce the modifier by +2. If you can recover your charges after a full day, reduce the modifier by +1. You cannot take the Charges Flaw for a Power with Normal duration.

Delayed: Your power takes time to kick in. If a Power is likely to be used in combat, a one round delay is a -1 Flaw, a five round delay is a -2 Flaw, and a delay of five minutes or more is a -3 Flaw. If a Power is unlikely to be used in combat, a one hour delay is a 1-point Drawback, a one day delay is 2-point Drawback, and a delay of a week or more is a 3-point Drawback.

Disease: (-2) Treat as the Poison Extra combined with the Delayed Flaw (typically with a delay of five minutes or more). Move the entire effects schedule down the Progression Table.

Disorienting: Your Power potentially Stuns you every time you use it. DC 5 + your Fortitude save is a -1 Flaw, DC 10 + your Fortitude is a -2 Flaw, DC 15 + your Fortitude is a -3 Flaw.

Distracting: Superseded by Flat-Footed.

Ephemeral: Victims rapidly recover from your attack. The Flaw is -1 for a 2 round healing rate and -2 for a 1 round healing rate.

Flat-footed: (-1) You are flat-footed the round you activate this Power. You cannot take this Flaw if the difference between your full Defense + Toughness and your flat-footed Defense + Toughness is less than the campaign's PL, or if you have the Uncanny Dodge Feat.

Fragile: (-1) Your Device is easier to damage than usual. Its Toughness equals the campaign's Power Level -5.

Immobile: (-1) Your Device has a fixed location and cannot be moved.

Interruptible: (-1) Using your Power requires focus. If you are the victim of an attack while preparing to use your Power, make a Concentration check. If you fail, you lose your focus, but you may still start over from scratch. You can only take the Interruptible Flaw if your Power is normally used in combat and takes 2 or more rounds to activate.

Lockout: (-1) Your Power can only affect one target at a given time. Before you can use your Power again, your current victim must recover or be released. If you cannot make *any* additional attacks while using your Power, Lockout is a -2 Flaw. If you take Lockout for a non-attack Power, reduce the modifier by +1.

Myopic: (-1) You cannot activate your Power until there is a clear and present reason to do so – typically when combat erupts. You cannot take the Myopic Flaw for Powers with Normal duration.

Edit: (-2) You must Edit every time you use your Power.

Power Loss: (-1) Minor Power Loss remains a Drawback, but Major Power Loss is a -1 Flaw. Examples of Major Power Loss: Gestures and incantations required; incantations and (easy to lose) holy symbol required.

Resistance: (-1) Every time they successfully save, victims gain a cumulative +5 save bonus against your attack.

6. Characteristics

Extra Effort

You may use Extra Effort to:

- act for one round with Life<1.
- keep moving when you need to rest (i.e. you're Nauseated, or exceeded your safe maximum movement or Chore time).
- increase your move one step up the Progression Table for one round.

Ignore all other uses.

Extra Effort does *not* automatically result in Fatigue. The first use of Extra Effort requires a DC 10 Con check to avoid Fatigue, the second use a DC 15 check, etc. Failing by 5 leads to immediate Exhaustion; failing by 10 makes you Comatose.

Edits

You may use Edits to:

- improve rolls
- use Feats requiring a Hero Point
- Stabilize yourself
- Stabilize someone else by spending a round helping them

Ignore all other uses.

Unluck

The GM can give PCs Unluck tokens for:

- failing to properly play Complications
- poor role-playing

Drawbacks

Power Loss: Major Power Loss is now a -1 Flaw. Minor Power Loss is now a Complication.

Vulnerable: You are vulnerable to a particular type of attack. Minor Vulnerabilities add +2 to your DC, moderate Vulnerabilities add +5 to your DC, major Vulnerabilities add +10 to your DC.

Weak Point: (4 points)

Weakness: You take harm from something normally harmless to others. Minor Weakness has a save of DC 5 + your relevant save, moderate Weakness has a save of DC 10 + your relevant save, major Weakness has a save of DC 15 + your relevant save. You recover from Weakness effects normally.

New Drawbacks

Dependence: You require something people can normally live without. If you are deprived for a day, make a Constitution check versus DC 5 + your Constitution to avoid Fatigue. The DC increases by 5 every day until you fulfill your need.

Public Identity: (5 points) You have no secret identity. Normally available only in a Superheroic campaign.

Unluck: (2 points per rank) The GM can force you to re-roll once per session, and use the lower of your original roll and your re-roll. For two ranks, subtract 10 from any roll greater than 10.

Weaker Form: You may take a 1-point Drawback for every 10 PPs unavailable in your secret identity. Normally available only in a Superheroic campaign.

7. Devices & Equipment

Using the Artificer, Inventor, Lore, or Ritualist Feats takes 5 hours per PP. Each of the required Skill checks have DC 10 + 2*PPs.

You may move the required time per PP one step down the Progression Table by increasing the DC by 5 or by making the device disposable (i.e., it only works for one scene). You may move the required time per PP *three* steps down the Progression Table for every extra Edit. This supercedes the jury-rigging rules.

Weapon Guidelines

You can use any heavy object as a weapon. If you need a DC 10 Lift check to pick up the item, it has base Damage +1. Every additional +5 DC increases the base Damage by another +1. The substance modifies this base Damage:

Substance	Damage
plastic	-2
wood	-1
stone	+0
metal	+1
padded	-1
sharp	+1

8. Combat

Combat Sequence

Combatants do not start combat flat-footed.

Surprise

To make a surprise attack, make one Stealth check vs. DC 15 + victim(s)' Notice bonuses + modifiers. Effect during the surprise round:

Stealth Check	Effect on You	Effect on Opponents
Pass by 10	+4 Attack	-4 Attack + flat-footed + may not target you
Pass by 5	+4 Attack	-4 Attack + flat-footed
Pass	+2 Attack	-2 Attack + flat-footed
Fail	--	--

Stunned characters are flat-footed and may not act, but attackers get no additional bonus against them.

Action Descriptions

There is no attack penalty for shooting or throwing into melee.

Held, carried, and worn objects all have their bearer's Defense +4.

You can move the number of opponents you Demoralize, Distract, Feint, Redirect, Startle, or Taunt one step up the Progression Table by increasing your DC by 5.

The following Action Descriptions are not allowed (at least without appropriate Feats):

Aid
 Aim
 Block
 Charge
 Combined Action
 Demoralize
 Feint
 Mental Grapple (now an Extra for Mental Blast)
 Move All Out
 Overrun
 Refocus
 Rush
 Slam

Cover: You can Cover with either a melee or missile weapon. Your victim can escape from Cover by making a Chase check (or using the Distract Feat) against DC 15 + your Concentration bonus. Each successive escape attempt by the same victim increases his DC by 5.

Disarm: You must hit the item's Defense with a melee attack to Disarm. If you miss by 5 or more, the weapon automatically hits you. To resist your Disarm, the victim makes a Strength check against DC 10 + your Damage. The defender does not get a free chance to Disarm you if you fail. When you successfully Disarm, you may immediately grab your opponent's weapon with a DC 15 Dex check (DC 10 if you are unarmed). You can use Disarm against *any* easy to lose item, not just weapons.

You can also simply try to take an opponent's weapon using your Strength. If you make a successful Disarm attack, your victim makes a Strength check against DC 10 + your Strength.

Grapple: You must hit the victim's Defense +2 to initiate a Grapple. The victim resists by making a Strength (or Escape Artist) check against DC 10 + your Strength. If he fails, you immediately apply the Crush, Lift, Throw, Pin, or Break effect:

- **Crush:** You inflict your normal melee Damage on your victim. He may attack normally, but cannot move and has a -2 Defense penalty. Your victim remains Grappled.
- **Lift:** You apply your Lift Skill to your victim. If you succeed, you move your victim with you. Either way, your victim remains Grappled. You can drop your victim as a free action at any point; your victim makes a Toughness save of DC 10 + your melee Damage bonus + substance modifiers + falling damage. He is Prone but free from your Grapple. Victims may make a Climb check to reduce or avoid falling damage.
- **Throw:** You apply your Throw Skill to your victim. A Throw of 1 foot or less has a distance rank of 0. Your victim makes a Toughness save of DC 10 + your melee Damage bonus + distance rank + substance modifiers + falling damage. He is

Prone but free from your Grapple. Victims may make a Climb check to reduce or avoid falling damage. If you try to throw your victim into another opponent, you have a -4 Attack penalty unless you have the Weapon [people] Feat. If you hit, both take full Damage.

- Pin: Your victim may neither move nor attack, is flat-footed, and has a -4 Defense penalty. Your victim remains Pinned. You may inflict the Crush, Lift, or Throw effects on a Pinned victim in subsequent rounds.
- Break: Your victim harmlessly releases his victim(s) from his Grapple.

A victim can escape your Grapple as a standard action by making a Strength or Escape Artist check against DC 10 + your Strength.

If you want to prevent your victim from speaking, you must hit the victim's Defense +4.

Sunder: You must hit the item's Defense to Sunder. Every point of Life you inflict drains *two* ranks of the Device Power (10 power points).

Trip: You must hit the victim's Defense +2 to start a Trip attempt. If you hit, your victim must make a Dexterity (or Acrobatics) check against DC 10 + your Dexterity bonus. If he fails he falls prone but takes no damage. If he fails by 5, he drops all items he is carrying, including all easy to lose Devices.

Combat Modifiers

Aggressive Stance: Not allowed. Buy All-Out Attack instead.

Autofire Attack: Ignore the Covering Fire and Suppression Fire options.

Concealment: Ignore Concealment miss chance. Just make appropriate Notice checks.

Defensive Stance: Not allowed. Buy Defensive Attack instead.

Helpless: Defense = -4. Ignore all other modifiers.

Unfamiliar Weapon: -4 Attack.

Willing (ranged): Defense = -4.

Willing (melee): Automatic hit.

Prone: -4 Attack and Defense. (To simulate dropping to take cover, use Total Defense). The victim can regain his footing with a DC 5 Acrobatics check, but quicker is harder:

Acrobatics Check Time to Regain Footing

Fail	Remain Prone
Pass	Full Round

Pass by 5	Standard Action
Pass by 10	Move Action
Pass by 15	Free Action

Life and Recovery (supersedes Damage and Recovery Rules)

1. Characters have a default Life of 2. Each extra Life costs 5 PPs.
2. Characters with Life>0 can act normally.
3. Characters with Life=0 require Extra Effort to act.
4. Characters with Life<0 require Extra Effort to act. If they fail a DC 15 Constitution save, they become Unstable.
5. Items with 0 Life stop working. Items with negative Life are destroyed. Items are normally immune to Fortitude-based attacks, but they use their Toughness save against Drains.
6. Characters lose 1 Life when they fail a Toughness save by less than 5, 2 Life when they fail a save by 5, 3 Life when they fail a save by 10, etc.
7. Characters who lose 2 Life in a single blow must make a Fortitude save against a DC 10 Stun attack. Every additional Life lost in a single blow increases the DC by 5.
8. Characters reduced to Life<0 become Unconscious and Unstable. If Stable and/or Conscious characters with Life<0 lose any additional Life, they become Unconscious and Unstable again.
9. After becoming Unstable, Unstable characters must make a DC 10 Constitution check on their next round or lose an additional Life. If they pass by 5, their condition becomes Stable. If they fail, their condition remains Unstable, and they make additional DC Constitution checks at each subsequent point on the Progression Table.
10. After becoming Unconscious, Unconscious characters must make a DC 10 Constitution check on their next round or become Comatose. If they pass by 5, they become Conscious but may not act until their next round. If they pass by 10, they become Conscious and may act immediately. Each time you are knocked Unconscious during the same combat increases the DC of your recovery check by 5. Comatose heals like any other damage condition.
11. Characters die when they fall *below* the negative of their initial Life.
12. Any character about to die makes a DC 10 Constitution check to Defy Death, +5 DC per Life lost beyond the negative of his initial Life. If he succeeds, he Stabilizes at the negative of his initial Life. If he fails, he dies.

13. Once per week, a character makes a DC 15 Constitution check to recover one damage condition, +1 damage condition per 5 points by which he makes the check. Characters who rest without interruption receive a +5 bonus to their roll.
14. Characters recover damage conditions in the following order: Comatose, Life, Exhaustion, Nauseate, Paralyze, Fatigue, Drain, Dazzle, mental effects, Transform, Extra Effort. Treat each step of each condition as one damage condition.
15. A character with the Medicine Skill who tries to provide care makes a DC 15 Medicine check to move the time between checks one step down the Progression Table, + one step per 5 points by which he makes the check. He cannot try again (for success or a better success) for one week. Any additional loss of Life negates the effect of a successful Medicine check.
16. A character with the Healing Power *immediately* restores one damage condition if he makes a DC 15 check, +1 per 5 points by which he makes the check. He cannot try again (for success or a better success) for one week.
17. Ignore the Minion rules.
18. The Knockback rules are superseded by the Knockback Power and the Knockback Extra.

Critical Hits and Fumbles

When you roll a natural 20 on an Attack (or less if you have the Improved Critical Feat), make a second roll versus the opponents' Defense to confirm the critical. If you make the roll, you roll on the Critical hit table; otherwise, you make only a normal hit. You must hit to critically hit.

When you roll a natural 1 on an Attack (or more if your target has the Slippery Feat), make a second roll versus the opponents' Defense to confirm the fumble. If you make the roll, you only have a normal miss; otherwise, you roll on the Fumble table. You must miss to fumble.



Appendix: Variants

Convenient: Minor opponents automatically become Comatose if reduced to Life<0, unless the PCs want to interact with them. In non-lethal genres, minor opponents automatically Stabilize. In lethal genres, minor opponents automatically fail to Stabilize.

Deadly: Constitution checks to Stabilize have +5 DC. You lose 1 Life – and potentially become Unstable – if you fail a Recover check by 5. Your patient loses 1 Life if you fail a Medicine or Healing check by 5.

Fast & Furious: All saving throws that are normally DC 10 + rank are DC 15 + rank. Note: This does not include saving throws with fixed DC (e.g. saves vs. Stun when losing more than 1 Life in a single blow) or Reflex saves to avoid Area attacks.

Kid Rules: Characters can act normally at Life \geq 0, and only need to make a DC 10 Constitution check to Defy Death.

Kung Fu: For Knockback, each degree of failure beyond the first moves distance (but not Damage) two steps up the Progression Table; any attack can be lethal or non-lethal at the attacker's option; every +5 DC on Jump and Throw (but not Lift) moves weights/distances *two* steps up the Progression Table.

Edit Options:

- Double-or-Nothing: The GM can veto your use of an Edit. If he does so, you receive an Edit as compensation.
- Generous: Edit to re-roll. If your roll $<$ 11, add 10. You cannot do worse than your original roll. You may re-roll again by Editing again.
- Gritty: Edit to re-roll. You cannot Edit on one roll more than once.
- Harsh: All PCs have one rank of Unluck by default. The GM can impose Unluck for lack of insight.
- Mixed: Edit to make a Gritty Option re-roll, or Edit twice to make a Standard Option re-roll. You cannot re-roll more than once.
- Mixed Generous: Edit to make a Gritty Option re-roll, or Edit twice to make a Standard Option re-roll. You may re-roll again by Editing again.
- Progressive: Edit to re-roll a roll once, Edit twice to re-roll the same roll a second time, Edit thrice to re-roll the same roll a third time, etc.
- Semi-Gritty: Edit to re-roll. You may re-roll again by Editing again.
- Standard: Edit to re-roll. If your roll $<$ 11, add 10. You cannot do worse than your original roll. You cannot re-roll more than once.

Pulp: The base Heal rate is 1 day rather than 1 week; attacks are is non-lethal by default; the Computers Skill cannot be used untrained.

Realistic: Will saves cost 1 PP per +2.

Space Opera: Increase the Power Level for Vehicles by 5.

Superheroic: The base Heal rate is 1 day rather than 1 week; for Knockback, each degree of failure beyond the first moves distance (but not Damage) two steps up the Progression Table; attacks are non-lethal by default; every +5 DC on Jump, Lift, and Throw moves weights/distances *two* steps up the Progression Table.

Skills

Skill	Ability	Untrained?
Acrobatics	Dex	yes
Bluff	Cha	yes
Chase	Dex	yes
Chore	Con	yes
Climb	Con	yes
Computers	Int	yes
Concentration	Wis	yes
Craft	Int	no
Diplomacy	Cha	yes
Disable Device	Int	no
Disguise	Cha	yes
Drive	Dex	no
Escape Artist	Dex	no
Gather Information	Cha	yes
Handle Animal	Cha	yes
Insight	Wis	yes
Intimidate	Cha	yes
Investigate	Int	no
Jump	Str	yes
Knowledge	Int	no
Lift	Str	yes
Medicine	Wis	no
Memory	Int	yes
Notice	Wis	yes
Perform	Cha	no
Pilot	Dex	no
Profession	varies	no
Reason	Int	yes
Research	Int	yes
Ride	Dex	no
Run	Con	yes
Search	Int	yes
Sense Motive	Wis	yes
Sleight of Hand	Dex	no
Stealth	Dex	yes
Survival	Wis	yes
Swim	Con	yes
Throw	Str	yes
Track	Wis	no

Feats

Feat	Feat	Feat	Feat
Accurate Attack	Evasion	Light Sleeper	Seize Initiative
Agile Grip	Extraordinary Effort	Linguist	Set-Up
Aggressive Attack	Fascinate	Lipreading	Skill Mastery
Aim	Favored Environ.	Lore	Slam
All-Out Attack	Favored Opponent	Luck	Slippery
Animal Empathy	Fearless	Master Plan	Sneak Attack
Artificer	Fearsome	Mentor	Startle
Assessment	Feint	Merchant	Stoic
Assist	Flashback	Mind Over Matter	Stonewall
Attractive	Grappling Finesse	Minions	Sucker Punch
Bane	Group Effort	Mobile Defense	Suicidal Attack
Beginner's Luck	Hasty Attack	Move-By Action	Survivor
Benefit	Haymaker	Multi-task Grapple	Takedown Attack
Blind-Fight	Hide in Plain Sight	Native Accent	Taunt
Bodyguard	Human Shield	Niche	Team Player
Brute Force	Immovable	Non-Descript	Teamwork
Charge	Improved Cover	Patient Attack	Throwing Mastery
Chokehold	Improved Critical	Pin	Trance
Connected	Improved Defense	Point Blank	Transport
Contacts	Improved Disarm	Power	Transporter
Convert	Improved Grapple	Power Attack	True Grace
Coup de Grace	Improved Grip	Precise Blow	Turnaround
Cripple	Improved Recover	Precise Shot	Ultimate Effort
Critical Accuracy	Improved Slam	Prone Fighting	Uncanny Dodge
Critical Control	Improved Sunder	Quick Change	Unstoppable
Defensive Attack	Improved Trip	Quick Draw	Vengeful Attack
Defiance	Improvised Tools	Rage	Vigilant
Demoralize	Inspire	Ranged Disarm	Wealth
Desperate Attack	Instant Up	Ranged Pin	Weapon
Diehard	Interpose	Ranged Trip	Weapon Bind
Distract	Inventor	Redirect	Weapon Break
Dodge	Jack-of-All-Trades	Reflect	Weapon Master
Dumb Luck	Jaded	Rematch	Well-Informed
Elusive Target	Language	Ritualist	Well-Read
Endurance	Last Stand	Routine Attack	Well-Rounded
Environ. Adaptation	Leadership	Second Chance	Wrath
Equipment			

Powers

Power	PP/Rk	Default Extras	Default Flaws
Absorption	2		Sustained
Additional Limbs	1		Permanent
Base	1		
Blast	2		
Boost	1-5	Touch	Sustained
Burrowing	1		
Communication	1		Sustained
Comprehend	2		
Datalink	[2]+ ½		Sustained
Concealment	1-4		Sustained
Corrosion	3		Touch
Create Object	2		Sustained
Dazzle	½-2		
Deflect	1-3		Touch
Density	2		Sustained
Device	3-4		
Dimensional Pocket	2		Touch
Disintegration	5		
Drain	1-5		Touch
Transfer	2	Vampiric	Touch
Elongation	1		Sustained
Anatomic Separation	2	Linked to Quickness	
Environmental Control	1-2		Sustained
ESP	½-4		Concentration
Fatigue	2		Touch
Feat Combo	4		
Flight	2		
Force Field	2	Impervious	Concentration
Fumble	2		
Growth	1		Sustained
Healing	2	Touch	
Illusion	4	Perception	Concentration
Images	1-4	Perception	Concentration
Immunity	1		
Insubstantial	5		Sustained
Astral Form	[8]		Limited (-2), Sustained
Knockback	1		
Luck Control	3		
Mental Blast	4	Perception	
Metamorph	1		

Mimic	3		
Mind Control	5	Perception	Concentration
Animal Control	2	Perception	Concentration, Limited (-3)
Confuse	2	Perception	Concentration, Limited (-3)
Emotion Control	3	Perception	Concentration, Limited (-2)
Mind Switch	3	Extra Target, Perception	All/Nothing (-2), Limited (-2), Sustained
Power Control	3	Perception	Limited (-2)
Mind Reading	3	Perception	Concentration
Mind Shield	1	Impervious	
Morph	½-4		Sustained
Nauseate	2		Touch
Nullify	3		
Obscure	1-4		
Pain	2		Concentration
Paralyze	2		Touch
Possession	4		Sustained
Quickness	2		
Regeneration	2		
Sensory Shield	1	Impervious	
Shapeshift	5		
Adaptation	2		Limited (-2), Uncontrolled
Animal Mimicry	3		Limited (-2), Sustained
Nemesis	3		Limited (-1), Uncontrolled
Object Mimicry	3		Limited (-2)
Shrinking	1		Sustained
Shoot	1		Range Only
Snare	2		
Space Travel	1		
Speed	2		
Spinning	3		Sustained
Strike	1		Touch
Suffocate	3	Continuous, Easy, Ramp	Delayed, Touch
Stun	2		Touch
Summon	2		Sustained, Touch
Animate Objects	2	Type	Limited (-1), Sustained, Touch
Duplication	2	Fanatical	Limited (-1), Sustained, Touch
Gestalt	1	Fanatical	Limited (-2), Sustained, Touch
Super-Movement	2		
Super-Senses	1		
Swimming	1		
Telekinesis	2		
Teleport	2		
Transform	2-8		
Vehicle	1-2		

Power Feats, Extras, and Flaws

Power Feats	Extras	Flaws
Affects Insubstantial	Action	Activation
Destabilize	Affects Corporeal	Action
Dimensional	Affects Others	All-or-Nothing
Extended Reach	Alternate Save	Alternate Power
Knockback	Area	Brief
Incurable	Armor-Piercing	Cap
Indirect	Aura	Charges
Innate	Autofire	Delayed
Lethal	Continuous	Disease
Muzzle	Contagious	Disorienting
Non-Lethal	Cumulative	Edit
Precise	Duration	Ephemeral
Progression	Easy	Fades
Reversible	Encase	Flat-Footed
Ricochet	Enhanced	Feedback
Sedation	Extra Attack	Fragile
Split Attack	Extra Target	Immobile
Stunning	Extra Trait	Interruptible
Subtle	Field	Limited
Sudden	Homing	Linked
Tenacious	Impervious	Lockout
Triggered	Linked	Myopic
Variable Special FX	Mental Snare	Permanent
	Novel Trait	Personal Immunity
	Penetrating	Power Loss
	Poison	Range
	Ram	Resistance
	Ramp	Restorative
	Range	Sense-Dependent
	Reflect	Side Effect
	Selective	Tiring
	Sleep	Uncontrolled
	Split	
	Sturdy	
	Vampiric	

Weapons

Weapon	Effect	Special
<i>Guns</i>		
.22	Blast 3	
.33	Blast 4	
.45	Blast 5	
Shotgun	Blast 4	Area [Burst]
Uzi	Blast 3	Autofire
Machine Gun	Blast 4	Autofire 2
Sniper Rifle	Blast 4	Armor Piercing, Progression 2 [500' range]
<i>Blades</i>		
Dagger	Strike 2	
Throwing Knife	Blast 1	
Short Sword	Strike 3	
Long Sword	Strike 4	
Two-Handed Sword	Strike 5	
<i>Bows</i>		
Long Bow	Shoot 2	
Crossbow	Shoot 3	Armor Piercing, Quick Draw
<i>Bludgeons</i>		
Staff	Strike 1	
Club	Strike 2	
Heavy Object	Varies	+1 for DC 10; +1 per +5 DC
<i>Exotic</i>		
Grenade	Blast 4	Area [Explosion], Progression [2' radius], Drawback [25' range]
Frag Grenade	Blast 4	Area [Explosion], Penetrating, Progression [2' radius], Drawback [25' range]
Dynamite	Blast 6	Area [Explosion], Drawback [25' range]
Bazooka	Shoot 10	Area [Explosion], Progression 2 [5' radius], Progression [250' range]
Flamethrower	Blast 4	Continuous, Drawback [10' range]
Garrote	Suff 2	
<i>Sci-Fi</i>		
Laser Pistol	Blast 4	
Laser Rifle	Blast 6	
Heavy Laser	Blast 10	
Gyrojet	Blast 3	Penetrating
Light Sabre	Strike 5	Armor-Piercing, Improved Critical

Sample Character Sheet

John L. Gaskin, Tough Old Cowboy, 100 points – played by Clint Eastwood

Strength	Intelligence	Wisdom	Dexterity	Constitution	Charisma
+3	+0	+3	+2	+5	-1

Life	Life Lost	Heal
4		<input type="checkbox"/> Week
		<input type="checkbox"/> 2 Day
		<input type="checkbox"/> Day
		<input type="checkbox"/> ½ Day

Toughness	Fortitude
+7 +5 flat-footed	+4

Reflex	Will
+2	+1



Attack	Defense	Damage	Initiative
+2 +4 w/ranged	+2	+0 +10 w/shotgun	+6/+16

Skills: Lift 4 (+7), Notice 3 (+6), Ride 10 (+12), Track 2 (+5)

Feats: Diehard, Improved Critical, Luck 3, Power Attack, Quick Draw, Weapon 2 [hand gun, rifle]

Powers: None

Stuff: **Device 11** [shotgun; easy to lose]: **Blast 10** (*Extras:* Area; *Feats:* Progression [5' burst]), Precise, Sudden 4; **Variable Feat** [Blast]

Complications: Angrier and Angrier, Hard Drinkin', Proud

Abilities 12 + Saves 18 + Combat 12 + Life 10 + Skills 6 + Feats 9 + Powers 33 = 100

Critical Hit Table (Fortitude Save to Avoid Special Effects)

Roll	Result
1	+5 Ranks
2	+6 Ranks
3	+7 Ranks
4	+8 Ranks
5	+9 Ranks
6	+10 Ranks
7	Continuous
8	Dazzle
9-10	Drain Combat
11	Drain Save
12	Drain Other
13	Extra Victim
14	Fumble
15	Knockback
16	Paralyze
17	Suffocate
18-19	Damage Device*
20	Roll Twice

Fumble Table (Reflex Save to Avoid Effects)

Roll	Result
1	Damage Device – DC 10 + target's Defense*
2	Damage Device – DC 15 + target's Defense*
3-4	Drop Device – DC 10 + target's Defense
5	Drop Device – DC 15 + target's Defense
6	Nauseate – DC 10 + target's Defense
7-8	Pain – DC 10 + target's Defense
9-10	Trip – DC 10 + target's Defense
11-12	Trip – DC 15 + target's Defense
13-14	Hit Self – DC 10 + target's Defense
15	Hit Self – DC 15 + target's Defense
16	Hit Friend or Self – DC 10 + target's Defense
17	Hit Friend or Self – DC 15 + target's Defense
18	Critical Hit to Self – DC 15 + target's Defense
19	Critical Hit to Friend or Self – DC 15 + target's Defense
20	Roll Twice

* Toughness Save for Device to Avoid Damage

Attack Summary Table

Power	Save	Effect		
		Fail	Fail by 5	Fail by 10
Blast	Toughness	-1 Life	-2 Life + Stun DC 10	-3 Life + Stun DC 15
Dazzle	Reflex	DC 10 Notice to attack	DC 15 Notice to attack	DC 20 Notice to attack
Drain	Fortitude	-5 power points	-10 power points	-15 power points
Fatigue	Fortitude	-2 Attack, Skills; -1 rank movement	-5 Attack, Skills; -2 ranks movement	Comatose
Fumble	Reflex	Roll on Fumble Table		
Illusion	Will	Mild changes	Major changes	Solipsism
Knockback	Reflex	Prone + KB 5'	-1 Life + Prone + KB 10'	-2 Life + Prone + KB 25' + Stun DC 10
Mental Blast	Will	-1 Life	-2 Life + Stun DC 10	-3 Life + Stun DC 15
Mind Control	Will	Mildly opposes	Strongly opposes	Violently opposes
Mind Reading	Will	Surface thoughts	Memories	Deep or hidden thoughts
Nauseate	Fortitude	Extra Effort to Attack	Extra Effort to Move or Attack	Helpless
Nullify	Will	Nullified		
Paralyze	Fortitude	Move or attack each round	Move or attack every other round	Paralysis
Pain	Will	DC 10 Concen. to act	DC 15 Concen. to act	DC 20 Concen. to act
Shoot	Toughness	-1 Life	-2 Life + Stun DC 10	-3 Life + Stun DC 15
Snare	Reflex	-2 Att., Def. + flat-footed	-4 Att., Def.; -1 rank move. + flat-footed	-4 Def; no Att., move. + flat-footed
Strike	Toughness	-1 Life	-2 Life + Stun DC 10	-3 Life + Stun DC 15
Stun	Fortitude	1 round	2 rounds	Unconscious
Suffocate	Reflex	DC 10 + rank + 1/per round Fortitude save beginning <i>following</i> round		
Transform	Fortitude/ Will	Cosmetic transform	Minor transform	Major transform