

# ABERRANT DIRECTORY

Revised  
17 Aug 2006

## Attributes and Related Abilities

### Strength

Brawl  
Might  
Throwing

### Dexterity

Archery  
Athletics  
Drive  
Firearms  
Gunnery  
Heavy Weapons  
Legerdemain  
Martial Arts  
Melee  
Pilot  
Ride  
Stealth

### Stamina

Endurance  
Resistance

Aberrant, p. 134  
Aberrant, p. 136  
Aberrant, p. 136  
Players Guide, p. 87  
Aberrant, p. 134  
Players Guide, p. 87  
Aberrant, p. 135  
Aberrant, p. 136  
Aberrant, p. 136  
Players Guide, p. 87  
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Aberrant, p. 136  
Aberrant, p. 136  
Aberrant, p. 137  
Aberrant, p. 137  
Players Guide, p. 87  
Aberrant, p. 137  
Aberrant, p. 134  
Aberrant, p. 137  
Aberrant, p. 137

### Perception

Artillery  
Awareness  
Investigation  
Navigation

### Intelligence

Academics  
Analysis  
Bureaucracy  
Computer  
Demolitions  
Engineering  
Gambling  
Intrusion  
Linguistics  
Medicine  
Occult  
Science  
Survival  
Tradecraft

### Wits

Arts  
Biz  
Meditation  
Rapport  
Shadowing  
Tactics  
Weave (unavailable to Psiads)

### Special

Thought Discipline

Aberrant, p. 134  
Players Guide, p. 88  
Aberrant, p. 137  
Aberrant, p. 137  
Players Guide, p. 88  
Aberrant, p. 135  
Aberrant, p. 137  
The Directive, p. 55  
Aberrant, p. 137  
Aberrant, p. 137  
Players Guide, p. 88  
Aberrant, p. 137  
Players Guide, p. 88  
ReignofEvil.com, pp. 19-21  
Aberrant, p. 138  
Aberrant, p. 138  
The Directive, p. 55  
Aberrant, p. 135  
Aberrant, p. 138  
Aberrant, p. 138  
Players Guide, p. 88  
Aberrant, p. 138  
The Directive, p. 55  
Players Guide, p. 88  
The Directive, p. 55  
Players Guide, p. 82  
The Directive, p. 55

### Appearance

Disguise  
Intimidation  
Style

### Ugliness

### Manipulation

Diplomacy  
Hypnosis  
Interrogation  
Seduction  
Streetwise  
Subterfuge

### Charisma

Animal Training  
Carousing  
Command  
Etiquette  
Instruction  
Perform

Aberrant, p. 135  
Players Guide, p. 88  
Aberrant, p. 138  
Aberrant, p. 138  
Forceful Personalities, p. 73  
Aberrant, p. 135  
Players Guide, p. 88  
Players Guide, p. 89  
Aberrant, p. 138  
Players Guide, p. 89  
Aberrant, p. 138  
Aberrant, p. 138  
Aberrant, p. 135  
Players Guide, p. 90  
Players Guide, p. 90  
Aberrant, p. 139  
Aberrant, p. 139  
Players Guide, p. 90  
Aberrant, p. 139

## Backgrounds

\* = available to Psiads

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

## Adversarial Backgrounds

Coercion Forceful Personalities, p. 44  
Fan Club/Cult Forceful Personalities, p. 39  
Flunky Forceful Personalities, p. 43  
Media Exposure Forceful Personalities, p. 41  
Rival Forceful Personalities, p. 41  
Skeleton in the Closet Forceful Personalities, p. 45  
Suitors Forceful Personalities, p. 41  
Wanted Forceful Personalities, p. 46

## Other Traits

Aberrations Aberrant, p. 151; Players Guide, p. 91  
Allegiance/Affiliation Aberrant, p. 129; Players Guide, p. 151  
Archetype Teragen, p. 118  
Chrysalis Teragen, p. 120  
Merits & Flaws Players Guide, p. 68  
Nature Aberrant, p. 127

Psi Players Guide, p. 59  
Qualities Aberrant, p. 134; Players Guide, p. 90  
Quantum Aberrant, p. 146  
Specialties Aberrant, p. 136; Players Guide, p. 91  
Taint Aberrant, p. 148  
Willpower Aberrant, p. 144

# Mega-Attributes and Related Enhancements

\* = available to Psiads

## Mega-Strength

Bellow	Aberrant, p. 156
Breakthrough	The New Flesh, p. xx
Burrow	The New Flesh, p. xx
Compression	The New Flesh, p. xx
Constrictor	The New Flesh, p. xx
Crush	Aberrant, p. 157
High-Gravity Performance	The New Flesh, p. xx
Irresistable Force	Players Guide, p. 101
Lifter	Aberrant, p. 157
Precision	Players Guide, p. 101
Punishing Strike	The New Flesh, p. xx
Quantum Leap	Aberrant, p. 157
Shockwave	Aberrant, p. 157
Stunning Blow	The New Flesh, p. xx
Thrower	Players Guide, p. 102
Thunderclap	Aberrant, p. 157
Unbound	The New Flesh, p. xx
Unbreakable	The New Flesh, p. xx

## Mega-Dexterity

Accuracy	Aberrant, p. 158
Ace Driver/Pilot	The New Flesh, p. xx
Artemis' Bow	The New Flesh, p. xx
Catfooted	Aberrant, p. 159
Empty Force	The New Flesh, p. xx
Enhanced Movement	Aberrant, p. 158
Fast Tasks	Aberrant, p. 158
Fine Manipulation	Players Guide, p. 102
Flexibility	Aberrant, p. 159
Light Fingers	The New Flesh, p. xx
Natural Runner	The New Flesh, p. xx
Neural Acceleration	The New Flesh, p. xx
Omnidexterity	Players Guide, p. 102
Perfect Balance	Players Guide, p. 102
Physical Prodigy	Aberrant, p. 159
Rapid Strike	Aberrant, p. 159
Ricochet	The New Flesh, p. xx
Slapstick Fighting	The New Flesh, p. xx
Soft Fist	The New Flesh, p. xx
Velocity	The New Flesh, p. xx

## Mega-Stamina

Accelerated Maturation	A Breed Apart, p. xx
Accelerated Gestation	A Breed Apart, p. xx
Adaptability	Aberrant, p. 160
Bioenergy Buffer	The New Flesh, p. xx
Cellular Persistence	The New Flesh, p. xx
Convalescence	The New Flesh, p. xx
Durability	Aberrant, p. 161
Fertility	A Breed Apart, p. xx
Hardbody	Aberrant, p. 161
Hardcase	The New Flesh, p. xx
Hardy	The New Flesh, p. xx
Health	Players Guide, p. 103
Immovable Object	Players Guide, p. 103
Regeneration	Aberrant, p. 161
Resiliency	Aberrant, p. 161
Restorative Activity	The New Flesh, p. xx
Suspension	The New Flesh, p. xx
Tireless	Players Guide, p. 103
True Omnivore	The New Flesh, p. xx
Unaging	The New Flesh, p. xx
Vitality	The New Flesh, p. xx

## \*Mega-Perception

*Analytic Taste/Touch	Aberrant, p. 161
*Blindfighting	Aberrant, p. 162
*Bloodhound	Aberrant, p. 162
*Body Awareness	Brainwaves, p. 43
*Electromagnetic Vision	Aberrant, p. 162
*Fast Sense	Players Guide, p. 103
*High-End Electromagnetic Scan	Aberrant, p. 163
*Holographic Awareness	Brainwaves, p. 43
*Hyperenhanced Hearing	Aberrant, p. 163
*Psychic Awareness	Brainwaves, p. 43
*Quantum Attunement	Aberrant, p. 164
*Sensory Editing	Brainwaves, p. 44
*Sensory Organ	Players Guide, p. 103
*Synesthesia	Brainwaves, p. 44
*That Creepy Feeling	Players Guide, p. 103
*Ultrapерipheral Perception	Aberrant, p. 164

## \*Mega-Intelligence

*Analyze Weakness	Aberrant, p. 164
*Compartmentalized Mind	Aberrant, p. 165
*Discerning Mind	Players Guide, p. 104
*Eidetic Memory	Brainwaves, p. 48
*Enhanced Memory	Aberrant, p. 165
*Fast Learner	Aberrant, p. 166
*Inventive Genius	Brainwaves, p. 48
*Mathematical Savant	Aberrant, p. 166
*Linguistic Genius	Aberrant, p. 166

## \*Mental Prodigy

*Administrative	Players Guide, p. 104
*Computers	Brainwaves, p. 48
*Engineering	Aberrant, p. 167
*Financial	Aberrant, p. 167
*Investigative	Aberrant, p. 167
*Medical	Aberrant, p. 167
*Scientific	Aberrant, p. 167
*Strategic	Players Guide, p. 104
*Survival	A Breed Apart, p. xx
*Tactical	Aberrant, p. 167

## Precocity

*Self-Analysis	A Breed Apart, p. xx
*Speed Reading	Aberrant, p. 168
*Taint Resistance	Aberrant, p. 168
*Total Concentration	Brainwaves, p. 49

## \*Mega-Wits

*Artistic Genius	Aberrant, p. 168
*Enhanced Initiative	Aberrant, p. 168
*Foresight	Aberrant, p. 169
*Group Awareness	Brainwaves, p. 51
*Human Nature	Players Guide, p. 105
*Hypercognition	Brainwaves, p. 51
*Lie Detector	Aberrant, p. 169
*Mind Over Matter	Brainwaves, p. 52
*Multitasking	Aberrant, p. 169
*Natural Empath	Aberrant, p. 169
*Quickness	Aberrant, p. 169
*Razor Wit	Brainwaves, p. 52
*Redirection	Players Guide, p. 105
*Synergy	Aberrant, p. 170
*Unfazeable	Brainwaves, p. 52

## \*Mega-Appearance

*Almost Live	Aberrant, p. 170
*Appearance Alteration	Players Guide, p. 105
*Awe-Inspiring	Aberrant, p. 171
*Blind Bewitchment	Aberrant, p. 171
*Copycat	Players Guide, p. 105
*Divine Visage	Aberrant, p. 172
*Eidolon	Forceful Pers., p. 66
*Face of Terror	Forceful Pers., p. 66
*Fade	Aberrant, p. 172
*First Impression	Forceful Pers., p. 67
*Halo Effect	Forceful Pers., p. 67
*Immaculate	Forceful Pers., p. 67
*Incognito	Forceful Pers., p. 67
*Kawaii	Forceful Pers., p. 68
*Mirroring	Players Guide, p. 105
*Mr. Nobody	Aberrant, p. 173
*Seductive Looks	Aberrant, p. 173
*Two-Faced	Forceful Pers., p. 68
*Unattainable	Forceful Pers., p. 69
*Yin-Yang	Forceful Pers., p. 69

## \*Mega-Ugliness

*Anathema	Forceful Pers., p. 73
*Bête Noire	Forceful Pers., p. 77
*Disquieting	Forceful Pers., p. 77
*Gruesome	Forceful Pers., p. 77
*Mind-Shattering Horror	Forceful Pers., p. 78
*Minotaur Syndrome	Forceful Pers., p. 78
*Nightmarish	Forceful Pers., p. 78
*Revoltig	Forceful Pers., p. 78
*Terrorize	Forceful Pers., p. 79
*Trauma	Forceful Pers., p. 79

## \*Mega-Manipulation

*Bad Influence	Aberrant, p. 173
*Confessor	Forceful Pers., p. 83
*Conflicting Accounts	Forceful Pers., p. 84
*Creeping Paranoia	Players Guide, p. 106
*Evasive	Forceful Pers., p. 84
*Hypnotic Gaze	Aberrant, p. 174
*Inquisition	Forceful Pers., p. 84
*Lure	Forceful Pers., p. 84
*Mediator	Forceful Pers., p. 85
*Overwhelming Question	Players Guide, p. 107
*Persuader	Aberrant, p. 174
*Self-Fulfilling Prophecy	Forceful Pers., p. 85
*Subtle	Forceful Pers., p. 85
*Symphony of Touch	Forceful Pers., p. 85
*Tactful	Forceful Pers., p. 86
*Trickster	Aberrant, p. 174
*The Voice	Aberrant, p. 174

## \*Mega-Charisma

*Autonomy	Aberrant, p. 175
*Bestial Rapport	Forceful Pers., p. 90
*Center of Attention	Forceful Pers., p. 91
*Commanding Presence	Players Guide, p. 107
*Disconcerting	Aberrant, p. 175
*Dreadful Mien	Forceful Pers., p. 91
*Inspiration	Aberrant, p. 175
*Look of Love	Players Guide, p. 107
*Natural Agitator	Forceful Pers., p. 92
*Pavlov's Bell	Aberrant, p. 176
*Pedagogue	Forceful Pers., p. 92
*Perfect Guest	Players Guide, p. 107
*Persona	Forceful Pers., p. 92
*Politeese	Forceful Pers., p. 93
*Rancor	Forceful Pers., p. 93
*Rile	Forceful Pers., p. 93
*Seductive	Aberrant, p. 176
*Soothe	Aberrant, p. 176

Note: The New Flesh and A Breed Apart are currently scheduled for release by EonOnline.net in 2006 or 2007.

# Powers

Superscript denotes Power Level

Subscript denotes Quantum Minimum

\* = available to Psiads

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

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<b>Failure<sub>6</sub></b>	Players Guide, p. 113	
<b>Point of Attraction<sub>7</sub></b>	Players Guide, p. 114	
<b>Point of Failure</b>	Players Guide, p. 113	
<b>Probability Corruption</b>	Aberrant, p. 198	
<b>Quantum Poltergeist</b>	Teragen, p. 130	
<b>Serial Order</b>	Players Guide, p. 113	
<b>Stability<sub>6</sub></b>	Players Guide, p. 113	
<b>Synchronization<sub>7</sub></b>	Players Guide, p. 114	
Extras: Entropic Threshold; Entropic Selectivity		
<b>*ESP<sup>2</sup><sub>3</sub></b>	Aberrant, p. 198	
Extras: Distant Scan		
<b>Flight<sup>2</sup><sub>1</sub></b>	Aberrant, p. 198	
Extras: Underwater		
<b>*Force Field<sup>2</sup><sub>2</sub></b>	Aberrant, p. 199; Players Guide, p. 114	
Extras: Wall; Projection		
<b>Geological Supremacy<sup>5</sup><sub>8</sub></b>	Players Guide, p. 133	
<b>Gravity Control<sup>3</sup><sub>4</sub></b>	Aberrant, p. 199	
<b>Gravitic Blast</b>	Aberrant, p. 199	
<b>Gravitational Field</b>	Aberrant, p. 199	
<b>Gravitic Flight</b>	Aberrant, p. 200	
<b>Gravitic Shield</b>	Aberrant, p. 201	
<b>Gravitokinesis</b>	Aberrant, p. 201	
<b>*Healing<sup>3</sup><sub>4</sub></b>	Aberrant, p. 201; Players Guide, p. 115	
Extras: Detox		
<b>*Holo<sup>2</sup><sub>1</sub></b>	Aberrant, p. 201	
Extras: Extra Sense		
<b>Homunculus<sup>3</sup><sub>4</sub></b>	Aberrant, p. 202; Players Guide, p. 115	
Extras: Detachable Organs		
<b>Hypermovement<sup>2</sup><sub>1</sub></b>	Aberrant, p. 203	
Extras: Extra Mode		
<b>*Hypnosis<sup>1</sup><sub>1</sub></b>	Aberrant, p. 203	
<b>*Immobilize<sup>2</sup><sub>1</sub></b>	Aberrant, p. 204	
Extras: Supertough; Intangible		
<b>*Immolate<sup>2</sup><sub>2</sub></b>	Aberrant, p. 204	
Extras: Variable; Aggravated		
<b>Information Manipulation<sup>3</sup><sub>5</sub></b>	Players Guide, p. 115	
<b>Coherence</b>	Players Guide, p. 115	
<b>Disinformation</b>	Players Guide, p. 115	
<b>Information Void</b>	Players Guide, p. 115	
<b>Steganography</b>	Players Guide, p. 115	
<b>Translation</b>	Players Guide, p. 116	
<b>Transposition</b>	Players Guide, p. 116	
Extras: Extended Duration		
<b>*Intuition<sup>1</sup><sub>1</sub></b>	Aberrant, p. 205	
<b>Invisibility<sup>2</sup><sub>1</sub></b>	Aberrant, p. 205	
Extras: Enhanced Effect		
<b>Invulnerability<sup>2</sup><sub>1</sub></b>	Aberrant, p. 206	
Extras: Broad Category		
<b>*Luck<sup>1</sup><sub>1</sub></b>	Aberrant, p. 206	
<b>*Magnetic Mastery<sup>3</sup><sub>4</sub></b>	Aberrant, p. 207; Players Guide, p. 116	
<b>*EMP</b>	Aberrant, p. 207	
<b>*Magnetic Blast</b>	Aberrant, p. 208	
<b>*Magnetic Field</b>	Aberrant, p. 208	
<b>*Magnetic Levitation</b>	Aberrant, p. 208	
<b>*Magnetic Shield</b>	Aberrant, p. 208	
<b>*Magnetic Storm</b>	Aberrant, p. 208	
<b>*Magnetize</b>	Aberrant, p. 208	
<b>*Magnetokinesis</b>	Aberrant, p. 208	
Extras: Paramagnetism		
<b>Matter Chameleon<sup>3</sup><sub>5</sub></b>	Aberrant, p. 209; Players Guide, p. 116	
Extras: Selective Chameleon		
<b>Matter Creation<sup>3</sup><sub>5</sub></b>	Aberrant, p. 210; Players Guide, p. 116	
Extras: Specialization; Template		
<b>*Mental Blast<sup>2</sup><sub>3</sub></b>	Aberrant, p. 210	
<b>*Mirage<sup>2</sup><sub>3</sub></b>	Aberrant, p. 211	
<b>Molecular Authority<sup>4</sup><sub>6</sub></b>	Players Guide, p. 124	
<b>Molecular Manipulation<sup>3</sup><sub>5</sub></b>	Aberrant, p. 211; Players Guide, p. 116	
<b>Animation</b>	Aberrant, p. 212	
<b>Destruction</b>	Aberrant, p. 212	
<b>Molecular Alteration</b>	Aberrant, p. 212	
<b>Second Skin</b>	Aberrant, p. 213	
<b>Shapeshift</b>	Aberrant, p. 213	
Extras: Combined Manipulation; Template		
<b>Momentum Control<sup>3</sup><sub>4</sub></b>	Players Guide, p. 116	
<b>Momentum Rotation</b>	Players Guide, p. 117	
<b>Momentum Swap</b>	Players Guide, p. 117	
<b>Momentum Transformation</b>	Players Guide, p. 117	
<b>Node Spark<sup>3</sup><sub>5</sub></b>	Teragen, p. 127	
<b>Nova Proxy<sup>2</sup><sub>3</sub></b>	Teragen, p. 128	
Extras: Surrogate Pool		
<b>Planck Scaling<sup>6</sup><sub>10</sub></b>	Players Guide, p. 139	
<b>*Poison<sup>2</sup><sub>1</sub></b>	Aberrant, p. 213; Players Guide, p. 118	
Extras: Projectile; Relapse		
<b>*Premonition<sup>2</sup><sub>1</sub></b>	Aberrant, p. 214	
Extras: Others		
<b>*Pretercognition<sup>3</sup><sub>4</sub></b>	Aberrant, p. 215; Players Guide, p. 118	
Extras: Moving Vision; Viewpoint; Shared		
<b>*Psychic Link<sup>1</sup><sub>1</sub></b>	Players Guide, p. 64	
Extras: Extra Link		
<b>*Psychic Shield<sup>1</sup><sub>1</sub></b>	Aberrant, p. 215	
Extras: Extra Mind		
<b>Quantum Authority<sup>4</sup><sub>7</sub></b>	Players Guide, p. 125	
<b>Quantum Duplication</b>	Players Guide, p. 125	
<b>Quantum Diffusion</b>	Players Guide, p. 125	
<b>Quantum Imposition</b>	Players Guide, p. 126	
<b>Quantum Intensification</b>	Players Guide, p. 126	
<b>Quantum Reduction</b>	Players Guide, p. 126	
<b>Quantum Awareness<sup>4</sup><sub>6</sub></b>	Players Guide, p. 126	
<b>Direct Awareness<sub>8</sub></b>	Players Guide, p. 127	
<b>Quantum Bolt<sup>2</sup><sub>1</sub></b>	Aberrant, p. 216	
Extras: Extra Energy Type; Supercharge		
<b>Quantum Conception<sup>3</sup><sub>5</sub></b>	A Breed Apart, p. xx	
Extras: Affects Sterile Novas		
<b>Quantum Construct<sup>3</sup><sub>4</sub></b>	Aberrant, p. 216; Players Guide, p. 118	
Extras: Longevity; Self-Awareness		
<b>Quantum Conversion<sup>1</sup><sub>1</sub></b>	Aberrant, p. 217	
Extras: Extra Energy Type		
<b>Quantum Forgery<sup>2</sup><sub>3</sub></b>	Teragen, p. 128	
Extras: Total Forgery		
<b>Quantum Imprint<sup>3</sup><sub>4</sub></b>	Aberrant, p. 218; Players Guide, p. 118	
Extras: Enhanced Imprint; Multiple Targets; Range		
<b>Quantum Inferno<sup>6</sup><sub>10</sub></b>	Players Guide, p. 139	
<b>Quantum Leech<sup>2</sup><sub>2</sub></b>	Aberrant, p. 218	
Extras: Energy Siphon		

# Powers <sup>Superscript denotes Power Level</sup>

<sub>Subscript denotes Quantum Minimum</sub>

\* = available to Psiads

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

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

## Body Modifications

<b>Adhesive Grip (2np/4xp)</b>	Aberrant, p. 184
<b>Anchor (1np/3xp)</b>	The New Flesh, p. xx
<b>Augmented Blood (2np/4xp)</b>	The New Flesh, p. xx
<b>Augmented Fecundity (1np/3xp)</b>	A Breed Apart, p. xx
<b>Balancer Tail (1np/3xp)</b>	The New Flesh, p. xx
<b>Bludgeoning Tail (1np/3xp)</b>	The New Flesh, p. xx
<b>Chromatophores (1np/3xp)</b>	Aberrant, p. 184
<b>Colony (2np/4xp)</b>	The New Flesh, p. xx
<b>Digitigrade Legs (1np/3xp)</b>	The New Flesh, p. xx
<b>Directional Ears (2np/4xp)</b>	The New Flesh, p. xx
<b>Dispersed Organs (3np/6xp)</b>	Players Guide, p. 109
<b>Enhanced Vomeronasal Organ (2np/4xp)</b>	The New Flesh, p. xx; A Breed Apart, p. xx
<b>Extra Legs (2np/4xp)</b>	The New Flesh, pg. xx
<b>Extra Limbs (1np/3xp)</b>	Aberrant, p. 184
<b>Extra Health Levels (1np/3xp)</b>	Aberrant, p. 184
<b>Foot Pads (1np/3xp)</b>	The New Flesh, pg. xx
<b>Genetic Sampler (2np/4xp)</b>	A Breed Apart, p. xx
<b>Gestation Pouch (1np/3xp)</b>	A Breed Apart, p. xx
<b>Gills (1np/3xp)</b>	Aberrant, p. 184
<b>High-Pressure Tolerance (3np/6xp)</b>	The New Flesh, pg. xx
<b>Hooves (1np/3xp)</b>	The New Flesh, pg. xx
<b>Hyper-Sleep (1np/3xp)</b>	The New Flesh, pg. xx
<b>Improved Attribute (1np/3xp)</b>	The New Flesh, pg. xx
<b>Improved Skeletal Muscles (3np/6xp)</b>	The New Flesh, pg. xx

<b>Ink Jet (2np/4xp)</b>	The New Flesh, pg. xx
<b>Macropod (1np/3xp)</b>	The New Flesh, pg. xx
<b>Nematocysts (3np/6xp)</b>	Teragen, p. 130
<b>Parasitic Gestation (1np/3xp, or 3np/6xp)</b>	A Breed Apart, p. xx
<b>Pheromones (3np/6xp)</b>	The New Flesh, pg. xx
<b>Prehensile Feet (1np/3xp)</b>	The New Flesh, pg. xx
<b>Quadrupedal Locomotion (1np/3xp)</b>	The New Flesh, pg. xx
<b>Rudders (1np/3xp)</b>	The New Flesh, pg. xx
<b>Scent Control (3np/6xp)</b>	The New Flesh, pg. xx
<b>Second Brain (2np/4xp)</b>	Players Guide, p. 109
<b>Serpentine Tail (1np/3xp)</b>	The New Flesh, pg. xx
<b>Serpentine Trunk (2np/4xp)</b>	The New Flesh, pg. xx
<b>Slimy Skin (2np/4xp)</b>	Teragen, p. 130
<b>Snorkel (1np/3xp)</b>	The New Flesh, pg. xx
<b>Sonar (3np/6xp)</b>	The New Flesh, pg. xx
<b>Spines (2np/6xp)</b>	Aberrant, p. 184
<b>Spinnerets (3np/6xp)</b>	The New Flesh, pg. xx
<b>Stinger (2np/4xp)</b>	The New Flesh, pg. xx
<b>Subdermal Senses (1np/3xp)</b>	Players Guide, p. 110
<b>Swimming Fluke (1np/3xp, or 2np/4xp)</b>	The New Flesh, pg. xx
<b>Tendrils (1np/3xp)</b>	Aberrant, p. 184
<b>Ultra-light Musculoskeletal System (3np/6xp)</b>	The New Flesh, pg. xx
<b>Webbed Hands/Feet (1np/3xp)</b>	Aberrant, p. 184
<b>Winglets/Vanes (1np/3xp)</b>	The New Flesh, pg. xx
<b>Wings/Patagia (3np/6xp)</b>	Aberrant, p. 184

## Extras

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

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

## Weaknesses

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

## Strengths

<b>Area</b>	Players Guide, p. 143
<b>Damage</b>	Players Guide, p. 143
<b>Duration</b>	Players Guide, p. 143
<b>Multiple Actions</b>	Players Guide, p. 143
<b>Range</b>	Players Guide, p. 143
<b>Supplementary Senses</b>	Players Guide, p. 143

## Misc. Power-Related Notes

<b>Creating and Altering Powers</b>	Aberrant, p. 178
<b>Extras</b>	Aberrant, p. 230; Players Guide, p. 96
<b>Maxing Powers (Special Maneuvers)</b>	Aberrant, p. 147
<b>New Power Techniques</b>	Players Guide, p. 98
<b>Player-Defined Powers</b>	Players Guide, p. 97
<b>Same Power, Different Name</b>	Players Guide, p. 97
<b>Special Effects</b>	Players Guide, p. 96, 108

## Natures

Analyst	Aberrant, p. 127	Explorer	Aberrant, p. 128
Architect	Aberrant, p. 127	Follower	Aberrant, p. 128
Bravo	Aberrant, p. 127	Gallant	Aberrant, p. 129
Bureaucrat	Aberrant, p. 127	Hedonist	Aberrant, p. 129
Caregiver	Aberrant, p. 127	Jester	Aberrant, p. 129
Conniver	Aberrant, p. 128	Judge	Aberrant, p. 129
Critic	Aberrant, p. 128	Leader	Aberrant, p. 129
		Martyr	Aberrant, p. 128
		Paragon	Aberrant, p. 128
		Rebel	Aberrant, p. 129
		Survivor	Aberrant, p. 129
		Thrillseeker	Aberrant, p. 129
		Traditionalist	Aberrant, p. 129
		Visionary	Aberrant, p. 129

## Optional and Variant Rules

<b>Creating Aberrants in <i>Trinity</i></b>	Aberrant, p. 103	<b>Pooling Attributes</b>	Players Guide, p. 65
<b>Cross-Matching Attributes and Abilities</b>	Aberrant, p. 107	<b>Pooling Bonus Points</b>	Players Guide, p. 65
<b>Extra Successes</b>	Players Guide, p. 99	<b>Puny Human...</b>	Aberrant, p. 240
<b>Godhood by Favor</b>	Players Guide, p. 99	<b>Where's the Juice?</b>	Players Guide, p. 66
<b>Maxing Out</b>	Players Guide, p. 100	<b>Social Warfare</b>	Forceful Personalities, p. 48
<b>No Dot Specialties</b>	Players Guide, p. 90	<b>Specialties for Nova Points</b>	Players Guide, p. 66
<b>NPC Extras</b>	Aberrant, p. 252	<b>Super-Science</b>	Year One, p. 109
<b>Playing Elevated Novas</b>	Teragen, p. 134	<b>Varying Nova Traits</b>	Players Guide, p. 65
		<b>Vehicles as "Extras"</b>	Aberrant, p. 279

# Aberrations

## Low-Level (4 to 5 permanent Taint)

Aberrant Eyes (Ears/Nose/Skin/Tongue)	<b>Aberrant</b> , p. 151; <b>Brainwaves</b> , p. 44
Aberrant Hair	<b>Forceful Pers.</b> , p. 69
Absent-Minded	<b>Players Guide</b> , p. 93
Albinism	<b>Players Guide</b> , p. 92
Altered Gestation	<b>A Breed Apart</b> , p. xx
Altered Biochemistry	<b>The New Flesh</b> , p. xx
Altered Tongue	<b>Forceful Pers.</b> , p. 86
Androgynous	<b>Players Guide</b> , p. 92
Anima Banner	<b>Aberrant</b> , p. 151
Attention Deficit Disorder	<b>Brainwaves</b> , p. 52
Bad Temper	<b>Players Guide</b> , p. 93
Black Thumb	<b>Players Guide</b> , p. 94
Bulging Muscles	<b>Aberrant</b> , p. 151
Chromatic Hair	<b>Forceful Pers.</b> , p. 69
Clockwork	<b>The New Flesh</b> , p. xx
Cold-Blooded	<b>The New Flesh</b> , p. xx
Colored Skin	<b>Aberrant</b> , p. 152
Compulsive Blackmailer	<b>Forceful Pers.</b> , p. 86
Convivial	<b>Forceful Pers.</b> , p. 94
Cowardice	<b>Forceful Pers.</b> , p. 86
Cyclops	<b>Forceful Pers.</b> , p. 80
Deformed Cranium	<b>Forceful Pers.</b> , p. 80
Dictator	<b>Forceful Pers.</b> , p. 86
Disease Stigmata	<b>Forceful Pers.</b> , p. 80
Distinctive Looks	<b>Forceful Pers.</b> , p. 70
Disturbing Voice	<b>Players Guide</b> , p. 92
Dunamikophobia	<b>The New Flesh</b> , p. xx
Elongated Hands/Feet	<b>The New Flesh</b> , p. xx
Enlarged Hands/Feet	<b>The New Flesh</b> , p. xx
Ennui	<b>Forceful Pers.</b> , p. 87
Estrus	<b>A Breed Apart</b> , p. xx
Eufiber Rejection	<b>Players Guide</b> , p. 94
Eye of the Beholder	<b>Brainwaves</b> , p. 44
Fanatic	<b>Forceful Pers.</b> , p. 94
Fast Speech	<b>The New Flesh</b> , p. xx
Feeding Requirement	<b>Aberrant</b> , p. 152; <b>PG</b> , p. 92
Fingerprints	<b>The New Flesh</b> , p. xx
Flippant	<b>Forceful Pers.</b> , p. 94
Four-Color Caricature	<b>Forceful Pers.</b> , p. 94
Fur/Feathers	<b>Players Guide</b> , p. 92
Gill Flaps	<b>Forceful Pers.</b> , p. 80
Glow	<b>Aberrant</b> , p. 152
Goliath Syndrome	<b>The New Flesh</b> , p. xx
Gravitas	<b>Forceful Pers.</b> , p. 94
Greedy	<b>Forceful Pers.</b> , p. 87
Habitually Sneaky	<b>The New Flesh</b> , p. xx
Hairless/Bald	<b>PG</b> , p. 92; <b>Brainwaves</b> , p. 49
Ichor	<b>The New Flesh</b> , p. xx
Impotence	<b>The New Flesh</b> , p. xx
Impulsive	<b>Brainwaves</b> , p. 52
Infested	<b>Forceful Pers.</b> , p. 80
Inhuman Grace	<b>The New Flesh</b> , p. xx
Lipless	<b>Forceful Pers.</b> , p. 80
Malformed Muscles	<b>The New Flesh</b> , p. xx
Mega-Devious	<b>Forceful Pers.</b> , p. 87
Mega-Klutz	<b>The New Flesh</b> , p. xx
Mega-Vanity	<b>Forceful Pers.</b> , p. 70
Metabolic Quirk	<b>The New Flesh</b> , p. xx
Mischievous	<b>Forceful Pers.</b> , p. 87
Molt	<b>The New Flesh</b> , p. xx
Monodexterity	<b>The New Flesh</b> , p. xx

Muscular Strain	
Neckless	
Neurofibroma	
No Sense of Humor	
Obsession	
Phobia	
Poor Sense	
Prankster	
Quantum Beacon	
Ravenous	
Restricted Diet	
Retarded Aging	
Samson Syndrome	
Scales	
Screwball Magnet	
Sex Object	
Soft Touch	
Spastic	
Spurs	
Sterility	
Strange Scent	
Surreality	
Sweathog	
Tactless	
Temperature Change	
Teratodactyl	
Throat Sac	
Twisted Perspective	
Twisted Sense of Humor	
Unearthly Beauty	
Voyerism	

## Medium-Level (6 to 7 permanent Taint)

Aberrant Eyes	<b>Aberrant</b> , p. 151
Allergic Reaction	<b>Aberrant</b> , p. 152; <b>PG</b> , p. 92
Altered Gestation	<b>A Breed Apart</b> , p. xx
Altered Mouth	<b>Forceful Pers.</b> , p. 80
Amnesia	<b>Players Guide</b> , p. 93
Analytical	<b>Brainwaves</b> , p. 49
Antennae	<b>Brainwaves</b> , p. 45
Atavistic Posture	<b>The New Flesh</b> , p. xx
Bad Luck	<b>Players Guide</b> , p. 95
Big Head	<b>Brainwaves</b> , p. 49
Bipolar Disorder	<b>Players Guide</b> , p. 93
Boneless Digits	<b>The New Flesh</b> , p. xx
Bug Eyes	<b>Brainwaves</b> , p. 45
Cannot Lie	<b>Forceful Pers.</b> , p. 87
Cephalothorax	<b>Forceful Pers.</b> , p. 80
Cilia/Suckers	<b>The New Flesh</b> , p. xx
Cold	<b>Brainwaves</b> , p. 49
Cramps	<b>The New Flesh</b> , p. xx
Crushing Grip	<b>The New Flesh</b> , p. xx
Delusions	<b>Players Guide</b> , p. 93
Distractable	<b>Brainwaves</b> , p. 45
Dumbo Syndrome	<b>Players Guide</b> , p. 95
Energy Emission	<b>Aberrant</b> , p. 152
Enlarged Eyes/Ears	<b>Brainwaves</b> , p. 45
Estrus	<b>A Breed Apart</b> , p. xx
Fashion Disaster	<b>Forceful Pers.</b> , p. 71
Feeding Requirement	<b>Aberrant</b> , p. 152; <b>PG</b> , p. 92
Flashbacks	<b>Players Guide</b> , p. 93
Footprints	<b>The New Flesh</b> , p. xx
Fragile	<b>Players Guide</b> , p. 92

<b>The New Flesh</b> , p. xx
<b>The New Flesh</b> , p. xx
<b>Forceful Pers.</b> , p. 80
<b>Brainwaves</b> , p. 49
<b>Players Guide</b> , p. 93
<b>Players Guide</b> , p. 93
<b>Players Guide</b> , p. 92
<b>Forceful Pers.</b> , p. 87
<b>Forceful Pers.</b> , p. 70
<b>The New Flesh</b> , p. xx
<b>The New Flesh</b> , p. xx
<b>A Breed Apart</b> , p. xx
<b>The New Flesh</b> , p. xx
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<b>Forceful Pers.</b> , p. 70
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<b>Forceful Pers.</b> , p. 70
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<b>The New Flesh</b> , p. xx
<b>The New Flesh</b> , p. xx
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<b>Forceful Pers.</b> , p. 80
<b>Forceful Pers.</b> , p. 71
<b>Forceful Pers.</b> , p. 95
<b>Aberrant</b> , p. 152
<b>Brainwaves</b> , p. 44

Glory Hound	<b>Forceful Pers.</b> , p. 95
Heartthrob	<b>Forceful Pers.</b> , p. 71
Heavyweight	<b>The New Flesh</b> , p. xx
Hermaphrodite	<b>Players Guide</b> , p. 92
Hibernation	<b>The New Flesh</b> , p. xx
Hormonal Imbalance (Lust)	<b>Aberrant</b> , p. 152
Hormonal Imbalance (Rage)	<b>Aberrant</b> , p. 152
Hubris	<b>Forceful Pers.</b> , p. 95
Hunchback	<b>The New Flesh</b> , p. xx
Hyper-Decay	<b>The New Flesh</b> , p. xx
Hyperflexibility	<b>The New Flesh</b> , p. xx
Intrigue Junkie	<b>Forceful Pers.</b> , p. 87
Judas Syndrome	<b>Forceful Pers.</b> , p. 87
Laughable	<b>Forceful Pers.</b> , p. 71
Legless	<b>The New Flesh</b> , p. xx
Masochism	<b>Players Guide</b> , p. 93
Mega-Bitch	<b>Brainwaves</b> , p. 53
Mega-Filthy	<b>Forceful Pers.</b> , p. 80
Mental Disorders	<b>Aberrant</b> , p. 152
Mood Swings	<b>Brainwaves</b> , p. 53
Multiple Personality Disorder	<b>Players Guide</b> , p. 93
Muscular Atrophy	<b>The New Flesh</b> , p. xx
Myriad Feature	<b>Forceful Pers.</b> , p. 80
Negotiator	<b>Forceful Pers.</b> , p. 88
Nervous Tic	<b>Brainwaves</b> , p. 53
Object of Desire	<b>Forceful Pers.</b> , p. 71
Obsessive/Compulsive Disorder	<b>Players Guide</b> , p. 94
Oversized Limbs	<b>The New Flesh</b> , p. xx
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Party Animal	<b>Forceful Pers.</b> , p. 95
Pathological Liar	<b>Forceful Pers.</b> , p. 88
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Psyche Mirror	<b>Forceful Pers.</b> , p. 80
Reduced Lifespan	<b>The New Flesh</b> , p. xx
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Romance Junkie	<b>Forceful Pers.</b> , p. 96
Romantic Irresistibility	<b>Forceful Pers.</b> , p. 96
Sadism	<b>Players Guide</b> , p. 94
Seizures	<b>Players Guide</b> , p. 94
Sensitive	<b>Players Guide</b> , p. 92
Sexless	<b>Players Guide</b> , p. 93
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Shifting Features	<b>Forceful Pers.</b> , p. 72
Sinister	<b>Forceful Pers.</b> , p. 96
Skinless	<b>Forceful Pers.</b> , p. 81
Symbiont	<b>The New Flesh</b> , p. xx
Trickster	<b>Forceful Pers.</b> , p. 88
Twisted Limbs	<b>Aberrant</b> , p. 152
Uncontrollable Power	<b>Players Guide</b> , p. 95
Uncontrolled Transformation	<b>Players Guide</b> , p. 95
Unsure Footing	<b>The New Flesh</b> , p. xx
Vulnerability	<b>Aberrant</b> , p. 152; <b>Players Guide</b> , p. 95

## High-Level (8 or more permanent Taint)

Aberrant Eyes	<b>Aberrant</b> , p. 151
Addictive Visage	<b>Forceful Pers.</b> , p. 72
Alien Visage	<b>Forceful Pers.</b> , p. 81
Allergic Reaction	<b>Players Guide</b> , p. 92
Altered Gestation	<b>A Breed Apart</b> , p. xx
Bull in a China Shop	<b>The New Flesh</b> , p. xx

Collateral Damage	<b>The New Flesh</b> , p. xx	Oozing Skin	<b>Aberrant</b> , p. 153	Sociopathic	<b>Brainwaves</b> , p. 49
Contagious	<b>Aberrant</b> , p. 152; <b>PG</b> , p. 96	Permanent Power	<b>Aberrant</b> , p. 153; <b>PG</b> , p. 96	Sponge	<b>Forceful Pers.</b> , p. 97
Doppelgänger Syndrome	<b>Forceful Pers.</b> , p. 72	Prima Donna	<b>Forceful Pers.</b> , p. 96	Supersensitive	<b>Brainwaves</b> , p. 45
Estrus	<b>A Breed Apart</b> , p. xx	Quantum Undeath	<b>The New Flesh</b> , p. xx	Taint Bleed	<b>Players Guide</b> , p. 96
Extra Sensory Organs	<b>Brainwaves</b> , p. 45	Quiver	<b>The New Flesh</b> , p. xx	Transparent Skull	<b>Brainwaves</b> , p. 50
Feeding Requirement	<b>Aberrant</b> , p. 152; <b>PG</b> , p. 92	Radioactive	<b>Aberrant</b> , p. 153	Unstable	<b>Forceful Pers.</b> , p. 81
Hardened Skin	<b>Aberrant</b> , p. 152	Rampant Synesthesia	<b>Brainwaves</b> , p. 45	Vestigial Body	<b>Brainwaves</b> , p. 50
Hyde Syndrome	<b>Players Guide</b> , p. 96	Retarded Aging	<b>A Breed Apart</b> , p. xx	Vestigial Limbs	<b>Aberrant</b> , p. 153
Immobile	<b>The New Flesh</b> , p. xx	Schizophrenia	<b>Players Guide</b> , p. 94	Vulnerability	<b>Players Guide</b> , p. 95
Incredible	<b>Forceful Pers.</b> , p. 88	Second Self	<b>Aberrant</b> , p. 153		
Jinx	<b>Players Guide</b> , p. 96	Sensory Dysfunction	<b>Players Guide</b> , p. 93		
Megalomania	<b>Aberrant</b> , p. 153; <b>PG</b> , p. 94	Sheer Hideousness	<b>Aberrant</b> , p. 153		
Misinterpreted	<b>Forceful Pers.</b> , p. 88	Skeletal Atrophy	<b>The New Flesh</b> , p. xx		
On Edge	<b>Brainwaves</b> , p. 53	Sloughed Flesh	<b>Aberrant</b> , p. 153		

Note: **The New Flesh** and **A Breed Apart** are currently scheduled for release by EonOnline.net in 2006 or 2007.

## Merits & Flaws <sup>Superscript denotes value</sup>

Adolescent/Child <sup>-1, 4, or -6</sup>	<b>A Breed Apart</b> , p. xx	*Low Pain Threshold <sup>-3</sup>	<b>Players Guide</b> , p. 75
*Acute Sense <sup>1</sup>	<b>Players Guide</b> , p. 69	*Lusty <sup>-1</sup>	<b>Players Guide</b> , p. 72
*Addiction/Compulsion <sup>-(2-4)</sup>	<b>Players Guide</b> , p. 71	*Minority <sup>-1</sup>	<b>Players Guide</b> , p. 75
*Ambidextrous <sup>1</sup>	<b>Players Guide</b> , p. 69	*Mute <sup>-2</sup>	<b>Players Guide</b> , p. 70
*Amnesia <sup>-(3-5)</sup>	<b>Players Guide</b> , p. 75	*Natural Leader <sup>1</sup>	<b>Players Guide</b> , p. 75
*Bad Vibe <sup>-(1-3)</sup>	<b>Players Guide</b> , p. 76	*Obsession <sup>-2</sup>	<b>Players Guide</b> , p. 73
*Blind <sup>-6</sup>	<b>Players Guide</b> , p. 71	*One Eye <sup>-2</sup>	<b>Players Guide</b> , p. 70
*Combat Paralysis <sup>-3</sup>	<b>Players Guide</b> , p. 74	*Overconfidence <sup>-1</sup>	<b>Players Guide</b> , p. 72
*Concentration <sup>1</sup>	<b>Players Guide</b> , p. 71	*Overwhelmed <sup>-2</sup>	<b>Players Guide</b> , p. 74
*Costume Fetish <sup>-1</sup>	<b>Players Guide</b> , p. 72	*Pacifist <sup>-1 or -4</sup>	<b>Players Guide</b> , p. 73
*Deaf <sup>-3</sup>	<b>Players Guide</b> , p. 71	*Paraplegic <sup>-6</sup>	<b>Players Guide</b> , p. 71
*Debt <sup>(1-3) or -(1-3)</sup>	<b>Players Guide</b> , p. 75	*Phobia <sup>-2</sup>	<b>Players Guide</b> , p. 74
*Dependant <sup>-4</sup>	<b>Players Guide</b> , p. 76	*Photographic Memory <sup>3</sup>	<b>Players Guide</b> , p. 72
*Dependence <sup>-(1-7)</sup>	<b>Players Guide</b> , p. 70	Quantum Recovery <sup>(1-3)</sup>	<b>Players Guide</b> , p. 76
*Devotion <sup>2</sup>	<b>Players Guide</b> , p. 72	Retarded Aging <sup>-2, 5, or -7</sup>	<b>A Breed Apart</b> , p. xx
*Disability <sup>-3</sup>	<b>Players Guide</b> , p. 71	*Secret <sup>-1, -3, or -5</sup>	<b>Players Guide</b> , p. 75
*Disfigured <sup>-3</sup>	<b>Players Guide</b> , p. 71	*Sexy <sup>1</sup>	<b>Players Guide</b> , p. 75
*Enemy <sup>-(1-7)</sup>	<b>Players Guide</b> , p. 76	*Short <sup>-1</sup>	<b>Players Guide</b> , p. 70
Eufiber Attuned <sup>(1-3)</sup>	<b>Players Guide</b> , p. 76	*Speech Impediment <sup>-1</sup>	<b>Players Guide</b> , p. 70
Eufiber Rejection <sup>-2</sup>	<b>Players Guide</b> , p. 76	*Speed Reading <sup>2</sup>	<b>Players Guide</b> , p. 72
*Flashbacks <sup>-3</sup>	<b>Players Guide</b> , p. 74	*Sterility <sup>-1</sup>	<b>A Breed Apart</b> , p. xx
*High Pain Tolerance <sup>3</sup>	<b>Players Guide</b> , p. 72	Taint Resistant <sup>5</sup>	<b>Players Guide</b> , p. 76
*Huge Size <sup>4</sup>	<b>Players Guide</b> , p. 69	*Time Sense <sup>1</sup>	<b>Players Guide</b> , p. 72
*Internal Compass <sup>1</sup>	<b>Players Guide</b> , p. 71	*Trademark <sup>-1</sup>	<b>Players Guide</b> , p. 73
*Intolerance <sup>-1</sup>	<b>Players Guide</b> , p. 72	*Uneducated <sup>-5</sup>	<b>Players Guide</b> , p. 75
*Iron Will <sup>6</sup>	<b>Players Guide</b> , p. 72	*Vengeful <sup>-2</sup>	<b>Players Guide</b> , p. 74
*Lame <sup>-(2-4)</sup>	<b>Players Guide</b> , p. 71	*Weak Sense <sup>-1</sup>	<b>Players Guide</b> , p. 70
*Lightning Calculator <sup>2</sup>	<b>Players Guide</b> , p. 72		

## Optional Background: Sanctum

Certain fan-based **Aberrant** e-books reference the Sanctum Background from the **Adventure!** core book. For reference sake, it is presented here.

*"Welcome to my humble abode."*

This Background represents a location unique to your character. This location could be an Antarctic "Meditation Mansion," a private island, an underground headquarters, a secret valley – whatever. In any event, it belongs to your character, free and clear. Your character's rating in this Background determines how exotic her sanctum is and how useful it is for her enemies or simply the curious to discover and infiltrate it. The Sanctum score provides your character's lair with a Cipher rating of equal level against any attempts to discover its existence and location. This Background may be taken more than once for multiple sanctums.

- x No secret lair, but at least your place is clean, right?
- A place that's either particularly pleasant or unusually secure. A series of three secret rooms under your basement, for instance.
- Something nice and secure but not really lavish. A remote mountaintop dacha, for example.
- A more secure site or one with particular advantages, such as a cave whose mist provides visions of the past.
- A secure, advantageous site, such as a secret silver mine in the middle of a desert oasis that can only be reached safely by air.
- *Very* secure, and *very* advantageous: An uncharted island inhabited by amazons who revere you as their goddess-
- Sanctum Sanctorum: A sanctum sanctorum is a place that's frightfully secure and remarkably useful. It's invulnerable to infiltration by any but the most immensely capable burglar, and its defenses are sufficient to hold off the entire Russian Army for a week, if necessary. A sanctum sanctorum can be your chance to put something really over the top into the game. An abandoned fortress on top of the invisible ice cap that floats on top of the Earth's atmosphere, complete with a thunderstorm gun that can be focused on the lands beneath? Sure, why not. Feel like stealing a page from *Mr. X* and deciding that the architects of Washington, D.C. built a secret, interconnecting labyrinth beneath the great buildings, streets and monuments? Sounds like a sanctum sanctorum. A mysterious outpost on Mars that can be reached through one of six "Aetherial Transponders" hidden along the Earth's equator? Go for it.

# Unified Point Chart

## Creation Points

Trait	Points
Attributes (1 <sup>st</sup> /2 <sup>nd</sup> /3 <sup>rd</sup> )	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

## 2<sup>nd</sup> Gen Experience Points

Per **Chrysalis Experience Points** chart, except:  
Quantum current rating x 6

## 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.