

A SUPER-POWERED ROLEPLAYING EPIC™

POWERS BEYOND

SIDEKICK'S STARTUP GUIDE



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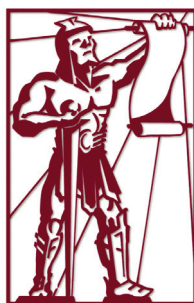
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"The Saga Unfolds..."

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Powers Beyond

A Super-powered Roleplaying Epic

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"The Saga Unfolds..."

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Part One: *Becoming Superhuman*

In a dark future
Humanity's only hope
Lies in those with...

Powers Beyond!

The battle you are about to fight...

POWERS BEYOND: an intensely superhuman struggle against the forces of evil and chaos that you become a part of! This is a super-powered roleplaying game for the cinematic comic book fan, though any style of play may be utilized, be it the heroics of the Justice League, the gritty drama of the X-men or the intrigue of the Crossgen universe. And you don't need a degree in advanced mathematics to play, as the mechanics are smooth flowing and intuitive. With only 3 stats to worry about, you can have your character up and fighting in no time!

The 10 different Origins from which your heroes derive are diverse in their outlooks and special abilities. You can get trained in nearly 2 dozen skills and be infused with numerous superpowers. There are an infinite number of devices and vehicles you can equip your heroes with, some alien, some dimensional, some magical, and they may even be of your own design. The combat system is dynamic and true to comic book form, allowing for multiple actions in a turn and spiced up with a variety of special maneuvers.

Travel to the four corners of a devastated world, fighting off evil in the plague-zones and radiated lands. Interact with a plethora of cults, clans and organizations and do battle against strange and aberrant creatures. The timeline provides decades worth of ample history for this

dark, futuristic world, and the Rumors and Most Wanted sections offer dozens of ideas for springboard scenarios. But the excitement doesn't stop there; after each session you will have the opportunity to improve and fine tune your character by tweaking your powers or gaining new ones, by building powerful devices, learning new skills and boosting your stats.

As you can see, the possibilities are endless. There are 8 power categories, over 100 base powers and more than 500 variations on those powers, so no two heroes, villains, henchmen or sidekicks need ever be the same! The game itself is simple, and emphasis is on the characters, the settings and the stories. You need only 10-sided dice to play. The rulebook is organized for easy reference, with the mechanics in front and the setting in back, plus all of the compiled charts and tables at the end of the book.

Keep in mind that all roleplaying games require a game-master and that gamemasters must have some previous roleplaying experience to run the game. You can find gamemasters at your local game shop, comic shop, game conventions or online meetup sites. Also, there are many articles, blogs, books and videos online that can teach you how to run the game.

So whether you plan on combatting evil as a genetically engineered power-being or wreaking havoc as a berserk cyborg, you're in for a fight!



The events of his past tell you how and why he got to be where he is, and may well explain how he came to obtain certain skills and abilities. All of these factors combine to make a unique character that is far more interesting than the sum of his parts.

Once you have decided on a **character concept** and background, be sure to discuss it with your GM, making sure that your character will fit well into the campaign that he is planning. Explorers won't have much to do in a city adventure, while scientists may find survival in the wilderness difficult.

The GM should be as familiar with your character as you are, taking the opportunity to interweave parts of your background into the storyline. This will help in making the campaign more personal and tailor-made to the characters involved.

The Powers Beyond character creation system has been formulated using a method that enables players to fine-tune every facet of their character, while allowing for a few cosmic variances.

For easy reference, the basic rule steps have been highlighted like this.

After establishing the character concept, the next step is to determine the Origin of your power-being. The origin you choose will partly describe how your character acquired his powers and possibly what race or species he derived from. Along with a brief description that leaves plenty of room for your own embellishment, each origin also lists its special bonuses, abilities and restrictions. Make note of these on your character sheet and keep them handy for the next steps in the Hero Genesis process.

STEP GUIDE

1. Choose Origin
2. Roll Stats
3. Choose Powers
4. Choose Weaknesses
5. Calculate Values
6. Choose Skills
7. Choose Training
8. Add Details

Choose the Origin of your power-being from the list below.

Alien Lifeform: no Non-combat skills, immune to Mental powers

Chemically/Energetically Enhanced: must take Weakness, -3 MENTAL ACUITY, +3 Variations, must take 1 non-Device, 2x RAD on Bio powers (Chemically Enhanced), 2x RAD on Energy powers (Energetically Enhanced)

Cyborg/Robot: 2x Knockout/Fatal, -3 Physical Agility, must use Devices, stat raises as 1 category higher

Dimensional/Supernatural Being: immune to Energy powers, can't use Energy powers, immune to Minor powers, half RAD

Evolutionary Aberration: start with only 1 Major or 2 Minor powers but gain all Variations, +1 to each stat, stat raises as 1 category lower



CHAPTER 2

Genetically Engineered: no Variations, +5 to any stat, +1 Major (or 2 Minor) powers, 2x RAD

Mage Spawn: no Combat skills, start with only 1 Major or 2 Minor powers, may learn new powers, +1 to Non-combat skills

Mind Master: no Bio powers or Resistances, + 2 non-combat skills (at level 1), maximum starting Muscular Power = 3, maximum starting Physical Agility = 4, +5 MENTAL ACUITY, +1 Major (or 2 Minor) Mental powers

Perfect Specimen: No powers (except *Vehicle* or *Animal Companion*), no Weaknesses, +5 MUSCULAR POWER, +5 PHYSICAL AGILITY, +1 Melee ATK, +1 Melee DEF, +5 Initiative +10 Movement

Time Traveller: only take Minor powers, 2x number of Minor powers, no Devices

Roll 5d10 and choose the best 3 to determine your stats of Muscular Power, Mental Acuity and Physical Agility.

VITAL STATISTICS

Your power-being has 3 vital statistics or *Stats*: Muscular Power (MP), Mental Acuity (MA) and Physical Agility (PA). These stats are represented by numbers that range from a minimum of 1 to a maximum of 40 or more. In truth, there is no maximum upper limit on stats for a power-being; some forces in the universe are truly insurmountable!

Muscular Power is your brute strength, your health and your ability to withstand injury in a fight. It affects your *Damage Bonus* (added

in melee combat) as well as your *Knockout* (K) and *Fatality* (F) scores, which determine when your power-being falls unconscious or dies.

Mental Acuity is a reflection of your raw intellect, creativity and the ability to successfully channel and utilize your powers. It affects your *Intellect Bonus* (added to *Skill* rolls and *Power Ups*) and your *RAD* (Range/Area/Duration) which determines the limitations of your powers when they are in use.

Physical Agility encompasses one's speed, dexterity, reflexes and quickness. It will affect your *Initiative Bonus* (added to your Initiative roll) and your *Movement* rate, which determines how far and how fast you can move in a turn.

To generate these numbers, roll 5d10. Choose the 3 best results and place them in your MUSCULAR POWER, MENTAL ACUITY and PHYSICAL AGILITY stats as you see fit, keeping in mind the bonuses and restrictions of your Power Origin. Should the total of these 5 dice be less than 10, the gamemaster may wish to be gracious and offer a re-roll. Either way, remember that these numbers may change significantly after Powers are chosen (see next step) and you will have a chance to improve them after every game session!

Choose 1 Major and 2 Minor powers from the Power chart.

GAIN POWERS

Strange and unusual powers are the core of the game and all of the unique characters within it. These powers can manifest from a variety of sources that may or may not relate to your power-being's origin. They can be derived from an innate genetic ability or a high-tech alien device. They can flow from a

Muscular Power

Average Comparison

- 1 - Child
- 2 - Adolescent
- 3 - Adult
- 4 - Athlete
- 5 - Olympian
- 10 - Power Being
- 20 - Mythical Being
- 40 - Cosmic Being

Mental Acuity

Average Comparison

- 1 - Child
- 2 - Adolescent
- 3 - Adult
- 4 - Renowned Intellectual
- 5 - Genius Level
- 10 - Power Being
- 20 - Mythical Being
- 40 - Cosmic Being

Physical Agility

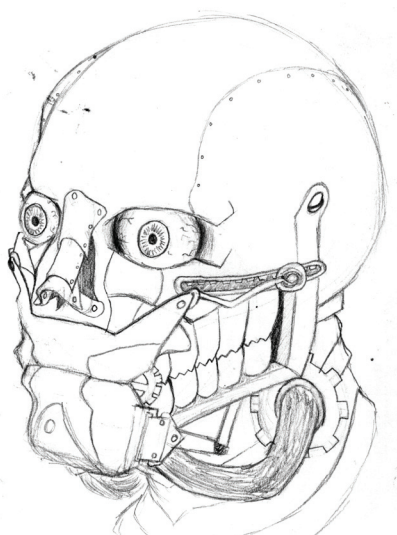
Average Comparison

- 1 - Child
- 2 - Adolescent
- 3 - Adult
- 4 - Athlete
- 5 - Olympian
- 10 - Power Being
- 20 - Mythical Being
- 40 - Cosmic Being

supernatural source or be a part of the ambient mystical energy from Tharkilia.

Powers are divided into 8 different categories: *Bio-Alteration*, *Bio-Enhancement*, *Bio-Manipulation*, *Energy*, *Matter Manipulation*, *Mental*, *Mobilizers* and *Resistances*. Each category has a dozen or more powers to choose from and these are further divided into 3 grades: *Major Powers* (Mj), *Minor Powers* (Mn) and *Variations* (V).

Major powers are generally the strongest and most effective powers one can have. They tend to be the ones most often used offensively and/or defensively in combat, though not always. *Minor powers* can be just as impressive though they probably won't affect the environment in such a grand fashion. *Variations* are subtle tweaks on how the basic powers are used, making them stronger in some ways and possibly weaker in others, depending on how the power-being chooses to utilize it. All powers, both Major and Minor, will have a *Base Power* that outlines its most common use as well as a myriad of *Variations* to go with it. Some Base powers, however, have no *Variations*, while others allow you to choose which will be your Base power and which will be your *Variations*. Note too that powers can be based on *Devices*, in which case you would start the game with an extra *Variation* on that power. *Devices* only have half the normal RAD. See **Chapter 4: Powers** for more details.





Bio-Alteration

Animal Form - Mn
Astral Self - Mn
Density - Mj
Elastic - Mj
Elemental Form - Mj
Ethereal - Mj
Invisibility - Mj
Multiplicity - Mj
Plant Form - Mn
Power Mimic - Mj
Regeneration - Mj
Shapechange - Mn
Size - Mj

Bio-Enhancement

Body Projectiles - Mj
Body Weaponry - Mj
Clinging - Mn
Extra Body Part - Mj
Hyper Agility - Mj
Hyper Breath - Mn
Hyper Hearing - Mn
Hyper Intellect - Mj
Hyper Olfactory - Mn
Hyper Strength - Mj
Hyper Tactility - Mn
Hyper Taste - Mn
Hyper Vision - Mn
Xray Vision - Mj

Bio-Manipulation

Bio-Acid - Mj
Bio-Null - Mn
Bio-Possession - Mj
Bio-Sense - Mn
Body Toxin - Mj
Cure - Mn
Empathy - Mn
Intellect Leech - Mj
Neuro-Leech - Mn
Pestilence - Mj
Power Leech - Mj
Power Null - Mn
Revive - Mj
Strength Leech - Mj

Energy

Air - Mj
Earth - Mj
Electricity - Mj
Fire - Mj
Gravity - Mn
Ice - Mj
Light - Mn
Magnetism - Mn
Radiation - Mj
Sound - Mn
Temporal - Mj
Water - Mj
Weather - Mn

Matter Manipulation

Animation - Mn
Binding - Mn
Bonding - Mn
Cloaking - Mj
Creation - Mj
Density - Mn
Detonation - Mj
Disassembly - Mn
Disintegration - Mj
Insubstantial - Mj
Size - Mj
Stasis - Mj
Tunneling - Mn
Unbinding - Mn

Mental

Animal Control - Mj
Emotion Control - Mn
Illusions - Mn
Linguistics - Mn
Mental Shield - Mj
Mind Blast - Mj
Mind Control - Mj
Mind Erasure - Mj
Plant Control - Mn
Precognition - Mn
Telekinetics - Mj
Telepathy - Mn
Universal Awareness - Mj

Mobilizers

Animal Companion - Mj
 Dimensional Travel - Mj
 Flight - Mj
 Gliders - Mn
 Jumping - Mn
 Levitation - Mn
 Melding - Mj
 Sliding - Mn
 Speed - Mj
 Swimming - Mn
 Teleportation - Mj
 Vehicle - Mn

Resistances

Adaptation - Mn
 Armor Plating - Mj
 Camouflage - Mj
 Dampening Field - Mj
 Displacement - Mj
 Energy Absorption - Mj
 Force Field - Mj
 Immunity - Mn
 Invulnerability - Mj
 Longevity - Mn
 Reflection - Mj
 Silence - Mn
 Softfall - Mn
 Sustenance - Mn

Choose up to 3 Weaknesses from the Weakness chart. (optional)

Gain Weaknesses

Weaknesses are inherent flaws or disadvantages in an individual, even if they are not power beings. They form a limitation to one's actions, either physically, mentally or emotionally. This has the effect of giving the character more depth and making him more

realistic. It can also add a dramatic element to the story that can make the events of the plot more challenging or personal.

Characters are not required to take a Weakness but if they choose to do so they may take no more than three. Each Weakness has 3 degrees of severity but will impart a bonus to the character's powers. The lowest level of Weakness will grant an extra Variation that the player may choose during character creation. The mid-level Weaknesses grant an additional Minor base power but not the attributable Variation to go with it. The highest degree of Weaknesses allow a character to choose an additional Major base power, also without its Variation. Each level of Weakness is distinct from the others and the effects of each are not cumulative. See **Chapter 5: Weaknesses** for more details.

Allergy**Dependency****Dependent****Diminished Senses****Enemy****Honorable****Medical****Phobia****Physical****Power Failure****Susceptibility****Ugly****Vulnerability**

Calculate your Damage, Intellect & Initiative bonuses, as well as your KO/Fatality, RAD & Movement.

Secondary Values

You should now be able to accurately calculate your power-being's secondary values. Damage, Intellect and Initiative Bonuses are equal to one fifth (+1 every 5 points) the appropriate statistic. KO/Fatality, RAD and Movement are equal to 10 times the appropriate stat. These are of course all modified by your Origin, Weaknesses and Skills.

Choose Skills based on your Intellect bonus +1.

Gain Skills

Next choose your Skills. Each hero gets a number of Skill slots equal to his Intellect bonus +1. You can use these to take separate Skills or to give some skills multiple levels, increasing your expertise at that particular skill. Max skill level is 3. And, unless you are an *Alien Lifeform*, you must take at least 1 Non-combat skill, as appropriate to your background. See **Chapter 6: Skills** for more detailed descriptions.



Combat Skills

Anatomy

Blind Sense

Dual Devices

Grab

Honed Reflexes

Melee Attack

Melee Defense

Moving Attack

Ranged Attack

Ranged Defense

Tough

Trick Shot

Non-Combat Skills

Academia & Art

Athletics & Stealth

Business & Corporate

Computer & Electronics

Mechanical & Vehicle

Military & Weapons

Politics & Government

Science & Medicine

Street & Underworld

Wealth & Resources

Wilderness & Survival

Decide which aspect of your character you will be working to improve when you *Power-Up*.

Training

As the story progresses, you will undergo *Training* in order to improve your character. This is known as a *Power-Up*. Consult that section to determine what aspect of your character you are working on. It may take several sessions to achieve that improvement. Write down your choice on the character sheet and keep track of how many sessions have passed so you know when to make your Training roll. Though you will also have an opportunity to improve your stats each session, you do not need to choose these ahead of time.

Power-Ups!

Gain a Power (Magespawn only)
 Improve a Power
 Gain a Variation
 Build a Device
 Improve a Device
 Gain a Skill
 Improve a Skill

Decide on a Name, Identity, Age, Height, Weight, Equipment (Accessories), background details, etc.

Final Details

Fill in final details like Name, Identity, what group or country you serve, age, height, weight, any mundane items you may carry, costume description and of course your background story. That's it! Your power-being is ready to take on the world!

Character Sheets

The next two pages display the character sheet for Powers Beyond, followed by a sam-

ple sheet that has been filled out to help you understand where each element goes. You may copy the character sheet for personal use only or download it from our website and print it out. Some brief explanations of its components are below.

Front

Hero Name - This is the iconic and (hopefully) memorable moniker of your power-being. It is sometimes coined by the press or it may be a name that the individual gives himself. It can be catchy, flashy or subtle but should usually reflect the character's powers or role in the world.

True Identity - Some power-beings may have a secret identity or it may be the same as their hero's name. If it is a secret it may make it easier for the character to ply his trade without anyone knowing who he really is. This usually comes at the expense of continually trying to conceal that identity.

Allegiance - The power-being may belong to a power-group or he may only be loyal to himself and/or his friends and family. He may dedicate his life to protecting a particular city or he might be charged with defending an entire country.

Age - He could be anything from a powerful young child to an ancient alien. Some species will likely have different lifespans than humans.

Height - If he is human, this averages just under 6 feet tall. Other races may be considerably taller or shorter, which can be both an advantage and a hindrance.

Weight - If he is human, this averages just around 160 pounds. Other races may be considerably heavier or lighter, which can be both an advantage and a hindrance.



CHAPTER 2

*Hero Name*_____ *Age*_____

*True Identity*_____ *Height*_____

*Allegiance*_____ *Weight*_____

Power Origins

Special Abilities

Restrictions

MUSCULAR POWER

Damage Bonus

Knockout/Fatality

MENTAL ACUITY

Intellect Bonus

R-A-D

PHYSICAL AGILITY

Initiative Bonus

Movement

Skill

Level

Accessories

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Power Origins - This is where you derive both your character's race/species and powers from. It is the most definitive portion of your power-being. With the exception of Alien Lifeforms and Dimensional Beings, all other Origins are assumed to be from a base stock of human, though this may not necessarily be true...

Special Abilities - Each Origin has its own advantages and bonuses and they should be recorded here.

Restrictions - Each Origin has its own disadvantages and penalties and they should be recorded here.

Muscular Power - This is your strength, health and vitality and the final number (after all modifications) goes here.

Damage Bonus - One fifth of your MP, added to melee damage.

KO/Fatality - How much damage you can take before going unconscious or being killed. Each slot is 10 times your MP. Wounds can be recorded here or on scrap paper.

Mental Acuity - Your intelligence and creativity. The final number (after all modifications) goes here.

Intellect Bonus - One fifth of your MA, affecting skills and power-ups.

RAD - Range/Area/Duration. This delineates the limits of most powers, being 10 times your MA.

Physical Agility - Quickness and dexterity. The final number (after all modifications) goes here.

Initiative Bonus - One fifth of your PA, added to your Initiative roll.

Movement - Ten times your PA, this tells you how far you may move per turn in feet.

Skills - All skills go here, followed by their level (1-3).

Accessories - Any reasonable and affordable equipment that you carry with you, not including Devices or special Vehicles, which go on the back of the sheet.

Back

Power Type - This is the category from which you are drawing that particular power, being either *Mental*, *Resistances*, any of the *Bio* categories, etc.

Power - The specific power you have chosen goes here, whether it is *Major*, *Minor* or a *Variation*. Leave some room in case you add more Variations to this power later.

Grade - This tells you at a glance whether the power listed is Major (Mj), Minor (Mn) or a Variation (V).

Device - If the power is part of a special Device note it here with a Yes (Y) or No (N).

Range - This will usually be calculated as part of your *RAD*, though some powers may use other stats or determiners. Numbers are listed in feet, telling you how far away your power can be effective.

Area - This will usually be calculated as part of your *RAD*, though some powers may use other stats or determiners. Numbers are generally listed in feet, telling you what kind of radius your power has, or possibly how many individuals it will affect.

Duration - This will usually be calculated as part of your *RAD*, though some powers may use other stats or determiners. Numbers are generally listed in Turns, telling you how long your power will stay active.

Miscellaneous - Brief notes about the power and its usage.

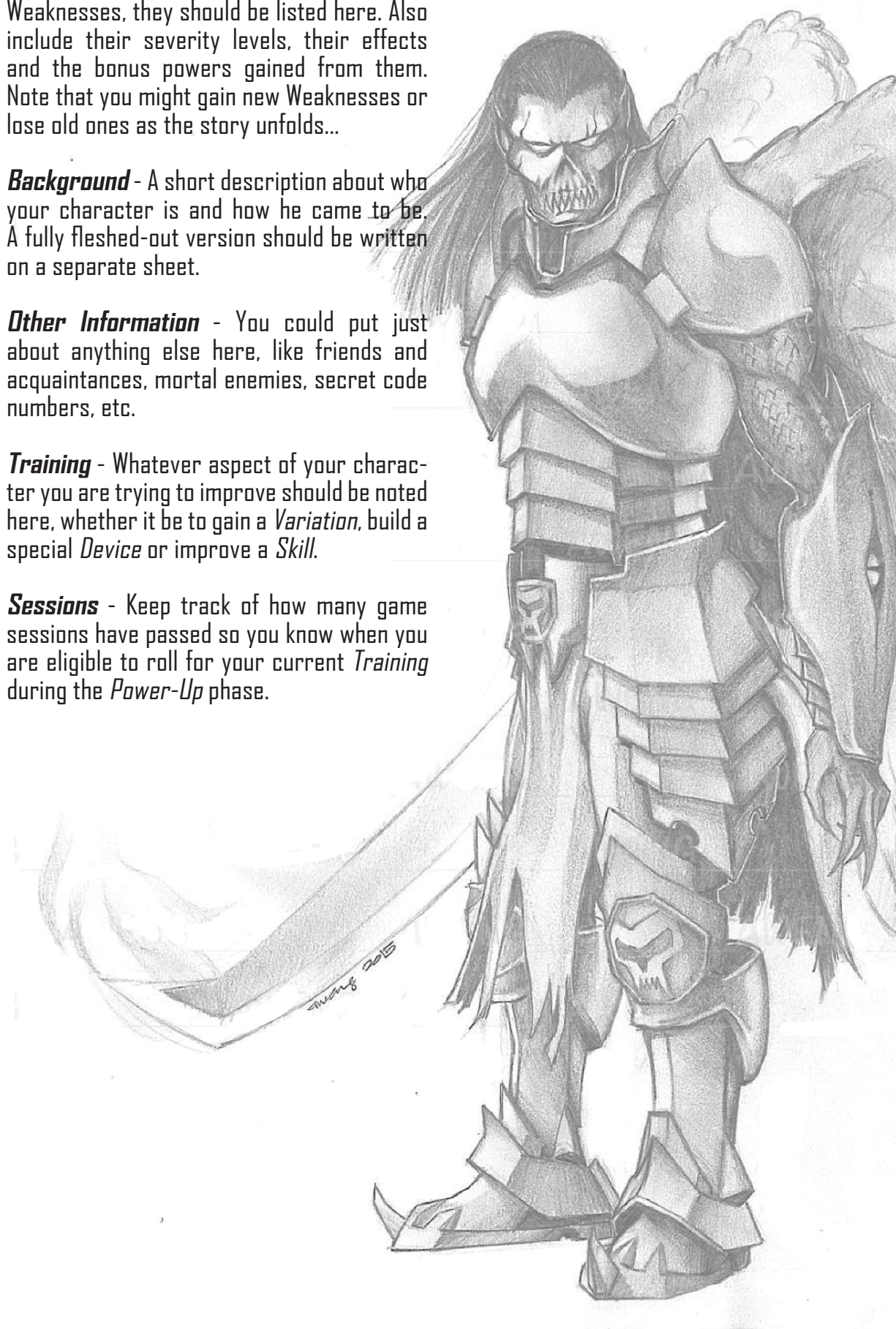
Weaknesses - If you have one or more Weaknesses, they should be listed here. Also include their severity levels, their effects and the bonus powers gained from them. Note that you might gain new Weaknesses or lose old ones as the story unfolds...

Background - A short description about who your character is and how he came to be. A fully fleshed-out version should be written on a separate sheet.

Other Information - You could put just about anything else here, like friends and acquaintances, mortal enemies, secret code numbers, etc.

Training - Whatever aspect of your character you are trying to improve should be noted here, whether it be to gain a *Variation*, build a special *Device* or improve a *Skill*.

Sessions - Keep track of how many game sessions have passed so you know when you are eligible to roll for your current *Training* during the *Power-Up* phase.



As a player, your Character Sheet is probably the most important piece of paper in the game. You'll use it to track your current stats, health and gear, as well as using it to record your character's growth over time. For that reason, it's probably wise to keep a spare copy of it... just in case it gets nuked!

Powers Beyond

Hero Name *Cina Spice* Age *30*
 True Identity *Regina McCoy* Height *5'10"*
 Allegiance *Psionic Studios Institute* Weight *150*

Power Origins *Special Abilities* *Restrictions*
Genetically +5 to any Stat: 2x RAD **no Variations**
Engineered **+1 Major Power** _____

MUSCULAR POWER	MENTAL ACUITY	PHYSICAL AGILITY
<div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto; display: flex; align-items: center; justify-content: center; font-size: 24px; font-weight: bold;">7</div> <p style="color: #800080; font-style: italic;">Damage Bonus</p> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 10px auto; display: flex; align-items: center; justify-content: center; font-size: 24px; font-weight: bold;">2</div> <p style="color: #800080; font-style: italic;">Knockout/Fatality</p> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 10px auto; display: flex; align-items: center; justify-content: center; font-size: 18px; font-weight: bold;"> <div style="border-right: 1px solid black; padding-right: 5px;">70</div> <div style="padding-left: 5px;">70</div> </div>	<div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto; display: flex; align-items: center; justify-content: center; font-size: 24px; font-weight: bold;">5</div> <p style="color: #800080; font-style: italic;">Intellect Bonus</p> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 10px auto; display: flex; align-items: center; justify-content: center; font-size: 24px; font-weight: bold;">1</div> <p style="color: #800080; font-style: italic;">R-A-D</p> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 10px auto; display: flex; align-items: center; justify-content: center; font-size: 24px; font-weight: bold;">100</div>	<div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto; display: flex; align-items: center; justify-content: center; font-size: 24px; font-weight: bold;">9</div> <p style="color: #800080; font-style: italic;">Initiative Bonus</p> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 10px auto; display: flex; align-items: center; justify-content: center; font-size: 24px; font-weight: bold;">2</div> <p style="color: #800080; font-style: italic;">Movement</p> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 10px auto; display: flex; align-items: center; justify-content: center; font-size: 24px; font-weight: bold;">90</div>

Skill

Wealth

Level

2

Accessories

Medical Kit

The image is a collage of Star Wars-themed items. At the top, a blue banner reads "it... just in case it gets nuked!". Below this, on the left, is a character sheet for a "MENTAL AGENT" (blue background) and a "PHYSICAL AGENT" (green background). The Mental Agent has an Intellect Bonus of 5, R-A-D of 1, and 100. The Physical Agent has an Initiative Bonus of 8, Movement of 2, and 90. Below these are sections for Level (2), Accessories (Medical Kit), and a list of items. To the right of the character sheet is a large, tilted white sheet titled "Power Type" and "Power". It lists various powers like "Bio Alteration", "Energy", "Matter Manip", "Mental", "Sound", "Disassembly", "Mental Shield", "Major", "Minor", "Various", "Yes", "No", "0", "1", "Soft", "Hard", "Turn", "Stuns", "Mental", "Take apart objects", "Harm vs ESP", and "vs Mind Blast". At the bottom, there is a section for "Skills & Background & Other Information" with a "Training" section listing "Train Registered", "Weakness: Diminished Senses - 4/5/6", and "Gain a Skill Based Attack". The background of the entire image is a colorful, abstract pattern of red, orange, and yellow, with a large, tilted white sheet in the center.

Actual stats and powers may vary...

COMBAT SKILLS

Anatomy
Blind Sense
Dual Devices
Grab
Honed Reflexes
Melee Attack
Melee Defense
Moving Attack
Ranged Attack
Ranged Defense
Tough
Trick Shot

Max. Skill Level = 3

NON-COMBAT SKILLS

Academia & Art
Athletics & Stealth
Business & Corporate
Computer & Electronics
Mechanical & Vehicle
Military & Weapons
Politics & Government
Science & Medicine
Street & Underworld
Wealth & Resources
Wilderness & Survival

Max. Skill Level = 3

In the world of **Powers Beyond**, skills are just as vital as extraordinary abilities, sometimes even more so. Indeed, one who is a *Perfect Specimen* relies almost exclusively on his skills and stats. All the mental powers and bio-manipulation in the world won't help you disarm that nuclear bomb! Skills depend greatly upon your **Mental Acuity**, as this determines the number of slots that you bring to the game with and how well you utilize those skills later on. It is also an important factor

when trying to learn new skills and/or improving the old ones. A power-being begins the game with a number of skill slots equal to his Intellect bonus +1. You can use these to take separate skills or to give some skills multiple levels, increasing your expertise at that particular skill. The maximum skill level is 3. And, unless you are an *Alien Lifeform*, you must take at least 1 non-combat skill as appropriate to your background.

SKILLS



Skills in **Powers Beyond** are generalized and sometimes combined into similar broad categories. For example, the skill of *Science & Medicine* is all inclusive, and even though your character (an astronomer) may not be a doctor, he may have at least some peripheral knowledge through his education that would allow him to make a roll concerning all things medical. Performing surgery, however, is another matter entirely. Players should specify which areas of the skill they are more proficient in for story and background purposes.

Some **Origins** will allow a power-being to start the game with extra skills or a boost to an existing skill. A *Mind Master* will have 2 extra non-combat skills with which to begin his career, while a *Perfect Specimen* will start off with *Melee Attack* and *Melee Defense*, both at an initial level of 1. In some rare cases (such as the *Magespawn*) a character will receive a +1 to his skill level(s), which may have the effect of pushing his total to 4. The maximum level of 3 must still be obeyed and so the extra point is lost. However, the GM may wish to allow the use of this "bonus point" in some **Power Up!** situations, if the skill in question is relevant, ie. the extra point might be added to a roll (along with his INT bonus) to gain/improve a related skill or to build a **Device**.

Gaining new skills and improving existing ones takes time, effort and study. It is assumed that the power-being is practicing and/or learning during and in-between sessions. If he has chosen a skill as his next **Power Up!** then it should be specifically stated and written down on his character sheet where he will also keep track of how many sessions have passed so that both he and the GM know when he is allowed to make a roll to gain or improve that skill. Gaining a new skill requires that 2 sessions have gone by before he attempts to make a roll of 9 or better (adding his INT bonus to a d10 roll), while improving an existing skill may be attempted after only 1 session on a roll of 7+ (with INT bonus).

COMBAT SKILLS

Anatomy - general knowledge of the soft spots and vital points of an enemy's physiology. +1 damage per level.

Blind Sense - normally when one is physically blinded or simply without any source of illumination they will be unable to act at all, except to speak or fumble around in the dark. This skill lets one focus his other senses, enabling him to act even without his sight. Allows 1 Action per level w/o sight.

Dual Devices - a feat of ambidexterity that allows the use of 1 item/weapon in each hand. Only 1 d10 roll is made for all items held and each level of this skill lets the character target 1 enemy/area.

Grab - specifically targeting 1 object/area to aim for in melee. While a standard Defense roll can be made, the defender must use 1 Action per level of this skill to even attempt to succeed. Requires 2 Melee Actions.

Honed Reflexes - improves his reaction time and adds to one's Initiative rolls. +1 to Initiative per level.

Melee Attack - increased aptitude with punching, kicking, brawling, grappling and hand-to-hand weapons as well as melee-based powers. +1 per level.

Melee Defense - extra ability in dodging, blocking or parrying melee attacks. +1 per level.

Moving Attack - proficient at attacking while in motion, either on foot, from a vehicle, while swimming or flying. 1 type per level (foot, air, water, vehicle).



Ranged Attack - increased aptitude with projectile weapons and projectile-based powers. +1 per level.

Ranged Defense - uncanny ability to dodge, block or parry projectiles and ranged attacks. +1 per level.

Tough - thick skin or resistance to pain. Each level subtracts 1 from damage received.

Trick Shot - practice in hitting seemingly impossible targets from odd angles. Bank objects off walls or through small openings; 1 bank per level.

NON-COMBAT SKILLS

Academia & Art: You are no stranger to the scholarly and artistic world. You are familiar with various universities and their staff, as well as museums, curators, researchers and



For most power-beings combat is almost inevitable. There will be those who use their powers sparingly or to try and make the world a better place. These individuals that choose to use their powers for good will always be envied and so will incur the wrath of others who are jealous of their abilities. Then there are those who choose to use their powers in a self-serving manner, indulging their greed and ego. These evil-doers will always be punished by the forces of good.

Fortunately, it is but a simple thing to envision and play out these titanic power struggles. There are only 4 steps to combat, though each step has its own special twists and maneuvers, as italicized below.

Note that a person's basic melee damage is added to the damage of any melee weapon they are using, ie. a power-being with a **Muscular Power** of 16 (damage bonus +4) that wields a battleaxe (a large melee weapon) will do 2d10k (basic) + 2d10f (large melee weapon) for a total of 4d10f+4 damage! *Knockout* damage is always superceded by (converted to) *Fatal* damage when using a weapon unless the weapon is blunt, ie. a club, mace, lightpole, etc.

COMBAT SEQUENCE

1. Roll Initiative
2. Move/Attack
3. Defense Rolls
4. Roll Damage

1. Initiative: Roll 1d10 + Initiative Bonus, highest roll goes first and so on.

Heads Up!: You or a teammate can spend 1 Action to add a die to your Initiative roll, using your keen senses to stay on top of the situation.

2. You may move before or after you attack. To attack while moving, you need the appropriate skill. To attack, consult the Action chart to determine the number needed to hit your target. Roll a d10, each costing 1 action.

All Out Action!: Gain 1 Action, but enemies hit you on a 7.

Run!: You may choose to make a full out run, which allows you to move your full rate again. This costs 2 actions.

Back Attack!: Treat your target as 1 class lower when attacking from behind.



Team Attack!: If 2 teammates attack a single target at once, he must spend 1 extra action for his Defense roll. If so, his 1 die roll is compared to both attack rolls to determine if one or both hits were successful.

Carrier Attack!: A Power attack may be combined with a Melee attack. This costs 2 actions.

Charge!: A Melee attack that costs 2 actions. You must move at least 30 feet towards the target before your attack. If successful, double your Melee damage.

3. You may make a Defense roll if you have been hit. Dodging requires at least 1 open adjacent hex for you to dodge into. Blocking requires you to possess a sturdy object capable of absorbing or deflecting the hit. All Defense rolls require you to roll greater than or equal to the number you would need to hit your opponent (ie. 9 for Villains, 7 for Henchmen, 5 for Creatures) on a d10. Defense costs vary:

Melee Attack – 1 action
Ranged Attack – 2 actions
Power Attack
w/Counterpower – 1 action
Power Attack
w/o Counterpower – 2 actions

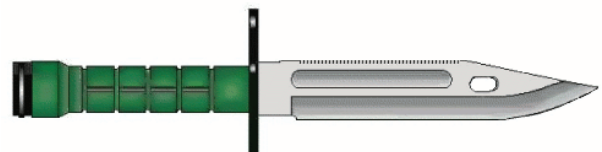
Team Defense!: If you are adjacent to a teammate when he is attacked, you may make a Defense roll (Block only) in addition to his Defense roll, if any. This roll should be simultaneous with his and all action costs paid.

4. Roll damage as appropriate to your attack. Power damages are listed on the Power chart. Other damage values are:

Punch/Kick – 1d10k per 10 MP
Small Weapons/Firearms – 1d10f
Large Weapons/Firearms – 2d10f
Shotgun/Grenades – 3d10f
Bombs/Rockets – 4d10f

Damage bonuses are added to Melee attacks only. If KO damage is exhausted, the character falls unconscious. Further KO damage becomes Fatal damage.

Knockback!: A character is forced back 1 foot for each point of damage sustained. If he strikes a solid object, check for Breakage, using leftover footage as damage. If the object does not break, the character takes leftover footage as KO damage.



ACTION ROLLS

Anytime one performs an action where the outcome is uncertain this is called an **Action Roll**. It applies to combat, skill checks and other such situations. For the most part, almost every action will fall into one of four categories that require a d10 roll:

Simplistic - Performing basic actions or skill checks, if not automatic, will require a roll of 3. Also, hitting Inanimate Objects (usually from a distance with a ranged attack) falls under this category.

Easy - a task or skill check that is not all that challenging would fall under this category and require a roll of 5. Hitting a Civilian or a Creature would also require a 5.

Moderate - most average actions or skill checks fall into this category, with a roll of 7 indicating a success. Henchmen and Sidekicks (as well as moving vehicles) are also in this category, requiring a roll of 7 to be hit.

Complex - the most difficult of tasks and skill checks require a roll of 9 or better to be successful. Hitting a power-being (either a villain or hero) also requires a 9+.

These categories will also indicate how many actions (per roll) must be spent in order to attempt the task or skill check. *Easy* tasks (and some non-automatic *Simplistic* tasks) only spend 1 Action, while *Moderate* tasks spend 2 and *Complex* tasks spend 3.

Likewise, each person or animal will have a number of Actions to spend in a turn according to their category; *Civilians/Creatures* have 1 Action, *Henchmen/Sidekicks/Vehicles* have 2 Actions and *Power-beings* (villains/heroes) have 3 Actions. Note that a *Civilian* (with only 1 Action) would take 3 full turns to attempt a *Complex* task (such as reprogramming a computer) which costs 3 Actions.

As usual, there are many situational modifiers that may come into play but most will only involve a bonus or penalty of +/- 1 or 2 points. Bonuses should be added to the character's roll while penalties should be added to the target number (3, 5, 7, or 9). Also, in most cases, there will be cause for the power-being to add his Damage bonus (for tasks relating to Muscular Power), his Intellect bonus (for cerebral tasks) or his Initiative bonus (for Agility related tasks) to the roll.



ACTION ROLLS

Simplistic - 3
{Inanimate Objects}

Easy - 1 Action - 5
{Civilian/Creature}

Moderate - 2 Actions - 7
{Henchman/Sidekick/Vehicle}

Complex - 3 Actions - 9
{Villain/Hero}

BREAKAGE

Whether intentionally or unintentionally, when power-beings rumble, things are likely to get broken. All objects have a number of points of damage that they can sustain (based on the material) before they break. If the object takes double the value it is totally destroyed. Note that this chart does not apply to vehicles as they have their own chart to follow for breakage.

MATERIALS

Bamboo	1
Cloth	1
Glass	2
Ice	2
Wood	2
Electronics	3
Plastic	3
Quartz	3
Clay	4
Rubber	4
Bone	5
Brick	5
Concrete	6
Granite	6
Machinery	6
Gold	7
Marble	7
Aluminum	8
Lead	8
Bronze	9
Silver	9
Iron	10
Steel	11
Bulletproof Glass	12
Titanium	13
Diamond	18

LIFTING/CARRYING

All individuals and creatures will be able to lift and/or carry a certain amount of weight based on their Muscular Power rating. While this chart will not be 100% accurate in all cases due to variations in height, weight, build, etc., it is a good gauge to follow and will give a decent idea of who can lift what and carry how much.

<u>MP</u>	<u>Weight</u>
1-10	MP x 50
11-20	MP x 100
21-30	MP x 500
31-40	MP x 1000
41+	MP x 5000

THROWING

If you can lift it, you can throw it. Based on your Muscular power you will be able to throw a lifted object a number of feet equal to your MP x 25.

MP x 25 ft.

JUMPING

Jumping is important, especially when travel-

ling from rooftop to rooftop or when trying to avoid pits and other deadly snares. Not the same as Dodging, it is based on your Muscular Power stat and is measured in feet as follows:

Forward – MPx2
Up – MP
Backward – ½ MP

FALLING

Power-beings get into a variety of dangerous situations, with dizzying heights not being the least of them. Should one happen to fall from a great height, they will take 1d10k damage per 10 feet fallen, multiplied by 5.

1d10k per 10 feet
Multiplied by 5

PERCEPTION CHECKS

Being able to see danger before it strikes is yet another important survival mechanism for every individual. When one is searching for things, using any of the senses, the numbers below should be used to determine if that thing is found, based on how well concealed it is. This d10 roll does not require an Action.



CHAPTER 10

Perception

Inconspicuous - 5

Partially hidden - 7

Nearly invisible - 9

HEALING

A power-being will no doubt be injured many times during his career and so he will need time to heal. Natural healing (with proper food and rest) will occur at 1d10f per day (plus your Damage Bonus) and 2d10k per day (plus Damage Bonus). If the Science & Medicine skill is successfully applied to the individual or if proper medical facilities are available, these rates will be doubled.

Healing Fatal Wounds

1d10 per day + Damage Bonus

Recovering Knockout Wounds

2d10 per day + Damage Bonus



BIO-ALTERATION

BIO-ALTERATION

<i>Power</i>	<i>Grade</i>	<i>Variations</i>	<i>Range</i>	<i>Area</i>	<i>Duration</i>	<i>Info</i>
Animal Form	Mn	Bird				
		Fish				
		Insect				
		Mammal				
		Reptile				
Astral Self	Mn	Projection				
		Anchored			x2	form cannot move
		Full Body			1/2	
Density	Mj	Solidify				weight multiplied by MP +10 physical armor, +5 melee damage, half KB, half move, -5 initiative
		Decreased	MP			weight divided by MP 2x move, +5 initiative, +1 KB, 1/2 melee dmg.
		Enhanced				weight multiplied by half MP; on others +5 physical armor, +1 melee damage, -1 KB, -10 move, -1 initiative
		Increased				weight multiplied by MPx2 +20 physical armor, +1 Melee attack, +5 dmg. bonus, 0 KB, no movement, -10 init.
		Stable			x2	weight multiplied by half MP; as base



POWER CHARTS



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<u>Power</u>	<u>Grade</u>	<u>Variations</u>	<u>Range</u>	<u>Area</u>	<u>Duration</u>	<u>Info</u>
Elasticity	Mij	Bodily				
		Semi	½		x2	
		Super	x2		½	
Elemental Form	Mij	Earth				
		Fire				
		Liquid				
		Metal				
		Wind				
						as Armor Plating: -15 damage, -10 move nullifies energy attacks stops damage of 10 or less as Armor Plating: -15 damage, -10 move no physical contact
Ethereal	Mij	Insubstantial				
		Hazy			½	
		Partial			x2	
Invisibility	Mij	Standard				
		Multi-Spectrum			½	
		Partial			x2	
Multiplicity	Mij	Copies				
		Multiples				
		Shadows			½	
		Steadfast			x2	

indicates a Base Power

indicates a Variation

<u>Power</u>	<u>Grade</u>	<u>Variations</u>	<u>Range</u>	<u>Area</u>	<u>Duration</u>	<u>Info</u>
Plant Form	Mn	Flora				half move, no effect from Anatomy, immune to Mental powers except Plant Control; half melee damage; no damage from fall/throw
		Evergreen			x2	no move
		Seed Pods	1/2	3 seeds/action	1/2	as a ranged attack; each seed stuns for 1 Action each; may only have 1 target
		Thicket				no move; +1 to Melee Defense, +1 to Ranged Defense (block only) and Team Defense
		Vines			1/2	full move
		Windborne			1/2	glide at full move
Power Mimic	Mj	Bio-Alteration				
		Bio-Enhancement				
		Bio-Manipulation				
		Energy				
		Matter Manipulation				
		Mental				
		Mobilizers				
		Resistances				

indicates a Base Power

indicates a Variation



POWER CHARTS



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<u>Power</u>	<u>Grade</u>	<u>Variations</u>	<u>Range</u>	<u>Area</u>	<u>Duration</u>	<u>Info</u>
Regeneration	Mj	Agility Body Parts Fatal Damage Intellect Knockout Damage Powers Skills Strength				1 per turn 1 per day 1d10 per turn 1 per turn 2d10 per turn 1 per day 1 per day 1 per turn
Shapechange	Mn	Age Features Gender Race				

indicates a Base Power

indicates a Base Power/Variation combo

<u>Power</u> Size	<u>Grade</u>	<u>Variations</u>	<u>Range</u>	<u>Area</u>	<u>Duration</u>	<u>Info</u>
	Mj	Growth				height/weight multiplied by MP 2x Move, +1 Melee attack, +10 MP, half KB, -5 initiative, Anatomy affects x2, defense=+1 action
		Decreased				height/weight divided by MP half Move, half damage, half MP, 2x KB, Anatomy ineffective, +5 initiative, +2 to defense rolls
		Increased			½	height/weight multiplied by MPx2 4x move, +2 Melee attack, +20 MP, 0 KB, -10 initiative, Anatomy x4, defense=+2 actions & 1 class lower
		Microscopic			½	height/weight negligible; move=1
		Stable			x2	height/weight multiplied by INT bonus +10 move, +5 melee damage, +5 MP, -1 KB, -1 initiative, Anatomy +1
		Enhanced	MA		½	as base; on others

 indicates a Base Power

 indicates a Variation





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BIO-ENHANCEMENT

BIO-ENHANCEMENT

Power	Grade	Variations	Range	Area	Duration	Info
Body Projectiles	Mj	Bolts				2d10f
		Darts	1/2			1d10f; 2 per action
		Javelins	x2			1d10f
		Razors	1/2			3d10f
		Spheres				2d10k
Body Weaponry	Mj	Studs				2d10k
		Blades				3d10f
		Hooks				1d10f + holds enemy
		Spikes				2d10f; 1d10f when enemy hits
		Tethers	x2			1d10k + holds enemy
Clinging	Mn	Glass				
		Ice				
		Metal				
		Organics				
		Plastic				
		Stone				
		Wood				

indicates a Base Power

indicates a Base Power/Variation combo

indicates a Variation

<u>Power</u>	<u>Grade</u>	<u>Variations</u>	<u>Range</u>	<u>Area</u>	<u>Duration</u>	<u>Info</u>
Extra Body Part	Mj	Arm				+1 action
		Ear				+1 Perception
		Eye				+1 Perception
		Hand				+1 action
		Leg				+30 Mvmt.
		Mouth				+1 Perception +1 action
		Nose				
		Tail				
Hyper Agility	Mj	Long Term			x2	+5 PA; +1 action
		+5 PA				+1d10 PA (at creation only); +1 action
		Permanent				
		+5 PA				+15 PA; +3 actions
		Short Term				
		+5 PA				+3d10 PA; +3 actions
		Triggered				
		+5 PA				+2d10 PA; +2 actions
Variable						
+5 PA	+10 PA; +2 actions					
Voluntary						
+5 PA						
Hyper Breath	Mn	Exhale				
		Hold				
		Inhale				



POWER CHARTS



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<u>Power</u>	<u>Grade</u>	<u>Variations</u>	<u>Range</u>	<u>Area</u>	<u>Duration</u>	<u>Info</u>
Hyper Hearing	Mn	Filtered High Frequency Low Decibel Low Frequency Radio				separates mixed noises
Hyper Intellect	Mj	Long Term +5 MA			x2	+5 MA; +1d10 mental dmg.
		Permanent +5 MA			na	+1d10 MA (at creation); +1d10 mental dmg.
		Short Term +5 MA			½	+15 MA; +3d10 mental dmg.
		Triggered +5 MA			½	+3d10 MA; +3d10 mental dmg.
		Variable +5 MA				+2d10 MA; +2d10 mental dmg.
		Voluntary +5 MA				+10 MA; +2d10 mental dmg.
Hyper Olfactory	Mn	Composition Discerning Micro Tracking				

<i>Power</i>	<i>Grade</i>	<i>Variations</i>	<i>Range</i>	<i>Area</i>	<i>Duration</i>	<i>Info</i>
Hyper Strength	Mj	Long Term			x2	+5 MP; +1d10 melee dmg.
		+5 MP				
		Permanent			na	+1d10 MP at creation only; +1d10 melee dmg.
		+5 MP				
		Short Term			1/2	+15 MP; +3d10 melee dmg.
		+5 MP				
		Triggered			1/2	+3d10 MP; +3d10 melee dmg.
Hyper Tacitility	Mn	+5 MP				
		Variable				+2d10 MP; +2d10 melee dmg.
		+5 MP				
Hyper Taste	Mn	Voluntary				+10 MP; +2d10 melee dmg.
		+5 MP				
		Composition				
		Micro				
		Pressure				
		Temperature				
		Composition				
		Discerning				
		Micro				
		Tracking				





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<i>Power</i>	<i>Grade</i>	<i>Variations</i>	<i>Range</i>	<i>Area</i>	<i>Duration</i>	<i>Info</i>
Hyper Vision	Mn	Binocular Infrared Micro Refracted Ultraviolet	$\frac{1}{2}$			
Xray Vision	Mj	Cloth Metal Organics Plastic Stone Wood				around corners

indicates a Base Power/Variation combo

BIO-MANIPULATION

BIO-MANIPULATION

<u>Power</u>	<u>Grade</u>	<u>Variations</u>	<u>Range</u>	<u>Area</u>	<u>Duration</u>	<u>Info</u>
Bio-Acid	Mj	Burning Acidic Caustic Splash	T T		1/2 dmg. ea rd 1/2 dmg. ea rd i	1d10f 2d10f 3d10f 1d10f; 2 atks./action
Bio-Null (Hyper Senses)	Mn	Sight Smell Sound Taste Touch				
Bio-Possession (Cyborgs)	Mj	Aliens Animals Dimensional Beings Humans Temporal Beings				
Bio-Sense	Mn	Aliens Animals Dimensional Beings Humans Temporal Beings				





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<i>Power</i>	<i>Grade</i>	<i>Variations</i>	<i>Range</i>	<i>Area</i>	<i>Duration</i>	<i>Info</i>
Body Toxin (Elemental Form)	Mj	Toxic			1½ dmg. ea rd	1d10f
		Poison	T		1½ dmg. ea rd	2d10f
		Spray				1d10f; 2 atks./action
		Venom	T		i	3d10f
Cure	Mn	Disease				2x per day
		Fatal Damage				1d10; 1x per turn
		Knockout Damage				2d10; 1x per turn
		Paralysis				2x per day
		Poison				3x per day
Empathy	Mn	Possession				1x per day
		Aliens				
		Animals				
		Dimensional Beings				
Intellect Leech	Mj	Humans				
		Temporal Beings				
		Dim			1½ dmg. ea rd	1d10 pts.
		Beam				1d10 pts.; 2 atks./action
		Dull	T		1½ dmg. ea rd	2d10 pts.
		Dumb	T		i	3d10 pts.

<i>Power</i>	<i>Grade</i>	<i>Variations</i>	<i>Range</i>	<i>Area</i>	<i>Duration</i>	<i>Info</i>
Neuro-Leech (Chemically Enhanced)	Mn	Paralytic			1/2 dmg. ea rd	1d10 pts.
		Coma	T		1	3d10 pts.
		Gas				1d10 pts.; 2 atk./action
		Unconscious	T		1/2 dmg. ea rd	2d10 pts.
Pestilence (Cure)	Mj	Ailment				victim is half RAD
		Fatigue			1/2	-2 to Skill checks; Mvmt., damage rolls
		Infection			1/2	-1 action
		Plague			1/2	check each round (5%) to see if power fails
Power Leech	Mj	Bio-Alteration				
		Bio-Enhancement				
		Bio-Manipulation				
		Energy				
		Matter Manipulation				
		Mental				
		Mobilizers				
		Resistances				

indicates a Base Power
 indicates a Variation



POWER CHARTS



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Power	Grade	Variations	Range	Area	Duration	Info	
Power Null	Mn	Bio-Alteration					
		Bio-Enhancement					
		Bio-Manipulation					
		Energy					
		Matter Manipulation					
		Mental					
		Mobilizers					
Revive	Mj	Resistances					
		Aliens					
		Animals					
		Dimensional Beings					
		Humans					
		Temporal Beings					
		Strength Leech					Mj
Drain	T		3d10 pts.				
Ray	T		1d10 pts.; 2 atks./action				
Sap			2d10 pts.				
		indicates a Base Power					
		indicates a Variation					

ENERGY POWERS

ENERGY POWERS

<u>Power</u>	<u>Grade</u>	<u>Variations</u>	<u>Range</u>	<u>Area</u>	<u>Duration</u>	<u>Info</u>
Air (Earth)	Mj	Blast				blasts for 2d10k
		Fog				in wall or block form
		Gale				MAx10 mph
		Lift		MAx100#		movement x3
		Pelt				2 attacks for 1d10k each
		Pummel	1/2			3d10k
		Shield				1/2 physical damage; 11 to be hit
Earth (Air)	Mj	Hurl				hurls stone for 2d10k
		Boulder	1/2			3d10k
		Dig			P	makes hole
		Grasp		MAx100#		holds target
		Pebbles				2 attacks for 1d10k each
		Quake				Richter scale rating=INT bonus
		Wall				solid earth and stone
Electricity (Elasticity)	Mj	Bolt				fires bolt for 2d10f
		Fence				barrier does 1d10f
		Field				reciprocates physical damage
		Flux				shutdown/startup of devices
		Shock	1/2			2 attacks for 1d10f each
		Strike				3d10f



POWER CHARTS



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<u>Power</u>	<u>Grade</u>	<u>Variations</u>	<u>Range</u>	<u>Area</u>	<u>Duration</u>	<u>Info</u>
Fire (Water) (Ice)	Mj	Jet				flame jet for 2d10f
		Bomb	1/2			3d10f
		Control				raises/lowers flame
		Heat				object temp.=Max20 degrees
		Ring				encircles for 1d10f
		Sheath				protects user; 1d10f
		Spikes				2 attacks for 1d10f each
Gravity (Magnetism)	Mn	Reverse		Max100#		reverses
		Double G				targets weight doubles
		Ripple				2 attacks for 1d10k each
		Wave				blasts for 2d10k
		Well	1/2			3d10k
Ice (Fire)	Mj	Icicle				fires icicle for 2d10f
		Body				absorbs 10 damage; -5 move
		Dome				solid barrier
		Freeze				freeze/melt any water
		Lance	1/2			3d10f
		Shards				2 attacks for 1d10f each
		Shell				encapsulates target
		Surface				thin covering of ice

<u>Power</u>	<u>Grade</u>	<u>Variations</u>	<u>Range</u>	<u>Area</u>	<u>Duration</u>	<u>Info</u>
Light	Mn	Flash				blinding flash
		Beams				2 attacks for 1d10k each
		Darkness				cancels all light
		Laser				2d10f
		Prism				shrouds user; stuns on contact (INT bonus)
		Ray				2d10k
Magnetism (Gravity)	Mn	Spectrum				bathes area in colored light
		Attract		MAX100#		attracts metal
		EMP				short circuits electronics
		Magnetize				makes object magnetic
Radiation	Mj	Repulse		MAX100#		pushes away metal
		Fission				2d10f
		Control				raise/lower levels
		Irradiate	T			damage=INT bonus/turn
		Rad Burst	1/2			3d10f
		Rad Cloud			1/2	1d10f; area affect
		Rad Glow				1d10f to all who contact
		Sickness	T			half MP/PA, half damage, -1 action

indicates a Base Power

indicates a Variation





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Sound (Silence)	Mn	Blare	INT bonus	blaring sound stuns all who hear
		Manipulation		alters soundwaves
		Mute		ancels all sound
		Sonar		locates people/objects
		Vibrations		destroys objects
Temporal (Temporal Beings)		Volume		increases/decreases sound
	Mj	Aging		ages target (MA) years
		Flow		time slows/speeds up (halves/doubles)
		Preservation		object unaffected by external stimuli
		Time Stop		affects user only
Water (Fire)		Youth		reverses aging by (MA) years
	Mj	Fluidity		raises/lowers level
		Currents		changes direction of flow
		Essence		creates/destroys fluid
		Globe		blasts for 2d10k
Weather		Orb	1/2	3d10k
		Spheres		2 attacks for 1d10k each
	Mn	Precipitation		light precipitation
		Chill/Frost		lowers ambient temp. to 33 degrees
		Clouds		form in sky
		Heat/Humidity		raise temp./humidity to 99 degrees/99%
		Lightning		causes rapid random flashes
		Wind		raises/lowers speed by (MA) mph

MATTER MANIPULATION

MATTER MANIPULATION

<u>Power</u>	<u>Grade</u>	<u>Variations</u>	<u>Range</u>	<u>Area</u>	<u>Duration</u>	<u>Info</u>
Animation	Mn	Basic	T	Max100#		objects move on their own
		Constant Animation		Max50#	x2	
		Heavy Animation		Max200#	1/2	
		Light Animation	MA	Max50#		
Binding	Mn	Restraint	T	MA		restrains inorganic matter
		Distant Binding	MA	1/2		
		Local Binding		1/2	x2	
		Organic Binding	T	1	1/2	
		Temporary Binding		x2	1/2	
Bonding	Mn	Meld	T	MA#		melds inorganic matter
		Cross Bonding			1/2	melds inorganic/organic matter
		Extensive Bonding		1/2MA#	x2	
		Mass Bonding		Max2#	1/2	
		Ranged	MA		1/2	
Cloaking	Mj	Standard	T	MA		invisibility
		Area Cloaking		x2	1/2	
		Extended Cloaking		1/2	x2	
		Quick Cloak	MA		1/2	





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<u>Power</u>	<u>Grade</u>	<u>Variations</u>	<u>Range</u>	<u>Area</u>	<u>Duration</u>	<u>Info</u>
Creation	Mj	Simple		MAx100#		make objects w/ minimal material
		Enduring	1/2	MAx50#	x2	
		Large	1/2	MAx200#		
		Small	x2	MAx50#		
		Spontaneous	1/2	MAx10#	1/2	needs no material
Density	Mn	Solid	T			weight multiplied by MA; 2x structural dmg.
		Aimed	MA			weight multiplied by half MA; 2x s.d.
		Decreased				weight divided by MA; half s.d.
		Increased			1/2	weight multiplied by MAx2; 4x s.d.
		Stable			x2	weight multiplied by half MA; 2x s.d.
Detonation	Mj	Explode		MA#		explodes objects for 1d10f
		Contained		MAx10#		causes no damage
		Great		MAx1/2#		3d10f; 3 actions; last initiative
		Large	1/2			2d10f
		Small	x2			no damage
Disassembly	Mn	Piecemeal				takes objects apart piece by piece
		Full Disassembly	1/2	x2	P	
		Rend				shreds inorganic matter
		Total Rending	1/2	x2	P	

<u>Power</u>	<u>Grade</u>	<u>Variations</u>	<u>Range</u>	<u>Area</u>	<u>Duration</u>	<u>Info</u>
Disintegration	Mij	Void	T	MA#		inorganic matter
		Focused		MAx2#		3 actions; last initiative
		Ray	MA	MAx½#		
Insubstantial	Mij	Shadow	T			makes objects ethereal
		Large		x2	½	
		Lengthy		½	x2	
		Quick	MA		½	
Size	Mij	Growth	T			height/weight x MA; 2x structural dmg.
		Decreased				height/weight divided by MA; half s.d.
		Increased			½	height/weight multiplied by MAx2; 4x s.d.
		Microscopic			½	height/weight negligible
		Nudge	MA		½	as base
		Stable			x2	height/weight x half MA, 2x s.d.
Stasis	Mij	Preserve	T	MA#		object unaffected by external stimuli
		Enlarged		x2	½	
		Extension	MA	½		
		Indefinite		½	x2	
		Organic				live target; 3 actions; last initiative

indicates a Base Power

indicates a Variation



POWER CHARTS



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<u>Power</u>	<u>Grade</u>	<u>Variations</u>	<u>Range</u>	<u>Area</u>	<u>Duration</u>	<u>Info</u>
Tunneling	Mn	Burrow	T	MA=LWH		burrow through solid matter
		Dual			1/2	2 tunnels
		Fast		x2	1/2	
		High				height x2; half length/width
		Longer				length x2; half width/height
		Permanent		1/2	x2	
		Probing	MA		1/2	
		Triple		1/2	1/2	3 tunnels
Unbinding	Mn	Wide				width x2; half length/height
		Free	T			frees bonds/entanglements
		Ranged	MA	1/2 MA		
		Wide		MAx2		

indicates a Base Power

indicates a Variation

MENTAL POWERS

MENTAL POWERS

<u>Power</u>	<u>Grade</u>	<u>Variations</u>	<u>Range</u>	<u>Area</u>	<u>Duration</u>	<u>Info</u>
Animal Control	Mj	Amphibians		# = MA		
		Birds		# = MA		
		Fish		# = MA		
		Insects		# = MA		
		Limited		1/2	x2	
		Mammals		# = MA		
		Reptiles		# = MA		
		Speak with...				
		Summon...	MA = miles			
Emotion Control	Mn	Swarm		x2	1/2	
		People		# = MA		
		Animals				
		Distant	x2	1/2	1/2	
		Extended		1/2	x2	
		Mass		x2	1/2	
Illusions	Mn	3D Visual				
		2D Audio			1/2	
		2D Olfactory			1/2	
		2D Audio/Olfactory	1/2		1/2	
		3D Audio	1/2		1/2	
		3D Olfactory	1/2		1/2	





<i>Power</i>	<i>Grade</i>	<i>Variations</i>	<i>Range</i>	<i>Area</i>	<i>Duration</i>	<i>Info</i>
Linguistics	Mn	Any spoken language				
		Any written language				
		Garble				prevents reading/speaking
		Speak any... Write any...				
Mental Shield	Mj	vs. ESP				
		vs. Emotion Control				
		vs. Illusions				
		vs. Mind Blast				
		vs. Mind Control				
		vs. Mind Erasure				
Mind Blast	Mj	Shared	Touch			
		Basic		1		2d10k + Stun 1r.
		Distant	x2	1		1d10k
		Mind Crush		1		3d10k + Stun 2r.; 3 actions, last initiative
		Mind Stun		1	INT bonus	
		Twin		2		1d10k
Mind Control	Mj	People		1	MA - target MA	
		Long Term	1½	1	x2	
		Mass	1½	MA	1½	
		Remote	x2	1	1½	

<i>Power</i>	<i>Grade</i>	<i>Variations</i>	<i>Range</i>	<i>Area</i>	<i>Duration</i>	<i>Info</i>
Mind Erasure	Mj	Minor	Touch	1	MA days	1 MA point
		Brain			1½	2 MA points
		Memory			x2	2 days
		Power			1½	1 Power/Variation
		Skill				1 Skill
Plant Control	Mn	Basic				
		Carnivorous	½		½	
		Commune				
		Growth			½	
		Morph	½		½	
		Wither			½	
Precognition	Mn	Standard				+10 initiative
		Defensive				Change failed Offense to Defense
		Offensive				Change failed Defense to Offense
Telekinetics (Range DEF)	Mj	Lift		MA x100 lbs.		
		Lightweight		MA x50 lbs.	x2	
		Long Range	x2	MA x50 lbs.		
		Heave	½	MA x200 lbs.		2d10k; 2 actions
		Punch	½			3d10k; 3 actions; last initiative
		Slam	½			
		Slap	½			1d10k



POWER CHARTS



<u>Power</u>	<u>Grade</u>	<u>Variations</u>	<u>Range</u>	<u>Area</u>	<u>Duration</u>	<u>Info</u>
Telepathy	M _n	Communicate				
		ESP	1/2			read
		Extended	1/2		x2	
		Long Range			1/2	
		Mass	x2		1/2	
Universal Awareness	M _j	People				
		Objects				
		Places				

indicates a Base Power

indicates a Variation

MOBILIZERS

MOBILIZERS

<u>Power</u>	<u>Grade</u>	<u>Variations</u>	<u>Range</u>	<u>Area</u>	<u>Duration</u>	<u>Info</u>
Animal Companion (as per Origin)	Mij	Alien Lifeform				
		Chemically Enhanced				
		Cyborg				
		Dimensional Creature				
		Evolutionary Abberation				
		Genetically Engineered				
		Mage Spawned				
		Mind Master (psychic entity)				
Dimensional Travel	Mij	Perfect Specimen				
		Temporal Creature				
		Biotransit				
		Chaos				
		Elemental				
		Order				
		Temporal		1 minute/MA	1x/day	
		Void				
Flight	Mij	Warp	(2x)	1/2		
		Standard				
		Hypersonic			1/2	PAx10 mph
		Subsonic			x2	PA x 100 mph PA x 20 mph
		Supersonic				PA x 50 mph





<u>Power</u>	<u>Grade</u>	<u>Variations</u>	<u>Range</u>	<u>Area</u>	<u>Duration</u>	<u>Info</u>
Gliders (cumulative)	Mn	Arms				PA mph
		Body				PA mph
		Legs				PA mph
Jumping	Mn	Backward	MP			
		Broad	MP x10			forward
		High	MP x10			up
Levitation	Mn	Self		PA x 1'		
		Lateral				PA x2 = Mvt. Rate
		Others		PA x10 lbs.		
Melding	Mj	Natural Material		PA x 10'		
		Distant	x2			natural only; last init.
		Team	1/2			natural only; 2 people
		Unnatural Material		PA x 10'		
Sliding	Mn	Body				+2 to be hit
		Feet				Mvt. X2
		Hands				+2 init.
Speed	Mj	Accelerated				PAx5 mph; +1 action
		Hypersonic			1/2	PA x 50 mph; +4 actions
		Subsonic			1x2	PA x 10 mph; +2 actions
		Supersonic				PA x 20 mph; +3 actions

<i>Power</i>	<i>Grade</i>	<i>Variations</i>	<i>Range</i>	<i>Area</i>	<i>Duration</i>	<i>Info</i>
Swimming	M _n	Body				+2 to be hit Mvt. X2 +2 init.
		Feet				
		Hands				
Teleportation	M _j	Self		PA x 100 lbs.		
		Bulky	½	PA x 200 lbs.		
		Global	Anywhere			
		Objects		PA x 100 lbs.		self only
		Others		PA x 100 lbs.		
Vehicle	M _n	Air				
		Land				
		Sea				

indicates a Base Power

indicates a Variation

indicates a Base Power/Variation combo

MOBILIZERS use Physical Agility (PA) instead of Mental Acuity (MA) to determine their R-A-D unless otherwise stated





CHAPTER 24

RESISTANCES

RESISTANCES

<u>Power</u>	<u>Grade</u>	<u>Variations</u>	<u>Range</u>	<u>Area</u>	<u>Duration</u>	<u>Info</u>
Adaptation	Mn	Aquatic				halves effects/damage
		Cold				halves effects/damage
		Gaseous				halves effects/damage
		Gravitational				halves effects/damage
		Heat				halve Fire effects/damage
		Light/Dark				halves effects/damage
		Pressure				halves effects/damage
		Radiation				halves effects/damage
Armor Plating	Mj	Standard				15 pts., -10 Move
		Flexible				10 pts., -5 Move
		Heavy				20 pts., -10 Move, -5 Initiative
		Light				5 pts.
Camouflage	Mj	Natural				Natural colors/patterns touched
		DuroCamo				x2
		ExoCamo				objects/people pattern rotates to match matches colors at range unnatural colors/patterns
		HyperCamo				
		UltraCamo				
		UrbanCamo	IMA		1/2	

Dampening Field	Mj	Tech					prevents devices energy flow
		BioDampener		1/2			prevents Bio/Body powers
		Energy Dampener		1/2			prevents Energy powers
		Mana Dampener		1/2			prevents Magic powers
		Mental Dampener		1/2			prevents Mental powers
		Ranged Dampening	x2				halves all RAD's and damage
Displacement	Mj	Blurred					blurs position; +5 Init., +2 to hit
		Omni Displacement				1/2	+10 Initiative; +3 to hit
		Ranged Displacement	MA				must have Shared
		Shared Displacement					on objects/others
		Slight				x2	+3 Initiative; +1 to hit
Energy Absorption	Mj	Nullify Energy					Nullify direct energy attacks
		Energy Consumption					heal from 1 direct energy type
		Mana Absorption					Nullify direct magical attacks
		Mental Absorption					Nullify direct mental attacks
		Partial Absorption					half direct energy damage
		Ranged Absorption		MA		x2	nullify indirect energy attacks
Force Field	Mj	Physical					Nullify physical attacks
		Bubble					keeps out air/water
		Extended	1/2	x2		1/2	
		Long	x2			1/2	
		Mobile	1/2			1/2	moves with user
		Perma-field	1/2			x2	



POWER CHARTS



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CHAPTER 24

<u>Power</u>	<u>Grade</u>	<u>Variations</u>	<u>Range</u>	<u>Area</u>	<u>Duration</u>	<u>Info</u>
Immunity	Mn	Primary				nullify 1 specific attack type
		Dual			½	Nullify 2 specific attack types half damage from 1 attack type must have Shared on objects/others
		Partial			x2	
		Ranged				
		Shared				
Invulnerability	Mij	Standard				stops damage of 10 or less
		Greater			½	stops damage of 15 or less
		Lesser			x2	stops damage of 5 or less
		Ranged	MA			must have Shared
		Shared				on objects/others
Longevity	Mn	Corporeal				unaffected by age/disease/fatigue
		Biological Longevity				unaffected by Body Powers
		Mental Longevity				unaffected by MA drain
		Physical Longevity				unaffected by MP/PA drain
		Timeless Longevity				unaffected by Time powers
Reflection	Mij	Physical				redirects physical projectiles
		Deflection			x2	no counterattack
		Energy Reflection				redirects Energy attacks
		Mana Reflection				redirects Magical attacks
		Mental Reflection				redirects Mental attacks
		Ranged	MA			
		Shared				on objects/others

<u>Power</u>	<u>Grade</u>	<u>Variations</u>	<u>Range</u>	<u>Area</u>	<u>Duration</u>	<u>Info</u>
Silence	Mn	Total				actions cause no sound
		Muted			x2	sounds at whisper volume
		Ranged	MA			on objects/others
		Shared				
Softfall	Mn	Easy				half damage from falling
		Ranged	MA			on objects/others
		Shared				
		Slowfall			1/2	no damage from falling
Sustenance	Mn	Food				no need for food
		Air Sustenance				no need for oxygen
		Liquid Sustenance				no need for water
		Sleep Sustenance				no need for sleep

indicates a Base Power

indicates a Variation





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WEAKNESSES

<u>Level</u>	<u>Effect</u>	<u>Bonus</u>
Minor	-2 to Skill checks, Mvmt., damage rolls	Variation
Moderate	-2 to KD/Fatal scores, Init., to hit rolls	Minor Power
Severe	-2 MP, PA; powers malfunction	Major Power
Dependency		
Minor	Dizziness/nausea: -2 to all rolls	Variation
Moderate	required for power activation	Minor Power
Severe	required to live	Major Power
Dependent		
Pet	half RAD	Variation
Spouse	half RAD, Mvmt., Skills	Minor Power
Child	half RAD, Mvmt., Skills, Initiative, -2 to hit	Major Power
Diminished Senses		
Taste/Touch	Halved	Variation
Smell/Hear	Halved	Minor Power
Sight	Halved	Major Power
Enemy		
Criminal		Variation
Supervillain		Minor Power
Organization		Major Power
Honorable		
Semi	half RAD	Variation
Moderately	half RAD, Mvmt., Skills	Minor Power
Severely	half RAD, Mvmt., Skills, Initiative, -2 to hit	Major Power

WEAKNESSES

<i>Level</i>	<i>Effect</i>	<i>Bonus</i>
Medical	Minor	Variation
	Debilitating	Minor Power
	Terminal	Major Power
Phobia	Minor	Variation
	Moderate	Minor Power
	Severe	Major Power
Physical	Hand/Foot	Variation
	Arm/Leg	Minor Power
	Quadruplegic/Conjoined	Major Power
Power Failure	Minor	Variation
	Moderate	Minor Power
	Severe	Major Power
Susceptibility	Minor	Variation
	Moderate	Minor Power
	Severe	Major Power
Ugly	Homely	Variation
	Repulsive	Minor Power
	Hideous	Major Power



WEAKNESS CHARTS



CHAPTER 24

<u>WEAKNESSES</u>	<u>Level</u>	<u>Effect</u>	<u>Bonus</u>
Vulnerability	Power Group	2x effects	Variation
	Minor Powers	2x effects	Minor Power
	Major Powers	2x effects	Major Power

POWER BEINGS have a limit of 3 Weaknesses

SIDEKICKS/HENCHMEN have a limit of 2 Weaknesses

CIVILIANS/CREATURES have a limit of 1 Weakness

indicates a Minor Weakness

indicates a Moderate Weakness

indicates a Severe Weakness



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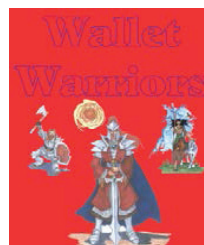
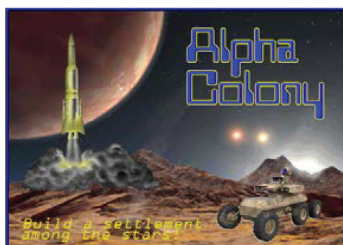


Countdown
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CARD GAMES

