

Heroes Unlimited House Rules Supplement

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Introduction

This supplement is meant to further define some of the rules for Palladium's game system in general and Heroes Unlimited in particular. Basically, there have been several adjustments to the books over the years that have not readily accounted for game balance or solid consistency between the games of the Palladium Megaverse. Though to be fair, Palladium games have always been more about random characters and overall fun than strict game balance and rules, so I'm sure in the minds of the authors there was little problem.

Having dealt with systems like GURPS for a number of years, concepts of game balance have become important to me as a player and GM. I've also found that this type of balance has become more important to many of my players as well. Therefore in an effort to address these perceived issues, along with anything else that comes up during or outside of game play, I offer this set of house rules.

Combat

There are a number of issues that I have always had with the way the Palladium system has dealt with combat. One that has been addressed, or at least clarified, in the latest games is ranged weapon combat. However, I do not care for many of the changes that have been added here in the base system, so I offer my own rules, along with my reasoning for my modifications.

Another feature of the system that I've always felt was poorly developed was the Armor Rating system. Our group never used AR the way it was presented, mostly because waaaaay back when we began playing Teenage Mutant Ninja Turtles and other Strangeness we misread the rules. But even after reinterpreting the rules, correctly this time, we did not feel the presented system captured the spirit of a person enveloped in a protective armor. Plus, we felt it was much too easy for the majority of our characters to bypass the ARs of armored heroes and villains.

Ranged Weapon Combat

When my group and I began playing games in the Palladium

system many years ago we always found ranged weapon combat to be inferior to most hand to hand attacks. The bonuses seemed lower, and the damage did too. Whether this was the case with the rules as written, or another example of our poor interpretation is now a moot point.

The latest incarnations of the Palladium system have done a marvelous job of rewording the rules for gun and other ranged combat to make them much more understandable. But I do still find a problem with the system as written.

In the standard system the defender of a modern ranged attack, energy or bullets, 'does so without benefit of their usual dodge bonuses (straight die roll), and with a penalty of -4 to dodge!' That just seems harsh to me, and a bit unrealistic. What they are saying is, me, a normal human with no appreciable training has the same chance against a would be gunman as a trained hero? That doesn't seem right. It also means everyone will be wandering around with firearms or be at a major disadvantage. That does not seem to fit with the comic book genre. Plus highly skilled characters like Spidey and even Batman (who has no appreciable powers) seem to dodge bullets all the time in the funny books. Lastly this gives an extremely lopsided advantage to some powers like the super speed abilities.

The way I've always reconciled this in my head is that you are not so much dodging the bullets, as making it much harder for the attacker to hit you. So, in this thought there should be a penalty to dodge bullets, but there should be no loss of your dodge bonus. Additionally, dodging a ranged attack generally means getting out of the way, so no automatic dodge can be used, that's more intended for Hand to Hand combat.

So, dodging ranged attacks incurs the following penalties:

- **-6 to dodge a gun, energy blast or other "fast" ranged weapon.**
- **-3 to dodge arrows, crossbows, slings or other "slow" ranged weapons.**
- **Defender must spend an attack to dodge fast weapons, no automatic defenses apply.**
- **Defender can attempt to automatically defend (dodge or parry) against a slow ranged weapon, but at a -10 penalty.**
- **No penalty to dodge or defense type vs. thrown attacks, they are considered hand to hand attacks.**

Armor Rating

One of the biggest limitations I have found in the Palladium games is with the Armor Rating system. In the game as written, the AR is simply a number that needs to be beaten when a character is attacked. This is all well and good, but these AR numbers are often easy to beat. An attacker with a decent strike bonus will hit and do damage most of the time, with the armored hero being afforded little protection. Additionally, there is no provision for layered armor, natural, unnatural or some combination of the two.

Rolling AR

It stands to reason, in my mind anyway, that the armored hero should be afforded some protection from his armor regardless of chosen defense. The minimum defense the character is afforded is the AR for that character. Unless some extenuating circumstance presents itself, like armor piercing rounds being used, a character with an AR of 12 can never have a defense of less than 12.

If the character attempts an active defense, like a parry or dodge, half of the AR, rounded down, is added to the defensive roll. If this number is less than the AR after rolling, the full AR value is used.

Example 1: Hell Razor, a hero with APS Metal, strides confidently into the enemy's hideout hoping that his armor will protect him. Thug #1 attacks with a small pistol (1D4). The thug rolls a combined strike of 12, and the bullets bounce harmlessly off.

Example 2: As Razor continues into the hideout, Thug #2 brandishes a sword, and seems to know what he is doing. Razor decides to parry. His parry is a +6. Half his AR rounded down is an 8 for a total of 14. He rolls a 10 for a total defense of 24. Good thing he actively defended, Thug #2 rolled a 21, more than Razor's parry and more than his AR, but together enough to deflect the damage.

Example 3: Razor is still fighting Thug #2, and this time rolls a meager 2, for a total defense of 16. This is considered a 17, because his defense can never be less than his AR. Thug #2 rolls a total of 23 and Razor takes damage. Now this guy made him mad!

This is simple enough for *Natural AR*, but how does *Artificial AR* work? The same way really, but if your normal active bonus would not be enough to defend against the damage, but the additional AR is, subtract the SDC from the

artificial armor. Consider Example 2 above, but replace Hell Razor with Sgt. Jones wearing Class 4 Armor, also AR 17.

Example 4: As Sgt. Jones enters the hideout, Thug #2 brandishes a sword, and seems to know what he is doing. Jones decides to parry. His parry is a +6. Half his AR rounded down is an 8 for a total of 14. He rolls a 10 for a total defense of 24. Good thing he actively defended, Thug #2 rolled a 21, more than his parry (which would have been a 16 by itself), and more than his AR, but together enough to deflect the damage. Therefore, 2D6 +2 is subtracted from the armor's SDC.

While this method of armor defense requires a little more bookkeeping, it seems to make a lot of sense, and characters that rely on AR are not left out in the cold when their opponents achieve high strike bonuses.

Pros:

- Accounts for Added defense of AR.
- Grows as defense grows
- Characters with good strikes don't automatically hit
- Advantage disappears when artificial armor broken
- Defense is high, but not insurmountable

Cons:

- Requires some additional bookkeeping.

Multiple ARs

Sometimes it is possible for a character to have more than one AR protecting them at a time. Given the above scenarios it would not make sense to have only the top most layer, or the highest AR count. Layered armor should offer the wearer improved protection. But how much?

While a straight adding of the ARs would afford a great deal of protection, some law of diminishing returns should apply. Up to 20, the armor should act like normal. Between 20 and 40 divide the remaining AR by 2. Between 41 and 70 divide the remainder by 3, etc. Always round down here.

It may seem complicated, but really it is not.

- Add up the total AR.
- Any AR points between 1 and 20 leave alone.
- Any points between 21 and 40 divide by 2. (Notice that 21 to 40 is a 20 point gap. The full range divided by 2 would add only 10 points.)
- Any points between 41 and 70 divide by 3. (Notice that 41 to 70 is a 30 point gap. The full range divided by 3 would add only 10 points to the total AR.)
- 71 to 110 divide by 4.

- 111 to 160 divide by 5.
Hopefully you can see the pattern by now.
I also don't expect any character would ever have an AR this high!

Example 1: Razor and Sgt. Jones are pinned down by lots of machine guns. These guys have punched a few holes in Hell Razor's armored skin already, and he's not looking for new piercings. While behind cover, he dons Jones' armor and heads out into the hail of bullets. His total AR is 34, but the effective AR is only 27 because of the law of diminishing returns. Razor is hit with a hail of bullets with to-hit rolls of 22, 24 and 16. He'll be fine, but the Class 4 armor takes several hits of 4D6 x 5. This is probably enough damage to destroy the armor, and put a few more holes in Razor. Hopefully he's closed the gap on his enemies!

Super Powers

Dealing with how a power is defined can be tricky. Players generally want to have the freedom to interpret the power however they feel best suits the character. This is a good thing to encourage, and was actually a little easier in the earlier versions of Heroes Unlimited. In the older version of the game each major ability was generally a main power of one or more known comic characters. How many well known characters with Stretching ability can you name? But with the latest incarnation of the game, more powers seem to be available to the characters. This allows the game to have better definition in the powers themselves. This does not necessarily mean weakening the powers, not at all! Rather, giving each power a more well rounded definition allows for more interesting individual powers and ultimately more interesting characters.

Take APS Fire as an example. In HU Revised, if you wanted a fiery hero reminiscent of The Human Torch, you took APS Fire as your major power, and maybe one or two minors to round it all out, perhaps flight and energy resistance. Or perhaps you just took APS Fire and Control Elemental Force (CEF) Fire and declared mastery over all things that burn. Also it did not really matter, for game purposes, if you became living flame, or were simply enveloped in it. Now that the characters have access to more abilities (2 Major and 2 Minor seem popular, as does 3 Major powers) perhaps the powers themselves could use with a bit more refinement.

There should be distinct powers for a body of flame vs. a fiery aura, and both these should be separated from the control of flame. APS is the ability to become something. The CEF powers should be the ultimate in controlling the element or substance in question. After all, APS Stone does

not grant any mastery over earth and rock.

Aside from these redefinitions I will add some changes for game balance. And lastly, I will add some optional rules for redefining the power categories to cover more than simply Major and Minor. It has never made much sense to me that Flight: Glide, and Flight: Wingless are on the same level. Again, in light of the penchant for Palladium systems to push random rolling, this makes sense. But the fact is, few of the characters in our games ever bothered to take the watered down version of a power like this. Hopefully by breaking the Super powers into more than 2 categories, in this case 5, I hope to encourage players to consider some of these "weaker" powers.

Super Power Categories (optional)

In HU there have always been two power levels, Minor and Major. Because of powers like **Flight: Glide** and **Flight: Wingless** residing in the same level, and thus never being selected by my players, I always felt it would be a good idea to expand to a few more categories. With the inclusion of the new Strength levels, among other things, I now feel it is necessary.

In order to use this system, each power is labeled with a **Power Level** number. These numbers range from 1 to 6, and generally correspond to a Power Level. The levels are tentatively labeled:

- **Minor (1)**
- **Amazing (2)**
- **Fantastic(3)**
- **Major (4)**
- **Ultra (6)**

Note there is no level 5, because I wanted the Ultra Powers to be 50% more expensive than the Major ones. If at some point in the future a power seems to fit that number, I'll be happy to add a Power level.

Note also that I will continue to list the Powers as Minor and Major for backwards compatibility sake.

If a player wishes to create a hero using this system, he can either:

- Roll his powers as usual and convert to points. If he rolls 1 Major 2 Minor that would be 8 Power Level Points.
- Or, he could instead roll 1D6 +6.
The GM can adjust the "+6" depending on the hero's Hero Category if he wishes.

Another system intended to balance powers fairly for

characters that are created, rather than rolled, is presented by Dan Steiner at the following URL:
http://members.cox.net/d.steiner/HeroesUnlim/new/custom_powers/bioe.htm

Dan uses Bio-E, the game convention used to create mutant animals in TMNT and After the Bomb. While this really fits with the Palladium system, changing every power to Bio-E seemed to be a lot of work.

Powers

I will make a listing of all the powers included in the Heroes Unlimited system. This will allow me to note the Power Level I've assigned to the power, as well as make any notes or changes. If a power is unchanged, I will give it a book (generally HU2 or PU) and page number. If the power listed comes from another source, generally a website, I will give credit to the author(s) and provide a link if available.

Minor Abilities

Abnormal Energy Sense

Power Level: 1
As presented in PU1 p.9

Adhesion

Power Level: 1
As Presented in HU2 p.228

Adrenaline Surge

Power Level: 2
As presented in PU1 p.9

Alter Physical Body

Power Level: 1
As presented in HU2 p.228

Alter Physical Structure of Limb

Power Level: 2
As presented in PU1 p.10

Anatomical Independence

Power Level: 2
As presented in PU1 p.12

Animal Brother

Power Level: 1
As presented in PU1 p.13

Antennae

Power Level: 2
As presented in PU1 p.13

Battle Rage

Power Level: 2
As presented in PU1 p.14

Beastmaster

Power Level: 2
As presented in PU1 p.14

Bend Light

Power Level: 2
As presented in HU2 p.229

Blur

Power Level: 1
As presented in PU1 p.15

Body Weapons

Power Level: 2
As presented in HU2 p.229

Bookworm

Power Level: 1
As presented in PU1 p.15

Bubble Glue

Power Level: 2
As presented in PU1 p.16

Charge Object with Explosive Energy

Power Level: 2

As presented in PU1 p.17

Note that explosive items can still do damage even with a roll under an object' sAR.

Claws

Power Level: 2

As presented in PU1 p.17

Additionally add level increase bonuses to Strike and Parry as per the Knife W.P. Obviously bonuses to throw do not apply with the claws

Claws, Small

Power Level: 1

The individual has small claws at the ends of the fingers that may or may not be retractable, 50% chance, or player' s choice.

Damage: 2D4 + any applicable H-H damage bonus from PS, other powers or combat style.

Range: Hand to hand combat

Bonuses: +1 to Strike, +10% to climb skill

Clock Manipulation

Power Level: 1

As presented in HU2 p.229

Color Manipulation

Power Level: 2

As presented in PU1 p.17

Conduct Electricity

Power Level: 2

As presented in PU1 p.18

Criminal Intuition

Power Level: 1

As presented in PU1 p.19

Danger Sense

Power Level: 2

As presented in PU1 p.19

Density Walking

Power Level: 1

As presented in PU1 p.20

Detonation

Power Level: 2

As presented in PU1 p.20

Note that explosive items can still do damage even with a roll under an object' s AR.

Disintegration

Power Level: 2

As presented in PU1 p.20

Doorway

Power Level: 2

As presented in PU1 p.21

Earth Empowerment

Power Level: 2

As presented in PU1 p.21

Energy Claws

Power Level: 2

As presented in PU1 p.21

Additionally add level increase bonuses to Strike and Parry as per the Knife W.P. Obviously bonuses to throw do not apply with the claws

Energy Expulsion: Cold

Power Level: 2

As presented in PU1 p.21

Bonuses: +3 strike if an aimed shot, +1 strike if wild; neither is applicable to divided attacks.

Energy Expulsion: Directed Sound

Power Level: 2

As presented in PU1 p.22

Bonuses: +3 strike if an aimed shot, +1 strike if wild.

Energy Expulsion: Electricity

Power Level: 2

As presented in HU2 p.230

Energy Expulsion: Electrical Field

Power Level: 2

As presented in HU2 p.231

Note: maintaining the field costs the character 1 attack per melee.

Energy Expulsion: Electromagnetic Pulse

Power Level: 1

As presented in PU1 p.21

Energy Expulsion: Energy

Power Level: 2

Damage: 3D6 + 1D6 per exp level.

The remaining abilities as presented in HU2 p.230.

Energy Expulsion: Energy Aura

Power Level: 2

As presented in PU1 p.22

Note: Attackers with an AR must roll their AR to see if damage is inflicted. Even attacks falling under the AR do half damage.

Energy Expulsion: Fire

Power Level: 2

As presented in HU2 p.231

Energy Expulsion: Flame Ring

Power Level: 2

As presented in PU1 p.22

Energy Expulsion: Force

Power Level: 2

As presented in PU1 p.23

Bonuses: +3 strike if an aimed shot, +1 strike if wild; neither is applicable to divided attacks.

Energy Expulsion: Force Blast

Power Level: 2

Instead of a straight 70% chance, defenders must roll vs knockdown at -5 to do so. A defender is +1 for every full 100 lbs over 200.

The rest is as presented in PU1 p.23

Energy Expulsion: Icy Mist

Power Level: 2

As presented in PU1 p.23

Energy Expulsion: Light

Power Level: 2

As presented in HU2 p.231

Energy Expulsion: Plasma

Power Level: 2

Damage: 4D6 + 1D6+1 per level of experience

Attacks per Melee: Each attack counts as 2.

Bonuses: Only the character's P.P. Bonus applies

The rest is as presented in PU1 p.24

Energy Expulsion: Ultrasonic Speech

Power Level: 2

As presented in PU1 p.24

Energy Resistance

Power Level: 2

As presented in HU2 p.231

Energy Shield

Power Level: 2

As presented in PU1 p.24

Energy Whip

Power Level: 2

As presented in PU1 p.25

Enhanced Leaping

Power Level: 2

As presented in PU1 p.25

Enlarge Body Parts

Power Level: 2

As presented in PU1 p.25

Exploding Spheres

Power Level: 2

As presented in PU1 p.26

Note that explosive items can still do damage even with a roll under an object' sAR.

Extraordinary IQ

Power Level: 1

The character is extremely intelligent and can retain vast sums of knowledge. The character has the equivalent of the Psionic power of Speed Reading with no I.S.P. required.

Bonuses:

- Increase I.Q. attribute to 20 + 1D8.
- All Scholastic and Secondary skills enjoy an additional 10% bonus.
- Character can have skills surpass the 100% mark to reduce any possible penalties. Rolls of 90 and 99 still count as failure.

See also Heightened Sense of Recall.

Extraordinary Mental Affinity

Power Level: 1

As presented in HU2 p.231

Extraordinary Mental Endurance

Power Level: 1

As presented in HU2 p.231

Extraordinary Physical Strength

Power Level: 1

As presented in HU2 p.231

See also SuperHuman Strength and SuperNatural Strength

Extraordinary Physical Prowise

Power Level: 1

As presented in HU2 p.232

Extraordinary Physical Endurance

Power Level: 1

As presented in HU2 p.232

Extraordinary Physical Beauty

Power Level: 1

As presented in HU2 p.232

Extraordinary Speed

Power Level: 1

The ability to run at speeds greater than most animals and as fast as many vehicles. Character can reach full speed in 1 melee round.

Bonuses:

- Speed 50 mph + 5 mph per level.
- + 20 SDC
- + 1 attack per melee
- + 1 initiative
- + 1 Strike, parry and pull punch
- + 2 roll with punch/fall
- + 3 dodge
- Automatic dodge; can dodge without using up an melee action
- +4 damage for every 20 mph.

See also Superhuman Speed.

Fabric/Cloth Material Animation

Power Level: 2

As presented in PU1 p.26

Feral

Power Level: 2

As presented in PU1 p.27

Flight: Energy

Power Level: 2

Speed: 220 mph + 20mph per level
The rest as presented in PU1 p.27

Flight: Glide

Power Level: 1
As presented in HU2 p.232

Flight: Hover

Power Level: 1
As presented in PU1 p.27

Flight: Insect

Power Level: 2
As presented in PU1 p.27

Flight: Force Disk

Power Level: 2
As presented in PU1 p.28

Flight: Winged

Power Level: 2
Bonuses: +50 SDC. All else as presented in HU2 p.232

Flight: Wingless

Power Level: 1
Bonuses: +20 SDC. All else as presented in HU2 p.233

Frequency Absorption

Power Level: 1
As presented in PU1 p.28

Giant

Power Level: 2
As presented in PU1 p.28

Glow Bug

Power Level: 1
As presented in PU1 p.29

Gravitational Plane

Power Level: 2
As presented in PU1 p.29

Gun Limb

Power Level: 2
As presented in PU1 p.29

Harden Skin

Power Level: 2
As presented in PU1 p.29

Healing Factor

Power Level: 2
As presented in HU2 p.233

Healing Power

Power Level: 2
As presented in PU1 p.30

HeavyWeight

Power Level: 2
As presented in PU1 p.30

Heightened Sense of Awareness

Power Level: 1
As presented in PU1 p.30

Heightened Sense of Balance

Power Level: 1
As presented in PU1 p.30

Heightened Sense of Hearing

Power Level: 1
As presented in HU2 p.234

Heightened Sense of Recall

Power Level: 1
As presented in PU1 p.30

Heightened Sense of Smell

Power Level: 1

As presented in HU2 p.234

Heightened Sense of Taste

Power Level: 1

As presented in HU2 p.234

Heightened Sense of Time

Power Level: 1

As presented in PU1 p.30

Heightened Sense of Touch

Power Level: 1

As presented in HU2 p.234

Hold Breath

Power Level: 1

As presented in PU1 p.31

Horror Factor

Power Level: 1

As presented in HU2 p.234

Hyperdensity

Power Level: 2

As presented in PU1 p.31

Immovability

Power Level: 2

As presented in PU1 p.31

Immune to Magic

Power Level: 2

As presented in PU1 p.31

Immune to Psionics

Power Level: 2

As presented in PU1 p.31

Impact Resistance

Power Level: 2

As presented in PU1 p.31

Impervious to Cold and Freezing

Power Level: 2

As presented in PU1 p.32

Impervious to Control and Possession

Power Level: 2

As presented in PU1 p.32

Impervious to Disease and Illness

Power Level: 2

As presented in PU1 p.32

Impervious to Electricity

Power Level: 2

The super being is impervious to electrical attacks of any kind.

Range: Self

Duration: Constant

Impervious to Energy

Power Level: 2

The super being is impervious to "generic" energy attacks. Specific energy types, such as fire or electricity, still do full damage to this character.

Range: Self

Duration: Constant

See also *Energy Resistance*.

Impervious to Fear and Terror

Power Level: 2

As presented in PU1 p.32

Impervious to Fire and Heat

Power Level: 2

As presented in HU2 p. 235

Impervious to Light and Lasers

Power Level: 2

As presented in PU1 p.32

Impervious to Poison and Toxins

Power Level: 2

As presented in PU1 p.32

Impervious to Shadows and Darkness

Power Level: 2

As presented in PU1 p.32

Impervious to Sound and Vibration

Power Level: 2

As presented in PU1 p.32

Increased Durability

Power Level: 2

As presented in PU1 p.32

Indestructible Bones

Power Level: 1

Additional Bonus: +5 roll with punch/fall/impact. The rest as presented in PU1 p.33

Instant Wardrobe

Power Level: 1

As presented in PU1 p.33

Instant Weapon

Power Level: 1

As presented in PU1 p.33

Iron Will

Power Level: 1

As presented in PU1 p.33

Life Sense

Power Level: 1

As presented in PU1 p.33

Lifting Field

Power Level: 1

As presented in PU1 p.34

Lightning Reflexes

Power Level: 2

As presented in PU1 p.34

Living Anatomy

Power Level: 2

As presented in PU1 p.34

Longevity

Power Level: 1

As presented in PU1 p.34

Lunar Strength

Power Level: 2

As presented in PU1 p.34

Manipulate Kinetic Energy

Power Level: 2

As presented in HU1 p.235

Mask – No Face, No Identity

Power Level: 1

As presented in PU1 p.35

Mechanical Awareness

Power Level: 2

As presented in PU1 p.35

Mental Stun

Power Level: 2

As presented in HU1 p.235

Motion Detection

Power Level: 2

As presented in PU1 p.35

Multiple Limbs

Power Level: 2

As presented in HU1 p.235

Multi-Tasking

Power Level: 2

As presented in PU1 p.36

Nightstalking

Power Level: 2

As presented in HU1 p.236

Personal Force Field

Power Level: 2

As presented in PU1 p.36

Physical Perfection

Power Level: 1

As presented in PU1 p.36

Power Bands

Power Level: 2

As presented in PU1 p.36

Power Channeling

Power Level: 2

As presented in HU1 p.236

Power Weapon

Power Level: 2

As presented in PU1 p.36

Quills

Power Level: 2

As presented in PU1 p.37

Radar

Power Level: 2

As presented in HU2 p.236

Resin

Power Level: 2

As presented in PU1 p.37

Seismic Power

Power Level: 2

As presented in PU1 p.38

Sense Death and Destruction

Power Level: 1

As presented in PU1 p.39

Sensory Orb

Power Level: 2

As presented in PU1 p.39

Shadow Meld

Power Level: 2

As presented in PU1 p.40

Shadow Shaping

Power Level: 2

As presented in PU1 p.40

Shadow Stepping

Power Level: 2

As presented in PU1 p.40

Sleep Dust

Power Level: 2

As presented in PU1 p.41

Sleeplessness

Power Level: 1

As presented in PU1 p.41

Sliding

Power Level: 2

As presented in PU1 p.40

Solar Powered

Power Level: 2

As presented in PU1 p.40

Sonar

Power Level: 2

As presented in PU1 p.42

Speed Tasking

Power Level: 1

As presented in PU1 p.42

Stench

Power Level: 2

As presented in PU1 p.43

Super Bounce

Power Level: 2

As presented in PU1 p.43

Super Burrowing

Power Level: 2

As presented in PU1 p.43

Super Hibernation and Stasis Field

Power Level: 2

As presented in PU1 p.44

Super Wind Blast

Power Level: 2

Instead of a straight 70% chance, defenders must roll vs knockdown at -5 to do so. A defender is +1 for every full 100 lbs over 200.

The rest is as presented in PU1 p.44

Superhuman Strength

Power Level: 2

As presented in HU1 p.236

Supervision: Acute Sight

Power Level: 1

As presented in PU1 p.45

Supervision: Advanced Sight

Power Level: 1

As presented in HU1 p.237

Supervision: Circular Vision

Power Level: 1

As presented in PU1 p.45

Supervision: Nightvision

Power Level: 1

As presented in HU1 p.236

Supervision: Paranormal Sight

Power Level: 1

As presented in PU1 p.45

Supervision: Thermal Vision

Power Level: 1

As presented in PU1 p.45

Supervision: Ultraviolet and Infrared

Power Level: 1

As presented in HU1 p.236

Supervision: X-Ray

Power Level: 1

As presented in HU1 p.237

Swing Line

Power Level: 2

As presented in PU1 p.46

Tentacles of Hair

Power Level: 2

As presented in PU1 p.45

Note: Hand to hand bonuses may apply to the hair strikes. The hair has it' own PP attribute to use for determining possible melee bonuses.

Toy Control

Power Level: 1

As presented in PU1 p.46

Tractor Beam

Power Level: 2

As presented in PU1 p.47

Ultra Hearing

Power Level: 1

As presented in PU1 p.47

Unnoteworthy – Forgettable

Power Level: 2

As presented in PU1 p.48

Untrackable

Power Level: 2

As presented in PU1 p.48

Underwater Abilities

Power Level: 2

As presented in HU1 p.237

Venomous Attack

Power Level: 2

As presented in PU1 p.48

Warp Sound

Power Level: 2

As presented in PU1 p.49

Wave Rider

Power Level: 1

As presented in PU1 p.48

Weightlessness

Power Level: 2

As presented in PU1 p.50

Whip Attack

Power Level: 2

As presented in PU1 p.50

Major Abilities

Absorb Bio-Mass

Power Level: 4

As presented in PU1 p.52

Adapt to Environment

Power Level: 3

As presented in HU2 p.238

Alter Facial Features and Physical Stature

Power Level: 3

As presented in HU2 p.238

Alter Limbs

Power Level: 4

1. As presented in HU2 p.239

2. Character can create 3 bullet like projectiles per level of

experience per melee, or 1 grenade weapon per melee for every third level of experience beyond the first. The character can create additional ammunition per the text on HU2 p. 239.

Non weapon devices can be powered for 1 melee round per level of experience before burning HP as per the text.

Bonuses: as per weapon proficiency.

3. & 4. As presented in HU2 p.240

5. Locomotive devices can be powered for 1 melee round per level of experience before burning HP as per the text.

Alter Metabolism

Power Level: 3

As presented in HU2 p.240

Alter Physical Structure: Acid

Power Level: 4

As presented in PU1 p.52

See also *Chemical Secretion*.

Alter Physical Structure: Crystal

Power Level: 4

As presented in PU1 p.53

See also *Matter Expulsion: Crystal*, and *Elemental Armor: Crystal*.

Alter Physical Structure: Electricity

By Dan Steiner

http://members.cox.net/d.steiner/HeroesUnlim/correct/aps_rev.htm

Power Level: 4

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

1. Partial Invulnerability and Intangibility: The character can transform the matter of his body into a humanoid shaped collection of charged particles. The body, being composed of loosely attached particles, is largely intangible. This property lends the character limited invulnerability to physical and energy attacks while transformed. The character has an effective AR; attacks with lower rolls to strike merely pass through the character' s body. Kinetic attacks, even when striking above the AR, do only ¼ damage. Explosive forces do ½ damage, and always get past his "armor rating". These attacks disperse the particles

making up the character' s body.

The character is immune to electrical attacks, but other energy and laser attacks that strike the character do ½ damage. Cold-based attacks do very little damage to the character, but may solidify his body allowing other attacks to strike. If the character sustains cold damage equivalent to his SDC he is frozen, losing his intangibility-based armor rating and suffers ½ speed.

Fire and heat based attacks do ½ damage, with the exception of magic fire (full damage), if they strike above his armor rating. Contrary to what one might think, water has little effect on the character unless he is immersed. When immersed the character takes 2D6 damage per melee.

Electrical attacks are quickly dispersed underwater, and will have very limited (¼)range and reduced (½) damage.

Intangibility-based AR: 12; **SDC:** 240 + 20 per level of experience.

Mass of character is ¼ normal.

2. Electric Flight: Identical to Ability 4 of the Non-Revised power (HU2, pg 241).

Range: One mile

Damage: None, except for ramming/collisions (1D4x10)

Duration: One melee

Attacks Per Melee: Two melee attacks

Bonus: +1 strike

3. Control Static Electricity: Identical to Major Ability (HU2, pg 270); can be used in human form, as well.

4. Generate Electricity: Identical to Ability 5 of the Non-Revised power (HU2 pg 241)

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

Range: 5 ft + 2 ft per level experience

Damage: 1D6x10 + 2 per level

Duration: Instant

Attacks per Melee: Requires one hand to hand attack; Character loses one additional attack that melee.

Bonus: Strikes all objects within range

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

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

inflict 4D6 damage to the attacker (half damage if attacker is insulated).

Range: Touch

Damage: 6D6 + 2 per level

Duration: Instant

Attacks per Melee: Requires one hand to hand attack

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

7. Other Abilities:

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

See also *CEF: Electricity*.

Alter Physical Structure: Fire

By Dan Steiner adjustments by RJP

http://members.cox.net/d.steiner/HeroesUnlim/correct/aps_rev.htm

Power Level: 4

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

1. Partial Invulnerability and Intangibility: The character can transform the matter of his physical body into a humanoid shaped fire. The fiery form, being a collection of heated gases, is largely intangible. This lends the character limited invulnerability to physical and energy attacks while transformed. The character has an effective AR; attacks with lower rolls to strike merely pass through the flames of the character' body. Kinetic attacks, even when striking the character, do only ¼ damage. Explosive forces do ½ damage to the character, and always get past his AR these attacks disperse the gases making up the character' body. Needless to say, fire and heat based attacks do no damage to the character, with the exception of magic fire (½ damage). Cold based attacks do full damage to the character (be careful to separate cold damage from kinetic damage) if they pass the character' AR, and do ½ damage if they merely pass through under the AR.

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

Intangibility-based AR: 12; **SDC:** 180 + 20 per level
Mass of character is 1/10 normal.

Partial Resistance: To cold and water based attacks.

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

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

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

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

3. Continuous Bolt of Flame: Nearly identical to Ability 1. of Non-Revised power (HU2, pg 241)

Range: 10 ft + 2 ft per level

Damage: 2D6 + 1D6 per level

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

Bonus: +4 strike aimed; No bonus shooting wild

4. Breathe Fire: Identical to Ability 5. of Non-Revised power (HU2, pg 242); can be performed in human as well as fire form.

Range: 6 ft + 1 ft per level

Damage: 1D6 + 1 per level

Duration: Instant

Attacks per Melee: Requires one hand to hand attack

Bonus: +1 strike

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

Range: 5 ft + 2 ft per level of experience

Damage: 1D6x10 + 2 per level of experience

Duration: Instant

Attacks per Melee: Requires one hand to hand attack; Character loses one additional attack that melee.

Bonus: Strikes all objects within range

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

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

damage to the attacker.

Range: Touch

Damage: 6D6 + 2 per level of experience

Duration: Instant

Attacks per Melee: Requires one hand to hand attack

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

7. Other Abilities:

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

8. Limitations:

- The character reverts to normal when rendered unconscious.
- The fire form cannot be maintained without sufficient amounts of oxygen. Furthermore, the fire will use up oxygen rapidly, so the fiery form is a liability in an airtight compartment.
- A vacuum will snuff the flames in one melee round.
- Intense cold, ice, chemicals, or being doused with large amounts of water may extinguish the flame, forcing the character to revert to normal. Such attacks have a 60% (-4% per level of character' s experience over third) chance of successfully dousing the flame. System shock prevents the superbeing from using his power for 2D4 melee rounds.
- Turning into flame makes walking and touching normal surroundings, let alone lobbing fire balls, extremely dangerous. There is always the threat of setting things ablaze when touched by the flame. The table on HU2 pg 244 can be used, as an indicator.

See also *CEF: Fire* and *Elemental Armor: Fire*.

Alter Physical Structure: Ice

By Dan Steiner adjustments by RJP

http://members.cox.net/d.steiner/HeroesUnlim/correct/aps_rev.htm

Power Level: 4

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

1. Ice Form: The character' s body is transformed into a solid structure of ice, shaped roughly like his unaltered form. The character can move without penalty, unconsciously shifting the ice to translate into normal body movements. While the character' s "muscle mass" is unchanged, the incredible pressures offered by the expansion of freezing water upgrades his strength class by one level.

Increased Damage Capacity: SDC 350; Natural Armor Rating 12

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

Partial Resistance: To fire and heat based attacks.

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

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

Range: Touch / Self

Attacks per Melee: Each usage requires two melee attacks

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

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

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

Range: Touch / Self

Attacks per Melee: Stretching requires one attack for each limb

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

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

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

Regeneration: 1D6 per level of experience

Range: Touch / Self

Attacks per Melee: Requires one attack

Duration: Instant / Permanent

5. Frost Touch: The ice character can absorb heat with a touch, causing damage to normal biological tissue and lowering the temperature of one pound of inorganic material

per level of experience to freezing temperature. Frost will grow on any surface affected, increased up to one square foot per level if that's the intention. The frost is slippery, and should require a balance check for anyone crossing the area.

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

Range: Touch / Self

Attacks per Melee: Requires one attack

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

7. Other Abilities and Bonuses

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

Alter Physical Structure: Lava

Power Level: 4

9. Vulnerabilities: The heat of the lava character's body offers a limited resistance to water and clod based attacks. The first 20 points +1 per level do NO damage to the lava body. However, any damage beyond this is DOUBLED, as it causes the lava body to harden. This causes the lava man to suffer a reduction of speed, melee attacks and bonuses to half their normal values.

Immersion in water will cause serious damage equal to 2D4X10 without benefit of the above 20+ point resistance. Gases, poisons, electricity and, fire & heat based attacks (including magic fire) do NO damage to the lava character. Lasers, acids, vibration/sonics and plasma do HALF damage. Psi, magic and other energy attacks to full damage. All other powers as presented in PU1 p.55

Alter Physical Structure: Light

Power Level: 4

5. Photon Blast: This is NOT a physical attack. It is a light attack, like any laser blast. The attack takes 2 melee attacks to perform.

All other powers as presented in PU1 p.54

Alter Physical Structure: Liquid

Power Level: 4

As presented in HU2 p.246

Alter Physical Structure: Metal

Power Level: 4

Powers as presented in HU2 p.247

The following optional rules can be added to customize the metal hero.

Modifications by Dan Steiner.

<http://members.cox.net/d.steiner/HeroesUnlim/new/major.htm>

Rather than the generic "metal" presented in standard version of the power, players can customize the properties of their metallic form. To preserve flexibility I decided to make an open-ended system for creating customized Metal characters. Basically, the player gains "points" for accepting disadvantages and spends those points for advantages. Similar to vestigial disadvantages in the AtB system....

Modifications

Starting with the standard power (Nat AR 17, 800 SDC), one chooses the Advantages they want from the table below, and then chooses some Disadvantages to balance the power. Any points left over will have to be paid by lowering the characters AR or SDC. Points are supposed to reflect a percentage of the character's SDC- Trading in 10% of your SDC gains you 10 points to spend on advantages. Any points left over or needed at the end can be used to increase or decrease the character's Metal SDC.

Increasing and Decreasing Natural AR

Trading SDC for Natural AR should work out to be even, statistically. Raising your AR from 17 to 18 means you'll take damage 33% less often, so it requires the equivalent of 33% of your SDC.

AR Trades

- 19: -100 pts
- 18: -33 pts
- 16: +25 pts
- 15: +50 pts
- 14: +75 pts
- 13: +100 pts
- 12: +125 pts
- 11: +150 pts
- 10: +175 pts

9: +200 pts

Advantages:

20 pts: Non-Magnetic: Magnetic fields have little effect on character

20 pts: Reflective: Light/Laser attacks do no damage

30 pts: Highly Conductive: Electrical attacks do no damage

30 pts: High Heat Capacity: Heat/Fire attacks do no damage

30 pts: Weapon against Supernatural (harms beings normally immune, 2x damage to normal SN creatures)

30 pts: Low Density: Half weight, normal speed attribute; +2 Strike, Parry, Dodge; -5 Damage

35 pts: Natural Weapon: Physical Attacks are more Damaging; +10 damage

40 pts: Electromagnetic Booster: Electromagnetic attacks do double damage at double range:

Costs two attacks per melee to maintain

40 pts: High Density: Double weight, half speed; +10 PS; -5 Dodge, Initiative, Auto-Parry is impossible

40 pts: Rigid: Extraordinary physical attacks do no damage; and Superhuman attacks do 1/2 damage above Natural AR. Supernatural attacks below the AR do no damage.

Disadvantages

5 pts: Rusts/Tarnishes: -1 PB for every 10 minutes spent in metal form, to maximum of -5

10 pts: Highly Magnetic: Magnetic attacks/forces have double damage/effect

10 pts: Non-Reflective: Light/Laser attacks below AR do 1/2 normal damage, normal above

15 pts: Resonant: Sonic/Vibration attacks below AR do 1/2 normal damage, normal damage above

15 pts: Lowly Conductive: Electric attacks below AR do 1/2 normal damage, normal damage above

15 pts: Low Heat Capacity: Heat/Fire does 1/2 normal damage below AR, normal damage above

20 pts: Malleable: Normal physical attacks that beat AR do 1/2 damage; Extraordinary and Superhuman attacks do 1/2 below AR, full damage above; Supernatural do full damage below AR, 2x above

30 pts: Can only Maintain Metal Form for PEx2 melees; requires 1D4 hours in human form to reattempt

30 pts: Radioactive: Emits background radiation similar to Control Radiation power

35 pts: Can only Maintain Human Form for PEx2 melees; requires 1D4 hours in metal form to reattempt

35 pts: Reactive to Water: Character heats up or bursts into flame upon contact with water (like Sodium); Takes between 1D6 and 1D6x10 damage per melee (GM call based on situation)

35 pts: Thermal Expansion: Character painfully expands and contracts with variations in body temperature; Takes

between 1D6 and 1D6x10 per melee

Examples

There' s no need to pattern yourself after an existing metal, but a few examples might make the system clear. I' m sure some of the metallic properties are wrong, because I just went with what sounded good. Individual characters (rather than general metal types) can make better use of the more individualized Disadvantages....

Alter Physical Structure: Copper

Nat AR 16 (+25 pts); SDC: 1000 (25 pts)

Advantages (-60 pts): *Highly Conductive; High Heat Capacity*

Disadvantages (+60 pts): *Tarnishes; Malleable, Thermal Expansion*

Alter Physical Structure: Lead

Nat AR 14 (+75 pts); SDC: 1200 (-50 pts)

Advantages (-60 pts): *Non-Magnetic; High Density*

Disadvantages (+35 pts): *Low Heat Capacity; Malleable*

Alter Physical Structure: Iron

Nat AR 17 (0 pts); SDC: 800 (0 pts)

Advantages (-30 pts): *High Heat Capacity*

Disadvantages (+30 pts): *Tarnishes; Highly Magnetic; Resonant*

Alter Physical Structure: Silver

Nat AR 15 (+50 pts); SDC: 680 (+15 pts)

Advantages (-100 pts): *Non-Magnetic; Reflective; Highly Conductive; Weapon against Supernatural*

Disadvantages (+35 pts): *Low Heat Capacity; Malleable*

Alter Physical Structure: Titanium

Nat AR 17 (0 pts); SDC: 680 (+15 pts)

Advantages (-90 pts): *Non-Magnetic; Low Density; Rigid*

Disadvantages (+75 pts): *Non-Reflective; Resonant; Lowly Conductive; Thermal Expansion*

Alter Physical Structure: Superconductor

Nat AR 14 (+75 pts); SDC: 800 (0 pts)

Advantages (-100 pts): *Highly Conductive; Low Density; EM Booster*

Disadvantages (+25 pts): *Highly Magnetic; Low Heat Capacity*

Alter Physical Structure: Oil or Tar

Power Level: 4

As presented in PU1 p.57

Alter Physical Structure: Plant

Power Level: 4

As presented in HU2 p.248

Alter Physical Structure: Plasma

Power Level: 4

1. Plasma Bolt: This power can only be used if the hero combines this power with the EE: Plasma ability. In this case modify EE Plasma as follows;

Damage: 5D6 +2D6 per level.

Att per Melee: counts as 1

6. Other Abilities:

- Add 60 to SDC in Plasma form
- Impervious to fire, heat and electricity, including magic fire and electrical attacks.

7. Vulnerabilities:

The character sustains 1D6 damage for every 20 lbs of ice the character is forced to melt. *Example:* Someone hurls a 40 lb block of ice into the plasma being, where it melts. The character has no choice but to melt it, since he's really damn hot, and takes 2D6 damage.

A cold environment does not begin to affect this character until -25° F At that time use the Cold damage Liquid chart, shifted down to that temperature.

All other powers, including the remaining vulnerabilities, as presented in HU2 p.248

Alter Physical Structure: Putty

Power Level: 4

As presented in PU1 p.57

Alter Physical Structure: Rubber

Power Level: 4

A cold environment does not begin to affect this character until -25° F At that time use the Cold damage Light Solid chart, shifted down to that temperature.

All other powers as presented in PU1 p.58

Alter Physical Structure: Sand

Power Level: 4

As presented in PU1 p.58

Alter Physical Structure: Shadow

Power Level: 4

As presented in PU1 p.60

Alter Physical Structure: Smoke or Mist

Power Level: 4

As presented in HU2 p.250

Alter Physical Structure: Stone

Power Level: 4

As presented in HU2 p.248

Most of the modifications presented for APS Metal can be applied to APS: Stone as well with the following change;

AR Trades

19: -150 pts

18: -75 pts

17: -25 pts

15: +20 pts

14: +40 pts

13: +60 pts

12: +80 pts

11: +100 pts

10: +120 pts

9: +140 pts

8: +160 pts

Note: I'm considering swapping the SDC vals for Stone and Metal.

Alter Physical Structure: Vapor

Power Level: 4

As presented in PU1 p.61

Alter Physical Structure: Wood

Power Level: 4

As presented in PU1 p.62

Amphibious

Power Level: 4

As presented in PU1 p.63

Animal Abilities

Power Level: 3

As presented in HU2 p.251

Animal Metamorphosis – All

Power Level: 4

This refers only to the ability to transform into any animal.
As presented in HU2 p.253

Animal Metamorphosis – Select

Power Level: 3

This refers only to the ability to transform into only one animal.
As presented in HU2 p.253

Bio-Armor

Power Level: 4

As presented in HU2 p.254
Should this have more SDC or a faster repair rate or something?

Bio-Ghost

Power Level: 4

As presented in HU2 p.254

Borrow Power

Power Level: 4

As presented in PU1 p.64

Catastrophic System Failure

Power Level: 3

As presented in PU1 p.64

Chemical Secretion

Power Level: 4

As presented in PU1 p.64

Chameleon

Power Level: 3

As presented in HU2 p.255

Cloaking

Power Level: 3

As presented in HU2 p.256

Control Density

Power Level: 4

As presented in PU1 p.66

Control Elemental Force: Air

Power Level: 4

As presented in HU2 p.256

Control Elemental Force: Earth

Power Level: 4

As presented in HU2 p.257

Control Elemental Force: Fire

Power Level: 4

In order to make this power more compatible with the other CEF powers the first power, Fire Blast, has been removed and the following powers gained.

Redirect Fire: Given a large open fire within sight, the character can redirect the flames towards an intended target. This ability can be used on the fires created and manipulated using the other abilities of this power. The range, damage, and area effect of this attack relies on the size of the fire: Small being about the size of a torch, medium about the size of campfire, large being comparable to a bonfire, and very large being anything larger. Stats below are given in the form **(Stat):** (small)/(medium)/(large)/(very large).

Range: 3 ft / 10 ft / 25 ft / 35 ft ; + 1 ft per level of experience

Damage: 1D6 / 3D6 / 5D6 / 6D6 ; + 2 per level of experience

Duration: Instant

Attacks per Melee: Requires one attack

Bonus: +2 strike

Pillar of Fire: If the character concentrates for a time he can gather the heat from a large area and concentrate it into a pillar of fire. This attack is very difficult to dodge, as it is silent, invisible (until it strikes), and comes from the ground. It is unwise to stand still in the vicinity of an opponent with this ability....

Range: 85 ft + 15 ft per level of experience, strikes an area of diameter 3 ft + 1 ft per level of experience

Damage: 1D6x10 + 4 per level of experience

Duration: One full melee after pillar is unleashed

Attacks per Melee: Requires one full minute of concentration (no other attacks possible), plus two hand to hand attacks to unleash

Bonus: +6 strike specific target

All other powers as per HU2 p.259

Control Elemental Force: Water

Power Level: 4

Adjust Hold Breath duration under Other Abilities to 1D4 + 4 minutes, plus 1 min per level.

The rest of this ability is as presented in HU2 p.259

Control Insects and Arachnids

Power Level: 4

As presented in HU2 p.261

Control Kinetic Energy

Power Level: 6

This power seems to be very confusing and not very balanced against even itself! The directed null movement aspect seemed to be silly in comparison to the Redirect power presented later in the text.

Null (slow) Movement – Directed: The kinetic character can slow the movements of his attackers to a crawl or even a stop. This is done as a defensive action directed at slowing or stopping a specific attack.

Range: Self or an attack directed against a specific target 100 ft. + 10 ft per level away. Must be in line of sight

Damage: None, defensive

Duration: Instant, as a defensive action

Attacks per Melee: None if used to defend oneself, one if used to defend others.

Bonuses: +6 to Parry or Dodge, plus normal H-H bonuses if used for oneself. Normal H-H parry bonuses only if used to defend others

Special: Because he can direct the null field in the path of guns etc. the hero possessing this power can defend against bullets and other projectiles with no penalty. This does not include lasers or other energy weapons.

Null (slow) Field - Area: This slowing field is similar to the

directed slowing field, but covers a larger area. As a result the nulling effect is drastically reduced. Things caught in the null field are reduced to 25% of their kinetic energy. This means that characters caught in the field have their bonuses attacks per melee etc. reduced by 25%. An exception to this are characters that can normally move at heightened speeds (over 100 mph). Because they are normally so much faster than everyone else, and even at 75% of their speed they still are, they lose only a -1 to strike parry and dodge and one attack because of the disorienting effect.

Range: 10 ft +1 per level radius around self or a target are a up to 100 ft. + 10 ft per level away. Must be in line of sight

Damage: None, defensive

Duration: One minute per level of experience

Attacks per Melee: Two to generate the field, one to maintain.

Bonuses: Field effect hits automatically if around the character, +6 to strike placing the field at a distance.

Note: Defender can feel the field' s slowing effect as it is created and can dodge out of it' area, assuming there is room to do so. Once created the field can not be moved, it must be dropped and a new field created.

Null (slow) Field – Directed: Like the ability above, this is a slowing of an area, but it is directed against a specific target. This means that the target can be slowed by 50% and the field can move with him/it. One additional target can be held for each 3 levels of experience. Speedy characters are only at a -2 to strike, parry dodge and attack per melee.

Range: 100 ft. + 10 ft per level away. Must be in line of sight

Damage: None, defensive

Duration: Can be maintained indefinitely

Attacks per Melee: Two to generate the field, two to maintain.

Bonuses: +2 with no H-H bonus to strike, but the defender defends as if the field were a modern projectile.

Note: Defender can feel the field' s slowing effect as it is created and can dodge out of it' area. Once created the field can be moved with the slowed target.

Redirect Kinetic Energy: To use this power the character defends with his normal H-H parry bonuses. The rest of this aspect works basically the same as described in HU2 p. 266.

Increase Movement of Others: This aspect works basically the same as described in HU2 p. 266.

Modify Movement Self: By Manipulating his internal

kinetic energy the hero enjoys the following bonuses.

- Double speed attribute, even if super (don' double those bonuses though)
- +1 Attack per melee
- +1 Initiative
- +1 Strike
- +2 Parry
- +6 Roll with Punch fall
- +3 Dodge
- +1 Auto Dodge
- +4 Damage for every full 20 mph of speed

Control Others

Power Level: 4

As presented in HU2 p.267

Control Radiation

Power Level: 4

As presented in HU2 p.268

Control Static Electricity

Power Level: 3 (maybe less?)

As presented in HU2 p.270

Copy Animal Attributes

Power Level: 4

As presented in PU1 p.67

Copy Physical Structure

Power Level: 4

As presented in HU2 p.271

Create Force Constructs

Power Level: 4

As presented in PU1 p.68

Create Force Field

Power Level: 4

As presented in HU2 p.271

Darkness Control

Power Level: 3

As presented in HU2 p.272

Dimensional Room

Power Level: 3

As presented in PU1 p.70

Disruptive Touch

Power Level: 4

As presented in HU2 p.272

Distort Space

Power Level: 3

Character gets full dodge bonuses, even against projectile weapons when the distort power is used to dodge. This use of the power still counts as two melee actions.

As presented in PU1 p.70

Divine Aura

Power Level: 3

As presented in HU2 p.272

Divine Healing

Power Level: 4

As presented in PU1 p.71

Energy Absorption

Power Level: 4

As presented in HU2 p.273

Energy Doppelganger

Power Level: 3

As presented in PU1 p.71

Force Aura

Power Level: 3

As presented in HU2 p.273

Friction Control

Power Level: 4

As presented in PU1 p.72

Gateways

Power Level: 3

As presented in PU1 p.73

Gem Powers

Power Level: 6

As presented in HU2 p.273

Generate Fog and Smoke

Power Level: 3

As presented in PU1 p.73

Geo-Thermal Energy

Power Level: 6

As presented in PU1 p.74

Gravity Manipulation

Power Level: 4

As presented in HU2 p.274

Growth

Power Level: 4

As presented in HU2 p.275

Holographic Memory Projection

Power Level: 4

As presented in HU2 p.275

Addition by **Dan Steiner**

I don't like the hard requirement that the character has to see the image to project it. After a certain point (3rd level experience) the character should be able to project simple generic objects without having to witness them.

- Character can take mental pictures of himself in a mirror, and use the pictures to create holographic doubles, triples, etc during combat. The character could "tape" himself shooting out a mirror with energy expulsion or something else, and play back the image while engaging an opponent. This could

be used to both misrepresent the character's true abilities and distract the opponent.

- Combined with Invisibility, this power could allow some neat misdirection type distractions. The hologram, on top of the invisible character, leaps into the air, leaving the character behind. The hologram shoots at someone (doing no damage, but the victim doesn't know that), followed quickly by the invisible character. The victim used up his dodge getting away from the holo-attack, and doesn't see the real attack coming.
- On the annoying side, a character could project a chair. Someone sits down on the chair and falls through it. An old joke taken to a new level....
- Projecting very simple holograms should be easy- The character could use this power to furnish a room, hide objects behind holo-walls, even create light fixtures in a dark room. It's all just light, after all. After witnessing countless rooms during the course of his life, mixing and matching should become possible.

Immortality

Power Level: 4

As presented in HU2 p.276

Incredible Luck

By **Dan Steiner**

http://members.cox.net/d.steiner/HeroesUnlim/correct/aps_rev.htm

Power Level: 4

Description:

The character is incredibly lucky, unwittingly dodging unseen attacks and performing critical skills. Just as a sniper fires this character bends over to tie his shoes; as the group looks for an escape route this character absent-mindedly leans on the bookcase and opens a secret passageway. Inherent in choosing this power is the character letting things happen around him, not forcing events to go his way. This requires the real-life player to control the power, while role-playing as though the power is unconscious. An experienced GM is also required to play this power, to appropriately enforce the significant limitation. This power could be especially fun for a character with no combat skills, although combat training does not inherently negate the abilities below.

1. Auto-Parry and Auto-Dodge: Even if the character has no combat training, he can perform parries and dodges without using a melee attack. These moves are unintentional

from the point of view of the character; in fact, the player can roll for an automatic parry or dodge (**without bonuses**) even if the character is unaware of the incoming attack. When the character is consciously defending himself he can apply his normal parry and dodge bonuses to the automatic moves.

2. Lucky Punch (Unintentional): Anyone who attacks the character runs the risk of "accidentally" tripping, slipping, or running into the character's elbow, knee, foot, etc. The character gets an automatic simultaneous; attacker and character roll d20, where the lucky defender gets a bonus of +1 per level of experience (no other bonuses apply). The attacker can either spend an additional attack and attempt to parry or dodge with normal bonuses or make a straight roll. If he fails, the unintentional counterattack inflicts 1D4 damage plus ¼ of any applicable damage bonuses.

3. Lucky combat: The character gets a bonus of +4 to all combat rolls. The player can also opt to concentrate his luck for the melee into one roll, with a bonus of +3 with +1 per level of experience. For example, a sixth level character can make all combat rolls for the melee round at +4, or can make one combat roll at +9 and sacrifice the luck bonus for the rest of the melee. The player must decide that he will concentrate his luck at the beginning of the melee, but doesn't have to decide on which roll to use it until it occurs. Note that these bonuses, like all other aspects of this power, should be role-played as though they are unintentional.

4. Pressure Performance: The character gets a bonus of +20% to all critical skill performance rolls. The player can opt to concentrate his luck for the melee into one roll at +20% with +5% per level of experience. For example, a third level character can perform all critical skill rolls for the melee round at +20%, or can make one roll at +30%. The player must decide that he will concentrate his luck at the beginning of the melee, but doesn't have to decide on which roll until it occurs. A successful roll, especially if it would have been unsuccessful without the lucky bonus, should reflect a skill performance that is unconventional and just barely effective.

5. Base Skill Performance: The character gets a base performance of 35% +5% per level of experience for any skill not held by the character, but could conceivably be performed either unintentionally or without any training. Appropriate skills might be Detect Ambushes, Detect Trap Doors, Track, even Gymnastics or Prowl if the situation calls for it. Surgery, engineering and play guitar are not appropriate for this skill.

Find Weakness (Unintentional): Whenever the character is rolling to strike an armored foe, natural or artificial AR, the effective AR of the character is -5 points -1 more for every other level of experience. The character just has a knack for hitting the vulnerable spot.

This can also be used to negate penalties for called shots as well, as long as the shot is not deadly (head or heart).

Other bonuses: +1D6 to MA attribute; the character frequently says exactly what needs to be said, is in exactly

the right place at the right time, etc...

Limitation: This power depends on the character allowing things to happen around him, not forcing things to go his way. When trying to use his power for gratuitous personal gain he can have notoriously bad luck. The character should never pick a fight, gamble, or take unnecessary risks, relying on his luck for a cheap victory. If he's goaded or forced into a situation he can often get out thanks to his bonuses.... He can play games for fun and sometimes expect incredible die rolls, but if he starts to lord his luck over his friendly opponents he can expect his luck to spectacularly dry up. If the GM rules that the character is not being role-played correctly he can temporarily negate or even reverse the luck bonuses.

Intangibility

Power Level: 4

As presented in HU2 p.276

Invisibility

Power Level: 4

As presented in HU2 p.277

Invulnerability - True

Power Level: 6

This power is INVULNERABILITY, that means NO DAMAGE. Supernatural strength damage does nothing to this character, sorry. Magic and Psi will affect this character, but not from damage based spells or powers.

A magic weapon can and will do damage, but that will be from the weapon only, no strength bonuses apply.

- + 4D6X10 SDC
- + 3D6X10 HP
- + 1D6 PE
- + 1D4 PS it is NOT considered super, take that as a different power.
- Add 20% to save vs coma/death

See also : other *Invulnerability* powers, *APS: Stone*, *APS: Metal*

Invulnerability - Blowthrough

Power Level: 6

This is a slightly reduced form of *Invulnerability*. In this case the character is hit and takes damage, but the damage heals at a phenomenal rate. Like the villains in many monster movies, the character can become riddled with holes, even large chunks be blown out, and they laugh it off and the wounds close moments later. The character is resistant to all

damage, the first 20 points of any kind of damage does nothing. It may put a hole in the character, but that small hole closes almost before it can be seen. Damage greater than 20 is reduced by ½. Any damage that does make it to the end of the melee round is healed at a phenomenal rate.

- Resistant to first 20 points of any kind of damage for each attack. Note that this damage does pierce the skin of the character.
- Damage beyond 20 is ½ damage
- Heals at a rate of 50 +5 points per level per melee
- Character possesses *Immortal Regeneration* as per the Mega Hero sub-power on HU2 p.181
- + 4D6X10 SDC
- + 3D6X10 HP
- + 1D6 PE
- + 1D4 PS it is NOT considered super, take that as a different power.
- Add 20% to save vs coma/death

Note: This character is vulnerable to magic. Magic based damage is healed at a rate of 1 point per minute, and should be tracked separately.

The character is also susceptible to gasses and poisons, though they won't kill him.

See also : *Invulnerability, APS: Stone, APS: Metal*

Invulnerability - MDC

Power Level: 6

This is a somewhat reduced form of *Invulnerability*. In this case the character is simply a Mega Damage Structure. The character can be hurt, but it is very difficult to do so. The character's MDC heals at a rate of 1 per hour, unless some form of healing power is possessed. The character does not take damage from bleeding, as wounds close almost immediately. Magic weapons etc. do no damage to this character unless the damage total is over 100 SDC for each hit.

- Base SDC is converted to MD
- Add an additional 200 MD +10 MD per level.
- + 3D6X10 HP
- Hit points are also converted to MD!
- + 1D6 PE
- + 1D4 PS it is NOT considered super, take that as a different power.
- Add 20% to save vs coma/death

See also : *Invulnerability, APS: Stone, APS: Metal*

Item Reduction

Power Level: 4

As presented in HU2 p.278

Karmic Power

Power Level: 6

As presented in HU2 p.278

Liquefaction

Power Level: 4

As presented in PU1 p.76

Lycanthropy

Power Level: 4

As presented in HU2 p.279

Magnetism

Power Level: 4

This is the ability to form and control electromagnetic fields. With this ability the character can erect a magnetic field, reduce the effectiveness of an existing magnetic field and perform several other amazing feats. In theory the character can only control the attractive force of magnetism, but by placing the fields in various places and adjusting their various intensities, in practice the power is a form of TK that works on ferrous metals.

1. **Create and Manipulate Magnetic Fields:** This is the impressive ability of creating powerful magnetic fields wherever the character chooses. The field is always an attractive force (draws things closer) but fields can be created anywhere within the character's range allowing the character to push or pull an iron or iron based metal as if manipulated by telekinesis. The character can affect a material with as little as 10% iron content, but the ability to lift/manipulate is the same. That is, if the character can manipulate 1000 lbs of material, it does not matter if the material is 1000 pounds of pure iron, or 900 lbs of concrete reinforced with 100 lbs of steel. The character would, of course have more control of the pure iron.

Range: 150 ft. + 10 ft per level away. Must be in line of sight

Effective Strength: Equal to ME attribute +5 per level of experience. Considered Superhuman Strength.

Damage: As per effective strength and any weapon

wielded.

Duration: Instant, as per H-H attacks

Attacks per Melee: Each use of power counts as one H-H attack/action.

Bonuses: Normal H-H bonuses +2 apply to strike and defend.

2. **Reduce Magnetic Fields:** The antithesis of the above power, the character can cancel out magnetic fields of his own or others. Magnetic fields usually spread out in all directions. This power allows the superbeing to direct and channel his own power, as well as cancel the effects of other magnets (or other magnetic superbeings!)

Range: 150 ft. + 10 ft per level away. Does not need to be in line of sight

Effective Strength: Equal to ME attribute +5 per level of experience. Considered Superhuman Strength.

Damage: None, cancels a mag field.

Duration: Instant, as per H-H attacks

Attacks per Melee: A specific use of this aspect counts as one H-H attack/action.

Bonuses: Normal H-H bonuses +2 apply if the use is directed.

3. **Magnetic Force Field:** By manipulating a sphere of intense magnetic fields, and sandwiching them between null mag fields the character is able to create a bubble of force that is impenetrable to metal objects and electricity. The character could easily stop a car, as most of the car is made of metal, though he would probably be showered with glass and plastic.

Range: 6ft. +1 ft per level radius around character.

Effective Strength: Can not be breached by metallic objects or electricity.

Damage: None, defensive.

Duration: Instant, creation counts as 1 H-H action.

Attacks per Melee: One H-H attack/action to create, can be maintained indefinitely, but no other actions can be taken.

Bonuses: Use normal H-H bonuses to parry.

Note: Will stop an alloy with as little as 5% iron content. Unless specially crafted, bullets have enough ferrous metal in them to be stopped by this power.

4. **Magnetic Touch:** As per HU2 p.280
5. **Magnetize Object:** As per HU2 p.280
6. **Armor Boost:** By manipulating the magnetic fields within metal armor the character can give the effective AR and SDC of metal armors an increase. Note that most commercial modern armors are carbon fiber and/or

ceramics. This power generally only applies to ancient metal armors like plate mail or chain mail.

Range: Self or other by touch.

AR Boost: +1 for every 3 levels of experience.

SDC Boost: +20 per level of experience.

Damage: None, defensive.

Duration: Can be maintained permanently on self. 1 melee per level of experience on others.

Attacks per Melee: None for self, takes one full melee to apply to others.

Note: Piercing attacks like bullets and arrow will be stopped by this power, doing only normal damage to the armor.

7. Other Bonuses:

- Accurately sense magnetic north.
- Accurate sense magnets or magnetism up to 1000 ft away.
- Sense the presence of iron and iron alloys within a 30 +5 ft radius per level.
- ½ damage from electricity and electrical attacks.

Matter Expulsion: Crystal

Power Level: 4

Crystal Armor remove the +40 to Speed attribute (I think this was a typo anyway).

Damage to the Crystal Armor can be "repaired" at a rate of 20 SDC per H-H action.

Crystal Blast increase range to 40 ft. +10 per level.

The rest as presented in PU1 p.77

See also *APS Crystal*, *Matter Projectile: Crystal* and *Elemental Armor: Crystal*.

Matter Expulsion: Ice

Power Level: 4

1. **Ice Armor:** Can cover oneself in a flexible ice coating that functions like a natural AR. Works only on the superbeing himself.

Natural Ice AR: 14; attacks equal to or less than 14 do no damage. Character is impervious to cold and has a limited resistance to heat and fire based attacks. The first 20 points do no damage, but anything greater does double damage. AR does not apply to heat and fire attacks. Damage to the Ice Armor can be "repaired" at a rate of 20 SDC per H-H action

Bonuses and SDC: Provides its creator with enhanced abilities and bonuses as follows: +8 PS, +4 PE, +10 HP, +120 SDC, +4 damage.

2. **Shoot Ice:** Character can fire Ice Shards out of thin air.

Range: 40 ft + 10 ft per level.

Damage: 1D6 per level of experience. Damage can be regulated in 1D6 increments. Alternatively, can fire snowballs that do 1 point of damage each.

Duration: Begin to melt immediately. Exact duration depends on temperature.

3. **Create Ice Weapons:** Character can create any ancient hand held weapon out of thin air and appearing in his hands. Note: chain type weapons are difficult to create.
Range: Close combat or normal thrown weapon range.
Damage: As normal for that type of weapon -1 for each die. So a weapon normally 3D6 would be 3D6 -3.
Duration: Begin to melt immediately, exact duration depends on temperature. Within 1 melee the -1 penalty per die becomes -2. Within a minute it is -3.
4. **Encase in Ice:** As per Encase in Crystal PU1 p. 77. Does damage as per the Cold Damage Appendix.
5. **Ice Slick:** Character can coat surfaces in ice making it difficult to walk or move on the surface. As per Generate Ice HU2 p.245.
6. **Create Snow and Ice:** As per APS Ice HU2 p.244.
7. **Ice Wall or Shield:** As per APS Ice HU2 p.244.

See also *APS Ice, Matter Projectile: Ice* and *Elemental Armor: Ice*.

Matter Expulsion: Metal/Steel

Power Level: 4

As with APS metal and stone, I may swap the SDC for this power with *ME: Stone*.

Damage to the Metal Armor can be "repaired" at a rate of 20 SDC per H-H action.

As presented in PU1 p.77

See also *APS Metal, Matter Projectile: Metal* and *Elemental Armor: Metal*.

Matter Expulsion: Stone

Power Level: 4

As with APS metal and stone, I may swap the SDC for this power with *ME: Metal*.

Damage to the Stone Armor can be "repaired" at a rate of 20 SDC per H-H action.

As presented in PU1 p.78

See also *APS Stone, Matter Projectile: Stone* and *Elemental Armor: Stone*.

Mechano-Link

Power Level: 3

As presented in HU2 p.282

Mega-Wings

Power Level: 4

As presented in PU1 p.79

Mimic

Power Level: 6

Aside from being a bookkeeping nightmare I see no reason to loose your own powers.

As presented in HU2 p.281

Mirror Mastery

Power Level: 4

As presented in PU1 p.80

Multiple Beings/Selves

Power Level: 4

As presented in HU2 p.282

Multiple Lives

Power Level: 4

As presented in HU2 p.283

Natural Combat Ability

Power Level: 4

As presented in HU2 p.284

Natural Combat Ability II

By Dan Steiner

http://members.cox.net/d.steiner/HeroesUnlim/correct/aps_rev.htm

Power Level: 4

Building on the concept of the original power, this version offers bonuses that don't change with the fighting style of your opponent. You do, however, get bonuses depending on your familiarity with your opponent. I've also allowed for some variation between different natural combat styles and abilities.

1. Incredible Attributes: Part of what makes this character so formidable in combat is their exceptional physical condition. While not quite equivalent to *Extraordinary* status, some of this character's attributes will

be higher than normal. The player may choose any *two* of the following:

- **Incredible PS:** +2D4 to attribute; Carry 50x attribute, Lift 100x
- **Incredible PP:** +2D4 to attribute; +1 melee attack, +4 to apply towards called strike penalties
- **Incredible PE:** +2D4 to attribute; Tires at one fourth normal rate, Natural AR of 8 applicable to blunt trauma only
- **Incredible Speed:** +2D4 to attribute; +1 melee attack, +4 Dodge, +2 Auto Dodge
- **Incredible Reflexes:** +1 melee attack, +5 Initiative, +3 Parry, Dodge, and Auto Dodge

2. Fighting Style: Characters express their powers with differing styles; players can choose one of the following (or GM might allow choice of N&SS-style Martial Art Form):

- **Savage:** This character appears to lash out in primitive fashion, making few complicated maneuvers.
Bonuses:
+3, +1 per 2nd level of experience: Strike, Initiative, Dodge
+1, +1 per 3rd level of experience: Attacks per Melee, Auto Dodge, Roll
+1 per 3rd level of experience to all other combat rolls
Critical Strike on natural rolls greater than or equal to 18 - 1 per 3rd level of experience
- **Defensive:** This character seems to weave in and out of combat, striking only when his opponent is exposed.
Bonuses:
+3, +1 per 2nd level of experience: Parry, Dodge, Roll
+1, +1 per 3rd level of experience: Auto Dodge, Pull, Flip/Throw
+1 Attack per Melee every 2nd level of experience
+1 per 3rd level of experience to all other combat rolls
Critical Strike on natural rolls greater than or equal to 17 - 1 per 2nd level of experience
- **Balanced:** The character is an all-around master of melee combat.
Bonuses:
+1, +1 per 3rd level of experience: Attacks per Melee, Auto Dodge
+2, +1 per 3rd level of experience: All other combat rolls
Critical Strike on natural rolls greater than or equal to 19 - 1 per 2nd level of experience

3. Adaptive Fighting: As the character fights an opponent he can memorize the way that person moves. Rather than

adopting his opponent' s style of fighting, he gradually learns to counter that style. Use of this ability costs one attack per melee, but every melee the character engages his opponent results in a cumulative +1 bonus to any and all combat rolls made against that opponent to a maximum of +1 per level of experience of the character. The bonuses remain in effect until the character disengages the power (and gets his melee attack back); the experience will allow him to start with half of that bonus the next time he engages the power against that opponent. Observing an opponent without engaging him requires a full minute for each +1 rather than just one melee, and the character can engage only one opponent per odd level of experience at any given time using these bonuses.

4. Other Notes:

- Character receives Paired Weapons, all Ancient Weapon Proficiencies at three levels higher than the character' s current experience level, and a bonus of +2 to strike with Modern Weapons.
- The character' s punch inflicts 2D4, kick 2D6; Jump Kick and Power Punch cost two attacks and are automatic Critical Strikes; Headbutt inflicts 1D6
- This power is nearly immune to Negation (as per *Negate Super Abilities*); such attacks will prevent the character from using adaptive fighting bonuses and any non-attribute bonuses due to Incredible attributes. Bonuses from the character' s fighting style will remain in effect.
- Character may NOT choose a Martial art form in addition to this power.

Negate Super Abilities

Power Level: 4

As presented in HU2 p.283

Negative Matter

By Dan Steiner

http://members.cox.net/d.steiner/HeroesUnlim/correct/aps_rev.htm

Power Level: 4

Note: This power, as presented in the book, is just stupid. The character can convert his body, but no external objects, into negative matter, as well as vastly increase the magnitude of the anti-gravitational field emanating from his own negative matter. The most immediate side effect of possessing a body made up of negative matter is that the earth' s gravitational acceleration will be reversed, turned into a repulsion. An anti-gravitational force, equal in magnitude but opposite in direction to the character' s weight, will immediately act on the character and he will begin falling

upwards! While indoors, the character will naturally walk on ceilings rather than floors, just as positive matter characters walk on floors but not ceilings. Outdoors, however, the negative matter character would be repulsed by the earth into outer space.

This effect can be controlled with a simple solution: The character must wear heavy positive matter weights to avoid being flung upwards, just as a diver wears a lead diving belt to cancel the buoyancy of his body while underwater. If the character wears "clothes" equal in weight to his body the gravitational attraction of the clothes to the earth will cancel out the anti-gravitational repulsion of his body from the earth, and he will float in a perpetual freefall. If he wears more clothes he will be held to the ground with a corresponding amount of force. The bonuses and penalties for weightlessness and over-weighted characters laid out in the super ability *Weight Manipulation* will apply to this character, governed by the combined weight of his body and clothes. Of course, if the character doesn't mind attaching furniture to his ceiling, he can function indoors without penalty or additional positive weights. Finally, keep in mind that a character will eventually either take off their weights while in negative form or turn back to positive form while wearing the weights. Both have consequences....

1. Kinetic Repulsion: While in negative form, the character can vastly increase the effects of his own anti-gravitational field. The character will unconsciously, automatically repel any incoming objects; he is surrounded by a force field. Most incoming objects will lose momentum as they approach but gain an equal amount of momentum as they are wildly repelled outward from the character. Attacks that are fired "dead-on" will be slowed down, and if they don't have sufficient momentum will be reversed back towards the attacker. Because momentum and kinetic energy are more closely related to damage than any other game statistic, this results in a "damage barrier" around the character. Objects with high momentum will be less deflected than those with low momentum. The end result is a severe penalty for attackers to strike the character with kinetic-based attacks, lessened as attacks increase in momentum.

Damage Barrier: 20 SDC + 5 SDC per level of experience; Any kinetic (physical) attack doing less damage than the damage barrier will have no chance of striking the character. Attacks that do strike the character will be reduced in damage by an amount equal to the damage barrier.

Strike Penalty: Kinetic based attacks will suffer a penalty of -10 to strike, counteracted by +1 for each five points of damage above the character's damage barrier. *Ex:* An attack doing 20 points of damage more than the damage barrier will be -6 to strike the negative

character.

Attacks per Melee: In theory, unlimited; This *defensive* ability works automatically on all incoming objects.

Limitations: This repulsion occurs instinctively on all moving objects near the character, and requires an active decision to "turn off." The character has no direct control over the objects' deflections, making him dangerous to be near in a firefight. Deflected objects will be reduced somewhat in range, but not in damage. Finally, when this power is engaged any loose objects carried by the character will be pulled from his body. Everything carried by this character must be secured.

2. Offensive Damage Bonus: Any kinetic attacks, such as thrown melee weapons or bullets (even fired from a gun), engaged by the negative character will gain a damage bonus equal to the damage barrier. It is not possible to regulate this damage bonus, except to negate it completely with an active decision.

Damage Bonus: 5 damage per level of experience; This bonus applies only to kinetic attacks originating from the negative character. The bonus is automatic, and cannot be regulated except by turning it completely off.

Strike Penalty: Because the attacks will be naturally deflected off center, they suffer -5 to strike, counteracted by +1 per 5 points of damage.

Attacks per Melee: Equal to the number of hand to hand attacks of the character.

3. Effective Pushing Strength: Self-propelled physical objects, including people, robots, rockets, etc, can be pushed with increasing strength as they approach the character. The strength of the anti-gravitational field is proportional to the distance away from the character squared. The strength at one meter will be four times larger than at strength at two meters, nine times larger than at three meters, but only one fourth as large as at one half meter.

Effective PS: At one meter (just outside of arm's reach) the character has an effective PS, appropriate only for pushing objects away, of $20 + 2$ per level of experience.

Limitations: The character, especially if his net "weight" is low, might not have enough traction to hold his ground without some kind of backstop. An opponent might be able to push the character around without physically

touching him.

4. Limited Anti-Gravitational Flight: Instead of focusing intense anti-gravitational forces on incoming objects, the character can direct his power downwards at the earth. The strength of this power is easily enough to exceed the most extreme biological limitations on acceleration and altitude. The main drawback to this power is that the character can only fly directly upwards and fall directly downwards without pushing horizontally off of some object.

Velocity Limit: Effectively none, except that the character can only fly directly upwards. Keep in mind that most characters can accelerate no faster than 5-10 times the normal acceleration due to gravity without experiencing severe trauma and unconsciousness.

Altitude Limit: Effectively none, as the character can defy gravity. The biological restrictions mentioned for the power *Gravity Manipulation* apply to this power; Altitudes greater than 30,000 ft require independent breathing apparatus and pressurized apparel.

Weight Limit: The character can safely fly with as much additional weight as his physical strength allows him to lift.

Attacks per Melee: The leap itself requires only one attack, but sustaining for a continuous time requires two attacks per melee.

5. Anti-Gravity Assisted Falling: If the character falls from any kind of height he can use his gravitational repulsion to safely land.

Height Restrictions: Effectively none.

Attacks per Melee: One to reduce falling damage by the amount of the Damage Barrier (above); Spending two attacks allows the character to land without sustaining any damage.

Other Bonuses: Continually wearing body weights will lend the character a bonus of +2 to their PS and PE attributes.

This power lends the character a 10% bonus on aerial skills, such as acrobatics.

The character can remain in his negative form for virtually unlimited periods. Eating and drinking are unaffected, since the gravitational interaction of particles on a chemical level is insignificant. Except for being repulsed by the earth, which may lead to loneliness while standing upside down, there are no ill-effects to remaining in a negative matter state.

Vulnerabilities: This power is only effective on physical objects. It offers no protection against electrical, lasers, and

most other energy attacks. The damage barrier and strike penalties are halved for fire, plasma, and particle beam weapons (which consist of small but massive particles).

The character must often wear bulky weights distributed across his entire body. Characters wearing poorly distributed weights while in negative form will find movement difficult; imagine swimming with either a float or large rock tied to your foot. Either would significantly impede your movement.

Plant Control

Power Level: 4

As presented in HU2 p.285

Power Touch

Power Level: 4

As presented in PU1 p.81

Re-Channel and Expel Energy

Power Level: 4

As presented in PU1 p.81

The character can shoot himself with an external source, a weapon, and re-channel that energy, but this counts as 2 melee actions.

Character is +3 to strike with this power.

Reconstruction

Power Level: 4

As presented in PU1 p.81

Regeneration Ultima

Power Level: 4

As presented in PU1 p.82

Rocket Fists

Power Level: 4

As presented in PU1 p.82

Shapechange

Power Level: 4

As presented in HU2 p. 286

Shrink

Power Level: 4

As presented in HU2 p. 286

Slow Motion Control

Power Level: 6

As presented in HU2 p. 287

Sonic Power

Power Level: 4

As presented in HU2 p. 288

Sonic Absorption and Reflection

Power Level: 3

As presented in HU2 p. 288

Sonic Flight

Power Level: 4

As presented in HU2 p. 289

Sonic Speed (running)

Power Level: 4

As presented in HU2 p. 289

Spin at High Velocity

Power Level: 4

As presented in HU2 p. 291

Spiral/Vortex

Power Level: 4

As presented in PU1 p.83

Stretching (Elasticity)

Power Level: 4

As presented in HU2 p. 291

Super Consumption

Power Level: 4

As presented in PU1 p.84

Super Energy Expulsion

By Dan Steiner

http://members.cox.net/d.steiner/HeroesUnlim/correct/aps_rev.htm

Power Level: 4

1. Energy Expulsion: The character must choose a specific type of energy, as in HU2. Damage from blasts can be controlled by changing the multiplication modifier. The character can lower the modifier by a factor of two for every level of experience. *Ex:* A third level character can fire a blast doing 1D6x10, or lower the damage to 1D6x9, 1D6x8, etc, down to 1D6x4. A character can also choose not to use the extra damage bonus (+15). Characters of fifth level or higher can fire "blasts" doing less than one point of damage. The energy beam can also be set for a wide angle dispersion. This does considerably less damage, but can be used to hit multiple targets.

Range: 600 feet (183 m) plus 20 feet per level of experience for normal; 50 feet plus 5 feet per level of experience

Damage: Normal: 1D6x10 + 5 per level of experience; Wide angle: 3D6 + 2 per level of experience

Attacks per Melee: Each blast counts as one hand to hand attack.

Bonuses: Normal: +3 to strike for an aimed shot, +1 for shooting wild. Wide Angle: +6 to strike (no aimed shots possible).

Add a bonus of +1 to strike for every two levels of experience.

2. Energy Storage and Expulsion: The character can store the energy used for a blast rather than release it instantly. This allows the character to release a "super blast" of energy. For example, a character stores the energy from one attack, and releases it (and a new blast) during his next attack. The damage is 2D4x10. If the character stores and releases energy from three attacks, the damage will be 3D4x10. A character is capable of storing energy for one attack per additional level of experience after first. Storing this energy requires some amount of concentration. This concentration reduces the number of attacks available by one every melee the power is used. *A detailed example:* A fourth level character with six attacks per melee uses his storage power to create a super blast. Storing energy reduces the character to five attacks per melee. The character spends three attacks worth of time building energy, while he performs other actions. He can now use his fourth and fifth attacks to release a blast doing 4D4x10 +20.

Range: 600 feet, plus 200 feet per stored blast,

plus 20 feet per level of experience

Damage: $nD4 \times 10 + 5$ per level of experience, where n is the number of total energy attacks used to fuel the blast. n can never be higher than the character's level of experience. The character cannot intentionally lower the damage of this attack.

Attacks per Melee: Storing energy requires time equal to the number of attacks being stored, but does not require an attack. The actual release of a super blast requires one attack.

Duration: A character can store energy for one full melee round per level of experience. After this amount of time the penalties below accumulate every melee round until the energy is released, as if the character were further increasing his stored energy once per melee.

Bonuses: +4 strike for an aimed shot, +2 for shooting wild. The energy beam is wider than a normal blast.

Add a bonus of +1 to strike for every two levels of experience.

Penalties: While storing energy the character is somewhat distracted. During that time the character loses one attack per melee. Further, for every attack's worth of energy being stored the character is -1 on initiative and other combat rolls (except for the actual super expulsion), and -5% to perform skills.

3. Aura Effect:

4. Ricochet Blast:

5. Other Abilities and Bonuses:

Unchanged from rules in HU2.

Supernatural Bite/Jaws

Power Level: 3 (??)

As presented in PU1 p.85

Supernatural Strength

Power Level: 4

As presented in HU2 p.293

Teleport

Power Level: 3

As presented in HU2 p.295

Tentacles

Power Level: 4

As presented in HU2 p.294

Totem Energy Aura

Power Level: 4

As presented in PU1 p.85

Transferral/Possession

Power Level: 4

As presented in HU2 p.295

Vertigo Field

Power Level: 3

As presented in PU1 p.85

Vibration

Power Level: 4

As presented in HU2 p.295

Additionally, the following powers are also available.

Low Frequency Attacks: Intense vibrations at low frequencies can cause severe incapacitative effects in people and animals. Victims will feel nausea and pain, with little physical damage.

Resonance Attack: The most spectacular use of harmonic vibrations has been left out of this power! Many objects have natural resonant frequencies; vibrations of an object at one of its resonant frequencies will cause the vibrations to greatly increase in magnitude as they pile on top of each other.

Solid physical objects also have natural resonant frequencies. Some objects will vibrate with incredible amplitudes before taking significant damage; the Tacoma Narrows Bridge was an incredible example of this effect in reality. Of course, most objects don't like to be severely shaken, so these vibrations will cause significant damage when allowed to continue indefinitely. The most impressive result of this attack is that the damage can build to a scale large enough to bring down buildings!

This attack takes a long time to set up, but will cause incredible damage if it reaches full effect. The attack takes constant concentration and begins with only 1 point of damage after the first melee. However, this damage doubles every melee thereafter. So on the second full melee, 2 points of damage are done; on the third 4 points and so on. By the 10th melee the character is doing 512 points of damage, the

max damage for the power, but this max can be maintained for another 1 melee per each level of experience.

Working on “soft” things like people is also possible, but it takes 1D6 melees of probing to find the proper resonant frequency. And the max damage maxes out at 64 against soft tissue objects.

Weapon Energy Extensions

Power Level: 4

As presented in PU1 p.86

Any applicable WP bonuses apply as well.

Weapon Melding

Power Level: 4

As presented in PU1 p.86

Character can create 3 bullet like projectiles (or energy blasts) per level of experience per melee, or 1 grenade weapon per melee for every third level of experience beyond the first. The character can create additional ammunition per the text on HU2 p. 239.

Weight Manipulation

Power Level: 4

As presented in HU2 p.296

Appendix A - HU Basic Powers

Minor Abilities

Adhesion
Alter Physical Body
Bend Light
Body Weapons
Clock Manipulation
Energy Expulsion: Electricity
Energy Expulsion: Electrical Field
Energy Expulsion: Energy
Energy Expulsion: Fire
Energy Expulsion: Light
Energy Resistance
Extraordinary Mental Affinity
Extraordinary Mental Endurance
Extraordinary Physical Strength
Extraordinary Physical Prowise

Extraordinary Physical Endurance
Extraordinary Physical Beauty
Extraordinary Speed
Flight: Glide
Flight: Winged
Flight: Wingless
Healing Factor
Heightened Sense of Hearing
Heightened Sense of Smell
Heightened Sense of Taste
Heightened Sense of Touch
Horror Factor
Impervious to Fire and Heat
Manipulate Kinetic Energy
Mental Stun
Multiple Limbs
Nightstalking
Power Channeling
Radar
Superhuman Strength
Supervision: Advanced Sight
Supervision: Nightvision
Supervision: Ultraviolet and Infrared
Supervision: X-Ray
Underwater Abilities

Hero Categories

Acknowledgments

Quite a few points have been taken from Dan Steiner's website and incorporated into this document. Many have been tweaked to meet my needs and whims, and many have been left untouched and are reprinted here as originally written. I have tried to give credit to each individual power. In addition, thanks for putting together a great site!

Disclaimer

Heroes Unlimited, Powers Unlimited and most of the power listings are copyright of Palladium books. These have been acknowledged in the power listings where appropriate, but additional material in this document has come from Palladium books as well.

This document was originally intended as a set of “House Rules” for my gaming group. No infringement of copyright is intended.

If anyone outside my group does see/use/reprint anything in this document please just give appropriate acknowledgement to the original author.

Major Abilities

Adapt to Environment
Alter Facial Features and Physical Stature
Alter Limbs
Alter Metabolism
Alter Physical Structure: Electricity
Alter Physical Structure: Fire
Alter Physical Structure: Ice
Alter Physical Structure: Liquid
Alter Physical Structure: Metal
Alter Physical Structure: Plant
Alter Physical Structure: Plasma
Alter Physical Structure: Smoke or Mist
Alter Physical Structure: Stone
Animal Abilities
Animal Metamorphosis
Bio-Armor
Bio-Ghost
Cloaking
Chameleon

Control Elemental Force: Air
 Control Elemental Force: Earth
 Control Elemental Force: Fire
 Control Elemental Force: Water
 Control Insects and Arachnids
 Control Others
 Control Radiation
 Control Static Electricity
 Copy Physical Structure
 Create Force Field
 Darkness Control
 Disruptive Touch
 Divine Aura
 Energy Absorption
 Force Aura
 Gem Powers
 Gravity Manipulation

Growth
 Holographic Memory Projection
 Immortality
 Intangibility
 Invisibility
 Invulnerability
 Item Reduction
 Karmic Power
 Lycanthropy
 Magnetism
 Mechano-Link
 Mimic
 Multiple Beings/Selves
 Multiple Lives
 Natural Combat Ability
 Negate Super Abilities
 Negative Matter

Plant Control
 Shapechange
 Shrink
 Slow Motion Control
 Sonic Power
 Sonic Absorption and Reflection
 Sonic Flight
 Sonic Speed (running)
 Spin at High Velocity
 Stretching (Elasticity)
 Super Energy Expulsion
 Supernatural Strength
 Teleport
 Tentacles
 Transferral/Possession
 Vibration
 Weight Manipulation

Appendix B – HU Canonical List of Powers

Minor Abilities

Abnormal Energy Sense
 Adhesion
 Adrenaline Surge
 Alter Physical Body
 Alter Physical Structure of Limb
 Anatomical Independence
 Animal Brother
 Antennae
 Battle Rage
 Beastmaster
 Bend Light
 Blur
 Body Weapons
 Bookworm
 Bubble Glue
 Charge Object with Explosive Energy
 Claws
 Clock Manipulation
 Color Manipulation
 Conduct Electricity
 Criminal Intuition
 Danger Sense
 Density Walking
 Detonation
 Disintegration
 Doorway
 Earth Empowerment
 Energy Claws
 Energy Expulsion: Cold
 Energy Expulsion: Directed Sound

Energy Expulsion: Electricity
 Energy Expulsion: Electrical Field
 Energy Expulsion: Electromagnetic Pulse
 Energy Expulsion: Energy
 Energy Expulsion: Energy Aura
 Energy Expulsion: Fire
 Energy Expulsion: Flame Ring
 Energy Expulsion: Force
 Energy Expulsion: Force Blast
 Energy Expulsion: Icy Mist
 Energy Expulsion: Light
 Energy Expulsion: Plasma
 Energy Expulsion: Ultrasonic Speech
 Energy Resistance
 Energy Shield
 Energy Whip
 Enhanced Leaping
 Enlarge Body Parts
 Exploding Spheres
 Extraordinary Mental Affinity
 Extraordinary Mental Endurance
 Extraordinary Physical Strength
 Extraordinary Physical Prowise
 Extraordinary Physical Endurance
 Extraordinary Physical Beauty
 Extraordinary Speed
 Fabric/Cloth Material Animation
 Feral
 Flight: Energy
 Flight: Glide
 Flight: Hover
 Flight: Insect
 Flight: Force Disk
 Flight: Winged
 Flight: Wingless
 Frequency Absorption
 Giant
 Glow Bug
 Gravitational Plane
 Gun Limb
 Harden Skin
 Healing Factor

Healing Power
 HeavyWeight
 Heightened Sense of Awareness
 Heightened Sense of Balance
 Heightened Sense of Hearing
 Heightened Sense of Recall
 Heightened Sense of Smell
 Heightened Sense of Taste
 Heightened Sense of Time
 Heightened Sense of Touch
 Hold Breath
 Horror Factor
 Hyperdensity
 Immovability
 Immune to Magic
 Immune to Psionics
 Impact Resistance
 Impervious to Cold and Freezing
 Impervious to Control and Possession
 Impervious to Disease and Illness
 Impervious to Energy and Electricity
 Impervious to Fear and Terror
 Impervious to Fire and Heat
 Impervious to Light and Lasers
 Impervious to Poison and Toxins
 Impervious to Shadows and Darkness
 Impervious to Sound and Vibration
 Increased Durability
 Indestructible Bones
 Instant Wardrobe
 Instant Weapon
 Iron Will
 Life Sense
 Lifting Field
 Lightning Reflexes
 Living Anatomy
 Longevity
 Lunar Strength
 Manipulate Kinetic Energy
 Mask – No Face, No Identity
 Mechanical Awareness
 Mental Stun

Motion Detection
Multiple Limbs
Multi-Tasking
Nightstalking
Personal Force Field
Physical Perfection
Power Bands
Power Channeling
Power Weapon
Quills
Radar
Resin
Seismic Power
Sense Death and Destruction
Sensory Orb
Shadow Meld
Shadow Shaping
Shadow Stepping
Sleep Dust
Sleeplessness
Sliding
Solar Powered
Sonar
Speed Tasking
Stench
Super Bounce
Super Burrowing
Super Hibernation and Stasis Field
Super Wind Blast
Superhuman Strength
Supervision: Acute Sight
Supervision: Advanced Sight
Supervision: Circular Vision
Supervision: Nightvision
Supervision: Paranormal Sight
Supervision: Thermal Vision
Supervision: Ultraviolet and Infrared
Supervision: X-Ray
Swing Line
Tentacles of Hair
Toy Control
Tractor Beam
Ultra Hearing
Unnoteworthy – Forgettable
Untrackable
Underwater Abilities
Venomous Attack
Warp Sound
Wave Rider
Weightlessness
Whip Attack

Major Abilities

Absorb Bio-Mass

Adapt to Environment
Alter Facial Features and Physical Stature
Alter Limbs
Alter Metabolism
Alter Physical Structure: Acid
Alter Physical Structure: Crystal
Alter Physical Structure: Electricity
Alter Physical Structure: Fire
Alter Physical Structure: Ice
Alter Physical Structure: Lava
Alter Physical Structure: Light
Alter Physical Structure: Liquid
Alter Physical Structure: Metal
Alter Physical Structure: Oil or Tar
Alter Physical Structure: Plant
Alter Physical Structure: Plasma
Alter Physical Structure: Putty
Alter Physical Structure: Rubber
Alter Physical Structure: Sand
Alter Physical Structure: Shadow
Alter Physical Structure: Smoke or Mist
Alter Physical Structure: Stone
Alter Physical Structure: Vapor
Alter Physical Structure: Wood
Amphibious
Animal Abilities
Animal Metamorphosis
Bio-Armor
Bio-Ghost
Borrow Power
Catastrophic System Failure
Chemical Secretion
Cloaking
Chameleon
Control Density
Control Elemental Force: Air
Control Elemental Force: Earth
Control Elemental Force: Fire
Control Elemental Force: Water
Control Insects and Arachnids
Control Others
Control Radiation
Control Static Electricity
Copy Animal Attributes
Copy Physical Structure
Create Force Constructs
Create Force Field
Darkness Control
Dimensional Room
Disruptive Touch
Distort Space
Divine Aura
Divine Healing
Energy Absorption
Energy Doppleganger
Force Aura
Friction Control
Gateways

Gem Powers
Generate Fog and Smoke
Geo-Thermal Energy
Gravity Manipulation
Growth
Holographic Memory Projection
Immortality
Intangibility
Invisibility
Invulnerability
Item Reduction
Karmic Power
Liquefaction
Lycanthropy
Magnetism
Matter Expulsion: Crystal
Matter Expulsion: Metal/Steel
Matter Expulsion: Stone
Mechano-Link
Mega-Wings
Mimic
Mirror Mastery
Multiple Beings/Selves
Multiple Lives
Natural Combat Ability
Negate Super Abilities
Negative Matter
Plant Control
Power Touch
Re-Channel and Expel Energy
Reconstruction
Regeneration Ultima
Rocket Fists
Shapechange
Shrink
Slow Motion Control
Sonic Power
Sonic Absorption and Reflection
Sonic Flight
Sonic Speed (running)
Spin at High Velocity
Spiral/Vortex
Stretching (Elasticity)
Super Consumption
Super Energy Expulsion
Supernatural Bite/Jaws
Supernatural Strength
Teleport
Tentacles
Totem Energy Aura
Transferral/Possession
Vertigo Field
Vibration
Weapon Energy Extensions
Weapon Melding
Weight Manipulation

Appendix C – Powers by Category

Ultra

1. Control Kinetic Energy
2. Gem Powers
3. Geo-Thermal Energy
4. Invulnerability
5. Invulnerability II
6. Karmic Power
7. Mimic
8. Slow Motion Control

Major Abilities

1. Absorb Bio-Mass
2. Alter Limbs
3. Alter Physical Structure: Acid
4. Alter Physical Structure: Crystal
5. Alter Physical Structure: Electricity
6. Alter Physical Structure: Fire
7. Alter Physical Structure: Ice
8. Alter Physical Structure: Lava
9. Alter Physical Structure: Light
10. Alter Physical Structure: Liquid
11. Alter Physical Structure: Metal
12. Alter Physical Structure: Oil or Tar
13. Alter Physical Structure: Plant
14. Alter Physical Structure: Plasma
15. Alter Physical Structure: Putty
16. Alter Physical Structure: Rubber
17. Alter Physical Structure: Sand
18. Alter Physical Structure: Shadow
19. Alter Physical Structure: Smoke or Mist
20. Alter Physical Structure: Stone
21. Alter Physical Structure: Vapor
22. Alter Physical Structure: Wood
23. Amphibious
24. Animal Metamorphosis – all
25. Bio-Armor
26. Bio-Ghost
27. Borrow Power
28. Chemical Secretion
29. Control Density
30. Control Elemental Force: Air
31. Control Elemental Force: Earth
32. Control Elemental Force: Fire
33. Control Elemental Force: Water
34. Control Insects and Arachnids
35. Control Others
36. Control Radiation

37. Copy Animal Attributes
38. Copy Physical Structure
39. Create Force Constructs
40. Create Force Field
41. Disruptive Touch
42. Divine Healing
43. Energy Doppelganger
44. Force Aura
45. Gateways
46. Generate Fog and Smoke
47. Gravity Manipulation
48. Growth
49. Holographic Memory Projection
50. Immortality
51. Intangibility
52. Invisibility
53. Item Reduction
54. Liquefaction
55. Lycanthropy
56. Magnetism
57. Matter Expulsion: Crystal
58. Matter Expulsion: Ice
59. Matter Expulsion: Metal/Steel
60. Matter Expulsion: Stone
61. Mega-Wings
62. Mirror Mastery
63. Multiple Beings/Selves
64. Multiple Lives
65. Natural Combat Ability
66. Negate Super Abilities
67. Negative Matter
68. Power Touch
69. Re-Channel and Expel Energy
70. Reconstruction
71. Regeneration Ultima
72. Rocket Fists
73. Shapechange
74. Shrink
75. Sonic Power
76. Sonic Flight
77. Sonic Speed (running)
78. Spin at High Velocity
79. Spiral/Vortex
80. Stretching (Elasticity)
81. Super Consumption
82. Super Energy Expulsion
83. Supernatural Strength
84. Tentacles
85. Totem Energy Aura
86. Transferral/Possession
87. Vibration
88. Weapon Energy Extensions
89. Weapon Melding
90. Weight Manipulation

Fantastic

1. Adapt to Environment
2. Alter Facial Features and Physical Stature
3. Alter Metabolism
4. Animal Abilities
5. Animal Metamorphosis – select
6. Catastrophic System Failure
7. Cloaking
8. Chameleon
9. Control Static Electricity
10. Darkness Control
11. Dimension Room
12. Distort Space
13. Divine Aura
14. Energy Absorption
15. Friction Control
16. Mechano-Link
17. Plant Control
18. Sonic Absorption and Reflection
19. Supernatural Bite/Jaws
20. Teleport
21. Vertigo Field

Amazing

1. Adrenaline Surge
2. Alter Physical Structure of Limb
3. Anatomical Independence
4. Antennae
5. Battle Rage
6. Beastmaster
7. Bend Light
8. Body Weapons
9. Bubble Glue
10. Charge Object with Explosive Energy
11. Claws
12. Color Manipulation
13. Conduct Electricity
14. Danger Sense
15. Detonation
16. Disintegration
17. Doorway
18. Earth Empowerment
19. Energy Claws
20. Energy Expulsion: Cold
21. Energy Expulsion: Directed Sound
22. Energy Expulsion: Electricity
23. Energy Expulsion: Electrical Field
24. Energy Expulsion: Electromagnetic Pulse
25. Energy Expulsion: Energy
26. Energy Expulsion: Energy Aura
27. Energy Expulsion: Fire
28. Energy Expulsion: Flame Ring
29. Energy Expulsion: Force
30. Energy Expulsion: Force Blast
31. Energy Expulsion: Icy Mist
32. Energy Expulsion: Light

33. Energy Expulsion: Plasma
34. Energy Expulsion: Ultrasonic Speech
35. Energy Shield
36. Energy Whip
37. Enlarge Body Parts
38. Exploding Spheres
39. Fabric/Cloth Material Animation
40. Feral
41. Flight: Energy
42. Flight: Insect
43. Flight: Force Disk
44. Flight: Winged
45. Flight: Wingless
46. Giant
47. Gravitational Plane
48. Gun Limb
49. Harden Skin
50. Healing Factor
51. Healing Power
52. HeavyWeight
53. Hyperdensity
54. Immovability
55. Immune to Magic
56. Immune to Psionics
57. Impact Resistance
58. Impervious to Cold and Freezing
59. Impervious to Control and Possession
60. Impervious to Disease and Illness
61. Impervious to Energy and Electricity
62. Impervious to Fear and Terror
63. Impervious to Fire and Heat
64. Impervious to Light and Lasers
65. Impervious to Poison and Toxins
66. Impervious to Shadows and Darkness
67. Impervious to Sound and Vibration
68. Increased Durability
69. Lightning Reflexes
70. Living Anatomy
71. Lunar Strength
72. Manipulate Kinetic Energy
73. Mechanical Awareness
74. Motion Detection
75. Multiple Limbs
76. Multi-Tasking
77. Nightstalking
78. Personal Force Field

79. Physical Perfection
80. Power Bands
81. Power Channeling
82. Power Weapon
83. Quills
84. Radar
85. Resin
86. Seismic Power
87. Sensory Orb
88. Shadow Meld
89. Shadow Shaping
90. Shadow Stepping
91. Sleep Dust
92. Sliding
93. Solar Powered
94. Sonar
95. Stench
96. Super Bounce
97. Super Burrowing
98. Super Hibernation and Stasis Field
99. Super Wind Blast
100. Superhuman Strength
101. Swing Line
102. Tentacles of Hair
103. Tractor Beam
104. Unnoteworthy – Forgettable
105. Untrackable
106. Underwater Abilities
107. Venomous Attack
108. Warp Sound
109. Wave Rider
110. Weightlessness
111. Whip Attack

Minor Abilities

1. Abnormal Energy Sense
2. Adhesion
3. Alter Physical Body
4. Animal Brother
5. Blur
6. Bookworm
7. Clock Manipulation
8. Criminal Intuition

9. Density Walking
10. Energy Resistance
11. Enhanced Leaping
12. Extraordinary Mental Affinity
13. Extraordinary Mental Endurance
14. Extraordinary Physical Strength
15. Extraordinary Physical Prowise
16. Extraordinary Physical Beauty
17. Extraordinary Speed
18. Flight: Glide
19. Flight: Hover
20. Frequency Absorption
21. Glow Bug
22. Heightened Sense of Awareness
23. Heightened Sense of Balance
24. Heightened Sense of Hearing
25. Heightened Sense of Recall
26. Heightened Sense of Smell
27. Heightened Sense of Taste
28. Heightened Sense of Time
29. Heightened Sense of Touch
30. Hold Breath
31. Horror Factor
32. Indestructible Bones
33. Instant Wardrobe
34. Instant Weapon
35. Iron Will
36. Life Sense
37. Lifting Field
38. Longevity
39. Mask – No Face, No Identity
40. Mental Stun
41. Sense Death and Destruction
42. Sleeplessness
43. Speed Tasking
44. Supervision: Acute Sight
45. Supervision: Advanced Sight
46. Supervision: Circular Vision
47. Supervision: Nightvision
48. Supervision: Paranormal Sight
49. Supervision: Thermal Vision
50. Supervision: Ultraviolet and Infrared
51. Supervision: X-Ray
52. Toy Control
53. Ultra Hearing

Appendix D – Cold and Tissue Damage

Cold Contact Tissue Damage

Cold objects in direct contact with human tissue can cause damage as the body' s fluids freeze; this effect is known as frostbite. Cell damage can result, as well as permanent vascular damage. Mild cases may manifest as inflammation

of the affected skin accompanied by slight pain; severe cases can exhibit severe tissue damage with little to no pain. Frostbitten tissue is highly susceptible to infection and even gangrene.

Damage inflicted by a cold object depends on that object' s temperature and heat conductivity, as well as the area exposed and time of exposure. Light solids like wood and plastic will conduct heat from the body less efficiently than dense solids like metal and rock. Assuming 10 square inches of bare skin contact:

Temperature	Gas / Air	Liquid	Light Solid	Dense Solid
30° F	1D4 per hour	2D4 per hour	1D6 per hour	2D6 per hour
15° F	1D4 per ½ hour	2D4 per ½ hour	1D6 per ½ hour	2D6 per ½ hour
0° F	1D4 per 15 minutes	2D4 per 15 minutes	1D6 per 15 minutes	2D6 per 15 minutes
-25° F	1D4 per 5 minutes	2D4 per 5 minutes	1D6 per 5 minutes	2D6 per 5 minutes
-50° F	1D4 per 2 minutes	2D4 per 2 minutes	1D6 per 2 minutes	2D6 per 2 minutes
-75° F	1D4 per minute	2D4 per minute	1D6 per minute	2D6 per minute
-100° F	1D4 per 30 seconds	2D4 per 30 seconds	1D6 per 30 seconds	2D6 per 30 seconds
-150° F	1D4 per melee	2D4 per melee	1D6 per melee	2D6 per melee
-200° F	1D6 per melee	2D4 per melee	3D4 per melee	3D6 per melee

Table Contact Temp damage

Hypothermia

Extended exposure to cold atmospheric temperatures can lower the body's core temperature, limiting blood flow to extremities and causing tissue damage. Treating hypothermia requires gradual increase of body temperature; serious cases require medical supervision and equipment, including CPR. Assuming that the body's glucose levels are sufficient, shivering can increase core temperature by about 3° F per hour. Fluid levels and raw calorie intake are very important, both needed for the body to produce heat. Victims should avoid diuretics like alcohol and caffeine and stimulants including tobacco/nicotine.

- Mild:** Core Temp Greater than 95° F
 Involuntary shivering; Loss of complex motor function (walking and talking are in, skiing and ice skating out); Low blood flow to extremities may increase risk of cold-related tissue damage
-5 to combat rolls, Attacks per melee are halved, -25% to skill performance
- Moderate:** Core Temperature between 90° and 96° F
 Dazed consciousness; Loss of fine motor control (can't button shirt) due to restricted blood flow in the extremities; Slurred speech; Violent involuntary shivering; Irrational behavior (may not believe the cold); "Flattened" attitude (doesn't seem to care about situation)
-10 to combat rolls, Attacks per melee reduced to one, -50% to skill performance
Must roll for permanent circulatory damage:
 01-20% Minor: -1 to all combat rolls
 21-00% None
- Severe:** Core Temperature between 86° and 90° F
 Immediately Life-Threatening!; Violent shivering in waves, as glucose levels lower; Cannot walk, curls

into fetal position, muscles go rigid; Skin pales, pupils dilate; Pulse rate slows; Body goes into hibernation

-15 to combat rolls, Attacks per melee are reduced to one every two rounds, -75% skill performance
Must roll for permanent circulatory damage:

01-20% Major: -3 to all combat rolls, Loss of one melee attack
 21-50% Minor: -1 to all combat rolls
 51-00% None

- Deadly:** Below 86° F

Erratic breathing; Semi-conscious; Sudden shock can cause ventricular fibrillation; Body goes into "Metallic Icebox" effect, appears dead; Death is likely to occur below 80° F

No combat or skill performance possible!

Victim must save vs Coma/Death when their Core Temperature reaches 80° F, and again every 1° F after

Must roll for permanent circulatory damage:

01-20% Debilitating: -5 to all combat rolls, Loss of two melee attacks
 21-50% Major: -3 to all combat rolls, Loss of one melee attack
 51-90% Minor: -1 to all combat rolls
 91-00% None

The amount of time spent exposed in certain temperatures is proportional to the severity of the effects. Anyone exposed to cold temperatures should stay as dry as possible, as water conducts heat much faster than air, decreasing the time required for effects to set in on a wet person by a factor of five. Sustained contact with metal is even worse, decreasing the time by up to another factor of five! These times assume only mild protection from the cold; Insulating clothing can greatly increase these times:

Air Temperature

40° F

20° F

0° F

-25° F

-50° F

-75° F

Mild

6D6x10 minutes

3D6x10 minutes

1D6x10 minutes

1D4x10 minutes

5D6 minutes

3D6 minutes

Moderate

2D6 hours

2D4 hours

6D6x10 minutes

4D6x10 minutes

2D6x10 minutes

1D6x10 minutes

Severe

4D6 hours

2D6 hours

2D4 hours

6D6x10 minutes

4D6x10 minutes

2D6x10 minutes

Deadly

6D6 hours

4D6 hours

2D6 hours

2D4 hours

6D6x10 minutes

4D6x10 minutes

Table Air Temp Exposure Damage