

D20 Superhero! (Version 2.1)

This roleplaying game uses the D20 mechanic to let you create and play virtually any kind of superhero you can imagine. You can make superheroes who are normal people that develop strange powers, who are transformed by alien devices or cosmic effects, or who are beyond normal humans with amazing innate powers. Virtually every kind of superhero power you have seen in movies, cartoons, and comic books is available here.

Most of what you need to play the game is in this document, but for some basic details that transcend the RPG platforms (equipment lists, standard skills) you will need to consult the D20 standard reference documents available online.

Disclaimer: This campaign setting document is a non-commercial, unofficial fan product inspired by superhero movies, cartoons, and comic books. It is not a challenge to any commercial copyright or the legal holders of those copyrights. This campaign setting uses the current SRD for v3.5 D20 *D&D* and the *D20 Modern* Roleplaying Game published by the Wizards of the Coast. This material is Open Game Content, and is licensed for public use under the terms of the Open Game License v1.0a.

Official System Reference Document (SRD) for *D20 Modern* and v3.5 *D&D* Rules:

<http://www.wizards.com/default.asp?x=d20/article/msrd>

<http://www.wizards.com/default.asp?x=d20/article/srd35>

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Introduction: New D20 Concepts

D20 Modern uses the same core mechanic as *D20 D&D*. However, it introduces a few new concepts into the game, as outlined below.

ACTION POINTS

Action points provide characters with the means to affect game play in significant ways. A character always has a limited amount of action points, and while the character replenishes this supply with every new level he or she attains, the character must use them wisely.

Using Action Points: A character can spend 1 action point to: 1) Alter a single d20 roll used to make an attack, a skill check, an ability check, a level check, or a saving throw; 2) Activate a power during your turn for which the expenditure of 1 action point is required. You can only spend 1 action point in a round. If you spend a point to activate a power, you can't spend another one in the same round to improve a die roll, and vice versa.

Action Point Results: When you spend 1 action point to improve a d20 roll, you get to add 1d6 to the d20 roll to help meet or exceed the target number. The action point improves the result not the roll itself, so it cannot raise a roll to a critical threat. You can declare the use of 1 action point to alter a d20 roll after the roll is made—but only before the GM reveals the result of that roll (whether it succeeded or failed). You can't use an action point on a skill check or ability check when taking 10 or taking 20. Depending on the hero's character level (see the table below), you may be able to roll more than one d6 when spending 1 action point. You apply the highest die result and disregard the other rolls.

Character Level	Dice Rolled
1st–7 th	1d6
8th–14 th	2d6
15th–20 th	3d6

Action Points on the Defensive (Optional): If an opponent spends an action point to increase the result of an attack roll against you, you may spend an action point to defend yourself. Roll your action point as normal, and add the die result to your Defense against that attack.

DEFENSE

Defense replaces Armor Class from *D&D*. Defense equals $10 + \text{Dexterity modifier} + \text{class bonus} + \text{equipment bonus} + \text{size modifier}$ (plus any special bonuses like dodge, deflection, etc.).

Class Bonus: A character's class levels grant the character an innate bonus to Defense. This bonus applies in all situations, even when the character is flat-footed or when the character loses his or her Dexterity bonus.

Touch Attacks: The attacker makes his or her attack roll as normal, but the target's Defense does not include any equipment bonus or natural armor bonus. All other modifiers (class bonus, Dexterity, size modifier) apply normally.

DYING AND RECOVERY

Each round, a dying character makes a Fortitude saving throw (DC 20). If the save fails, the character loses 1 hit point and must make another save on his or her turn the next round. If the save succeeds, the character becomes stable. A stable character stops losing hit points every round, but remains unconscious.

Natural Recovery: If no one tends to the character, he remains unconscious and after 1 hour must make a Fortitude save (DC 20). If the save succeeds, the character regains consciousness and becomes *disabled*. The current hit point total remains where it is (even when negative). If the save fails, the character remains unconscious and must make the save again each day—becoming conscious but *disabled* and starting to recover hit points naturally if the save is made, remaining unconscious and losing 1 hit point if the save fails. Once an unaided character starts recovering hit points naturally, the character is no longer dying (even if the current hit point total is negative).

Treat Injury: A dying character can be made *stable* by the Treat Injury skill (DC 15). One hour after being stabilized, the character makes a Fortitude save (DC 20)—if successful, the character becomes conscious but *disabled*. If the character remains unconscious, he or she makes the same Fortitude save every hour until he or she becomes conscious. Even while unconscious, the character recovers hit points naturally.

FATIGUE DAMAGE

This is a new concept for D20 introduced by D20 Superhero! Certain super powers (or any power with the Fatigue limitation) tax the superhero's endurance, represented by fatigue damage. Fatigue damage is healed through complete rest (no fighting or taxing physical activity). Effects and recovery time depend on total damage suffered:

Total Damage	Effect	Recovery Time
1-5	Tired: You cannot run while you have fatigue damage	1 hour per point
6-10	Fatigued: You are considered to be <i>fatigued</i> (-2 Str and Dex, cannot run or charge)	½ hour per point
11-15	Exhausted: You are considered to be <i>exhausted</i> (-6 Str and Dex, cannot run or charge, move at half speed)	10 minutes per point
16+	Staggered: You are considered to be <i>staggered</i> (can take only a single standard action or move action each round)	1 round per point

Other Conditions: The rules for fatigue damage replace standard D20 rules for fatigue/exhaustion. Any condition that normally would cause a character automatically to be *fatigued* instead inflicts 10 points of fatigue damage. Any condition that normally would cause a character to be *fatigued* twice or to become *exhausted* instead inflicts 15 points of fatigue damage. All sources of physical weariness are represented by fatigue damage and are cumulative.

MASSIVE DAMAGE (LETHAL AND NONLETHAL)

Any time a character takes damage from a single hit that *exceeds* his massive damage threshold (the character's current Constitution score), that damage is considered massive damage.

Massive Damage Results: When a character takes massive damage that doesn't reduce hit points to 0 or lower, the character must make a Fortitude save (DC 15). If the character fails the save, the character's hit point total is immediately reduced to -1. If the save succeeds, the character suffers no ill effect beyond the loss of hit points. If a target suffers *nonlethal damage* that *exceeds* its massive damage threshold, the target must make a Fortitude save (DC 15). If the target succeeds on the save, the target is dazed for 1 round. If the target fails, he or she is knocked unconscious for 1d4+1 rounds.

Special: Anything immune to critical hits is also immune to the effects of massive damage.

REPUTATION

Reputation is used to determine whether another character (a GM character) recognizes a character. Those who recognize the hero are more likely to help the hero or do what he or she asks, provided the reputation has a positive connotation to the character who recognizes the hero. A high Reputation bonus also makes it difficult for the hero to mask his or her identity.

Effects of Reputation: Most of the time, a hero doesn't decide to use his or her reputation. The GM decides when a hero's reputation can be relevant to a scene or encounter. At the moment it becomes relevant, the GM makes a Reputation check for a GM character who might be influenced in some fashion due to the hero's fame or notoriety. When a character has a positive opinion of a hero's reputation, the hero is considered to be *famous* by that character. Fame, when recognized, provides +4 bonus to certain Charisma-based skill checks (Bluff, Diplomacy, Gather Information, Intimidate, and Perform). When a character has a negative opinion of a hero's reputation, the hero is considered to be *infamous* by that character. Also, at the GM's option, a hero might be considered infamous in certain situations due to events that have transpired in the campaign. Infamy provides a -4 penalty to certain Charisma-based skill checks.

Reputation Checks: Whenever the GM decides that a character's reputation can be a factor in an encounter, the GM makes a Reputation check (DC 25) for the GM character involved. A Reputation check is 1d20 + the hero's Reputation bonus + the GM character's Int modifier. (Some Knowledge skill modifiers might apply instead of the Int modifier, if the hero would be well known in the field covered by the Knowledge skill.) Modifiers to the Reputation check depend on the hero and the GM character in question, as shown below. Note that if the GM character has no possible way of recognizing a hero, then the Reputation check automatically fails.

Situation	Reputation Check Modifier
The hero is famous, known far and wide with either a positive or negative connotation	+10
GM character is part of the hero's professional or social circle	+5
The hero has some small amount of fame or notoriety	+2

Chapter 1: Character Creation and Advancement

Creating a superhero is fun and easy. Just following these steps, with guidance from your GM about what is and is not appropriate in the campaign.

STEP 1: DEVELOP A CONCEPT

What kind of superhero is your character? What is the nature of his powers? How do they work? These are important questions to decide upfront, because they shape how you will make your character. Make sure you get the GM's approval for your concept first.

STEP 2: DETERMINE ABILITY SCORES

Assign scores to your character's Strength, Dexterity, Constitution, Intelligence, Wisdom, and Charisma. There are two methods for determining superhero ability scores. Use whichever method your GM specifies.

High-Powered Superheroes: Roll 5d6 six times, discarding the two lowest dice each time. Arrange among the six abilities as desired. The player may reroll all abilities if his ability modifiers don't total at least +4 or if he doesn't have at least one score of 16 or better.

Point Buy: All abilities start at 8. Take a number of points (assigned by the GM) to spread out among all abilities. For ability scores up to 14, you buy them on a 1-for-1 basis. For ability scores above 14, it costs more. This method allows for maximum customization.

Table: Ability Score Point Costs

Score	Cost	Score	Cost
9	1	14	6
10	2	15	8
11	3	16	10
12	4	17	13
13	5	18	16

Table: Ability Score Points

Type of Campaign	Example	Buy Points Allowed
Semi-realistic superheroes	<i>X-Men</i>	32 points (e.g., 16/14/14/12/12/10)
Semi-fantasy superheroes	<i>Spider-Man</i>	40 points (e.g., 18/16/14/12/10/10)
High fantasy superheroes	<i>Superman</i>	48 points (e.g., 18/18/14/12/12/10)

STEP 3: CHOOSE A STARTING CLASS

Choose Mighty, Swift, Vital, Mental, Alert, or Charismatic Hero as your starting class at 1st level. The class you start out in greatly affects your starting hit points and skill points. Most importantly, your starting class determines the powers to which you have access initially.

STEP 4: CHOOSE A POWER

Choose one starting power from the five available to your starting class. This power normally starts out at Rank 1. However, if you choose a *limitation* for that power (see Chapter 6), it starts out at Rank 2.

STEP 5: DECIDE ON ANY DRAWBACKS

Superheroes are not always perfect. Sometimes they have personality failings, real-life conflicts, or serious problems. These are represented by *drawbacks*. Your superhero may have up to 3 drawbacks, and you must pick them during character generation. You cannot add them later, and these problems will always be with your character through his or her life. Each drawback you choose gives your character one bonus feat (the character still must meet any prerequisites) from the following list:

Alertness, Armor Proficiency (Light, Medium, Heavy), Brawl, Diehard, Endurance, Great Fortitude, Heroic Surge, Improved Damage Threshold, Improved Initiative, Iron Will, Lightning Reflexes, Toughness.

STEP 6: SELECT SKILLS

Spend your starting skill points on skills for your superhero. Any skill listed as a class skill costs 1 point per rank, and you can begin with up to 4 ranks. Any other skill costs 1 point per half a rank, and you can begin with up to 2.0 ranks.

STEP 7: SELECT FEATS

Every superhero begins with Simple Weapons Proficiency as a starting class feat. Additionally, your character gets 2 other feats of your choice. You may choose any feats as long as your 1st-level character meets the prerequisites. Also, choose your bonus feats for drawbacks (up to 3) from the approved list above.

STEP 8: RECORD COMBAT NUMBERS

Record your superhero's hit points, Defense, Initiative, base attack bonus, and saving throws based on starting class and any feats chosen.

STEP 9: FLESH OUT YOUR BACKGROUND STORY

Every superhero has a past. What is your name? Where were you born? How did you discover your powers? Who else knows about them? What happened to your family and friends, and where are they now? What kind of life have you been leading since you discovered you were not normal? How do you feel about having super powers? Answer these and other important questions in your background story.

STEP 10: LEVELING UP

As your superhero gains experience, he or she will gain levels. When you gain a level, you add it to one of the superhero classes. It does not have to be the same class every time, and you can multi-class freely without penalty. However, no single superhero class goes higher than 10th level. Your total of all levels based on your experience total is called your *character level*. Your total levels in any particular class is your *class level*. You gain additional feats based on your character level (at 3rd, 6th, 9th, 12th, 15th, and 18th character level). You also gain ability score boots based on your character level (+1 to any ability score of your choice at 4th, 8th, 12th, 16th, and 20th character level).

Depending on the difficulty of the campaign, the GM may want you to begin at higher than 1st level. A 1st-level superhero is a green neophyte brand-new to his or her powers. *Novice heroes* who have a basic understanding of their powers begin at 3rd level. *Tested heroes* who have fair experience using their powers begin at 5th level. *Veteran heroes* who have spent years using their powers against the forces of evil begin at 7th level. *Elite heroes* who are well-established and very powerful begin at 10th level. To create an advanced hero, make your 1st-level character as normal and then add additional levels one at a time.

SUPERHERO DRAWBACKS

ALTERED APPEARANCE

Your super powers have changed your appearance, marking you as ugly or freakish. You tend to frighten children and animals. You suffer a -4 penalty on all Charisma-based checks made to influence strangers, except Intimidate.

ARCHENEMY

You have picked up a personal enemy with powers at least as strong as yours, and often replicating yours in opposition. There may be a long, intertwined connection between your lives. This enemy will always seek to kill you in preference to any other target.

DARK SECRET

There is a mysterious underside to your past or how you gained your powers, and it is likely that even you yourself do not know the whole story. But it would greatly damage your reputation, disrupt your life, or help your enemies if your secret ever got out.

DEPENDENCE

You are dependent on a particular drug, chemical, or energy to maintain your health. Without it, your powers might consume you. Each day you go without the substance, you suffer a number of negative levels equal to the total days you have gone without it, cumulative (so 1 on the first day, 2 on the second day, etc.). You are dead when the total negative levels equal or exceed your character levels.

FEAR

You suffer from an intense phobia even though you are not actually any more vulnerable to it. Choose a broad category of phobias—acrophobia, claustrophobia, fear of bugs, fear of water, fear of fire. Every round that you are exposed to the thing you are afraid of, you must make a Will saving throw (DC 15). If the save fails, you are *frightened* until the source of the fear is out of sight.

MISUNDERSTOOD BY AUTHORITIES

Law enforcement almost everywhere doesn't trust you. At best they think you're an out-of-control vigilante, and at worst they're convinced you're a villain. Your attempts to "help out" society are almost always seen in the worst possible light by the authorities.

NOT A TEAM PLAYER

Maverick. Renegade. Lone wolf. Whatever the name you prefer, most other people think you are a jerk to work with. You always have to be right or always need to call the shots. This often puts you at odds with teammates.

SECRET IDENTITY

The world does not know who you are when you're not being a superhero. You take great pains to keep your normal identity and heroic alter ego separate, because you would certainly endanger, embarrass, or anger your family and friends if your identity were ever exposed.

SOMEONE NEEDS ME

You share an intense bond with a family member, friend, or lover. Nothing ever comes before this person. You always protect this person above any other duty. You would not hesitate to sacrifice yourself to protect him or her. If this person were ever used against you by your enemies, you would do anything to get him or her back.

SQUEAKY CLEAN

You are committed to being a virtuous and honorable hero. You won't do anything that would soil your reputation, hurt or endanger an innocent person, or break the law. You insist that your comrades hold to your high ethics, too.

VULNERABILITY

Something in the essence of your being makes you painfully vulnerable to a certain effect. Choose one type of substance, energy, or force (poison, disease, cold, electricity, fire, sonic, or psionics). You automatically take +50% damage from it, or suffer a -4 penalty on your saving throw if no damage is involved.

WEAKNESS

You are virtually crippled in the presence of a particular effect or in a particular situation. Choose a force, physical effect, or psychological situation. Every round that you are exposed to the source of your weakness, you must make a Fortitude (for physical weaknesses) or Will (for psychological weaknesses) saving throw (DC 20). If the save fails, you are *dazed* or *nauseated* (as appropriate to the situation) that round. The chosen force, effect, or situation must be something the hero has a reasonable chance of encountering or something that villainous enemies could potentially use against him. For example, a hero who as a child saw his parents killed might be dazed whenever he sees a loved one in danger, or a nocturnal hero could be nauseated when exposed to the sun.

Chapter 2: Classes

This section details the six classes in which superheroes (and villains) take levels. After 1st level, the character can increase the level of the starting class or add levels in new classes without restriction, but he or she always gains the “additional level” hit points and skill points. Adding additional classes extends the powers and skills available to a character. If a character has levels in two classes that both offer access to the same power, he or she can select that power for both classes and add the ranks together (up to the maximum of 5). When a character gains skill points for advancing a level, the skills for that class are purchased at 1 point per rank. All other skills are cross-class and cost 1 point per half-rank, even if they are class skills for the character’s other class levels. Maximum ranks for a skill that is listed as a class skill for any of the classes in which the character has taken levels is 3 + the character level. If the skill is not a class skill for any of the character’s classes, maximum rank is half that total (rounded down).

THE MIGHTY SUPERHERO

Ability: Strength

Hit Points: 8 hp as a 1st level character, 4 hp at each additional level

Action Points: Mighty superheroes gain a number of action points equal to 6 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: Climb (Str), Craft (structural) (Int), Handle Animal (Cha), Jump (Str), Knowledge (current events, popular culture, streetwise, tactics) (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Speak Language (none), Swim (Str).

Skill Points at 1st Level: (3 + Int modifier) x4.

Skill Points at Each Additional Level: 3 + Int modifier.

Starting Feats: Simple Weapons Proficiency feat (in addition to the two feats all characters get at 1st level).

Table: The Mighty Superhero

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defense Bonus	Reputation Bonus
1st	+1	+1	+0	+0	Power	+1	+0
2nd	+2	+2	+0	+0	Bonus feat	+2	+0
3rd	+3	+2	+1	+1	Power	+2	+0
4th	+4	+2	+1	+1	Bonus feat	+3	+0
5th	+5	+3	+1	+1	Power	+3	+1
6th	+6/+1	+3	+2	+2	Bonus feat	+3	+1
7th	+7/+2	+4	+2	+2	Power	+4	+1
8th	+8/+3	+4	+2	+2	Bonus feat	+4	+1
9th	+9/+4	+4	+3	+3	Power	+5	+2
10th	+10/+5	+5	+3	+3	Bonus feat	+5	+2

Powers

At 1st, 3rd, 5th, 7th, and 9th level, the Mighty superhero selects a power or upgrades an existing power from the following list: Energy Blast, Indestructibility, Natural Weapon, Super Strength or Giant Size (choose one)

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Mighty superhero gains a bonus feat. This feat must be selected from the following list, and the character must meet any prerequisites: Animal Affinity, Archaic Weapons Proficiency, Athletic, Awesome Blow, Blind-Fight, Brawl, Cleave, Combat Martial Arts, Combat Reflexes, Fists of Fury, Great Cleave, Improved Brawl, Improved Combat Martial Arts, Power Attack, Toughness, Weapon Focus/Specialization. Or, the hero may choose from these epic power feats: Energy Build-Up, Giant Mastery, Indestructible Body, Natural Weapon Charge, Super Leap.

THE SWIFT SUPERHERO

Ability: Dexterity

Hit Points: 8 hp as a 1st level character, 4 hp at each additional level

Action Points: Swift superheroes gain a number of action points equal to 6 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: Balance (Dex), Craft (mechanical) (Int), Drive (Dex), Escape Artist (Dex), Hide (Dex), Knowledge (current events, popular culture, streetwise) (Int), Move Silently (Dex), Pilot (Dex), Profession (Wis), Read/Write Language (none), Ride (Dex), Sleight of Hand (Dex), Speak Language (none), Tumble (Dex).

Skill Points at 1st Level: (5 + Int modifier) x4.

Skill Points at Each Additional Level: 5 + Int modifier.

Starting Feats: Simple Weapons Proficiency feat (in addition to the two feats all characters get at 1st level).

Table: The Swift Superhero

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+0	Power	+3	+0
2nd	+1	+0	+2	+0	Bonus feat	+4	+0
3rd	+2	+1	+2	+1	Power	+4	+1
4th	+3	+1	+2	+1	Bonus feat	+5	+1
5th	+3	+1	+3	+1	Power	+5	+1
6th	+4	+2	+3	+2	Bonus feat	+6	+2
7th	+5	+2	+4	+2	Power	+6	+2
8th	+6/+1	+2	+4	+2	Bonus feat	+7	+2
9th	+6/+1	+3	+4	+3	Power	+7	+3
10 th	+7/+2	+3	+5	+3	Bonus feat	+8	+3

Powers

At 1st, 3rd, 5th, 7th, and 9th level, the Swift superhero selects a power or upgrades an existing power from the following list: Energy Blast, Flight, Phase, Shrink, Super Dexterity or Super Speed (choose one).

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Swift superhero gains a bonus feat. This feat must be selected from the following list, and the character must meet any prerequisites: Acrobatic, Combat Expertise, Combat Reflexes, Combat Throw, Defensive Martial Arts, Dodge, Elusive Target, Focused, Improved Disarm, Lightning Reflexes, Mobility, Point Blank Shot, Stealthy, Toughness, Weapon Finesse. Or, the hero may choose from these epic power feats: Energy Build-Up, Flight Burst, Phase-Through, Shrink Subatomic, Speed Burst, Super Leap.

THE VITAL SUPERHERO

Ability: Constitution

Hit Points: 10 hp as a 1st level character, 5 hp at each additional level

Action Points: Vital superheroes gain a number of action points equal to 6 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: Climb (Str), Concentration (Con), Craft (mechanical, structural) (Int), Drive (Dex), Intimidate (Cha), Knowledge (current events, popular culture, streetwise) (Int), Profession (Wis), Read/Write Language (none), Ride (Dex), Speak Language (none), Spot (Wis), Survival (Wis).

Skill Points at 1st Level: (3 + Int modifier) x4.

Skill Points at Each Additional Level: 3 + Int modifier.

Starting Feats: Simple Weapons Proficiency feat (in addition to the two feats all characters get at 1st level).

Table: The Vital Superhero

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defense Bonus	Reputation Bonus
1st	+0	+1	+0	+0	Power	+1	+0
2nd	+1	+2	+0	+0	Bonus feat	+2	+0
3rd	+2	+2	+1	+1	Power	+2	+1
4th	+3	+2	+1	+1	Bonus feat	+3	+1
5th	+3	+3	+1	+1	Power	+3	+1
6th	+4	+3	+2	+2	Bonus feat	+3	+2
7th	+5	+4	+2	+2	Power	+4	+2
8th	+6/+1	+4	+2	+2	Bonus feat	+4	+2
9th	+6/+1	+4	+3	+3	Power	+5	+3
10th	+7/+2	+5	+3	+3	Bonus feat	+5	+3

Powers

At 1st, 3rd, 5th, 7th, and 9th level, the Vital superhero selects a power or upgrades an existing power from the following list: Elasticity, Elemental Form, Fast Healing, Giant Size, Indestructibility.

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Vital superhero gains a bonus feat. This feat must be selected from the following list, and the character must meet any prerequisites: Alertness, Athletic, Brawl, Confident, Die Another Day, Diehard, Endurance, Fists of Fury, Great Fortitude, Improved Brawl, Improved Bull Rush, Improved Overrun, Knockout Punch, Power Attack, Streetfighting, Toughness. Or, the hero may choose from these epic power feats: Elastic Knockback, Elemental Mastery, Fast Heal-All, Giant Mastery, Indestructible Body.

THE MENTAL HERO

Ability: Intelligence

Hit Points: 6 hp as a 1st level character, 3 hp at each additional level

Action Points: Mental superheroes gain a number of action points equal to 6 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: Computer Use (Int), Concentration (Con), Craft (chemical, electronic, mechanical, pharmaceutical, structural, visual art, writing) (Int), Decipher Script (Int), Demolitions (Int), Disable Device (Int), Forgery (Int), Investigate (Int), Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, earth and life sciences, history, physical sciences, popular culture, psionics, streetwise, tactics, technology, theology and philosophy) (Int), Navigate (Int), Profession (Wis), Read/Write Language (none), Repair (Int), Research (Int), Search (Int), Speak Language (none), Treat Injury (Wis).

Skill Points at 1st Level: (9 + Int modifier) x4.

Skill Points at Each Additional Level: 9 + Int modifier.

Starting Feats: Simple Weapons Proficiency feat (in addition to the two feats all characters get at 1st level).

Table: The Mental Superhero

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defense Bonus	Reputation Bonus
1st	+0	+0	+0	+1	Power	+0	+1
2nd	+1	+0	+0	+2	Bonus feat	+1	+1
3rd	+1	+1	+1	+2	Power	+1	+1
4th	+2	+1	+1	+2	Bonus feat	+1	+2
5th	+2	+1	+1	+3	Power	+2	+2
6th	+3	+2	+2	+3	Bonus feat	+2	+2
7th	+3	+2	+2	+4	Power	+2	+3
8th	+4	+2	+2	+4	Bonus feat	+3	+3
9th	+4	+3	+3	+4	Power	+3	+3
10th	+5	+3	+3	+5	Bonus feat	+3	+4

Powers

At 1st, 3rd, 5th, 7th, and 9th level, the Mental superhero selects a power or upgrades an existing power from the following list: Control Weather, Phase, Psychokinesis, Telepathy, Teleportation

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Mental superhero gains a bonus feat. This feat must be selected from the following list, and the character must meet any prerequisites: Aircraft Operation, Builder, Cautious, Combat Expertise, Educated, Gearhead, Improved Trip, Iron Will, Mastercrafter, Medical Expert, Meticulous, Studious, Surface Vehicle Operation, Surgery, Toughness, Windfall. Or, the hero may choose from these epic power feats: Control Tornado, Phase-Through, Teleportal, Televade.

Mental superheroes who possess the Psychokinesis or Telepathy power also may select the following as bonus feats: Expand Psi Power, Focus Psi Power, Heighten Psi Power, Maximize Psi Power, Psi Penetration, Quicken Psi Power.

THE ALERT SUPERHERO

Ability: Wisdom

Hit Points: 6 hp as a 1st level character, 3 hp at each additional level

Action Points: Alert superheroes gain a number of action points equal to 6 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: Concentration (Con), Craft (pharmaceutical, visual art, writing) (Int), Gamble (Wis), Investigate (Int), Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, earth and life sciences, history, physical sciences, popular culture, psionics, streetwise, tactics, technology, theology and philosophy) (Int), Listen (Wis), Profession (Wis), Read/Write Language (none), Sense Motive (Wis), Speak Language (none), Spot (Wis), Survival (Wis), Treat Injury (Wis).

Skill Points at 1st Level: (5 + Int modifier) x4.

Skill Points at Each Additional Level: 5 + Int modifier.

Starting Feats: Simple Weapons Proficiency feat (in addition to the two feats all characters get at 1st level).

Table: The Alert Superhero

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defense Bonus	Reputation Bonus
1st	+0	+0	+1	+1	Power	+1	+1
2nd	+1	+0	+2	+2	Bonus feat	+2	+1
3rd	+2	+1	+2	+2	Power	+2	+1
4th	+3	+1	+2	+2	Bonus feat	+3	+2
5th	+3	+1	+3	+3	Power	+3	+2
6th	+4	+2	+3	+3	Bonus feat	+3	+2
7th	+5	+2	+4	+4	Power	+4	+3
8th	+6/+1	+2	+4	+4	Bonus feat	+4	+3
9th	+6/+1	+3	+4	+4	Power	+5	+3
10th	+7/+2	+3	+5	+5	Bonus feat	+5	+4

Powers

At 1st, 3rd, 5th, 7th, and 9th level, the Alert superhero selects a power or upgrades an existing power from the following list: Energy Blast, Force Field, Hold, Psychokinesis, Super Senses.

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Alert superhero gains a bonus feat. This feat must be from this list, and the character must meet any prerequisites: Archaic Weapon Proficiency, Alertness, Attentive, Blind-Fight, Dead Aim, Educated, Far Shot, Guide, Improved Initiative, Iron Will, Meticulous, Point Blank Shot, Precise Shot, Toughness, Track, Weapon Focus. Or, the hero may choose from these epic power feats: Energy Build-Up, Force Barrier, Force Flash, Hold Object, Super Sensitivity, Super Sniffer.

Alert superheroes who possess the Psychokinesis power also may select the following as bonus feats: Expand Psi Power, Focus Psi Power, Heighten Psi Power, Maximize Psi Power, Psi Penetration, Quicken Psi Power.

THE CHARISMATIC SUPERHERO

Ability: Charisma

Hit Points: 6 hp as a 1st level character, 3 hp at each additional level

Action Points: Charismatic superheroes gain a number of action points equal to 6 + one-half their character level, rounded down, at 1st level and every time they attain a new level in this class.

Class Skills: Bluff (Cha), Craft (visual art, writing) (Int), Diplomacy (Cha), Disguise (Cha), Gather Information (Cha), Handle Animal (Cha), Intimidate (Cha), Knowledge (arcane lore, art, behavioral sciences, business, civics, current events, popular culture, psionics, streetwise, theology and philosophy) (Int), Perform (act, dance, keyboards, percussion instruments, sing, stand-up, stringed instruments, wind instruments) (Cha), Profession (Wis), Read/Write Language (none), and Speak Language (none).

Skill Points at 1st Level: (7 + Int modifier) x4.

Skill Points at Each Additional Level: 7 + Int modifier.

Starting Feats: Simple Weapons Proficiency feat (in addition to the two feats all characters get at 1st level).

Table: The Charismatic Superhero

Class Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Class Features	Defense Bonus	Reputation Bonus
1st	+0	+1	+0	+1	Power	+0	+2
2nd	+1	+2	+0	+2	Bonus feat	+1	+2
3rd	+1	+2	+1	+2	Power	+1	+2
4th	+2	+2	+1	+2	Bonus feat	+1	+3
5th	+2	+3	+1	+3	Power	+2	+3
6th	+3	+3	+2	+3	Bonus feat	+2	+3
7th	+3	+4	+2	+4	Power	+2	+4
8th	+4	+4	+2	+4	Bonus feat	+3	+4
9th	+4	+4	+3	+4	Power	+3	+4
10th	+5	+5	+3	+5	Bonus feat	+3	+5

Powers

At 1st, 3rd, 5th, 7th, and 9th level, the Charismatic superhero selects a power or upgrades an existing power from the following list: Disguise Form, Drain, Healing Touch, Mesmerize, Telepathy

Bonus Feats

At 2nd, 4th, 6th, 8th, and 10th level, the Charismatic superhero gains a bonus feat. This feat must be selected from the following list, and the character must meet any prerequisites: Agile Riposte, Animal Affinity, Archaic Weapon Proficiency, Confident, Creative, Deceptive, Dodge, Exotic Melee Weapon Proficiency, Frightful Presence, Iron Will, Lightning Reflexes, Low Profile, Renown, Toughness, Trustworthy, Windfall. Or, the hero may choose from these epic power feats: Disguise Mastery, Drain Boost, Heal-All Touch, Mesmerize Whammy.

Charismatic superheroes who possess the Telepathy power also may select the following as bonus feats: Expand Psi Power, Focus Psi Power, Heighten Psi Power, Maximize Psi Power, Psi Penetration, Quicken Psi Power.

Chapter 3: Skills

D20 Superheroes use most of the same core skills as in the latest SRD for Version 3.5 *D&D*. Skills like Climb, Hide, Jump, Listen, Move Silently, Spot, and most others are unchanged. However, the modern setting requires certain unique skills or period-specific modification to basic skills. Listed below are only the special or revised skills from *D20 Modern* that could be of use in a D20 superhero campaign. For all other skills, consult the Version 3.5 D20 SRD.

Computer Use (Int)

Check: Most normal computer operations don't require a Computer Use check (though a character might have to make a Research check; see the Research skill description). However, searching an unfamiliar network for a particular file, writing computer programs, altering existing programs to perform differently (better or worse), and breaking through computer security are all relatively difficult and require skill checks.

Find File: This skill can be used for finding files or data on an unfamiliar system. The DC for the check and the time required are determined by the size of the site on which the character is searching.

Finding public information on the Internet does not fall under this category; usually, such a task requires a Research check. This application of the Computer Use skill only pertains to finding files on private systems with which the character is not familiar.

Size of Site	DC	Time
Personal computer	10	1 round
Small office network	15	2 rounds
Large office network	20	1 minute
Massive corporate network	25	10 minutes

Defeat Computer Security: This application of Computer Use can't be used untrained. The DC is determined by the quality of the security program installed to defend the system. If the check is failed by 5 or more, the security system immediately alerts its administrator that there has been an unauthorized entry. An alerted administrator may attempt to identify the character or cut off the character's access to the system.

Sometimes, when accessing a difficult site, the character has to defeat security at more than one stage of the operation. If the character beats the DC by 10 or more when attempting to defeat computer security, the character automatically succeeds at all subsequent security checks at that site until the end of the character's session (see Computer Hacking below).

Level of Security	DC
Minimum	20
Average	25
Exceptional	35
Maximum	40

Computer Hacking

Breaking into a secure computer or network is often called hacking.

When a character hacks, he or she attempts to invade a site. A site is a virtual location containing files, data, or applications. A site can be as small as a single computer, or as large as a corporate network connecting computers and data archives all over the world—the important thing is that access to the site connects the user to everything within it. Some sites can be accessed via the Internet; others are not connected to any outside network and can only be tapped into by a user who physically accesses a computer connected to the site.

Every site is overseen by a system administrator—the person in charge of the site, and who maintains its security. Often, the system administrator is the only person with access to all of a site's functions and data. A site can have more than one system administrator; large sites have a system administrator on duty at all times. A character is the system administrator of his or her personal computer.

When a character hacks into a site, the visit is called a session. Once a character stops accessing the site, the session is over. The character can go back to the site in the future; when he or she does, it's a new session.

Several steps are required to hack into a site:

Covering Tracks: This step is optional. By making a Computer Use check (DC 20), a character can alter his or her identifying information. This imposes a -5 penalty on any attempt made to identify the character if his or her activity is detected.

Access the Site: There are two ways to do this: physically or over the Internet.

Physical Access: A character gains physical access to the computer, or a computer connected to the site. If the site being hacked is not connected to the Internet, this is probably the only way a character can access it. A variety of skill checks may be required, depending on the method used to gain access.

Internet Access: Reaching a site over the net requires two Computer Use checks. The first check (DC 10) is needed to find the site on the net. The second is a check to defeat computer security (see the Computer Use skill description). Once a character has succeeded in both checks, the character has accessed the site.

Locate What You're Looking For: To find the data (or application, or remote device) the character wants, make a Computer Use check. See Find File under the skill description.

Defeat File Security: Many networks have additional file security. If that's the case, the character needs to make another check to defeat computer security.

Do Your Stuff: Finally, the character can actually do what he or she came to do. If the character just wants to look at records, no additional check is needed. (A character can also download data, although that often takes several rounds—or even several minutes, for especially large amounts of information—to complete.) Altering or deleting records sometimes requires yet another check to defeat computer security. Other operations can be carried out according to the Computer Use skill description.

Defend Security: If the character is the system administrator for a site (which may be as simple as being the owner of a laptop), he or she can defend the site against intruders. If the site alerts the character to an intruder, the character can attempt to cut off the intruder's access (end the intruder's session), or even to identify the intruder.

To cut off access, make an opposed Computer Use check against the intruder. If the character succeeds, the intruder's session is ended. The intruder might be able to defeat the character's security and access his or her site again, but the intruder will have to start the hacking process all over. Attempting to cut off access takes a full round. One surefire way to prevent further access is to simply shut the site down. With a single computer, that's often no big deal—but on a large site with many computers (or computers controlling functions that can't be interrupted), it may be time-consuming or even impossible.

To identify the intruder, make an opposed Computer Use check against the intruder. If the character succeeds, the character learns the site from which the intruder is operating (if it's a single computer, the character learns the name of the computer's owner). Identifying the intruder requires 1 minute and is a separate check from cutting off access. This check can only be made if the intruder is accessing the character's site for the entire length of the check—if the intruder's session ends before the character finishes the check, the character automatically fails.

Degrade Programming: A character can destroy or alter applications on a computer to make use of that computer harder or impossible. The DC for the attempt depends on what the character tries to do. Crashing a computer simply shuts it down. Its user can restart it without making a skill check (however, restarting takes 1 minute). Destroying programming makes the computer unusable until the programming is repaired. Damaging programming imposes a -4 penalty on all Computer Use checks made with the computer (sometimes this is preferable to destroying the programming, since the user might not know that anything is wrong, and won't simply decide to use a different computer).

A character can degrade the programming of multiple computers at a single site; doing so adds +2 to the DC for each additional computer.

<u>Scope of Alteration</u>	<u>DC</u>	<u>Time</u>
Crash computer	10	1 minute
Destroy programming	15	10 minutes
Damage programming	20	10 minutes

Fixing the degraded programming requires 1 hour and a Computer Use check against a DC equal to the DC for degrading it + 5.

Write Program: A character can create a program to help with a specific task. Doing so grants the character a +2 circumstance bonus to the task.

A specific task, in this case, is one type of operation with one target.

The DC to write a program is 20; the time required is 1 hour.

Operate Remote Device: Many devices are computer-operated via remote links. If the character has access to the computer that controls such systems, the character can either shut them off or change their operating parameters. The DC depends on the nature of the operation. If the character fails the check by 5 or more, the system immediately alerts its administrator that there has been an unauthorized use of the equipment. An alerted administrator may attempt to identify the character or cut off his or her access to the system.

Type of Operation	DC	Time
Shut down passive remote (including cameras and door locks)	20	1 round per remote
Shut down active remote (including motion detectors and alarms)	25	1 round per remote
Reset parameters	30	1 minute per remote
Change passcodes	25	1 minute
Hide evidence of alteration	+10	1 minute
Minimum security	-5	—
Exceptional security	+10	—
Maximum security	+15	—

Special: A character can take 10 when using the Computer Use skill. A character can take 20 in some cases, but not in those that involve a penalty for failure. (A character cannot take 20 to defeat computer security or defend security.)

A character with the Gearhead feat gets a +2 bonus on all Computer Use checks.

Time: Computer Use requires at least a full-round action. The GM may determine that some tasks require several rounds, a few minutes, or longer, as described above.

Craft (Int)

This skill encompasses several categories, each of them treated as a separate skill: Craft (chemical), Craft (electronic), Craft (mechanical), Craft (pharmaceutical), Craft (structural), Craft (visual arts), and Craft (writing). Craft skills are specifically focused on creating objects. To use a Craft skill effectively, a character must have a kit or some other set of basic tools. The purchase DC of this equipment varies according to the particular Craft skill. To use Craft, first decide what the character is trying to make and consult the category descriptions below. Make a Wealth check against the given purchase DC for the object to see if the character succeeds in acquiring the raw materials. If the character succeeds at that check, make the Craft check against the given DC for the object in question. If the character fails the check, he or she does not make the object, and the raw materials are wasted (unless otherwise noted).

Generally, a character can take 10 when using a Craft skill to construct an object, but can't take 20 (since doing so represents multiple attempts, and the character uses up the raw materials after the first attempt). The exception is Craft (writing); a character can take 20 because the character does not use up any raw materials (and thus no Wealth check is required to use the skill).

Craft (chemical) (Int) Trained Only

This skill allows a character to mix chemicals to create acids, bases, explosives, and poisonous substances.

Acids and Bases: Acids are corrosives substances. Bases neutralize acids but do not deal damage. A base of a certain type counteracts an acid of the same type or a less potent type.

Type of Acid	Purchase DC	Craft DCs		
		Acid	Base	Time
Mild (1d6/1d10) ¹	8	15	10	1 min.
Potent (2d6/2d10)	12	20	15	30 min.
Concentrated (3d6/3d10)	16	30	20	1 hr.

¹ The dice rolls in parentheses are typical contact damage/immersion damage caused per round of immersion.

Explosives: Building an explosive from scratch is dangerous. If the Craft (chemical) check fails, the raw materials are wasted. If the check fails by 5 or more, the explosive compound detonates as it is being made, dealing half of its intended damage to the builder and anyone else in the burst radius. If the check succeeds, the final product is a solid material, about the size of a brick. An explosive compound does not include a fuse or detonator. Connecting a fuse or detonator requires a Demolitions check.

Type of Scratch-Built Explosive	Purchase DC	Craft DC	Reflex DC	Time
Improvised (1d6/5 feet) ¹	6	10	10	1 round
Simple (2d6/5 feet)	12	15	12	10 min.
Moderate (4d6/10 feet)	16	20	12	1 hr.
Complex (6d6/15 feet)	20	25	15	3 hr.
Powerful (8d6/20 feet)	25	30	15	12 hr.
Devastating (10d6/25 feet)	30	35	18	24 hr.

¹ The figures in parentheses are typical damage/burst radius for each type of explosive.

Poisonous Substances: Solid poisons are usually ingested. Liquid poisons are most effective when injected directly into the bloodstream. Gaseous poisons must be inhaled to be effective.

Save DC: The Difficulty Class of the Fortitude save to negate the effects of the poison.

Initial Damage: The damage a character takes immediately upon failing his or her Fortitude save.

Secondary Damage: The damage a character takes after 1 minute of exposure to the poison if the character fails a second saving throw. Ability score damage is temporary, unless marked with an asterisk, in which case the damage is permanent ability drain. Unconsciousness lasts for 1d3 hours, and paralysis lasts 2d6 minutes.

Purchase DC: The DC for the Wealth check necessary to obtain the raw materials to craft the poison, or to purchase one bottle of solid or liquid poison or one high-pressure cylinder of gaseous poison. A bottle holds four doses, while a cylinder holds enough gas to fill a 10-foot-radius area.

Restriction: The restriction rating for the poison, if any, and the appropriate black market purchase DC modifier.

Craft DC: The DC of the Craft check to create a quantity of the poison.

Time: The amount of time required for the Craft check.

If the Craft check succeeds, the final product is a synthesized solid or liquid poison stored in a bottle (containing 4 doses) or a gas stored in a pressurized cylinder. When released, the gas is sufficient to fill a 10-foot-radius area and takes 1 round to fill the area.

Poison	Type	Save DC	Initial Damage	Secondary Damage	Purchase DC	Restriction	Craft DC	Time
Arsenic	Ingested	15	1d4 Str	2d4 Con	9	Res (+2)	24	4 hr.
Atropine	Injury	13	1d6 Dex	1d6 Str	3	Res (+2)	14	1 hr.
Belladonna (plant)	Injury	18	1d6 Str	2d6 Str	14	Lic (+1)	n/a	n/a
Blue vitriol	Injury	12	1d2 Con	1d2 Con	3	Res (+2)	9	1 hr.
Blue-ringed octopus venom	Injury	15	1d4 Con	1d4 Con	14	Lic (+1)	n/a	n/a
Chloral hydrate	Ingested	18	1d6 Dex	Unconsciousness 1d3 hours	12	Res (+2)	28	8 hr.
Chloroform ¹	Inhaled	17	Unconsciousness 1d3 hours	—	9	Res (+2)	24	4 hr.
Curare (plant)	Injury	18	2d4 Dex	2d4 Wis	15	Res (+2)	n/a	n/a
Cyanide	Injury	16	1d6 Con	2d6 Con	15	Mil (+3)	31	15 hr.
Cyanogen	Inhaled	19	1d4 Dex	2d4 Con	12	Mil (+3)	28	8 hr.
DDT	Inhaled	17	1d2 Str	1d4 Str	9	Lic (+1)	20	4 hr.
Knockout gas	Inhaled	18	1d3 Dex	Unconsciousness 1d3 hours	12	Res (+2)	26	8 hr.
Lead arsenate (gas)	Inhaled	12	1d2 Str	1d4 Con	6	Res (+2)	17	2 hr.
Lead arsenate (solid)	Ingested	12	1d2 Con	1d4 Con	6	Res (+2)	18	2 hr.

Mustard gas	Inhaled	17	1d4 Con	2d4 Con	12	Mil (+3)	26	8 hr.
Paris green (gas)	Inhaled	14	1d2 Con	1d4 Con	9	Res (+2)	20	4 hr.
Paris green (solid)	Ingested	14	1d4 Con	1d4 Con	9	Res (+2)	24	4 hr.
Puffer poison (fish)	Injury	13	1d6 Str	Paralysis 2d6 minutes	13	Lic (+1)	n/a	n/a
Rattlesnake venom	Injury	12	1d6 Con	1d6 Con	12	Lic (+1)	n/a	n/a
Sarin nerve gas	Inhaled	18	1d4 Con	2d4 Con	15	Illegal (+4)	30	15 hr.
Scorpion/tarantula venom	Injury	11	1d2 Str	1d2 Str	12	Lic (+1)	n/a	n/a
Strychnine	Injury	19	1d3 Dex	2d4 Con	9	Res (+2)	23	4 hr.
Tear gas	Inhaled	15	Nauseated 1d6 rounds	—	9	Res (+2)	21	4 hr.
VX nerve gas	Inhaled	22	1d6 Con	2d6 Con	21	Illegal (+4)	42	48 hr.

1 Chloroform gives off vapor that causes unconsciousness. Applying chloroform to an unwilling subject requires a successful grapple check and pin.

Special: A character without a chemical kit takes a –4 penalty on Craft (chemical) checks. A character with the Builder feat gets a +2 bonus on all Craft (chemical) checks.

Craft (electronic) (Int) Trained Only

This skill allows a character to build electronic equipment from scratch, such as audio and video equipment, timers and listening devices, or radios and communication devices.

When building an electronic device from scratch, the character describes the kind of device he or she wants to construct; then the Gamemaster decides whether the device is simple, moderate, complex, or advanced compared to current technology.

Type of Scratch-Built

Electronics (Examples)	Purchase DC	Craft DC	Time
Simple (timer or detonator)	8	15	1 hr.
Moderate (radio direction finder, electronic lock)	12	20	12 hr.
Complex (cell phone)	16	25	24 hr.
Advanced (computer)	22	30	60 hr.

Special: A character without an electrical tool kit takes a –4 penalty on Craft (electronic) checks. A character with the Builder feat gets a +2 bonus on all Craft (electronic) checks.

Craft (mechanical) (Int) Trained Only

This skill allows a character to build mechanical devices from scratch, including engines and engine parts, weapons, armor, and other gadgets. When building a mechanical device from scratch, the character describes the kind of device he or she wants to construct; then the Gamemaster decides if the device is simple, moderate, complex, or advanced compared to current technology.

Type of Scratch-Built Mechanical Device (Examples)	Purchase DC	Craft DC	Time
Simple (tripwire trap)	5	15	1 hr
Moderate (engine component, light armor)	12	20	12 hr.
Complex (automobile engine, 9mm autoloader handgun)	16	25	24 hr.
Advanced (jet engine)	20	30	60 hr.

Special: A character without a mechanical tool kit takes a –4 penalty on Craft (mechanical) checks. A character with the Builder feat gets a +2 bonus on all Craft (mechanical) checks.

Craft (pharmaceutical) (Int) Trained Only

This skill allows a character to compound medicinal drugs to aid in recovery from treatable illnesses. A medicinal drug gives a +2 circumstance bonus on Fortitude saves made to resist the effects of a disease.

The Craft (pharmaceutical) check is based on the severity of the disease to be countered as measured by the DC of the Fortitude save needed to resist it.

Disease Fortitude Save DC	Purchase DC	Craft DC	Time
14 or lower	5	15	1 hr.
15–18	10	20	3 hr.
19–22	15	25	6 hr.
23 or higher	20	30	12 hr.

Special: A character without a pharmacist kit takes a –4 penalty on Craft (pharmaceutical) checks.

A character with the Medical Expert feat gets a +2 bonus on all Craft (pharmaceutical) checks.

Craft (structural) (Int)

This skill allows a character to build wooden, concrete, or metal structures from scratch, including bookcases, desks, walls, houses, and so forth, and includes such handyman skills as plumbing, house painting, drywall, laying cement, and building cabinets.

Type of Scratch-Built Structure (Examples)	Purchase DC	Craft DC	Time
Simple (bookcase, false wall)	5	15	12 hr.
Moderate (catapult, shed, house deck)	10	20	24 hr.
Complex (bunker, domed ceiling)	15	25	60 hr.
Advanced (house)	20	30	600 hr.

When building a structure from scratch, the character describes the kind of structure he or she wants to construct; then the Gamemaster decides if the structure is simple, moderate, complex, or advanced in scope and difficulty.

Special: A character without a mechanical tool kit takes a –4 penalty on Craft (structural) checks.

A character with the Builder feat gets a +2 bonus on all Craft (structural) checks.

Craft (visual art, writing) (Int)

When attempting to create a work of visual or written art, the character simply makes a Craft check, the result of which determines the quality of the work. Unless the effort is particularly elaborate or the character must acquire an expensive piece of equipment, the basic components have a purchase DC of 5.

Skill Check Result	Effort Achieved
9 or lower	Untalented amateur
10–19	Talented amateur
20–24	Professional
25–30	Expert
31 or higher	Master

Creating a work of art requires at least a full-round action, but usually takes an hour, a day, or more, depending on the scope of the project.

Special: A character with the Creative feat gets a +2 bonus on this check.

Demolitions (Int) Trained Only

Check: Setting a simple explosive to blow up at a certain spot doesn't require a check, but connecting and setting a detonator does. Also, placing an explosive for maximum effect against a structure calls for a check, as does disarming an explosive device.

Set Detonator: Most explosives require a detonator to go off. Connecting a detonator to an explosive requires a Demolitions check (DC 10). Failure means that the explosive fails to go off as planned. Failure by 10 or more means the explosive goes off as the detonator is being installed.

A character can make an explosive difficult to disarm. To do so, the character chooses the disarm DC before making his or her check to set the detonator (it must be higher than 10). The character's DC to set the detonator is equal to the disarm DC.

Place Explosive Device: Carefully placing an explosive against a fixed structure (a stationary, unattended inanimate object) can maximize the damage dealt by exploiting vulnerabilities in the structure's construction.

The GM makes the check (so that the character doesn't know exactly how well he or she has done). On a result of 15 or higher, the explosive deals double damage to the structure against which it is placed. On a result of 25 or higher, it deals triple damage to the structure. In all cases, it deals normal damage to all other targets within its burst radius.

Disarm Explosive Device: Disarming an explosive that has been set to go off requires a Demolitions check. The DC is usually 10, unless the person who set the detonator chose a higher disarm DC. If the character fails the check, he or she does not disarm the explosive. If the character fails by more than 5, the explosive goes off.

Special: A character can take 10 when using the Demolitions skill, but can't take 20.

A character with the Cautious feat and at least 1 rank in this skill gets a +2 bonus on all Demolitions checks.

A character without a demolitions kit takes a -4 penalty on Demolitions checks.

Making an explosive requires the Craft (chemical) skill. See that skill description for details.

Time: Setting a detonator is usually a full-round action. Placing an explosive device takes 1 minute or more, depending on the scope of the job.

Disable Device (Int) Trained Only

Check: The GM makes the Disable Device check so that the character doesn't necessarily know whether he or she has succeeded.

Open Lock: A character can pick conventional locks, finesse combination locks, and bypass electronic locks. The character must have a lockpick set (for a mechanical lock) or an electrical tool kit (for an electronic lock). The DC depends on the quality of the lock.

<u>Lock Type (Example)</u>	<u>DC</u>
Cheap (briefcase lock)	20
Average (home deadbolt)	25
High quality (business deadbolt)	30
High security (branch bank vault)	40
Ultra-high security (bank headquarters vault)	50

Disable Security Device: A character can disable a security device, such as an electric fence, motion sensor, or security camera. The character must be able to reach the actual device. If the device is monitored, the fact that the character attempted to disable it will probably be noticed. When disabling a monitored device, the character can prevent his or her tampering from being noticed. Doing so requires 10 minutes and an electrical tool kit, and increases the DC of the check by +10.

<u>Device Type (Example)</u>	<u>DC</u>
Cheap (home door alarm)	20
Average (store security camera)	25
High quality (art museum motion detector)	30
High security (bank vault alarm)	35
Ultrahigh security (motion detector at Area 51)	40

Traps and Sabotage: Disabling (or rigging or jamming) a simple mechanical device has a DC of 10. More intricate and complex devices have higher DCs. The GM rolls the check. If the check succeeds, the character disables the device. If the check fails by 4 or less, the character has failed but can try again. If the character fails by 5 or more, something goes wrong. If it's a trap, the character springs it. If it's some sort of sabotage, the character thinks the device is disabled, but it still works normally.

A character can rig simple devices to work normally for a while and then fail some time later (usually after 1d4 rounds or minutes of use).

Try Again?: Yes, though the character must be aware that he or she has failed in order to try again.

Special: A character can take 10 when making a Disable Device check. A character can take 20 to open a lock or to disable a security device, unless the character is trying to prevent his or her tampering from being noticed. Possessing the proper tools gives a character the best chance of succeeding on a Disable Device check. Opening a lock requires a lockpick set (for a mechanical lock) or an electrical tool kit (for an electronic lock). Opening a locked car calls for a car opening kit. Disabling a security device requires either a mechanical tool kit or an electronic toll kit, depending on the nature of the device. If the character does not have the appropriate tools, he or she takes a -4 penalty on your check.

A lock release gun can open a mechanical lock of cheap or average quality without a Disable Device check. A character with the Cautious feat and at least 1 rank in this skill gets a +2 bonus on all Disable Device checks.

Time: Disabling a simple mechanical device is a full-round action. Intricate or complex devices require 2d4 rounds.

Drive (Dex)

Check: Routine tasks, such as ordinary driving, don't require a skill check. Make a check only when some unusual circumstance exists (such as inclement weather or an icy surface), or when the character is driving during a dramatic situation (the character is being chased or attacked, for example, or is trying to reach a destination in a limited amount of time). When driving, the character can attempt simple maneuvers or stunts. See Driving a Vehicle for more details.

Try Again?: Most driving checks have consequences for failure that make trying again impossible.

Special: A character can take 10 when driving, but can't take 20.

A character with the Vehicle Expert feat gets a +2 bonus on all Drive checks.

There is no penalty for operating a general-purpose motor vehicle. Other types of motor vehicles (heavy wheeled, powerboat, sailboat, ship, and tracked) require the corresponding Surface Vehicle Operation feat, or the character takes a -4 penalty on Drive checks.

Time: A Drive check is a move action.

Gamble (Wis)

Check: To join or start a game, a character must first pay a stake. The character sets the purchase DC of the stake if he or she starts the game, or the GM sets it if the character joins a game. Stakes run from penny-ante (purchase DC 4) to astronomical (purchase DC 24). A character cannot take 20 when purchasing a stake.

If the stake is within the character's means (it is equal to or less than his or her Wealth bonus), the character stands no chance of winning any significant amount. The character might come out ahead, but the amount is not enough to affect his or her Wealth bonus. Since paying the stake didn't cost any points of Wealth bonus, the character doesn't lose anything either. If the stake is higher than the character's Wealth bonus (before applying any reductions from purchasing the stake), the character gets a +1 bonus on his or her Gamble check for every point the purchase DC is above the character's Wealth bonus.

The character's Gamble check is opposed by the Gamble checks of all other participants in the game. (If playing at a casino, assume the house has a Gamble skill modifier equal to the stake purchase DC. Regardless of the stake purchase DC, the house does not get a bonus on its Gamble check for the purchase DC.) If there are many characters participating, the GM can opt to make a single roll for all of them, using the highest Gamble skill modifier among them and adding a +2 bonus to the check. If the character beats all other participants, he or she wins and gains an increase to his or her Wealth bonus. The amount of the increase depends on the difference between the character's check result and the next highest result among the other participants.

Check Result Difference	Wealth Bonus Increase
1-9	+1
10-19	+2
20-29	+3
30-39	+4
40 or more	+5

Try Again?: No, unless the character wants to put up another stake.

Special: A character can't take 10 or take 20 when making a Gamble check.

A character with the Confident feat gets a +2 bonus on all Gamble checks.

Time: A Gamble check requires 1 hour.

Investigate (Int) Trained Only

Check: A character generally uses Search to discover clues and Investigate to analyze them. If the character has access to a crime lab, the character uses the Investigate skill to collect and prepare samples for the lab. The result of the Investigate check provides bonuses or penalties to the lab workers.

Analyze Clue: The character can make an Investigate check to apply forensics knowledge to a clue. This function of the Investigate skill does not give the character clues where none existed before. It simply allows the character to extract extra information from a clue he or she has found. The base DC to analyze a clue is 15. It is modified by the time that has elapsed since the clue was left, and whether or not the scene was disturbed.

<u>Circumstances</u>	<u>DC Modifier</u>
Every day since event (max modifier +10)	+2
Scene is outdoors	+5
Scene slightly disturbed	+2
Scene moderately disturbed	+4
Scene extremely disturbed	+6

Collect Evidence: The character can collect and prepare evidentiary material for a lab. This use of the Investigate skill requires an evidence kit. To collect a piece of evidence, make an Investigate check (DC 15). If the character succeeds, the evidence is usable by a crime lab. If the character fails, a crime lab analysis can be done, but the lab takes a -5 penalty on any necessary check. If the character fails by 5 or more, the lab analysis simply cannot be done. On the other hand, if the character succeeds by 10 or more, the lab gains a +2 circumstance bonus on its checks to analyze the material. This function of the Investigate skill does not provide the character with evidentiary items. It simply allows the character to collect items he or she has found in a manner that best aids in their analysis later, at a crime lab.

Try Again?: Generally, analyzing a clue again doesn't add new insight unless another clue is introduced. Evidence collected cannot be recollected, unless there is more of it to take.

Special: A character can take 10 when making an Investigate check, but cannot take 20.

Collecting evidence requires an evidence kit. If the character does not have the appropriate kit, the character takes a -4 penalty on his or her check.

A character with the Attentive feat and at least 1 rank in this skill gets a +2 bonus on all Investigate checks.

Time: Analyzing a clue is a full-round action. Collecting evidence generally takes 1d4 minutes per object.

Knowledge (Int) Trained Only

This skill encompasses several categories, each of them treated as a separate skill. These categories are identified and defined below. The number of Knowledge categories is kept purposely finite. When trying to determine what Knowledge skill a particular question or field of expertise falls under, use a broad interpretation of the existing categories. Do not arbitrarily make up new categories.

Check: A character makes a Knowledge check to see if the character knows something. The DC for answering a question within the character's field of study is 10 for easy questions, 15 for basic questions, and 20 to 30 for tough questions. Appraising the value of an object is one sort of task that can be performed using Knowledge. The DC depends on how common or obscure the object is. On a success, the character accurately identifies the object's purchase DC. If the character fails, he or she thinks it has a purchase DC 1d2 higher or lower (determine randomly) than its actual value. If the character fails by 5 or more, he or she thinks it has a purchase DC 1d4+2 higher or lower than its actual value. The GM may make the Knowledge roll for the character, so he or she doesn't know whether the appraisal is accurate or not.

The fourteen Knowledge categories, and the topics each one encompasses, are as follows.

Arcane Lore: The occult, magic and the supernatural, astrology, numerology, and similar topics.

Art: Fine arts and graphic arts, including art history and artistic techniques. Antiques, modern art, photography, and performance art forms such as music and dance, among others.

Behavioral Sciences: Psychology, sociology, and criminology.

Business: Business procedures, investment strategies, and corporate structures. Bureaucratic procedures and how to navigate them.

Civics: Law, legislation, litigation, and legal rights and obligations. Political and governmental institutions and processes.

Current Events: Recent happenings in the news, sports, politics, entertainment, and foreign affairs.

Earth and Life Sciences: Biology, botany, genetics, geology, and paleontology. Medicine and forensics.

History: Events, personalities, and cultures of the past. Archaeology and antiquities.

Psionics: Paranormal psi effects like telepathy and psychokinesis.

Physical Sciences: Astronomy, chemistry, mathematics, physics, and engineering.

Popular Culture: Popular music and personalities, genre films and books, urban legends, comics, science fiction, and gaming, among others.

Streetwise: Street and urban culture, local underworld personalities and events.

Tactics: Techniques and strategies for disposing and maneuvering forces in combat.

Technology: Current developments in cutting-edge devices, as well as the background necessary to identify various technological devices.

Theology and Philosophy: Liberal arts, ethics, philosophical concepts, and the study of religious faith, practice, and experience.

Try Again?: No. The check represents what a character knows, and thinking about a topic a second time doesn't let the character know something he or she never knew in the first place.

Special: An untrained Knowledge check is simply an Intelligence check. Without actual training, a character only knows common knowledge about a given subject.

A character can take 10 when making a Knowledge check, but can't take 20.

A character with the Educated feat gets a +2 bonus on any two types of Knowledge checks.

The GM may decide that having 5 or more ranks in a specific Knowledge skill provides a character with a +2 synergy bonus when making a related skill check.

Time: A Knowledge check can be a reaction, but otherwise requires a full-round action.

Navigate (Int)

Check: Make a Navigate check when a character is trying to find his or her way to a distant location without directions or other specific guidance. Generally, a character does not need to make a check to find a local street or other common urban site, or to follow an accurate map. However, the character might make a check to wend his or her way through a dense forest or a labyrinth of underground storm drains. For movement over a great distance, make a Navigate check. The DC depends on the length of the trip. If the character succeeds, he or she moves via the best reasonable course toward his or her goal. If the character fails, he or she still reaches the goal, but it takes the character twice as long (the character loses time backtracking and correcting his or her path). If the character fails by more than 5, he or she travels the expected time, but only gets halfway to his or her destination, at which point the character becomes lost.

A character may make a second Navigate check (DC 20) to regain his or her path. If the character succeeds, he or she continues on to his or her destination; the total time for the trip is twice the normal time. If the character fails, he or she loses half a day before the character can try again. The character keeps trying until he or she succeeds, losing half a day for each failure.

Length of Trip	DC
Short (a few hours)	20
Moderate (a day or two)	22
Long (up to a week)	25
Extreme (more than a week)	28

When faced with multiple choices, such as at a branch in a tunnel, a character can make a Navigate check (DC 20) to intuit the choice that takes the character toward a known destination. If unsuccessful, the character chooses the wrong path, but at the next juncture, with a successful check, the character realizes his or her mistake.

A character cannot use this function of Navigate to find a path to a site if the character has no idea where the site is located. The GM may choose to make the Navigate check for the character in secret, so he or she doesn't know from the result whether the character is following the right or wrong path.

A character can use Navigate to determine his or her position on earth without the use of any high-tech equipment by checking the constellations or other natural landmarks. The character must have a clear view of the night sky to make this check. The DC is 15.

Special: A character can take 10 when making a Navigate check. A character can take 20 only when determining his or her location, not when traveling.

A character with the Guide feat gets a +2 bonus on all Navigate checks.

Time: A Navigate check is a full-round action.

Pilot (Dex) Trained Only

Check: Typical piloting tasks don't require checks. Checks are required during combat, for special maneuvers, or in other extreme circumstances, or when the pilot wants to attempt something outside the normal parameters of the vehicle. When flying, the character can attempt simple maneuvers and stunts (actions in which the pilot attempts to do something complex very quickly or in a limited space).

Each vehicle's description includes a maneuver modifier that applies to Pilot checks made by the operator of the vehicle.

Special: A character can take 10 when making a Pilot check, but can't take 20.

A character with the Vehicle Expert feat gets a +2 bonus on all Pilot checks.

There is no penalty for operating a general-purpose fixed-wing aircraft. Other types of aircraft (heavy aircraft, helicopters, jet fighters, and spacecraft) require the corresponding Aircraft Operation feat, or else the character takes a -4 penalty on Pilot checks.

Time: A Pilot check is a move action.

Profession (Wis)

Check: A character makes Profession checks to improve his or her Wealth bonus every time he or she attains a new level. The DC for the check is the character's current Wealth bonus. If the character succeeds at the check, his or her Wealth bonus increases by +1. For every 5 by which the character exceeds the DC, his or her Wealth bonus increases by an additional +1. A character can't take 10 or take 20 when making a Profession check to improve his or her Wealth bonus. How many ranks a character has in the Profession skill (including ranks the character may have just acquired after gaining a level) also adds to the Wealth bonus increase the character receives upon gaining a new level. In addition to the Wealth bonus increase a character gains from your Profession check result (if the check succeeds), the number of ranks the character has in this skill increases his or her Wealth bonus as follows.

Ranks	Wealth Bonus Increase
1-5	+1
6-10	+2
11-15	+3
16-20	+4
21-23	+5

Special: If the Gamemaster deems it appropriate, a character can add his or her Profession modifier when making a Reputation check to deal with a work- or career-related situation.

Every time a character takes the Windfall feat, he or she gets a cumulative +1 bonus on all Profession checks.

Repair (Int) Trained Only

Check: Most Repair checks are made to fix complex electronic or mechanical devices. The DC is set by the GM. In general, simple repairs have a DC of 10 to 15 and require no more than a few minutes to accomplish. More complex repair work has a DC of 20 or higher and can require an hour or more to complete. Making repairs also involves a monetary cost when spare parts or new components are needed, represented by a Wealth check. If the GM decides this isn't necessary for the type of repair the character is attempting, then no Wealth check is needed.

Repair Task (Example)	Purchase DC	Repair DC	Time
Simple (tool, simple weapon)	4	10	1 min.
Moderate (mechanical or electronic component)	7	15	10 min.
Complex (mechanical or electronic device)	10	20	1 hr.
Advanced (cutting-edge mechanical or electronic device)	13	25	10 hr.

Jury-Rig: A character can choose to attempt jury-rigged, or temporary, repairs. Doing this reduces the purchase DC by 3 and the Repair check DC by 5, and allows the character to make the checks in as little as a full-round action. However, a jury-rigged repair can only fix a single problem with a check, and the temporary repair only lasts until the end of the current scene or encounter. The jury-rigged object must be fully repaired thereafter.

A character can also use jury-rig to hot-wire a car or jump-start an engine or electronic device. The DC for this is at least 15, and it can be higher depending on the presence of security devices.

The jury-rig application of the Repair skill can be used untrained.

Try Again?: Yes, though in some specific cases, the GM may decide that a failed Repair check has negative ramifications that prevent repeated checks.

Special: A character can take 10 or take 20 on a Repair check. When making a Repair check to accomplish a jury-rig repair, a character can't take 20.

Repair requires an electrical tool kit, a mechanical tool kit, or a multipurpose tool, depending on the task. If the character do not have the appropriate tools, he or she takes a -4 penalty on the check.

Craft (mechanical) or Craft (electronic) can provide a +2 synergy bonus on Repair checks made for mechanical or electronic devices (see Skill Synergy).

A character with the Gearhead feat and at least 1 rank in this skill gets a +2 bonus on all Repair checks.

Time: See the table for guidelines. A character can make a jury-rig repair as a full-round action, but the work only lasts until the end of the current encounter.

Research (Int)

Check: Researching a topic takes time, skill, and some luck. The GM determines how obscure a particular topic is (the more obscure, the higher the DC) and what kind of information might be available depending on where the character is conducting his or her research.

Information ranges from general to protected. Given enough time (usually 1d4 hours) and a successful skill check, the character gets a general idea about a given topic. This assumes that no obvious reasons exist why such information would be unavailable, and that the character has a way to acquire restricted or protected information.

The higher the check result, the better and more complete the information. If the character wants to discover a specific fact, date, map, or similar bit of information, add +5 to +15 to the DC.

Try Again?: Yes.

Special: A character can take 10 or take 20 on a Research check.

A character with the Studious feat gets a +2 bonus on all Research checks.

Computer Use can provide a +2 synergy bonus on a Research check when searching computer records for data (see Skill Synergy).

Time: A Research check takes 1d4 hours.

Treat Injury (Wis)

Check: The DC and effect depend on the task attempted.

Long-Term Care (DC 15): With a medical kit, the successful application of this skill allows a patient to recover hit points and ability points lost to temporary damage at an advanced rate—3 hit points per character level or 3 ability points restored per day of complete rest. A new check is made each day; on a failed check, recovery occurs at the normal rate for that day of rest and care. A character can tend up to as many patients as he or she has ranks in the skill. The patients need complete bed rest (doing nothing all day). The character needs to devote at least ½ hour of the day to each patient the character is caring for.

Restore Hit Points (DC 15): With a medical kit, if a character has lost hit points, the character can restore some of them. A successful check, as a full-round action, restores 1d4 hit points. The number restored can never exceed the character's full normal total of hit points. This application of the skill can be used successfully on a character only once per day.

Revive Dazed, Stunned, or Unconscious Character (DC 15): With a first aid kit, the character can remove the dazed, stunned, or unconscious condition from a character. This check is an attack action.

A successful check removes the dazed, stunned, or unconscious condition from an affected character. The character can't revive an unconscious character who is at -1 hit points or lower without first stabilizing the character.

Stabilize Dying Character (DC 15): With a medical kit, a character can tend to a character who is dying. As an attack action, a successful Treat Injury check stabilizes another character. The stabilized character regains no hit points, but he or she stops losing them. The character must have a medical kit to stabilize a dying character.

Surgery (DC 20): With a surgery kit, a character can conduct field surgery. This application of the Treat Injury skill carries a -4 penalty, which can be negated with the Surgery feat. Surgery requires 1d4 hours; if the patient is at negative hit points, add an additional hour for every point below 0 the patient has fallen. Surgery restores 1d6 hit points for every character level of the patient (up to the patient's full normal total of hit points) with a successful skill check. Surgery can only be used successfully on a character once in a 24-hour period. A character who undergoes surgery is fatigued for 24 hours, minus 2 hours for every point above the DC the surgeon achieves. The period of fatigue can never be reduced below 6 hours in this fashion.

Treat Disease (DC 15): A character can tend to a character infected with a treatable disease. Every time the diseased character makes a saving throw against disease effects (after the initial contamination), the treating character first makes a Treat Injury check to help the diseased character fend off secondary damage. This activity takes 10 minutes. If the treating character's check succeeds, the treating character provides a bonus on the diseased character's saving throw equal to his or her ranks in this skill.

Treat Poison (DC 15): A character can tend to a poisoned character. When a poisoned character makes a saving throw against a poison's secondary effect, the treating character first makes a Treat Injury check as an attack action. If the treating character's check succeeds, the character provides a bonus on the poisoned character's saving throw equal to his or her ranks in this skill.

Try Again?: Yes, for restoring hit points, reviving dazed, stunned, or unconscious characters, stabilizing dying characters, and surgery. No, for all other uses of the skill.

Special: The Surgery feat gives a character the extra training he or she needs to use Treat Injury to help a wounded character by means of an operation.

A character can take 10 when making a Treat Injury check. A character can take 20 only when restoring hit points or attempting to revive dazed, stunned, or unconscious characters.

Long-term care, restoring hit points, treating disease, treating poison, or stabilizing a dying character requires a medical kit. Reviving a dazed, stunned, or unconscious character requires either a first aid kit or a medical kit.

Surgery requires a surgery kit. If the character does not have the appropriate kit, he or she takes a -4 penalty on the check.

A character can use the Treat Injury skill on his or herself only to restore hit points, treat disease, or treat poison.

The character takes a -5 penalty on your check any time he or she treats his or herself.

A character with the Medical Expert feat gets a +2 bonus on all Treat Injury checks.

Time: Treat Injury checks take different amounts of time based on the task at hand, as described above.

Chapter 4: Feats

Superheroes gain feats as normal in the D20 system. Every class provides the Simple Weapons Proficiency as a starting feat at 1st level. A 1st level character also gets two other feats of the player's choosing (all listed prerequisites must be met). Unlike normal D20, however, a superhero can begin with extra feats at 1st level by taking drawbacks (see Chapter 1).

Every character gains one additional feat (player's choice, though the character must meet all listed prerequisites) at 3rd level, 6th level, 9th level, 12th level, 15th level, and 18th level. This is based on total character level, which is the sum of all class levels.

Note: Many feats affect combat. Armor Proficiency feats are required to gain the full benefit of armor, including superhero protective suits. Weapon Proficiency feats are required to use melee and ranged weapons to full effect (without the appropriate feat, there is a -4 penalty on attack rolls). Unarmed combat feats are appropriate for most superheroes, who usually prefer to knockout enemies rather than kill them. Normally, unarmed strikes do not count as "armed" attacks, provoke attacks of opportunity, and inflict only 1d3 + Str bonus nonlethal damage, but unarmed strikes are improved by numerous feats. The following list summarizes combat-related feats that are particularly appropriate for superheroes:

Agile Riposte	Attempt melee attack of opportunity against Dodge target who misses an attack
Awesome Blow	Opponent may be knocked prone and moved 10 feet, but -4 on melee attack roll
Brawl	Unarmed strikes gain +1 attack bonus and do 1d6 + Str bonus nonlethal damage
Brawl, Improved	Unarmed strikes gain +2 attack bonus and do 1d8 + Str bonus nonlethal damage
Combat Martial Arts	Unarmed strikes count as armed, do 1d4 + Str bonus lethal or nonlethal damage
Combat Martial Arts, Improved	19-20 critical threat range for unarmed strikes
Combat Martial Arts, Advanced	x3 damage on critical hits for unarmed strikes
Combat Reflexes	Get 1 + Dex bonus attacks of opportunity per round, even when flat-footed
Combat Throw	+2 bonus on opposed Str or Dex checks for grapple or trip
Combat Throw, Improved	Attempt trip as attack of opportunity when missed by opponent's melee attack
Defensive Martial Arts	+1 dodge bonus to Defense against melee attacks
Dodge	+1 dodge bonus to Defense against one designated opponent
Improved Bull Rush	Provoke no attack of opportunity, +4 bonus on opposed Str check
Improved Disarm	Provoke no attack of opportunity, +4 bonus on opposed attack roll
Improved Overrun	Provoke no attack of opportunity, +4 bonus on opposed Str check
Knockout Punch	First unarmed strike that hits a flat-footed opponent inflicts x2 nonlethal damage
Knockout Punch, Improved	Knockout punch inflicts x3 nonlethal damage instead of x2
Power Attack	Subtract up to base attack bonus from attack roll and add that number to damage
Proficiency, Armor	Choose light, medium, or heavy armor
Proficiency, Firearms	Choose personal firearms, advanced firearms, or one exotic firearm
Proficiency, Melee Weapons	Choose archaic weapons, simple weapons, or one exotic weapon
Streetfighting	+1d4 damage with an unarmed strike or light weapon, once per round
Superheroic Feint	Feint as a move action, with +2 bonus on Bluff check
Superheroic Sunder	Provoke no attack of opportunity, +4 bonus on attack roll, x2 damage to objects
Unbalance Opponent	Designated opponent loses Str bonus on attack rolls against the character

Below are the feats available to D20 superheroes. Most come from the *D20 Modern* game. Since the original release of *D20 Modern*, the D20 system has been updated in Version 3.5 *D&D*. Feats below that use the updated Version 3.5 *D&D* rules are marked with an asterisk [*]. However, some feats in *D20 Modern* are intentionally different and contain slightly modified effects. These feats are appropriately renamed and are marked with a cross [†].

ACROBATIC

Benefit: The character gets a +2 bonus on all Jump checks and Tumble checks.

Special: Remember that the Tumble skill can't be used untrained.

ADVANCED COMBAT MARTIAL ARTS

Prerequisites: Combat Martial Arts, Improved Combat Martial Arts, base attack bonus +8.

Benefit: When the character scores a critical hit on an opponent with an unarmed strike, the character deals triple damage.

Normal: An unarmed strike critical hit deals double damage.

ADVANCED FIREARMS PROFICIENCY

Prerequisite: Personal Firearms Proficiency.

Benefit: The character can fire any personal firearm on autofire without penalty (provided, of course, that it has an autofire setting).

Normal: Characters without this feat take a -4 penalty on attack rolls made with personal firearms set on autofire.

ADVANCED TWO-WEAPON FIGHTING

Prerequisites: Dexterity 13, Two-Weapon Fighting, Improved Two-Weapon Fighting, base attack bonus +11.

Benefit: The character gets a third attack with his or her offhand weapon, albeit at a -10 penalty. This feat also allows the character to use a melee weapon in one hand and a ranged weapon in the other.

AGILE RIPOSTE

Prerequisites: Dexterity 13, Dodge.

Benefit: Once per round, if the opponent the character has designated as his or her dodge target (see the Dodge feat) makes a melee attack or melee touch attack against the character and misses, the character may make an attack of opportunity against that opponent. Resolve and apply the effects from both attacks simultaneously. Even a character with the Combat Reflexes feat can't use the Agile Riposte feat more than once per round. This feat does not grant more attacks of opportunity than the character is normally allowed in a round.

AIRCRAFT OPERATION

Select a class of aircraft (heavy aircraft, helicopters, jet fighters, or spacecraft). The character is proficient at operating that class of aircraft.

Prerequisite: Pilot 4 ranks.

Benefit: The character takes no penalty on Pilot checks or attack rolls made when operating an aircraft of the selected class.

Normal: Characters without this feat take a -4 penalty on Pilot checks made to operate an aircraft that falls in any of these classes, and on attacks made with aircraft weapons.

Special: The character can gain this feat multiple times. Each time the character takes the feat, the character selects a different class of aircraft.

ALERTNESS

Benefit: The character gets a +2 bonus on all Listen checks and Spot checks.

ANIMAL AFFINITY

Benefit: The character gets a +2 bonus on all Handle Animal checks and Ride checks.

Special: Remember that the Handle Animal skill can't be used untrained.

ARCHAIC WEAPONS PROFICIENCY

Benefit: The character takes no penalty on attack rolls when using any kind of archaic weapon.

Normal: A character without this feat takes the -4 nonproficient penalty when making attacks with archaic weapons.

ARMOR PROFICIENCY (HEAVY)

Prerequisites: Armor Proficiency (light), Armor Proficiency (medium).

Benefit: See Armor Proficiency (light).

ARMOR PROFICIENCY (LIGHT)

Benefit: When a character wears a type of armor with which he or she is proficient, the character gets to add the armor's equipment bonus to his or her Defense. Also, the armor check penalty applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, and Tumble checks.

Normal: A character who wears armor with which he or she is not proficient adds only the armor's nonproficient equipment bonus to his or her Defense. Also, he or she suffers its armor check penalty on attack rolls and on all skill checks that involve moving.

ARMOR PROFICIENCY (MEDIUM)

Prerequisite: Armor Proficiency (light).

Benefit: See Armor Proficiency (light).

ATHLETIC

Benefit: You get a +2 bonus on all Climb checks and Swim checks.

ATTENTIVE

Benefit: The character gets a +2 bonus on all Investigate checks and Sense Motive checks.

Special: Remember that the Investigate skill can't be used untrained.

AWESOME BLOW [*]

Prerequisites: Str 25, Power Attack, Improved Bull Rush

Benefit: As a standard action, the character may choose to subtract 4 from a melee attack roll and deliver an awesome blow. If he hits a corporeal opponent his size or smaller than himself with an awesome blow, the opponent must succeed on a Reflex save (DC = damage dealt) or be knocked flying 10 feet in a direction of the attacker's choice and fall prone. The character can only push the opponent in a straight line, and the opponent can't move closer to the attacker than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent takes 1d6 points of damage (or even more for harder surfaces) and stops in the preceding open space.

BLIND-FIGHT [*]

Benefit: In melee, every time you miss because of concealment, you can reroll your miss chance percentile roll one time to see if you actually hit. An invisible attacker gets no advantages related to hitting you in melee. That is, you don't lose your Dexterity bonus to Defense, and the attacker doesn't get the usual +2 bonus for being invisible. The invisible attacker's bonuses do still apply for ranged attacks, however. You take only half the usual penalty to speed for being unable to see. Darkness and poor visibility in general reduces your speed to three-quarters normal, instead of one-half.

Normal: Regular attack roll modifiers for invisible attackers trying to hit you apply, and you lose your Dexterity bonus to Defense. The speed reduction for darkness and poor visibility also applies.

BRAWL

Benefit: When making an unarmed attack, the character receives a +1 competence bonus on attack rolls, and the character deals nonlethal damage equal to 1d6 + his or her Strength modifier.

Normal: Unarmed attacks normally deal nonlethal damage equal to 1d3 + Strength modifier.

BUILDER

Benefit: Pick two of the following skills: Craft (chemical), Craft (electronic), Craft (mechanical), and Craft (structural). The character gets a +2 bonus on all checks with those skills.

Special: The character can select this feat twice. The second time, the character applies it to the two skills he or she didn't pick originally. Remember that Craft (chemical), Craft (electronic), and Craft (mechanical) cannot be used untrained.

BURST FIRE

Prerequisites: Wisdom 13, Personal Firearms Proficiency, Advanced Firearms Proficiency.

Benefit: When using an automatic firearm with at least five bullets loaded, the character may fire a short burst as a single attack against a single target. The character receives a -4 penalty on the attack roll, but deals +2 dice of damage. Firing a burst expends five bullets and can only be done if the weapon has five bullets in it.

Normal: Autofire uses ten bullets, targets a 10-foot-by-10-foot area, and can't be aimed at a specific target. Without this feat, if a character attempts an autofire attack at a specific target, it simply counts as a normal attack and all the extra bullets are wasted.

Special: If the firearm has a three-round burst setting, firing a burst expends three bullets instead of five and can be used if the weapon has only three bullets in it.

CAUTIOUS

Benefit: The character gets a +2 bonus on all Demolitions checks and Disable Device checks.

Special: Remember that the Demolitions skill and the Disable Device skill can't be used untrained.

CLEAVE

Prerequisites: Strength 13, Power Attack.

Benefit: If the character deals an opponent enough damage to make the opponent drop (either by knocking the opponent out due to massive damage or by reducing the opponent's hit points to less than 0), the character gets an immediate extra melee attack against another opponent adjacent to the character. The character can't take a 5-foot step before making this extra attack. The extra attack is with the same weapon and at the same bonus as the attack that dropped the previous opponent. The character can use this ability once per round.

COMBAT EXPERTISE

Prerequisite: Intelligence 13.

Benefit: When the character uses the attack action or the full attack action in melee, the character can take a penalty of up to -5 on his or her attack roll and add the same number (up to +5) to the character's Defense. This number may not exceed the character's base attack bonus. The changes to attack rolls and Defense last until the character's next action. The bonus to the character's Defense is a dodge bonus (and as such it stacks with other dodge bonuses the character may have).

Normal: A character without the Combat Expertise feat can fight defensively while using the attack or full attack action to take a -4 penalty on attacks and gain a +2 dodge bonus to Defense.

COMBAT MARTIAL ARTS

Prerequisite: Base attack bonus +1.

Benefit: With an unarmed strike, the character deals lethal or nonlethal damage (the character's choice) equal to 1d4 + the character's Strength modifier. The character's unarmed attacks count as armed, which means that opponents do not get attacks of opportunity when the character attacks them unarmed. The character may make attacks of opportunity against opponents who provoke such attacks.

Normal: Without this feat, a character deals only 1d3 points of nonlethal damage. Unarmed attacks normally provoke attacks of opportunity, and unarmed combatants cannot normally make attacks of opportunity.

COMBAT REFLEXES [*]

Benefit: The maximum number of attacks of opportunity the character may make each round is equal to the character's Dexterity modifier + 1. The character may also make attacks of opportunity when flat-footed.

Normal: A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity when flat-footed.

COMBAT THROW

Prerequisite: Defensive Martial Arts.

Benefit: The character gains a +2 bonus on opposed Strength and Dexterity checks any time the character attempts trip or grapple attacks, or when the character tries to avoid a trip or grapple attack made against him or her.

CONFIDENT

Benefit: The character gets a +2 bonus on all Gamble checks and Intimidate checks, and on level checks to resist intimidation.

CREATIVE

Benefit: Pick two of the following skills: Craft (visual art), Craft (writing), Perform (act), Perform (dance), Perform (keyboards), Perform (percussion instruments), Perform (sing), Perform (stand-up), Perform (string instruments), and Perform (wind instruments). The character gets a +2 bonus on all checks with those two skills.

Special: A character can select this feat up to five times. Each time, the character selects two new skills from the choices given above.

DEAD AIM

Prerequisites: Wisdom 13, Far Shot.

Benefit: Before making a ranged attack, the character may take a full-round action to line up your shot. This grants the character a +2 circumstance bonus on his or her next attack roll. Once the character begins aiming, he or she can't move, even to take a 5-foot step, until after the character makes his or her next attack, or the benefit of the feat is lost. Likewise, if the character's concentration is disrupted or the character is attacked before his or her next action, the character loses the benefit of aiming.

DECEPTIVE

Benefit: The character gets a +2 bonus on all Bluff checks and Disguise checks.

DEFENSIVE MARTIAL ARTS

Benefit: The character gains a +1 dodge bonus to Defense against melee attacks.

Special: A condition that makes the character lose his or her Dexterity bonus to Defense also makes the character lose dodge bonuses. Also, dodge bonuses stack, unlike most other types of bonuses.

DIE ANOTHER DAY

Prerequisite: Endurance

Benefit: The character does not die until he or she reaches -20 hit points.

Normal: A character without this feat dies when he or she reaches -10 hit points.

DIEHARD [*]

Prerequisite: Endurance.

Benefit: When reduced to between -1 and -9 hit points, you automatically become stable. You don't have to make a Fortitude saving throw to see if you lose 1 hit point each round. When reduced to negative hit points, you may choose to act as if you were disabled, rather than dying. You must make this decision as soon as you are reduced to negative hit points (even if it isn't your turn). If you do not choose to act as if you were disabled, you immediately fall unconscious. When using this feat, you can take either a single move or standard action each turn, but not both, and you cannot take a full round action. You can take a move action without further injuring yourself, but if you perform any standard action (or any other action deemed as strenuous) you take 1 point of damage after completing the act. If you reach -10 hit points, you immediately die.

Normal: A character without this feat who is reduced to between -1 and -9 hit points is unconscious and dying.

DODGE

Prerequisite: Dexterity 13.

Benefit: During the character's action, the character designates an opponent and receives a +1 dodge bonus to Defense against any subsequent attacks from that opponent. The character can select a new opponent on any action.

Special: When the character loses a Dexterity bonus to Defense, he or she also loses any dodge bonuses. Dodge bonuses stack with each other.

DOUBLE TAP

Prerequisites: Dexterity 13, Point Blank Shot.

Benefit: When using a semiautomatic firearm with at least two bullets loaded, the character may fire two bullets as a single attack against a single target. The character receives a -2 penalty on this attack, but deals +1 die of damage with a successful hit. Using this feat fires two bullets and can only be done if the weapon has two bullets in it.

DRIVE-BY ATTACK

Benefit: The character takes no vehicle speed penalty when making an attack while in a moving vehicle. Also, if the character is the driver, he or she can take his or her attack action to make an attack at any point along the vehicle's movement.

Normal: When attacking from a moving vehicle, a character takes a penalty based on the vehicle's speed.

Passengers can ready an action to make an attack when their vehicle reaches a particular location, but the driver must make his or her attack action either before or after the vehicle's movement.

EDUCATED

Benefit: Pick two Knowledge skills. The character gets a +2 bonus on all checks with those skills.

Special: A character can select this feat as many as seven times. Each time, the character selects two new Knowledge skills.

ELUSIVE TARGET

Prerequisites: Dexterity 13, Defensive Martial Arts.

Benefit: When fighting an opponent or multiple opponents in melee, other opponents attempting to target the character with ranged attacks take a –4 penalty. This penalty is in addition to the normal –4 penalty for firing into melee, making the penalty to target to character –8.

Special: An opponent with the Precise Shot feat has the penalty lessened to –4 when targeting the character.

ENDURANCE

Benefit: The character gains a +4 bonus on the following checks and saves: hourly Swim checks to avoid becoming fatigued, Constitution checks to continue running, Constitution checks to hold the character's breath, Constitution checks to avoid damage from starvation or thirst, Fortitude saves to avoid damage from hot or cold environments, and Fortitude saves to resist suffocation or drowning. Also, the character may sleep in medium or light armor without becoming fatigued.

Normal: A character without this feat who sleeps in armor is automatically fatigued the following day.

EXOTIC FIREARMS PROFICIENCY

Choose a weapon type from the following list: cannons, heavy machine guns, grenade launchers, and rocket launchers.

Prerequisites: Personal Firearms Proficiency, Advanced Firearms Proficiency.

Benefit: The character makes attack rolls with the weapon normally.

Normal: A character who uses a weapon without being proficient with it takes a –4 penalty on attack rolls.

Special: A character can gain this feat as many as four times. Each time a character takes the feat, he or she selects a different weapon group.

EXOTIC MELEE WEAPON PROFICIENCY [†]

Choose one exotic melee weapon. The character is proficient with that melee weapon in combat.

Prerequisite: Base attack bonus +1.

Benefit: The character makes attack rolls with the weapon normally. Alternatively, the character may select a sturdy non-weapon tool (firefighter's tool, sledgehammer, etc.) as an exotic melee weapon, negating the –4 attack penalty for fighting with an improvised weapon and the 50% chance of breaking the object.

Normal: A character who uses a weapon without being proficient with it takes a –4 penalty on attack rolls.

Special: A character can gain this feat multiple times. Each time the character takes the feat, he or she selects a different exotic melee weapon.

FAR SHOT

Benefit: When the character uses a firearm or archaic ranged weapon, its range increment increases by one-half (multiply by 1.5). When the character throws a weapon, its range increment is doubled.

FISTS OF FURY

Prerequisite: Base attack bonus +1, Str 19, Brawl

Benefit: The character's unarmed strikes inflict regular damage on inanimate objects, structures, and machines. However, the damage die is reduced by 1 step (e.g., from d6 to d4 or from d3 to d2). If the object has a Hardness rating, it is subtracted from the damage result.

Normal: Without this feat, unarmed strikes inflict nonlethal damage and cannot affect non-living targets unless the character possesses Combat Martial Arts.

FLYBY ATTACK [*]

Prerequisite: Fly speed.

Benefit: When flying, the character can take a move action (including a dive) and another standard action at any point during the move. The character cannot take a second move action during a round when it makes a flyby attack.

Normal: Without this feat, the character takes a standard action either before or after its move.

FOCUSED

Benefit: The character gets a +2 bonus on all Balance checks and Concentration checks.

FORCE STOP

Prerequisites: Drive 4 ranks, Vehicle Expert.

Benefit: When the character attempts a sideswipe stunt with a surface vehicle, the character can force the other vehicle to a stop by nudging it into a controlled sideways skid. In addition to the normal requirements for attempting a sideswipe stunt, the character must have sufficient movement remaining to move a number of squares equal to the character's turn number. After succeeding on the check to attempt the sideswipe, the character makes a Drive check opposed by the other driver. If the character succeeds, turn the other vehicle 90 degrees across the front of the character's, so that they form a tee. Move them forward a distance equal to the character's turn number. The vehicles end their movement at that location, at stationary speed, and take their normal sideswipe damage. If the character fails the check, resolve the sideswipe normally.

FRIGHTFUL PRESENCE

Prerequisites: Charisma 15, Intimidate 9 ranks.

Benefit: When the character uses this feat, all opponents within 10 feet who have fewer levels than the character must make a Will saving throw (DC 10 + ½ the character's level + the character's Charisma modifier). An opponent who fails his or her save is shaken, taking a –2 penalty on attack rolls, saves, and skill checks for a number of rounds equal to 1d6 + the character's Charisma modifier. The character can use the feat once per round as a free action. A successful save indicates that the opponent is immune to the character's use of this feat for 24 hours. This feat does not affect creatures with an Intelligence of 3 or lower. If the character has the Renown feat, the Will saving throw's DC increases by 5.

GEARHEAD

Benefit: The character gets a +2 bonus on all Computer Use checks and Repair checks.

GREAT CLEAVE

Prerequisites: Strength 13, Power Attack, Cleave, base attack bonus +4.

Benefit: As Cleave, except that the character has no limit to the number of times he or she can use it per round.

GREAT FORTITUDE

Benefit: The character gets a +2 bonus on all Fortitude saving throws.

GUIDE

Benefit: The character gets a +2 bonus on all Navigate checks and Survival checks.

HEROIC SURGE

Benefit: The character may take an extra move action or attack action in a round, either before or after the character's regular actions. The character may use Heroic Surge a number of times per day depending on his or her character level (as shown below), but never more than once per round.

Character Level	Times per Day
1st–4th	1
5th–8th	2
9th–12th	3
13th–16th	4
17th–20th	5

HOVER [*]

Prerequisite: Fly speed.

Benefit: When flying, the character can halt forward motion and hover in place as a move action. He can then fly in any direction, including straight down or straight up, at half speed, regardless of maneuverability rating. If the character begins his turn hovering, he can hover in place for the turn and take a full-round action. A hovering creature cannot make wing attacks, but it can attack with all other limbs and appendages it could use in a full attack.

Normal: Without this feat, a character must keep moving while flying unless it has perfect maneuverability.

IMPROVED BRAWL

Prerequisites: Brawl, base attack bonus +3.

Benefit: When making an unarmed attack, the character receives a +2 competence bonus on his or her attack roll, and the character deals nonlethal damage equal to 1d8 + the character's Strength modifier.

IMPROVED BULL RUSH [*]

Prerequisites: Strength 13, Power Attack.

Benefit: When you perform a bull rush you do not provoke an attack of opportunity from the defender. You also gain a +4 bonus on the opposed Strength check you make to push back the defender.

IMPROVED COMBAT MARTIAL ARTS

Prerequisites: Combat Martial Arts, base attack bonus +4.

Benefit: The character's threat range on an unarmed strike improves to 19–20.

Normal: A character without this feat threatens a critical hit with an unarmed strike only on a 20.

IMPROVED COMBAT THROW

Prerequisites: Defensive Martial Arts, Combat Throw, base attack bonus +3.

Benefit: In melee combat, if an opponent attacks and misses the character, the character may immediately make a trip attack against the opponent. This counts as an attack of opportunity, which the character can make even if unarmed. Attacking unarmed in this way does not provoke an attack of opportunity.

Special: This feat doesn't grant the character more attacks of opportunity than he or she is normally allowed in a round.

IMPROVED DAMAGE THRESHOLD

Benefit: The character increases his or her massive damage threshold by 3 points.

Special: A character may gain this feat multiple times. Its effects stack.

IMPROVED DISARM [*]

Prerequisites: Intelligence 13, Combat Expertise.

Benefit: You do not provoke an attack of opportunity when you attempt to disarm an opponent, nor does the opponent have a chance to disarm you. You also gain a +4 bonus on the opposed attack roll you make to disarm your opponent.

IMPROVED INITIATIVE

Benefit: The character gets a +4 circumstance bonus on initiative checks.

IMPROVED KNOCKOUT PUNCH

Prerequisites: Brawl, Knockout Punch, base attack bonus +6.

Benefit: When making the character's first unarmed attack against a flat-footed opponent, treat a successful attack as a critical hit. This critical hit deals triple damage. The damage is nonlethal damage.

Special: Even if the character has the ability to treat unarmed damage as lethal damage, the damage from a knockout punch is always nonlethal.

IMPROVED OVERRUN [*]

Prerequisites: Str 13, Power Attack.

Benefit: When you attempt to overrun an opponent, the target may not choose to avoid you. You also gain a +4 bonus on your Strength check to knock down your opponent. (Without this feat, the target of an overrun can choose to avoid you or to block you.)

IMPROVED TRIP [*]

Prerequisites: Intelligence 13, Combat Expertise.

Benefit: You do not provoke an attack of opportunity when you attempt to trip an opponent while you are unarmed. You also gain a +4 bonus on your Strength check to trip your opponent. If you trip an opponent in melee combat, you immediately get a melee attack against that opponent as if you hadn't used your attack for the trip attempt.

IMPROVED TWO-WEAPON FIGHTING

Prerequisites: Dexterity 13, Two-Weapon Fighting, base attack bonus +6.

Benefit: The character gets a second attack with his or her offhand weapon, albeit at a -5 penalty. Also, this feat allows the character to use a melee weapon in one hand and a ranged weapon in the other.

Normal: Without this feat, a character can only get a single extra attack with an off-hand weapon, and both must be of the same type (ranged or melee).

IRON WILL

Benefit: The character gets a +2 bonus on all Will saving throws.

KNOCKOUT PUNCH

Prerequisites: Brawl, base attack bonus +3.

Benefit: When making the character's first unarmed attack against a flat-footed opponent, treat a successful attack as a critical hit. This is nonlethal damage.

Special: Even if the character has the ability to treat unarmed damage as lethal damage, the damage from a knockout punch is always nonlethal.

LIGHTNING REFLEXES

Benefit: The character gets a +2 bonus on all Reflex saving throws.

LOW PROFILE

Benefit: Reduce the character's Reputation bonus by 3 points.

MASTERCRAFTER

Prerequisites: Craft (electrical) 8 ranks, Craft (mechanical) 8 ranks.

Benefit: When successfully completed, a mastercraft electronic or mechanical object provides an equipment bonus on skill checks made to use the object (in the case of mastercraft vehicles, this includes Drive or Pilot checks). A mastercraft weapon provides a bonus on attack or damage rolls (your choice). A mastercraft suit of armor improves the armor's equipment bonus to Defense. In each case, the bonus can be +1, +2, or +3, and no single object can have more than one mastercraft feature. (For instance, you cannot build a mastercraft weapon that gains a bonus on attack rolls and damage rolls.) On average, it takes twice as long to build a mastercraft object as it does to build an ordinary object of the same type. The cost to build a mastercraft object is equal to the purchase DC for the object (or its components) + the bonus provided by the mastercraft feature (+1, +2, or +3). In addition to the Wealth check, you must also pay a cost in experience points equal to $250 \times$ the bonus provided by the mastercraft feature. The experience points must be paid before making the Craft check. If the expenditure of these experience points would drop you below the minimum needed for your current level, then the experience points can't be paid and you can't make the mastercraft object until you have sufficient experience points to remain at your current level after the expenditure is made. Apply the following modifiers to the Craft check DC for mastercraft items:

Mastercraft Feature	DC Modifier
Mastercraft (+1)	+3
Mastercraft (+2)	+5
Mastercraft (+3)	+10

You can add the mastercraft feature to an existing ordinary object or a lower-grade mastercraft object by making a Wealth check and then making the Craft check as though you were constructing the object from scratch.

MEDICAL EXPERT

Benefit: The character gets a +2 bonus on all Craft (pharmaceutical) checks and Treat Injury checks.

METICULOUS

Benefit: The character gets a +2 bonus on all Forgery checks and Search checks.

MOBILITY

Prerequisites: Dexterity 13, Dodge.

Benefit: The character gets a +4 dodge bonus to Defense against attacks of opportunity provoked when the character moves out of a threatened square.

Special: When the character loses a Dexterity bonus to Defense, he or she also loses any dodge bonuses. Dodge bonuses stack with each other.

NIMBLE

Benefit: The character gets a +2 bonus on all Escape Artist checks and Sleight of Hand checks.

PERSONAL FIREARMS PROFICIENCY

Benefit: The character can fire any personal firearm without penalty.

Normal: Characters without this feat take a -4 penalty on attack rolls made with personal firearms.

POINT BLANK SHOT

Benefit: The character gets a +1 bonus on attack and damage rolls with ranged weapons against opponents within 30 feet (6 squares).

POWER ATTACK [*]

Prerequisite: Strength 13.

Benefit: On the character's action, before making attack rolls for a round, the character may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed the character's base attack bonus. The penalty on attacks and bonus on damage applies until the character's next action.

Special: If you attack with a two-handed weapon, or with a one-handed weapon wielded in two hands, instead add twice the number subtracted from your attack rolls. You can't add the bonus from Power Attack to the damage dealt with a light weapon (except with unarmed strikes or natural weapon attacks), even though the penalty on attack rolls still applies.

PRECISE SHOT

Prerequisite: Point Blank Shot.

Benefit: The character can shoot or throw ranged weapons at an opponent engaged in melee without penalty.

Normal: A character takes a -4 penalty when using a ranged weapon to attack an opponent who is engaged in melee combat.

QUICK DRAW [*]

Prerequisite: Base attack bonus +1.

Benefit: You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action. A character who has selected this feat may throw weapons at his full normal rate of attacks.

Normal: Drawing a weapon is a move action.

QUICK RELOAD

Prerequisite: Base attack bonus +1.

Benefit: Reloading a firearm with an already filled box magazine or speed loader is a free action. Reloading a revolver without a speed loader, or reloading any firearm with an internal magazine, is a move action.

Normal: Reloading a firearm with an already filled box magazine or speed loader is a move action. Reloading a revolver without a speed loader, or reloading any firearm with an internal magazine, is a full-round action.

RENOWN

Benefit: The character's Reputation bonus increases by +3.

RUN [*]

Benefit: When running, you move five times your normal speed (if wearing light or no armor and carrying no more than a light load) or four times your speed (if wearing medium or heavy armor or carrying a medium or heavy load). If you make a jump after a running start (see the Jump skill description), you gain a +4 bonus on your Jump check. While running, you retain your Dexterity bonus to AC.

SHOT ON THE RUN

Prerequisites: Dexterity 13, Point Blank Shot, Dodge, Mobility.

Benefit: When using an attack action with a ranged weapon, the character can move both before and after the attack, provided that the character's total distance moved is not greater than his or her speed.

SIMPLE WEAPONS PROFICIENCY

Benefit: The character makes attack rolls with simple weapons normally.

Normal: A character without this feat takes the -4 nonproficient penalty when making attacks with simple weapons.

SKILL SPECIALTY

Benefit: Choose one cross-class skill. That skill always may be improved at a cost of 1 rank per skill point.

SPRING ATTACK [*]

Prerequisites: Dexterity 13, Dodge, Mobility, base attack bonus +4.

Benefit: When using an attack action with a melee weapon, the character can move both before and after the attack, provided that the total distance moved is not greater than the character's speed. Moving in this way does not provoke an attack of opportunity from the defender the character is attacking (though it can provoke attacks of opportunity from others, as normal). A character can't use this feat if he or she is carrying a heavy load or wearing heavy armor. The character must move at least 5 feet both before and after the attack to utilize the benefits of Spring Attack.

STEALTHY

Benefit: The character gets a +2 bonus on all Hide checks and Move Silently checks.

STRAFE

Prerequisites: Personal Firearms Proficiency, Advanced Firearms Proficiency.

Benefit: When using a firearm on autofire, the character can affect an area four 5-foot squares long and one square wide (that is, any four squares in a straight line).

Normal: A firearm on autofire normally affects a 10-foot-by-10-foot area.

STREETFIGHTING [†]

Prerequisites: Brawl, base attack bonus +2.

Benefit: Once per round, if the character makes a successful melee attack with an unarmed strike or an improvised weapon, the character deals an extra 1d4 points of damage.

STUDIOUS

Benefit: The character gets a +2 bonus on all Decipher Script checks and Research checks.

SURFACE VEHICLE OPERATION

Select a class of surface vehicle (heavy wheeled, powerboat, sailboat, ship, or tracked). The character is proficient at operating that class of vehicle. The heavy wheeled class includes all kinds of semi-trucks and tractor-trailers, as well as wheeled construction vehicles (such as earth movers) and wheeled armored vehicles (such as some armored personnel carriers). Powerboats are engine-powered water vessels designed for operation by a single person and usually no more than 100 feet in length. Sailboats are wind-powered water vessels. Ships are large, multicrewed water vessels. Tracked vehicles include bulldozers and tanks and other military vehicles.

Prerequisite: Drive 4 ranks.

Benefit: The character takes no penalty on Drive checks or attack rolls made when operating a surface vehicle of the selected class.

Normal: Characters without this feat take a –4 penalty on Drive checks made to operate a surface vehicle that falls under any of these classes, and to attacks made with vehicle weapons. There is no penalty when you operate a general-purpose surface vehicle (like Wash’s “mule” or a small speedboat).

Special: A character can gain this feat as many as five times. Each time the character takes the feat, he or she selects a different class of surface vehicle.

SUPERHEROIC FEINT [†]

Prerequisites: Intelligence 13, Brawl, Streetfighting.

Benefit: The character can make a Bluff check in combat as a move action, and receives a +2 bonus on Bluff checks made to feint in melee combat.

Normal: Feinting in combat requires an attack action.

SUPERHEROIC SUNDER [†]

Prerequisites: Strength 13, Power Attack.

Benefit: When the character strikes an object held or carried by an opponent, such as a weapon, the character does not provoke an attack of opportunity. The character gains a +4 bonus on any attack roll made to attack an object held or carried by another character. The character deals double normal damage to objects, whether they are held or carried or not.

Normal: A character without this feat incurs an attack of opportunity when he or she strikes at an object held or carried by another character.

SURGERY

Prerequisite: Treat Injury 4 ranks.

Benefit: The character can use the Treat Injury skill to perform surgery without penalty. See the Treat Injury skill description.

Normal: Characters without this feat take a –4 penalty on Treat Injury checks made to perform surgery.

TOUGHNESS

Benefit: The character gains +3 hit points.

Special: A character may gain this feat multiple times. Its effects stack.

TRACK

Benefit: To find tracks or follow them for one mile requires a Survival check. The character must make another Survival check every time the tracks become difficult to follow. The character moves at half his or her normal speed (or at the character’s normal speed with a –5 penalty on the check, or at up to twice the character’s speed with a –20 penalty on the check). The DC depends on the surface and the prevailing conditions.

Condition	DC Modifier
Every three targets in the group being tracked	–1
Size of targets being tracked (apply only largest size modifier)	
Fine	+8
Diminutive	+4
Tiny	+2
Small	+1
Medium-size	+0
Large	–1
Huge	–2
Gargantuan	–4
Colossal	–8
Every 24 hours since the trail was made	+1
Every hour of rain since the trail was made	+1
Fresh snow cover since the trail was made	+10
Poor visibility (apply only the largest modifier from this category)	

Overcast or moonless night	+6
Moonlight	+3
Fog or precipitation	+3
Tracked target hides trail (and moves at half speed)	+5

Surface	Survival DC	Surface	Survival DC
Very soft ground	5	Firm ground	15
Soft ground	10	Hard ground	20

Very Soft: Any surface (fresh snow, thick dust, wet mud) that holds deep, clear impressions of footprints.

Soft: Any surface soft enough to yield to pressure, but firmer than wet mud or fresh snow, in which the quarry leaves frequent but shallow footprints.

Firm: Most normal outdoor or exceptionally soft or dirty indoor surfaces. The quarry might leave some traces of its passage, but only occasional or partial footprints can be found.

Hard: Any surface that doesn't hold footprints at all, such as bare rock, concrete, metal deckings, or indoor floors. The quarry leaves only traces, such as scuff marks. If the character fails a Survival check, he or she can retry after 1 hour (outdoors) or 10 minutes (indoors) of searching.

Normal: A character without this feat can use the Survival skill to find tracks, but can only follow tracks if the DC is 10 or less. A character can use the Search skill to find individual footprints, but cannot follow tracks using Search.

TRUSTWORTHY

Benefit: The character gets a +2 bonus on all Diplomacy checks and Gather Information checks.

TWO-WEAPON DEFENSE [*]

Prerequisites: Dex 15, Two-Weapon Fighting.

Benefit: When wielding a double weapon or two weapons (not unarmed strikes), you gain a +1 bonus to your Defense. When fighting defensively or using the total defense action, this bonus increases to +2.

TWO-WEAPON FIGHTING

Prerequisite: Dexterity 13.

Benefit: The character's penalties for fighting with two weapons are lessened by 2 for the primary hand and 6 for the off hand. The weapons used must both be melee weapons or both be ranged weapons (the character can't mix the types).

UNBALANCE OPPONENT

Prerequisites: Defensive Martial Arts, base attack bonus +6.

Benefit: During the character's action, the character designates an opponent no more than one size category larger or smaller than the character. That opponent doesn't get to add his or her Strength modifier to attack rolls when targeting the character. (If the opponent has a Strength penalty, he or she still takes that penalty.) The opponent's Strength modifier applies to damage, as usual. The character can select a new opponent on any action.

VEHICLE DODGE

Prerequisites: Dexterity 13, Drive 6 ranks or Pilot 6 ranks, Vehicle Expert.

Benefit: When driving a vehicle, during the character's action the character designates an opposing vehicle or a single opponent. The character's vehicle and everyone aboard it receive a +1 dodge bonus to Defense against attacks from that vehicle or opponent. The character can select a new vehicle or opponent on any action.

VEHICLE EXPERT

Benefit: The character gets a +2 bonus on all Drive checks and Pilot checks.

WEAPON FINESSE [*]

Prerequisites: Proficient with weapon, base attack bonus +1.

Benefit: With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

WEAPON FOCUS

Choose a specific weapon. A character can choose unarmed strike or grapple for purposes of this feat.

Prerequisites: Proficient with weapon, base attack bonus +1.

Benefit: The character gains a +1 bonus on all attack rolls he or she makes using the selected weapon.

Special: A character can gain this feat multiple times. Each time the character takes the feat, the character must select a different weapon.

WEAPON SPECIALIZATION [*]

Choose one type of weapon for which you have already selected the Weapon Focus feat. You can also choose unarmed strike or grapple as your weapon for purposes of this feat. You deal extra damage when using this weapon.

Prerequisites: Proficiency with selected weapon, Weapon Focus with selected weapon, base attack bonus +4.

Benefit: You gain a +2 bonus on all damage rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

WHIRLWIND ATTACK [*]

Prerequisites: Dex 13, Int 13, Dodge, Mobility, Spring Attack, Combat Expertise, base attack bonus +4.

Benefit: When the character performs a full-round action, the character can give up his or her regular attacks and instead make one melee attack at the character's highest base attack bonus against each adjacent opponent. When you use the Whirlwind Attack feat, you also forfeit any bonus or extra attacks granted by other feats, spells, or abilities.

WINDFALL

Benefit: The character's Wealth bonus increases by +3. Also, this feat provides a +1 bonus on all Profession checks.

Special: A character can select this feat multiple times. Each time, both of its effects stack.

WINGOVER [*]

Prerequisite: Fly speed.

Benefit: A flying character with this feat can change direction quickly once each round as a free action. This feat allows a turn up to 180 degrees regardless of maneuverability rating, in addition to any other turns normally allowed. A character cannot gain altitude during a round when he executes a wingover, but he can dive. The change of direction consumes 10 feet of flying movement.

EPIC POWER FEATS

CONTROL TORNADO

Prerequisites: Rank 5 in Control Weather

Benefit: You may spend 1 action point to generate a small tornado as a temporary weather change. First, you must activate your Control Weather power to create the appropriate weather conditions. The tornado will appear on your turn one round later. It moves away from you (in a direction of your choice) at 250 feet per round, causing devastation (uprooting trees, destroying buildings) in a diameter equal to 40 feet + 10 feet x your Int bonus. The tornado keeps moving in the set direction until it reaches the end of your Control Weather area of effect, dissipating when it can go no further. Creatures caught in its path are picked up and whirled around. Each round the creature must make a Fortitude saving throw (DC 25) or suffer 3d6 damage. When the creature makes the save (or if the tornado dissipates), it is violently expelled and hits the ground prone (after falling 1d6 x 10 feet and taking the appropriate damage). All flames are extinguished by the tornado, and all ranged attacks are impossible, as are Listen checks, anywhere in your Control Weather area of effect until the tornado dissipates.

Special: Weather conditions return to normal after the tornado dissipates, regardless of the number of minutes remaining in your normal Control Weather duration. You may use this feat only once in the same scene.

DISGUISE MASTERY

Prerequisites: Rank 3 in Disguise Form

Benefit: You may spend 1 action point to take on a new appearance as an immediate free action, even if you have not waited the necessary amount of time since your last change.

DRAIN BOOST

Prerequisites: Rank 3 in Drain

Benefit: After making a Drain touch attack, you may spend 1 action point to boost the effect. You get to roll the damage die twice, keeping the higher of the two results. Furthermore, the full points drained are added as a temporary enhancement bonus to your own ability score.

Normal: Without this feat, only one-half the points drained are added as a temporary enhancement bonus.

ELASTIC KNOCKBACK

Prerequisites: Rank 4 in Elasticity

Benefit: When taking damage from a bludgeoning or unarmed melee attack, you may spend 1 action point to deflect one-half (round down) of the damage. Furthermore, the attacker must make a Fortitude saving throw at a DC equal to the 10 + the amount of damage deflected or be knocked back 5 feet. If the save fails by 5 or more, the attacker also is knocked prone.

ELEMENTAL MASTERY

Prerequisites: Rank 4 in Elemental Form

Benefit: When in elemental form, you may spend 1 action point to turn back into normal form as an immediate free action. Within the next 3 rounds, you can resume elemental form as an immediate free action without counting against the number of times you can change form per day.

ENERGY BUILD-UP

Prerequisites: Rank 3 in Energy Blast

Benefit: You may spend 1 action point to build-up a particularly powerful blast. While building up the blast, you cannot move (not even a 5-foot step), cannot make attacks of opportunity, and lose your Dex bonus to Defense. Each full round spent building up the blast adds a cumulative +1d6 to damage and +1 to the attack roll (or, for an area-effect blast, to the saving throw DC). The maximum number of rounds you can spend building up a blast is equal to your number of ranks. If you take damage while building up the blast, you must make a Fortitude saving throw (at a DC equal to the damage inflicted) or lose the energy blast altogether.

Special: If you have the Extended Delay limitation, the first full round spent building up does not add any bonus.

FAST HEAL-ALL

Prerequisites: Rank 5 in Fast Healing

Benefit: If you spend 1 full round resting (no fighting or taxing physical activity), you may spend 1 action point to remove one of the following conditions from yourself: *blinded*, *deafened*, *nauseated*, *sickened*, or *stunned*.

Alternatively, you may instead choose to reduce your current fatigue damage by 5 per round of rest.

FLIGHT BURST

Prerequisites: Rank 5 in Flight

Benefit: You may spend 1 action point to move ten-times your flying speed in a straight line as a full-round action. You may continue this movement in the next round, if you wish. Furthermore, you keep your Dex bonus to Defense.

Normal: Without this feat, you move four-times your speed in a straight line (a flying “run”) and lose your Dex bonus to Defense.

Special: This feat cannot be taken if you have the Winged limitation.

FORCE BARRIER

Prerequisites: Rank 3 in Force Field

Benefit: You may spend 1 action point to prolong your force field dome. The dome lasts for a number of minutes equal to your ranks in Force Field + Wis bonus. Furthermore, you add your Wis bonus to the dome’s DR. While maintaining the dome, however, you cannot take any movement (not even a 5-foot step).

Special: If you have the Energy Cost limitation, you may spend two action points in the same round on this effect.

FORCE FLASH

Prerequisites: Rank 4 in Force Field

Benefit: Raising a force field (dome or shield) requires only a move action.

Normal: Without this feat, raising a force field requires a standard action.

GIANT MASTERY

Prerequisites: Rank 4 in Giant Size

Benefit: When in giant size, you may spend 1 action point to turn back to normal size as an immediate free action.

Within the next 3 rounds, you can resume giant size as an immediate free action without counting against the number of times you can change size per day.

HEAL-ALL TOUCH

Prerequisites: Rank 4 in Healing Touch

Benefit: You may spend 1 action point to remove one of the following conditions from the recipient at no cost to your hp worth of healing for the day: *blinded*, *deafened*, *nauseated*, *sickened*, or *stunned*. Alternatively, you may instead choose to reduce the recipient’s current fatigue damage by up to 10.

Special: No recipient (including yourself) may benefit from Heal-All Touch more than once per day.

HOLD OBJECT

Prerequisites: Rank 3 in Hold

Benefit: You may spend 1 action point to use your Hold power on an unattended inanimate object. The object automatically attempts the saving throw against your power. The modifier depends on the object’s size/mass: +0 for small/light objects (most hand-held items); +2 for objects of lesser mass (up to a hundred pounds, like a wood door); +4 for objects of moderate mass (up to 500 pounds, like a telephone booth); +6 for objects of substantial mass (up to a ton, like a stationary passenger car); +10 for objects of enormous mass (up to 10 tons, like a brick wall). If the save fails, the object is frozen in place and cannot be moved for the duration of your Hold power (as normal).

Normal: Without this feat, only living creatures or ambulatory, aware constructs can be affected by Hold.

INDESTRUCTIBLE BODY

Prerequisites: Rank 5 in Indestructibility

Benefit: You may spend 1 action point to survive briefly in otherwise lethal environments. Roll your action dice as normal. The result is the number of minutes in which you can survive in a vacuum, live without breathing, ignore extreme heat or cold, or negate the effects of deadly radiation.

MESMERIZE WHAMMY

Prerequisites: Rank 5 in Mesmerize

Benefit: When using a Mesmerize power, you may spend 1 action point to impose a –7 penalty on one specific target's saving throw. This penalty stacks with all other modifiers.

Special: Even if the power permits multiple targets, only one specific target may be affected.

NATURAL WEAPON CHARGE

Prerequisites: Rank 5 in Natural Weapon

Benefit: If you charge a foe during the first round of combat (or the surprise round, if you are allowed to act in it), you may spend 1 action point to make a full attack with your natural weapon against the opponent charged.

Normal: Without this feat, only a single attack can be made as part of a charge.

PHASE-THROUGH

Prerequisites: Rank 3 in Phase, Incorporeality or Improved Displacement ability

Benefit: During normal movement on your turn, you may spend 1 action point to phase through walls or any other tangible, physical barrier. You cannot end your movement inside a barrier (if you try, you will be bounced back to the last valid square you occupied). You cannot phase through force fields or other energy barriers. This effect does not count against your Phase power's total number of rounds per day.

SHRINK SUBATOMIC

Prerequisites: Rank 5 in Shrink

Benefit: You may spend 1 action point to shrink to *Microscopic Size* (down to a few micrometers tall). You cannot meaningfully interact with or be affected by the normal-sized physical universe. You may move up to 5 feet per hour through any physical substance. When the duration expires or you choose to grow back to normal size, if you occupy an invalid space you are automatically pushed into an adjacent valid space of your choice.

SPEED BURST

Prerequisites: Rank 5 in Super Speed

Benefit: You may spend 1 action point to run twice as far as you normally could as a full-round action. You may continue this running movement in the next round, if you wish. This benefit is applied after all other modifiers to your speed (including the Run feat). Furthermore, you keep your Dex bonus to Defense.

Normal: Without this feat, you lose your Dex bonus to Defense when running, unless you possess the Run feat.

SUPER LEAP

Prerequisites: Rank 3 in Super Strength or Super Dexterity

Benefit: You may spend 1 action point to receive a +20 bonus on your Jump skill checks for the round. Furthermore, you do not need a running start (the DC is not doubled). If you take falling damage, subtract your Dexterity score from the distance actually fallen (this is cumulative with other reductions of falling distance). If you jump down onto a target as part of an attack, you add 1.5 times your Str bonus to the damage.

SUPER SENSITIVITY

Prerequisites: Rank 5 in Super Senses

Benefit: You gain the *blindsense* ability out to a range of 60 feet.

SUPER SNIFFER

Prerequisites: Rank 3 in Super Senses

Benefit: You gain the *scent* ability.

TELEPORTAL

Prerequisites: Rank 5 in Teleportation, Int 12

Benefit: You may spend 1 action point and a full-round action to open up a teleportation portal in a valid 5-foot by 5-foot space adjacent to your space. The portal connects to anywhere your Teleportation power normally could reach. The portal persists for a number of minutes equal to your Int bonus or until you step through it. Anyone (friend or foe) may step through your portal by moving into the affected space. The portal is one-way only.

TELEVADE

Prerequisites: Rank 5 in Teleportation

Benefit: When you are targeted by an attack, you may spend 1 action point to blink out of the way as an immediate free action, even if you have not waited the necessary amount of time since you last teleported. The attack automatically misses, and you instantly reappear in a valid, open space (your choice) within a range of 25 feet + 5 feet x your Int bonus. You do not provoke attacks of opportunity from this movement. On your next turn, if you make a melee attack against an opponent whose turn in the initiative order has not yet occurred since you teleported, that opponent loses any Dex bonus to Defense against your first attack.

Special: You must be aware of the attack, but you may decide whether to teleport away after the opponent's attack roll. You lose the benefit of this feat when you are *flat-footed*, *stunned*, *held*, or otherwise immobilized.

PSI-POWER FEATS

EXPAND PSI POWER

Benefit: When manifesting a psi effect higher than 0-level with a numeric range or area not based on number of ranks, increase the range or area measurement by 50%. In exchange, the power point cost is increased by +100%.

FOCUS PSI POWER

Benefit: When manifesting a psi effect higher than 0-level, you may choose to raise the saving throw DC by an amount up to your number of ranks in that power. In exchange, the power point cost is increased by +50% if the DC is raised by 1-2, +100% if raised by 3-4, and +150% if raised by 5 (round down, to at least 1 power point more).

HEIGHTEN PSI POWER

Benefit: When manifesting a psi effect higher than 0-level, you may choose to raise your effective number of ranks by twice as much (thus, a manifester with Rank 3 could raise his effective ranks to as much as 6). This may improve the effect's range, duration, number of targets, or other characteristics based on number of ranks. In exchange, the power point cost is increased by +50% per additional effective rank (round down, to at least 1 power point more).

MAXIMIZE PSI POWER

Benefit: When manifesting a psi effect higher than 0-level, you may choose to maximize all variable, numeric effects (thus, an effect that inflicts 3d6 damage automatically inflicts 18 damage). Saving throws and opposed rolls are not affected, nor are effects without random variables. In exchange, the power point cost is increased by +200%.

PSI PENETRATION

Benefit: You receive a +2 bonus on manifester level checks, including those for overcoming power resistance.

QUICKEN PSI POWER

Benefit: When manifesting a psi effect higher than 0-level, you may accelerate the manifestation time. An effect that normally takes 1 round takes a standard action. An effect that normally takes a standard action takes a move action. An effect that normally takes a move action becomes an immediate free action. Manifestation times longer than 1 round are cut in half. You may only manifest one quickened effect in a round. Manifesting a quickened effect does not provoke an attack of opportunity. In exchange, the power point cost is increased by +200%.

Chapter 5: Wealth and Equipment

Most equipment available in *D20 Modern* is available to superheroes—or their enemies. Very few superheroes choose to employ guns or lethal melee weapons, though their foes might. *Consult the SRD as needed for miscellaneous equipment.*

This section outlines the abstract wealth system introduced by the *D20 Modern* game. This frees up superheroes from having to keep track of individual dollar tallies and can focus instead on action. The section also details the kinds of armor, shields, and weapons typically available to superheroes and their foes.

WEALTH SYSTEM

Every character has a Wealth bonus that reflects his or her buying power—a composite of income, credit rating, and savings. A character's Wealth bonus serves as the basis of the character's Wealth check, which is used to purchase equipment and services for the character.

Wealth Bonus

Since Wealth is an abstract concept, it's sometimes difficult to determine how financially well off a character is. To get a general sense of how financially solvent a character is at any given time, check the table below.

Wealth Bonus	Financial Condition
+0	Impoverished or in debt
+1 to +4	Struggling
+5 to +10	Middle class
+11 to +15	Affluent
+16 to +20	Wealthy
+21 to +30	Rich
+31 or higher	Very rich

Purchasing Equipment

Wealth checks are used to determine what characters can afford and what gear they might reasonably have access to. Every character has a Wealth bonus that reflects his or her buying power. Every object and service has a purchase DC. To purchase an object, make a Wealth check against the purchase DC.

The Wealth Check

A Wealth check is a 1d20 roll plus a character's current Wealth bonus. The Wealth bonus is fluid. It increases as a character gains Wealth and decreases as the character makes purchases. If the character succeeds on the Wealth check, the character gains the object. If the character fails, he or she can't afford the object at the time.

If the character's current Wealth bonus is equal to or greater than the DC, the character automatically succeeds. If the character successfully purchases an object or service with a purchase DC that's higher than his or her current Wealth bonus, the character's Wealth bonus decreases.

Wealth and the Starting Hero

A newly created 1st-level character's Wealth bonus is +0 plus: bonus from the Windfall feat, if taken; a 2d4 die roll; and +1 for having ranks in the Profession skill.

Shopping and Time

Buying less common objects generally takes a number of hours equal to the purchase DC of the object or service, reflecting the time needed to locate the wanted materials and close the deal. Getting a license or buying an object with a restriction rating increases the time needed to make purchases.

Taking 10 and Taking 20

A character can usually take 10 or take 20 when making a Wealth check. Taking 20 requires 20 times as long as normal. Also, there is a penalty for spending beyond a character's means. Whenever a character buys an object that has a purchase DC higher than his or her current Wealth bonus, the character's Wealth bonus decreases (see below).

Try Again?

A character can try again if he or she fails a Wealth check, but not until the character has spent an additional number of hours shopping equal to the purchase DC of the object or service.

Aid Another

One other character can make an aid another attempt to help a character purchase an object or service. If the attempt is successful, that character provides the purchaser with a +2 bonus on his or her Wealth check. The character who provides the aid reduces his or her Wealth bonus by +1.

Losing Wealth

Any time a character purchases an object or service with a purchase DC higher than his or her current Wealth bonus, or one with a purchase DC of 15 or higher, the character's Wealth bonus goes down. How much the Wealth bonus is reduced depends on how expensive the object is. Along with this loss, any time a character buys an object or service with a purchase DC of 15 or higher, the character reduces his or her current Wealth bonus by an additional 1 point. A character's Wealth bonus only goes down if he or she successfully buys an object or service. If the character attempts to buy something and the check fails, his or her Wealth bonus is unaffected.

Object or Service Purchase DC	Wealth Bonus Decrease
15 or higher	+1 point ¹
1–10 points higher than current Wealth bonus	1 point
11–15 points higher than current Wealth bonus	1d6 points
16 or more points higher than current Wealth Bonus.	2d6 points

¹ This stacks with the loss from a Purchase DC above the character's current wealth bonus.

Wealth Bonus of +0

A character's Wealth bonus can never decrease to less than +0. If a character's Wealth bonus is +0, the character doesn't have the buying power to purchase any object or service that has a purchase DC of 10 or higher, and can't take 10 or take 20. Also, it always takes a number of hours equal to the purchase DC of the object or service.

Regaining Wealth

A character's Wealth bonus recovers as the character advances. Every time a character gains a new level, make a Profession check. (If the character has no ranks in the skill, this check is a Wisdom check.) The DC is equal to the character's current Wealth bonus. If the character succeeds, his or her current Wealth bonus increases by +1. For every 5 points by which the character exceeds the DC, he or she gains an additional +1 to his or her Wealth bonus.

Selling Stuff

To sell something, a character first needs to determine its sale value. Assuming the object is undamaged and in working condition, the sale value is equal to the object's purchase DC (as if purchased new) minus 3.

Selling an object can provide an increase to a character's Wealth. The increase is the same amount as the Wealth bonus loss the character would experience if the character purchased an object with a purchase DC equal to the sale value. Regardless of the character's current Wealth bonus, he or she gains a Wealth bonus increase of 1 whenever the character sells an object with a sale value of 15 or higher. If a character sells an object with a sale value less than or equal to his or her current Wealth bonus, and that sale value is 14 or lower, the character gains nothing.

A character cannot legally sell restricted objects unless the character is licensed to own them. A character also cannot legally sell objects that have been reported as stolen. Selling objects illegally usually requires that the character have contacts in the black market, and reduces the sale value by an additional 3. Selling takes a number of hours equal to the normal purchase DC of the item.

ARMOR

Armor comes in four types: archaic, impromptu, concealable, and tactical. Three feats cover proficiency in the use of armor: Armor Proficiency (light), Armor Proficiency (medium), and Armor Proficiency (heavy). *Without the appropriate proficiency feat, the Armor Check Penalty also applies to attack rolls.*

Armor	Type	Equipment Bonus	Nonprof. Bonus	Maximum Dex Bonus	Armor Penalty	Speed (30 ft.)	Weight	Purchase DC	Restriction
<i>Light Armor</i>									
Leather jacket	Impromptu	+1	+1	+8	-0	30	4 lb.	10	—
Leather armor	Archaic	+2	+1	+6	-0	30	15 lb.	12	—
Bulletproof shirt	Concealable	+2	+1	+7	-0	30	3 lb.	13	Lic (+1)
Light body suit	Tactical	+3	+1	+6	-0	30	8 lb.	15	Res (+2)
Light bulletproof vest	Concealable	+3	+1	+5	-2	30	4 lb.	14	Lic (+1)
Round shield	Archaic	+1	+1	—	-1	—	6 lbs.	12	—
<i>Medium Armor</i>									
Duty bulletproof vest	Concealable	+4	+2	+4	-3	25	8 lb.	15	Lic (+1)
Chainmail	Archaic	+5	+2	+2	-5	20	40 lb.	18	—
Full body suit	Tactical	+5	+2	+4	-2	25	16 lb.	20	Res (+2)
Full bulletproof vest	Tactical	+6	+2	+3	-4	25	10 lb.	17	Lic (+1)
Tactical shield	Tactical	+2	+1	—	-2	—	10 lbs.	14	Lic (+1)
<i>Heavy Armor</i>									
Advanced body suit	Tactical	+7	+3	+2	-4	20	24 lb.	25	Res (+2)
Plate mail	Archaic	+8	+3	+1	-6	20	50 lb.	23	—
Combat body armor	Tactical	+9	+3	+1	-7	20	20 lb.	19	Res (+2)
Reinforced shield	Tactical	+4	+2	—	-4	—	15 lbs.	16	Lic (+1)

Light Armor

Leather Jacket: This armor is represented by a heavy leather biker's jacket. A number of other impromptu armors, such as a football pads and a baseball catcher's pads, offer similar protection and game statistics.

Leather Armor: This archaic armor consists of a breastplate made of thick, lacquered leather, along with softer leather coverings for other parts of the body.

Bulletproof Shirt: Designed for deep undercover work in which it's critical that the wearer not appear to be armed or armored, this garment consists of a T-shirt with a band of light protective material sewn in around the lower torso.

Light Body Suit: Covering much of the body, this is the most common outfit for superheroes. The fabric is reinforced with Kevlar or some similarly tough material. The suit may or may not include a mask or a cape.

Light Bulletproof Vest: Covering a larger area of the torso, this vest provides better protection than the light undercover shirt—but it's also more easily noticed. It's best used when the armor should remain unseen but the wearer doesn't expect to face much scrutiny, granting a +2 bonus on Spot checks to notice the armor.

Round Shield: This archaic shield is a circular metal sheet over a wooden frame, like those used in the Middle Ages.

Medium Armor

Duty Bulletproof Vest: Standard issue in many police forces, this vest provides maximum protection in a garment that can be worn all day long under a jacket or other heavy garment. While it may go unnoticed by a quick glance, it is usually visible to anyone looking closely for it, granting a +4 bonus on Spot checks to notice the armor.

Chainmail: This medieval-era armor is a long shirt made of interlocking metal rings, with a layer of padding underneath. It's heavy, making it uncomfortable to wear for long periods of time.

Full Body Suit: This outfit is worn by more battle-savvy superheroes. It is made out of Kevlar or some similarly tough material, features ceramic plates in vital areas, and includes heavy combat boots. A cape and light helmet are commonly included.

Full Bulletproof Vest: The standard body armor for police SWAT units, this vest provides full-torso protection in the toughest protective materials available. Unlike other vests, it is much too bulky to be concealable.

Tactical Shield: This is a large, rectangular shield made out of modern plastics. It is commonly issued to crowd-control police units.

Heavy Armor

Advanced Body Suit: This futuristic protective outfit made out of space-age polymers and ceramics is available only to superheroes with advanced technology and considerable resources. It features full-body coverage, power bands for the wrists, a helmet, and usually a deflection cape.

Plate Mail: This medieval-era armor consists of metal plates that cover the entire body. It's heavy and cumbersome compared to most modern armor, but it does provide a great deal of protection.

Combat Body Armor: The most powerful protection available is built into this suit, which consists of a heavy torso jacket with ceramic plates over the chest and back, neck and groin guards, arm protection, and a helmet. Heavy and cumbersome, this armor is generally only donned by tactical officers heading into a dangerous assault.

Reinforced Shield: This massive shield made out of space-age ceramics is designed to protect against virtually every kind of attack. If the wielder takes the full defense option, he gets a +4 cover bonus to Reflex saves against explosions and concussive blasts. However, the shield is so heavy that the wielder suffers a -1 penalty on melee attack rolls.

MELEE WEAPONS

Melee weapons are classified as simple, archaic, or exotic. Some weapons can be thrown and have a range increment, but the maximum range for a thrown weapon is five range increments instead of ten. The relationship between a weapon's size and that of its wielder defines whether it can be used one-handed, if it requires two hands, and if it's a light weapon. A Medium-size or smaller weapon can be used one-handed or two-handed. A Large weapon requires two hands. A Small or smaller weapon is considered a light weapon and is easier to use in a character's off hand.

Weapon	Damage	Critical	Damage Type	Range Increment	Size	Weight	Purchase DC
<i>Simple Weapons</i> (require the Simple Weapons Proficiency feat)							
Brass knuckles ¹	+1	20	Bludgeoning	—	Tiny	1 lb.	5
Cleaver	1d6	19–20	Slashing	—	Small	2 lb.	5
Club	1d6	20	Bludgeoning	10 ft.	Med	3 lb.	4
Knife	1d4	19–20	Piercing	10 ft.	Tiny	1 lb.	7
Metal baton	1d6	19–20	Bludgeoning	—	Med	2 lb.	8
Pistol whip	1d4	20	Bludgeoning	—	Small	—	—
Rifle butt	1d6	20	Bludgeoning	—	Large	—	—
Sap	1d6 ¹	20	Bludgeoning	—	Small	3 lb.	2
Shield bash ¹	1d3/1d4	20	Bludgeoning	—	Med	—	—
Stun gun ¹	1d3	20	Electricity	—	Tiny	1 lb.	5
Tonfa ¹	1d4	20	Bludgeoning	—	Med	2 lb.	6

Weapon	Damage	Critical	Damage Type	Range Increment	Size	Weight	Purchase DC
<i>Archaic Weapons</i> (require the Archaic Weapons Proficiency feat)							
Fighting ax	1d10	20 ¹	Slashing	—	Large	8 lb.	11
Fighting staff ¹	1d6/1d6	20	Bludgeoning	—	Large	4 lb.	5
Hatchet	1d6	20	Slashing	10 ft.	Small	4 lb.	4
Longsword	1d8	19–20	Slashing	—	Med	4 lb.	11
Machete	1d6	19–20	Slashing	—	Small	2 lb.	5
Rapier	1d6	18–20	Piercing	—	Med	3 lb.	10
Spear ¹	1d8	20	Piercing	—	Large	9 lb.	6
Sword cane ¹	1d6	18–20	Piercing	—	Med	3 lb.	9

Weapon	Damage	Critical	Damage Type	Range Increment	Size	Weight	Purchase DC
<i>Exotic Melee Weapons</i> (each requires a specific Exotic Melee Weapon Proficiency feat)							
Chain ¹	1d6/1d6	20	Bludgeoning	—	Large	5 lb.	5
Chain saw	3d6	20	Slashing	—	Large	10 lb.	9
Kama	1d6	20	Slashing	—	Small	2 lb.	5
Katana	2d6	19–20	Slashing	—	Large	6 lb.	12
Kukri	1d4	18–20	Slashing	—	Small	1 lb.	5
Nunchaku	1d6	20	Bludgeoning	—	Small	2 lb.	3
3-section staff ¹	1d10/1d10	20	Bludgeoning	—	Large	3 lb.	4
Whip ¹	1d3 ¹	20	Slashing	—	Med	2 lb.	5

¹See the description of this weapon for special rules.

Simple Melee Weapons

Brass Knuckles: These pieces of molded metal fit over the outside of a character’s fingers and allow him or her to deal lethal damage with an unarmed strike instead of nonlethal damage. A strike with brass knuckles is otherwise considered an unarmed attack. When used by a character with the Brawl feat, brass knuckles increase the base damage dealt by an unarmed strike by +1 and turn the damage into lethal damage.

Cleaver: Heavy kitchen knives can be snatched up for use as weapons in homes and restaurants. These weapons are essentially similar to the twin butterfly swords used in some kung fu styles.

Club: Almost anything can be used as a club. This entry represents the wooden nightsticks sometimes carried by police forces.

Knife: This category of weapon includes hunting knives, butterfly or “balisong” knives, and switchblades. A character can select the Weapon Finesse feat to apply his or her Dexterity modifier instead of Strength modifier to attack rolls with a knife.

Metal Baton: This weapon can be collapsed to reduce its size and increase its concealability. A collapsed baton is Small and can’t be used as a weapon. Extending or collapsing the baton is a free action.

Pistol Whip: Using a pistol as a melee weapon can deal greater damage than attacking unarmed.

Rifle Butt: The butt of a rifle can be used as an impromptu club.

Sap: This weapon, essentially a smaller and softer version of a club, deals nonlethal damage instead of lethal damage.

Shield Bash: A shield slammed into an opponent is a light weapon. Light shields do 1d3 damage; medium and heavy shields do 1d4.

Stun Gun: Although the name suggests a ranged weapon, a stun gun requires physical contact to affect its target. On a successful hit, the stun gun deals 1d3 points of electricity damage (do not add the character’s Str bonus). Furthermore, if the target suffers at least 1 point of damage from the attack, he must make a Fortitude saving throw (DC 15) or be paralyzed for 1d6 rounds.

Tonfa: This is the melee weapon carried by most police forces, used to subdue and restrain criminals. A character can deal nonlethal damage with a tonfa without taking the usual –4 penalty.

Archaic Melee Weapons

Fighting Ax: This is an old-fashioned battle axe wielded with both hands. On a critical hit, it does x3 damage instead of x2.

Fighting Staff: A fighting staff is a double weapon. When holding it with both hands, you can fight with it as if fighting with two weapons—but you incur all the normal attack penalties associated with fighting with two weapons, just as if you were using a one-handed weapon and a light weapon. A fighting staff can be used to make trip attacks, and if the attempt fails you can drop the staff to avoid being tripped in return.

Hatchet: This light axe is a chopping tool that deals slashing damage when employed as a weapon.

Longsword: This classic, straight blade is the weapon of knighthood and valor.

Machete: This long-bladed tool looks much like a short, lightweight sword.

Rapier: The rapier is a lightweight sword with a thin blade. A character can select the Weapon Finesse feat to apply his or her Dexterity modifier instead of Strength modifier to attack rolls with a rapier.

Spear: A character can strike opponents 10 feet away with a spear, but it can't use it against an adjacent foe.

Sword Cane: This is a lightweight, concealed sword that hides its blade in the shaft of a walking stick or umbrella. Because of this special construction, a sword cane is always considered to be concealed; the sword part is noticed only with a Spot check (DC 18).

Exotic Melee Weapons

Chain: Also called the *manriki-gusari*, this is a simple chain with weighted ends. It can be whirled quickly, striking with hard blows from the weights. One end can also be swung to entangle an opponent. The chain can be used either as a double weapon or as a reach weapon. A character can fight with it as if fighting with two weapons, incurring all the normal attack penalties as if using a one-handed weapon and a light weapon. In this case, the character can only strike at an adjacent opponent. If a character uses the chain as a reach weapon, he or she can strike opponents up to 10 feet away. In addition, unlike other weapons with reach, the character can use it against an adjacent foe. In this case, the character can only use one end of the chain effectively; he or she can't use it as a double weapon. Because a chain can wrap around an enemy's leg or other limb, a character can make a trip attack with it. If the character is tripped during the trip attempt, the character can drop the chain to avoid being tripped. When using a chain, the character gets a +2 equipment bonus on his or her opposed attack roll when attempting to disarm an opponent (including the roll to avoid being disarmed if the character fails to disarm the opponent). A character can select the Weapon Finesse feat to apply his or her Dexterity modifier instead of Strength modifier to attack rolls with a chain.

Chain Saw: Military and police units use powered saws to cut through fences and open doors rapidly. They are sometimes pressed into service as weapons, often by people who watch too many movies.

Kama: A kama is a wooden shaft with a scythe blade extending at a right angle out from the shaft. Kama are traditional weapons in various styles of karate.

Katana: The katana is the traditional Japanese samurai sword. When used with the Exotic Melee Weapon Proficiency feat, it can be used with one hand. Without the feat, the katana must be used with two hands, and the -4 nonproficiency penalty applies.

Kukri: This heavy, curved dagger has its sharp edge on the inside of the curve.

Nunchaku: A popular martial arts weapon, the nunchaku is made of two wooden shafts connected by a short length of rope or chain.

Three-Section Staff: This weapon is composed of three sections of wood of equal lengths, joined at the ends by chain, leather, or rope. The three-section staff requires two hands to use and is a double weapon. A character can fight with it as if fighting with two weapons—but incurs all the normal attack penalties associated with fighting with two weapons, as if using a one-handed weapon and a light weapon. It can be used to make trip attacks, and if the attempt fails you can drop the staff to avoid being tripped in return.

Whip: A whip deals nonlethal damage. It deals no damage to any creature with an equipment bonus of +1 or higher or natural armor +3 or higher. The whip is treated as a melee weapon with 15-foot reach, though you don't threaten the area in terms of attacks of opportunity. In addition, unlike most other weapons with reach, you can use it against foes anywhere within your reach (including adjacent foes). Using a whip provokes an attack of opportunity, just as if you had used a ranged weapon. You can make trip attacks with a whip. If you are tripped during your own trip attempt, you can drop the whip to avoid being tripped. When using a whip, you get a +2 bonus on opposed attack rolls made to disarm an opponent (including the roll to keep from being disarmed if the attack fails).

RANGED WEAPONS

Ranged weapons fall into three general groups: handguns, longarms, and other ranged weapons such as crossbows. Handguns and longarms are personal firearms designed to be carried and used by a single person in one hand (handguns) or with two hands (longarms). Handguns and longarms require the Personal Firearms Proficiency feat. Without the feat, there is a –4 penalty on attack rolls. Because of the weapon’s unwieldy shape and size, an attacker using a longarm takes a –4 penalty on attacks against adjacent opponents. Any attack at a distance less than the listed range increment is not penalized for range. However, each full range increment causes a cumulative –2 penalty on the attack roll. Ranged weapons have a maximum range of ten range increments.

There are three possible rates of fire: single shot, semiautomatic (S), and automatic (A). Semiautomatic weapons can be used for “burst fire” with the appropriate feat. Automatic weapons can make “autofire” attacks which target an area, not a specific creature. The attacker targets a 10-foot-by-10-foot area and makes an attack roll; the targeted area has an effective Defense of 10. (If the character does not have the Advanced Firearms Proficiency feat, he or she takes a –4 penalty on the attack roll.) If the attack succeeds, every creature within the affected area must make a Reflex save (DC 15) or take the weapon’s damage. Autofire shoots 10 bullets, and can only be used if the weapon has 10 bullets in it.

Important Revision: Those targeted by autofire get to add *one-half* of their Equipment, Natural Armor, and Deflection bonuses to Defense as a bonus to the Reflex saving throw. Also, having basic cover provides a +2 bonus on the Reflex saving throw, and improved cover (e.g., fighting around the corner of a stone wall) provides a +4 bonus.

Weapon	Damage	Critical	Damage Type	Range Increment	Rate of Fire	Magazine	Size	Weight	Purchase DC	Restriction
<i>Handguns</i> (require the Personal Firearms Proficiency feat)										
Revolver, Light (.22)	2d4	20	Ballistic	20 ft.	S	6 cyl.	Tiny	1 lb.	14	Lic (+1)
Revolver, Medium (.38)	2d6	20	Ballistic	30 ft.	S	6 cyl.	Small	2 lb.	15	Lic (+1)
Revolver, Heavy (.44)	2d8	20	Ballistic	30 ft.	S	6 cyl.	Med	3 lb.	16	Lic (+1)
Autoloader, Light (.32, 9mm)	2d4	20	Ballistic	30 ft.	S	9 box	Tiny	1 lb.	15	Lic (+1)
Autoloader, Medium (.45, 9mm)	2d6	20	Ballistic	30 ft.	S	9 box	Small	2 lb.	16	Lic (+1)
Autoloader, Heavy (.50, 10mm)	2d8	20	Ballistic	40 ft.	S	9 box	Med	4 lb.	17	Lic (+1)
Machine Pistol (.45, 9mm)	2d6	20	Ballistic	40 ft.	S, A	20 box	Med	5 lb.	18	Res (+2)
Sonic pulse pistol *	2d8	20	Sonic	10 ft.	Single	25 pack	Small	2 lb.	21	Mil (+3)
Laser pistol	2d8	20	Fire	40 ft.	S	50 pack	Med	3 lb.	22	Mil (+3)
Plasma pistol	2d10	20	Fire	40 ft.	S	50 pack	Med	3 lb.	23	*
<i>Longarms</i> (require the Personal Firearms Proficiency feat)										
Shotgun, Pump-action	2d10	20	Ballistic	30 ft.	Single	5 int.	Large	11 lb.	16	Lic (+1)
Shotgun, Semiautomatic	2d8	20	Ballistic	40 ft.	S	7 int.	Large	8 lb.	17	Lic (+1)
Rifle, Light (.444)	2d10	20	Ballistic	80 ft.	S	6 int.	Large	8 lb.	16	Lic (+1)
Rifle, Heavy (.50) *	2d12	20	Ballistic	120 ft.	S	11 box	Huge	16 lb.	22	Lic (+1)
Assault Rifle, Light (5.56mm)	2d8	20	Ballistic	60 ft.	S, A	30 box	Large	8 lb.	17	Res (+2)
Assault Rifle, Medium (7.62mm)	2d8	20	Ballistic	80 ft.	S, A	30 box	Large	10 lb.	18	Res (+2)
Assault Rifle, Heavy (7.62mm)	2d10	20	Ballistic	90 ft.	S, A	20 box	Large	11 lb.	20	Res (+2)
Submachine Gun (.45, 9mm) *	2d6	20	Ballistic	50 ft.	S, A	30 box	Large	7 lb.	18	Res (+2)
Machine Gun, Medium *	2d10	20	Ballistic	100 ft.	A	Linked	Huge	22 lb.	20	Mil (+3)
Sonic pulse rifle *	2d12	20	Sonic	20 ft.	Single	50 pack	Large	7 lb.	22	Mil (+3)
Laser rifle	3d8	20	Fire	80 ft.	S, A	50 pack	Large	8 lb.	23	Mil (+3)
Plasma rifle *	3d10	20	Fire	80 ft.	S, A	50 pack	Large	8 lb.	24	*
Cryonic rifle *	3d6	20	Cold	20 ft.	S	10 pack	Large	8 lb.	25	*
<i>Heavy Weapons</i> (each requires a specific Exotic Firearms Proficiency feat)										
Machine Gun, Heavy *	2d12	20	Ballistic	110 ft.	A	Linked	Huge	75 lb.	22	Mil (+3)
Rocket Launcher (LAW) *	10d6	—	—	150 ft.	1	1 int.	Large	5 lb.	15	Mil (+3)
Grenade Launcher *	Varies	—	—	70 ft.	1	1 int.	Large	7 lb.	14	Mil (+3)
<i>Other Ranged Weapons</i> (Weapons Proficiency feat needed given in parentheses)										
Compound bow (Archaic) *	1d8	20	Piercing	40 ft.	1	—	Large	3 lb.	10	—
Crossbow (Simple) *	1d10	19–20	Piercing	40 ft.	1	1 int.	Med	7 lb.	9	—
Javelin (Simple) *	1d6	20	Piercing	30 ft.	1	—	Med	2 lb.	4	—
Shuriken (Archaic) *	1	20	Piercing	10 ft.	1	—	Tiny	0.5 lb.	3	—

* See the description of this weapon for special rules.

Compound Bow

A character's Strength modifier applies to damage rolls made when using this weapon.

Crossbow

A crossbow requires two hands to use. Loading a crossbow is a move action that provokes attacks of opportunity.

Cryonic Rifle

A cryonic rifle deals 3d6 points of cold damage. A living target reduced to negative hit points by the weapon instantly stabilizes. Furthermore, if the ray deals sufficient damage to reduce the target to -10 or fewer hit points, the target instead drops to -9 hit points and stabilizes automatically (in other words, the target does not die). This is exceptionally advanced technology, and hence is restricted only to aliens or far-future time travelers.

Grenade Launcher

This simple weapon is a single-shot grenade launcher. It fires 40mm grenades. These grenades look like huge bullets an inch and a half across; they can't be used as hand grenades, and this weapon can't shoot hand grenades. Attacking with a grenade launcher is identical to throwing an explosive: you make a ranged attack against a specific 5-foot square (instead of targeting a person or creature). The differences lie in the range of the weapon (which far exceeds the distance a hand grenade can be thrown) and the fact that the grenade launcher requires the Exotic Firearms Proficiency (grenade launchers) feat to operate without penalty.

Heavy Rifle, Machine Gun

These guns are huge weapons that must be used with a bipod, which comes attached to the bottom of the gun's barrel.

Javelin

This light, flexible spear built for throwing can be used in melee, but since it's not designed for it, characters using it in this manner are always considered nonproficient and take a -4 penalty on their melee attack rolls.

Plasma Weapons

Plasma weapons condense electrically charged gas into a destructive force that can eat through solid objects and cause severe damage. This is exceptionally advanced technology, and hence is restricted only to aliens or far-future time travelers.

Rocket Launcher

A LAW (light antitank weapon) is a disposable, one-shot rocket launcher. It comes as a short, telescoped fiberglass and aluminum tube. Before using the weapon, the firer must first arm and extend the tube, which is a move action. When the LAW hits its target, it explodes like a grenade or other explosive, dealing its 10d6 points of damage to all creatures within a 10-foot radius (Reflex save DC 18 for half damage). Because its explosive features a shaped charge designed to penetrate the armor of military vehicles, the LAW ignores up to 10 points of hardness if it strikes a vehicle, building, or object. However, this only applies to the target struck, not to other objects within the burst radius. This weapon has a minimum range of 30 feet. If fired against a target closer than 30 feet away, it does not arm and will not explode. The Exotic Firearms Proficiency (rocket launchers) feat applies to this weapon.

Shuriken

A shuriken is a thrown, star-shaped projectile with four to eight razor-sharp points. A character may draw a shuriken as a free action

Sonic pulse pistol, rifle

These weapons always causes nonlethal damage (even on a critical hit). However, the pulse dissipates at longer ranges: Reduce the damage by 1 point for every full range increment of the attack. If the target suffers massive damage and fails the Fortitude saving throw, he is knocked unconscious and rendered helpless for a number of minutes equal to the damage inflicted by the attack (the character is not reduced to -1 hp).

Submachine Gun

This weapon features a three-round burst setting. When used with Burst Fire, it fires only three bullets instead of five and can be used with only three bullets in the weapon.

GRENADES

Unless fired from a launcher, grenades and explosives require no special proficiency feat to use. An attack with a thrown explosive is a ranged attack made against a specific 5-foot square. (A character can target a square occupied by a creature.) Throwing the explosive is a standard action.

If the square is within one range increment, you do not need to make an attack roll. Roll 1d4 and consult the table to see which corner of the square the explosive bounces to. If the target square is more than one range increment away, make an attack roll. The square has an effective Defense of 10. If the attack succeeds, the grenade or explosive lands in the targeted square. Roll 1d4 and consult the table above to see which corner of the square the explosive bounces to.

Roll on d4	Corner of targeted square
1	Upper Left
2	Upper Right
3	Lower Right
4	Lower Left

If the character misses the target, the explosive lands at a corner of a square nearby in a random direction. Consult the tables below to determine where the explosive lands. If the weapon was thrown two to three range increments (11 to 30 feet), roll 1d8. If the weapon was thrown four or five range increments (31 to 50 feet), roll 1d12.

Roll on d8	Location Struck
1	upper right corner, one square beyond target
2	upper right corner, one square right of target
3	lower right corner, one square right of target
4	lower right corner, one square short of target
5	lower left corner, one square short of target
6	lower left corner, one square left of target
7	upper left corner, one square left of target
8	upper left corner, one square beyond target

Roll on d12	Location Struck
1	upper right corner, two squares beyond target
2	upper right corner, one square beyond and right of target
3	upper right corner, two squares right of target
4	lower right corner, two squares right of target
5	lower right corner, one square short and right of target
6	lower right corner, two squares short of target
7	lower left corner, two squares short of target
8	lower left corner, one square short and left of target
9	lower left corner, two squares left of target
10	upper left corner, two squares left of target
11	upper left corner, one square beyond and left of target
12	upper left corner, two squares beyond target

After determining where the explosive landed, it deals its damage to all targets within the burst radius of the weapon. The targets may make Reflex saves (DC varies according to the explosive type) for half damage.

Important Revision: Targets with basic cover get a +2 bonus on the Reflex saving throw, +4 for improved cover (e.g., behind a concrete embankment). Also, targets may add *one-half* of their Equipment, Natural Armor, and Deflection bonuses to Defense as a bonus to the Reflex saving throw.

Weapon	Damage	Critical	Damage Type	Burst Radius	Reflex DC	Range Increment	Size	Weight	Purchase DC	Restriction
40mm frag grenade	3d6	—	Slashing	10 ft.	15	—	Tiny	1 lb.	16	Mil (+3)
Frag grenade	4d6	—	Slashing	20 ft.	15	10 ft.	Tiny	1 lb.	15	Mil (+3)
Smoke grenade	—	—	—	See text	—	10 ft.	Small	2 lb.	10	—
Tear gas grenade	See text	—	—	See text	—	10 ft.	Small	2 lb.	12	Res (+2)
Thermite grenade	6d6	—	Fire	5 ft.	12	10 ft.	Small	2 lb.	17	Mil (+3)
WP grenade	2d6	—	Fire	20 ft.	12	10 ft.	Small	2 lb.	15	Mil (+3)
Sonic pulse grenade	3d6 *	—	Sonic	15 ft.	12	10 ft.	Tiny	1 lb.	21	Mil (+3)
EMP grenade	5d6 *	—	Electricity	20 ft.	15	10 ft.	Small	2 lb.	21	Mil (+3)
Cryonic grenade	8d6	—	Cold	10 ft.	15	10 ft.	Small	2 lb.	21	*
Psionic grenade	*	—	—	10 ft.	18	10 ft.	Tiny	1 lb.	21	*

* See the description of this weapon for special rules.

40mm Fragmentation Grenade

This small explosive device must be fired from a 40mm grenade launcher. It sprays shrapnel in all directions when it explodes. The 40mm fragmentation grenade has a minimum range of 40 feet. If fired against a target closer than 40 feet away, it does not arm and will not explode. The purchase DC given is for a box of 6 grenades.

Fragmentation Grenade

This grenade sprays shrapnel in all directions when it explodes. The purchase DC given is for a box of 6 grenades.

Smoke Grenade

On the round when it is thrown, a smoke grenade fills the four squares around it with smoke. On the following round, it fills all squares within 10 feet, and on the third round it fills all squares within 15 feet. The smoke obscures all sight, including the darkvision ability granted by night vision goggles. Any creature within the area has total concealment (attacks suffer a 50% miss chance, and the attacker can't use sight to locate the target). It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round. Smoke grenades are available in several colors, including white, red, yellow, green, and purple. As such, they can be used as signal devices. The purchase DC given is for a box of 6 grenades.

Tear Gas Grenade

On the round that it is thrown, a tear gas grenade fills a 5-foot radius with a cloud of irritant that causes eyes to fill with tears. On the following round, it fills a 10-foot radius, and on the third round it fills a 15-foot radius. It disperses after 10 rounds, though a moderate wind (11+ mph) disperses the smoke in 4 rounds and a strong wind (21+ mph) disperses it in 1 round. A character caught in a cloud of tear gas must make a Fortitude save (DC 15) or be nauseated. This effect lasts as long as the character is in the cloud and for 1d6 rounds after he or she leaves the cloud. Those who succeed at their saves but remain in the cloud must continue to save each round. A gas mask renders the target immune to the effects. A wet cloth held over the eyes, nose, and mouth provides a +2 bonus on the Fortitude save. The purchase DC given is for a box of 6 grenades.

Thermite Grenade

Thermite creates intense heat meant to burn or melt through an object. The purchase DC is for a box of 6 grenades.

White Phosphorus Grenade

Any target that takes damage from a White Phosphorus grenade is dealt an additional 1d6 points of fire damage in the following round and risks catching on fire. In addition, a WP grenade creates a cloud of smoke. Treat a white phosphorus grenade as a smoke grenade (see above), except that it only fills squares within 5 feet of the explosion point. The purchase DC given is for a box of 6 grenades.

Sonic Pulse Grenade

A sonic pulse grenade deals 3d6 points of nonlethal sonic damage to any living creature in the burst radius. (Robots and other nonliving creatures are not affected.) In addition, creatures that take damage from the sonic pulse grenade must also succeed on a Fortitude save (DC 12) or be shaken for 1d4 rounds. The purchase DC given is for a set of 6 grenades.

EMP Grenade

An EMP grenade releases an electromagnetic pulse that instantly shorts out all electronic devices (including computers) within a 20-foot burst radius. Affected devices remain nonfunctional until repaired (see the Repair skill description for details). The EMP grenade deals no damage to living creatures but deals 5d6 points of electricity damage to robots, androids, and sentient machines. The purchase DC given is for a set of 6 grenades.

Grenade, Cryonic

When a cryonic grenade explodes, it deals 8d6 points of cold damage to all creatures in a 10-foot burst radius. A successful Reflex save (DC 15) halves the damage. The freezing cold automatically stabilizes any creature reduced to negative hit points by the blast. If the cryonic blast deals sufficient damage to reduce a target to -10 or fewer hit points, the target instead drops to -9 hit points and stabilizes automatically (in other words, the target does not die). The purchase DC is for 1 grenade. This is exceptionally advanced technology, and hence is restricted only to aliens or far-future time travelers.

Grenade, Psionic

A psionic grenade releases a 10-foot-radius psionic blast that affects only creatures with psionic abilities or powers. Any such creature that fail a Reflex save (DC 18) cannot use its psionic abilities or psionic powers for 1d4 rounds. In addition, it must succeed on a Will save (DC 15) or suffer 1d6 points of temporary Intelligence, Wisdom, and Charisma damage. The purchase DC is for 1 grenade. This is exceptionally advanced technology, and hence is restricted only to aliens or far-future time travelers.

Chapter 6: Powers

Each superhero class provides access to a range of super powers. As the superhero goes up in level, new powers can be selected or existing powers increased. Every super power has five *ranks* of effects. A power begins at Rank 1, and each improvement taken at a subsequent level advancement increases the power by +1 rank.

If the player chooses to apply a *limitation* to a power, it begins at Rank 2. The limitation must be chosen when the power is first acquired and cannot be added later. Possible limitations are suggested for each power, though players may come up with their own variations subject to GM approval. Limitations are described below, after Powers.

Control Weather

You can change the weather in the area around you simply by willing it. You can make substantial changes to the weather that last only a short while, but as the power improves you can create massive weather effects that persist for an hour or so (until natural forces reassert the normal weather pattern of the surrounding area).

Use: Normally, Control Weather is an innate power that requires a full-round action and unbroken concentration to use. Any distraction, vigorous motion, or injury suffered while trying to activate Control Weather necessitates a Concentration check to prevent the power from being disrupted. If you try to use Control Weather while opponents threaten your space, you must succeed on a Concentration check (DC 15) or the power is disrupted. The weather will change during the round the power is activated, and the new weather will take effect at the start of the following round. The range of effect is a radius of 200 yards + 100 yards x your Int bonus, centered on you. However, the effect is stationary and does not shift in area if you subsequently move.

You may change current weather conditions (determined in advance by the GM) by a number of steps depending on rank achieved. There are three categories of weather, each consisting of four steps:

Wind: Calm (around 0 MPH) / Breezy (10-20 MPH) / Gale (30-60 MPH) / Windstorm (over 70 MPH)

Temperature: Hot (over 85° F) / Mild (around 70° F) / Cold (around 30° F) / Frigid (around 0° F)

Condition: Clear (Sunny) / Humid (Cloudy) / Light Precipitation (Showers) / Heavy Precipitation (Storms)

Possible Limitations: Distracting; Energy Cost; Extended Duration; Fatigue; Wild Power

Rank 1: Basic Control. You can alter the weather 1 step as a persistent change or 2 steps as a temporary change (lasting 1 minute). You must wait at least 1 hour before attempting to control the weather again.

Rank 2: Improved Control. You can alter the weather 2 steps as a persistent change or 3 steps as a temporary change (lasting 2 minutes). You must wait at least 30 minutes before attempting to control the weather again.

Rank 3: Superior Control. You can alter the weather 3 steps as a persistent change or 4 steps as a temporary change (lasting 3 minutes). You must wait at least 10 minutes before attempting to control the weather again.

Rank 4: Extraordinary Control. You can alter the weather 4 steps as a persistent change or 5 steps as a temporary change (lasting 4 minutes). You must wait at least 5 minutes before attempting to control the weather again.

Rank 5: Amazing Control. You can alter the weather 5 steps as a persistent change or 6 steps as a temporary change (lasting 5 minutes). You must wait at least 2 minutes before attempting to control the weather again.

Special: Concentration cannot be taken as a limitation for this power, since it is incorporated into the base effect.

Disguise Form

You possess the ability to make your body look different. As the power improves, you can change body shape, the sound of your voice, and eventually even how your body feels to the touch.

Use: Normally, Disguise is an innate power. Taking on a new appearance is a move action. The extent of the transformation is up to you, within the parameters of benefit provided by the rank achieved. You can maintain the disguise for as long as you wish. Dropping a disguise is a free action.

Possible Limitations: Distracting; Energy Cost; Extended Delay; Fatigue; Wild Power

Rank 1: Heightened Disguise. You can change coloration, facial features, and can alter your height by up to 1 foot taller or shorter. You cannot change body shape, the sound of your voice, or your body's feel to the touch. You gain a +10 bonus to Disguise checks. You must wait at least 10 minutes before changing into a new appearance.

Rank 2: Improved Disguise. You can slightly alter body shape (up to 25% fatter or thinner), but still cannot make vocal or tactile alterations. The bonus to Disguise checks increases to +15. You must wait at least 5 minutes before changing into a new appearance.

Rank 3: Superior Disguise. You can alter your height by up to 2 feet taller or shorter and can change the sound of your voice, but still cannot make tactile alterations. The bonus to Disguise checks increases to +20. You must wait at least 1 minute before changing into a new appearance.

Rank 4: Extraordinary Disguise. You can completely alter body shape (up to 50% fatter or thinner, even a different gender), but still cannot make tactile alterations. The bonus to Disguise checks increases to +25. You must wait at least 5 rounds before changing into a new appearance.

Rank 5: Amazing Disguise. You can alter your height by up to 3 feet taller or shorter and can even change the feel of your body (so that the skin looks and feels like different clothing). The bonus to Disguise checks increases to +30. You must wait at least 2 rounds before changing into a new appearance.

Special: Disguise Form does not affect the clothing worn or equipment carried, so characters with this power often bring along different outfits for different body sizes or wear specially made flexible body suits.

Drain

Your touch temporarily draws away some of the victim's physical or mental life force. You gain a portion of the drained energy, leaving the victim weakened or stupefied.

Use: Normally, Drain is an innate power that can be used once in a round. You must touch the victim's bare skin with your bare hands. This requires an unarmed melee attack roll, though your attack is counted as armed and does not provoke an attack of opportunity. Mundane clothing and impromptu and concealable armor do not meaningfully protect against your Drain attack, but archaic and tactical armor (which cover more of the body) apply their equipment bonus to the target's Defense. Hazmat gear, spacesuits, and force-field domes completely block Drain.

If your attack hits, instead of normal damage it inflicts ability damage. One-half (round down) the points drained are added as a temporary enhancement bonus to your own ability score, lasting 1 hour per Drain rank. (Enhancement bonuses do not stack, only the largest applies.) The victim recovers this ability damage normally.

An ability score cannot be drained below 0. A victim reduced to 0 Strength or Dexterity is crippled and helpless. A victim reduced to 0 Intelligence, Wisdom, or Charisma is catatonic and helpless. A victim reduced to 0 Constitution must make a Fortitude saving throw (DC 10)—if the save succeeds the victim is comatose until the ability damage is wholly recovered, and if the save fails the victim is killed.

Possible Limitations: Concentration; Distracting; Nullification; Permanence; Wild Power

Rank 1: Basic Drain. Choose one ability score (Strength, Dexterity, Constitution, Intelligence, Wisdom, or Charisma) to drain. A successful drain attack inflicts 1d3 points of damage to that score.

Rank 2: Improved Drain. Choose either to increase the Drain damage die by +1 step (1d4) or to add a second ability score affected with each successful Drain attack.

Rank 3: Superior Drain. Choose either to increase the Drain damage die by +1 step (1d4, 1d6) or to add an additional ability score affected with each successful Drain attack.

Rank 4: Extraordinary Drain. Choose either to increase the Drain damage die by +1 step (1d4, 1d6, 1d8) or to add an additional ability score affected with each successful Drain attack.

Rank 5: Amazing Drain. Choose either to increase the Drain damage die by +1 step (1d4, 1d6, 1d8, 1d10) or to add an additional ability score affected with each successful Drain attack.

Special: If Permanence is taken as a limitation, Drain will be triggered anytime another person touches your bare skin—even friendly or accidental contact. If multiple people touch you in the same round, they will all be affected (though no one more than once in a round). There is a 50% chance that an unarmed strike by an opponent will make contact with some part of your skin. An opponent who knows about your Drain power can intentionally avoid making skin contact by taking a –4 penalty on the unarmed attack roll (or by wearing gloves, which are included in medium and heavy full-body armor). Drain triggered by others counts as your use of the power for that round.

Elasticity

Your body can stretch and twist without damaging bones or internal organs. This gives you incredible reach and flexibility of motion. As the power improves, you can even mold your body into special shapes (for example, you could mold your finger into the shape of a keyhole).

Use: Normally, Elasticity is an innate and continuous power that does not have to be specially activated.

Possible Limitations: Activation; Bodily Harm; Device; Energy Cost; Fatigue

Rank 1: Basic Elasticity. Your arms can stretch up to triple normal length. Reach of melee attacks is 10 feet. You gain a +10 bonus to Climb checks. You also gain a +4 bonus on disarm opposed attack rolls.

Rank 2: Improved Elasticity. Your limbs can stretch far beyond normal length. Reach of melee attacks is 15 feet. You gain a +20 bonus to Climb and Jump checks. You also gain a +4 bonus on trip opposed checks.

Rank 3: Superior Elasticity. Your limbs and neck can stretch and twist, and your hands and fingers even can be molded into different shapes. Reach of melee attacks is 20 feet. You gain a +10 bonus on Sleight of Hand checks (and can make them even if untrained). You also gain a +4 bonus on grapple opposed checks.

Rank 4: Extraordinary Elasticity. Your whole body can stretch and twist, and arms, hands, and fingers can be molded into different shapes. Reach of melee attacks is 25 feet. You gain a +10 bonus to Escape Artist checks. You also gain a +4 bonus on bull rush opposed checks.

Rank 5: Amazing Elasticity. Your whole body can stretch and twist and even can be molded into different shapes. Reach of melee attacks is 30 feet. You gain a +10 bonus to Tumble checks (and can make them even if untrained). You also gain a +4 bonus on overrun opposed checks.

Elemental Form

You can convert your whole body and your personal equipment into one type of elemental energy. As the power improves, you can transform more quickly and more often. You must specify the form (earth, electricity, fire, ice, shadow) when the power is acquired.

Use: Normally, Elemental Form is an innate power linked to the essence of your being. Elemental Form must be activated (usually accompanied by a power word or hand gesture) and can be maintained for up to 1 hour per rank at a time. Changing back to normal is an immediate free action. When taking elemental form, outfits worn and personal gear carried are transformed with you. However, transformed weapons and armor lose their functionality and do not provide any of their normal benefits. Granted abilities for Elemental Form depend on the elemental type:

Earth: +4 natural armor bonus to Defense. Damage Reduction 5. +4 bonus to damage on unarmed strikes. +4 bonus on opposed Strength checks and Strength checks to break objects. But, -10 feet to your speed. Unlike other elemental forms, your gear is unaffected and may be used normally (only your own body turns to rock).

Electricity: You may move at Fly speed 50 feet (perfect maneuverability), and can cover 300 feet in a straight line as a full-round action (a flying “run”). But, when in heavy precipitation or submerged in water you are *staggered* (can take only a move action or a standard action each round but not both, and cannot take full-round actions). You are completely immune to electrical shock damage. +1d6 electricity damage is added to all your melee attacks, and any opponent who strikes you with a melee attack automatically suffers 1d6 electricity damage. Additionally, you can short out electronic equipment by touch as a standard action.

Fire: +20 feet to your speed. You are completely immune to heat and fire damage, but vulnerable to cold (+50% damage). +1d6 fire damage is added to all your melee attacks, and any opponent who strikes you with a melee attack automatically suffers 1d6 fire damage. Additionally, you can set ablaze adjacent vegetation and unattended combustible objects (not people) by touch as a standard action.

Ice: +4 natural armor bonus to Defense. You are completely immune to cold damage, but vulnerable to fire (+50% damage). +1d6 cold damage is added to all your melee attacks, and any opponent who strikes you with a melee attack automatically suffers 1d6 cold damage. Additionally, you can extinguish flames or freeze liquids in a 10x10-foot area by touch as a standard action.

Shadow: You may move at Fly speed 40 feet (good maneuverability) at will. Your sight becomes *darkvision* (60 feet, see only in black-and-white). You receive a +4 bonus on Hide checks in low light or darkness, but you suffer a -4 penalty in bright light. Your unarmed strikes ignore equipment and natural armor bonuses to Defense. +1d6 nonlethal damage is added to all your unarmed strikes, as your shadow energy disrupts the cells and neurons of any creature you touch (only living creatures are affected by this extra damage). But, you are vulnerable to lethal damage from force effects like psychokinesis (+50% damage).

Possible Limitations: Bodily Harm; Device; Energy Cost; Fatigue; Nullification

Rank 1: Basic Form. Full-round action (no 5-foot step) to change form. You can change form only 1/day.

Rank 2: Improved Form. Full-round action (5-foot step allowed) to change form. You can change form 2/day.

Rank 3: Superior Form. Standard action to change form. You can change form 3/day.

Rank 4: Extraordinary Form. Move action to change form. You can change form 4/day.

Rank 5: Amazing Form. Immediate free action to change form. You can change form 5/day.

Special: A character in elemental form is completely immune to critical hits. Furthermore, the transformed character’s unarmed melee attacks count as armed and do not provoke attacks of opportunity. A character in elemental form does not need to breathe, and thus cannot suffocate and is immune to the effects of vacuum.

Optional: When this power goes up a rank, you may choose to acquire an additional elemental form. In return, your transformation speed does not improve at that rank, nor does that rank count toward maximum duration (1 hour per rank). Subsequent rank advancements improve transformation speed and maximum duration from the previous rank. For example, if you took an extra elemental form at Rank 2, when advancing to Rank 3 transformation speed would be improved to a full round action (with a 5-foot step) and the form could be maintained for up to 2 hours.

Energy Blast

You can shoot a beam of one kind of energy (cold, electricity, fire, force, radiation, or sonic damage) from your eyes or hand (you must specify the type of energy and how the beam is fired when the power is first acquired).

Use: Normally, Energy Blast is an innate power usable once in a round as a standard action. The blast is resolved like any other ranged attack, and is affected by ranged attack feats. You are considered automatically proficient and to possess Weapon Focus (+1 attack) with your energy blast. If this power is used more than once per minute (ten rounds), you automatically take 1 point of *fatigue damage* (see Introduction, p. 3) after each additional use.

It is possible to improve Energy Blast to affect multiple targets. All targets must be within 30 feet of each other, within the user's line of sight, require separate attack rolls, and cannot be attacked more than once by the same blast.

Possible Limitations: Device; Energy Cost; Extended Delay; Transference; Wild Power

Rank 1: Basic Blast. The beam affects only 1 target, has a range increment of 30 feet (maximum range of 10 increments), and inflicts 2d6 damage (20 critical threat).

Rank 2: Improved Blast. Choose one of the following: increase the number of targets affected by 1; increase the range increment by 30 feet; increase the damage by +1d6.

Rank 3: Superior Blast. Choose one of the following: increase the number of targets affected by 1; increase the range increment by 30 feet; increase the damage by +1d6.

Rank 4: Extraordinary Blast. Choose two of the following: increase the number of targets affected by 1; increase the range increment by 30 feet; increase the damage by +1d6; increase the critical threat range by 1 (19-20).

Rank 5: Amazing Blast. Choose two of the following: increase the number of targets affected by 1; increase the range increment by 30 feet; increase the damage by +1d6; increase the critical threat range by 1 (up to 18-20).

Special: Fatigue cannot be taken as a limitation for this power, since it is incorporated into the base effect.

Optional: You may choose to forfeit a normal improvement in order to gain the ability to fire your energy blast as an *area-effect cone* one range increment long and one-half that distance wide. Alternatively, you may gain the ability to fire your energy blast as a *sphere-shaped burst* centered on you with a radius one-half a range increment. Everyone caught in an area blast can make a Reflex saving throw (DC 12 + your Energy Blast ranks) to take ½ damage. You do not always have to fire area-effect blasts and can shoot regular energy blasts whenever you choose.

Fast Healing

You possess accelerated natural healing. Wounds close up and body parts regenerate all on their own.

Use: Normally, Fast Healing is an innate and continuous power. It is a part of your being and does not have to be specially activated. The rank effects do not stack—a higher rank replaces the effects of the lower ranks.

Possible Limitations: Activation; Concentration; Device; Energy Cost; Nullification

Rank 1: Basic Healing. Automatically recover 1 hp/round and 1 point of ability damage per 2 hours.

Rank 2: Improved Healing. Automatically recover 2 hp/round and 1 point of ability damage per hour.

Rank 3: Superior Healing. Automatically recover 3 hp/round and 1 point of ability damage per half hour.

Rank 4: Extraordinary Healing. Automatically recover 4 hp/round and 1 point of ability damage per 10 min.

Rank 5: Amazing Healing. Automatically recover 5 hp/round and 1 point of ability damage per minute.

Special: Only physical ability damage (Strength, Dexterity, Constitution) is affected by Fast Healing. Damage recovery continues even when the character is dying (less than 0 hp) and stops only when the character is dead.

Flight

You can fly through the air. Perhaps your spirit energy powers the flight. Possibly you can create an anti-gravity body field. As a limitation, you might actually need to sprout physical wings to fly.

Use: Normally, flight is an innate and continuous power used at will, requiring no special concentration. You cannot fly if you are carrying more than your maximum load. As the power improves, you can increase your flying maneuverability—the steps are clumsy, poor, average, good, and perfect.

Possible Limitations: Activation; Bodily Harm; Energy Cost; Fatigue; Winged

Rank 1: Basic Flight. You gain Fly speed 60 feet (poor maneuverability) or 100 feet (clumsy maneuverability).

Rank 2: Improved Flight. Choose one of the following: +40 to Fly speed or +1 step maneuverability.

Rank 3: Superior Flight. Choose one of the following: +40 to Fly speed or +1 step maneuverability.

Rank 4: Extraordinary Flight. Choose one of the following: +40 to Fly speed or +1 step maneuverability.

Rank 5: Amazing Flight. You gain +20 to Fly speed and +1 step maneuverability.

Special: Flight provides *feather fall* protection (when the power is active). When falling, you may make a Reflex save (DC 20) to take to the air at any point in the distance fallen and avoid taking damage.

Force Field

You can generate a protective barrier of force (visible like faintly colored glass) that deflects attacks and absorbs physical damage. As the power improves, you can even extend the field to others nearby.

Use: Normally, Force Field is an innate power that takes a standard action to activate. As long as you are not flat-footed, immobilized, or deprived of Dex bonus, you can raise Force Field in response to an attack even when it is not your turn—though doing this uses up a standard action on your next turn. Force Field can be maintained for a number of rounds at a time equal to your ranks in Force Field + Wis bonus. Dropping a force field is a free action. You must wait 1 round before re-activating Force Field after its duration expires or after it is voluntarily dropped.

When you activate Force Field, you must choose *shield* or *dome*. A *shield* is a small force barrier that floats in front of you and provides a deflection bonus to your Defense. A *dome* is a force barrier surrounding you on all sides that provides Damage Reduction, automatically blocks grapple attempts and touch attacks, and prevents movement (including Bull Rush and Overrun) through your space. However, this protection also applies to attacks by those inside the dome against opponents outside it. Physical attacks directed against your dome are against an effective Defense of 10. If your dome ever absorbs damage from any single attack that exceeds its DR, it violently collapses—the person in the attacked space takes one-half of the remaining damage above the DR, and you cannot re-activate Force Field (shield or dome) until you rest for 1 hour. Maintaining a Force Field dome requires full concentration (no other actions can be taken), and the only movement that you can make each round is a 5-foot step.

Possible Limitations: Bodily Harm; Device; Energy Cost; Extended Delay; Fatigue

Rank 1: *Basic Force Field.* +4 deflection bonus to Defense (shield) or DR 10 (dome).

Rank 2: *Improved Force Field.* +5 deflection bonus to Defense (shield) or DR 15 (dome).

Rank 3: *Superior Force Field.* +6 deflection bonus to Defense (shield) or DR 20 (dome).

Rank 4: *Extraordinary Force Field.* +7 deflection bonus to Defense (shield) or DR 25 (dome).

Rank 5: *Amazing Force Field.* +8 deflection bonus to Defense (shield) or DR 30 (dome).

Special: You may choose to extend a Force Field *dome* (but not a *shield*) to protect others. You may cover a number of 5-foot spaces equal to your ranks (so at Rank 1, you can only cover your own space). All covered spaces must be adjacent to your own. Anyone who does not want to be caught inside your Force Field dome can make a Reflex saving throw (DC 10) when the dome is activated to take a free 5-foot step into a valid adjacent space not covered. For each extra space covered beyond your own space, your extended dome's DR is reduced by 5. While maintaining your dome, you may not choose to move unless all those inside also choose to move with you (and no one outside blocks the way). The dome does not protect those inside from attacks by each other.

Giant Size

You can greatly increase your height and mass. As you grow increasingly larger, your physical might and toughness are magnified, the reach and base damage of your melee attacks are extended due to longer arms, and base speed is faster due to longer legs. Unfortunately, larger bodies tend to be clumsier, have a harder time hitting smaller opponents, and are more easily hit by smaller opponents.

Use: Normally, Giant Size is an innate power. It can be activated at will (sometimes accompanied by a power word or physical gesture) and can be maintained for up to 1 hour per rank at a time. Changing size (either from normal to larger or back to normal) takes a full-round action. You do not always have to grow to maximum size—for example, you could at times choose to grow only to Large size even after you achieve Rank 3 or higher.

Possible Limitations: Device; Energy Cost; Extended Delay; Fatigue; Nullification

Rank 1: *Oversized.* Up to 10 feet tall (though still Medium size). +4 Strength, +2 Constitution. Base unarmed damage is increased by 1 die step (normally from d3 to d4). You can change size only 1/day.

Rank 2: *Large Size.* Up to 15 feet tall. +8 Strength, +4 Constitution, but –2 Dexterity. –1 to Defense and all attack rolls. +10 feet to your speed. Base unarmed damage is increased by 1 die step (normally from d3 to d4), and reach of melee attacks is 10 feet. You can change size 2/day.

Rank 3: *Huge Size.* Up to 20 feet tall. +16 Strength, +8 Constitution, but –4 Dexterity. –2 to Defense and all attack rolls. +20 feet to your speed. Base unarmed damage is increased by 2 die steps (normally from d3 to d6), and reach of melee attacks is 15 feet. You can change size 3/day.

Rank 4: *Gargantuan Size.* Up to 30 feet tall. +24 Strength, +12 Constitution, but –4 Dexterity. –4 to Defense and all attack rolls. +20 feet to your speed. Base unarmed damage is increased by 3 die steps (normally from d3 to d8), and reach of melee attacks is 20 feet. You can change size 4/day.

Rank 5: *Colossal Size.* Up to 40 feet tall. +32 Strength, +16 Constitution, but –4 Dexterity. –8 to Defense and all attack rolls. +30 feet to your speed. Base unarmed damage is increased by 4 die steps (normally from d3 to 2d6), and reach of melee attacks is 30 feet. You can change size 5/day.

Special: Your equipment is unaffected by this power. As a result, your normal gear and weapons become difficult to use (–2/–4 on attack rolls) when you grow one size category and impossible to use after growing two or more size categories. Since regular clothing does not expand much, most characters with this power acquire a specially made outfit (often a protective body suit) constructed out of highly flexible material that will stretch to fit the larger body size. Also, the Str bonus from Giant Size does not stack with the Str bonus from Super Strength.

Healing Touch

You can heal wounds (either your own or those of others) by touch. As the power improves, you can also cure disability, illness, and eventually even mortal injury!

Use: Normally, Healing Touch is an innate activation power that takes a standard action to use. There is a finite amount of healing that you can perform each day, based on rank achieved. You may choose to divide the healing among multiple recipients, and do not have to use it all at once. Any recipient (including yourself) can only have hit points cured by Healing Touch once per day.

Possible Limitations: Concentration; Energy Cost; Extended Delay; Fatigue; Transference

Rank 1: Basic Healing. You can heal a number of points of damage per day equal to 10 + your Cha bonus. You can also heal temporary ability damage at a cost of 5 hp worth of the day's healing total per ability point.

Rank 2: Improved Healing. You can heal a number of points of damage per day equal to 20 + twice your Cha bonus. You can also cure sickness and disease at a cost of a number of hp worth of the day's healing total equal to the illness's saving throw DC.

Rank 3: Superior Healing. You can heal a number of points of damage per day equal to 30 + three-times your Cha bonus. You can also neutralize poisons at a cost of a number of hp worth of the day's healing total equal to the toxin's saving throw DC.

Rank 4: Extraordinary Healing. You can heal a number of points of damage per day equal to 40 + four-times your Cha bonus. You can also heal ability drain or negative levels at a cost of 10 hp worth of the day's healing total per ability point or 20 hp per negative level.

Rank 5: Amazing Healing. You can heal a number of points of damage per day equal to 50 + five-times your Cha bonus. You can also restore life to a person recently killed at a cost of 40 hp worth of the day's healing total. The body must be mostly in tact (no less than –20 hp) and must be touched within 1 hour per character level of the victim since the time of death. The revived person comes back with 0 hp but otherwise is stable and conscious.

Special: When this power cures hit point damage, it also removes an equal amount of nonlethal damage.

Hold

You possess the ability to stop enemies in their tracks, either by trapping them in some kind of force barrier, binding them up in some physical substance (like webs), or paralyzing them with psionic energy. When this power is first acquired, you must specify the nature of the hold (force-based effect resisted by Fortitude, physical effect resisted by Reflex, or mental-psionic effect resisted by Will).

Use: Normally, Hold is an innate power that can be activated as a standard action. There is no limit to the number of times you can use Hold in the same scene. A held subject may attempt a new saving throw to end the effect on his or her turn (this is a full-round action that does not provoke attacks of opportunity), but after three failed saving throws the subject can no longer break free on his or her own. If the subject cannot break free, a force-based or mental-psionic hold will degrade and end after 1 hour (or sooner, if the user chooses to release the effect); a physical hold automatically ends after someone else spends 2d4 rounds unbinding the victim.

It is possible to improve Hold to affect multiple targets. All targets must be within 30 feet of each other, within range, and within the user's line of sight. No subject can be targeted more than once by the same Hold attempt.

Possible Limitations: Concentration; Device; Energy Cost; Extended Delay; Wild Power

Rank 1: Basic Hold. The hold affects only 1 target within a range of 25 feet + 5 feet x your Wis bonus. The DC of the saving throw to resist is 11 + your Wis bonus.

Rank 2: Improved Hold. Choose one of the following: increase the number of targets affected by 1; increase the range by 25 feet; increase the saving throw DC by +2.

Rank 3: Superior Hold. Choose one of the following: increase the number of targets affected by 1; increase the range by 25 feet; increase the saving throw DC by +2.

Rank 4: Extraordinary Hold. Choose one of the following: increase the number of targets affected by 1; increase the range by 25 feet; increase the saving throw DC by +2.

Rank 5: Amazing Hold. Choose two of the following: increase the number of targets affected by 1; increase the range by 25 feet; increase the saving throw DC by +2.

Indestructibility

The resilience of your body and/or spirit provides a natural armor bonus to Defense. As the power improves, you grow especially resistant to damage from lethal weapons (slashing/piercing attacks, guns, and explosives).

Use: Normally, Indestructibility is an innate and continuous power. It is a part of your being and does not have to be specially activated. The rank effects do not stack—a higher rank replaces the effects of the lower ranks.

Possible Limitations: Activation; Device; Energy Cost; Nullification; Time Restriction

Rank 1: *Basic Indestructibility.* +4 natural armor bonus, Damage Reduction 2.

Rank 2: *Improved Indestructibility.* +5 natural armor bonus, Damage Reduction 2 (4 vs. lethal weapons).

Rank 3: *Superior Indestructibility.* +6 natural armor bonus, Damage Reduction 3 (6 vs. lethal weapons).

Rank 4: *Extraordinary Indestructibility.* +7 natural armor bonus, Damage Reduction 4 (8 vs. lethal weapons).

Rank 5: *Amazing Indestructibility.* +8 natural armor bonus, Damage Reduction 5 (10 vs. lethal weapons).

Mesmerize

You possess incredible powers of attraction and can hold tremendous sway over others. Perhaps you are stunningly beautiful or your voice is hypnotic. Possibly you generate an aura of personal magnetism.

Use: Normally, Mesmerize is an innate power usable at will—it is part of your being. However, utilizing any Mesmerize power is a conscious act that requires a full-round action. Mesmerize cannot be used in a combat situation, since the noise and danger of a fight are too distracting. However, if potential targets can be lured away so that they are not attacking, being attacked, or within 30 feet of anyone else attacking or being attacked, then they can be affected by Mesmerize. Targets must be able to see or hear you as appropriate, even if only over a view screen or communications device; targets that are blind or deafened may be unaffected by particular Mesmerize effects.

Targets get a Will saving throw (at DC 10 + your Mesmerize ranks + your Cha modifier) to resist. If Hypnotize, Mass Charm, or Mass Suggest is directed at only one target, there is a –3 penalty on the roll. A target who has 5 or more ranks in Knowledge (Psionics) or who also possesses the Mesmerize power gets a +3 bonus on the saving throw. A successful save means the target is aware that you tried to manipulate his or her feelings and gains a +3 bonus on saving throws against your further uses of Mesmerize for the rest of the scene.

Possible Limitations: Concentration; Device; Distracting; Energy Cost; Wild Power

Rank 1: *Hypnotize.* You fascinate nearby onlookers, causing them to stop and stare at you for a number of rounds equal to 3 + the character's Cha bonus. Targets must be within a range of 25 feet +5 feet x your Cha bonus, and no two of them more than 30 feet apart. You affect a total number of levels/hit dice of onlookers equal to your Mesmerize ranks + your Cha bonus. Targets with fewer HD are affected before those with more HD. While subjects are fascinated, they react as though two steps more friendly in attitude. This allows you to make a single request (provided you speak a common language). The request must be brief and reasonable. Even after the Hypnotize effect ends, the subject retains the new attitude toward you with respect to that particular request.

Rank 2: *Charm.* You make another person regard you as a trusted friend and ally (treat the target's attitude as friendly) for 1 hour per Mesmerize rank. The target must be within a range of 25 feet +5 feet x your Cha bonus. If the person feels threatened by you or your allies, however, he or she receives a +5 bonus on the Will saving throw. If affected, the target perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince him to do anything he wouldn't ordinarily do (retries are not allowed). A subject never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the *charmed* person breaks the effect. You must speak the person's language to communicate complicated commands.

Rank 3: *Suggest.* You influence one target by suggesting a course of action (a sentence or two). The target must be within 25 feet +5 feet x your Cha bonus. The effect lasts for 2 hours per Mesmerize rank. The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the person to do some obviously harmful act automatically negates the effect. The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the effect ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the duration expires, the activity is not performed. A very reasonable *suggestion* causes the save to be made with a penalty (up to –2). You must speak the subject's language to plant a suggestion.

Rank 4: *Mass Charm.* As *Charm*, except that it affects a number of people whose combined levels/hit dice are up to twice your Charismatic class level + your Cha bonus. You choose the targets one at a time. Targets must be within range, and no two of them more than 30 feet apart. Targets must be able to see and hear you.

Rank 5: Mass Suggest. As *Suggest*, except it affects a number of targets equal to your Charismatic class level + your Cha bonus. The range is 100 feet + 10 feet x your Cha bonus. Targets must be within range, and no two of them more than 30 feet apart. Targets must be able to hear you. The same *suggestion* applies to all targets affected.

Special: To use a Mesmerize power, your Charisma score must be at least 10 + the required number of ranks.

Natural Weapon

Your body generates or contains a natural melee weapon. Fists could be augmented by a magnetic field. Bone spikes or metallic claws could spring from a hand or arm. Spirit power could create an energy blade. You must specify the exact nature of the weapon (bone, metal, or force/energy; bludgeoning, slashing, or piercing) when the power is acquired.

Use: Normally, readying a natural weapon is just like drawing any other melee weapon. Natural weapons are considered light and one-handed. You are considered automatically proficient and to possess Weapon Focus (+1 attack) with your natural weapon. Up to two limbs can be affected by this power (so it is possible to fight two-handed with the Natural Weapon power). A natural weapon cannot be dropped or disarmed, but it can be sundered (it has 5 hp, and Hardness depends on the rank achieved). A broken natural weapon is broken can be re-grown by spending 1 Action Point and using a full-round action. The new weapon will be available on your turn 1 round later.

Possible Limitations: Bodily Harm; Disabling; Extended Delay; Fatigue; Permanence

Rank 1: Basic Weapon. 1d6 damage (20 critical threat range), Hardness 10.

Rank 2: Improved Weapon. 1d8 damage (19-20 critical threat range), Hardness 10.

Rank 3: Superior Weapon. 1d10 damage (19-20 critical threat range), Hardness 15.

Rank 4: Extraordinary Weapon. 1d12 damage (18-20 critical threat range), Hardness 15.

Rank 5: Amazing Weapon. 2d8 damage (18-20 critical threat range), Hardness 20.

Special: Energy Cost cannot be taken as a limitation for this power, since it is incorporated into the base effect.

Phase

You can shift your body partly into another dimension. Enemy attacks can pass through the displaced image of your body. As the power improves, you can pass through walls and even become completely invisible.

Use: Normally, Phase is an innate power. Initially, Phase requires a standard action to activate (though this can be improved). Ending Phase is always a free action. When you first acquire the power, you can use Phase for a total number of rounds per day equal to 5 + your Int bonus. Only one Phase ability (displacement, incorporeality, or invisibility) can be active at a time (they cannot be combined). Each ability has a different effect:

Displacement: The actual location of your body is shifted from where it appears to be, imposing an automatic miss chance on all physical attacks that require an attack roll (but not telepathic or area-blast effects).

Incorporeality: Your body becomes a ghostly image partly in another dimension. While incorporeal, you can pass through walls and other non-force barriers, float over gaps, and even move through water as easily as moving through air. Mundane physical attacks simply pass through your body. Mystical weapons (those that have an enhancement bonus), energy blasts, electricity, radiation, and other high-tech attacks may affect you, though you have a 50% chance to ignore any damage. Telepathic and psychokinetic powers and force effects always inflict normal damage. While incorporeal, you are completely immune to critical hits, do not need to breathe, cannot fall, and are immune to the effects of vacuum, suffocation, fire, cold, and other elements. However, you cannot manipulate physical objects or even be heard moving, and your voice sounds distorted and otherworldly to corporeal listeners. If you try to attack a corporeal target, there is a 50% chance that your attack will simply pass through the target (this miss chance does not apply when you are attacking another incorporeal entity).

Invisibility: You become unseen to the normal eye. Against those who cannot see the invisible, you get a +2 bonus on attack rolls and the target loses Dex bonus to Defense. You still can be heard, touched, and smelled (and can be pinpointed by Listen or Spot checks). Even if pinpointed, you still benefit from full concealment (50% miss chance) and do not provoke attacks of opportunity. If you initiate any kind of attack, the effect ends immediately after that attack roll is resolved.

Possible Limitations: Bodily Harm; Concentration; Device; Energy Cost; Fatigue

Rank 1: Basic Phase. You gain the *displacement* ability (20% miss chance).

Rank 2: Improved Phase. Choose one of the following: gain the *invisibility* ability; gain the *incorporeality* ability; gain *improved displacement* (50% miss chance); use Phase +5 rounds per day.

Rank 3: Superior Phase. Choose one of the following: gain the *invisibility* ability; gain the *incorporeality* ability; gain *improved displacement* (50% miss chance); use Phase +5 rounds per day.

Rank 4: Extraordinary Phase. Choose one of the following: gain the *invisibility* ability; gain the *incorporeality* ability; gain *greater displacement* (75% miss chance); use Phase +5 rounds per day; activate Phase as a move action.

Rank 5: Amazing Phase. Choose two of the following: gain *greater displacement* (75% miss chance); gain *improved invisibility* (attacking does not end the effect); gain *improved incorporeality* (your attacks do not have a 50% chance of passing through corporeal targets); use Phase +5 rounds per day; activate Phase as a move action.

Special: Unlike many other powers, Phase affects clothing and equipment carried. As soon as you drop the gear, however, it immediately reoccupies normal space. You cannot use Phase if carrying more than your maximum load.

Psychokinesis

You possess the ability to exert mind over matter, moving or manipulating objects through the power of your thoughts. Even electronic devices and signals can be disrupted or altered by your thoughts.

Use: Normally, Psychokinesis is an innate power. Using it requires full concentration. Any distraction, vigorous motion, or injury suffered while trying to activate Psychokinesis necessitates a Concentration check to prevent the power from being disrupted. If you try to use Psychokinesis while opponents threaten your space, you must succeed on a Concentration check (DC 15 + the effect level) or the power is disrupted and the power points (see below) are spent without effect.

Psychokinesis consists of a range of distinct psionic effects. As the power improves, you gain access to greater numbers of more powerful effects. Each Psychokinesis effect has a controlling ability assigned to it (Int or Wis). In order to use an effect, you must have a score of at least 10 + the effect level in that controlling ability. Effects range in power from 0 level to 5th level. Manifesting a Psychokinesis effect costs a number of Psychokinesis *power points* (see Chapter 7, Psi Effects).

Possible Limitations: Disabling; Distracting; Energy Cost; Fatigue; Wild Power

Rank 1: Basic Psychokinesis. You gain access to four 0-level effects and two 1st-level effects of your choice.

Rank 2: Improved Psychokinesis. You gain access to 4 more levels of effects, up to 2nd level in power.

Rank 3: Superior Psychokinesis. You gain access to 6 more levels of effects, up to 3rd level in power.

Rank 4: Extraordinary Psychokinesis. You gain access to 8 more levels of effects, up to 4th level in power.

Rank 5: Amazing Psychokinesis. You gain access to 10 more levels of effects, up to 5th level in power.

Special: Concentration is incorporated into the base effect and cannot be taken as a limitation.

Shrink

You can greatly decrease your height and mass. You become increasingly harder to find and hit, and you can squeeze through ever tinier spaces. However,, smaller bodies are slower-moving, weaker, and have shorter reach.

Use: Normally, Shrink is an innate power. It can be activated at will (sometimes accompanied by a power word or physical gesture) and can be maintained for up to 1 hour per rank at a time. Changing size (either from normal to smaller or back to normal) takes a full-round action. You do not always have to shrink to minimum size—for example, you could at times choose to shrink only to Tiny size even after you achieve Rank 3 or higher.

Possible Limitations: Device; Energy Cost; Extended Delay; Fatigue; Nullification

Rank 1: Small Size. Down to 3 feet tall (size of a chimpanzee). You get a +4 dodge bonus to Defense when facing attacks of opportunity from opponents Large size or bigger. +1 size bonus to Defense, +1 size bonus on attack rolls, and +4/+2 size bonus on Hide/Move Silently checks. Lifting and carrying limits are three-quarters normal. Base unarmed damage is decreased by 1 die step (normally from d3 to d2). –10 to your speed.

Rank 2: Tiny Size. Down to 1 foot tall (size of a cat). You never provoke attacks of opportunity from opponents Large size or bigger. +2 size bonus to Defense, +2 size bonus on attack rolls, and +8/+4 size bonus on Hide/Move Silently checks. Lifting and carrying limits are one-quarter normal. Reach of melee attacks is 0 feet (you must move into the same space as target). Base unarmed damage is decreased by 2 die steps. –10 to your speed.

Rank 3: Diminutive Size. Down to half a foot tall (size of a rat). You never provoke attacks of opportunity from opponents Medium size or bigger. +4 size bonus to Defense, +4 size bonus on attack rolls, and +12/+6 size bonus on Hide/Move Silently checks. Lifting and carrying limits are 10% the normal amount. Reach of melee attacks is 0 feet (you must move into the same space as target). Base unarmed damage is decreased by 3 die steps (if down to 1 point of damage, you can only hurt targets that are Small size or smaller). –15 to your speed.

Rank 4: Fine Size. Down to a couple inches tall (size of a toad). You never provoke attacks of opportunity from opponents Small size or bigger. +8 size bonus to Defense, a +8 size bonus on attack rolls, and +16/+8 size bonus on Hide/Move Silently checks. Lifting and carrying limits are 5% the normal amount. Reach of melee attacks is 0 feet (you must move into the same space as target). Base unarmed damage is decreased by 4 die steps (if down to 1 point of damage, you can only hurt targets that are Tiny size or smaller). –15 to your speed.

Rank 5: *Miniscule Size.* Down to a centimeter tall (size of an insect). You never provoke attacks of opportunity from opponents Tiny size or bigger. +16 size bonus to Defense, a +16 size bonus on attack rolls, and +24/+12 size bonus on Hide/Move Silently checks. Lifting and carrying limits are 1% the normal amount. Reach of melee attacks is 0 feet (you must move into the same space as target). Base unarmed damage is decreased by 5 die steps (if down to 1 point of damage, you can only damage targets Diminutive size or smaller). –20 to your speed.

Special: Your equipment is unaffected by this power. As a result, your normal gear and weapons become difficult to use (–2/–4 on attack rolls) when you shrink one size category and impossible to use after shrinking two or more size categories. Since regular clothing does not retract much, most characters with this power acquire a specially made outfit (often a protective body suit) that will automatically contract to fit the reduced size.

Super Dexterity

You possess incredible dexterity, making you remarkably deft at feats of coordination and agility.

Use: Normally, Super Dexterity is an innate and continuous power. It is a part of your being and does not have to be specially activated. The rank effects do not stack—a higher rank replaces the effects of the lower ranks.

Possible Limitations: Activation; Device; Energy Cost; Nullification; Time Restriction

Rank 1: *Heightened Dexterity.* +4 enhancement bonus to Dexterity. You gain your choice of one of the following bonus feats: Acrobatic, Athletic, Combat Reflexes, Dodge, Nimble, Quick Draw.

Rank 2: *Improved Dexterity.* +8 enhancement bonus to Dexterity. You gain your choice of one of the following bonus feats: Acrobatic, Athletic, Combat Reflexes, Dodge, Nimble, Quick Draw.

Rank 3: *Superior Dexterity.* +12 enhancement bonus to Dexterity. You gain your choice of one of the following bonus feats: Acrobatic, Athletic, Combat Reflexes, Dodge, Nimble, Quick Draw.

Rank 4: *Extraordinary Dexterity.* +16 enhancement bonus to Dexterity. You gain your choice of one of the following bonus feats: Acrobatic, Athletic, Combat Reflexes, Dodge, Nimble, Quick Draw.

Rank 5: *Amazing Dexterity.* +20 enhancement bonus to Dexterity. You gain your choice of one of the following bonus feats: Acrobatic, Athletic, Combat Reflexes, Dodge, Nimble, Quick Draw.

Special: You must meet any prerequisites listed for your selected bonus feats.

Super Senses

You are incredibly perceptive. Your acute senses make you hard to surprise and deft at avoiding harm.

Use: Normally, Super Senses is an innate and continuous power. It is a part of your being and does not have to be specially activated. The rank effects do not stack—a higher rank replaces the effects of the lower ranks.

Possible Limitations: Activation; Device; Energy Cost; Nullification; Time Restriction

Rank 1: *Heightened Senses.* +2 bonus on Listen, Search, and Spot skill checks and on Track feat checks. You gain the *uncanny dodge* ability—you retain your Dex bonus to Defense even if caught flat-footed or struck by an invisible attacker, but still lose your Dex bonus if immobilized.

Rank 2: *Improved Senses.* +4 bonus on Listen, Search, and Spot skill checks and on Track feat checks. You gain the *evasion* ability—if you make a successful Reflex saving throw against an attack that normally deals half damage on a successful save, no damage is taken. Evasion can be used only if you are wearing light armor or no armor, and the benefit of evasion is lost if you are helpless.

Rank 3: *Superior Senses.* +6 bonus on Listen, Search, and Spot skill checks and on Track feat checks. You gain *improved uncanny dodge*—you can no longer be flanked, unless the attacker also possesses this ability and has at least 4 more character levels than you.

Rank 4: *Extraordinary Senses.* +8 bonus on Listen, Search, and Spot skill checks and on Track feat checks. You gain *improved evasion*—you still take no damage on a successful Reflex saving throw, but take only half damage on a failed save. The benefit is still lost if you are helpless.

Rank 5: *Amazing Senses.* +10 bonus on Listen, Search, and Spot skill checks and on Track feat checks. You gain the *defensive dodge* ability—whenever you would be reduced to 0 or fewer hit points by damage in combat (from a weapon or other physical blow), you can attempt a Reflex saving throw (DC = damage dealt). If the save succeeds, you take only half damage from the blow. You must be aware of the attack and able to react to it—if you are denied Dex bonus to AC, you can't use this ability.

Optional: When Super Senses is first acquired, you can choose to specify either *Super Hearing* or *Super Sight*. This option doubles the skill bonus for the selected sense (Spot or Listen) but forfeits the bonus for the other skill and the bonus on Search and Track feat checks.

Super Speed

You possess incredible celerity. This swiftness makes you especially fast-moving and hard to hit.

Use: Normally, Super Speed is an innate and continuous power. It is a part of your being and does not have to be specially activated. Numeric rank effects do not stack—a higher rank replaces the numeric effects at lower ranks.

Possible Limitations: Activation; Device; Energy Cost; Fatigue; Nullification

Rank 1: Heightened Speed. x2 base speed. +1 dodge bonus to Defense, +1 bonus on Reflex saving throws.

Rank 2: Improved Speed. x3 base speed. You are considered to possess the Mobility feat (+4 dodge bonus to Defense against attacks of opportunity provoked by movement), even if you do not meet the feat's prerequisites

Rank 3: Superior Speed. x4 base speed. +2 dodge bonus to Defense, +2 bonus on Reflex saving throws.

Rank 4: Extraordinary Speed. x5 base speed. You are considered always to be *hasted*—you receive a +1 bonus on your melee attack rolls, and when taking a full attack action you may make one extra melee attack using your full base attack bonus (plus situational modifiers).

Rank 5: Amazing Speed. x6 base speed. +3 dodge bonus to Defense, +3 bonus on Reflex saving throws.

Super Strength

You possess incredible physical might, letting you bend bars, smash walls, and crack skulls.

Use: Normally, Super Strength is an innate and continuous power. It is a part of your being and does not have to be specially activated. The rank effects do not stack—a higher rank replaces the effects of the lower ranks.

Possible Limitations: Activation; Device; Energy Cost; Nullification; Time Restriction

Rank 1: Heightened Strength. +4 enhancement bonus to Strength. When trying to damage an object, you reduce the object's hardness or Break DC by 2.

Rank 2: Improved Strength. +8 enhancement bonus to Strength. Object hardness/Break DC reduced by 4.

Rank 3: Superior Strength. +12 enhancement bonus to Strength. Object hardness/Break DC reduced by 6.

Rank 4: Extraordinary Strength. +16 enhancement bonus to Strength. Object hardness/Break DC reduced by 8.

Rank 5: Amazing Strength. +20 enhancement bonus to Strength. Object hardness/Break DC reduced by 10.

Special: The Str bonus from Super Strength does not stack with the Str bonus from Giant Size.

Telepathy

You can communicate with, influence, and even harm others across distances with the power of your mind. Through your thoughts, you can perceive over distances, through barriers, and even what is normally unseen.

Use: Normally, Telepathy is an innate power. Using it requires full concentration. Any distraction, vigorous motion, or injury suffered while trying to activate Telepathy necessitates a Concentration check to prevent the power from being disrupted. If you try to use Telepathy while opponents threaten your space, you must succeed on a Concentration check (DC 15 + the effect level) or the power is disrupted and the power points (see below) are spent without effect.

Telepathy consists of a range of distinct psionic effects. As the power improves, you gain access to greater numbers of more powerful effects. Each Telepathy effect has a controlling ability assigned to it (Int, Wis, or Cha). In order to use an effect, you must have a score of at least 10 + the effect level in that controlling ability. Effects range in power from 0 level to 5th level. Manifesting a Telepathy effect costs a number of Telepathy *power points* (see Chapter 7, Psi Effects).

Possible Limitations: Disabling; Distracting; Energy Cost; Fatigue; Wild Power

Rank 1: Basic Telepathy. You gain access to four 0-level effects and two 1st-level effects of your choice.

Rank 2: Improved Telepathy. You gain access to 4 more levels of effects, up to 2nd level in power.

Rank 3: Superior Telepathy. You gain access to 6 more levels of effects, up to 3rd level in power.

Rank 4: Extraordinary Telepathy. You gain access to 8 more levels of effects, up to 4th level in power.

Rank 5: Amazing Telepathy. You gain access to 10 more levels of effects, up to 5th level in power.

Special: Concentration is incorporated into the base effect and cannot be taken as a limitation.

Teleportation

You possess the ability to dematerialize in one place and reappear in another. As the power improves, the distance you can travel increases and eventually you can even teleport objects by touch.

Use: Normally, Teleportation is an innate power that takes a standard action to activate. You must wait at least 1 minute (10 rounds) in between uses of Teleportation—unless you spend 1 action point, which permits the power to be used again on your next turn. If you try to teleport into a space that is already occupied by a solid body or object, the power simply does not function.

Possible Limitation: Concentration; Disabling; Distracting; Extended Delay; Fatigue

Rank 1: *Dimension Slide.* You instantly transfer yourself from your current location to any other spot that you can see directly within 25 feet + 5 feet x your Int bonus. You cannot *dimension slide* through solid objects; even a curtain blocks you. You cannot bring along more than your medium load carrying capacity, nor can you bring along any living matter that weighs more than 20 pounds. Afterward, you can't take any other actions until your next turn.

Rank 2: *Dimension Door.* You instantly transfer yourself from your current location to any other spot within 400 feet + 40 feet x your Int bonus. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating directions. You can bring along up to 500 pounds of nonliving matter or 250 pounds of living matter. Afterward, you can't take any other actions until your next turn.

Rank 3: *Teleport.* You rematerialize in a designated destination, which may be as distant as 200 miles x your Int bonus. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) per point of your Int bonus (a Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, etc). All creatures to be transported must be in physical contact with one another, and at least one of those creatures must be in contact with you. You must have a clear idea of the location and layout of the destination, having been there before or observed it through remote viewing.

Rank 4: *Teleport Object.* As *teleport*, except that it affects one object or person touched (possibly requiring a melee touch attack). An unwilling person is allowed a Will saving throw (at DC 10 + your Teleportation ranks + your Int modifier) to avoid being teleported or having a carried object teleported.

Rank 5: *Greater Teleport.* As *teleport*, except there is no range limit (anywhere under the moon) and you need not have seen the destination before—accurate descriptions or spatial coordinates are sufficient.

Special: Energy Cost cannot be taken as a limitation for this power, since it is incorporated into the base effect.

POWER LIMITATIONS

The limitations below are described only in general terms. It is up to the player to flesh out any specifics (with GM approval). Remember, you can only choose a limitation when a power is first acquired and cannot add them later. A super power can have only one limitation.

ACTIVATION

A power that normally is innate and continuous in effect instead must be consciously activated. Activating the power requires a standard action accompanied by some kind of visible (power gesture) or verbal (power word) component. For example, Super Strength might require a standard action to shout, “Valhalla, I am coming!”

BODILY HARM

The power inflicts damage to the user’s body. This first time the power is used in a scene, the user takes 1 point of lethal damage per rank. *This damage must be healed naturally over time* (not Fast Healing or Healing Touch).

CONCENTRATION

A power that normally can be used without any special effort instead requires intense concentration. Any distraction, vigorous motion, or injury suffered while trying to activate the power necessitates a Concentration check to prevent it from being disrupted. If you try to use the power while opponents threaten your space, you must succeed on a Concentration check (DC 15) or the power is disrupted.

DEVICE

A power that is normally innate to the hero’s essential being instead is caused, harnessed, or controlled by a device. It could be a device that the hero found, inherited, was given, or invented. Regardless, the power either will not function or will only function in negative ways without the device. The device must be a Small or Tiny sized, portable object that the hero keeps on his or her person. The object cannot have more than 5 hp or 5 Hardness. For example, a hero who shoots energy beams from his eyes may have invented a visor to control them, and without it he must keep his eyes closed to prevent shooting beams constantly at random.

DISABLING

A power that normally requires no special exertion instead weakens the user’s body for a few moments. During the round the power is activated and all of the following round, the hero’s speed is reduced by 10 feet, he cannot make attacks of opportunity, and he suffers a –4 penalty on all movement-related skill checks (Climb, Jump, etc.).

DISTRACTING

A power that normally requires no special exertion instead weakens the user’s mind for a few moments. During the round the power is activated and all of the following round, the hero cannot make attacks of opportunity and suffers a –4 penalty on Concentration checks and all ability or skill checks keyed to Intelligence or Wisdom.

ENERGY COST

A power that normally can be activated for free instead costs the hero some of his internal energy. The first time the power is used in a scene, the character must spend 1 action point. This does not require an action or increase the time required, and once the action point is spent the power can be used as normal for the rest of the scene.

EXTENDED DELAY

The power takes longer to activate than normal. A power that normally requires only a move action to use instead requires a standard action. A power that normally requires a standard action instead requires a full-round action. A power that normally requires a full-round action instead requires 1 full round (taking effect at the start of the character’s turn on the round after the power is activated).

FATIGUE

A power that normally requires no special exertion instead taxes the user’s stamina. At the end of your turn on the round the power is used (or on the round when the power ends, if the effect lasts for multiple rounds), you suffer *fatigue damage* (see Introduction, p. 3). For instantaneous powers or powers less than 1 minute in duration, the damage is 1d6. For powers that last more than 1 minute, the damage is 2d6. For powers that last more than 1 hour, the damage is 3d6. For Psychokinesis and Telepathy, the damage equals the psi effect level. You get a Fortitude

saving throw (at DC 10 + the power's rank or psi effect level) to take half damage. If you are *fatigued*, *exhausted*, or *staggered*, you cannot use the power again until you rest and recover.

NULLIFICATION

The power is completely nullified by the presence of a particular force or type of material. The force or material must be something the hero has a fair chance of encountering or something available to villainous enemies. The hero's connection to the force or material can be physical (an emanation that saps his power) or psychological (a psychosomatic response that saps his focus or confidence). For example, a hero with Super Senses could have the power nullified in the presence of loud noises over 100 decibels, or a hero with Super Speed could lose the power in the presence of anything that makes him remember his traumatic childhood.

PERMANENCE

A power with double-edged effects that normally can be activated and de-activated instead is constantly on. Even when the power might accidentally hurt others, damage property, or interfere with the hero's normal life, the effects cannot be suppressed.

TIME RESTRICTION

A power that is normally innate and continuous instead is effective only at certain times or for a limited duration. The timing cannot exceed one-quarter of a typical 24-hour period. Or the power could be triggered by a periodic event or condition with a duration lasting no more than 15 minutes. For example, a nocturnal hero might possess Indestructibility only at night, or a hero could develop Super Strength only while he is very angry.

TRANSFERENCE

A power that normally does not harm the user instead saps his resilience. One-half (round down) of the numeric effect in the power's description is transferred back onto the user as points of nonlethal damage. *This damage must be healed naturally over time* (not Fast Healing or Healing Touch). For example, a hero with Healing Touch limited by Transference would suffer 7 points of nonlethal damage after curing a DC 15 illness or poison.

WILD POWER

The power may backfire and harm the user or an ally. Every time you attempt to use the power, you must first make a Will saving throw at DC 10 + the power's rank. If the save fails, the power targets your nearest ally instead of the chosen opponent. If that is not possible, your attempt to use the power fails and you are *stunned* for 1d4 rounds.

WINGED

You need physical wings to fly. Your wings may look like whatever you wish. Regardless, they are vulnerable to attack. An opponent can take a -4 penalty on his attack to target your wings. If the attack inflicts more than 1 point of lethal damage to you, you must make a Fortitude saving throw at DC 15. If the save fails, you lose the use of your wings and cannot fly again until the damage is entirely healed. When you take this limitation, you must decide whether your wings are *external* or *internal*. External wings are always out and ready to use, but they are always visible and vulnerable. Internal wings fold into your back when you are not flying and require a move action (except for *feather fall*) to unfold before you can fly, but they are not visible or vulnerable to attack when they are folded into your back.

Chapter 7: Psi Effects

The Psychokinesis and Telepathy super powers grant access to *psi effects*—particular psionic manifestations beyond normal senses or means of control. The character using a psi effect is called the *manifester*. What can be seen, heard, or felt by others observing the effect are listed under *display*. Action time required to use an effect is its *manifestation time*. Every psi effect has a *controlling ability*—the manifester must have at least 10 + the effect level in that ability score in order to manifest the effect. *Manifester level* is the total of Mental and Alert Superhero levels for Psychokinesis and Mental and Charismatic Superhero levels for Telepathy.

Unless otherwise stated in the description, the saving throw DC to resist an effect is 10 + the effect level + the manifester’s controlling ability modifier.

POWER POINTS

Psi effects are manifested by using power points. A character possesses a number of power points based on appropriate class levels and key ability score. Psychokinesis and Telepathy each have their own separate pool of power points that are spent and recovered separately.

Total Power Points: Your pool of power points is determined by your total manifester class levels (Mental and Alert for the Psychokinesis pool, Mental and Charismatic for the Telepathy pool) times your number of power ranks. Furthermore, your pool gains a number of bonus power points equal to your key ability score bonus (Int or Wis for Psychokinesis, Int or Cha for Telepathy, whichever is greater).

Example: A 1st-level Mental superhero has Int 15 and Cha 13 and takes Rank 1 in Telepathy. He possesses a Telepathy pool of 3 power points. Upon reaching 3rd level in that class and advancing Telepathy to Rank 2, that pool increases to 8 power points (3 levels x 2 ranks + 2 bonus = 8). By the time the character is 7th level, he has 4 Mental levels and 3 Alert levels, has raised his Int to 16, and has taken Rank 2 in Psychokinesis. His Telepathy pool is 11 power points (4 levels x 2 ranks + 3 bonus = 11) and his Psychokinesis pool is 17 power points (7 levels x 2 ranks + 3 bonus = 17).

Power Point Costs: An effect’s cost is determined by its level. You can manifest any 0-level psi effect known without cost a number of times per day equal to 3 + your manifester level; additional manifestations cost 1 power point each.

Effect Level	0	1st	2nd	3rd	4th	5th
Power Point Cost	0/1	1	3	5	7	9

Recovering Power Points: Each hour of complete rest (no fighting or taxing physical activity) restores 1 power point or a number of power points equal to one-half your ranks in Concentration (round down). A full night’s sleep (or at least 8 hours of complete rest) automatically restores your pool to maximum. If you possess both Psychokinesis and Telepathy, you recover power points for them simultaneously.

Emptying a Power Pool: When your pool of power points reaches 0, you immediately take 1d6 points of *fatigue damage* (see Introduction, p. 3). You can make a Will saving throw (at a DC equal to 10 + the level of the last psi effect manifested) to take one-half damage.

COUNTERACTING PSI EFFECTS

It is possible to use your mental energy to counteract another person’s use of the same psi effect.

How Counteracting Psionics Works: You must select an opponent as the target of the effort. You do this by choosing the ready action. In doing so, you elect to wait to complete your action until your opponent tries to use a psi effect. (You may still move your speed, since readying an action is a standard action.) If your target tries to use an effect, make an Intelligence ability check or Knowledge (psionics) skill check (at DC 15 + the effect level). This check is a free action. If the check succeeds, you correctly identify the opponent’s effect and can attempt to counter it. To complete the action, you must then use the same psi effect. As a general rule, a psi effect can only counter itself (the exception is the 3rd-level effect *negate psionics*). If you are able to successfully manifest the same spell and the target is within range, both effects automatically negate each other with no other results.

PSYCHOKINESIS PSI EFFECTS

0-Level Psychokinesis Effects

- Burst** (Wis). Speed improves by 10 feet for 1 round.
- Far Hand** (Int). Minor telekinesis.
- Far Punch** (Int). Telekinetic strike deals 1 damage.
- Telekinetic Armor, Lesser** (Wis). Gain +1 natural armor bonus to Defense.
- Resistance** (Wis). Gain a +1 morale bonus on saving throws.

1st-Level Psychokinesis Effects

- Biofeedback** (Wis). Amount of damage equal to your Wis bonus is taken as nonlethal damage.
- Control Object** (Int). Telekinetically animate a small object.
- Concussion, Lesser** (Int). Mentally pummel target for 1d6 points of damage.
- Painful Touch** (Wis). Unarmed attack deals 1d6 points of additional nonlethal damage.
- White Noise** (Int). Scramble electronic transmissions.

2nd-Level Psychokinesis Effects

- Concussion, Greater** (Int). Mentally pummel target for 3d6 damage.
- Electronic Fog** (Int). Scramble electronic signals.
- Knock** (Int). Open locked doors.
- Levitate** (Int). Target moves up or down at your direction.
- Spider Climb** (Wis). Walk on walls and ceilings.

3rd-Level Psychokinesis Effects

- Biofeedback, Improved** (Wis). Amount of damage equal to twice your Wis bonus is taken as nonlethal damage.
- Mind Darts** (Int). A flurry of mental bursts deals 5d6 points of damage to target.
- Psychokinetic Weapon** (Wis). Melee weapon gains a +3 enhancement bonus.
- Short Sharp Shock** (Int). Deal 2d10 points of nonlethal damage, and destroy electronic records.
- Technology Merge** (Int). Mentally merge with nearby computers and programmable devices.

4th-Level Psychokinesis Effects

- Inertial Barrier** (Wis). Subject gains DR 10/—.
- Knock, Improved** (Int). Telekinetically break stationary, unattended objects and structures.
- Telekinesis** (Int). Lift or move 25 pounds per manifester level at long range.
- Telekinetic Armor, Greater** (Wis). You gain a +4 natural armor bonus to Defense.
- Signal Feed** (Int). Cameras show what you want them to show.

5th-Level Psychokinesis Effects

- Freedom of Movement** (Wis). Move normally despite impediments.
- Telekinesis, Improved** (Int). Lift or move ten-times more weight.
- Immovability** (Wis). Become impossible to move.
- Psychokinetic Surge** (Wis). Other psychokinesis effects can inflict lethal damage and reroll dice that roll 1.
- Shock Wave** (Int). Deal 3d10 nonlethal damage in a cone, and short out electronic devices.

TELEPATHY PSI EFFECTS

0-Level Telepathy Effects

- Daze** (Cha). Target loses next action.
- Detect Psionics** (Wis). You detect the presence of telepathic and psychokinetic activity.
- Distract** (Cha). Target's mind wanders, imparting a -1 penalty on certain actions.
- Missive** (Int). Send a one-way telepathic message.
- Telepathic Projection** (Cha). Modify the subject's emotions.

1st-Level Telepathy Effects

- Attraction** (Cha). Target develops an attraction you specify.
- Combat Precognition** (Wis). Gain a +1 insight bonus to Defense.
- Conceal Thoughts** (Cha). Hide your motives.
- Mindlink, Lesser** (Int). Forge a limited mental bond with target.
- Object Reading** (Wis). Reveal an object's past.

2nd-Level Telepathy Effects

Brain Lock (Cha). Target can't move or take any mental actions.
Clairaudience/Clairvoyance (Wis). Hear or see at a distance.
Combat Focus (Wis). Gain a +4 insight bonus on initiative checks.
Darkvision (Wis). See in the dark.
Detect Thoughts (Int). Detect target's surface thoughts.
Sensitivity to Psychic Impressions (Wis). Reveal an area's past.

3rd-Level Telepathy Effects

False Sensory Input (Cha). Falsify one of the target's senses.
Domination, Lesser (Cha). Forces target to obey your will.
Mental Blast (Int). Target stunned for 3d4 rounds.
Mindlink, Greater (Int). Forge a mental bond with others.
Negate Psionics (Int). Cancels telepathy and psychokinesis effects.
Telepathic Perception (Wis). +4 bonus vs. illusions, +2 bonus on Search and Spot checks, and can see invisibility.

4th-Level Telepathy Effects

Domination, Greater (Cha). Subject obeys your will.
Fate of One (Wis). Reroll a failed roll.
Forced Mindlink (Int). Forge mental bond with unwilling target.
Memory Wipe (Cha). Subject's recent experiences are wiped away.
Tailor Memory (Int). Plant false memory in target.
Ubiquitous Vision (Wis). You have all-around vision.

5th-Level Telepathy Effects

Contra-psi (Cha). Inhibits the psionic manifestation of others.
Mindprobe (Int). Discover a target's secret thoughts.
Power Resistance (Wis). Target gains power resistance 12 + manifester's level.
Sending (Int). Deliver short message anywhere instantly.
X-Ray Vision (Wis) See through walls and other solid barriers.

PSI EFFECT DESCRIPTIONS

Attraction

Charisma [Compulsion, Mind-Affecting]

Level: Telepathy 1; **Display:** Audible; **Manifestation Time:** Standard action; **Range:** Close (25 ft. + 5 ft. x ranks); **Target:** One living creature; **Duration:** 1 hour/rank; **Saving Throw:** Will negates; **Power Resistance:** Yes
The manifester plants a compelling attraction in the mind of the target. The attraction can be toward a particular person, an object, an action, or an event. The power's target takes reasonable steps to meet, get close to, attend, find, or perform the object of its implanted attraction. For the purposes of this power, "reasonable" means that while fascinated, the target doesn't suffer from blind obsession. The target will not undertake obviously self-destructive actions. The subject can still recognize danger, but will not flee unless the threat is immediate. If the manifester makes the target feel an attraction to the manifester, the manifester can't command the subject indiscriminately, although he or she will be willing to listen to the manifester (even if the subject disagrees). This power grants the manifester a +4 bonus to his or her Charisma modifier when dealing with the subject.

Biofeedback

Wisdom

Level: Psychokinesis 1; **Display:** Material, Visual; **Manifestation Time:** Standard action; **Range:** Personal; **Target:** You; **Duration:** 1 minute/rank (D)

Through mind over matter, you constrict bleeding around wounds, lessening their impact. You take a portion of any attack that deals damage as points of nonlethal damage, equal to your Wisdom modifier. Thus, a character with a Wisdom score of 15 who is dealt 10 points of damage actually takes 8 points of lethal damage and 2 points of nonlethal damage. This power is not retroactive to damage received prior to manifesting *biofeedback*. The total damage is still used to determine the effects of massive damage.

Biofeedback, Improved

Wisdom

Level: Psychokinesis 3; **Duration:** 10 minutes/rank (D)

As *biofeedback*, except the portion you take as nonlethal damage equals twice your Wisdom modifier.

Brain Lock

Charisma [Mind-Affecting]

Level: Telepathy 2; **Display:** Visual, Material; **Manifestation Time:** Standard action; **Range:** Medium (100 ft. + 10 ft. x ranks); **Target:** One creature of Medium-size or smaller; **Duration:** 1 round/rank (D); **Saving Throw:** Will negates; **Power Resistance:** Yes

The target's higher mind is locked away. He or she stands mentally paralyzed, unable to take any actions. The brain locked subject is not stunned (so attackers get no special advantage). He or she can defend him or herself against physical attacks (Dexterity bonus to Defense still applies), but otherwise can't move, and can't use psionic powers. A brain locked flyer can't flap its wings and falls. A swimmer can't swim and may drown.

Burst

Wisdom

Level: Psychokinesis 0; **Display:** Audible; **Manifestation Time:** See text; **Range:** Close (25 ft. + 5 ft. x ranks); **Target:** One living creature; **Duration:** 1 round

The target increases his or her base speed by +10 feet on his or her next turn. At a cost of +1 power point, the manifester can manifest this power on his or herself as a free, immediate action, gaining the benefit of the speed increase in the same round. If manifested on another creature, the manifestation time is a standard action.

Clairaudience/Clairvoyance

Wisdom

Level: Telepathy 2; **Display:** Visual, Audible; **Manifestation Time:** Standard action; **Range:** See text; **Duration:** 1 minute/rank (D); **Saving Throw:** None; **Power Resistance:** No

This power enables a manifester to concentrate on some locale and hear or see (manifester's choice) almost as if he or she were there. Distance is not a factor if the locale is known—either a place familiar to the manifester or an obvious place. If the locale is not known, the manifester can only see or hear within 25 ft. + 5 ft. x Telepathy ranks (typically through a wall or door into an adjacent room or hallway).

Combat Focus

Wisdom

Level: Telepathy 2; **Display:** Visual; **Manifestation Time:** 1 minute; **Range:** Personal; **Target:** You; **Duration:** 1 hour; **Saving Throw:** None; **Power Resistance:** No

The manifester gains a +4 insight bonus on his or her next initiative check, provided the manifester makes that check before the duration expires.

Combat Precognition

Wisdom

Level: Telepathy 1; **Display:** Visual, Material; **Manifestation Time:** Standard action; **Range:** Personal; **Target:** You; **Duration:** 10 minutes/rank (D); **Saving Throw:** None; **Power Resistance:** No

The manifester gains a +1 insight bonus to Defense. If flat-footed, this bonus to Defense doesn't apply.

Conceal Thoughts

Charisma

Level: Telepathy 1; **Display:** Visual; **Manifestation Time:** Standard action; **Range:** Close (25 ft. + 5 ft. x ranks); **Target:** One living creature; **Duration:** 1 hour/rank; **Saving Throw:** Yes (harmless); **Power Resistance:** Yes

You protect your thoughts from analysis. While the duration lasts, you gain a +20 circumstance bonus on Bluff checks against those attempting to discern your true intentions with Sense Motive. You also gain a +4 bonus on your saving throw against any power used to read your mind (such as *detect thoughts* or *mind probe*).

Concussion, Lesser

Intelligence

Level: Psychokinesis 1; **Display:** Audible; **Manifestation Time:** Standard action; **Range:** Medium (100 ft. + 10 ft. x ranks); **Target:** One individual; **Duration:** Instantaneous; **Saving Throw:** Fortitude half; **Power Resistance:** Yes
The target is pummeled with telekinetic force for 1d6 points of damage. The manifester may choose to have the power deal only nonlethal damage instead of lethal damage. Concussion always affects a target within range that the manifester can see, even if the subject is in melee or has partial cover or concealment. Inanimate objects can't be damaged by this power.

Concussion, Greater

Intelligence

Level: Psychokinesis 2; **Display:** Audible; **Manifestation Time:** Standard action; **Range:** Medium (100 ft. + 10 ft. x ranks); **Target:** One individual; **Duration:** Instantaneous; **Saving Throw:** Fortitude half; **Power Resistance:** Yes
As *lesser concussion*, but the damage is 3d6.

Contra-psi

Charisma [Mind-Affecting]

Level: Telepathy 5; **Display:** Mental, Visual; **Manifestation Time:** Standard action; **Range:** Medium (100 feet); **Area:** 100-ft.-radius emanation centered on you; **Duration:** 1 minute/rank; **Saving Throw:** None; **Power Resistance:** Yes

You generate psychic static, making it more difficult for other psionic characters to manifest their powers (you are not affected by your own *contra-psi* manifestation). All psionic activity within the area requires Concentration checks (DC 15) to avoid being disrupted even if there are no other distractions, and Concentration checks required for other reasons are at +5 DC. Furthermore, psi effects within the area require twice as many power points to manifest (even 0-level effects cost at least 1 point), unless opponents make a successful Will save (DC 15 + manifester's Cha bonus) each time they manifest a power. If two or more *contra-psi* fields overlap, each controller makes a manifester level check to determine which field is dominant, dispelling the other fields.

Control Object

Intelligence

Level: Psychokinesis 1; **Display:** Material; **Manifestation Time:** Standard action; **Range:** Medium (100 ft. + 10 ft. x ranks); **Target:** One unattended object weighing up to 100 pounds; **Duration:** Concentration, up to 1 round/rank; **Saving Throw:** None; **Power Resistance:** No

The manifester telekinetically animates an inanimate object, making it move under his or her control. The controlled object moves with jerky and clumsy movements. The object can move at a speed of 10 feet. A controlled object can make a slam attack with an attack bonus of +0, dealing 1d4 points of bludgeoning damage.

Darkvision

Wisdom

Level: Telepathy 2; **Display:** Visual; **Manifestation Time:** Standard action; **Range:** Personal; **Target:** You; **Duration:** 10 minutes/rank; **Saving Throw:** None; **Power Resistance:** Yes

You gain the ability to see 60 feet even in total darkness. This provides black-and-white vision only, but is otherwise like normal sight.

Daze

Charisma [Compulsion, Mind-Affecting]

Level: Telepathy 0; **Display:** Mental, Material; **Manifestation Time:** Standard action; **Range:** Close (25 ft. + 5 ft. x ranks); **Target:** One person; **Duration:** 1 round; **Saving Throw:** Will negates; **Power Resistance:** Yes

This power clouds the mind of a Medium-size or smaller target so that he or she takes no actions. Creatures of 5 or more HD or levels are not affected. The dazed subject is not stunned (so attackers get no special advantage against him or her), but the subject can't move or take actions.

Detect Psionics

Wisdom

Level: Telepathy 0; **Display:** Visual, Audible; **Manifestation Time:** Standard action; **Range:** 60 ft.; **Area:** Quarter-circle emanating from you to the extreme of the range; **Duration:** Concentration, up to 1 minute/rank (D); **Saving Throw:** None; **Power Resistance:** No

The manifester detects psionic auras. The amount of information revealed depends on how long the manifester studies a particular area or subject. Strong local psionic emanations may confuse or conceal weaker auras.

1st Round: Presence or absence of psionic auras.

2nd Round: Number of different psionic auras and the strength of the strongest aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, the manifester can make Knowledge (Psionics) checks to determine the nature of the effect. (Make one check per aura; DC 15 + power level, or 15 + half manifester level for a nonpower effect.)

Aura Strength: An aura's strength depend on a power's functioning power level or an item's manifester level. If an aura falls into more than one category, detect psionics indicates the stronger of the two.

Functioning Power Level	Item Manifester Level	Aura Power
0-level or lingering aura	Lingering aura	Dim
1st–3 rd	1st–5th	Faint
4th–5 th	—	Moderate

Length Aura Lingers: How long the aura lingers after the source has vacated the area depends on its strength.

Original Aura Power	Duration
Dim	1 minute
Faint	1d6 minutes
Moderate	1d6 x 10 minutes

Each round, the manifester can turn to detect things in a new area. The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Thoughts

Intelligence [Mind-Affecting]

Level: Telepathy 2; **Display:** Visual, Mental; **Manifestation Time:** Standard action; **Range:** 60 ft.; **Area:** Quarter-circle emanating from you to the extreme of the range; **Duration:** Concentration, up to 1 minute/rank (D); **Saving Throw:** Will negates (see text); **Power Resistance:** No

The manifester detects surface thoughts. The amount of information revealed depends on how long the manifester studies a particular area or subject.

1st Round: Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).

2nd Round: Number of thinking minds and the mental strength of each.

3rd Round: Surface thoughts of any mind in the area. A target's Will save prevents the manifester from reading its thoughts, and the manifester must manifest detect thoughts again to have another chance. Creatures of animal intelligence have simple, instinctual thoughts that the manifester can pick up.

Each round, the manifester can turn to detect thoughts in a new area. The power can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Distract

Charisma [Mind-Affecting]

Level: Telepathy 0; **Display:** Audible; **Manifestation Time:** Standard action; **Range:** Close (25 ft. + 5 ft. x ranks); **Target:** One living creature; **Duration:** Concentration, up to 1 minute/rank (D); **Saving Throw:** Will negates; **Power Resistance:** Yes

The manifester causes the target's mind to wander, distracting him or her. Subjects of distract make all Listen, Spot, Search, and Sense Motive checks at a –1 penalty.

Domination, Lesser

Charisma [Compulsion, Mind-Affecting, Language-Dependent]

Level: Telepathy 3; **Display:** Mental; **Manifestation Time:** Standard action; **Range:** Medium (100 ft. + 10 ft. x ranks); **Target:** One Medium-size or smaller creature; **Duration:** 1 hour/rank; **Saving Throw:** Will negates; **Power Resistance:** Yes

The manifester can control the actions of a Medium-size or smaller creature. The manifester establishes a telepathic link with the target's mind. If the manifester and his or her subject share a common language, the manifester can generally force the subject to perform as he or she desires, within the limits of the subject's abilities. The power fails if no common language is shared. The manifester knows what the target is experiencing but does not receive direct sensory input from him or her. The target resists this control, and if forced to take an action that goes against his or her nature he or she receives a new saving throw with a bonus of +1 to +4, depending on the type of action required. Obviously self-destructive orders are ignored, regardless of the result of the saving throw. Once control is established, the range at which it can be exercised is unlimited.

Domination, Greater

Charisma [Compulsion, Mind-Affecting]

Level: Telepathy 4; **Display:** Mental; **Manifestation Time:** Standard action; **Range:** Medium (100 ft. + 10 ft. x ranks); **Target:** One Medium-size or smaller creature; **Duration:** 1 day/rank; **Saving Throw:** Will negates; **Power Resistance:** Yes

As *lesser domination*, except that if no common language is shared the manifester can communicate basic commands (simple, one-at-a-time directions). Even semi-intelligent animals can be controlled this way.

Electronic Fog

Intelligence

Level: Psychokinesis 2; **Display:** None; **Manifestation Time:** Standard action; **Range:** Personal; **Area:** Radius of 10 ft. x ranks; **Duration:** 1 minute/rank; **Saving Throw:** None; **Power Resistance:** No

This intensified version of *white noise* will jam electronic communication devices, including those that rely upon cables or other hard-wired transmissions, including televisions, video cameras, and monitors. It will also cause photographic film to fog and magnetic tape to blur. It does not cause electronic devices to malfunction, only to report scrambled signals and white noise.

False Sensory Input

Charisma [Mind-Affecting]

Level: Telepathy 3; **Display:** Mental; **Manifestation Time:** Full-round action; **Range:** Long (400 ft. + 40 ft. x ranks); **Target:** One living creature; **Duration:** Concentration, up to 1 minute/rank (D); **Saving Throw:** Will negates; **Power Resistance:** Yes

The manifester has a limited ability to falsify one of the target's senses. The subject thinks he or she sees, hears, smells, tastes, or feels something other than what his or her senses actually report. The manifester can't fabricate a sensation where none exists, nor make the target completely oblivious to a sensation, but the manifester can falsify the specifics of one sensation for different specifics. The manifester can switch between senses he or she falsifies round by round. A manifester can't alter a sensation's "intensity" by more than 50%. If this power is used to distract an enemy psionic character who is attempting to manifest a power, the enemy must make a Concentration check as if against a non-damaging power (the DC equals the distracting power's save DC + 3 in this case).

Far Hand

Intelligence

Level: Psychokinesis 0; **Display:** Visual; **Manifestation Time:** Standard action; **Range:** Close (25 ft. + 5 ft. x ranks); **Target:** An unattended object weighing up to 5 pounds; **Duration:** Concentration; **Saving Throw:** None; **Power Resistance:** No

The manifester can lift and move an object at will from a distance. After manifestation, as a move action the manifester can move the object up to 15 feet in any direction. The power ends if the distance between the manifester and the object ever exceeds the power's range.

Far Punch

Intelligence

Level: Psychokinesis 0; **Display:** Visual, Mental; **Manifestation Time:** Standard action; **Range:** Close (25 ft. + 5 ft. x ranks); **Target:** One individual; **Duration:** Instantaneous; **Saving Throw:** None; **Power Resistance:** Yes
The manifester strikes the target with a telekinetic punch that deals 1 point of damage. Inanimate objects can't be damaged by this power.

Fate of One

Wisdom

Level: Telepathy 4; **Display:** Mental, Visual; **Manifestation Time:** See text; **Range:** Personal; **Target:** You; **Duration:** Instantaneous

Your limited omniscience allows you to reroll a saving throw, attack roll, or skill check, and use the better of the two rolls for your result. You can manifest this power instantly, quickly enough to gain its benefits in a clutch situation. Manifesting the power is a free, immediate action. It can be used only once in the same scene.

Freedom of Movement

Wisdom

Level: Psychokinesis 5; **Display:** Audible; **Manifestation Time:** Standard action; **Range:** Personal or touch; **Target:** You or creature touched; **Duration:** 10 minutes/rank; **Saving Throw:** None; **Power Resistance:** No or Yes

This power enables you or the creature you touch to move and attack normally for the duration of the power, even under the influence of psionics that usually impedes movement. The power also allows a character to move and attack normally while underwater, provided that the weapon is wielded in the hand rather than hurled. The power does not, however, allow water breathing.

Forced Mindlink

Intelligence

Level: Telepathy 4; **Display:** Material; **Manifestation Time:** Standard action; **Range:** Close (25 ft. + 5 ft. x ranks); **Targets:** You and one other creature who is initially no more than 30 ft. away; **Duration:** 10 minutes/rank; **Saving Throw:** Will negates; **Power Resistance:** Yes

The manifester forges a telepathic bond with another person or creature, which must have an Intelligence score of 6 or higher. The manifester can communicate telepathically through the bond even if he or she does not share a common language with the subject. No special power or influence is established as a result of the bond and the target is not compelled to communicate with the manifester. Once the bond is formed, it works over any distance.

Immovability

Wisdom

Level: Psychokinesis 5; **Display:** Visual; **Time:** Standard action; **Range:** Personal; **Target:** You; **Duration:** 1 hour/rank (D)

You mentally attach yourself to the underlying fabric of reality, making yourself virtually unmovable. You could conceivably anchor yourself in midair. You oppose any attempt to move you by a Strength check modified by a bonus equal to three times your manifester level. Once immovable, you can't move to a new location unless you first dismiss the power or its duration expires. While you are immovable, you lose all Dexterity bonuses to Defense and cannot attack or make any other movement. However, your anchored body gains DR 10.

Inertial Barrier

Wisdom

Level: Psychokinesis 4; **Display:** Audible, Mental; **Manifestation Time:** Standard action; **Range:** Touch; **Target:** Creature touched; **Duration:** 10 minutes/rank or until discharged; **Saving Throw:** Will negates (harmless); **Power Resistance:** Yes (harmless)

You create a psychokinetic barrier around the subject that resists blows, cuts, stabs, and slashes, as well as providing some protection against falling. The subject gains DR 10/—. Once the power has prevented a total of 20 points of damage per rank (maximum 100 points), it is discharged. *Inertial barrier* also absorbs up to half the damage from a fall. Damage absorbed from a fall counts toward discharging the effect. The psychokinetic barrier delays the effects of gases in the atmosphere for 2d4 rounds.

Knock

Intelligence

Level: Psychokinesis 2; **Display:** Material; **Manifestation Time:** Standard action; **Range:** Medium (100 ft. + 10 ft. x ranks); **Target:** One door, box, or chest with an area of up to 10 sq. ft./rank; **Duration:** Instantaneous (see text); **Saving Throw:** None; **Power Resistance:** No

This power opens stuck, barred, locked, or mechanically or electronically sealed doors, as well as those with hidden mechanisms. It also loosens welds, shackles, or chains (provided they serve to hold closures shut). In all other cases, the door does not relock itself or becomes stuck again on its own. *Knock* does not raise barred gates or similar impediments, nor does it affect ropes, vines, and the like. Note that the effect is limited by the area. Each use can undo up to two means of preventing egress through a portal.

Knock, Improved

Intelligence

Level: Psychokinesis 4; **Display:** Material; **Manifestation Time:** Standard action; **Range:** Medium (100 ft. + 10 ft. x ranks); **Target:** One object with an area of up to 10 sq. ft./rank; **Duration:** Instantaneous (see text); **Saving Throw:** None; **Power Resistance:** No

You telekinetically pummel one stationary, unattended object or structure (tree, gate, wall, etc.) with your mind. The manifester rolls 1d20 + manifester level (total appropriate psionic class levels) + Intelligence bonus against the object's Break DC. Improved knock cannot target a carried, attended object.

Levitate

Intelligence

Level: Psychokinesis 2; **Display:** Olfactory; **Manifestation Time:** Standard action; **Range:** Personal or close (25 ft. + 5 ft. x ranks); **Target:** You or one willing creature or one object (total weight up to 100 lb./rank); **Duration:** 1 minute/rank (D); **Saving Throw:** None; **Power Resistance:** No

Levitate allows the manifester to move him or herself, another creature, or an object up and down as the manifester wishes. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. The manifester can mentally direct the recipient to move up or down up to 20 feet each round; doing so is a move action. The manifester can't move the recipient horizontally, but the subject could push or pull his or her way provided there is a surface to grasp (generally at half its base speed). A levitating creature who attacks with a melee or ranged weapon finds him or herself increasingly unstable; the first attack has an attack roll penalty of -1, the second -2, and so on, up to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

Memory Wipe

Charisma

Level: Telepathy 4; **Display:** Audible, Visual; **Manifestation Time:** Standard action; **Range:** Close (25 ft. + 5 ft. x ranks); **Target:** One creature; **Duration:** Instantaneous; **Saving Throw:** Fortitude negates; **Power Resistance:** Yes

You partially wipe your victim's mind of recent experiences. You may make the victim completely forget what was happening over the past number of hours up to your Telepathy ranks. The victim misses his next round of actions due to disorientation, and even after that may remain confused about where he is and what he should be doing.

Mental Blast

Intelligence

Level: Telepathy 3; **Display:** Visual; **Manifestation Time:** Standard action; **Range:** 60 ft.; **Target:** One living creature; **Duration:** Instantaneous; **Saving Throw:** Will negates; **Power Resistance:** No

The manifester delivers a telepathic strike that stuns the target for 3d4 rounds.

Mind Darts

Intelligence

Level: Psychokinesis 3; **Display:** Visual; **Manifestation Time:** Standard action; **Range:** Medium (100 ft. + 10 ft. x ranks); **Target:** One living creature; **Duration:** Instantaneous; **Saving Throw:** Reflex half; **Power Resistance:** Yes

The manifester creates a flurry of mental bursts that deal 5d6 points of damage to a single target within range.

Mindlink, Lesser

Intelligence

Level: Telepathy 1; **Display:** Material; **Manifestation Time:** Standard action; **Range:** Close (25 ft. + 5 ft. x ranks); **Targets:** You and one other creature who is initially no more than 30 ft. away; **Duration:** 10 minutes/rank; **Saving Throw:** None; **Power Resistance:** No

The manifester forges a telepathic bond with another person or creature, which must have an Intelligence score of 6 or higher. The bond can be established only with a willing subject, who therefore receives no saving throw and gains no benefit from power resistance. The manifester can communicate telepathically through the bond even if he or she does not share a common language with the subject. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance.

Mindlink, Greater

Intelligence

Level: Telepathy 3; **Display:** Material; **Manifestation Time:** Standard action; **Range:** Close (25 ft. + 5 ft. x ranks); **Targets:** One creature/rank, no two of which are initially more than 30 ft. apart; **Duration:** 10 minutes/rank; **Saving Throw:** None; **Power Resistance:** No

The manifester forges a telepathic bond with one or more people or creatures, which must have Intelligence scores of 6 or higher. The bond can be established only with willing subjects, who therefore receive no saving throw and gain no benefit from power resistance. The manifester can communicate telepathically through the bond even if he or she does not share a common language with the subjects. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance.

Mind Probe

Intelligence

Level: Telepathy 5; **Display:** Visual, Audible; **Manifestation Time:** 1 minute; **Range:** Close (25 ft. + 5 ft. x ranks); **Target:** One living creature; **Duration:** 1 min./rank; **Saving Throw:** Fortitude negates; **Power Resistance:** Yes
All the target's memories and knowledge are accessible to the manifester. The manifester can learn the answer to one question per round, to the best of the target's knowledge. The manifester can also probe a sleeping target, though the target may make a Will save against the DC of the mind probe to wake after each question. Targets who do not wish to be probed can attempt to move beyond the power's range, unless somehow hindered. The manifester poses the questions telepathically, and the answers to those questions are imparted directly to his or her mind. The manifester and the target do not need to speak the same language, though less intelligent creatures may yield up only appropriate visual images in answer to the manifester's questions.

Missive

Intelligence [Language-Dependent]

Level: Telepathy 0; **Display:** Visual; **Manifestation Time:** Standard action; **Range:** Close (25 ft. + 5 ft. x ranks); **Target:** One living creature; **Duration:** Instantaneous; **Saving Throw:** Will negates; **Power Resistance:** Yes
The manifester sends a telepathic message of up to ten words to any living creature within range. This is strictly a one-way exchange from the manifester to the target. The manifester and the target must share a common language for the communication to be meaningful.

Negate Psionics

Intelligence

Level: Telepathy 3; **Display:** Visual; **Manifestation Time:** Standard action; **Range:** Medium (100 ft. + 10 ft. x ranks); **Target or Area:** One psionic character or creature, or one object; or 30-ft.-radius burst; **Duration:** Instantaneous; **Saving Throw:** None; **Power Resistance:** No

Negate psionics can be used to end ongoing powers that are manifested on a creature or object, to temporarily suppress the psionic abilities of a psionic item, or to end ongoing power (or at least their effects) within an area. A negated power ends as if its duration had expired. *Negate psionics* can negate (but not counter) the ongoing effects of supernatural abilities as well as psionic powers. A manifester can't use *negate psionics* to undo the effects of any power with instantaneous duration, though it can "counter" any psi effect at the moment the target effect is used. The manifester chooses to use negate psionics in one of two ways: a targeted negation or an area negation:

Targeted Negation: One object, creature, or power is the target of the power. The manifester makes a negation check against the power or against each ongoing power currently in effect on the object or creature. A negation check is 1d20 + Telepathy ranks + manifester's Int modifier against a DC of 11 + the opposed manifester's Telepathy ranks + opposed manifester's Int modifier. If the object that targeted is a psionic item, the manifester makes a negation check against the item's manifester level. If the manifester succeeds, all the item's psionic properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes nonpsionic for the duration of the effect. The manifester automatically succeeds against his own effects.

Area Negation: The power affects everything within a 30-foot radius. For each creature that is the target of one or more powers, the manifester makes a negation check against the power with the highest effect level. If that fails, he or she makes negation checks against progressively weaker powers until he or she negates one power (which discharges the negate psionics so far as that target is concerned) or fails all his or her checks. The creature's psionic items are not affected. For each object that is the target of one or more powers, the manifester makes negation checks as with creatures. Psionic items are not affected by area negations. For each ongoing power with an area centered within the negate psionics target area, the manifester makes a negation check to negate the power. For each ongoing power whose area overlaps with that of the negation, the manifester makes a negation check to end the effect, but only within the area of the negate psionics.

Object Reading

Wisdom

Level: Telepathy 1; **Display:** Audible, Material; **Manifestation Time:** Standard action; **Range:** Touch; **Target:** One object; **Duration:** Concentration, up to 10 minutes/rank (D); **Saving Throw:** None; **Power Resistance:** Yes
This power provides information about an object's previous owner. The amount of information revealed depends on how long the manifester studies a particular object.

1st Round: Last owner's gender.

2nd Round: Last owner's age.

3rd Round: Last owner's appearance.

4th Round: Last owner's primary allegiance (if any).

5th Round: How last owner gained and lost the object.

6th+ Round: Previous-to-last owner's gender, and so on.

An object without any previous owners reveals no information. A manifester can continue to run down the list of previous owners and learn details about them as long as the power's duration lasts. If the manifester reads the same object again, he or she doesn't pick up where he or she left off in the list of previous owners.

Painful Touch

Wisdom

Level: Psychokinesis 1; **Display:** Material, Visual; **Manifestation Time:** Standard action; **Range:** Personal; **Target:** You; **Duration:** 1 round/rank (D)

Your unarmed strikes are imbued with extra telekinetic force. When you make a successful unarmed attack that deals damage (or in conjunction with any bite or claw powers), you deal an additional 1d6 points of nonlethal damage to the target. The total amount of damage dealt is used to determine the effects of massive damage.

Power Resistance

Wisdom

Level: Telepathy 5; **Display:** Visual, Material; **Manifestation Time:** Standard action; **Range:** Touch; **Target:** Creature touched; **Duration:** 1 minute/rank; **Saving Throw:** Will negates; **Power Resistance:** Yes

The target is granted power resistance equal to 12 + the manifester level (total appropriate psionic class levels).

Psychokinetic Surge

Wisdom

Level: Psychokinesis 5; **Display:** Visual; **Manifestation Time:** Standard action; **Range:** Personal; **Target:** You; **Duration:** 1 minute (D)

The manifester is surrounded with an aura of psychokinetic energy that augments the potency of other Psychokinesis effects: *far punch*, *lesser concussion*, *greater concussion*, *mind darts*, *short sharp shock*, and *shock wave*. While the duration lasts, the manifester may choose to inflict lethal damage even if the effect normally inflicts only nonlethal

damage. This benefit also permits the effects listed above to damage inanimate objects and structures. Additionally, the manifester may reroll any damage die for the listed effects that turns up a “1” and keep the new result (however, a die cannot be rerolled again if the new result is also “1”). Furthermore, the manifester gains a +2 bonus on all manifester level checks made for the listed effects (for overcoming power resistance, etc.).

Psychokinetic Weapon

Wisdom

Level: Psychokinesis 3; **Display:** Visual; **Manifestation Time:** Standard action; **Range:** Close (25 ft. + 5 ft. x ranks); **Target:** One weapon; **Duration:** 1 hour/rank; **Saving Throw:** Will negates (harmless, object); **Power Resistance:** Yes (harmless, object)

A single melee weapon is surrounded with psychokinetic energy and gains a +3 enhancement bonus on attack and damage rolls.

Resistance

Wisdom

Level: Psychokinesis 0; **Display:** Audible; **Manifestation Time:** See text; **Range:** Personal; **Target:** You

The manifester can immediately apply a +1 morale bonus on a saving throw. A manifester can manifest this power as an immediate, free action (even when it is not his or her turn) at a cost of 1 power point.

Sending

Intelligence

Level: Telepathy 5; **Display:** Mental; **Manifestation Time:** Full-round action; **Range:** See text; **Target:** One creature; **Duration:** 1 round; **Saving Throw:** None; **Power Resistance:** No

The manifester contacts a particular individual with whom he or she is familiar and sends a short message of twenty-five words or less. The target recognizes the manifester if it knows him or her. It can answer in like manner immediately. The target is not obliged to act on the message in any way.

Sensitivity to Psychic Impressions

Wisdom

Level: Telepathy 2; **Display:** Audible, Material; **Manifestation Time:** Standard action; **Range:** Close (25 ft. + 5 ft. x ranks); **Target:** Area within a 25-ft. + 5 ft. x ranks spread, centered on you; **Duration:** Concentration, up to 10 minutes/rank (D); **Saving Throw:** None; **Power Resistance:** No

The manifester gains historical vision in a given location. The types of events most likely to leave psychic impressions are those that elicited strong emotions. Everyday occurrences leave no residue for a manifester to detect. The vision of the event is dreamlike and shadowy. The manifester does not gain special knowledge of those involved in the vision. A manifester can sense one distinct event per round of concentration, if any exist at all. This sensitivity extends into the past a number of years equal to 100 x the rank achieved.

Shock Wave

Intelligence

Level: Psychokinesis 5; **Display:** Visual, Olfactory; **Manifestation Time:** Standard action; **Range:** 30 ft.; **Area:** Cone-shaped burst; **Duration:** Instantaneous; **Saving Throw:** Fortitude half; **Power Resistance:** No

You unleash a wave of psychokinetic energy originating at your hand and extending outward in a cone. Anything caught in the shockwave suffers 3d10 points of nonlethal damage (the damage is lethal against robots and electronic machines). More importantly, this power destroys electronic devices, fries motherboards, erases electronic data such as hard disks, fogs chemical media such as photographic film (but not final prints), and can even short-out computer-operated machines (like high-tech vehicles) on a successful manifester level check (DC 15, though shielded or otherwise protected electronics may require higher DCs). A shorted-out machine can be restarted with a simple Repair check (DC 10). Sentient machines and devices with artificial intelligence are allowed a Will saving throw (DC 10 + manifester's ranks + manifester's Int bonus) each round to restart themselves as a move action.

Short Sharp Shock

Intelligence

Level: Psychokinesis 3; **Display:** Visual, Olfactory; **Manifestation Time:** Standard action; **Range:** Touch; **Target:** One object or creature; **Duration:** Instantaneous; **Saving Throw:** Fortitude half; **Power Resistance:** No

You channel a burst of psychokinetic energy into a target object or creature. The shock delivers 2d10 points of nonlethal damage (the damage is lethal against robots and electronic machines). More importantly, this power destroys electronic devices, fries motherboards, erases electronic data such as hard disks, and fogs chemical media such as photographic film (but not final prints) on a successful manifester level check (DC 15, though shielded or otherwise protected electronics may require higher DCs).

Signal Feed

Intelligence [Mind-Affecting]

Level: Psychokinesis 4; **Display:** Visual; **Manifestation Time:** Standard action; **Range:** Close (25 ft. + 5 ft. x ranks); **Target:** One communication device; **Duration:** 1 round/rank; **Saving Throw:** Will negates; **Power Resistance:** Yes

You can create false images or sounds on an electronic device. This affects those that are watching or listening the device at the time of the power's manifestation— those who arrive later or make their saving throw see or hear what is really there. Recordings of the *signal feed* will show distortion, as well as the “real” image. Other powers may not be used through a *signal feed*.

Spider Climb

Wisdom

Level: Psychokinesis 2; **Display:** Material; **Manifestation Time:** Standard action; **Range:** Touch; **Target:** Creature touched; **Duration:** 10 minutes/rank; **Saving Throw:** Will negates (harmless); **Power Resistance:** Yes (harmless)

The subject's body is surrounded in a telekinetic bubble, allowing him to climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have bare hands and feet to climb in this manner. The subject climbs at half its speed. A creature with a Strength score of at least 20 +1 per Psychokinesis rank can pull the subject off a wall.

Tailor Memory

Intelligence [Mind-Affecting]

Level: Telepathy 4; **Display:** Audible; **Manifestation Time:** Standard action; **Range:** Medium (100 ft. + 10 ft. x ranks); **Target:** One target of Medium-size or smaller; **Duration:** Instantaneous; **Saving Throw:** Will negates (see text); **Power Resistance:** Yes

The manifester inserts a memory of his or her own choosing in the target's mind. The manifester can insert a memory of up to 1 round duration per rank. The manifester chooses when the fake event occurred any time within the last 1 week per rank. The manifester can't read the target's memory with this power. Tailoring a memory is tricky, because if it is not done right the target's mind recognizes it as false. Dissonance occurs if a manifester inserts a memory that is out of context with the target's past experience. The target gains a bonus of +1 to +4 on his or her saving throw, depending on the magnitude of dissonance create by an out-of-context memory. Likewise, inserting a memory of the target taking an action against his or her nature grants a +1 to +4 bonus, depending on the type of memory inserted. Inserting a memory that couldn't possibly be true causes the power to fail automatically.

Technology Merge

Intelligence

Level: Psychokinesis 3; **Display:** None; **Manifestation Time:** Full-round action; **Range:** Close (25 ft. + 5 ft. x ranks); **Duration:** Concentration, up to 2 rounds/rank; **Saving Throw:** Special; **Power Resistance:** No

You can mentally merge with computers and programmable electronic devices. Each round (beginning on the first round), you may mentally manipulate one computer or electronic device within the area of effect. You must be able to see the device. You can attempt virtually any skill check that you could normally perform on that machine (such as Computer Use or Disable Device) from a distance and in a fraction of the time. Skill checks that normally take minutes or hours instead take only rounds. Research checks when merged with a properly networked computer take only 1d4 rounds instead of 1d4 hours. You can mentally turn on or power down a machine with a successful

manifesters level check (DC 15). Sentient machines (androids) and devices with artificial intelligence (robots, smart computers) are harder to affect. First, you must make a manifesters level check (DC 15). If successful, you can read or temporarily disrupt the machine's programming. Reading programming reveals the machine's current command protocols and objectives. Disrupting programming renders the machine helpless as long as you maintain the merge. The machine is allowed a Will saving throw (DC 10 + manifesters ranks + manifesters Int bonus) to resist either effect. Maintaining *technology merge* requires full concentration, and a 5-foot step is the only movement allowed each round. If your concentration is broken, the effect's duration immediately ends.

Telekinesis

Intelligence

Level: Psychokinesis 4; **Display:** Visual; **Manifestation Time:** Standard action; **Range:** Long (400 ft. + 40 ft. x ranks); **Target or Targets:** See text; **Duration:** Concentration, up to 1 round/rank, or instantaneous (see text); **Saving Throw:** Will negates (object) (see text); **Power Resistance:** Yes (object) (see text)

The manifesters moves objects or creatures by concentrating on them. The power can provide either a gentle, sustained force or a single short, violent thrust (manifesters choice).

Sustained Force: A sustained force moves a creature or object weighing up to 25 pounds per manifesters level (total appropriate psionic class levels) up to 20 feet per round. A creature can negate the effect against itself or against an object it possesses with a successful Will save or with power resistance. This power ends if the manifesters ceases concentration and the object stops or falls. The weight can be moved vertically, horizontally, or both. An object can't be moved beyond the range. The power ends if the object is forced beyond the range.

An object can be telekinetically manipulated as if with one hand, if the force required is within the weight limitation.

Violent Thrust: Alternatively, the telekinetic power can be expended in a single round. The manifesters can hurl one or more objects that are within range and all within 10 feet of each other toward any target within one-tenth of the effect's maximum range. A manifesters can hurl up to a total weight of 25 pounds per manifesters level. The manifesters must succeed at attack rolls (one per object thrown) to hit the target with the items, using his or her base attack plus Intelligence modifier. Weapons cause standard damage (with no Strength bonus). Other objects cause damage ranging from 1 point per 25 pounds (for less dangerous objects) to 1d6 points of damage per 25 pounds for hard, dense objects. Creatures that fall within the weight capacity of the power can be hurled, but they are allowed Will saves to negate the effect, as are those whose held possessions are targeted by the power. If creatures are telekinetically hurled against solid surfaces, they take damage as if they had fallen 10 feet (1d6 points).

Telekinesis, Improved

Intelligence

Level: Psychokinesis 5; **Display:** Visual; **Manifestation Time:** Standard action; **Range:** Long (400 ft. + 40 ft. x ranks); **Target or Targets:** See text; **Duration:** Concentration, up to 1 round/rank, or instantaneous (see text); **Saving Throw:** Will negates (object) (see text); **Power Resistance:** Yes (object) (see text)

As *telekinesis*, but the manifesters can move ten-times more weight under sustained force and twice as much weight under violent thrust.

Telekinetic Armor, Lesser

Wisdom

Level: Psychokinesis 0; **Display:** Material, Olfactory; **Manifestation Time:** Standard action; **Range:** Personal; **Target:** You; **Duration:** 1 minute

Your surround your skin with telekinetic force, providing a +1 natural armor bonus to your Defense. Natural armor does not carry an armor penalty and does not reduce speed. This power's effect does not stack with other natural armor bonuses.

Telekinetic Armor, Greater

Wisdom

Level: Psychokinesis 4; **Display:** Olfactory, Material; **Manifestation Time:** Standard action; **Range:** Personal; **Target:** You; **Duration:** 1 minute/rank

As *lesser telekinetic armor*, but the natural armor bonus is +4.

Telepathic Projection

Charisma [Mind-Affecting]

Level: Telepathy 0; **Display:** Visual; **Manifestation Time:** Standard action; **Range:** Medium (100 ft. + 10 ft. x ranks); **Area:** One living creature; **Duration:** 1 minute/rank; **Saving Throw:** Will negates; **Power Resistance:** Yes
You can alter the subject's mood. An affected creature feels the new emotion, but *telepathic projection* cannot radically change its emotional state. Instead, you adjust its emotions by one step. For instance, an unfriendly creature might be made indifferent, or a hostile creature simply unfriendly. You can grant up to a +1 bonus on your own (or others') attempts at Bluff, Diplomacy, Intimidate, and Perform actions with affected creatures, assuming you adjust the subject's emotions in the proper direction (you could also cause a -1 penalty, if you so choose).

Telepathic Perception

Wisdom

Level: Telepathy 3; **Display:** Visual; **Manifestation Time:** Standard action; **Range:** Personal; **Target:** You; **Duration:** 1 min./rank (D)

Your gaze suffers no distractions, granting you a +4 enhancement bonus on your saving throw to resist all illusory effects. Moreover, your Search and Spot skills receive a +2 enhancement bonus while this power remains in effect. Furthermore, you can psychically "see" invisibility within range of your normal vision.

Ubiquitous Vision

Wisdom

Level: Telepathy 4; **Display:** Visual; **Manifestation Time:** Standard action; **Range:** Personal; **Target:** You; **Duration:** 2 rounds/rank (D); **Saving Throw:** None; **Power Resistance:** No

You have "eyes in the back of your head," and in the sides and top as well (though only in effect, not literally). In effect, you have a 360-degree sphere of sight, allowing you perfect view of creatures that might otherwise flank you. Thus, flanking opponents gain no bonus on their attack rolls, and you do not lose your bonus to Dexterity unless you are caught flat-footed. Your Spot checks gain a +3 enhancement bonus, and your Search checks gain a +1 enhancement bonus. Concurrently, you suffer a -4 enhancement penalty on saves against all gaze attacks and visual attacks during the power's duration.

White Noise

Intelligence

Level: Psychokinesis 1; **Display:** None; **Manifestation Time:** Standard action; **Range:** Personal; **Area:** Radius of 10 ft. x ranks; **Duration:** 1 minute/rank; **Saving Throw:** None; **Power Resistance:** No

You surround yourself with a bubble of psychokinetic energy sufficient to defeat most electronic transmissions (like cell phones, radio broadcasts, and television signals). Hardwired effects such as cable TV or telephones, or self-contained devices such as video cameras are unaffected by this power. Those using the affected devices get scrambled signals and white noise, and are aware that they are being jammed.

X-Ray Vision

Wisdom

Level: Telepathy 5; **Display:** None; **Manifestation Time:** Standard action; **Range:** Personal; **Target:** You; **Duration:** See text (D)

You can see through most walls and other solid physical barriers by concentrating. Vision range is 60 feet, with the viewer seeing as if he or she were looking at something in normal light even if there is no illumination. X-ray vision can penetrate up to 3 feet of wood or dirt, 1 foot of solid stone, or 6 inches of common metal. Thicker substances or a thin sheet of lead blocks the vision. The duration lasts a total number of rounds equal to 5 + the manifester's Wis bonus, though full concentration is required in order to gain the benefit in any round (no other actions may be taken, and the only movement allowed is a 5-foot step).

Chapter 8: Cinematic Action

AERIAL MOVEMENT

Once movement becomes three-dimensional and involves turning in midair and maintaining a minimum velocity to stay aloft, it gets more complicated. Most flying creatures have to slow down at least a little to make a turn, and many are limited to fairly wide turns and must maintain a minimum forward speed. Each flying creature has a maneuverability rating, as shown on Table: Maneuverability. The entries on the table are defined below.

Table: Maneuverability

	Perfect	Good	Average	Poor	Clumsy
Minimum forward speed	None	None	Quarter	Half	Half
Hover	Yes	Yes	No	No	No
Move backward	Yes	Yes	No	No	No
Reverse	Free	-5 ft.	No	No	No
Turn	Any	90°/5 ft.	45°/5 ft.	45°/5 ft.	45°/10 ft.
Turn in place	Any	+90°/-5 ft.	+45°/-5 ft.	No	No
Maximum turn	Any	Any	90°	45°	45°
Up angle	Any	Any	60°	45°	45°
Up speed	Full	Half	Half	Half	Half
Down angle	Any	Any	Any	45°	45°
Down speed	Double	Double	Double	Double	Double
Between down and up	0	0	5 ft.	10 ft.	20 ft.

Minimum Forward Speed: If a flying creature fails to maintain its minimum forward speed, it must land at the end of its movement. If it is too high above the ground to land, it falls straight down, descending 150 feet in the first round of falling. If this distance brings it to the ground, it takes falling damage. If the fall doesn't bring the creature to the ground, it must spend its next turn recovering from the stall. It must succeed on a DC 20 Reflex save to recover. Otherwise it falls another 300 feet. If it hits the ground, it takes falling damage. Otherwise, it has another chance to recover on its next turn.

Hover: The ability to stay in one place while airborne.

Move Backward: The ability to move backward without turning around.

Reverse: A creature with good maneuverability uses up 5 feet of its speed to start flying backward.

Turn: How much the creature can turn after covering the stated distance.

Turn in Place: A creature with good or average maneuverability can use some of its speed to turn in place.

Maximum Turn: How much the creature can turn in any one space.

Up Angle: The angle at which the creature can climb.

Up Speed: How fast the creature can climb.

Down Angle: The angle at which the creature can descend.

Down Speed: A flying creature can fly down at twice its normal flying speed.

Between Down and Up: An average, poor, or clumsy flier must fly level for a minimum distance after descending and before climbing. Any flier can begin descending after a climb without an intervening distance of level flight.

BODY SLAM (BULL RUSH)

Body slam is a variation on bull rush made as part of a charge. You slam into your opponent and try to send him flying back—but without moving along with him.

Initiating a Body Slam: A body slam is treated like a charging bull rush and follows the same rules. As with bull rush, you and the defender make opposed Strength checks (each of you adds a +4 bonus for each size category you are larger than Medium or a -4 penalty for each size category you are smaller than Medium; you get a +2 bonus for charging; the defender gets a +4 bonus if he has more than two legs or is otherwise exceptionally stable), but the outcome is different.

Body Slam Results: If you beat the defender's Strength check result, you push him back 5 feet, plus an additional 5 feet for each 5 full points by which your check result is greater than the defender's check result. You do not move with him. The defender may provoke attacks of opportunity as he moves. Furthermore, the defender must make a Reflex save (DC = your Strength check result) or land prone in the space in which he stops. If a solid object

prevents him from being knocked back the full distance, the defender stops in that space and takes 1d6 points of damage (or even more for harder surfaces). If you fail to beat the defender's Strength check result, you move 5 feet straight back to where you were before you moved into his space and are automatically knocked prone.

CAUSING DISTRACTIONS

It is possible for you to distract an opponent who is engaged in combat with one of your allies. As a full-round action, you make a skill check appropriate to the gambit—Bluff (“Look behind you!”), Diplomacy (“You don't really want to hurt me, do you?”), or Intimidate (“You're going down!”).

Initiating a Distraction: You must act out a reasonable deception, and the skill check suffers a –4 penalty if your distracting words or actions are not very plausible. The target resists with an opposing Sense Motive skill check at a DC equal to your check result.

Distraction Results: If the target makes the check, the distraction is completely ignored. If the target fails the check, he notices the distraction and may give it attention. The target must make a Will saving throw (DC 15), and if the save fails then he is distracted. A distracted target either is considered *flat-footed* or suffers a –2 penalty to Defense (your choice) until his turn in the following round. It may be possible to distract an opponent engaged in close combat with two of your allies (though never more than two) or who is engaged in ranged combat, but you suffer a –10 penalty on the skill check.

FALLING CHARACTERS

Whether on the edge of a skyscraper, on top of a mountain, or flying through the air, heroes and villains may find themselves battling at great heights. Height and gravity can be used as a deadly weapon.

Falling Damage: The basic rule is simple: 1d6 points of damage per 10 feet fallen, to a maximum of 20d6. If a character deliberately jumps instead of merely slipping or falling, the damage is the same but the first 1d6 is nonlethal damage. A DC 15 Jump check or DC 15 Tumble check allows the character to avoid any damage from the first 10 feet fallen and converts any damage from the second 10 feet to nonlethal damage. Falls onto yielding surfaces (soft ground, mud) also convert the first 1d6 of damage to nonlethal damage. This reduction is cumulative with reduced damage due to deliberate jumps and the Jump skill.

Falling into Water: Falls into water are handled somewhat differently. If the water is at least 10 feet deep, the first 20 feet of falling do no damage. The next 20 feet do nonlethal damage (1d3 per 10-foot increment). Beyond that, falling damage is lethal damage (1d6 per additional 10-foot increment). Characters who deliberately dive into water take no damage on a successful DC 15 Swim check or DC 15 Tumble check, so long as the water is at least 10 feet deep for every 30 feet fallen. However, the DC of the check increases by 5 for every 50 feet of the dive.

Flight and Catching a Fall: Characters with active Flight power can make a Reflex save at DC 20 to avoid all falling damage. Also, they may try to use their Flight power to catch falling objects or even people. The surest way to ready an action: The flying character interrupts an anticipated fall when it occurs and catches the person or object automatically. However, most falls are not anticipated. Unanticipated falls less than 60 feet cannot be prevented—they simply happen too quickly. Falls from 60 feet or more allow just enough time for a flying character to intervene, if the Flight power is already active and the falling person or object is within two increments of the character's Flying speed. The flying character must make a Reflex save at DC 20 to catch the person or object before impact with the ground. If successful, the flying character intercepts the falling person or object half-way along the distance fallen. Trying to catch a falling person or object counts as a full-round action on the flying character's next turn, either in the current round or the next, and the character provokes attacks of opportunity as normal (particularly if he or she is already engaged in melee combat).

FALLING OBJECTS

Just as characters take damage when they fall more than 10 feet, so too do they take damage when they are hit by falling objects. Falling objects deal damage based on their weight and the distance they have fallen. Typically, falling objects are destroyed on impact (they suffer as much falling damage as they inflict).

Massive Object Damage: For each 200 pounds of an object's weight, the object deals 1d6 points of damage, provided it falls at least 10 feet. Distance also comes into play, adding an additional 1d6 points of damage for every 10-foot increment it falls beyond the first (to a maximum of 20d6 points of damage).

Smaller Object Damage: Objects smaller than 200 pounds also deal damage when dropped but they must fall farther to deal the same damage (see the table below). For each additional increment an object falls, it deals an additional 1d6 points of damage. Objects weighing less than 1 pound do not deal any damage.

Damage from Small Falling Objects

<u>Object Weight</u>	<u>Required Distance</u>
200–101 lb.	20 ft.
100–51 lb.	30 ft.
50–31 lb.	40 ft.
30–11 lb.	50 ft.
10–6 lb.	60 ft.
5–1 lb.	70 ft.

Avoiding Damage: A character can attempt a Reflex saving throw at DC 20 to dodge part of the impact of the falling object, taking one-half damage if successful.

FIGHTING DIRTY (FEINT, AID ANOTHER)

You can fight dirty by taking advantage of Feint (see the Bluff skill and Feint feat) and Aid Another. You can use an underhanded tactic against an opponent (throwing dirt in his eyes, a surprise stomp on his foot, etc.) by making an Aid Another unarmed attack check at DC 10 as a standard action.

Fight Dirty Results: If the check succeeds, no damage is inflicted but one character gets a +2 bonus on his next melee attack against that opponent, or that opponent suffers a –2 penalty on his next attack against one of your allies. The characters affected by the bonus or penalty must be specified when the attack check is made.

Special: Normally, you cannot make an “Aid Another” check to help yourself, but fighting dirty lets you try. If you hit, the opponent gets to make a Fortitude, Reflex, or Will saving throw (as appropriate based on your tactic) at DC 15 to resist, and if the save is failed you get to apply a +2 bonus to your next attack against that opponent or a –2 penalty to that opponent’s next attack against you.

IMPROVISED WEAPONS

<u>Object Size</u>	<u>Examples</u>	<u>Damage</u>
Diminutive	Ashtray, CD disk case, paperweight	1
Tiny	Mug, small rock, flashlight, wrench	1d2
Small	Bottle, fire extinguisher, flower pot, vase	1d3
Medium	Bar stool, brick, garbage can lid	1d4
Large	Garbage can, office chair, tire iron	1d6
Huge	10-foot ladder, oil barrel, park bench	1d8
Gargantuan	Desk, dumpster, cabinet, soda machine	2d6
Colossal	Junked vehicle, stoplight, telephone pole	2d8
Colossal (heavy)	Bus, power pole, huge stone	3d6

Using Improvised Weapons: In a pinch, any portable object can be wielded either as a melee weapon or a ranged weapon. A character takes a –4 penalty on his or her attack roll when wielding or throwing an improvised weapon. An improvised weapon is not considered simple, archaic, or exotic, so weapon proficiency feats cannot offset the –4 penalty. A character can effectively wield or throw an object of his or her size category or smaller using one hand. A character can effectively wield or throw an object one size category larger than him or herself using two hands. Objects more than one size category larger require a successful Strength check at DC 15 + 3 per extra size category to wield (e.g., a Medium character trying to wield a Huge oil barrel with two hands requires a check at DC 18).

Throwing: An improvised thrown weapon has a range increment of 10 feet. Increase the range increment for creatures of Large size or larger as follows: Large 15 feet, Huge 30 feet, Gargantuan 60 feet, Colossal 120 feet.

Damage: Improvised weapons deal lethal damage based on their size, although the GM may adjust the damage of an object that is especially light or heavy for its size. The wielder’s Strength modifier applies only to damage from Tiny or larger improvised weapons; do not apply the wielder’s Strength modifier to damage from Diminutive objects. Improvised weapons threaten a critical hit on a natural roll of 20.

Breaking: Unlike real weapons, improvised weapons are not designed to absorb damage. They tend to shatter, bend, crumple, or fall apart after a few blows. An improvised weapon has a 50% chance of breaking each time it deals damage or, in the case of thrown objects, strikes a surface (such as a wall) or an object larger than itself.

Additional Effects: Improvised weapons may be difficult to use but can surprise a foe with extra unexpected effects due to their awkward size, mass, or density. When a character attacks with an improvised weapon, one or more of the following additional effects may be imposed at the GM’s discretion based on the object and situation.

Breaking Damage: When certain brittle improvised weapons break against a foe’s body, jagged fragments add extra damage. If the attack hits and the object breaks, roll an extra damage die one step lower (e.g., a bar stool might roll 1d4 for base damage and an extra 1d3 if it hits and breaks).

Knockback: Some improvised weapons are so massive that a solid hit can knock the foe back a few feet. If the improvised weapon is at least one size category larger than the foe hit by the attack, the foe must make a Fortitude saving throw (DC 10 + the attacker’s Str bonus) or be forced to take a free 5-foot step away from the attacker.

Knockdown: Some improvised weapons are so massive that when thrown they can bowl over a foe. If the improvised weapon is at least one size category larger than the foe hit by the thrown object, the foe must make a Fortitude saving throw (DC 10 + the attacker’s Str bonus) or be knocked prone.

Reach: Certain long improvised weapons (ladders, poles, etc.) function as reach weapons (10 or 15 feet).

Sweep: Certain broad improvised weapons (ladders, benches, etc.) sweep through two spaces when hurled widthwise. The thrown improvised weapon strikes the target 5-foot space and one valid space adjacent to the left or right. The attacker makes a single attack roll, and the result is compared to the Defense of characters in both spaces. Thus, one or both of the targets can be hit by the object.

INVISIBILITY

Invisibility is not foolproof. While they can’t be seen, invisible creatures can be heard, smelled, or felt.

Spotting the Invisible: A creature can generally notice the presence of an active invisible creature within 30 feet with a DC 20 Spot check. The observer gains a hunch that “something’s there” but can’t see it or target it accurately with an attack. A creature who is holding still is very hard to notice (DC 30). It’s practically impossible (+20 DC) to pinpoint an invisible creature’s location with a Spot check, and even if a character succeeds on such a check, the invisible creature still benefits from total concealment (50% miss chance).

Listening for the Invisible: A creature can use hearing to find an invisible creature. A character can make a Listen check for this purpose as a free action each round. A Listen check result at least equal to the invisible creature’s Move Silently check result reveals its presence. (A creature with no ranks in Move Silently makes a Move Silently check as a Dexterity check to which an armor check penalty applies.) A successful check lets a character hear an invisible creature “over there somewhere.” It’s practically impossible to pinpoint the location of an invisible creature. A Listen check that beats the DC by 20 pinpoints the invisible creature’s location.

Listen Check DCs to Detect Invisible Creatures

<u>Invisible Creature Is . . .</u>	<u>DC</u>
In combat or speaking	0
Moving at half speed	Move Silently check result
Moving at full speed	Move Silently check result –4
Running or charging	Move Silently check result –20
Some distance away	+1 per 10 feet
Behind an obstacle (door)	+5
Behind an obstacle (stone wall)	+15

Searching for the Invisible: A creature can grope about to find an invisible creature. A character can make a touch attack with his hands or a weapon into two adjacent 5-foot squares using a standard action. If an invisible target is in the designated area, there is a 50% miss chance on the touch attack. If successful, the groping character deals no damage but has successfully pinpointed the invisible creature’s current location. (If the invisible creature moves, its location, obviously, is once again unknown.)

Other Methods for Finding the Invisible: Invisible creatures leave tracks. They can be tracked normally. Footprints in sand, mud, or other soft surfaces can give enemies clues to an invisible creature’s location. An invisible creature in the water displaces water, revealing its location. The invisible creature, however, is still hard to see and benefits from concealment. A creature with the scent ability can detect an invisible creature as it would a visible one. A creature with blindsight can attack (and otherwise interact with) creatures regardless of invisibility.

Pinpointing After Being Attacked: If an invisible creature strikes a character, the character struck still knows the location of the creature that struck him (until, of course, the invisible creature moves). The only exception is if the

invisible creature has a reach greater than 5 feet. In this case, the struck character knows the general location of the creature but has not pinpointed the exact location.

Attacking After Pinpointing: If a character tries to attack an invisible creature whose location he has pinpointed, he attacks normally, but the invisible creature still benefits from full concealment (and thus a 50% miss chance). A particularly large and slow creature might get a smaller miss chance.

Attacking Without Pinpointing: The attacker chooses the space where the attack is directed. If the invisible creature is there, there is a 50% miss chance. If it is not there, the attack misses and the attacker has no idea whether or not the invisible creature was really present in that space.

KNOCKOUT BLOW

As a full-round action, a character can make an unarmed attack or use a melee weapon that deals nonlethal damage to deliver a knockout blow to a helpless foe. A character can also use a melee weapon that deals lethal damage, but the character takes a –4 penalty on the attack. The target has an effective Defense of 5 + his or her size modifier. If the character hits, he or she automatically scores a critical hit (nonlethal damage). Delivering a knockout blow provokes attacks of opportunity from threatening foes because it involves concentration and methodical action.

Delivering a “Sucker Punch”: Normally, the target of a knockout blow must be a helpless defender. However, a skillful distraction can set up an opponent for a “sucker punch” when he is not helpless. As a full round action, the distracting character makes the skill check (see Causing Distractions) at a –4 penalty. If the target fails the opposing Sense Motive check and Will saving throw, then he is considered *flat-footed* against the next melee attack he faces in this or the following round. Furthermore, if that attack hits and causes only nonlethal damage, it is automatically considered a critical hit (x2 damage, no need to roll to confirm). Since this distraction requires a full round action, it is often performed by an ally not involved in combat or as a gambit before initiating combat with a surprise attack.

Special: Any creature immune to critical hits is also immune to a knockout blow.

STRUCTURES AS WEAPONS

Physically strong heroes can sometimes use big, heavy structures as weapons—either by smashing an opponent into a structure (by a bull rush, body slam, awesome blow, or throw) or by crashing down a structure on an opponent.

Smashing into Structures: Any time a character is forced to move through a space that is blocked by an obstacle, he slams into that obstacle and the movement stops in that square. The smashed character takes damage based on the firmness and mass of the obstacle—1d6 for typical structures made out of regular materials (home drywall, glass window, wooden fence, tree); 2d6 for structures made out of harder materials (cinderblock exterior wall, brick building, a big boulder); 3d6 for large structures made out of heavy materials (stone building, metal tower, rocky cliff). If an attacker performing a bull rush moves with the smashed character into the obstacle, the attacker gets to add 1.5 times his Str bonus to the damage, too. The smashed obstacle suffers 1d6 from the impact of a Medium size character (each size category larger or smaller than Medium shifts the damage die up or down 1 step), though the object’s Hardness applies and may negate the damage.

Example: An attacker with 16 Str bull rushes and moves along with a Medium size opponent into a brick building. The opponent takes 2d6+4 damage, while the brick building takes 1d6 damage.

Crashing down Structures: Trying to knock over a structure onto an opponent is a full-round action. You must make a Strength check against a Break DC for the structure in order to bring it down. For thin structures (trees, light poles), the DC is typically 20 + 2 per 10 feet of height. For regular structures (house walls, telephone poles, power lines), the DC is 22 + 3 per story/floor (usually 10 feet). For massive structures (stone walls, office buildings, steel towers), the DC is 24 + 4 per story/floor. If the check succeeds, you push the structure over onto opponents as a horizontal area effect equal to the size and shape of the structure when vertical. It is treated like falling damage—1 damage increment per story/floor (or 10 feet of height). The increment is 1d6 for thin structures, 2d6 for regular structures, and 3d6 for massive structures (up to 20d6 maximum). Those caught in the area-effect can make either a Fortitude save (to deflect falling debris) or a Reflex save (to dodge falling debris) at DC 15 for one-half damage.

Example: An attacker wants to crash down a 20-foot telephone pole on his opponents. He makes a Strength check at DC 28, and opponents in a 20-foot by 5-foot line opposite the falling pole take 4d6 falling damage (save for half).

THROWING AN OPPONENT (GRAPPLE OPTION)

Throwing an opponent is a new grappling option available to superheroes. After grabbing a foe, you try to lift up your opponent and throw him as far as you can. This option is only possible if you are strong enough to lift your opponent’s weight off the ground (the opponent’s total weight must be within twice your maximum load).

Initiating a Throw: First you must participate in a grapple, get a hold of your opponent, and share the same space with him. When you are grappling, if you win the opposed grapple check you may choose to throw your opponent instead of doing damage or some other option. You and your opponent immediately make opposed Strength checks (each of you adds a +4 bonus for each size category you are larger than Medium or a -4 penalty for each size category you are smaller than Medium).

Throw Results: If your opponent wins the opposed Strength check, he breaks free of the grapple and enters the nearest valid square of his choice. On a tie, nothing happens but the grapple continues. If you win, your opponent is hurled in a straight line away from you a distance of 5 feet, plus an additional 5 feet for each 5 full points by which your check result is greater than the defender's check result. The opponent may provoke attacks of opportunity as he moves. A thrown opponent takes damage just as if he had fallen the distance thrown (1d6 per 10 feet) and lands prone. If a solid object prevents him from being thrown the full distance, the defender stops in that space and takes 1d6 points of damage (or even more for harder surfaces). A thrown opponent may make a Tumble check (DC 15) to treat the distance as if it were 10 feet less, and if his check result is 25 or better he does not land prone. A flying opponent may make a Reflex save (DC 20) to take to the air at any point and avoid the falling damage.