

# SAVAGE WORLDS: UNLIMITED

What follows is an adaptation of Palladium's HEROES UNLIMITED to the Savage Worlds system. Characters are built as they normally would be in the Savage Worlds: Super Powers Companion, with one exception – the selection of Super Powers. In SW, powers are chosen by the player and purchased *a la carte* from a large list. Using the system below, you randomly roll for which powers you have, stemming from the (also randomly-rolled) origin of your character.

HOW TO USE THESE RULES: First, use the "Arcane Background Origins" table to determine the origin of your super hero. Then make your character as normal, modified by the special rules for that origin type. Each Origin then has instructions on how to determine which powers are "unlocked."

Using the random roll charts, you will create a list of which powers are available for you to purchase, and with what restrictions or modifications. You then build your character as normal for the SW system, only you are restricted to only spending your Power Points on those powers (and in whatever specific manner your origin and random rolls tell you to).

In the event that you have spent all possible points on your list of unlocked powers and still have points left over, you may spend any remaining points on any powers or modifications previously restricted to you, in order to finish rounding out your character.

The goal of this system is not arbitrary restriction; it is to be an aid in creativity. By adhering to the random charts, you can generate a character that is unusual, unique, and interesting – and might not be something you would have created without the restrictions in place. If something isn't fun, GMs and Players alike should throw it out and replace it with something that is.

ARCANE BACKGROUND ORIGINS (roll d12):

1. Alien
2. Bionics
3. Experiment
4. Magic
5. Mutant
6. Physical Training
7. Robotics
8. Special Training
9. Immortal
10. Super Invention
11. Natural Genius
12. Symbiote

# ALIENS

Alien characters are strange visitors from another world with powers and abilities far beyond those of mortal men. Such characters often have access to wondrous technology as well, and seek to use these many advantages to take on the mantle of the super-heroic. Aliens can be quite varied, but this power category specifically covers heroes whose main suite of super-powers comes from their alien nature. It is quite possible to have heroes of other power categories who happen to be aliens; but in those cases, just use those categories and choose a race other than human. This category is for aliens who have such vast abilities that a simple race selection won't do. Examples: Martian Manhunter, Silver Surfer

1. **Step 1: Race.** Unlike normal characters, you are not human, nor do you select a different race. Instead, you are an unusual alien species, whose appearance and home world you determine by rolling on the charts below.

## **Alien Appearance (roll d100):**

- 01-20: Human-like. Can pass for human. Free Novice Edge.
- 21-40: Humanoid. Resembles humans but with slight changes. Free Novice Edge, plus roll 1d4 times on the Unusual Characteristics table in the Mutant section. Also roll for unusual ear shape and/or skin color:
  - 01-07: Tiny ears.
  - 08-16: Large or strangely shaped ears (pointy, etc.)
  - 17-35: Normal human skin tone.
  - 36-00: Odd Skin Color:
    - 01-10: Yellow
    - 11-20: Green
    - 21-30: Red
    - 31-40: Grey
    - 41-50: Light Blue
    - 51-60: Stark White
    - 61-70: Dark Blue
    - 71-80: Coal Black
    - 81-90: Purple
    - 91-00: Orange
- 41-45: Humanoid Insect Appearance. +2 Armor, Claws do Str+d6 damage, Leaper, Cannot Speak.
- 46-51: Classic Stereotypical Alien Appearance. Starts with d6 in Agility.
- 52-56: Humanoid Skeletal. Starts with d6 in Agility, +2 Pace (and running die increased by one type), but has a -2 Charisma

- 57-61: Humanoid Amphibian. Aquatic trait (cannot drown, moves at full Swimming speed, free d6 in Swimming).
- 62-64: Vegetation. No Vital Organs, Regeneration, +2 Armor, Dependency: Sunlight.
- 65-66: Humanoid Pig. +1 Toughness, Keen Sense of Smell (+2 Notice w/ Smell)
- 67-70: Humanoid Atroxian. Snake-like. Bite attack which deals Str+d6 damage, victim must roll Vigor or suffer 1 Fatigue level for an hour (up to Incapacitated, not death); -1 Toughness.
- 71-73: Humanoid Reptilian. +1 Toughness, Claws deal Str+d6 damage.
- 74-76: Humanoid Canine. +2 Pace (and increase running die one type), Keen Sense of Smell (+2 Notice with smell), Starts with d6 in Tracking, Racial Enemy (-4 Charisma when dealing with any feline-like race, including regular cats).
- 77-79: Humanoid Avian. Keen sense of Sight (+2 Notice with sight), Can fly at standard Pace (Climb 0), -1 Toughness.
- 80-82: Humanoid Mineral. Hardy, Slow.
- 83-85: Humanoid Feline. Starts with d6 Agility, Low-Light Vision, Claws do Str+d6 damage, Racial Enemy (-4 Charisma when dealing with any canine-like race, including regular dogs).
- 86-88: Humanoid Ape. Starts with d6 Strength.
- 89-90: Humanoid Elephant. Starts with d6 Strength, +1 Toughness, -1 Parry.
- 91-92: Humanoid Bison. Starts with d6 Strength, Horns do Str+d6 Damage, Slow.
- 93-94: Humanoid Rhinoceros. Starts with d6 Strength, Horn does Str+d6 Damage, Slow.
- 95-96: Demonic Appearance. Claws or Horns do Str+d6 damage, +2 Charisma.
- 97-98: Artificial Life Form/Android. Construct trait (from SW: SFC, not the super power), but appears human. Dependency (Power), Environmental Weakness: Electricity and Magnetism (-4 penalty to resist, takes 4 extra damage from attacks), must take "Vow" as a Major hindrance (with no offsetting points) to reflect some specific programming.
- 99-00: Humanoid Aquatic. Aquatic.

#### **Physiological Modifications due to Unearthly Environments (Roll d100):**

- 01-05: Normal Earth-like Environment. No changes.
- 06-14: High Gravity. Start with d6 Strength (if Alien Appearance already gives d6 Strength, then it starts as d8 and may raise to d12+2 via normal advancement; Expert/Master Edges can make d12+4), Attribute Penalty: Agility rolls suffer -1.
- 15-21: Low Gravity. Start with d6 Agility (if Alien Appearance already gives d6 Agility, then it starts as a d8 and may raise to d12+2 via normal advancement; Expert/Master Edges can make d12+4), Slow (stacks with other instances of Slow), Frail.
- 22-30: High Radiation. +4 to resist/armor against Radiation Hazards, exposure to character is Low Radiation Hazard for others unless character wears shielded suit, etc.
- 31-40: Frozen World. +4 to resist Cold Hazard, -4 to resist Heat Hazard.
- 41-50: Toxic Atmosphere. Doesn't Breathe, Immune to Poison & Disease, Dependency (toxic gasses, requires at least 1 hour per day exposure to atmosphere similar to home or fatigues each day until Incapacitated, then dies next day).

- 51-60: Vegetation World. Free d6 in Climbing skill, evolved smaller so Small trait (-1 toughness).
  - 61-70: Thermo World. +4 to resist Heat Hazard, -4 to resist Cold Hazard.
  - 71-80: Twilight World. Low-light Vision, but bright light inflicts the same penalties on this character as Dark lighting does on normal characters.
  - 81-90: Aquatic World. Semi-Aquatic trait, Environmental weakness (dry heat).
  - 91-00: Abrasive Atmosphere. Regeneration trait (SW: SFC), -1 Penalty to Agility checks.
2. **Step 2: Super Powers!** Roll once on the Major chart and twice on the Minor chart. Special Bonus: Alien characters may add the “Device” trait to any powers not unlocked from a Major chart roll, reflecting special alien technology they may have. It is up to the player and GM to decide whether those powers are standard for all members of your alien species, or if the character is super even among their own kind.
  3. **Step 3: Traits, Edges and Hindrances.** Alien characters may take Edges from the SW: SFC book, and should especially consider the Edge “Geared Up” for reasons explained in step 4, below.
  4. **Step 4: Gear.** Alien characters are generally better-gearred than their human counterparts, and special alien gear is usually a big part of these characters. Alien characters may use their starting funds to purchase equipment and weapons from the SW: SFC book. For other weird alien gear, see Step 4: Super Powers.
  5. **Step 5: Background Details.** Use the charts below:

**Reason for Coming to Earth (Roll d100):**

- 01-19: Last of a race of people. Roll d100:
  - 01-25: Earth reminds you of home.
  - 25-50: It’s a nice place.
  - 51-75: To save mankind from itself!
  - 76-00: Crash-landed and ship destroyed, no hope of leaving.
- 20-38: Crash landed! Trapped on Earth, roll d100:
  - 01-20: Earth is an unpleasant world filled with barbarians!
  - 21-40: Earth is nice, you like it here.
  - 41-60: Earth reminds you of home.
  - 61-80: Earth is okay, but a bit primitive.
  - 81-00: Undecided, but have nowhere else to go.
- 39-55: Outcast! Fugitive, possibly pursued. Selected Earth because (roll d100):
  - 01-20: It’s more primitive so life should be easy.
  - 21-40: To be free of home world’s prejudice.
  - 41-60: It’s nice here.
  - 61-80: It’s easier to hide here.
  - 81-00: You’re lost and this place seems as good as any.
- 56-70: Intergalactic Champion of Justice! You came to protect Earth because (roll d100):

- 01-20: Earth needs guidance to become a member of the intergalactic community.
  - 21-40: Caught your eye; you like Earth and its people.
  - 41-60: Like Earth, but are very paternal and protective.
  - 61-80: Assigned to Earth. Finds humans interesting but not sure if you like them yet.
  - 81-00: Assigned to Earth. Finds humans to be disgusting, primitive brutes, but will do your duty to the best of your ability.
- 71-85: Glory Hound! Chose Earth because you think you can show off here. You think Earth is inferior, but you like it and the humans very much. You want fame and fortune, but you're sincere in your desire to help. You just want credit for it.
  - 86-00: Explorer who came to study Earth and got attached. You like Earth and the humans very much and you try to be an inspiration and mentor.

**Familiarity with Earth (roll d100):**

- 01-20: No familiarity with Earth. -2 to Common Knowledge rolls and can only speak one Earth language with basic proficiency.
- 21-60: Some familiarity. No changes, about the same average knowledge locals have. Two Earth languages fluently.
- 61-00: Has studied Earth, knows it better than most humans do. +2 to Common Knowledge rolls and speaks 3 Earth languages fluently and passable in several others.

# BIONICS

Bionic super heroes are living people heavily modified by cybernetic implants to improve their abilities, give them additional amazing talents, or even to fix or counteract flaws. Examples: Cyborg, Cable

1. Step 1: Race. In typical settings, this is human. Ask your GM.
2. Step 2: Super Powers! Roll once on the Major table. In addition, Armor, Super Attribute (Strength and Agility), Ranged attack, Melee Attack, Heightened Senses and Speed are all automatically unlocked. The Device mod may not be added to powers. When rolling the Major ability, players are permitted to reroll with GM's permission if the rolled ability cannot be flavored as a bionic implant. In addition, the character may select 5 Strain worth of Cyberware (see SW: SFC) for free (do not worry about calculating Strain; it is assumed this character can handle it regardless).
3. Step 3: Traits, Edges & Hindrances: All normal for the campaign setting.
4. Step 4: Gear: Normal.
5. Step 5: Background. Special background considerations below:
  - Conditions for Bionic Reconstruction (roll d100):
    - 01-20: Healthy specimen. Motivated by finances or fanaticism.
    - 21-40: Lost 2-4 limbs to disease or injury.
    - 41-60: Paraplegic, no hope of recovery.
    - 61-80: Deteriorating bone/muscle disease, no hope of recovery.
    - 81-00: Destroyed spine, complete paralysis.
  - Sponsoring Organization (roll d100):
    - 01-25: Medical Research.
    - 26-50: Private Industry.
    - 51-70: Secret Organization (roll d100):
      - 01-20: Military
      - 21-50: Medical
      - 51-80: Criminal
      - 81-00: Crime-fighting
    - 71-00: Military
  - Current Status with Sponsoring Organization (roll d100):
    - 01-19: Allowed to leave, good relationship.
    - 20-41: Allowed to leave after conflict, not friendly.
    - 42-64: Thrown out of program! Hostile towards character.
    - 65-89: Ran away, hunted by organization for capture.
    - 90-00: Ran away, considered criminal and/or extremely dangerous. Kill order has been given.

# EXPERIMENT

This category covers a broad range of origins – any character whose powers come from external experimentation. This could be deliberate (trying to create a super-soldier), unexpected (trying to cure a disease but getting powers instead), or accidental (being exposed to something that granted you abilities), but they are generally unique; for whatever reason, the experiment cannot (usually) be duplicated. Examples: Hulk, Spider-man, Fantastic Four, Captain America, Captain Atom

1. Step 1: Race. In most settings, this is human. Ask your GM.
2. Step 2: Super Powers! Roll twice on the Major table and twice on the Minor table. You may not add the Device mod to powers. In addition, roll on the Side Effects chart (roll d100):
  - 01-08: Hair growth. All body hair tripled.
  - 09-16: Odd skin pigmentation. Roll d100:
    - 01-10: Two toned, one for underbelly, hands, etc. and darker shade for rest of body.
    - 11-25: Light green.
    - 26-40: Pale blue.
    - 41-55: Stark white or bluish white.
    - 56-70: Light grey.
    - 71-85: Pale white.
    - 86-00: Dark brown.
  - 17-24: Odd skin texture; -1 Charisma.
  - 25-33: Whole body glows faintly. -4 to Stealth rolls.
  - 34-40: Vulnerable to Radiation: -4 to resist Radiation Hazard.
  - 41-47: Must physically transform or ingest some external agent to use powers; must select the “Gimmick” Hindrance as one of the character’s Hindrances. Physical transformation is obvious; grows larger and skin color changes (roll on previous chart) or must obviously have access to the external agent (potion, mystic rocks, etc.).
  - 48-54: Requires energy for nourishment. Does not eat normal food, but gains Dependency (Energy) trait.
  - 55-63: Increased mass. Proportions are unchanged, but denser. +1 to Toughness but Slow trait.
  - 64-70: Chemical Resistance. +4 to resist Poison Hazard, but is also resistant to medicine, can’t get drunk, etc.
  - 71-77: Does not need air to breathe, but loses all sense of taste and smell (automatically fails Notice rolls with those senses).
  - 78-84: Chronic Pain. -1 Toughness, but doesn’t suffer Wound penalties (can’t hurt any worse).
  - 85-93: Hair permanently falls out.

- 94-00: No facial features, including facial hair. Mostly blank face with the tiniest of eyes, slit for mouth and tiny dots for nose and ears. Infravision, Keen Hearing (+2 Notice with hearing), but -2 Charisma.
3. Step 3: Traits, Edges & Hindrances, Gear: Due to the unusual (and often negative) side effects of Experimentation, Experiment characters may take one additional Major hindrance during character creation (this is on top of the extra one all supers can take as per the Super Karma genre rule). These provide offsetting bonuses as normal, and in fact Experiments can invoke Super Karma *twice* if they take the appropriate number of hindrances.
4. Step 4: Background Details. Roll on the following charts!
- Nature of the Experiment (d100):
    - 01-25: Chemical.
    - 26-50: Radiation/Energy.
    - 51-75: Chemical + Radiation combined!
    - 75-00: Exposure to unknown influence (meteor, cosmic rays, etc.)!
  - General Type of Experiment (d100):
    - 01-20: Deliberate and successful attempt to create a superpowered individual, but cannot be duplicated.
    - 21-50: Accident; impossible to duplicate.
    - 51-70: Unexpected side effect of other experiment.
    - 71-00: Deliberate attempt to augment human, but way beyond expected results. Has not been duplicated yet.
  - Sponsoring Organization (d100):
    - 01-24: Private Industry.
    - 25-50: Medical Research Facility.
    - 51-75: Military.
    - 76-00: Secret Organization, roll d100:
      - 01-20: Medical
      - 21-50: Criminal
      - 51-80: Crime-fighting
      - 81-00: Military



# MAGIC

This category covers heroes whose main source of power is arcane, mystical or occult. Included in this category are those who cast spells and wield magic directly, as well as those who draw their powers from a mystical object of some sort and those whose powers were granted to them by a magical source. Examples: Dr. Fate, Dr. Strange, John Constantine, Captain Marvel, Blue Beetle, Witchblade.

1. Step 1: Race. In most settings, this is human, but characters who practice magic might well be something else. Ask your GM if you can choose something other than human.
2. Step 2: Super Powers! There are four types of Magic heroes. You may choose or roll (d100) which type your character is:
  - 01-25: Enchanted Weapon
  - 26-50: Enchanted Object
  - 51-75: Mystic Study
  - 76-00: Mystically Bestowed

**2a: Enchanted Weapon.** Weapon magically creates a costume out of thin air when wielded.

- Roll up a Magic Weapon (melee or ranged) using the charts in SW: Fantasy. Treat your first roll on Table 2B or 3B as a 20.
- Roll once on the Major Powers table and twice on the Minor Powers table; powers automatically have the “Device” feature. You may, with GM’s permission, reroll powers that cannot easily be flavored into an Enchanted Weapon.

**2b: Enchanted Object.**

- Roll up a Miscellaneous Item or Magic Armor/Shield using the charts in SW: Fantasy. Treat your first roll on Table 1C, 1E, or 4A as a 20.
- Roll once on the Major Powers table and twice on the Minor Powers table. Powers automatically have the “Device” Feature.

**2c: Mystic Study.**

- Super Sorcery, Minions and Animal Control (must choose Animal Companion mod) are unlocked. You may not add the “Device” feature.
- You also have Super Edge unlocked, with the following specific list of Edges to choose from: Arcane Background: Magic (using normal Power Point rules, no crossover with super powers), New Power, Power Points, Rapid Recharge, Improved Rapid Recharge, Soul Drain, Wizard.

**2d: Mystically Bestowed.** At a thought or a command word, a seemingly ordinary individual (even a frail, weak, young, old, etc. one) is transformed into a costumed superhero, granted powers by a supernatural force to be called on when needed.

- Roll once on the Major Powers table and twice on the Minor Powers table. The character automatically gets the “Gimmick” Hindrance with the “Two Characters” option, but rather than its normal benefit, this Hindrance automatically grants Super Karma (even if no other Hindrances are taken!). The character can be taken by surprise or possibly prevented from activating the hero form – character has no powers when in “normal” form.
  - Physical Limitations of the “Real” Body – note that regardless of infirmities, the hero form is hale and healthy (Optional, roll d100, this applies to the “Novice” character):
    - 01-20: Incapacitated by disease or accident. Gains the Lame Hindrance (without compensation; Hindrance vanishes in Hero form).
    - 21-40: Old Age. Gains the Elderly Hindrance (without compensation; Hindrance vanishes in Hero form).
    - 41-60: Kid. Gains the Young Hindrance (without compensation; Hindrance vanishes in Hero form).
    - 61-90: Wimp. Non-athletic, weak, couch potato, etc. Gains the Anemic Hindrance (without compensation; Hindrances vanishes in Hero form).
    - 91-00: Sick from a terminal disease. Gains the Terminally Ill Hindrance (without Compensation; Hindrance vanishes in Hero form – which can add time to the character’s life, “cheating” death by staying in Hero form – illness only progresses while in normal form!).
3. Step 3 Traits, Edges & Hindrances, Gear: All normal, besides the possible magic weapon/object.
4. Background: Where did you get the item? How did you learn magic? What supernatural being granted you such power – and did they demand anything in return?

# MUTANT

These types of heroes have their origins in being an evolutionary deviation from the norm for their race. While many mutations are bad or have unpleasant side effects, these heroes have mutations that provide them with incredible powers. Such characters were usually born with their powers (even if they manifested later in life). Examples: The X-Men

1. Step 1: Race. In most settings, this is human, though in some cases your mutation may have been severe enough to functionally turn you into another race. Ask your GM. In addition to your normal racial traits, your mutation may have given you some unusual characteristics. Roll d100 to determine odd mutation effect:

- 01-30: No unusual traits (besides the powers, of course).
- 31-34: Strange Ears (roll d100):
  - 01-20: Pointy.
  - 21-40: Larger than normal by 2-3 times.
  - 41-60: Tiny, size of a dime.
  - 61-80: Alien in appearance, unusual shape.
  - 81-00: No ears at all, just openings.
- 35-43: Odd Skin Color. Roll d100:
  - 01-10: Yellow
  - 11-20: Green
  - 21-30: Red
  - 31-40: Grey
  - 41-50: Light Blue
  - 51-60: Stark White
  - 61-70: Dark Blue
  - 71-80: Coal Black
  - 81-85: Purple
  - 86-90: Orange
  - 91-95: Mix of two, roll twice
  - 96-00: Metallic of some kind.
- 44-47: Odd Hair Color (roll d100):
  - 01-10: Green
  - 11-20: Streaked with white
  - 21-30: Blue
  - 31-40: Bright flame red
  - 41-50: Stark white
  - 51-60: Bright yellow
  - 61-70: Metallic
  - 71-80: Dark Blue

- 81-90: Purple
    - 91-00: Orange
  - 48-50: Odd Face (roll d100):
    - 01-20: Skeletal face.
    - 21-40: Angelic face.
    - 41-60: Animal-like features.
    - 61-80: Insect-like features.
    - 81-90: Face looks mask-like, artificial.
    - 91-00: Demonic face.
  - 51-58: Unusual Eyes (roll d100):
    - 01-17: Very small.
    - 18-34: Very round.
    - 35-55: Very large.
    - 56-75: Odd coloration.
    - 76-89: Very elliptical.
    - 90-00: Glowing eyes.
  - 59-64: Extreme Amount of Body Hair
  - 65-68: Prehensile feet. Can use feet as well as hands.
  - 69-72: Scaly skin.
  - 73-76: No body hair at all.
  - 77-79: Small horns on head.
  - 80-83: Tough, lumpy skin.
  - 84-86: Sharp, pointed teeth.
  - 87-89: Prehensile tail. Not very articulate, but can pick things up.
  - 90-93: Clawed hands.
  - 94-97: Very stocky and broad.
  - 98-00: Odd hands, either large, talon-like, tentacles, etc.
- 2. **Step 2: Super Abilities!** Roll once on the Major Powers table and three times on the Minor Powers table. You may not add the “Device” modifier to any powers. ALTERNATE OPTION: Some mutants develop a small set of powers early, but gradually grow more powerful over time as the mutation advances. Mutant characters can instead choose the “Rising Stars” option. The character starts with one roll on the Major Powers table only. Whenever the character takes the “Power Points” Edge, roll once on the Minor Powers table for additional unlocks.
- 3. **Step 3: Traits, Edges & Hindrances, Gear:** Arcane Background: Psionics is unrestricted for Mutant characters, as are other Edges dependent on it (Psionic power is a common mutation and many mutants are Psychic). All else is normal.
- 4. **Step 4: Background.** When did your powers first develop? Were you feared or persecuted?

# ROBOTICS

These heroes are robots – built and created by someone else to perform some specific function. They may be artificial intelligences, an attempt at creating an improved robotic duplicate of a real person, or drones with very specific programs that can give the impression of life. Examples: Vision, Machine Man, The Transformers

1. Step 1: Race. Special – the character is a robot. However, sentient AI-driven robots can be quite versatile, and so they start with a free Novice Edge, just like humans.
2. Step 2: Super Powers! Character automatically has Construct unlocked and must purchase it. Character may roll one additional time on the Major table and twice on the Minor table and may, with GM's permission, re-roll any abilities that cannot easily be flavored as robotic. In addition, the character may select 5 points of robot mods to begin with (See SW: SFC page 38 for robot rules, including mods) without paying money for them.
3. Step 3: Traits, Edges & Hindrances, Gear: All normal.
4. Step 4: Background. Roll on the following charts to determine background:
  - The Sponsoring Organization (roll d100):
    - 01-39: Private Industry.
    - 40-75: Secret Organization (roll d100):
      - 01-25: Private experimentation in robotics.
      - 26-62: Criminal.
      - 63-80: Crime-fighting.
      - 81-00: Government/military.
    - 76-00: Military (Overt).
  - Status with Sponsoring Organization (roll d100):
    - 01-10: Tagged and let loose in the world to be studied in a live setting.
    - 11-25: Excellent relationship, readily works with organization.
    - 26-35: Antagonistic relationship, but continues to serve.
    - 36-45: Allowed to leave after strained relationship. Grudging contact.
    - 46-55: Washed out! Dismantled and put in storage; is considered either stolen property or a dangerous renegade.
    - 56-70: Was believed to be lost or destroyed. Now wanted back.
    - 71-89: Runaway. Considered stolen property; wants to be captured and reprogrammed.
    - 90-00: Runaway. Considered rogue and extremely dangerous, kill order has been given. Bounties offered, law enforcement enlisted, etc.

# SPECIAL TRAINING

This character technically has no super abilities, but rather, is SUPER good at some specialized, unique skill set. Archers, gear-heads, gunslingers, spies, vigilantes, magicians and super sleuths all fall under this category. While these characters can be in peak physical condition and can be very intelligent, their physical and mental abilities don't usually cross over into the "super" category (for those types of Heroes, see Physical Training and Natural Genius categories). Examples: Batman, Punisher, Gravel, Hawkeye

1. Step 1: Race. In most settings, this is human. Ask your GM.
2. Step 2: Super Powers! The character has the following powers unlocked: Attack, Ranged (must take either Device modifier or Requires Material -2 modifier; represents skill with a particular style of ranged weapon rather than an innate ability); Super Skills (any/all) and Super Edge (Special; in addition to Combat Edges, these characters may select Social, Weird, and Professional Edges as well). In addition, roll twice on the Minor Power Table with the Device modifier added to any powers unlocked (to represent gadgets, gizmos, occult magic items, or other such things they may possess). Much like the Physical Training Heroes, the character's abilities cannot be negated by effects that negate super powers.
3. Step 3: Traits, Edges & Hindrances, Gear. Arcane Background: Weird Science and Ritual Magic are unrestricted for these characters (though characters can't take both), as well as the Edges dependent on it. In addition, GMs should note that characters of this type can usually get their hands on very specialized gear, and so should be lenient with players wanting to purchase unusual equipment. Otherwise normal.
4. Step 4: Background. Where did you learn your special skill? Why did you choose to become a superhero?

# PHYSICAL TRAINING

Heroes who have no innate super powers, no fantastic technology nor even super-specialized skill set, but who rather train day-in and day-out to the very peak of physical potential are the heroes of this category. They possess incredible dedication and have trained to the point where they are able to match even the super-powered in terms of physical ability. Some have traveled to exotic lands to learn strange martial arts, others grew up in environments where their abilities were tested and improved constantly, and still others were pushed to their limits by external forces. Examples: Catwoman, Nightwing, Daredevil

1. Step 1: Race. In most settings, this is human. Ask your GM.
2. Step 2: Super Powers! The abilities Super Attribute (Strength, Agility & Vigor, as separate powers), Super Skill (all Agility and Strength skills), Attack (Melee), Awareness, Super Edge (and may select Background Edges, excluding Arcane Backgrounds, in addition to Combat Edges), Extra Actions, Toughness and Uncanny Reflexes are all unlocked. No other powers are unlocked, and you may not add any of the Generic modifiers to any powers. You may not take the "Gimmick" Hindrance. As a special bonus, none of the character's abilities are considered magical, supernatural, or anything other than the result of intense training. They cannot be detected or negated by effects that specifically target super powers, magic, etc. (such as Nullifier Shackles, etc.). SPECIAL: As an additional bonus representing their underdog, pushed-to-the-limits nature, Physical Training heroes have a D8 Wild Die, rather than the normal D6.
3. Step 3: Traits, Edges & Hindrances, Gear: As normal.
4. Step 4: Background. What drove you to train as hard as you did? Who trained you?

# IMMORTAL

Immortal characters are creatures thought to be myth and legend who are in fact real. They could be ancient gods and monsters, avatars and spirits, or even ancient humans who discovered the secrets to eternal life – or were given it at a price. Such creatures are often ancient beyond measure, but note: just because an entity is a thousand years old does not mean that they're necessarily not a "novice" in SW terms. Creatures with vast abilities may have had such an easy life that they've not really grown or developed, and entities that have lived a long time may have done so in an idyllic paradise where they gained little knowledge. Examples: Wonder Woman, Thor, Ghost Rider

1. Step 1: Race. Special. The nature of your being determines your core abilities, but regardless of type, all Immortals start with a d6 in Spirit and have a normal max of d12+1. Roll d100:
  - 01-05: Lesser Demon. Distinct Appearance Minor Hindrance (does not count against max, does give offsetting bonus). Roll once on the Major Powers table, plus Chameleon is unlocked.
  - 06-10: Dragon. Distinct Appearance Minor Hindrance (does not count against max, does give offsetting bonus). Attack (Melee and Ranged), Fear, Flight, Heightened Senses, Chameleon (no Inanimate Object mod), Armor, Growth (may only be purchased with Monster modifier) Regeneration, Extra Limbs (max one; tail) and Super Attribute (Strength) are all unlocked. Do not roll additional Minor Powers.
  - 11-20: Inhuman or Alien Entity. Alien Form Major Hindrance (does not count against max, does give offsetting bonus). Roll twice on the Major Powers table.
  - 21-25: Angel/Spirit of Light. Distinctive Appearance Minor Hindrance (does not count against max, does give offsetting bonus). Roll once on the Major Powers table, plus Flight is automatically unlocked.
  - 26-35: Monster (Minotaur, Cyclops, etc.). Ugly Minor Hindrance (does not count against max, does give offsetting bonus). Roll once on the Major Powers table, plus Fear is unlocked. GMs should either work with players to create a monster that matches the power rolled, or allow rerolls if the flavor doesn't fit.
  - 36-40: Godling. May select Distinct Appearance or Alien Form as bonus Hindrances, but are not automatic. Roll once on the Major Powers table, plus Fearless is unlocked.
  - 41-45: Demon Lord. Ugly Minor Hindrance (does not count against max, does give offsetting bonus). Roll once on the Major Powers table, plus Fear is unlocked. GMs should allow rerolls if the flavor doesn't fit.
  - 46-50: Merman/Mermaid. Distinctive Appearance Minor Hindrance (does not count against max, does give offsetting bonus). Roll once on the Major Powers table, plus Aquatic is unlocked.
  - 51-55: Fair Folk. Distinctive Appearance and Small Hindrances (does not count against max, does give offsetting bonus). Roll once on the Major Powers table, plus Flight and Shrink are unlocked.



- 56-75: Human Immortal. Roll once on the Major Powers table and you get the Very Old modifier to the Ageless power for free, and Speak Language and Gifted are unlocked.
  - 76-80: Avatar of a God. Distinctive Appearance Minor Hindrance (does not count against max, does give offsetting bonus). Roll once on the Major Powers table, plus Doesn't Breathe, Doesn't Eat and Doesn't Sleep are unlocked.
  - 81-85: Demigod. Roll once on the Major Power chart, plus Super Attribute (Strength) is unlocked.
  - 86-90: Immortal Golem. Distinctive Appearance Minor Hindrance (does not count against max, does give offsetting bonus). Construct and Regeneration are unlocked (Construct is not optional).
  - 91-95: Undead/Vampire. Undead is unlocked as a Major Power and is not optional. Roll one additional Minor Power. Dependency trait is gained; player must select an appropriate dependency (blood, life energy, etc.).
  - 96-00: Astral Being/Spirit. Intangibility is unlocked; it is not optional, and the Permanent modifier must be applied. Possession is unlocked.
2. Step 2: Super Powers! In addition to the powers granted in Step 1, all Immortal Heroes get the Ageless power for free (you may choose to purchase Very Old as normal), and get the choice of either the Minions or Animal Control power unlocked (all mods available). Immortal Heroes that have not been specifically instructed not to (i.e. Dragons) then roll twice on the Minor Powers table. Immortals may choose to use the Device modifier on these Minor Powers to represent things like Mjolnir or Poseidon's Trident, etc.
  3. Step 3: Traits, Edges & Hindrances, Gear. Arcane Background: Miracles and Sorcery are unrestricted for Immortal characters (though characters can't take both), as are other Edges dependent on those. All else is normal.
  4. Step 4: Background. Roll on the charts below:
    - Reason For Being On Earth (d100):
      - 01-20: Outcast, banished to Earth or exiled for some reason.
      - 21-30: Sad, angry loner – burdened by immortality.
      - 31-40: Study or Exploration.
      - 41-60: To build a cult/religion and achieve godhood.
      - 61-80: Glory hound, likes to show off and seeks fame and fortune.
      - 81-90: Last of a Pantheon. Wishes to build new life among humanity.
      - 91-00: Champion of Justice. Seeks to protect and shelter humanity.
    - Familiarity with Earth (roll d100):
      - 01-20: No familiarity with Earth. -2 to Common Knowledge rolls and can only speak one Earth language with basic proficiency.
      - 21-60: Some familiarity. No changes, about the same average knowledge locals have. Two Earth languages fluently.
      - 61-00: Has studied Earth, knows it better than most humans do. +2 to Common Knowledge rolls and speaks 3 Earth languages fluently and passable in several others. Select this automatically if Earth native.

# SUPER INVENTION

Simple enough – these characters don't have powers at all, but rather have some incredible piece of technology (most commonly a suit/armor, but can be anything) that grants them abilities. These characters are often very smart, but don't have to be, as they may not be the inventors of the device they use. Examples: Iron Man, Ant-man, Green Lantern

1. Step 1: Race. In most settings, this is human. Ask your GM.
2. Step 2: Super Powers! This character has no powers of their own; rather, they have some sort of fantastic super-invention that provides their abilities. Roll once on the Major Powers table and three times on the Minor Powers table. ALL powers must have the "Device" modifier added (with the resulting discount), and all of the powers come from a single device. Form of the device can be a weapon, armor, vehicle, or other piece of gear as appropriate. Because of the unique nature of the super-invention, all attempts to tamper with it (hacking, power draining, etc., including use by another character) are done with a -4 penalty.
3. Step 3: Traits, Edges & Hindrances, Gear. All normal (in addition to the super device, of course).
4. Step 4: Background. Roll on the following charts to determine the nature/origin of the device:
  - Organization that Created the Device (roll d100):
    - 01-20: Private Industry.
    - 21-40: Secret Organization.
    - 41-60: Military/Government.
    - 61-80: Independent Inventor.
    - 81-90: Superhero Group.
    - 91-00: Aliens.
  - The Character Is (roll d100):
    - 01-30: The inventor. You made this thing.
    - 31-80: The chosen operator or test pilot.
    - 81-00: Just someone chosen by fate.
  - Status with Organization (only roll if you are NOT the inventor, d100):
    - 01-20: Active but disavowed. Essentially a secret agent, no one knows you work for the group.
    - 21-40: Active and official agent of the organization.
    - 41-50: Freelance test pilot in good standing.
    - 51-60: Allowed to leave after conflict. Grudging contact.
    - 61-70: Stolen Prototype.
    - 71-80: Thrown out of program, took invention when you left.
    - 81-90: Ran away, hunted by organization.
    - 91-00: You found the invention and have no connection with the organization, though they certainly want it back.

# NATURAL GENIUS

Characters whose intellect is so incredible that it's a power in its own right are Natural Geniuses. These characters possess incredible mental abilities even if there's nothing supernatural about their powers. While many such characters invent super-technology, they are different from Super Invention heroes in that they aren't reliant on one specific invention. Examples: Brainiac 5, Hank Pym, Amadeus Cho

1. Step 1: Race. In most settings, this is human. Ask your GM.
2. Step 2: Super Powers! The character has Super Attribute (Smarts and Spirit), Super Skill (all Smarts and Spirit skills), Extra Actions, Gifted, Speak Language, Minions, Sidekick and Invent unlocked. In addition, this character always gets the +2 Modifier to Common Knowledge rolls, as virtually nothing is beyond the power of this mind to deduce. Minions may not have the Superpowers modifier and the Sidekick must be from the Physical Training, Robotics, Bionics, Imbued, Experiment, Alien, Super-Invention, or Mutant categories only. GMs should have a close hand in designing the Sidekick if one is chosen. Like the Physical Training Heroes, these abilities are not supernatural in any way, and are not negated by things that negate super powers (Negation Shackles, etc.).
3. Step 3: Traits, Edges & Hindrances, Gear. Arcane Background: Alchemy and Weird Science are unrestricted (though characters can't take both), as well as Edges dependent on it. All else normal.
4. Step 4: Background. When did you first know you were gifted? What passions drive you? What challenges do even you find difficult?

# SYMBIOTE

Symbiote superheroes gain their powers from a permanent bond with another living entity. This entity has attached itself to the host character and in exchange for life-giving sustenance provides fantastic abilities. Separation from the Symbiote almost always means death for the host character, but it's possible that the two can be separated without physical harm under certain conditions. Examples: Venom, Spawn

1. Step 1: Race. In most settings, this is human. Ask your GM.
2. Step 2: Super Powers! Your powers are granted by the bond with another living creature. Roll once on the Major Powers table and three times on the Minor Powers table. In addition, the physiological modifications brought on by the Symbiote result in 5 points worth of Positive Racial Abilities (See SW: SFC; cannot select "Power Points"). You may not choose the Device modifier for any powers, and GMs should allow rerolls of powers that are difficult to flavor as coming from a symbiotic bond.
3. Step 3: Traits, Edges & Hindrances, Gear. Automatically gets the Distinctive Appearance Hindrance and the Dependency Hindrance (roll in step 4 to determine the nature of the Dependency, which is the Symbiote's source of nourishment). Both Hindrances come with offsetting bonus and does not count against max Hindrances.
4. Step 4: Background. Roll on the following charts to determine the nature of the symbiotic organism, as well as its drawbacks.
  - Where The Symbiote Came From (d100):
    - 01-20: Outer Space.
    - 21-40: Genetically Engineered on Earth.
    - 41-60: Mutated Lower Life Form from Earth.
    - 61-80: From A Rift in Time and Space!
    - 81-00: Supernatural/Magical
  - Appearance of the Symbiote (d100):
    - 01-10: Resembles giant crab wrapped around rib cage.
    - 11-20: Squid-like creature attaches to head/neck.
    - 21-30: Strange leafy creature wraps around half the body like a vine.
    - 31-40: Worms under the skin, visible like large veins.
    - 41-50: Scurrying bug-like things under the skin, visibly moving.
    - 51-60: Large insect-like creature wrapped around neck or one limb.
    - 61-70: Huge leech-like worm attached to the spine.
    - 71-80: Mask-like organism attached to half the face/head.
    - 81-90: Slimy skin wrap.
    - 91-00: Large, fuzzy spider-like creature attached to stomach or spine.
  - Symbiote's Intelligence (d100):
    - 01-20: Mineral, no intelligence at all.

- 21-40: Vegetable, no thoughts/cannot communicate.
  - 41-60: Low animal, instinct only, driven only by survival.
  - 61-80: High animal, has some emotional response that can be sensed by the host character, can sense host character's emotional state.
  - 81-00: Sentient! Possesses a d8 Smarts and Spirit and can communicate telepathically with the host. Very alien mind, but can learn.
- Symbiote's Food Source. The Symbiote requires some form of sustenance, and it will draw from the host if not fed (hence the Dependency Hindrance). In the event that the Dependency trait would kill the character, it's only the host that dies – the Symbiote then seeks out a new host! Roll d100 to determine the required nourishment type:
- 01-12: Blood.
  - 13-24: Electromagnetic Energy.
  - 25-36: Rocks, soil and other earth.
  - 37-48: Meat. At least as much as a full-sized person would eat in a day.
  - 49-60: Vegetable Matter. Same as Meat, above.
  - 61-72: Sunlight.
  - 73-84: Water. At least as much as a full-sized person would drink in a day.
  - 85-96: Metal.
  - 97-00: Bones. Half a human skeleton's worth each day (though they don't have to be human bones).

# POWERS!!

For MINOR powers: By default, you cannot buy any modifiers (Generic or specific) to a power unless it says you can – base power only. If the description details a specific manner in which you buy that power, you must buy it in that manner or not at all. You do not have to spend points in every power you roll, those are just unlocks.

For MAJOR powers: By default, you can buy any mods, even generic mods *except* Device, for any powers unlocked through your roll. Some powers will automatically dictate certain mods – if the power is bought at all, it must be bought with those mods.

Note that the Edge “The Best There Is” can affect any power, whether Minor or Major, but does not override any limitations specific in that power noted in the random roll.

The description before the colon is the general flavor/theme/trappings of the power (this is also what the power was named in HU). After the colon is the actual Savage World Power(s) and mod(s) unlocked.

## MINOR POWER TABLE!

Roll a d4: 1-2, roll on Table A, 3-4 roll on table B.

### TABLE A

1. Underwater Abilities: Aquatic
2. Hardened Skin: Armor (No modifiers allowed)
3. Immune to Super Abilities: Super Edge (Arcane Resistance/Improved AR Only)
4. Supervision(X-Ray): Heightened Senses (Super Sense – Sight and Spatial Sense Only)
5. Impervious to Fire/Heat: Resistance (Fire/Heat Only)
6. Personal Force Field: Armor w/ Requires Activation Modifier, no other modifiers.
7. Sliding: Speed (5 points max, no modifiers), Resistance (Kinetic only, 5 points max)
8. Impervious to Shadows & Darkness: Resistance (Darkness Only), Heightened Sense (Low-light vision only).
9. Un-noteworthy – Forgettable: Invisibility (Must take Permanent modifier, no others)
10. Heightened Sense of Hearing: Heightened Senses (Super Sense: Hearing only)
11. Sensory Orb: Animal Control (Max level 1, must take Summonable and Telepathic Link, -2 Limitation only summons orb – use Will-o-the-Wisp stats but with no Charm ability)
12. Life Sense: Heightened Senses (Perception and Spatial Sense only), -1 Limitation (can only sense/see living things)
13. Supervision (Spectrum Vision): Broadcast (no modifiers), Heightened Sense (Infravision only)
14. Extraordinary Intelligence: Super Attribute (Smarts), no modifiers.
15. Heightened Sense of Taste: Heightened Senses (Super Sense Taste only, no modifiers)

16. Mechanical Awareness: Super Skill (Repair and any mechanic-related Knowledge)
17. Sleeplessness: Doesn't Sleep
18. Impact Resistance: Resistance (Kinetic only)
19. Danger Sense: Danger Sense
20. Heightened Sense of Awareness: Awareness (either version)
21. Extraordinary Physical Prowess: Super Attribute (Agility), no modifiers.
22. Healing Power: Healing (Cannot take Resurrection)
23. Without Sustenance: Doesn't Eat
24. Mask – No Face, No Identity: Chameleon (No mods), Limitation -1 (can only transform into a featureless blank)
25. Hyper-density: Armor (all mods available), -1 Requires Activation, Limitation -2 (Cannot move at all while active, including to attack, etc.)
26. Impervious to Disease & Illness: Immune to Poison/Disease (Disease only)
27. Flight (Hover): Flight (4 points max base power, no mods)
28. Living Anatomy: Super Skill (Healing and Knowledge – Medicine)
29. Impervious to Cold & Freezing: Resistance (Cold only)
30. Extraordinary Mental Endurance: Super Attribute (Spirit), no mods.
31. Antennae: Awareness, plus gain Distinctive Appearance Hindrance (with offsetting bonus of choice, does not count against Hindrance max)
32. Shadow Meld: Super Skill (Stealth), Limitation -1 (Can only be used in shadows)
33. Healing Factor: Regeneration (maximum of level 3, can buy mods)
34. Flight (Wingless): Flight (10 points max in base power, can buy Climb)
35. Supervision (Advanced Sight): Heightened Sense (Eagle Eyes only)
36. Dispersal: Intangibility (no mods), Invisibility (no mods), Invisibility is Contingent (-2) on Intangibility, and total power has a -2 Limitation (cannot move or take actions other than to reform while in effect).
37. Energy Shield: Parry, Requires Activation (-1), other mods available.
38. Increased Durability: Toughness
39. Space Native: Doesn't Breathe, plus the "Space" suite of Resistance (only)
40. Impervious to Sound & Vibrations: Resistance (Sound only)
41. Energy Resistance: Resistance (All Energy types unlocked, but no more than 5 points can be spent in any one)
42. Flight (Insect): Shrink (no mods), Flight (no more than 10 points in base power, but can buy Climb modifier), Flight is Contingent (-1) on Shrink.
43. Resistance to Physical Attacks: Resistance (All Matter types unlocked, but no more than 5 points can be spent in any one)
44. Heightened Sense of Balance: Super Skill (Riding) & Super Edge (Marksman and Steady Hands only), no modifiers.
45. Abnormal Energy Sense: Heightened Senses (Tracking and Infravision only), has a -1 Limitation (can only track beings using or possessing supernatural/paranormal energy)
46. Hold Breath: Doesn't Breathe
47. Extraordinary Mental Affinity: Super Skill (Persuasion only)

48. Radar: Awareness (3-point version only)
49. Impervious to Poisons & Toxins: Immune to Poison/Disease (Poison only)
50. Extraordinary Physical Beauty: Super Edge (Attractive & Very Attractive only)
51. Heightened Sense of Touch: Heightened Senses (Super Sense Touch only)
52. Alter Physical Body: Chameleon (Voice mod only) -1 Limitation (only people)
53. Motion Detection: Awareness, with -1 Limitation (only affects moving objects/creatures)
54. Lightning Reflexes: Uncanny Reflexes
55. Extraordinary Speed: Speed (10 points max, no mods)
56. Criminal Intuition: Super Skill (Streetwise only)
57. Density Walking: Flight (2 points max), -1 Limitation (can only “fly” by walking on matter at least as dense as thick smoke, such as water, etc.), no other mods.
58. Impervious to Fear & Terror: Fearless
59. Extraordinary Physical Strength: Super Attribute (Strength only), no mods
60. Flight (Winged): Flight (no more than 10 points in base power, can buy climb), gets Distinctive Appearance Hindrance (with offsetting bonus, does not count against max)
61. Supervision (Nightvision): Heightened Senses (Low Light Vision only), no mods
62. Enhanced Leaping: Leaping, can buy Death from Above, no other mods.
63. Extraordinary Physical Endurance: Super Attribute (Vigor only), no mods.
64. Impervious to Energy & Electricity: Resistance (Electricity only), no mods.
65. Heightened Sense of Smell: Heightened Senses (Super Sense Smell only), no mods.
66. Supervision (Thermal Vision): Heightened Senses (Infravision only), can buy Spatial Sense.
67. Blur: Deflection, no mods.
68. Sonar: Awareness, -1 Limitation (must make noise to use, doesn’t work if can’t)
69. Iron Will: Resistance (Mental only)
70. Impervious to Light & Lasers: Resistance (Light only)
71. Underwater Propulsion: Super Skill (Swimming only)
72. Quills & Spines: Damage Field (Biological Power Type), Selective mod only.
73. Supervision (Acute Sight): Heightened Senses (Perception only)
74. Bubble Glue: Ensnare, can buy Area Effect, no other mods.
75. Animal Brother: Super Edge (Beast Bond & Beast Master only)
76. Stench: Stun (Biological Power Type, versus Vigor), Area Effect must be purchased (+2 version only), can buy Strong, no other mods.
77. Frequency Absorption: Broadcast
78. Anatomical Manipulation: Altered Form (Biological Power Type), no mods, -1 Limitation (cannot change size); Danger Sense
79. Toy Control: Matter Control (Special; rather than a specific Matter Type, can control anything that is a “toy”), maximum level 1, must buy Constructs modifier and Requires Material modifier, cannot buy other modifiers.
80. Mental Stun: Stun (versus Smarts), can buy Ranged Touch Attack modifier, no others.
81. To 100, roll on Table B instead!



## TABLE B

1. Nightstalking: Heightened Senses (Tracking only), -1 Limitation (works only at night or in darkness)
2. Seismic Power: Earthquake (no mods), Awareness with -1 Limitation (only works when character is touching ground, only senses things on the ground)
3. Bookworm: Super Skill (Investigation and any Knowledge)
4. Tentacles of Hair: Extra Limbs (maximum level 2), can buy Reach, no other mods.
5. Cell Rot and Decay: Decay, -1 Limitation (works only on organic matter), no mods.
6. Sleep Dust: Paralysis (versus Spirit), no mods.
7. Heavyweight: Growth (maximum level 3), must take Monster, no other modifiers.
8. Solar Powered: Regeneration (max level 3, no modifiers) with -1 Limitation (works only in direct sunlight), plus Absorption (Light Power Type only), can buy Transference, no other mods.
9. Power Bands: Ensnare, can buy Very Strong, no other mods.
10. Linguistics: Speak Language
11. Super Wind Blast: Whirlwind
12. Gravitational Plane: Wall Walker
13. Shadow Stepping: Teleport, no mods, -1 Limitation (must start and end in shadow, cannot take others)
14. Dwarfing: Shrink, must buy Density, no other mods; Super Attribute (Strength only), -1 Super Strength is Contingent on Shrink.
15. Speed Tasking: Extra Actions, maximum level 1, but may take Fast Action
16. Bend Light: Invisibility (max level 1); Resistance (Light only, maximum 5 points), no mods.
17. Anatomical Independence: Animal Control (max level 2), must take Animal Companion and Telepathic Link mod, -1 Limitation ("animal" controlled is own body part, generally a hand; use stats for Creeping Hand in SW: HC pg. 62. If eye/ear is used instead, same stats but no movement or attack is possible, but character can see/hear as if present).
18. Sticky Globbs: Ensnare, must take Ranged Touch attack mod, no other mods.
19. Super Bounce: Leaping, must buy Bounce mod, no other mods.
20. Pixie Dust: Telekinesis (max level 4), -2 Limitation (cannot be used to attack, requires close proximity to use, and living creatures direct their own movement), -1 Slow to Activate.
21. Glow Bug: Deflection, no mods, -1 Requires Activation, -1 Limitation (is glowing brightly while power is activated)
22. Doorway: Teleport, no mods, -1 Limitation (can only teleport from one side of a wall or other barrier to the other by opening a momentary gateway)
23. Swing Line: Swinging, can buy mods.
24. Giant: Growth (minimum level 4, maximum level 7), must take Monster, can buy other mods except Fast Growth.
25. Fabric/Cloth Material Animation: Matter Control (Special, cloth/fabric only, counts as Biological or Plant for resist), max level 3, must take Requires Material mod, no other mods.
26. Targeting: Super Skill (Shooting and Throwing), no mods; Super Edge (Marksman only).

27. Venomous Attack: Poison, no mods.
28. Detonation or Explosive Power: Explode, can take Fatigued, no other mods.
29. Battle Rage: Fearless; Super Edge (Berserk, Frenzy & Improved Frenzy only)
30. Transfixing Gaze: Paralysis (versus Smarts), -1 Limitation (must maintain eye contact to maintain paralysis; victim automatically goes free if breaks), can buy Strong, no other mods.
31. Beastmaster: Animal Control, no mods.
32. Super Burrowing: Burrowing, can buy mods.
33. Multi-Tasking: Extra Actions, max level 2, no mods.
34. Adhesion: Wall Walker
35. Disintegration: Decay, can take Ranged Touch Attack, no other mods.
36. Vocalization: Super Skill (Intimidation), no mods.
37. Tractor Beam: Telekinesis (max level 3), no mods.
38. Flying Force Disk: Flight (Max points 10), Parry (Max points 10), pay for ONLY the more expensive of the two, must take +2 Switchable mod (can only fly or parry, not both at once).
39. Shadow Trap: Damage Field (Darkness Power Type), can buy Medium Template and Selective, no other mods.
40. Multiple Limbs: Extra Limbs (max level 2), no mods.
41. Line Transit: Teleport, can buy Traverse (but note limitation), no other mods, -1 Limitation (must travel within conductive wiring of some kind, limited by wires).
42. Horror Factor: Fear
43. Energy Expulsion (Light Explosion): Stun (versus Vigor), -1 Slow to Activate, must buy Area Effect mod, no other mods.
44. Energy Expulsion (Particle Beam): Attack, Ranged. Kinetic Power Type. Can buy Armor Piercing, Enhanced Damage, Focus, Heavy Weapon; must buy Lethal mod, no other mods.
45. Energy Expulsion (Shadow Bolt): Attack, Ranged. Darkness Power Type. Can buy Rate of Fire (maximum 1 level), no other mods. Can also buy up to 3 levels in Deflection, no other mods.
46. Energy Expulsion (Sonic Boom): Attack, Ranged. Sound Power Type. Must buy Cone (+0 version only) mod. No other mods.
47. Fireworks: Attack, Ranged. Fire Power Type. Maximum level 1. Can buy Rate of Fire, Area Effect, and/or Cone mods, no other mods.
48. Spit Spikes: Attack, Ranged. Biological Power Type. Can buy Armor Piercing, must buy Lethal, no other mods.
49. Exploding Spheres: Attack, Ranged. Fire Power Type. Can buy Area Effect, Enhanced Damage, and Heavy Weapon. No other mods. Uses Throwing rather than Shooting.
50. Energy Expulsion (Cold): Attack, Ranged. Cold Power Type. Can buy Rate of Fire (maximum 1 level). No other mods.
51. Energy Expulsion (Directed Sound/Scream): Attack, Ranged. Sound Power Type. Can buy Armor Piercing, Focus. No other mods.
52. Energy Expulsion (Energy Aura): Damage Field. Electricity Power Type. No mods. Can buy Resistance, (Fire, Electricity, Light, and/or Radiation only, bought separately, max 5 points in each), must be -1 Contingent on Damage Field.

53. Energy Expulsion (Electromagnetic Pulse): Malfunction, can buy Area Effect mod, no other mods, has -1 Limitation (only works on electronic devices)
54. Energy Expulsion (Flame Ring): Damage Field. Fire Power Type. No mods. Can buy Deflection, -1 Contingent on Damage Field, no other mods. -1 Limitation (cannot move while Damage Field is up).
55. Energy Expulsion (Force): Attack, Ranged. Force Power Type. Can buy Heavy Weapon and Rate of Fire (maximum 1 level). No other mods.
56. Energy Expulsion (Force Blast): Attack, Ranged. Force Power Type. Must take Cone (+0 version only), can buy Heavy Weapon, no other mods.
57. Energy Expulsion (Icy Mist): Damage Field. Cold Power Type. No mods. Can buy Resistance (Cold, max 5 points), must be -1 Contingent on Damage Field.
58. Energy Expulsion (Plasma): Attack, Ranged. Fire Power Type. Can buy Enhanced Damage. Must buy -1 Lethal. No other mods.
59. Energy Expulsion (Ultrasonic Screech): Stun (versus Vigor), must buy Area Effect mod, no other mods.
60. Energy Expulsion (Energy): Attack, Ranged (Kinetic Power Type). Can buy Range (+2 version only) and/or Focus, no other mods.
61. Energy Expulsion (Electricity): Attack, Ranged (Electricity Power Type). Can buy Armor Piercing, no other mods.
62. Energy Expulsion (Electrical Field): Damage Field (Electricity Power Type). Must buy Medium Template. Can buy Armor Piercing, no other mods. Can buy Resistance (Electricity only), max 5 points, -1 Contingent on Damage Field.
63. Energy Expulsion (Fire): Attack, Ranged. Fire Power Type. Can buy Enhanced Damage and Rate of Fire (maximum 1 level). Must buy -1 Lethal. No other mods.
64. Energy Expulsion (Light): Attack, Ranged (Light Power Type). Can buy Range (either version), no other mods.
65. Manipulate Kinetic Energy: Attack, Ranged (Kinetic Power Type). Can buy Armor Piercing, no other mods. Must buy -2 Requires Material mod (thrown objects). Attack uses Throwing rather than Shooting. Can buy Resistance (Kinetic only, max 5 points).
66. Corrosive Spray: Attack, Ranged (Acid Power Type). Can buy Cone and/or Area Effect mods. Must buy -1 Lethal mod. No other mods.
67. Defensive Will: Parry, can buy Protector, no other mods. Deflection, can buy Protector, no other mods. Both powers are -1 Requires Activation and have a -2 Limitation (can take no offensive actions of any kind while either power is active, strictly defense).
68. Shrapnel: Attack, Ranged (Power Type dependent on object detonated). Must buy Cone (+0 Version only), -1 Lethal and -2 Requires Material (small objects that both hands can fit around) mods. Can buy Armor Piercing and Focus mods, no other mods.
69. Charge Object with Explosive Energy: Attack, Ranged (Kinetic Power Type). Can buy Area Effect and Rate of Fire (maximum 1 level). Must buy -2 Requires Material mod. No other mods. Uses Throwing rather than Shooting.
70. Gun Limb: Attack, Ranged (Kinetic Power Type). Can buy Armor Piercing, Cone, and Rate of Fire (maximum 2 levels). No other mods.

71. Body Weapons: Attack, Melee (Metal Power Type). Can buy Multiple Attacks, no other mods.
72. Power Channeling: Attack, Melee (Kinetic Power Type). Can buy Reach, no other mods.
73. Alter Physical Structure of Limb: Attack, Melee (Choice of Cold, Earth, Water, Fire, Metal, or Plant Power Type – permanent choice). Can buy Heavy Weapon, must buy -1 One Arm, no other mods.
74. Claws: Attack, Melee (Choice of Biological, Earth, Metal or Plant Power type – permanent choice). Can buy Multiple Attacks, must buy -1 Lethal, no other mods.
75. Energy Claws: Attack, Melee (Force/Solid Light Power Type). Can buy Multiple Attacks, must buy -1 Lethal, no other mods.
76. Energy Whip: Attack, Melee (Force/Solid Light Power Type). Can buy Reach, no other mods.
77. Power Weapon: Attack, Melee (Kinetic Power Type). Can buy Multiple Attacks, Stackable. Must buy -1 Limitation (only works with an existing melee weapon), no other mods.
78. Shadow Shaping: Attack, Melee (Darkness Power Type). Can buy Reach, must buy -1 Limitation (can only be used if touching shadows), no other mods.
79. Energized Fists: Attack, Melee (Force/Solid Light Power Type). Can buy Heavy Weapon, Multiple Attacks, no other mods.
80. Focused Touch: Attack, Melee (Kinetic Power Type). Can buy Armor Piercing and/or Focus, no other mods.
81. To 100, roll on Table A instead!

# MAJOR POWER TABLE!

1. Venomous Attack: Poison, Paralysis
2. Adapt to Environment: Doesn't Breathe; Immune to Poison & Disease; Aquatic; Resistance (any, but max 1 point in each).
3. Alter Limbs: Attack, Ranged; Attack, Melee (cannot buy Stackable); Parry; buy each one separately but only pay for the highest one, then pay +2 Switchable for each additional power, as only one can be used at a time.
4. Alter Metabolism: Doesn't Eat; Doesn't Sleep; Uncanny Reflexes; Extra Actions; Fearless; Immune to Poison & Disease; Regeneration (max level 2, can buy Recovery only)
5. Animal Metamorphosis: Shape Change
6. Bio-Armor: Armor, -1 Requires Activation, cannot buy Hardy
7. Bio-Ghost: Infection (can buy Strong, no other mods), Doesn't Eat, Super Attribute (Strength), -2 Contingent on Infection successfully working on a target.
8. Chameleon: Super Skill (Stealth); Wall Walker; Doesn't Breathe; Invisibility (no mods) with -2 Limitation (only works when holding perfectly still).
9. Control Elemental Force (Air): Matter Control (Air Power Type), can buy Range, no other mods; Storm; Flight; Whirlwind; Doesn't Breathe
10. Control Elemental Force (Earth): Matter Control (Earth/Stone Power Type), can buy Range, must buy -2 Requires Material, no other mods; Attack, Ranged (Earth/Stone Power Type); Ensnare; Earthquake
11. Control Elemental Force (Fire): Energy Control (Fire Power Type), cannot buy Master; Attack, Ranged (Fire Power Type); Resistance (Fire Power Type); Damage Field (Fire Power Type)
12. Control Elemental Force (Water): Matter Control (Water Power Type), can buy Range, must buy -2 Requires Material, no mods; Attack, Ranged (Water Power Type), can buy Area Effect and Cone, must buy Requires Material, no other mods; Leaping; Aquatic
13. Control Kinetic Energy: Absorption (Kinetic Power Type), cannot buy Master; Energy Control (Kinetic Power Type), cannot buy Master.
14. Control Others: Mind Control, Mind Reading, Telepathy
15. Control Radiation: Absorption (Radiation Power Type), cannot buy Master; Energy Control (Radiation Power Type), cannot buy Master; Heightened Senses (Infravision and Spatial Sense Only); Attack, Ranged (Radiation Type Only); Damage Field (Radiation Type Only); Resistance (Radiation Type Only).
16. Control Static Electricity: Malfunction; Stun; Damage Field (Electricity Power Type)
17. Copy Physical Structure: Altered Form (Special; Any Matter Type), -1 Slow to Activate, -1 Limitation (must be in physical contact with substantial amount of that matter), can buy any mods but can only use them when in appropriate matter form (Water for Viscous, Sand for Reach, etc.); SPECIAL = Armor (no mods); Super Attribute (Agility); Super Attribute (Strength); all under "SPECIAL" can be bought, but pay for only most expensive one, and add +2 Switchable for each power beyond the first, and all powers are -1 Contingent on Altered Form (based on Matter).

18. Create Force Field/Constructs: Force Control
19. Darkness Control: Energy Control (Darkness Power Type), cannot take Master; Heightened Senses (Low Light Vision & Infravision only); Fear
20. Disruptive Touch: Attack, Melee (Biological Power Type), no mods, -1 Limitation (works only on organic creatures); Stun (may not take Area Effect or Selective mods); Paralysis
21. Divine Aura: Fear; Minions (no mods); Super Edge (any Leadership Edge only)
22. Energy Absorption: Absorption (cannot take Matter Master, but can take Energy Master); Damage Field, must take -2 Contingent on Absorption (Power Type is always most recent Energy absorbed).
23. Force Aura: Armor (no mods), -1 Requires Activation; Super Attribute (Strength), -1 Contingent on Armor
24. Gem Powers: Super Sorcery, with a -2 Limitation (can only be used to give yourself powers from the list below, though all count as "memorized") AND a -1 Limitation (Each power requires a gem of the listed type, which is destroyed if the hero suffers a Backlash). The powers available are: Regeneration (Agate); Super Skill (Persuasion – Amethyst); Aquatic (Aquamarine); Resistance (Mental Power Type only – Black Tourmaline); Flight (Diamond); Invisibility (Emerald); Mind Reading (Garnet); Resistance (Light Power Type only – Clear Quartz); Attack, Ranged (Light Power type, no mods – Ruby Quartz); Resistance (Electricity Power Type only – Smoky Quartz); Attack, Ranged (Fire Power type, no mods – Ruby); Mind Control (Sapphire); Stun (Star Sapphire); Resistance (Fire Power Type only – Zircon)
25. Gravity Manipulation: Energy Control (Gravity Power Type, cannot take Master); Leaping; Wall Walker
26. Growth: Growth, cannot take Monster.
27. Immortality: Ageless; Immune to Poison/Disease; Super Attribute (Vigor)
28. Intangibility: Intangibility
29. Invisibility: Invisibility
30. Invulnerability: Armor; Toughness; Absorption (cannot take Reflection or Transference, can take Matter & Energy Master); Super Attribute (Vigor); Resistance (Any)
31. Karmic Power: Jinx; Malfunction; Super Edge (Luck & Great Luck only)
32. Lycanthropy: Shape Change (cannot buy Swarms), with -2 Limitation (must choose only a single animal form to become); Toughness; Super Attribute (Strength); Heightened Senses (any Super Sense only); all other powers are -1 Contingent on Shape Change
33. Magnetism: Energy Control (Magnetism Power Type only, cannot choose Master); Matter Control (Metal Power Type only, cannot choose Constructs or Master, must choose -2 Requires Material)
34. Mimic: Copycat
35. Mechano-Link: Interface; Super Skill (Piloting, Repair, any machine-based Knowledge)
36. Multiple Beings/Selves: Duplication
37. Negate Super Abilities/Powers: Negation
38. Natural Combat Ability: Super Edge, Super Skill (Fighting); Uncanny Reflexes
39. Negative Matter: Absorption (Any Matter Type, must take Matter Master and Reflection, no other mods)

40. Plant Control: Matter Control (Plant Power Type, cannot take Master, must take -2 Requires Material); Ensnare; Swinging
41. Shrink: Shrink
42. Slow Motion Control; Deflection; Extra Actions; Stun
43. Sonic Power: Energy Control (Sound Power Type, cannot take Master); Heightened Senses (Super Sense Hearing only); Awareness, with -1 Limitation (only works if not in total silence); Absorption (Sound Power Type only, cannot take Master)
44. Sonic Flight: Flight; Heightened Senses (Eagle Eyes and Super Sense Sight only); Resistance (Cold, Air, Wind Power Types only, max 1 point in each)
45. Sonic Speed: Speed; Extra Actions; Uncanny Reflexes
46. Spin At High Velocity: Deflection (cannot take Protector); Whirlwind; Leaping; Burrowing
47. Stretching: Altered Form (Biological Power Type only, cannot take Replenish); Leaping; Toughness
48. Super Energy Expulsion: Absorption (Any Energy Type, cannot take Matter Master); Damage Field (Choose one Energy Type); Attack, Ranged (Choose one Energy Type)
49. Supernatural Strength: Super Attribute (Strength and Vigor); Attack, Melee (Biological Power Type by default, if character has Altered Form, use that Type instead)
50. Tentacles: Extra Limbs (may buy -1 Requires Activation but not necessary)
51. Teleport: Teleport
52. Transferral/Possession: Possession
53. Vibration: Earthquake; Intangibility; Attack, Ranged (Kinetic Power Type, cannot take Rate of Fire or Requires Materials); Awareness
54. Absorb Bio-Mass: Decay, with -2 Limitation (only works on living flesh); Super Attribute (Strength and Vigor); Toughness; all other powers are -2 Contingent on Decay
55. Amphibious: Aquatic; Leaping; Attack, Melee (Biological Power Type, must buy -1 One Arm "tongue" and can buy Reach, no other mods); Ensnare (cannot take Area Effect and is -2 Contingent on Attack, Melee); Super Skill (Swimming); Wall Walker
56. Borrow Power: Negation (must buy Leach); Copycat (-2 Contingent on Negation)
57. Chemical Secretion: Poison, Decay, Attack, Melee (Acid Power Type, must buy -1 Lethal, can buy Armor Piercing, no other mods); Stun (Strong only); no power may get the Ranged Touch Attack generic mod, must remain touch powers.
58. Distort Space: Teleport (Rapid Teleport Only, no other mods); Deflection
59. Divine Healing: Healing
60. Energy Doppelganger: Sidekick. The Energy Doppelganger is an exact duplicate of the character except for Power Points, and has no other Arcane Backgrounds, even if the main character had any. All Power Points (see Sidekick description) must be spent only on Construct; Absorption (Any Energy Type, Energy Master only); Toughness; Flight; Attack, Ranged (Electricity Power Type, no mods). Construct and Absorption (and Energy Master, if enough points) must be purchased before any other powers. This character can die! If the Energy Doppelganger dies, a new one may be summoned by permanently losing 5 points worth of super abilities.
61. Geo-Thermal Energy: Attack, Ranged (Fire Power Type, can buy Area Effect, Enhanced Damage, Heavy weapon only, must buy -1 Lethal and has -2 Limitation can only hit targets on ground);

- Earthquake; Resistance (Fire/Heat Power Type); Super Attribute (Strength), -1 Limitation (only works when on the ground).
62. Matter Expulsion (Crystal): Armor (Heavy Armor only, -1 Requires Activation); Attack, Ranged (Earth/Stone Power Type, Armor Piercing, Heavy Weapon only, must take -1 Lethal); Super Attribute (Agility, -1 Contingent on Armor); Ensnare.
  63. Matter Expulsion (Metal): Armor (Heavy Armor only, -1 Requires Activation); Attack, Ranged (Metal Power Type, Armor Piercing, Heavy Weapon only, must take -1 Lethal); Super Attribute (Strength, -1 Contingent on Armor); Attack, Melee (Metal Power Type, Armor Piercing, Heavy Weapon only, must take -1 Lethal).
  64. Matter Expulsion (Stone): Armor (Heavy Armor only, -1 Requires Activation); Attack, Ranged (Earth/Stone Power Type, Heavy Weapon only); Super Attribute (Vigor, -1 Contingent on Armor); Parry (cannot take Deflect).
  65. Mega-Wings: Flight (-1 Requires Activation); Parry; Attack, Melee (Choose Metal, Earth/Stone, or Force/Solid Light Power Type, must take -1 One Arm "wing," no other mods); other powers -1 Contingent on Flight
  66. Mirror Mastery: Attack, Ranged (Light Power Type, -1 Requires Material "Mirror," no other mods); Duplication (maximum level 1, can take mods, -1 Limitation must have full-length mirror); Teleport (can take Range, no other mods, -2 Limitation can only jump from one full-length mirror to another); Heightened Senses (Perception only, can buy Spatial Sense, -1 Limitation can only see from vantage point of nearby mirrors).
  67. Power Touch: Healing (no mods); Decay (no mods).
  68. Regeneration Ultima: Regeneration
  69. Super-Consumption: Decay; Attack, Melee (Focus only, must buy -1 One Arm "mouth"); Immune to Poison/Disease
  70. Totem Energy Aura: Armor (-1 Requires Activation); Shape Change (Cannot take Swarms, -1 Contingent on Armor, -2 Limitation can only select a single animal of Size equal to or larger than character to change into).
  71. Weapon Melding: Attack, Melee (-1 Limitation requires weapon to meld with); Attack, Ranged (-1 Limitation requires weapon to meld with); Parry; Super Skill (Fighting and Shooting)
  72. Animate Objects: Matter Control (Any Matter Power Type, must take Constructs and -2 Requires Material mods), -2 Limitation (can only make Constructs, no other use of power).
  73. Flesh Works: Matter Control (Biological Power Type, cannot take Master, must take -2 Requires Material, and must take Constructs to be able to "puppet" bodies); Paralysis; Healing (Restoration only)
  74. Force Manipulation: Telekinesis
  75. Grant Powers: Minions, cannot take Summonable, -1 Slow to Activate.
  76. Illusions: Illusion
  77. Mega-Tail: Extra Limbs (maximum 1 level); Attack, Melee (Biological Power Type, cannot take Stackable or Multiple Attacks, must take -1 One Arm "tail"); Super Skill (Climbing)
  78. Orbital Spheres: Deflection (-1 Requires Activation); Parry (-1 Requires Activation); Attack, Ranged (Force/Solid Light Power Type, cannot take Area Effect, Cone, or Requires Material)
  79. Pestilence: Infection; Immune to Poison/Disease



- 80. Polymorph: Chameleon (cannot take Voice); Shape Change (cannot take Speech)
- 81. Sub-Zero: Energy Control (Cold Power Type, cannot take Master); Matter Control ("Water" Power Type, cannot take Master, controls/creates only solid ice); Resistance (Cold only)
- 82. Techno-Form: Construct, -1 Requires Activation; Armor (no mods); Broadcast; Heightened Senses (Eagle Eyes, Infravision, Low Light Vision, Perception, and Super Sense Sight & Hearing only); Interface. All other powers are -1 Contingent on Construct.
- 83. Zombie Flesh: Undead
- 84. -93, Roll on APS Subchart. 94-00, Roll on Animal Abilities Subchart

### **ANIMAL ABILITIES SUB CHART (roll d12)**

- 1. Animal Abilities (Bear): Toughness; Super Attribute (Strength & Vigor); Heightened Senses (Super Sense Smell only); Animal Control (no mods), with -2 Limitation (only Bears).
- 2. Animal Abilities (Bird): Flight; Heightened Senses (Eagle Eyes Only); Animal Control (no mods), with -2 Limitation (only Birds).
- 3. Animal Abilities (Canine): Heightened Senses (Tracking, Super Sense Smell, Hearing only); Super Skill (Tracking); Super Attribute (Vigor); Animal Control (no mods), with -2 Limitation (only dogs).
- 4. Animal Abilities (Feline): Super Attribute (Agility); Super Skill (Stealth and Climbing); Heightened Senses (Low Light Vision only); Leaping; Animal Control (no mods), with -2 Limitation (only cats).
- 5. Animal Abilities (Fish/Aquatic Mammals): Aquatic; Super Skill (Swimming); Heightened Senses (Low Light Vision Only); Animal Control (no mods) with -2 Limitation (only fish/sea mammals).
- 6. Animal Abilities (Hoofed): Super Attribute (Vigor); Speed; Animal Control (no mods), with -2 Limitation (only hoofed animals).
- 7. Animal Abilities (Mustelid/Rodent): Burrowing; Super Skill (Climbing); Heightened Senses (Low Light Vision only); Toughness; Animal Control (no mods), with -2 Limitation (only Mustelids/Rodents).
- 8. Animal Abilities (Reptile): Super Attribute (Agility); Super Skill (Climbing); Heightened Senses (Super Sense Hearing and Infravision only); Animal Control (no mods) with -2 Limitation (Reptiles Only).
- 9. Animal Abilities (Arachnid): Wall Walker; Poison; Ensnare; Animal Control (no mods) with -2 Limitation (Arachnids only).
- 10. Animal Abilities (Bat): Flight; Awareness; Heightened Senses (Super Sense Hearing only); Animal Control (no mods) with -2 Limitation (Bats only).
- 11. Animal Abilities (Insect): Leaping; Armor (no mods); Wall Walker; Animal Control (no mods) with -2 Limitation (Insects only).
- 12. Animal Abilities (Primate): Super Attribute (Strength & Agility); Super Skill (Climbing); Animal Control (no mods) with -2 Limitation (lower primates only).

## ALTER PHYSICAL STRUCTURE SUB CHART (roll d20)

1. Alter Physical Structure (Electricity): Altered Form (Electricity Power Type, Replenish and Viscous only); Attack, Ranged (Armor Piercing only); Damage Field; Flight, Resistance. Altered Form has -1 Requires Activation, and all other powers must be -1 Contingent on Altered Form. All powers must have Electricity Power Type only.
2. Alter Physical Structure (Fire): Altered Form (Fire Power Type, Replenish and Viscous only); Attack, Ranged (Enhanced Damage only); Damage Field; Explode, Resistance. Altered Form has -1 Requires Activation, and all other powers must be -1 Contingent on Altered Form. All powers must have Fire Power Type only.
3. Alter Physical Structure (Ice): Altered Form (Cold Power Type, no mods); Attack, Ranged (Rate of Fire level 1 only); Deflection, Ensnare, Resistance. Altered Form has -1 Requires Activation, and all other powers must be -1 Contingent on Altered Form. All powers must have the Cold Power Type only.
4. Alter Physical Structure (Liquid): Altered Form (Water Power Type); Attack, Ranged (cone only); Attack, Melee (Water Power Type, Heavy Weapon only); Growth (cannot take Monster); Toughness. Altered Form has -1 Requires Activation, and all other powers must be -1 Contingent on Altered Form.
5. Alter Physical Structure (Metal or Stone): Altered Form (choice of Earth/Stone or Metal Power Types, no mods); Armor; Attack, Melee (Metal/Stone Power Type, Heavy Weapon and Stackable only). Altered Form has -1 Requires Activation, and all other powers must be -1 Contingent on Altered Form.
6. Alter Physical Structure (Plant): Altered Form (Plant Power Type, no Viscous mod); Doesn't Eat; Doesn't Breathe; Regeneration (max level 1); Ensnare; Poison. Altered Form has -1 Requires Activation, and all other powers are -1 Contingent on Altered Form.
7. Alter Physical Structure (Smoke/Mist): Altered Form (Air Power Type, Viscous only); Intangibility (Special; not optional and must take -2 Permanent, no other mods, though is only "permanent" when in altered form); Flight; Super Skill (Stealth); Poison. Altered Form has -1 Requires Activation, and all other powers must be -1 Contingent on Altered Form.
8. Alter Physical Structure (Acid): Altered Form (Acid Power Type); Attack, Ranged (Acid Power Type, Cone only, must buy -1 Lethal); Toughness; Decay. Altered Form has -1 Requires Activation, and all other powers are -1 Contingent on Altered Form.
9. Alter Physical Structure (Crystal): Altered Form (Earth/Stone Power Type, no mods); Armor; Absorption (Light Power Type only, can buy Reflection, no other mods); Attack, Ranged (Light Power Type, Range only). Altered Form has -1 Requires Activation, and all other powers are -1 Contingent on Altered Form.
10. Alter Physical Structure (Light): Altered Form (Light Power Type, Replenish only); Stun; Flight; Intangibility (Special; not optional and must take -2 Permanent, no other mods, though is only "permanent" when in altered form); Attack, Ranged (Light Power Type, Range only). Altered Form has -1 Requires Activation, and all other powers are -1 Contingent on Altered Form.

11. Alter Physical Structure (Lava): Altered Form (Earth/Stone Power Type); Toughness, Damage Field (Fire Power Type, must take -2 Permanent, no other mods, though is only “permanent” when in altered form); Attack, Ranged (Fire Power Type, no mods). Altered Form has -1 Requires Activation, and all other powers are -1 Contingent on Altered Form.
12. Alter Physical Structure (Oil/Tar): Altered Form (Earth Power Type); Ensnare; Wall Walker; Toughness; Poison. Altered Form has -1 Requires Activation, and all other powers are -1 Contingent on Altered Form.
13. Alter Physical Structure (Clay): Altered Form (Earth Power Type); Toughness; Attack, Melee (Earth Power Type, Multiple Attacks only); Chameleon. Altered Form has -1 Requires Activation, and all other powers are -1 Contingent on Altered Form.
14. Alter Physical Structure (Rubber): Altered Form (Plant Power Type, cannot take Replenish or Viscous); Absorption (Any Matter Type, can take Matter Master and Reflection only); Leaping. Altered Form has -1 Requires Activation, and all other powers are -1 Contingent on Altered Form.
15. Alter Physical Structure (Sand): Altered Form (Earth/Stone Power Type); Toughness; Deflection; Burrowing; Growth (cannot take Monster); Attack, Melee (Stone Power Type, Heavy Weapon and Multiple Attacks only). Altered Form has -1 Requires Activation, and all other powers are -1 Contingent on Altered Form.
16. Alter Physical Structure (Shadow): Altered Form (Darkness Power Type, cannot take Replenish); Intangibility (Special; not optional and must take -2 Permanent, no other mods, though is only “permanent” when in altered form); Super Skill (Stealth); Fear; Wall Walker. Altered Form has -1 Requires Activation, and all other powers are -1 Contingent on Altered Form.
17. Alter Physical Structure (Air): Altered Form (Air Power Type, Viscous only); Intangibility (Special; not optional and must take -2 Permanent, no other mods, though is only “permanent” when in altered form); Flight; Invisibility (Special; not optional and must take -2 Permanent, no other mods, though is only “permanent” when in altered form); Whirlwind. Altered Form has -1 Requires Activation, and all other powers must be -1 Contingent on Altered Form.
18. Alter Physical Structure (Void): Altered Form (Darkness Power Type, no mods); Resistance (“Space” suite only); Flight; Doesn’t Breathe; Doesn’t Eat; Doesn’t Sleep; Heightened Senses (Low Light Vision, Infravision, and Spatial Sense only); Damage Field (Cold Power Type, must take -2 Permanent, no other mods, though is only “permanent” when in altered form); Super Skill (Stealth); Absorption (Any Matter Type, can take Matter Master, no other mods). Altered Form has -1 Requires Activation, and all other powers must be -1 Contingent on Altered Form.
19. -20 Roll Again