

ABERRANT DIRECTORY

N!Prime Canon Version

Revised
18 Oct 2006

Attributes and Related Abilities

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		Shadowing	The Directive, p. 55		
		Tactics	Players Guide, p. 88		
		Weave (unavailable to Psiads)	Players Guide, p. 82		
		Special			
		Thought Discipline	The Directive, p. 55		

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* = available to Psiads

*Allies	Aberrant, p. 139; Players Guide, p. 76	*Favors	The Directive, p. 54
Attunement	Aberrant, p. 139; Players Guide, p. 77	*Followers	Aberrant, p. 142; Players Guide, p. 83
*Backing	Aberrant, p. 140; Players Guide, p. 78	*Influence	Aberrant, p. 142; Players Guide, p. 83
*Cipher	Aberrant, p. 140; Players Guide, p. 78	*Mentor	Aberrant, p. 142; Players Guide, p. 84
*Contacts	Aberrant, p. 140; Players Guide, p. 79	Node	Aberrant, p. 143; Players Guide, p. 84
Dormancy	Aberrant, p. 141; Players Guide, p. 80	*Rank	The Directive, p. 54
*Equipment	The Directive, p. 53	*Resources	Aberrant, p. 144; Players Guide, p. 86
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Other Traits

Aberrations	Aberrant, p. 151; Players Guide, p. 91	Psi	Players Guide, p. 59
Allegiance/Affiliation	Aberrant, p. 129; Players Guide, p. 151	Qualities	Aberrant, p. 134; Players Guide, p. 90
Archetype	Teragen, p. 118	Quantum	Aberrant, p. 146
Chrysalis	Teragen, p. 120	Specialties	Aberrant, p. 136; Players Guide, p. 91
Merits & Flaws	Players Guide, p. 68	Taint	Aberrant, p. 148
Nature	Aberrant, p. 127	Willpower	Aberrant, p. 144

Mega-Attributes and Related Enhancements

* = available to Psiads

Mega-Strength

Crush
Irresistable Force
Lifter
Precision
Quantum Leap
Shockwave
Thrower
Thunderclap

Mega-Dexterity

Accuracy
Catfooted
Enhanced Movement
Fast Tasks
Fine Manipulation
Flexibility
Omnidexterity
Perfect Balance
Physical Prodigy
Rapid Strike

Mega-Stamina

Adaptability
Durability
Hardbody
Health
Immovable Object
Regeneration
Resiliency
Tireless

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Players Guide, p. 103

*Mega-Perception

*Analytic Taste/Touch
*Blindfighting
*Bloodhound
*Body Awareness
*Electromagnetic Vision
*Fast Sense
*High-End Electromagnetic Scan
*Holographic Awareness
*Hyperenhanced Hearing
*Psychic Awareness
Quantum Attunement
*Sensory Editing
*Sensory Organ
*Synesthesia
*That Creepy Feeling
*Ultrapерipheral Perception

*Mega-Intelligence

*Analyze Weakness
*Compartmentalized Mind
*Discerning Mind
*Eidetic Memory
*Enhanced Memory
*Fast Learner
*Inventive Genius
*Mathematical Savant
*Linguistic Genius
*Mental Prodigy

*Administrative
*Computers
*Engineering
*Financial
*Investigative
*Medical
*Scientific
*Strategic
*Tactical
*Self-Analysis
*Speed Reading
Taint Resistance
*Total Concentration

*Mega-Wits

*Artistic Genius
*Enhanced Initiative
*Foresight
*Group Awareness
*Human Nature
*Hypercognition
*Lie Detector
*Mind Over Matter
*Multitasking
*Natural Empath
*Quickness
*Razor Wit
*Redirection
*Synergy
*Unfazeable

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*Mega-Appearance

*Almost Live
*Appearance Alteration
*Awe-Inspiring
*Blind Bewitchment
*Copycat
*Face of Terror
*First Impression
*Mirroring
*Mr. Nobody
*Seductive Looks

*Mega-Manipulation

*Conflicting Accounts
*Creeping Paranoia
*Hypnotic Gaze
*Overwhelming Question
*Persuader
*Trickster
*The Voice

*Mega-Charisma

*Center of Attention
*Commanding Presence
*Dreadful Mien
*Inspiration
*Natural Agitator
*Perfect Guest
*Seductive
*Soothe

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Powers

Superscript denotes Power Level

Subscript denotes Quantum Minimum

* = available to Psiads

Aberration Transfer ² ₃	Teragen, p. 125	Disease Authority ⁴ ₆	Players Guide, p. 122
Extras: Permanency		Diagnosis	Players Guide, p. 123
Absorption ² ₁	Aberrant, p. 182	Pestilence	Players Guide, p. 123
Extras: Extended Effect; Energy Magnet		Sterilization	Players Guide, p. 123
*Animal/Plant Mastery ² ₁	Aberrant, p. 182; Players Guide, p. 109	Disimmunize ² ₃	Teragen, p. 127
Extras: Nature Mastery; Micro-life		Disintegration ³ ₅	Aberrant, p. 190; Players Guide, p. 111
*Armor ² ₁	Aberrant, p. 183	Extras: Prolonged Effect	
Extras: Superheavy Armor		*Disorient ² ₁	Aberrant, p. 190
*Bioluminescence ¹ ₁	Aberrant, p. 183; Players Guide, p. 109	*Disrupt ² ₃	Aberrant, p. 190
Extras: Increased Spectrum; Monochromatic		Extras: Extra Power	
Biomanipulation ³ ₆	Worldwide Phase I, p. 113	*Domination ² ₃	Aberrant, p. 191
Body Manipulation	Worldwide Phase I, p. 113	Extras: Telepathic; Parasitic Possession	
Form Manipulation	Worldwide Phase I, p. 113	Ecological Supremacy ⁵ ₈	Players Guide, p. 127
Growth	Worldwide Phase I, p. 114	Acquisition	Players Guide, p. 128
Health Manipulation	Worldwide Phase I, p. 114	Adaptation	Players Guide, p. 128
Extras: Affect Microbes		Extinction	Players Guide, p. 128
*Body Modification ^{N/A} ₁	Aberrant, p. 184; Players Guide, p. 109; Teragen, p. 130	Mutation	Players Guide, p. 129
		Speciation	Players Guide, p. 130
Bodymorph ² ₃	Aberrant, p. 185; Teragen, p. 130	Spontaneous Generation	Players Guide, p. 130
*Boost ² ₂	Aberrant, p. 186	*Elemental Anima ³ ₄	Aberrant, p. 192; Players Guide, p. 111
Extras: Extended Effect; Extra Attributes; Other Person		*Alter Temperature	Aberrant, p. 193
*Bounce ² ₁	Project Utopia, p. 140	*Blast	Aberrant, p. 193
Extras: Momentum Transfer; Negate Lethal Damage		*Elemental Shield	Aberrant, p. 193
Chimeric Aberration ² ₃	Teragen, p. 126	*Enhance/Diminish	Aberrant, p. 193
*Claws ¹ ₁	Aberrant, p. 186	*Lethal Blast	Aberrant, p. 193
Extras: Kinetic Discharge		*Movement	Aberrant, p. 193
Climatic Supremacy ⁵ ₈	Players Guide, p. 130	*Shaping	Aberrant, p. 194
Clone ³ ₅	Players Guide, p. 63, 110	*Wall	Aberrant, p. 194
Extras: Extra Clones; Mental Link		Extras: Personality Imprint; Selective Anima	
Consciousness Supremacy ⁵ ₈	Players Guide, p. 131	Elemental Authority ⁴ ₇	Players Guide, p. 123
Create Consciousness	Players Guide, p. 131	Purification	Players Guide, p. 123
Enforce Consciousness	Players Guide, p. 132	Transmutation	Players Guide, p. 124
Groupthink	Players Guide, p. 132	Storm	Players Guide, p. 124
Mental Block	Players Guide, p. 133	Elemental Mastery ³ ₅	Aberrant, p. 194; Players Guide, p. 111
Muse	Players Guide, p. 133	Animation	Players Guide, p. 111
Suppress Consciousness	Players Guide, p. 133	Attraction	Players Guide, p. 112
Extras: Omni-Intelligence		Blast	Aberrant, p. 195
Creation Ex Nihilo ⁶ ₁₀	Players Guide, p. 138	Crush	Aberrant, p. 195
Crosstime Travel ⁴ ₆	Players Guide, p. 121	Excitation	Players Guide, p. 112
Extras: Affects Others; Exotic Worlds		Imprison	Aberrant, p. 195
*Cyberkinesis ³ ₄	Aberrant, p. 187; Players Guide, p. 110	Lethal Blast	Aberrant, p. 195
*Alter Data	Aberrant, p. 187	Phase Change	Players Guide, p. 112
Animation ₆	Players Guide, p. 110	Plasma Conversion	Players Guide, p. 112
*Control	Aberrant, p. 187	Propel	Aberrant, p. 195
*Fool	Aberrant, p. 187	Shield	Aberrant, p. 195
*Initialize	Players Guide, p. 110	Sphere	Aberrant, p. 195
*Opening	Players Guide, p. 110	Storm	Aberrant, p. 196
*Overload	Aberrant, p. 188	Suffocate	Teragen, p. 130
Possession ₆	Players Guide, p. 110	Extras: Extended Range; Personality Imprint; Selective Mastery	
*Reprogram	Aberrant, p. 188	*Empathic Manipulation ² ₂	Aberrant, p. 196
Synchronization ₆	Players Guide, p. 110	Entropy Control ³ ₄	Aberrant, p. 196; Players Guide, p. 113
*Tag	Players Guide, p. 110	Bioentropic Vortex	Players Guide, p. 113
Extras: Branding; Network Effect		Bioentropy Storm	Aberrant, p. 197
*Deflect/Redirect ¹ ₁	Teragen, p. 126	Breakdown	Aberrant, p. 197
Extras: Catch		Entropic Front	Players Guide, p. 113
Density Control ² ₃	Aberrant, p. 189; Players Guide, p. 111	Entropic Shield	Aberrant, p. 197
Extras: Full Control; Affects Others; Extreme Density			

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Failure₆	Players Guide, p. 113		
Point of Attraction₇	Players Guide, p. 114		
Point of Failure	Players Guide, p. 113		
Probability Corruption	Aberrant, p. 198		
Quantum Poltergeist	Teragen, p. 130		
Serial Order	Players Guide, p. 113		
Stability₆	Players Guide, p. 113		
Synchronization₇	Players Guide, p. 114		
Extras: Entropic Threshold; Entropic Selectivity			
*ESP²₃	Aberrant, p. 198		
Extras: Distant Scan			
Flight²₁	Aberrant, p. 198		
Extras: Underwater			
*Force Field²₂	Aberrant, p. 199; Players Guide, p. 114		
Extras: Wall; Projection			
Geological Supremacy⁵₈	Players Guide, p. 133		
Gravity Control³₄	Aberrant, p. 199		
Gravitic Blast	Aberrant, p. 199		
Gravitational Field	Aberrant, p. 199		
Gravitic Flight	Aberrant, p. 200		
Gravitic Shield	Aberrant, p. 201		
Gravitokinesis	Aberrant, p. 201		
*Healing³₄	Aberrant, p. 201; Players Guide, p. 115		
Extras: Detox			
*Holo²₁	Aberrant, p. 201		
Extras: Extra Sense			
Homunculus³₄	Aberrant, p. 202; Players Guide, p. 115		
Extras: Detachable Organs			
Hypermovement²₁	Aberrant, p. 203		
Extras: Extra Mode			
*Hypnosis¹₁	Aberrant, p. 203		
*Immobilize²₁	Aberrant, p. 204		
Extras: Supertough; Intangible			
*Immolate²₂	Aberrant, p. 204		
Extras: Variable; Aggravated			
Information Manipulation³₅	Players Guide, p. 115		
Coherence	Players Guide, p. 115		
Disinformation	Players Guide, p. 115		
Information Void	Players Guide, p. 115		
Steganography	Players Guide, p. 115		
Translation	Players Guide, p. 116		
Transposition	Players Guide, p. 116		
Extras: Extended Duration			
*Intuition¹₁	Aberrant, p. 205		
Invisibility²₁	Aberrant, p. 205		
Extras: Enhanced Effect			
Invulnerability²₁	Aberrant, p. 206		
Extras: Broad Category			
*Luck¹₁	Aberrant, p. 206		
*Magnetic Mastery³₄	Aberrant, p. 207; Players Guide, p. 116		
*EMP	Aberrant, p. 207		
*Magnetic Blast	Aberrant, p. 208		
*Magnetic Field	Aberrant, p. 208		
*Magnetic Levitation	Aberrant, p. 208		
*Magnetic Shield	Aberrant, p. 208		
*Magnetic Storm	Aberrant, p. 208		
*Magnetize	Aberrant, p. 208		
*Magnetokinesis	Aberrant, p. 208		
Extras: Paramagnetism			
Matter Chameleon³₅	Aberrant, p. 209; Players Guide, p. 116		
Extras: Selective Chameleon			
Matter Creation³₅	Aberrant, p. 210; Players Guide, p. 116		
Extras: Specialization; Template			
*Mental Blast²₃	Aberrant, p. 210		
*Mirage²₃	Aberrant, p. 211		
Molecular Authority⁴₆	Players Guide, p. 124		
Molecular Manipulation³₅	Aberrant, p. 211; Players Guide, p. 116		
Animation	Aberrant, p. 212		
Destruction	Aberrant, p. 212		
Molecular Alteration	Aberrant, p. 212		
Second Skin	Aberrant, p. 213		
Shapeshift	Aberrant, p. 213		
Extras: Combined Manipulation; Template			
Momentum Control³₄	Players Guide, p. 116		
Momentum Rotation	Players Guide, p. 117		
Momentum Swap	Players Guide, p. 117		
Momentum Transformation	Players Guide, p. 117		
Node Spark³₅	Teragen, p. 127		
Nova Proxy²₃	Teragen, p. 128		
Extras: Surrogate Pool			
Planck Scaling⁶₁₀	Players Guide, p. 139		
*Poison²₁	Aberrant, p. 213; Players Guide, p. 118		
Extras: Projectile; Relapse			
*Premonition²₁	Aberrant, p. 214		
Extras: Others			
*Pretercognition³₄	Aberrant, p. 215; Players Guide, p. 118		
Extras: Moving Vision; Viewpoint; Shared			
*Psychic Link¹₁	Players Guide, p. 64		
Extras: Extra Link			
*Psychic Shield¹₁	Aberrant, p. 215; N!Prime OpNet Expansions		
Extras: Extra Mind, Reinforced			
Quantum Authority⁴₇	Players Guide, p. 125		
Quantum Duplication	Players Guide, p. 125		
Quantum Diffusion	Players Guide, p. 125		
Quantum Imposition	Players Guide, p. 126		
Quantum Intensification	Players Guide, p. 126		
Quantum Reduction	Players Guide, p. 126		
Quantum Awareness⁴₆	Players Guide, p. 126		
Direct Awareness₈	Players Guide, p. 127		
Quantum Bolt²₁	Aberrant, p. 216		
Extras: Extra Energy Type; Supercharge			
Quantum Construct³₄	Aberrant, p. 216; Players Guide, p. 118		
Extras: Longevity; Self-Awareness			
Quantum Conversion¹₁	Aberrant, p. 217		
Extras: Extra Energy Type			
Quantum Forgery²₃	Teragen, p. 128		
Extras: Total Forgery			
Quantum Imprint³₄	Aberrant, p. 218; Players Guide, p. 118		
Extras: Enhanced Imprint; Multiple Targets; Range			
Quantum Inferno⁶₁₀	Players Guide, p. 139		
Quantum Leech²₂	Aberrant, p. 218		
Extras: Energy Siphon			

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Quantum Regeneration ² ₃	Aberrant, p. 219
Extras: Double	
Quantum Supremacy ⁵ ₈	Players Guide, p. 135
Quantum Enhancement	Players Guide, p. 135
Quantum Synchronization	Players Guide, p. 135
Quantum Transformation	Players Guide, p. 135
Quantum Vampire ² ₃	Aberrant, p. 219
* Sensory Shield ¹ ₁	Aberrant, p. 220
* Shapeshift ³ ₄	Aberrant, p. 220
Shroud ² ₁	Aberrant, p. 221
Extras: Sensory Deprivation Field; Semisolid	
Silence ¹ ₁	Project Utopia, p. 141
Sizemorph (Grow) ² ₁	Aberrant, p. 222
Sizemorph (Shrink) ² ₁	Aberrant, p. 222; Players Guide, p. 118
Extras: Full Power; Super-Shrinking	
Spatial Manipulation ³ ₅	Teragen, p. 128
Askew	Teragen, p. 129
Platform	Teragen, p. 129
Ripple Shield	Teragen, p. 129
Spatial Shock Wave	Teragen, p. 129
Warp Body	Teragen, p. 129
* Strobe ² ₁	Aberrant, p. 223
Extras: Sensory Deprivation Wave	
* Stun Attack ² ₁	Aberrant, p. 223
* Telekinesis ² ₂	Aberrant, p. 224
* Telepathy ² ₃	Aberrant, p. 224
Extras: Surreptitious; Telepathic Channeling	
* Teleport ² ₂	Aberrant, p. 225
Extras: Blind Safe Teleport; Combat Teleport	

Temporal Manipulation ³ ₅	Aberrant, p. 226; Players Guide, p. 118
Accelerate Time	Aberrant, p. 227
Age Alteration	Aberrant, p. 227
Delayed Blow	Teragen, p. 131
Delayed Damage	Teragen, p. 131
Dilate Time	Aberrant, p. 228
Extra-Temporal Travel	NI!Prime OpNet Expansions
Internal Clock	Aberrant, p. 227
Stop Time	Aberrant, p. 227
Extras: Sliding Time	
Time Travel ⁵ ₈	Players Guide, p. 136
Time Warp	Players Guide, p. 137
Mental Projection	Players Guide, p. 138
Physical Projection	Players Guide, p. 138
Time Bubble	Players Guide, p. 138
Extras: Asynchronous Time; Asynchronous Location	
Weaknesses: Only into past/future (3); Fixed timeframe/duration (2)	
* Transmit ² ₂	Project Utopia, p. 141
Extras: Broadband; Incontiguous	
Universe Creation ⁶ ₁₀	Players Guide, p. 140
* Warp ³ ₃	Aberrant, p. 228; Players Guide, p. 118
Extras: Selective Permeability	
Weather Manipulation ³ ₄	Aberrant, p. 229; Players Guide, p. 118
Alter Temperature	Aberrant, p. 229
Lightning Bolt	Aberrant, p. 229
Weather Alteration	Aberrant, p. 230
Windriding	Aberrant, p. 230
Extras: Extended Range; Sustained Decay	

Body Modifications

Adhesive Grip (2np/4xp)	Aberrant, p. 184
Chromatophores (1np/3xp)	Aberrant, p. 184
Dispersed Organs (3np/6xp)	Players Guide, p. 109
Extra Limbs (1np/3xp)	Aberrant, p. 184
Extra Health Levels (1np/3xp)	Aberrant, p. 184
Gills (1np/3xp)	Aberrant, p. 184
Nematocysts (3np/6xp)	Teragen, p. 130

Second Brain (2np/4xp)	Players Guide, p. 109
Slimy Skin (2np/4xp)	Teragen, p. 130
Spines (2np/6xp)	Aberrant, p. 184
Subdermal Senses (1np/3xp)	Players Guide, p. 110
Tendrils (1np/3xp)	Aberrant, p. 184
Webbed Hands/Feet (1np/3xp)	Aberrant, p. 184
Wings/Patagia (3np/6xp)	Aberrant, p. 184

Extras

Aggravated	Aberrant, p. 231
Area	Aberrant, p. 231
Armor Piercing	Aberrant, p. 231
Burning	Aberrant, p. 231
Cloud	Aberrant, p. 231
Delayed	Teragen, p. 131
Explosion	Aberrant, p. 231
Homing	Aberrant, p. 231
Impervious	Aberrant, p. 231
Increased Duration	Aberrant, p. 231
Increased Range	Aberrant, p. 231
Mastery	Players Guide, p. 119
Merged	Players Guide, p. 119
MIRV	Aberrant, p. 231
Range	Aberrant, p. 231
Reduced Quantum Cost	Aberrant, p. 231
Reflexive	Players Guide, p. 119
Spray/Jet	Aberrant, p. 231
Sustained	Worldwide Phase II, p. 24
Trigger	Teragen, p. 131

Note: see also individual power listings for power-specific Extras.

Weaknesses

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Damage	Players Guide, p. 141
Dice Pool	Players Guide, p. 141
Duration	Players Guide, p. 141
Linked Powers	Players Guide, p. 142
Multiple Actions	Players Guide, p. 141
Range	Players Guide, p. 141
Sensory Basis	Players Guide, p. 142
Target Restrictions	Players Guide, p. 141

Strengths

Area	Players Guide, p. 143
Damage	Players Guide, p. 143
Duration	Players Guide, p. 143
Multiple Actions	Players Guide, p. 143
Range	Players Guide, p. 143
Supplementary Senses	Players Guide, p. 143

Misc. Power-Related Notes

Creating and Altering Powers	Aberrant, p. 178
Extras	Aberrant, p. 230; Players Guide, p. 96
Maxing Powers (Special Maneuvers)	Aberrant, p. 147
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Aberrations

Low-Level (4 to 5 permanent Taint)

Aberrant Eyes (Ears/Nose/Skin/Tongue)	Aberrant , p. 151; Brainwaves , p. 44
Absent-Minded	Players Guide , p. 93
Albinism	Players Guide , p. 92
Androgynous	Players Guide , p. 92
Anima Banner	Aberrant , p. 151
Attention Deficit Disorder	Brainwaves , p. 52
Bad Temper	Players Guide , p. 93
Black Thumb	Players Guide , p. 94
Bulging Muscles	Aberrant , p. 151
Colored Skin	Aberrant , p. 152
Disturbing Voice	Players Guide , p. 92
Eufiber Rejection	Players Guide , p. 94
Eye of the Beholder	Brainwaves , p. 44
Feeding Requirement	Aberrant , p. 152; PG , p. 92
Fur/Feathers	Players Guide , p. 92
Glow	Aberrant , p. 152
Hairless/Bald	PG , p. 92; Brainwaves , p. 49
Impulsive	Brainwaves , p. 52
No Sense of Humor	Brainwaves , p. 49
Obsession	Players Guide , p. 93
Phobia	Players Guide , p. 93
Poor Sense	Players Guide , p. 92
Scales	Players Guide , p. 92
Unearthly Beauty	Aberrant , p. 152
Voyerism	Brainwaves , p. 44

Medium-Level (6 to 7 permanent Taint)

Aberrant Eyes	Aberrant , p. 151
Allergic Reaction	Aberrant , p. 152; PG , p. 92
Amnesia	Players Guide , p. 93
Analytical	Brainwaves , p. 49

Antennae	Brainwaves , p. 45
Bad Luck	Players Guide , p. 95
Big Head	Brainwaves , p. 49
Bipolar Disorder	Players Guide , p. 93
Bug Eyes	Brainwaves , p. 45
Cold	Brainwaves , p. 49
Delusions	Players Guide , p. 93
Distractable	Brainwaves , p. 45
Dumbo Syndrome	Players Guide , p. 95
Energy Emission	Aberrant , p. 152
Enlarged Eyes/Ears	Brainwaves , p. 45
Feeding Requirement	Aberrant , p. 152; PG , p. 92
Flashbacks	Players Guide , p. 93
Fragile	Players Guide , p. 92
Hermaphrodite	Players Guide , p. 92
Hormonal Imbalance (Lust)	Aberrant , p. 152
Hormonal Imbalance (Rage)	Aberrant , p. 152
Masochism	Players Guide , p. 93
Mega-Bitch	Brainwaves , p. 53
Mental Disorders	Aberrant , p. 152
Mood Swings	Brainwaves , p. 53
Multiple Personality Disorder	Players Guide , p. 93
Nervous Tic	Brainwaves , p. 53
Obsessive/Compulsive Disorder	Players Guide , p. 94
Paranoia	Players Guide , p. 94
Sadism	Players Guide , p. 94
Seizures	Players Guide , p. 94
Sensitive	Players Guide , p. 92
Sexless	Players Guide , p. 93
Sexual Aberrations	Players Guide , p. 94
Twisted Limbs	Aberrant , p. 152
Uncontrollable Power	Players Guide , p. 95

Uncontrolled Transformation	Players Guide , p. 95
Vulnerability	Aberrant , p. 152; Players Guide , p. 95

High-Level (8 or more permanent Taint)

Aberrant Eyes	Aberrant , p. 151
Allergic Reaction	Players Guide , p. 92
Contagious	Aberrant , p. 152; PG , p. 96
Extra Sensory Organs	Brainwaves , p. 45
Feeding Requirement	Aberrant , p. 152; PG , p. 92
Hardened Skin	Aberrant , p. 152
Hyde Syndrome	Players Guide , p. 96
Jinx	Players Guide , p. 96
Megalomania	Aberrant , p. 153; PG , p. 94
On Edge	Brainwaves , p. 53
Oozing Skin	Brainwaves , p. 153
Permanent Power	Aberrant , p. 153; PG , p. 96
Radioactive	Aberrant , p. 153
Rampant Synesthesia	Brainwaves , p. 45
Schizophrenia	Players Guide , p. 94
Second Self	Aberrant , p. 153
Sensory Dysfunction	Players Guide , p. 93
Sheer Hideousness	Aberrant , p. 153
Sloughed Flesh	Aberrant , p. 153
Sociopathic	Brainwaves , p. 49
Supersensitive	Brainwaves , p. 45
Taint Bleed	Players Guide , p. 96
Transparent Skull	Brainwaves , p. 50
Vestigial Body	Brainwaves , p. 50
Vestigial Limbs	Aberrant , p. 153
Vulnerability	Players Guide , p. 95

Merits & Flaws ^{Superscript denotes value}

*Acute Sense ¹	Players Guide , p. 69
*Addiction/Compulsion ⁻⁽²⁻⁴⁾	Players Guide , p. 71
*Ambidextrous ¹	Players Guide , p. 69
*Amnesia ⁻⁽³⁻⁵⁾	Players Guide , p. 75
*Bad Vibe ⁻⁽¹⁻³⁾	Players Guide , p. 76
*Blind ⁻⁶	Players Guide , p. 71
*Combat Paralysis ⁻³	Players Guide , p. 74
*Concentration ¹	Players Guide , p. 71
*Costume Fetish ⁻¹	Players Guide , p. 72
*Deaf ⁻³	Players Guide , p. 71
*Debt ^{(1-3) or -(1-3)}	Players Guide , p. 75
*Dependant ⁻⁴	Players Guide , p. 76
*Dependence ⁻⁽¹⁻⁷⁾	Players Guide , p. 70
*Devotion ²	Players Guide , p. 72
*Disability ⁻³	Players Guide , p. 71
*Disfigured ⁻³	Players Guide , p. 71
*Enemy ⁻⁽¹⁻⁷⁾	Players Guide , p. 76
Eufiber Attuned ⁽¹⁻³⁾	Players Guide , p. 76
Eufiber Rejection ⁻²	Players Guide , p. 76
*Flashbacks ⁻³	Players Guide , p. 74
*High Pain Tolerance ³	Players Guide , p. 72
*Huge Size ⁴	Players Guide , p. 69
*Internal Compass ¹	Players Guide , p. 71
*Intolerance ⁻¹	Players Guide , p. 72
*Iron Will ⁶	Players Guide , p. 72
*Lame ⁻⁽²⁻⁴⁾	Players Guide , p. 71

*Lightning Calculator ²	Players Guide , p. 72
*Low Pain Threshold ⁻³	Players Guide , p. 75
*Lusty ⁻¹	Players Guide , p. 72
*Minority ⁻¹	Players Guide , p. 75
*Mute ⁻²	Players Guide , p. 70
*Natural Leader ¹	Players Guide , p. 75
*Obsession ⁻²	Players Guide , p. 73
*One Eye ⁻²	Players Guide , p. 70
*Overconfidence ⁻¹	Players Guide , p. 72
*Overwhelmed ⁻²	Players Guide , p. 74
*Pacifist ^{-1 or -4}	Players Guide , p. 73
*Paraplegic ⁻⁶	Players Guide , p. 71
*Phobia ⁻²	Players Guide , p. 74
*Photographic Memory ³	Players Guide , p. 72
Quantum Recovery ⁽¹⁻³⁾	Players Guide , p. 76
*Secret ^{-1, -3, or -5}	Players Guide , p. 75
*Sexy ¹	Players Guide , p. 75
*Short ⁻¹	Players Guide , p. 70
*Speech Impediment ⁻¹	Players Guide , p. 70
*Speed Reading ²	Players Guide , p. 72
Taint Resistant ⁵	Players Guide , p. 76
*Time Sense ¹	Players Guide , p. 72
*Trademark ⁻¹	Players Guide , p. 73
*Uneducated ⁻⁵	Players Guide , p. 75
*Vengeful ⁻²	Players Guide , p. 74
*Weak Sense ⁻¹	Players Guide , p. 70

* = available to Psiads

Unified Point Chart

Creation Points

Trait	Points
Attributes (1 st /2 nd /3 rd)	7/5/3 (Psiad: 6/4/3)
Abilities	23
Backgrounds	7
Willpower	3
Quantum (or Psi)	1

Bonus Points (15)

Trait	Cost per dot
Attribute	5
Ability	2
Specialty (max. 3 per Ability)	1
Background	1
Willpower	2
Quantum (or Psi)†£	7
Initiative	1

Nova Points (30) (Psiad: 12)

Trait	Nova Point Cost
Mega-Attribute*£	3
Enhancement*	3
Quantum (or Psi)*†£	5
Quantum Power (Level 1)*£	1
Quantum Power (Level 2)*£	3
Quantum Power (Level 3)*£	5
Quantum Power (Level 4)*§	7‡
Quantum Power (Level 5)*§	9‡
Quantum Power (Level 6)*§	12‡
Quantum Pool§	½
3 Attribute dots§	1
6 Ability dots§	1
5 Background dots§	1
Willpower dot§	1

Experience Points

Trait Increase	Cost
Attribute	current rating x 4
Ability	current rating x 2
Background	current rating x 2
Mega-Attribute*£	current rating x 5
Quantum Power (Level 1)*£	current rating x 3
Quantum Power (Level 2)*£	current rating x 5
Quantum Power (Level 3)*£	current rating x 7
Quantum Power (Level 4)*§	current rating x 9
Quantum Power (Level 5)*§	current rating x 12
Quantum Power (Level 6)*§	current rating x 15
Willpower	current rating
Quantum (or Psi)*£	current rating x 8
Quantum (or Psi) Pool	3 per dot
Initiative	current rating

New Trait

	Cost
Ability	3
Specialty (max. 3 per Ability)	1
Background	2
Enhancement*	5
Mega-Attribute*	6
Quantum Power (Level 1)*	3
Quantum Power (Level 2)*	6
Quantum Power (Level 3)*	9
Quantum Power (Level 4)*§	12
Quantum Power (Level 5)*§	15
Quantum Power (Level 6)*§	18

Chrysalis Experience Points

Trait Change	Cost
Taint (temporary)	1 per point removed
Taint (permanent)	10 per point removed
Aberration	5 per mental Aberration transformed
Background (Attunement, Dormancy and Node only)	current rating
Mega-Attribute†	current rating x 3
Quantum Power (Level 1)†	current rating x 2
Quantum Power (Level 2)†	current rating x 3
Quantum Power (Level 3)†	current rating x 5
Quantum Power (Level 4)†	current rating x 7
Quantum Power (Level 5)†	current rating x 9
Quantum Power (Level 6)†	current rating x 12
Quantum	current rating x 4
Quantum Pool	2 per dot

New Trait

	Cost
Background (Attunement, Dormancy and Node only)	1
Enhancement†	3
Mega-Attribute†	3
Quantum Power (Level 1)†	2
Quantum Power (Level 2)†	3
Quantum Power (Level 3)†	5
Quantum Power (Level 4)†	7
Quantum Power (Level 5)†	9
Quantum Power (Level 6)†	12
New Extra for existing Quantum Power†	½ normal

For all other Traits, use the standard Experience Points chart.

* Can be bought as tainted traits; tainted traits cost half the normal cost per dot (round up), but they impose one point of permanent Taint per dot so purchased. A tainted Level 1 power costs one nova point per two dots purchased.

† Only Mega-Attributes (and their enhancements) and Powers (and their Extras) tied to a character's Archtype or aberrations, or Quantum-related Powers can benefit from this reduced cost. Otherwise, use the normal experience point costs.

‡ Quantum is normally limited to 5 dots at character creation. Costs for Level 4, 5 and 6 powers are given for creation of high-powered NPCs.

§ Psiads may not spend nova points on Psi Pool, Attributes, Abilities, Backgrounds, or Willpower. Psiads cannot use Level 4, 5 or 6 powers.

£ Psiads may not purchase more than 5 dots in Psi, nor can they purchase more than 2 dots in any Mega-Attribute or Power.

Extras

The cost of Extras is dependent upon the Quantum score of the nova:

Quantum 1-5: Adding an extra to a Level 1 or 2 power increases the level of the power by one for purposes of purchasing the power. So, a Level 2 power purchased with an Extra costs five nova points (or three nova points if bought tainted) per dot. An extra cannot be added to a Level 3 power by a nova of Quantum 1-5.

Quantum 6+: A nova can now buy one or more Extra for a power without changing its quantum power level, at the same cost as a dot of the power at its current level (one nova point for Level 1, three nova points for level 2, etc.). The following chart shows the number of Extras required to raise a power to the next higher level, based on the nova's Quantum:

Quantum	L1	L2	L3	L4	L5
6	2	2	2	1	N/A
7	3	2	2	2	N/A
8	4	3	2	2	1
9	5	4	3	2	2
10	6	5	4	3	2

Exception: Mastery. Each level of Mastery always raises the power's effective level by 1, even if the nova's Quantum score allows regular Extras without level change. However, quantum cost for using the power is determined by the level of the power *before* adding Mastery.

Note that Extras count as levels of a power for purpose of buying techniques — that is, someone with three levels of a power and two Extras can buy a total of five techniques.

Gaining Extras with Experience: A character may "upgrade" her powers by purchasing an extra later in the game. The cost of doing so is equal to the total difference between the experience point costs of all the dots without the Extra and the cost of all the dots with the Extra, calculated as if the character had used experience points to purchase the power "from the ground up". A character may halve this cost by taking a point of permanent Taint at the time the Extra is purchased. Extras that don't raise the power to a new level cost the same as a single dot of the power at its current level: one nova point or three experience points for Level 1, three nova points or five experience points for Level 2, etc.