



CHAPTER 3

POWER GENERATION

03

Every Power answers four different questions:

01 Scope: How many opportunities do you have?

02 Result: What can the Power do?

03 Rank: How strongly can it do it?

04 Source: Why and how does it exist?

1. Power-Generation Goals

A generated hero should be surprising without being incoherent, capable without being pre-scripted, and powerful without making ordinary human life irrelevant.

The system therefore separates four questions:

- 1 **How many opportunities does the character have?** Power Slots answer this.
- 2 **What can the character do?** Power results answer this.
- 3 **How strongly can the character do it?** Power Rank answers this.
- 4 **Why and how does the capability exist?** Physical Form, Power Source, and Acquisition answer this.

Power Slots are not automatically finished powers. A broad or unusually versatile Major Power costs more than a focused Standard Power. Choosing an exact result costs more than accepting a random one.

This creates the intended choice:

> **Control costs quantity. Chaos rewards imagination.**

A player may spend heavily to secure a precise concept, accept the dice completely, or combine chosen anchors with random complications. The random character is not the inferior character. The random character accepts a greater creative obligation and may become the one nobody could have designed deliberately.

1.1 The Human Reference Point

The central balance question is not only Powered versus Powered. It is also Powered versus ordinary human beings.

An Excellent power is already extraordinary in a world of civilians, police officers, soldiers, criminals, engineers, physicians, reporters, witnesses, families, and institutions. Those people remain participants in the story. They can discover, rescue, negotiate, betray, organize, investigate, obstruct, inspire, and suffer even when they cannot trade blows with the hero.

> **Threat rank measures force, not narrative importance.**

The generated team determines the natural scale of the campaign. A team that resembles street-level vigilantes should receive street-level dangers worthy of them. A team capable of confronting a world-conquering titan should be allowed to generate a world-conquering story. Neither result is a failed campaign.

2. Complete Power-Generation Sequence

Resolve powers only after Physical Form, Power Source, Acquisition, and baseline FASERIP abilities are known.

- 1 Determine **Power Scope** from Power Source and Acquisition.
- 2 Roll once on the matching **Power Scope Table**, then apply the selected legacy-form slot adjustment.
- 3 Decide how each slot will be spent: random Standard Powers, random Major Powers encountered through the tables, or specifically chosen powers.
- 4 For every random power, roll on the **Power Category Table**.
- 5 Roll on that category's individual power table.
- 6 If the result is a Major Power, pay its second slot. If a second slot is unavailable, use the rule in Section 3.5.
- 7 Roll the power's starting rank on the **Universal Power Rank Table**, unless the power directs the player to another table.
- 8 Apply the appropriate starting-rank floor.
- 9 Define the power's manifestation, limits, and delivery through the character's Physical Form, Power Source, and Acquisition.
- 10 Resolve duplicates as linked expressions, variants, or amplification before considering a reroll.
- 11 Record the power's core effect, rank, source, mode, and any required choices.
- 12 Review the completed set for basic function, accidental overlap, and human-world consequences.

The tables are intentionally ordered and readable. The scattering rule used for Origin does not apply here. Higher power-rank rolls represent greater magnitude, and contiguous power tables are easier to use during play.

3. Power Slots

3.1 Determine Power Scope

Natural FASERIP and Power breadth are related through Origin, not through a direct exchange rate. Low natural Abilities do not purchase extra Powers, and high natural Abilities do not consume them. Instead, Power Source establishes the normal breadth of the extraordinary capability and Acquisition may move that breadth one step when it explicitly describes a narrower or broader expression.

Power Source	Base Power Scope
Exceptional Development	Focused
Innate Species Traits	Standard
Genetic Mutation	Standard
Biological Alteration	Standard
Energy Infusion or Exposure	Expanded
Cybernetic Augmentation	Standard
Technology or Equipment	Standard
Artificial Construction	Expanded
Symbiotic or Entity Bond	Expanded
Mystical	Expanded
Divine	Exceptional
Cosmic	Exceptional
Hybrid or Multiple	Use the broader component Source, then raise Scope one step, maximum Transcendent

Apply the following exact Acquisition adjustments after finding the base Scope. An unlisted Acquisition code makes no change.

Source	Acquisition codes that lower Scope one step	Acquisition codes that raise Scope one step
Exceptional Development	-	I: lifelong synthesis of several disciplines
Innate Species Traits	-	D: blended hybrid heritage
Genetic Mutation	-	H: evolving or multiple-stage manifestation
Biological Alteration	D: medical treatment with unintended transformation	F: engineered weapon or enhancement program; J: unstable or multiple-stage alteration
Energy Infusion or Exposure	B: prolonged or occupational exposure	H: bond to an energy field or dimension; J: unstable or recurrent infusion
Cybernetic Augmentation	A: emergency medical prosthesis	H: alien, future, or extradimensional integration; I: successive upgrades; J: near-total reconstruction
Technology or Equipment	-	I: reverse-engineered or adapted system; J: multiple-device or unknown-history system
Artificial Construction	D: commercial, industrial, or mass-produced model	H: alien, future, or extradimensional construction; J: multiple-stage rebuild or recreation
Symbiotic or Entity Bond	-	J: unstable, contested, or multiple-entity bond
Mystical	H: bond with an enchanted artifact	A: formal magical training; L: synthesis of traditions
Divine	E: priestly service or sacred covenant	A: divine lineage; B: created divine being; G: mortal transformed or ascended
Cosmic	G: cosmic artifact; H: accidental cosmic transformation; J: stolen cosmic power	A: cosmic lineage; B: cosmic being or servitor; F: conduit for a cosmic force; K: multiple cosmic sources

Scope cannot fall below Focused or rise above Transcendent. The adjustment describes breadth only. It never changes Power rank, natural Abilities, or Operational Class.

3.2 Power Scope Tables

Roll d100 on the table matching the final Scope.

d100	Focused	Standard	Expanded	Exceptional	Transcendent
01-10	1	2	3	4	6
11-15	1	2	4	5	6
16-20	1	3	4	5	6
21-30	2	3	4	5	6
31-35	2	4	4	6	7
36-45	2	4	5	6	7
46-55	2	4	5	6	7
56-60	2	4	5	6	7
61-65	2	4	5	7	7
66-70	3	4	5	7	8
71-80	3	4	6	7	8
81-85	3	5	6	7	8
86-90	3	5	6	8	8
91-95	3	5	7	8	8
96-100	3	5	7	8	8
Range	1-3	2-5	3-7	4-8	6-8
Average	2.15	3.80	4.95	6.15	7.05

Focused preserves the one-defining-Power hero. Standard centers ordinary mutation, equipment, and species packages around three to four slots. Expanded supports integrated suites and broad supernatural sources. Exceptional represents genuinely divine or cosmic breadth. Transcendent is reserved for an explicit Origin result; it is not inferred from high FASERIP or a high Power rank.

After rolling, apply the selected legacy form package's written slot adjustment and ceiling. Random Mutants and Androids add one slot and may reach nine. Deities add two and may reach ten. Modified Humans, Mechanically Augmented Cyborgs, and Animals lose one generated slot and normally stop at seven. A Changeling's final generated slot total cannot be lower than its rolled number of Aspects. A final result can never fall below one slot.

Because Major Powers and specifically chosen Powers consume more than one slot, a slot total is a budget rather than a finished Power count. Resolve each Power and pay its full cost before determining how many Powers the character possesses.

3.3 Slot Costs

Acquisition method	Total cost	Starting-rank rule
Random Standard Power	1 slot	Use the rolled rank
Random Major Power	2 slots	Minimum Excellent 16
Specifically chosen power	3 slots	Minimum Good 8 if Standard; minimum Excellent 16 if Major
Necessary Physical Form trait	0 slots	No independent rank unless the trait requires one

The three-slot price for a specifically chosen power is the **total** price. It is not added to the power's normal slot cost.

Choosing includes choosing the exact individual power and any defining subtype that would otherwise be random. Choosing only cosmetic details - color, sound, costume appearance, or a source-coherent explanation - costs nothing.

3.4 Major Powers

A result marked **Major** is unusually broad, versatile, campaign-altering, or capable of replacing several narrower powers. Major status measures scope, not raw force.

- A random Major Power costs 2 slots.
- Every Major Power begins at no less than Excellent 16.

- If its rank roll is Feeble, Poor, Typical, or Good, raise the result to Excellent 16. Do not reroll.
- A specifically chosen Major Power costs 3 slots total and retains the Excellent 16 floor.
- A Standard Power can possess a higher rank than a Major Power. The Standard Power is stronger within its narrower effect; the Major Power remains broader.

3.5 Insufficient Slots for a Major Result

If a random result is Major and only one unspent slot remains, choose one:

- 1 Release one previously generated random Standard Power and use its slot to complete the Major Power; or
- 2 Reroll the individual power within the same category until a Standard result appears.

If that category contains no Standard result, reroll the category. A player is never forced into slot debt or an unwanted Weakness merely because the last random roll produced a Major Power.

For a Changeling, reserve one slot for every Aspect that does not yet possess its required unique Power. A random Major result may be kept only if paying its full cost leaves at least one slot for every still-unassigned Aspect. Otherwise apply the same-category Standard reroll above. Once every Aspect has a unique Power, any excess slots use the ordinary rules.

3.6 Necessary Form Traits

A Physical Form receives the minimum traits required for that form to exist as described. These are not bonus combat powers.

Examples include:

- a liquid being cohering under ordinary conditions;
- a digital intelligence existing in its native system;
- an energy being not instantly annihilating itself through its own composition;
- a fishlike being breathing in its native environment;
- a robot possessing ordinary machine immunities and maintenance needs; and
- a spirit remaining perceptible to whatever senses its concept requires.

A trait becomes a paid power when it provides meaningful capability beyond basic existence: exceptional armor, unrestricted phasing, hostile environmental immunity, superhuman movement, energy emission, regeneration, possession, or similar advantages. The only exceptions are capabilities explicitly granted by a legacy form package. A capability identified as a Bonus Power still occupies a slot.

4. Starting Power Rank

4.1 Universal Power Rank Table

d100	Rank	Score
01	Feeble	1
02-05	Poor	3
06-15	Typical	5
16-35	Good	8
36-60	Excellent	16
61-80	Remarkable	26
81-90	Incredible	36
91-96	Amazing	46
97-98	Monstrous	63
99	Unearthly	88
100	Shift X	126

Excellent is the statistical center, not an apology. It is enough to matter decisively against most ordinary human opposition while leaving exceptional humans, preparation, numbers, terrain, law, relationships, and consequences relevant.

Shift X is the highest random starting rank: the best of the best. Class ranks require explicit Judge approval and never result from ordinary random character generation.

4.2 Rank Floors

Apply only the highest relevant floor:

- Random Standard Power: no floor.
- Specifically chosen Standard Power: Good 8.
- Any Major Power: Excellent 16.
- Ability Enhancement: use its dedicated table in Section 7.1.

A floor changes the score to the stated minimum; it never grants another roll.

4.3 What Rank Governs

Unless an entry says otherwise, Power Rank governs all of the following that logically apply:

- damage or protection;
- intensity overcome or imposed;
- range, area, speed, duration, or amount;
- material strength of created objects or restraints;
- resistance to cancellation, control, disruption, or escape; and
- the Power FEAT used for difficult, opposed, or stunt applications.

The power's description defines its permitted effect. Rank does not silently add unrelated functions.

4.4 Default Resolution

Routine use within the power's established limits requires no roll. Roll a Power FEAT when the use is opposed, dangerous, unusually precise, exceeds routine conditions, or attempts to overcome another rank.

When a power attacks a character, use the normal combat defense and resistance appropriate to the effect. When it attacks an object, compare the power with the object's material strength. Specific combat chapters may refine attack type, range, area, duration, and color-result consequences without changing how the power was generated.

4.5 Universal Operating Scales

A Power is not complete merely because it has a name and rank. The player must be able to determine what that rank permits.

The following scales convert a Power rank into operating data:

- how far it reaches;
- how fast it moves;
- how large an area it affects;
- how long a timed effect lasts;
- how much mass or material it governs;
- how many separate subjects it can affect;
- how strong a created construct is;
- how much information a sense reveals; and
- whether dimensional or temporal separation can be crossed.

Use the **named rank row**, not the rank score as a number of feet, miles, rounds, pounds, or targets. An Amazing 46 Power uses the Amazing row. A score between two standard rank boundaries uses its named rank.

Specific Power text always overrides a universal scale. If a Power does not name an exception, use the default operating profile in Section 4.16.

4.6 Areas and Exact Distance

One **Area** equals **132 feet or approximately 40 metres** of travel distance. This is the exact conversion for range and speed.

On a map that uses narrative zones, one ordinary outdoor zone is approximately one Area. A room, vehicle interior, rooftop, or other tightly bounded location may be treated as one zone even when it is physically smaller. Zone boundaries simplify position; they do not enlarge a Power's measured radius, permit an attack through an obstruction, or change travel time over a known distance.

Use exact distance when it matters. Use Areas or zones when the scene only needs meaningful relative position.

4.7 Range Tracks

Every ranged Power records a Range Track from A through E. The letters are scale keys, not grades of quality.

Track	Normal use
A - Projected	Attacks, emissions, telekinesis, hostile mental effects, and other focused projections
B - Extended	Detection, control, communication, illusion, and effects intended to operate across a scene or district
C - Regional	Large-scale matter, energy, environmental, and creation effects that explicitly receive regional reach
D - Remote	Telepathy, remote location, broad spatial influence, and effects capable of planetary reach
E - Transit	Teleportation, gateways, long-distance relay, space travel, and other powers whose purpose is crossing immense distance

Rank	Range A	Range B	Range C	Range D	Range E
Feeble	Contact	Contact	1 Area	10 ft	2 miles
Poor	1 Area	1 Area	10 Areas	1 Area	25 miles
Typical	2 Areas	5 Areas	1 mile	4 Areas	250 miles
Good	4 Areas	10 Areas	3 miles	16 Areas	2,500 miles
Excellent	6 Areas	25 Areas	6 miles	64 Areas	25,000 miles
Remarkable	8 Areas	1 mile	12 miles	6 miles	250,000 miles
Incredible	11 Areas	2 miles	25 miles	250 miles	2.5 million miles
Amazing	20 Areas	3 miles	50 miles	1,000 miles	25 million miles
Monstrous	40 Areas	6 miles	120 miles	4,000 miles	250 million miles
Unearthly	60 Areas	10 miles	250 miles	16,000 miles	2.5 billion miles
Shift X	80 Areas	15 miles	500 miles	64,000 miles	25 billion miles
Shift Y	160 Areas	30 miles	1,200 miles	250,000 miles	250 billion miles
Shift Z	400 Areas	50 miles	2,500 miles	1 million miles	0.5 light-year
Class 1000	100 miles	80 miles	5,000 miles	4 million miles	0.5 light-year
Class 3000	10,000 miles	150 miles	12,000 miles	16 million miles	50 light-years
Class 5000	100,000 miles	250 miles	250,000 miles	64 million miles	500 light-years

Range never supplies perception, a clear path, a valid destination, or authority to affect everything inside it. Unless the Power says otherwise, the user must perceive the target and possess an unobstructed line of effect.

Class-rank ranges remain subject to the domain and Scale Gate rules. A Class 1000 line in a table does not turn every Class-ranked effect into universal authority.

4.8 Movement Speed

The Movement Table applies only to a Power, vehicle, form, or other capability that grants that movement mode. It does not replace ordinary Human movement.

One Round is six seconds. Because one Area is 132 feet, one Area per Round equals 15 miles per hour.

Rank	Land/Water Areas per Round	Land/Water mph	Air Areas per Round	Air mph	Space or Extradimensional speed
Feeble	1	15	2	30	300 mph
Poor	2	30	4	60	600 mph
Typical	3	45	6	90	1,000 mph
Good	4	60	8	120	1,500 mph
Excellent	5	75	10	150	2,000 mph
Remarkable	6	90	15	225	4,000 mph
Incredible	7	105	20	300	6,000 mph
Amazing	8	120	25	375	10,000 mph
Monstrous	9	135	30	450	20,000 mph
Unearthly	10	150	40	600	40,000 mph
Shift X	12	180	50	750	80,000 mph
Shift Y	14	210	100	1,500	150,000 mph
Shift Z	16	240	200	3,000	300,000 mph
Class 1000	32	480	-	10,000 mph	1 million mph
Class 3000	50	750	-	-	Light speed
Class 5000	100	1,500	-	-	100 x light speed

The mph values are capability benchmarks, not permission to ignore acceleration, turning radius, atmosphere, friction, collision, navigation, or survival. A Power description states which of those problems it solves.

At speeds above Shift Z, ordinary tactical movement usually ceases to be useful. Resolve interplanetary and interstellar journeys by travel time, route, navigation, hazards, and arrival conditions rather than by counting Areas.

Super-Speed does not use the Land/Water column above. Its defining function requires a wider scale than Swinging, Aquatic Movement, Terrain Skimming, vehicles, and other ordinary movement capabilities.

Super-Speed rank entry	Power score	Areas per Round	mph
Feeble	1	1	15
Poor	3	3	45
Typical	5	5	75
Good	8	8	120
Excellent	16	16	240
Remarkable	26	26	390
Incredible	36	36	540
Amazing	46	46	690
Monstrous	63	63	945
Unearthly	88	88	1,320
Shift X	126	126	1,890
Shift Y	176	176	2,640
Shift Z	351	351	5,265
Class 1000	1,000	1,000	15,000
Class 3000	3,000	3,000	45,000
Class 5000	5,000	5,000	75,000

The listed rows show each rank's entry score. A Super-Speed Power between entries moves a number of Areas per Round equal to its exact Power score. This scale changes movement rate only. It grants no additional turns, attacks, thought speed, maneuverability, or environmental protection beyond the Power's written procedure.

4.9 Area of Effect

When a Power says **Power-rank area**, use the following radius. The listed surface area is a circle; the listed volume is a cylinder whose depth or height equals the radius. A sphere, cone, wall, line, or other shape uses the same radius as its maximum dimension unless the Power defines another geometry.

Rank	Radius	Circular area	Cylindrical volume
Feeble	1 ft	3 sq ft	3 cu ft
Poor	2 ft	12 sq ft	25 cu ft
Typical	4 ft	50 sq ft	200 cu ft
Good	10 ft	314 sq ft	3,140 cu ft
Excellent	15 ft	707 sq ft	10,600 cu ft
Remarkable	20 ft	1,256 sq ft	25,120 cu ft
Incredible	30 ft	2,826 sq ft	85,000 cu ft
Amazing	50 ft	7,850 sq ft	392,000 cu ft
Monstrous	100 ft	31,400 sq ft	3,140,000 cu ft
Unearthly	200 ft	125,600 sq ft	25,120,000 cu ft
Shift X	500 ft	785,000 sq ft	392,500,000 cu ft
Shift Y	1,000 ft	3,140,000 sq ft	3,140,000,000 cu ft
Shift Z	2,000 ft	12,560,000 sq ft	25,120,000,000 cu ft
Class 1000	1 mile	3 sq miles	1.3 cu miles
Class 3000	2 miles	12 sq miles	25 cu miles
Class 5000	5 miles	78 sq miles	392 cu miles

At Typical rank, a four-foot-radius circle covers approximately 50 square feet; multiplied by four feet of height, it produces the listed 200 cubic feet.

An Area effect does not also gain a number of Targets. It affects every exposed subject inside its geometry. Resolve attack, protection, and resistance separately for each subject.

4.10 Timed Duration

Use this table only when a Power expressly says that rank governs a **timed duration**.

Rank	Timed duration
Feeble	1 Round
Poor	2 Rounds
Typical	5 Rounds
Good	10 Rounds or 1 minute
Excellent	10 minutes
Remarkable	1 hour
Incredible	6 hours
Amazing	1 day
Monstrous	1 week
Unearthly	1 month
Shift X	1 year
Shift Y	10 years
Shift Z	100 years
Class 1000	1,000 years
Class 3000	1 million years
Class 5000	Indefinite within the effect's domain

This table does not make damage recur, make created wealth legitimate, make a transformation permanent, or override the resistance and counterplay rules below.

4.10.1 Rank Dominance and Continuing Counterplay

Repeated resistance does not suspend the ranked Intensity ladder. If the same direct resistance or escape method is impossible because the effect is three or more named ranks higher, repeating that method supplies no roll. Determination, time, and a natural 100 do not let a lower rank directly overpower the effect.

A subject who can still act may change the problem: use a different applicable Power, exploit a written limitation, attack or disrupt the source, use equipment or terrain, obtain assistance, or establish another Enabler. An Enabler must do one of four explicit things: bypass the effect through its own procedure, substitute a capable rating or method, reduce the effective Intensity to within two ranks, or specifically permit a Red attempt despite the rank gap. Repetition alone is never an Enabler.

A hostile continuing effect that prevents all action, perception, and internal attempts to change method must be maintained. It may continue unattended for Timed Duration only through a separately established anchor such as a device, ritual, prison, or site. Record the anchor's location or form, protection or Intensity, and method of disruption; at least one active participant must be capable of pursuing that counterplay. If neither maintenance nor an accessible anchor remains, the total-denial effect ends at the end of the current scene. The Power's rank and Timed Duration are not themselves an anchor.

- An **instantaneous** effect occurs and ends immediately, although its consequences may remain.
- A **maintained** effect lasts while the user commits the required attention or action.
- A **timed** effect uses the table.
- A **persistent** creation or alteration remains because the resulting matter or condition is self-sustaining; the Power must say so explicitly.

A conscious subject under paralysis, mind control, emotional control, transmutation, or another continuing hostile effect receives a new resistance or escape FEAT at the end of each of their turns unless the effect supplies a more generous rule. Timed duration is the maximum, not a period of helplessness without recourse.

4.11 Mass and Material Quantity

When a Power says it governs **Power-rank mass**, use the following maximum total mass. This is also the normal lifting benchmark for Strength.

Rank	Maximum mass	Approximate water-equivalent volume
Feeble	50 lb	0.8 cu ft
Poor	100 lb	1.6 cu ft
Typical	200 lb	3.2 cu ft
Good	400 lb	6.4 cu ft
Excellent	800 lb	13 cu ft
Remarkable	1 ton	32 cu ft
Incredible	10 tons	320 cu ft
Amazing	50 tons	1,600 cu ft
Monstrous	75 tons	2,400 cu ft
Unearthly	100 tons	3,200 cu ft
Shift X	250 tons	8,000 cu ft
Shift Y	500 tons	16,000 cu ft
Shift Z	1,000 tons	32,000 cu ft
Class 1000	10,000 tons	320,000 cu ft
Class 3000	1 million tons	32 million cu ft
Class 5000	100 million tons	3.2 billion cu ft

The volume column is only a convenience benchmark using water at approximately 62.4 pounds per cubic foot. Actual volume changes with density. For quick conversion use approximately 35 lb/cu ft for ordinary wood, 62 lb/cu ft for water, 150 lb/cu ft for concrete, and 490 lb/cu ft for steel.

The mass limit is shared across everything simultaneously controlled, created, transported, or transformed. Ten objects weighing one ton each consume an Incredible ten-ton capacity; each does not receive ten tons independently.

For a persistent creation, this simultaneous limit governs the current use, not every surviving product the Power has ever made. Net cumulative production uses Persistent Creation Capacity in Section 8.11.

Mass does not grant complexity. A Power capable of creating fifty tons of matter cannot automatically create a functioning aircraft, a valid identity document, a living mind, a nuclear device, or a unique artifact.

4.12 Simultaneous Subjects and Actions

A Power affecting separate subjects records a Target Track from A through E. The track describes how independently and precisely the subjects are handled.

Track	Normal use
A - Independent	Separate full-effect subjects, attacks, commands, or complex manipulations
B - Linked	The same simple effect applied to multiple selected subjects
C - Components	Separately positioned segments, duplicates, projectiles, or construct parts
D - Crowd	Coarse control of a crowd, formation, flock, or distributed field
E - Broadcast	Ambient communication, awareness, influence, or another mass but low-individual-detail effect

Rank	Targets A	Targets B	Targets C	Targets D	Targets E
Feeble	1	1	1	2	2
Poor	1	1	1	4	4
Typical	1	2	1	6	10
Good	1	3	1	10	25
Excellent	2	5	2	20	50
Remarkable	2	10	2	30	100
Incredible	2	15	2	40	200
Amazing	3	25	4	50	500
Monstrous	3	40	4	75	1,000
Unearthly	4	50	8	100	2,000
Shift X	5	75	20	150	5,000
Shift Y	10	100	50	200	10,000
Shift Z	20	250	100	500	20,000
Class 1000	50	500	1,000	1,000	50,000
Class 3000	100	1,500	5,000	3,000	100,000
Class 5000	200	2,500	10,000	5,000	200,000

If a Power does not state a Target Track, use A. One attack against multiple independent Targets A normally uses one FEAT per target unless a stunt or specific effect supplies a single roll. A linked, crowd, or broadcast effect normally uses one FEAT, but each unwilling subject resists separately.

An Area effect uses geometry rather than a Target Track. Being inside the Area is sufficient; the Power does not stop after reaching a target count.

4.13 Created Objects, Restraints, and Constructs

Unless the Power states otherwise:

- created matter, barriers, restraints, and constructs have Material Strength equal to the Power rank;
- their total mass uses the Mass and Material Quantity table;
- their maximum placement range uses the Power's Range Track;
- their maximum unattended existence uses Timed Duration unless the Power explicitly creates persistent matter; and
- their number of separately functioning parts uses Targets C.

Damage reduces a construct's structural integrity under the normal object rules. A construct cannot perform skilled independent actions merely because its Material Strength is high. Intelligence, initiative, mobility, senses, communication, and autonomy must come from the Power description.

4.14 Information Detail and Sensor Resolution

A detection, analytical, clairvoyant, telepathic, postcognitive, or other information Power records both a Range Track and a Resolution rank. The Power rank normally supplies both, but scope remains limited to what the Power can perceive.

Rank	Maximum routine detail
Feeble	Presence or absence of the defined phenomenon at Contact
Poor	Presence, broad direction, and broad intensity
Typical	Location within an Area and ordinary visible or detectable distinctions
Good	Identity when already known; basic condition, count, and direction of movement
Excellent	Reliable profile, concealed ordinary details, and comparison with known signatures
Remarkable	Fine diagnosis, recent traces, component-level detail, and likely immediate hazard
Incredible	Forensic reconstruction, microscopic or precise energy-pattern detail, and sophisticated concealment
Amazing	Molecular-scale distinctions, deep system diagnosis, and faint historical or dimensional residue within scope
Monstrous	Atomic or equivalent metaphysical signatures and reconstruction from extremely degraded evidence
Unearthly	Subatomic or soul-level distinction when the Power's scope includes it; planetary pattern correlation
Shift X	Continuous planetary analysis or equivalent precision across many simultaneous data streams
Shift Y	Stellar-scale correlation or precise observation across extreme interference
Shift Z	Interstellar, temporal, or dimensional pattern analysis within the defined scope
Class ranks	Domain-level awareness limited by the recorded Class scope and conditions

Resolution does not grant context the character could not possess. Detecting a chemical structure does not identify an unknown alien culture's trade name. Reading a memory does not prove it is accurate. Seeing a future possibility does not make it inevitable.

Interference, concealment, distance, unfamiliarity, and deliberate opposition may require a Power FEAT or impose an Intensity. A Red result may reveal exceptionally subtle detail; it does not expand the Power into another sense.

4.15 Temporal and Dimensional Reach

Time and dimensions are not ordinary mileage. A Range E value never permits time travel or dimensional travel by itself. The character must possess the appropriate Power, and the Power must cross the required **Reach Gate**.

Rank	Dimensional Reach Gate	Maximum temporal reach
Feeble	No crossing; immediate temporal or dimensional anomaly only	1 Round
Poor	No crossing; identify the direction of a known breach	1 minute
Typical	No crossing; interact with an open local breach	10 minutes
Good	No crossing; stabilize or follow an active local breach	1 hour
Excellent	Use a prepared anchor, device, ritual, or open portal	1 day
Remarkable	Reach one attuned or previously visited adjacent dimension	1 week
Incredible	Reach a known adjacent dimension without a standing portal	1 month
Amazing	Reach a known dimension for which a reliable signature or route exists	1 year
Monstrous	Search a cluster of adjacent dimensions or branches	10 years
Unearthly	Reach a remote known dimension or timeline through a valid route	100 years
Shift X	Reach an unknown remote dimension with a successful search	1,000 years
Shift Y	Cross or search major timeline branches	100,000 years
Shift Z	Navigate a defined multiversal cluster	10 million years
Class 1000	Domain authority across one world, dimension, or timeline	Recorded history of one world
Class 3000	Great authority across timelines or dimensions in the recorded domain	History of one timeline
Class 5000	Fundamental authority within the recorded domain	Multiversal or abstract; story-defined

Temporal reach is the greatest separation the Power can target. It does not determine how long the traveler remains, guarantee a safe arrival, reveal history, permit a paradox, or allow the past to be rewritten. Those functions require explicit rules.

Dimension and Time Travel normally require a destination FEAT when the route is not open and familiar. White may mean no departure or a dangerous misroute; Green reaches a familiar destination; Yellow reaches a known destination from incomplete coordinates; Red permits a controlled arrival at an unfamiliar but valid destination. A campaign may declare protected eras, sealed dimensions, or cosmological boundaries to be higher Intensity or impossible without an Enabler.

4.16 Default Operating Profiles

Use this matrix to interpret any field that an individual operating procedure does not replace. Section 8 supplies the procedures for every Power on the generation tables; the matrix remains the common baseline for later additions and Judge-created Powers.

Power category	Default operating profile
Ability Enhancement	Personal; no range, area, duration, mass, or targets unless the entry says otherwise
Attack and Affliction	Range A; Targets A; hostile continuing effects use Timed Duration and end-of-turn resistance
Defense and Resistance	Personal or Contact; barriers use Area of Effect and created-object rules
Movement and Travel	Appropriate Movement mode; Teleportation and Gateway use Range E; dimensional or temporal movement also requires the Reach Gate
Senses and Detection	Range B; Information Resolution; remote location or cross-world senses may use Range D only when their entry permits it
Mental and Emotional	Hostile projection Range A; communication or perception Range D; Targets A unless a linked or broadcast mode is explicit
Body Control and Transformation	Personal or Contact; Timed Duration only for temporary changes
Life and Biological Control	Range A; Targets A; Mass applies only when the effect physically moves or transforms biomass
Matter Control	Range B; Mass and Material Quantity; Targets A; broad environmental powers may explicitly use Range C
Matter Creation and Conversion	Placement Range A; Mass and Material Quantity; created-object rules; Targets C for separate products
Energy and Force Control	Range B; Targets A; Area only when the entry creates a field
Energy and Force Emission	Range A; Targets A; Area only for an Area Attack or defined field
Illusion and Perception	Range B; Timed Duration; Targets B for selected minds or Area for projected sensory space
Space, Time, and Dimensional	Range E for transit, Range D for remote influence; Timed Duration for gateways or distortions; Reach Gate when applicable
Creation, Summoning, and Duplication	Range A placement; Mass when physical; Timed Duration; Targets C; autonomy must be recorded
Power Control and Meta-Abilities	Range A; Targets A; Timed Duration for temporary copying, transfer, or suppression

Record a finished Power in this form:

Power - Rank score; effect; Range Track; Movement mode; Area; Duration mode; Mass; Target Track; Resolution; Reach Gate; resistance; limits; mastered stunts.

Omit fields that do not apply. A player should never be forced to write "Power-rank range" on a finished sheet. Replace it with the actual value from the appropriate table.

5. Power Category Table

d100	Category
01-08	Ability Enhancement
09-17	Attack and Affliction
18-26	Defense and Resistance
27-34	Movement and Travel
35-41	Senses and Detection
42-48	Mental and Emotional
49-56	Body Control and Transformation
57-61	Life and Biological Control
62-66	Matter Control
67-70	Matter Creation and Conversion
71-76	Energy and Force Control
77-83	Energy and Force Emission
84-87	Illusion and Perception
88-92	Space, Time, and Dimensional
93-96	Creation, Summoning, and Duplication
97-100	Power Control and Meta-Abilities

Duplicate category rolls are legal. Roll independently on that category's individual table.

Magic does not appear as a category because magic is a **Power Source and delivery framework**, not one effect. A mystical character may heal, teleport, project force, command minds, create illusions, or transform matter through spells, artifacts, pacts, or innate sorcery. Realms of Magic defines magical practice, spell structure, traditions, costs, and counter-magic without isolating magical characters from this universal effect system.

6. Reading the Individual Power Tables

Every entry supplies a complete starting power at its rolled rank.

- **Standard** entries cost 1 slot when rolled randomly.
- **Major** entries cost 2 slots when rolled randomly and have an Excellent 16 floor.
- A parenthetical choice is made once at creation unless the entry explicitly permits changing it.
- Broad descriptors such as energy, matter, sense, emotion, or creature must be defined in source-coherent terms on the character sheet.
- A power includes the harmless control required for its normal use. It does not include every conceivable Power Stunt.

The same mechanical power can represent radically different characters. Flight may be wings, gravitic control, a rocket harness, a divine wind, telekinetic lift, or cosmic motion. Those explanations affect suppression, detection, repair, limitations, and story consequences, but they do not change the rolled category.

7. Individual Power Tables

7.1 Ability Enhancement

d100	Enhanced ability
01-14	Fighting
15-29	Agility
30-47	Strength
48-62	Endurance
63-74	Reason
75-87	Intuition
88-100	Psyche

Ability Enhancement is a Standard Power, but it does not use the Universal Power Rank Table. Roll on the Standard Enhancement Table:

d100	Enhanced rank	Score
01-30	Remarkable	26
31-60	Incredible	36
61-80	Amazing	46
81-93	Monstrous	63
94-99	Unearthly	88
100	Shift X	126

The result sets the ability; it does not add to it. Apply the Minimum Improvement Rule and the Inherent, Integrated, Conditional, Equipment-Based, or Alternate Form modes from the Origin and Ability Generation chapter.

A duplicate enhancement to the same ability never stacks. Reinterpret it as a distinct mode, alternate form, narrower assisted profile, or different manifestation. If none is useful, reroll the enhanced ability. Specifically selecting an exact Ability Enhancement, including its target ability, costs 3 slots.

Exceptional Development uses its existing exception: it can establish or support Remarkable 26-35 but cannot create a score of 36 or higher without a genuinely superhuman source.

7.2 Attack and Affliction

d100	Power	Type	Core effect
01-13	Concussive Attack	Standard	Deliver blunt, impact, pressure, or shock damage at Power rank through a defined melee or ranged manifestation.
14-25	Edged or Piercing Attack	Standard	Deliver cutting or penetrating damage at Power rank through claws, blades, projectiles, or another defined form.
26-36	Entanglement	Standard	Restrain a target with bonds of Power-rank strength; escape or destruction must overcome that rank.
37-46	Stunning Attack	Standard	Make an attack that primarily forces an Endurance resistance against incapacitation rather than causing ordinary damage.
47-55	Paralysis	Standard	On a successful hit, suppress voluntary movement; Endurance resists and Power rank governs duration and escape.
56-64	Weakening	Standard	Reduce one defined physical ability or functional capability, never below Feeble; Power rank caps intensity and duration.
65-73	Corrosion	Standard	Degrade armor, objects, or exposed targets over time at Power rank; define acid, decay, rust, entropy, or another source.
74-82	Poison or Ongoing Affliction	Standard	Impose a defined recurring harmful condition resisted by Endurance; Power rank governs severity and duration.
83-91	Area Attack	Standard	Apply one defined damaging or afflicting effect across a Power-rank area rather than to a single target; friendly exposure remains possible.
92-97	Life Drain	Major	Remove Health through contact or a defined channel and recover no more Health than was actually lost by the target.
98-100	Disintegration	Major	Attack a target's physical cohesion; compare Power rank with material strength or the target's applicable resistance.

An attack's rolled form is mechanical, not cosmetic. A fiery Entanglement restrains; it does not also inflict full fire damage unless developed as a stunt or paired with another power.

7.3 Defense and Resistance

d100	Power	Type	Core effect
01-14	Body Armor	Standard	Reduce ordinary physical damage by Power rank through toughness, plating, density, or another persistent defense.
15-27	Energy Armor	Standard	Reduce damage from defined energy attacks by Power rank. Choose a broad energy family at creation.
28-38	Environmental Protection	Standard	Protect against Power-rank environmental intensity such as pressure, temperature, vacuum, radiation, or toxins; define the covered hazards.
39-49	Personal Force Field	Standard	Project a surrounding defense of Power rank; damage exceeding it may collapse or penetrate it under normal force-field rules.
50-59	Barrier Projection	Standard	Create walls, domes, or shields at range with Power-rank material strength and source-coherent shape.
60-69	Specialized Resistance	Standard	Resist one defined family - mental control, disease, toxins, electricity, heat, cold, radiation, or similar - at Power rank.
70-78	Deflection	Standard	Use a Power FEAT to turn aside incoming attacks that can logically be intercepted; Power rank limits intensity.
79-86	Reactive Defense	Standard	Manifest Power-rank protection only after a qualifying threat appears; surprise or an inapplicable attack may bypass it.
87-92	Reflection	Major	On a successful defense, return an applicable attack toward its source at no more than Power rank.
93-97	Absorption	Major	Convert one defined incoming damage or energy family into stored power, protection, recovery, or one defined boost.
98-100	Invulnerability	Major	Possess overwhelming protection against one narrowly defined phenomenon; treat Power rank as resistance, not absolute immunity.

No defense is automatically universal. Define what it stops, how it appears, and what bypasses it. Armor, resistance, force fields, and absorption do not stack numerically unless a later combat rule expressly permits layered defenses.

7.4 Movement and Travel

d100	Power	Type	Core effect
01-16	Flight	Standard	Move freely through the air at Power-rank speed and maneuverability.
17-30	Super-Speed	Standard	Run and perform movement-dependent actions at Power-rank speed; extra attacks are not automatic.
31-42	Leaping	Standard	Cross Power-rank distances through controlled jumps and land safely within the power's limits.
43-53	Wall-Crawling	Standard	Move across walls and ceilings, resisting separation with Power rank.
54-63	Swinging or Brachiation	Standard	Travel through suitable terrain using lines, webs, limbs, or anchors at Power-rank speed.
64-72	Gliding	Standard	Convert height or momentum into controlled aerial movement; gaining altitude requires a source-coherent method.
73-81	Aquatic Movement	Standard	Swim and maneuver underwater at Power-rank speed; breathing underwater is included only if the manifestation requires it.
82-89	Burrowing	Standard	Move through materials whose strength the Power rank can overcome, leaving or sealing a passage as defined.
90-96	Terrain Skimming	Standard	Move across water, snow, rubble, unstable ground, or another defined surface without ordinary penalties at Power-rank speed.
97-100	Air Walking or Levitation	Standard	Stand, climb, and move through open air as if it were a surface; speed is governed by Power rank.

Movement rank determines capability under the movement benchmarks. It never grants additional full turns by itself.

7.5 Senses and Detection

d100	Power	Type	Core effect
01-13	Enhanced Sense	Standard	Increase one ordinary sense to Power rank and perform feats impossible for its normal human version.
14-23	Telescopic Perception	Standard	Perceive distant detail at Power-rank range without physically approaching.
24-32	Microscopic Perception	Standard	Resolve extremely small details to Power-rank scale.
33-41	Penetration Perception	Standard	Perceive through intervening material of up to Power-rank strength; define the sense and materials it cannot cross.
42-51	Radar, Sonar, or Spatial Sense	Standard	Map surroundings without ordinary sight and resist visual concealment at Power rank.
52-61	Tracking Sense	Standard	Follow a defined physical, biological, psychic, energetic, or dimensional trace with Power rank.
62-71	Danger Sense	Standard	Detect imminent personal danger; use Power rank for surprise, ambush, and threat-direction FEATs.
72-80	Energy Detection	Standard	Detect, identify, and trace a defined family of energy at Power rank.
81-88	Life Detection	Standard	Detect living beings, vital activity, or biological status at Power rank, subject to the defined manifestation.
89-95	Power Detection	Standard	Detect active or residual extraordinary abilities and estimate their nature or intensity with a Power FEAT.
96-100	Cosmic Awareness	Major	Perceive large-scale disturbances, fundamental forces, and significant cosmic phenomena; interpretation requires Power FEATs.

Detection reveals what the sense can perceive, not everything the player wants to know. Range, concealment, competing signals, unfamiliar phenomena, and interpretation remain meaningful.

7.6 Mental and Emotional

d100	Power	Type	Core effect
01-14	Telepathy	Major	Send, receive, and read surface thoughts at Power rank; deeper access is opposed by Psyche and may require a stunt.
15-26	Empathy	Standard	Perceive and communicate emotional states, motives, and distress at Power rank.
27-37	Mind Blast	Standard	Make a psychic attack resisted by Psyche that causes mental damage, stun, or pain as defined.
38-48	Emotion Control	Standard	Intensify, suppress, or redirect one defined emotion; Psyche resists and Power rank governs scope and duration.
49-58	Mind Control	Major	Issue commands to a target who fails Psyche resistance; acts against identity or deeply held values permit renewed resistance.
59-67	Memory Control	Major	Read, suppress, restore, or alter memories within Power-rank limits; Psyche resists hostile use.
68-76	Mental Link	Standard	Establish reliable two-way communication among a defined set or number of willing minds at Power-rank range.
77-84	Dream Control	Standard	Enter, observe, or influence dreams at Power rank; affecting an unwilling mind is resisted by Psyche.
85-92	Astral Projection	Major	Project consciousness beyond the body in an astral form while the physical body remains vulnerable.
93-100	Psychic Constructs	Major	Create tools, barriers, restraints, or simple forms from mental force with Power-rank strength.

Mental powers do not erase roleplaying. Hostile control is resisted, harmful commands create additional resistance, and knowledge gained from thoughts remains limited by what the target actually knows.

7.7 Body Control and Transformation

d100	Power	Type	Core effect
01-13	Elasticity	Standard	Stretch, compress, bend, and deform the body safely within Power-rank distance and intensity.
14-25	Growth	Standard	Increase size and mass to a Power-rank limit; use the form's defined physical profile and carried-damage rules.
26-37	Shrinking	Standard	Reduce size to a Power-rank limit while retaining functional control; mass and strength behavior must be defined at creation.
38-48	Density Increase	Standard	Increase bodily density for Power-rank weight, impact, and protection, with matching environmental consequences.
49-57	Density Decrease or Phasing	Major	Reduce interaction with matter, becoming intangible up to Power-rank intensity; define breathing, gravity, and attack limits.
58-68	Shapeshifting	Major	Adopt other physical appearances and body plans within Power-rank complexity; unrelated powers are not copied.
69-77	Invisibility	Standard	Conceal the body from one defined sense family at Power rank; attacks and environmental traces may still reveal the character.
78-85	Body Coating	Standard	Cover the body in a chosen material or energy, gaining one Power-rank defensive or contact effect defined at creation.
86-93	Energy Form	Major	Transform into a defined energy state with its logical movement and interaction rules; separate attacks require powers or stunts.
94-100	Reactive Adaptation	Major	Develop temporary, narrowly sufficient adaptations to encountered hazards; Power rank limits intensity and never grants arbitrary offense.

A transformation provides the anatomy required to use that form but does not silently grant a catalog of unrelated abilities. A birdlike shape may fly only if Flight is part of the defined Shapeshifting scope, purchased separately, or learned as a stunt.

7.8 Life and Biological Control

d100	Power	Type	Core effect
01-14	Healing	Standard	Restore recent Health damage to another living target, limited by Power rank and the normal healing interval.
15-27	Regeneration	Standard	Recover the user's Health and repair bodily injury at a Power-rank rate; it does not automatically restore life.
28-39	Self-Sustenance	Standard	Reduce or eliminate defined biological needs such as air, food, water, sleep, or ordinary temperature within Power-rank limits.
40-49	Disease and Toxin Control	Standard	Detect, suppress, neutralize, or remove disease and poison up to Power-rank intensity.
50-61	Biophysical Control	Major	Alter defined bodily functions - nerves, muscles, organs, hormones, or metabolism - at Power rank; Endurance resists hostile use.
62-71	Life Drain	Major	Remove vitality from a living target and convert no more than the amount actually drained into recovery or a defined boost.
72-81	Lifeform Control	Major	Command or reshape the behavior of one broad biological family, such as animals or plants; Psyche or Endurance resists as appropriate.
82-89	Evolution or Devolution	Major	Temporarily shift biological traits along a defined developmental path; Power rank limits change and duration.
90-95	Resurrection	Major	Attempt to restore a dead being whose death and remaining body fall within Power-rank limits; success never erases narrative consequences.
96-100	Organic Creation	Major	Create simple living tissue or defined organisms of Power-rank complexity and viability; sapient life requires Judge approval.

Healing and regeneration do not become consequence-free immortality. The medical state, elapsed time, missing tissue, cause of injury, and Power rank still matter. Resurrection is a campaign event even when it appears on a character sheet.

7.9 Matter Control

d100	Power	Type	Core effect
01-14	Earth and Stone Control	Standard	Move, shape, compact, or disperse earth and stone up to Power-rank mass and strength.
15-27	Metal Control	Standard	Move and shape metal up to Power-rank mass and material strength; define whether the mechanism is magnetic, molecular, or another source.
28-40	Water and Liquid Control	Standard	Move, shape, separate, and pressurize ordinary liquids at Power rank.
41-50	Air and Gas Control	Standard	Move, shape, compress, or disperse gases at Power rank; vacuum and weather-scale effects require sufficient rank or stunts.
51-58	Crystal and Glass Control	Standard	Grow, move, or reshape existing crystal and glass up to Power-rank strength and quantity.
59-66	Synthetic Material Control	Standard	Manipulate one defined family such as plastics, polymers, concrete, ceramics, or composites at Power rank.
67-75	Object Animation	Standard	Cause existing nonliving objects to move and perform simple actions with Power-rank force and control.
76-85	Matter Shaping	Standard	Reshape one broad defined state of matter without changing its substance, limited by Power-rank mass and strength.
86-92	Density Control	Major	Raise or lower the density of external matter within Power-rank limits, changing weight, hardness, and structural behavior.
93-97	Molecular Control	Major	Rearrange, separate, or bind molecules within a defined material scope at Power rank.
98-100	Atomic Control	Major	Manipulate atomic structure and reactions at Power rank; radiation and explosive consequences are never automatically safe.

Matter Control requires existing matter. Creating matter belongs in Section 7.10. A broad result must still identify the substances or state it can affect and the mechanism by which control is exerted.

7.10 Matter Creation and Conversion

d100	Power	Type	Core effect
01-13	Element Creation	Standard	Produce one common defined element or simple substance in Power-rank quantity; creations remain ordinary matter.
14-25	Tool and Weapon Creation	Standard	Create temporary mundane tools or weapons with Power-rank material strength; their functions remain limited to their designs.
26-36	Construct Creation	Standard	Create simple nonliving shapes, barriers, platforms, or restraints with Power-rank material strength.
37-47	Repair and Restoration	Standard	Restore damaged nonliving matter and devices up to Power-rank complexity and material strength; missing information cannot be guessed.
48-57	Fabrication	Major	Convert available raw material into finished nonliving objects whose complexity the Power rank can support.
58-66	Object Duplication	Major	Copy a nonliving object up to Power-rank mass and complexity; unique powers, souls, and authority are not automatically copied.
67-75	Transmutation	Major	Convert one defined substance or material family into another within Power-rank mass and resistance limits.
76-83	Matter-to-Energy Conversion	Major	Convert matter into one defined energy form at Power rank, subject to mass, safety, and containment consequences.
84-91	Energy-to-Matter Conversion	Major	Convert available energy into stable ordinary matter of Power-rank quantity and complexity.
92-96	General Matter Creation	Major	Create a broad range of nonliving matter at Power rank; rare, unstable, or superhuman materials require harder FEATs.
97-100	Rare Substance Creation	Major	Create one defined extraordinary material in limited Power-rank quantity; its properties may not exceed the creating rank without Judge approval.

Created wealth does not automatically become spendable Resources. Markets, identification, scarcity, ownership, law, stability, and economic consequences remain part of the story.

7.11 Energy and Force Control

d100	Power	Type	Core effect
01-13	Force Manipulation	Standard	Move, redirect, shape, or damp kinetic force at Power rank; direct attacks require an appropriate application or stunt.
14-24	Electrical Control	Standard	Control existing electricity and electrical systems up to Power-rank intensity.
25-35	Thermal Control	Standard	Raise, lower, or redistribute existing heat within Power-rank limits.
36-45	Light Control	Standard	Bend, focus, scatter, or suppress existing light at Power rank.
46-55	Sound and Vibration Control	Standard	Shape, damp, amplify, or redirect existing sound and vibration at Power rank.
56-64	Radiation Control	Standard	Detect, contain, redirect, or suppress a defined radiation family at Power rank.
65-73	Magnetic Control	Standard	Manipulate magnetic fields and susceptible matter at Power rank.
74-81	Gravity Control	Major	Increase, decrease, orient, or localize gravity within Power-rank area and intensity.
82-88	Weather Control	Major	Influence existing atmospheric conditions across a Power-rank area; large changes take time and create regional consequences.
89-95	Energy Absorption	Major	Absorb one defined energy family and store it for protection, recovery, emission, or one defined enhancement.
96-100	Energy Conversion	Major	Transform one defined energy family into another at Power rank, limited by available input.

Control manipulates an existing phenomenon. Emission creates or projects it. A controller can learn a limited attack as a stunt, but control does not automatically include full-rank emission.

7.12 Energy and Force Emission

d100	Power	Type	Core effect
01-14	Kinetic or Force Blast	Standard	Project blunt force that inflicts Power-rank damage.
15-26	Electrical Emission	Standard	Project electricity at Power rank, damaging targets and affecting vulnerable systems.
27-38	Fire or Heat Emission	Standard	Project flame or heat at Power rank, with normal ignition and environmental consequences.
39-48	Cold Emission	Standard	Remove heat or project cold at Power rank, damaging and freezing susceptible targets.
49-59	Light or Laser Emission	Standard	Project coherent or intense light at Power rank for damage, illumination, or dazzling stunts.
60-68	Sonic Emission	Standard	Project sound or vibration at Power rank, causing damage and interacting with structures and hearing.
69-76	Radiation Emission	Standard	Project one defined radiation family at Power rank; exposure consequences continue to matter.
77-84	Plasma Emission	Standard	Project superheated ionized matter at Power rank with heat and impact consequences.
85-90	Darkness or Negative-Energy Emission	Standard	Project a defined energy that extinguishes light or harms through negative energy at Power rank; choose one core effect.
91-96	Electromagnetic Pulse	Standard	Disrupt unshielded electronics within a Power-rank area; hardened or superior systems resist by intensity.
97-100	Gravitic Emission	Standard	Project focused gravitational force at Power rank to crush, repel, or pull a target in one defined mode.

Each emission begins with one normal delivery: beam, bolt, burst, cone, aura, touch, or another defined form. Other delivery modes are Power Stunts unless supplied by another power.

7.13 Illusion and Perception

d100	Power	Type	Core effect
01-12	Visual Illusion	Standard	Create false visible images with Power-rank area, detail, and resistance to scrutiny.
13-22	Auditory Illusion	Standard	Create false voices, noises, or soundscapes with Power-rank range and complexity.
23-31	Holographic Projection	Standard	Project detectable images through light or technology; Power rank governs realism, area, and range.
32-41	Mental Illusion	Standard	Make a target perceive false sensory information; Psyche resists and Power rank governs complexity and duration.
42-50	Disguise	Standard	Alter the perceived appearance of a person or object at Power rank without changing its actual form.
51-59	Invisibility Field	Standard	Conceal a target or area from one defined sense family at Power rank.
60-68	Sensory Distortion	Standard	Blur, displace, scramble, or overwhelm one defined sense, imposing Power-rank difficulty without creating a full scene.
69-77	Phantom Duplication	Standard	Create false copies of a subject; Power rank governs number, coordination, and difficulty of identifying the original.
78-87	Full-Spectrum Illusion	Major	Create coordinated false input across several senses at Power rank.
88-94	Phantom Environment	Major	Overlay an area with a coherent interactive illusory setting of Power-rank extent and complexity.
95-100	Dream Illusion	Major	Construct immersive dreamlike realities for sleeping, unconscious, or psychically reached minds; Psyche resists hostile use.

Illusions deceive perception; they do not normally cause direct physical damage. Belief can provoke fear, bad choices, or psychosomatic effects, but material harm requires a separate power, an environmental hazard, or a defined stunt.

7.14 Space, Time, and Dimensional

d100	Power	Type	Core effect
01-16	Teleportation	Standard	Instantly move the user to a known or perceived destination within Power-rank range; uncertain destinations require a FEAT.
17-28	Teleport Others	Major	Transport willing or unwilling targets within Power-rank range and mass; unwilling targets resist.
29-40	Gateway	Major	Open a traversable portal between two locations within Power-rank reach and duration.
41-51	Dimensional Travel	Major	Move between defined dimensions, planes, or realities whose separation the Power rank can bridge.
52-61	Spatial Distortion	Major	Bend distance, direction, or local geometry within a Power-rank area.
62-70	Banishment	Major	Force a target into a defined remote place or dimension; Psyche or an appropriate resistance opposes the effect.
71-79	Temporal Stasis	Major	Suspend a target or area in time; Power rank governs resistance, area, and duration.
80-87	Time Manipulation	Major	Accelerate, slow, or locally alter temporal rate within strict Power-rank limits; extra full turns are never automatic.
88-94	Pocket Dimension	Major	Create or access a bounded extradimensional space whose capacity and stability derive from Power rank.
95-100	Time Travel	Major	Travel to another time within Power-rank reach and accuracy; history, paradox, and branching consequences remain Judge-controlled.

These powers alter access and position; they do not grant omniscience. Unknown destinations, protected locations, dimensional barriers, paradox, and hostile interference require Power FEATs and may establish whole adventures.

7.15 Creation, Summoning, and Duplication

d100	Power	Type	Core effect
01-13	Construct Servitor	Standard	Create one simple temporary nonliving servant with limited functions and Power-rank capabilities.
14-24	Object Animation	Standard	Animate existing objects as simple servants with Power-rank force and durability.
25-34	Companion Bond	Standard	Maintain a bond with one defined companion creature or construct whose primary exceptional rank does not exceed Power rank.
35-45	Creature Summoning	Major	Call a broad defined class of creatures; Power rank governs number, strength, reach, and reliability.
46-55	Entity Summoning	Major	Call a particular powerful entity or narrow class; arrival never guarantees obedience beyond the power's established compact.
56-65	Minion Creation	Major	Create temporary autonomous beings with simple motives and capabilities bounded by Power rank.
66-75	Self-Duplication	Major	Create independent physical duplicates of the user; Power rank governs number, duration, and shared limitations.
76-83	Energy Duplicate	Major	Create a temporary energy-based duplicate with a defined subset of the user's capabilities bounded by Power rank.
84-91	Swarm Generation	Major	Create or release a coordinated mass of small beings or constructs treated as a Power-rank collective.
92-96	Life Creation	Major	Create a new temporary or limited living being of Power-rank complexity; permanent sapience requires Judge approval.
97-100	Being Replication	Major	Copy another being's physical pattern into a bounded duplicate; identity, soul, memories, and unique powers are not automatically reproduced.

Created and summoned beings are story participants, not free extra players. Their independence, loyalty, communication, duration, and action economy must be defined. A Major result allows the breadth of the relationship; it does not guarantee unquestioning obedience from cosmic entities.

7.16 Power Control and Meta-Abilities

Every result in this category is Major.

d100	Power	Type	Core effect
01-11	Power Nullification	Major	Suppress one target's extraordinary powers up to Power-rank intensity; the target resists with Psyche or the affected power.
12-21	Power Amplification	Major	Raise another power's effective intensity within Power-rank limits; it cannot exceed the campaign's starting ceiling without Judge approval.
22-31	Power Reduction	Major	Lower the effective rank of extraordinary powers by up to Power-rank intensity; affected characters resist.
32-41	Power Duplication	Major	Copy one observed or contacted power at no more than Power rank for a limited duration.
42-50	Power Absorption	Major	Take in an applied extraordinary power and temporarily reproduce, store, or neutralize it as defined.
51-59	Power Transfer	Major	Move a power between willing or defeated subjects within Power-rank limits; permanent transfers require major story consequences.
60-67	Power Creation	Major	Bestow a new temporary power whose rank and scope do not exceed this power; permanent creation requires Judge approval.
68-76	Selection	Major, Rankless	Maintain a generated catalog of powers but permit only one catalog power to operate at a time; use Section 10.
77-84	Nemesis	Major	Generate a temporary counter-capability specifically suited to one observed power, limited by Power rank and never broader than required.
85-91	Power Theft	Major	Remove and temporarily use another being's power after overcoming resistance; the victim's recovery conditions must be defined.
92-96	Power Linking or Gestalt	Major	Combine willing participants so defined powers or ranks function cooperatively within Power-rank limits.
97-100	Power Alteration	Major	Change a power's defined form, target, or delivery without increasing its rank; hostile changes are resisted.

Meta-Abilities interact with extraordinary capabilities rather than granting unrestricted narrative authority. They cannot copy, steal, create, or rewrite anything the Judge would not permit as a starting power, and their own Power rank always matters.

8. Individual Power Operating Procedures

This section turns every result in Sections 7.1-7.16 into a playable procedure. The generation tables identify what was rolled; these entries state how it operates.

8.1 Reading a Procedure

Each procedure uses the universal scales in Section 4 and the action, attack, defense, resistance, and condition rules in the later system chapters.

- **Use** states whether activation is passive, incidental, a Primary Action, maintained, or another defined mode.
- **Profile** supplies the applicable Range Track, Movement mode, Area, duration, mass, Target Track, Resolution, or Reach Gate. Look up the actual value on the Power's named-rank row and record that value on the character sheet.
- **Resolution** states the attack rating, required FEAT, resistance, escape, or comparison.
- **Results** states what Green, Yellow, and Red accomplish when those colors matter.
- **Limits** prevents a broad name from silently granting unrelated functions.

A routine, unopposed use inside the recorded profile is automatic. An attack still requires an attack FEAT. An unwilling subject resists even when the Power's initial use is automatic. Maintained effects end if the user is Stunned, Unconscious, leaves range, loses the required channel, or voluntarily ends them. A hostile continuing effect also ends when its subject succeeds on the permitted end-of-turn resistance or escape FEAT.

8.1.1 Hostile Graded Power Sequence

When a hostile Power assigns different effects to Green, Yellow, and Red and permits resistance, resolve it in this order:

- 1 The user makes one **Power Attack**. Use Fighting for a physically delivered close attack, Agility for an aimed projectile or emission, and the Power rank for a direct mental, emotional, sensory, biological, spatial, temporal, dimensional, or Meta-Ability effect. A procedure that names another rating overrides this default.
- 2 That single roll both delivers the Power and determines its result color. White fails. Green, Yellow, or Red establishes the effect available if resistance fails. Do not make a separate activation or effect roll.
- 3 Each unwilling target entitled to resistance makes the stated resistance FEAT against the Power rank or other expressly named intensity. Successful resistance prevents the effect. Failed resistance applies the user's result color.
- 4 Defense, concealment, line of effect, and protection that logically prevent delivery are resolved before resistance. Resistance is not protection and does not reduce damage unless the procedure expressly says it does.
- 5 A continuing effect retains the user's original result color. A later successful resistance or escape ends that subject's effect when the procedure permits it; the resistance roll never supplies the effect's Green, Yellow, or Red result.

The Power Attack replaces - not supplements - the ordinary delivery roll. A hostile Power therefore normally requires no more than one user roll and one resistance roll per affected target.

When an entry calls for a **resistance FEAT**, compare the resisting Ability or Power with the effect as a ranked Intensity under Section 7.2 of the Universal FEAT chapter. Success

prevents the effect unless the entry expressly reduces it instead. When an entry permits an **escape FEAT**, use the same comparison; success ends that subject's effect. A target may attempt only one resistance or escape against the same continuing effect per turn. If that direct method is impossible because of a three-rank gap, use the changed-method and total-denial boundaries in Power Generation Section 4.10.1 rather than rolling repeatedly.

An operating procedure includes harmless presentation - color, sound, costume effect, visible aura, signature, or equivalent - but not another mechanical effect. A different delivery, damage form, target mode, or result is a Power Stunt unless another owned Power supplies it.

8.2 Ability Enhancement

Fighting, Agility, Strength, Endurance, Reason, Intuition, or Psyche Enhancement - Use: Passive while its recorded mode is available. **Profile:** Personal; persistent; no Range, Area, Mass, or Target Track. **Resolution:** Replace the chosen Ability with the rolled enhancement score when that score is higher. Do not add the scores. Recalculate maximum Health only for a persistent Fighting, Agility, Strength, or Endurance enhancement and maximum Karma only for a persistent Reason, Intuition, or Psyche enhancement. A Conditional, Equipment-Based, or Alternate Form enhancement uses its own profile and does not repeatedly grant or remove current Health or Karma when toggled. **Limits:** It enhances one Ability only and grants no Talent, Power, authority, knowledge, extra actions, or secondary Ability increase.

8.3 Attack and Affliction Procedures

Unless an entry says otherwise, attacks in this category use Targets A, are instantaneous, use Fighting for close delivery or Agility for ranged delivery, and require perception and line of effect. A character chooses close or ranged delivery when the Power is acquired; changing delivery is a stunt. A continuing affliction uses Timed Duration as its maximum and permits the stated end-of-turn resistance or escape.

Concussive Attack - Use: Primary Action. **Profile:** Close or Range A; Targets A; instantaneous. **Resolution:** Ordinary attack; Power-rank Impact damage. **Results:** Yellow causes Slam and Red causes Stun after penetration. **Limits:** It supplies blunt force, not cutting, armor piercing, an Area, or automatic knockback. A sustained push, cone, ricochet, or non-damaging precision shove is a stunt.

Edged or Piercing Attack - Use: Primary Action. **Profile:** Close or Range A; Targets A; instantaneous. **Resolution:** Ordinary attack; Power-rank Edged damage. **Results:** Yellow causes Injury and Red causes Lethal Threat after penetration. **Limits:** Choose cutting or piercing and one delivery when acquired. It does not ignore protection; armor-piercing, a returning projectile, a spray, or a nonlethal flat strike is a stunt.

Entanglement - Use: Primary Action. **Profile:** Close or Range A; Targets A; maintained or Timed Duration; restraint Material Strength equals Power rank. **Resolution:** Make a Restraint attack using Fighting for close delivery or Agility for ranged delivery; that attack supplies the result color. Ordinary protection does not negate a hit unless it logically blocks adhesion, enclosure, or contact. **Results:** Green inflicts Held; Yellow also makes the target Prone or pins one carried item; Red inflicts Immobilized. **Escape:** Strength, Agility, or an appropriate Power against the restraint; external damage may break it as an object. **Limits:** It causes no full-rank damage. Suffocation, corrosion, electrical shock, several separate cages, or an Area web requires another Power or a stunt.

Stunning Attack - Use: Primary Action. **Profile:** Close or Range A; Targets A; instantaneous condition. **Resolution:** Attack, followed on a hit by Endurance resistance against Power rank; protection applies only if it blocks the attack's actual neural, sonic, chemical, mystical, or kinetic channel. **Results:** Green makes a subject that fails resistance Staggered; Yellow makes the subject Stunned; Red makes the subject Unconscious until the end of its next turn, after which normal recovery applies. **Limits:** It inflicts no ordinary Health damage. A target cannot be kept Unconscious by repeatedly applying the same result without a new attack and failed resistance.

Paralysis - Use: Primary Action. **Profile:** Close or Range A; Targets A; Timed Duration. **Resolution:** Attack, then Endurance resistance; a psychic or spiritual manifestation may define Psyche instead when acquired. **Results:** Green inflicts Restrained Function on one limb or locomotion mode; Yellow inflicts Held; Red inflicts Immobilized. The target repeats resistance at the end of each turn. **Limits:** Paralysis does not stop thought, perception, passive protection or resistance, or purely mental Powers unless its source specifically attacks those functions. Its Held and Immobilized results remove Passive Evasion as those conditions state.

Weakening - Use: Primary Action. **Profile:** Close or Range A; Targets A; Timed Duration. **Resolution:** Attack, then Endurance resistance for physical weakening or Psyche resistance for mental weakening. Choose one Ability or one narrow physical function when the Power is acquired. **Results:** Failed resistance imposes -1CS on Green, -2CS on Yellow, or -3CS on Red, never below Feeble. The target repeats resistance at the end of each turn. **Limits:** Repeated uses do not stack; use the strongest current penalty. Weakening does not reduce Health or Karma retroactively and does not erase Talents or Powers.

Corrosion - Use: Primary Action. **Profile:** Close or Range A; Targets A; instantaneous plus residue. **Resolution:** Attack for Power-rank damage against a character; against an object compare with Material Strength. **Results:** Green inflicts normal damage; Yellow leaves residue that repeats one-quarter Power-rank score at the end of the target's next turn; Red repeats that damage for two turns. Washing, neutralizing, shedding the affected layer, or an appropriate defense ends the residue as a Primary Action. **Limits:** Corrosion does not permanently lower a character's innate protection. Against equipment or barriers, a Yellow or Red result that penetrates may instead reduce Material Strength by one named rank until repaired.

Poison or Ongoing Affliction - Use: Primary Action. **Profile:** Close or Range A; Targets A; Timed Duration. **Resolution:** Define vector and one effect at acquisition - recurring damage, Staggered, impaired perception, or -1CS to one Ability family. The initial attack is followed by Endurance resistance. On failure, apply the effect immediately and at the end of each affected turn; recurring damage is one-quarter Power-rank score, minimum 1. A successful end-of-turn Endurance resistance ends it. **Results:** Yellow imposes -1CS on the initial resistance; Red imposes -2CS. **Limits:** One purchase supplies one vector and one effect, not an unlimited disease laboratory. Armor matters only when it blocks the vector.

Area Attack - Use: Primary Action. **Profile:** Place the center within Range A; use Power-rank Area; instantaneous; no Target limit. **Resolution:** Choose one owned or defined damaging or afflicting form when acquired. Make one attack FEAT using the Power rank; every exposed subject resolves defense and resistance separately. Dive for Cover applies. On a hit, damage equals Power rank or the linked affliction uses its normal result. **Results:** The attack color applies to all hit subjects, but each subject's protection and resistance remain individual. **Limits:** The user cannot exclude allies without a mastered selective-area stunt. Expanding an unrelated single-target Power into an Area is not included.

Life Drain - Use: Primary Action. **Profile:** Contact; Targets A; instantaneous. **Resolution:** Fighting attack, then Endurance resistance; a spiritual or psychic drain may define Psyche resistance when acquired. On failed resistance, inflict Power-rank damage that ordinary physical armor does not reduce unless it blocks the channel. The user recovers Health equal to actual Health lost by the target, never more than the user's missing Health. **Results:** Yellow also makes the target Staggered; Red prevents ordinary natural Health recovery until the target receives rest or treatment. **Limits:** No benefit comes from damage beyond zero Health or from targets lacking the defined life energy. Ranged drain, Ability theft, permanent aging, Power theft, or feeding a third party requires a stunt or another Power.

Disintegration - Use: Primary Action. **Profile:** Range A; Targets A; instantaneous. **Resolution:** Agility attack. Against objects compare Power rank with Material Strength; on success remove up to Power-rank Mass, leaving no usable debris. Living targets make Endurance resistance and otherwise suffer Power-rank Edged damage. **Results:** Yellow causes Injury and Red causes Lethal Threat after penetration. A nonliving object wholly within Mass and no stronger than the Power is completely erased only on Red; otherwise the hit destroys an appropriate section. **Limits:** A living target is not automatically erased at zero Health. Souls, abstract forces, unique artifacts, Class-rank matter, and protected targets require their own authority and resistance.

8.4 Defense and Resistance Procedures

Only the highest applicable protection score reduces a particular damage instance unless an entry explicitly creates an object with its own Material Strength or integrity procedure. Passive protection requires no action. A committed defense uses the character's Primary Action under the combat rules.

Body Armor - Use: Passive. **Profile:** Personal; persistent while its mode is available. **Resolution:** Subtract Power-rank score from ordinary Impact, Edged, projectile, collision, and other physical damage. **Limits:** It does not protect against energy, mental, magical, disease, toxin, suffocation, or other nonphysical channels unless the manifestation logically includes one and the sheet records it as a stunt. It does not stack with another protection score.

Energy Armor - Use: Passive. **Profile:** Personal; persistent. **Resolution:** Choose one broad family - thermal, electrical, radiation, light, sonic/vibration, kinetic force, or another approved family - and subtract Power-rank score from damage in that family. **Limits:** It does not stop physical attacks merely because the armor looks solid. A second broad family is a stunt or Specialized Resistance.

Environmental Protection - Use: Passive. **Profile:** Personal; persistent. **Resolution:** Choose three related hazards or one environment package when acquired, such as vacuum/pressure/breathing, heat/cold/weather, or disease/toxin/contamination. Ignore routine exposure and resist hostile intensity with Power rank. **Limits:** It prevents environmental harm; it is not general armor against attacks delivering the same descriptor unless the attack is literally exposure to that environment.

Personal Force Field - Use: Primary Action to raise or reform; incidental to lower; remains maintained without further actions. **Profile:** Personal shell; persistent while conscious and functional. **Resolution:** The field provides Power-rank protection against physical and energy damage. It has no separate Health, cumulative damage, or breach track. An attack declared against the field resolves as an attack against the protected character and cannot bypass the protection merely by naming the shell. Subtract the field score once and apply any excess to the protected character. If that excess equals or exceeds the field score - meaning the raw damage was at least twice the field's protection - the field collapses after resolving the attack. Reform it on a later turn with a Green Power FEAT. **Limits:** It does not improve Agility, Dodge, breathing, senses, or mental resistance. It cannot simultaneously become a distant barrier or object-like prison without a stunt.

Barrier Projection - Use: Primary Action; maintained. **Profile:** Place within Range A; Power-rank Area determines maximum dimension; Material Strength equals rank; one contiguous wall, plane, dome, or simple enclosure. **Resolution:** Attacks strike the barrier as an object. A precise mobile interposition uses the Protect Another rules with the Power rank. **Limits:** Total mass and geometry follow created-object rules. The barrier supplies cover, not automatic entrapment; forming it through an unwilling target fails. Several independent barriers use Targets C and require a stunt.

Specialized Resistance - Use: Passive. **Profile:** Personal; persistent. **Resolution:** Choose one defined family such as mind control, disease, toxin, electricity, heat, cold, radiation, magic, dimensional displacement, or aging. Use Power rank instead of the ordinary resisting Ability when higher; if the effect deals damage in that exact family, subtract the Power score as protection. **Limits:** Choose one family. Resistance prevents or reduces effects; it does not detect, absorb, reflect, or control them.

Deflection - Use: Committed defense. **Profile:** Personal; attacks that cross the user's reach or Range A if the manifestation can project. **Resolution:** Roll a Power FEAT when committed. White gives no benefit; Green applies -2CS, Yellow -4CS, and Red -6CS to interceptable attacks until the user's next turn. Combine these shifts with other attack modifiers normally; for Deflection only, the final negative modifier against an interceptable attack may reach -6CS. The user may instead protect one adjacent or perceived target under Protect Another. **Limits:** The threat must be physically or energetically redirectable and no stronger than the rank without an Intensity FEAT. Deflection is interception, not bodily Evasion; it does not increase Agility, reduce damage from a hit, or return an attack.

Reactive Defense - Use: Passive trigger; no action. **Profile:** Personal; persistent response. **Resolution:** Choose one observable threat family and one Power-rank protection form when acquired. The defense activates before damage from a perceived qualifying threat and then uses normal protection. If surprised, unable to perceive the threat, Stunned, Unconscious, or attacked through an inapplicable channel, it does not activate. **Limits:** It grants protection, not a free Dodge, attack, movement, Reflection, or adaptation to every threat.

Reflection - Use: Committed defense. **Profile:** Personal; Range A return; one defined reflectable attack family. **Resolution:** Roll a Power FEAT against the incoming intensity. Failure resolves the attack normally. Success negates up to Power-rank intensity and sends a new attack at the source using the reflector's Agility or Power rank, whichever the manifestation records; returned damage is the lower of the original damage and Power score. Green return is -2CS, Yellow -1CS, Red no penalty. **Limits:** The source may defend normally. A given attack may be returned only once. Mark a reflected attack as returned; if another applicable Reflection successfully defends against it, the returned attack is negated and dissipates rather than being sent onward. If that second Reflection fails, the returned attack resolves normally. Changing its target, source, or delivery does not make it eligible to be returned again. Area, touch, mental, disease, poison, and non-directional effects cannot be reflected unless the recorded family expressly includes them.

Absorption - Use: Passive against one defined damage or energy family. **Profile:** Personal; stored pool. **Resolution:** Subtract Power-rank protection and add the amount actually prevented to a pool capped at the Power score. At acquisition choose one discharge: heal the user point-for-point, add pool points to one damage roll up to the Power score, power one defined device, or gain +1CS to one related Power while at least half the pool remains. Spending is incidental once per turn; unused points fade at scene end. **Limits:** Absorption never creates more points than were prevented, cannot exceed the cap, and supplies only the chosen discharge without stunts.

Invulnerability - Use: Passive. **Profile:** Personal; persistent; one narrow phenomenon. **Resolution:** Against the recorded phenomenon, use Power rank as both protection from damage and resistance to non-damaging effects. Examples include fire, electricity, poison, disease, radiation, aging, or one named energy. **Limits:** It is ranked resistance, not semantic immunity. Secondary consequences outside the phenomenon still apply: fire may consume oxygen, a vacuum still lacks pressure, and an electrical explosion may throw debris. A broad category such as "physical harm," "energy," "magic," or "death" is invalid.

8.5 Movement and Travel Procedures

Movement Powers do not grant additional Primary Actions. Acceleration, abrupt turns, carrying, collisions, navigation, and hostile conditions may require a Power, Agility, Endurance, or vehicle FEAT. A traveler carries worn gear and one willing passenger only when ordinary Strength and the manifestation permit it; greater transport uses the Mass table or another Power.

Flight - Use: Movement. **Profile:** Air speed from the Movement Table; personal; maintained. **Resolution:** Routine movement is automatic. Aerial pursuit, precision hovering under stress, violent weather, or maneuvering through tight hazards uses Agility or Power rank as appropriate. **Limits:** Flight includes safe lift and landing but not space survival, unaided interplanetary travel, automatic hovering in every manifestation, or immunity to high-speed collision.

Super-Speed - Use: Movement. **Profile:** Areas per Round equal to the exact Power score on traversable ground; personal; maintained. **Resolution:** Routine travel is automatic; obstacle courses, abrupt stopping, crowds, and chases use Agility with the Power rank as the maximum safe speed Intensity. **Limits:** It grants no extra turns, attacks, thought speed, friction immunity beyond safe ordinary use, water running, wall running, or phasing unless developed as stunts.

Leaping - Use: Movement. **Profile:** Maximum horizontal distance equals Range A; maximum vertical rise is half that distance; personal; instantaneous arc. **Resolution:** Landing within clear space is automatic. Precision landing, changing direction in the air, catching a target, or jumping through hazards uses Agility. **Limits:** The Power includes a safe landing from its own maximum jump, not from unrelated falls or forced launches.

Wall-Crawling - Use: Movement. **Profile:** Ordinary personal ground movement across walls and ceilings; adhesion intensity equals Power rank. **Resolution:** Routine movement is automatic. Forced separation compares the opposing Strength or effect with the Power. Slippery, crumbling, energy, or nonmaterial surfaces may require a FEAT or be impossible. **Limits:** It does not increase ground speed, protect from falls after separation, or let the user carry more than Strength permits.

Swinging or Brachiation - Use: Movement. **Profile:** Land/Water speed from the Movement Table where credible anchors exist; personal; maintained. **Resolution:** Routine travel along an established route is automatic. Attaching under fire, threading obstacles, carrying another person, or using improvised anchors requires Agility or Power. **Limits:** Without anchors, overhead structure, lines, limbs, webs, or an equivalent route, the Power supplies no movement. The attachment line has Material Strength equal to Power rank if the manifestation creates one.

Gliding - Use: Movement. **Profile:** Air speed from the Movement Table; descend at least one vertical Area per five horizontal Areas unless a thermal, wind, or other credible lift source is present. **Resolution:** Routine descent is automatic; finding lift or landing precisely uses Intuition or Agility. **Limits:** Gliding does not create thrust, hover, climb in still air, or prevent damage when the user lacks sufficient distance to deploy.

Aquatic Movement - Use: Movement. **Profile:** Land/Water speed from the Movement Table underwater or on the recorded aquatic medium; personal; maintained. **Resolution:** Routine swimming is automatic; currents, pressure, confined passages, or underwater pursuit may require a FEAT. **Limits:** Record whether the manifestation includes underwater breathing. If it does not, the air-deprivation rule in Combat Section 18.3 and the normal pressure rules apply. It grants no land speed.

Burrowing - Use: Movement. **Profile:** Land/Water speed through material two or more ranks weaker than the Power; half speed through material one rank weaker; one Area per Round through equal-rank material after a Green Power FEAT; stronger material blocks passage. **Resolution:** Navigation, avoiding collapse, or emerging precisely may require Intuition or Power. **Limits:** Choose whether the passage remains open or seals behind the user. Burrowing does not permit breathing, perception through opaque matter, phasing, or damage-free passage through inhabited structures.

Terrain Skimming - Use: Movement. **Profile:** Land/Water speed across one chosen surface family - water, snow/ice, sand, vegetation, rubble/unstable ground, or similar; personal; maintained. **Resolution:** Ignore ordinary penalties of that surface; extraordinary hazards still require a FEAT. **Limits:** The user remains just above or supported by the surface and cannot gain meaningful altitude, cross a missing surface, or ignore attacks and hazards rising from it.

Air Walking or Levitation - Use: Movement. **Profile:** Land/Water speed through open air; personal; maintained. **Resolution:** The user may stand, climb, descend, or move as though supported by invisible steps or lift. Forced movement compares its intensity with Power rank. **Limits:** It is slower and more deliberate than Flight, supplies no Air-table speed, and does not automatically confer aerodynamic maneuvering, space travel, or protection from wind.

8.6 Senses and Detection Procedures

Detection Powers use Power rank for both Range and Information Resolution unless stated otherwise. They answer questions inside their defined scope; they do not supply comprehension, historical context, scientific skill, or truth beyond what is actually present. Active concealment and interference oppose the sense as ranked Intensities.

Enhanced Sense - Use: Passive observation or Primary Action for a deliberate search. **Profile:** One ordinary sense; Range B; Information Resolution. **Resolution:** Use Power rank for detection through distance, faintness, ordinary obstruction, or environmental noise. **Results:** A successful search reveals detail up to the Resolution row. **Limits:** Choose sight, hearing, smell/taste, touch, balance, proprioception, or another ordinary species sense. It does not see through opaque matter, detect an unrelated phenomenon, or prevent surprise without a search or a written passive trigger.

Telescopic Perception - Use: Primary Action to examine; passive for conspicuous distant objects. **Profile:** One sightlike sense; Range B; Information Resolution. **Resolution:** Treat a valid distant subject as though near enough for the Resolution row, subject to line of sight, atmosphere, illumination, and intervening scale. **Limits:** It magnifies detail but does not penetrate matter, see around curvature, provide microscopic resolution, or reveal a target too small for the rank.

Microscopic Perception - Use: Primary Action. **Profile:** Contact or one Area; Information Resolution. **Resolution:** Examine an accessible sample or surface. Typical resolves ordinary microscopic structures; Remarkable component and cellular detail; Amazing molecular distinctions; Monstrous atomic signatures; Unearthly subatomic distinctions, consistent with Section 4.14. **Limits:** The Power supplies perception, not sample preparation, chemical identification, medical interpretation, or the ability to see through an opaque covering.

Penetration Perception - Use: Primary Action; may remain maintained on one view. **Profile:** Range A depth; Information Resolution; one sense. **Resolution:** Intervening material of lower rank is routinely penetrated; equal or up to two ranks higher requires the normal Intensity FEAT; stronger material blocks the sense. **Limits:** Record one common blocker or blind material, such as lead, dense crystal, magical wards, electromagnetic shielding, or living tissue. Penetration does not negate concealment unrelated to the barrier or grant telescopic detail beyond Resolution.

Radar, Sonar, or Spatial Sense - Use: Passive mapping; Primary Action for detailed scan. **Profile:** Range B; Information Resolution; omnidirectional within line of propagation. **Resolution:** Detect position, movement, surfaces, and broad shape without ordinary sight. **Limits:** Choose a mechanism. Vacuum blocks ordinary sonar; acoustic damping, stealth shaping, jamming, or suitable concealment opposes the Power. It does not read color, text, identity, internal composition, or thoughts unless the mechanism and Resolution genuinely support the detail.

Tracking Sense - Use: Primary Action to acquire a trail; maintained while following. **Profile:** Range B for a fresh local trail; Information Resolution. **Resolution:** Green follows a recent clear trace; Yellow follows an old, crossed, or partly concealed trace; Red follows a deliberately scrubbed or environmentally degraded trace when any signature remains. Known signature and elapsed time set difficulty. **Limits:** Define scent, psychic residue, energy signature, dimensional trace, or another channel. It cannot create a trail where none exists or identify an unknown signature without comparison.

Danger Sense - Use: Passive; no action. **Profile:** Personal awareness within Range B; Information Resolution. **Resolution:** The Judge rolls or calls for a Power FEAT when an immediate, credible threat could be detected. Green prevents surprise and gives broad direction; Yellow identifies source or danger type; Red also reveals timing or the safest immediate response. **Limits:** It warns; it does not take the defense, guarantee initiative, identify remote plans, read minds, or detect harmless deception. Unfamiliar, concealed, instantaneous, or higher-ranked dangers may oppose it.

Energy Detection - Use: Passive for conspicuous energy; Primary Action to scan. **Profile:** Choose one broad energy family; Range B; Information Resolution. **Resolution:** Locate, measure, compare, and trace that energy. Green gives presence/direction, Yellow source pattern and intensity, Red fine composition or concealed residue within Resolution. **Limits:** Detection neither protects against nor controls the energy and cannot infer a device's purpose merely from its output.

Life Detection - Use: Primary Action to scan; passive for conspicuous nearby life. **Profile:** Range B; Information Resolution. **Resolution:** Detect living organisms through their recorded biological, spiritual, or vital signature. Green gives presence and count; Yellow location and broad condition; Red distinguishes known individuals or abnormal life processes. **Limits:** Choose what qualifies as life for the manifestation. It does not read minds, diagnose every disease, detect corpses as living, or automatically classify alien, artificial, undead, or extradimensional beings outside its definition.

Power Detection - Use: Primary Action. **Profile:** Range B; Information Resolution. **Resolution:** Detect active extraordinary effects and persistent empowered signatures. Green reveals presence and broad source family; Yellow estimates rank and effect category; Red identifies a known signature, suppression, link, or subtle residue. **Limits:** It does not reveal a complete character sheet, secret identity, unmanifested ability with no detectable signature, exact weakness, or method of defeat.

Cosmic Awareness - Use: Passive for disturbances affecting the user's established cosmic domain; Primary Action for directed inquiry. **Profile:** Range D, or Range E only for explicitly cosmic transit-scale phenomena; Information Resolution. **Resolution:** Green locates a major relevant disturbance; Yellow identifies its nature, direction, and scale; Red correlates causes, connections, or imminent consequences within scope. **Limits:** Define a domain such as spacetime integrity, cosmic entities, planetary life balance, or fundamental energy. It is not omniscience, prophecy, universal surveillance, or permission to know private facts unrelated to the domain.

8.7 Mental and Emotional Procedures

Unless stated otherwise, willing communication is automatic inside range. Hostile mental use is a direct Power Attack followed by Psyche resistance under the Hostile Graded Power Sequence. A subject under continuing mental control repeats Psyche resistance at the end of each turn and immediately when ordered to violate a defining bond, Code, identity, or survival instinct. A command cannot make the subject perform an action the subject is physically incapable of performing.

Telepathy - Use: Primary Action to initiate; maintained conversation thereafter. **Profile:** Range D; Targets A; Information Resolution. **Resolution:** Willing contact is automatic. Against an unwilling subject, make a direct Power Attack; the subject then resists with Psyche. Green reads or sends conscious surface thought; Yellow accesses a chosen accessible memory or transmits complex sensory content; Red reaches a buried, repressed, or unconscious memory the subject actually possesses. **Limits:** Telepathy does not prove a memory true, supply unknown language automatically, control action, damage the mind, or search every memory at once.

Empathy - Use: Passive awareness at close range or Primary Action to examine. **Profile:** Range B; Targets B for a linked reading; Information Resolution. **Resolution:** Routine awareness of conspicuous emotion is automatic. Deliberately probing an unwilling subject is a direct Power Attack followed by Psyche resistance. Green identifies dominant emotion; Yellow distinguishes source, intensity, and concealed conflict; Red identifies a known emotional signature, artificial influence, or subtle group relationship. **Limits:** Empathy reads and may communicate feeling; it does not compel emotion, read propositions or memories, or guarantee that the user's interpretation is correct.

Mind Blast - Use: Primary Action. **Profile:** Range A; Targets A; instantaneous. **Resolution:** Make a direct Power Attack; the target then resists with Psyche. Failed resistance inflicts Power-rank Mental damage; mental protection applies. **Results:** Yellow also makes the target Staggered; Red makes the target Stunned until the end of its next turn. **Limits:** It does not read, control, erase, or alter thoughts. Physical armor does not apply unless it specifically protects the mind.

Emotion Control - Use: Primary Action; maintained or Timed Duration. **Profile:** Range A; Targets A. **Resolution:** Choose one emotion or narrow related family when acquired. Against an unwilling subject, make a direct Power Attack; the subject then resists with Psyche. On failed resistance, Green establishes a noticeable mood, Yellow a strong emotion imposing -1CS on actions directly opposed to it, and Red an overwhelming emotion imposing -2CS and requiring a Psyche FEAT to act directly against it. **Limits:** Subjects choose how they express emotion; fear is not precise command, love is not loyalty, and calm does not erase knowledge. End-of-turn resistance applies.

Mind Control - Use: Primary Action to establish and to issue a materially new command; maintained or Timed Duration. **Profile:** Range A; Targets A. **Resolution:** Make a direct Power Attack; the subject then resists with Psyche. On failed resistance, Green permits one simple immediate instruction, Yellow a short sequence or maintained behavior, and Red a complex plan consistent with the subject's capabilities. **Limits:** The subject receives end-of-turn resistance. An identity-defining, suicidal, or profoundly opposed command is a specific Enabler permitting an immediate Red resistance attempt even when the ordinary rank comparison would be impossible. Mind Control does not grant memories, skills, perception, or remote communication after range or the established channel ends.

Memory Control - Use: Primary Action requiring communication or mental contact; Timed Duration for suppression or false recall. **Profile:** Range A; Targets A; Information Resolution. **Resolution:** Hostile use is a direct Power Attack followed by Psyche resistance. On failed resistance, Green obscures or clarifies one recent detail, Yellow suppresses, restores, or alters one coherent scene, and Red constructs or removes a connected episode within Resolution. **Limits:** The Power changes access and subjective recall, not objective history, Talents, Abilities, or the truth of evidence. A successful end-of-turn resistance ends an active imposed memory; a lasting rewrite after the scene requires a transformation, extended conflict, or story consequence approved by the Judge.

Mental Link - Use: Primary Action to establish; then maintained or Timed Duration. **Profile:** Range D; Targets B; willing subjects. **Resolution:** Share language-independent thought, emotion, images, and location sense up to Information Resolution. A linked participant may leave voluntarily as incidental action. **Limits:** The link is communication, not control, sensory possession, automatic teamwork, or shared Powers. Hostile inclusion is Telepathy or Mind Control, not this Power.

Dream Control - Use: Primary Action; maintained. **Profile:** Range D to a known sleeping, unconscious, or psychically reached mind; Targets A; Information Resolution. **Resolution:** Against an unwilling dreamer, make a direct Power Attack; the dreamer then resists with Psyche. Green observes or introduces imagery; Yellow shapes the scene and emotional tone; Red creates a coherent interactive dream with apparent duration up to Timed Duration. **Limits:** It cannot directly inflict physical damage, retrieve facts the dreamer does not know, guarantee truthful symbolism, or keep an awakened target asleep. Awakening ends ordinary contact.

Astral Projection - Use: Primary Action to separate or return. **Profile:** Astral form moves at Space/Extradimensional speed and may cross dimensions only through the Section 4.15 Reach Gate; physical body remains Unconscious and stationary. **Resolution:** In the native dimension the astral form is intangible and invisible to ordinary senses, can use mental and psychic Powers, and is detected or affected by astral, mental, mystical, dimensional, or spirit effects. The form monitors its body's broad condition and direction. **Limits:** Physical Powers and objects are symbolic only unless the destination's laws make the astral form solid. The body remains vulnerable. Severing the bond requires Class 1000 Intensity; if severed or the body dies, return becomes a major story problem rather than automatic death or escape.

Psychic Constructs - Use: Primary Action to create; maintained or Timed Duration. **Profile:** Place within Range A; Power-rank Area and Mass; Material Strength equals rank; Targets C parts. **Resolution:** Create simple nonliving forms, tools, barriers, platforms, or restraints. Direct manipulation uses Power rank; attacks use the appropriate Fighting or Agility delivery. **Limits:** Constructs possess no independent mind, Talent, initiative, senses, or autonomous action. Full-rank damaging weapons need an attack profile; multiple mobile creations, complex machines, or servitors require stunts or another Power.

8.8 Body Control and Transformation Procedures

A body transformation carries worn clothing and ordinary personal gear only when the manifestation records that safeguard. Damage, lost Health, conditions, and expended resources carry between forms. A transformation does not reset Health, Karma, charges, or uses.

Elasticity - Use: Incidental to adopt a shape; maintained. **Profile:** Personal; extend total body length up to Range A; Timed Duration for a sustained extreme extension. **Resolution:** Gain Power-rank protection from Impact damage and use the Power rank to resist crushing, binding, or forced deformation. Extended close attacks may reach within the recorded distance but still use Fighting. **Limits:** Strength and damage do not increase. The user cannot create detached mass, holes, working machinery, extra independent actions, or resistance to Edged, heat, chemical, or energy damage without stunts.

Growth - Use: Primary Action to change size; incidental to return; maintained. **Profile:** Maximum linear size multiplier by rank: Feeble 1.5x, Poor 2x, Typical 3x, Good 4x, Excellent 6x, Remarkable 8x, Incredible 10x, Amazing 12x, Monstrous 15x, Unearthly 20x, Shift X 50x, Shift Y 100x, Shift Z 200x, Class 1000 500x, Class 3000 1,000x, Class 5000 10,000x. **Resolution:** At 1.5x-6x attackers gain +1CS; 8x-12x +2CS; 15x-50x +3CS; 100x-200x +4CS; Class scale follows the Scale Gate. Choose at acquisition whether mass increases or remains constant. With increasing mass, Strength rises +1CS per two named Power ranks of size used, never above the Growth rank, and Health does not change. **Limits:** Constant-mass Growth instead reduces structural resistance -1CS per doubling. Growth grants reach and leverage, not free healing, extra actions, or automatic area attacks.

Shrinking - Use: Primary Action to change size; incidental to return; maintained. **Profile:** Minimum size as percentage of normal: Feeble 50%, Poor 25%, Typical 12.5%, Good 6.25%, Excellent 3%, Remarkable 1%, Incredible 0.5%, Amazing 0.25%, Monstrous 0.1%, Unearthly 0.01%, Shift X 0.001%, Shift Y 0.00001%, Shift Z 0.0000001%; Class ranks reach atomic, subatomic, or microversal scale through the Reach Gate. **Resolution:** Attacks against the user suffer -1CS at Good-Excellent, -2CS at Remarkable-Amazing, -3CS at Monstrous-Unearthly, -4CS at Shift X, -5CS at Shift Y, and -6CS at Shift Z; damage that hits gains the same positive shift because the smaller body is easier to overwhelm. **Limits:** Choose whether mass and Strength remain constant or decrease proportionally. Leverage, breathing, interaction with normal matter, and microversal access follow that choice; none are silently solved.

Density Increase - Use: Primary Action to activate or change level; maintained. **Profile:** Personal; maximum added mass equals the Power-rank Mass entry; actual body dimensions do not change. **Resolution:** Gain Power-rank protection from physical damage and use Power rank for charging, resisting knockback, anchoring, and structural load. Ordinary lifting Strength does not increase. **Limits:** Floors, vehicles, water, and terrain bear the increased mass. Density does not protect from mental attacks, suffocation, disease, transmutation, or energy unless a separate resistance applies.

Density Decrease or Phasing - Use: Primary Action to phase; incidental to return; maintained. **Profile:** Personal; move at ordinary rate through matter. **Resolution:** Passing through material compares Power rank with Material Strength; lower material is automatic, equal or up to two ranks higher requires the normal Intensity FEAT, and stronger material blocks passage. The user is intangible to ordinary physical attacks and cannot make ordinary physical attacks while phased. **Limits:** The user uses the air-deprivation rule in Combat Section 18.3 unless the manifestation includes phased respiration. Energy, force fields, magic, mental effects, and powers defined to affect phased matter may still apply. Ending inside solid matter fails safely at the nearest open space and may Stun the user.

Shapeshifting - Use: Primary Action; maintained or Timed Duration. **Profile:** Personal; normally 50%-150% of natural linear size and the user's existing mass. **Resolution:** Green changes appearance and ordinary anatomy; Yellow convincingly imitates a known species or individual after observation; Red creates a radically different but biologically coherent shape within profile. Detection is opposed by Power rank. **Limits:** Shape does not grant another being's memories, Talents, Powers, materials, mass, legal identity, or exact internal biology. Functional wings, gills, natural weapons, extreme sizes, or inorganic forms are stunts and remain capped by rank.

Invisibility - Use: Primary Action to activate; maintained. **Profile:** Personal; choose one sense family; Power rank opposes detection. **Resolution:** Observers without a credible alternate sense cannot target the user directly; those with clues attack the suspected location at -2CS, or -3CS after a successful Power FEAT by the user against active observation. Physical contact, tracks, displaced matter, sound, scent, attack origin, and environmental coating remain clues. **Limits:** Choose whether the mechanism fools living perception or instruments; it does not automatically fool both. Attacking does not end the Power but reveals location until the user moves or conceals the evidence. An Invisibility Field for others is a separate Power.

Body Coating - Use: Primary Action to coat or regrow after destruction; maintained. **Profile:** Personal; choose one material; separately attackable coating with Material Strength and protection equal to Power rank. **Resolution:** Apply the material's credible properties and vulnerabilities; when an attack penetrates the coating, excess damages the user and the coating remains breached until reformed. **Limits:** The coating is not free access to every property of an extraordinary material, and its effective traits never exceed Power rank. It does not supply Energy Form, Shapeshifting, unlimited raw material, or automatic attacks.

Energy Form - Use: Primary Action to transform or return; maintained. **Profile:** Personal; one defined energy family. **Resolution:** Gain Power-rank resistance to ordinary physical matter and hazards the energy form logically ignores, plus vulnerability to appropriate Energy Control, Absorption, grounding, containment, or conversion. Move only by an owned Movement Power or the form's recorded stunt. Damage to the form reduces normal Health. **Limits:** The form includes self-containment and safe ordinary existence, not free full-rank Emission, Control, Flight, intangibility to all forces, or immunity to the chosen energy.

Reactive Adaptation - Use: Automatic after exposure; adaptation requires one Round for an environmental intensity at or below rank, plus one additional Round per rank by which the hazard exceeds the Power, if it can be adapted to at all. **Profile:** Personal; one current adaptation; persistent while exposed and for Timed Duration afterward. **Resolution:** The adaptation provides Power-rank Environmental Protection or one necessary movement/breathing function against a sustained environment. **Limits:** It answers environments, not attacks or momentary hazards. It cannot anticipate an unseen threat, copy a foe's Power, create an offensive counter, exceed rank, or maintain several unrelated adaptations without stunts.

8.9 Life and Biological Procedures

Biological Powers affect the life family recorded at acquisition: the user's own biology, the user's species, terrestrial carbon-based life, plants, animals, microbes, artificial organic life, spirits, or another coherent class. Broadening that family is a stunt. Restoring Health never removes the continuing cause of damage unless the procedure says it does.

Healing - Use: Primary Action; Contact; Targets A; instantaneous. **Resolution:** Use Section 21.8 of the Advancement, Codes, and Recovery chapter: White restores 0 Health, Green the Power score, Yellow 1.5 times the score, and Red twice the score, rounded down. The same FEAT may add Injury-recovery marks after comparison with Injury intensity. **Limits:** A source may restore Health to a given target only once per scene and supply Injury marks only once per day. Choose biological, mechanical, mystical, spiritual, or another treatment family. It cannot resurrect, replace missing information, or remove disease, poison, curses, or transformation without a separate successful application expressly within scope.

Regeneration - Use: Passive. **Profile:** Personal; persistent. **Resolution:** Use Section 21.10 of the Advancement, Codes, and Recovery chapter: after ten turns without new damage, restore Health equal to the Power score every ten turns; new damage restarts the interval. Divide Injury recovery intervals by the Power score. A destroyed organ or severed limb requires a Red FEAT to begin accelerated Severe-Injury recovery. **Limits:** Regeneration does not restore Temporary Health, resurrect the dead, instantly regrow a limb, create replacement machinery, or repair mystical or unnatural material unless recorded in its biological scope.

Self-Sustenance - Use: Passive. **Profile:** Personal; persistent. **Resolution:** Choose a number of needs from air, water, food, sleep, waste removal, ordinary temperature regulation, and pressure equal to Targets A, minimum one; the character safely ignores routine deprivation and uses Power rank against hostile intensity. At Unearthly or higher all listed ordinary needs may be covered. **Limits:** It does not prevent damage from attacks, supply Environmental Protection beyond selected needs, heal injuries, eliminate psychological desire, or protect worn equipment and passengers.

Disease and Toxin Control - Use: Primary Action; Contact or Range A; Targets A; instantaneous suppression or Timed Duration containment. **Resolution:** Detect a disease or toxin within biological scope, then make a Power FEAT against its intensity. Green suppresses its effects for Timed Duration, Yellow neutralizes one dose or active infection, and Red removes it and prevents ordinary recurrence from that exposure. **Limits:** It does not restore Health or Injury marks already lost, repair genetic damage, cure unrelated mystical curses, manufacture any poison, or grant permanent immunity without a stunt.

Biophysical Control - Use: Primary Action; Range A; Targets A; maintained or Timed Duration. **Resolution:** Choose one biological function at acquisition, such as pain, sleep, circulation, respiration, growth rate, nerve transmission, or hormone state. Against an unwilling subject, make a direct Power Attack; the subject then resists with Endurance. On failed resistance, Green produces a mild functional shift or $\pm 1CS$, Yellow a strong shift or $\pm 2CS$, and Red a severe but nonlethal shift or $\pm 3CS$, never below Feeble or above the Power rank. **Limits:** End-of-turn resistance applies. It does not directly deal full-rank damage, rewrite genetics, create life, heal Health, or control behavior except through the defined bodily function.

Life Drain - Use: the Attack and Affliction procedure in Section 8.3. Rolling it from this category changes only its thematic placement; it remains Contact, resisted, capped by actual Health lost, and incapable of stealing Abilities or Powers without another effect.

Lifeform Control - Use: Primary Action; Range B; Targets A; maintained or Timed Duration. **Resolution:** Choose one life family such as plants, insects, animals, fungi, microbes, or one alien clade. Against any unwilling subject, make a direct Power Attack. A nonsapient subject then resists with Endurance or instinct rank; a sapient or bonded subject resists with Psyche. On failed resistance, Green directs one simple behavior; Yellow a short sequence, and Red coordinated behavior within natural capability. **Limits:** End-of-turn resistance applies to unwilling sapient beings. Control grants no speech, knowledge, unnatural movement, mutation, or suicidal obedience.

Evolution or Devolution - Use: Primary Action; Contact; Targets A; Timed Duration. **Resolution:** Define one lineage. A willing target transforms after a Power FEAT. Hostile use requires a Fighting Power Attack to establish Contact; the target then resists with Endurance. Green shifts one anatomical trait or grants $+1CS/-1CS$ between one physical and one mental Ability; Yellow shifts up to two paired ranks; Red up to three. No Ability exceeds Power rank or falls below Feeble, and maximum Health/Karma do not change during a temporary form. **Limits:** This is directed comic-book adaptation, not real evolutionary prediction. It cannot grant arbitrary Powers, permanent species replacement, memories, technology, or extra actions. End-of-turn resistance applies to hostile use.

Resurrection - Use: Extended Primary Action requiring one minute of uninterrupted contact with recoverable remains or a valid spiritual anchor. **Profile:** Contact; Targets A; once per deceased subject per story arc from the same source. **Resolution:** Compare Power rank with death intensity: recent intact death Excellent, damaged or days-old Remarkable, severely destroyed or long-dead Incredible, soul displaced Amazing, soul bound or transformed Monstrous or higher. Green restores life at 1 Health with a Critical Injury; Yellow restores the Power score in Health with a Severe Injury; Red restores twice the Power score with a Serious Injury. **Limits:** The subject may refuse. A failed attempt cannot be repeated by that source until circumstances materially improve. Class-rank destruction, abstract erasure, natural lifespan exhausted, unavailable soul, or cosmological prohibition may be impossible. Resurrection does not guarantee legal, social, mental, or metaphysical normality.

Organic Creation - Use: Primary Action; Place within Range A; persistent ordinary tissue or Timed Duration for a functioning complex organ. **Profile:** Power-rank Mass; Targets C products; complexity limited by Information Resolution. **Resolution:** Green creates simple nonliving organic matter, food, fiber, bone, or tissue; Yellow creates viable blood, skin, muscle, seed, or a known simple organ; Red creates a complex known organ or nonsapient organism no stronger than rank. **Limits:** The user needs an understood pattern. Persistent output spends Persistent Creation Capacity; a functioning complex organ that remains Timed does not. Created tissue has no identity, memories, soul, legal provenance, or extraordinary Power. Sapient Life Creation, healing attachment, disease, poison, and perfect genetic duplication are separate procedures.

8.10 Matter Control Procedures

The first six Powers below use a shared material-control chassis. **Use:** Primary Action to seize or substantially reshape material; maintained thereafter. **Profile:** Range B; Power-rank Mass; Targets A; move controlled material at Land/Water speed, never beyond range. **Resolution:** Unattended lower-rank material is routine. Equal or stronger Material Strength uses the normal Intensity FEAT. A carried, worn, living, or actively controlled target also uses the holder's Strength, Agility, or controlling Power as resistance. A restraint or barrier made from available material uses the lower of Power rank and the material's actual Material Strength. **Limits:** Control moves and shapes existing matter; it does not create it, change composition, provide scientific comprehension, or automatically grant full-rank attacks. A mastered attack stunt uses Agility, Range A, and damage equal to the lower of Power rank and material strength.

Earth or Stone Control - Use: The shared chassis for soil, sand, clay, natural stone, and ordinary concrete as recorded. Loose earth is easy to move but supports only its actual Material Strength. **Specific limits:** It does not control refined metal, glass, living tissue, magma, or a whole planet. Tunneling must address collapse, displacement, and occupied space.

Metal Control - Use: The shared chassis for one broad metal family or all ordinary metals if the manifestation has a coherent electromagnetic, mystical, or molecular basis. **Specific limits:** Nonmetallic alloys, exotic metals, metal inside a living body, and nonmagnetic targets are not automatically included. Devices remain limited by their circuitry and design even while their metal is moved.

Water or Liquid Control - Use: The shared chassis for water or one defined liquid family. The controller may form currents, columns, surfaces, or restraints and may move through connected fluid. **Specific limits:** It does not create water, control every chemical liquid, extract all water from a living body, breathe underwater, or maintain an unsupported rigid shape without a stunt.

Air or Gas Control - Use: The shared chassis for air or one defined gas family; use water-equivalent Mass only as a bookkeeping limit and the Area table for the field's maximum dimensions. The controller may create wind, pressure differentials, or directed currents. **Specific limits:** It does not create vacuum instantly around a living target, control weather systems, generate a new gas, or maintain pressure beyond rank. A damaging blast is a stunt.

Crystal or Glass Control - Use: The shared chassis for natural crystal, manufactured glass, or the recorded family. It may grow existing crystal only by redistributing available material. **Specific limits:** It does not create gemstones, control all stone, duplicate optical electronics, or give ordinary glass extraordinary Material Strength.

Synthetic Material Control - Use: The shared chassis for one coherent manufactured family such as plastics, polymers, rubber, textiles, ceramics, composites, or processed construction materials. **Specific limits:** "Anything artificial" is too broad. Complex devices do not operate merely because their casing or substrate moves.

Object Animation - Use: Primary Action; Range A; Targets C; maintained or Timed Duration. **Profile:** Animate existing nonliving objects whose shared mass does not exceed Power-rank Mass. **Resolution:** Each object retains actual Material Strength, moves at Land/Water speed, and uses Power rank for simple force, attack, and resistance. It can execute one plain standing instruction. **Limits:** Animated objects have no independent Talents, Reason, senses beyond what their form plausibly supplies, or ability to operate functions they do not physically possess. They share the user's one Primary Action unless a stunt establishes limited autonomy.

Matter Shaping - Use: Primary Action; Range B; Power-rank Mass; Targets A; resulting form persistent. **Resolution:** Reshape one defined material or any material the Power can overcome without changing composition. Green creates a simple shape, opening, seal, or join; Yellow produces moving parts or fine tolerances; Red reproduces intricate passive structure within Information Resolution. **Limits:** Shaping does not create missing mass, alter Material Strength, fabricate electronics, animate the result, or provide a design the user does not know.

Density Control - Use: Primary Action; Range A; Power-rank Mass; Targets A; Timed Duration. **Resolution:** Roll a Power FEAT for a willing subject or unattended object when result color matters. Hostile use against a living subject is a direct Power Attack followed by Endurance resistance; an attended object may use its owner's appropriate resistance. On success, Green shifts density one named rank, Yellow two, and Red three, up or down, never beyond Power rank. Increased density raises mass and physical Material Strength by the same shifts; decreased density lowers both. **Limits:** Shape and composition remain. The Power cannot create neutronium, a black hole, negative mass, phasing, flight, or Health changes without a separate stunt. Hostile living subjects repeat Endurance resistance each turn.

Molecular Control - Use: Primary Action; Range B; Power-rank Mass; Targets A; maintained for motion or persistent for a stable rearrangement. **Resolution:** Choose one material family or molecular operation when acquired and roll a Power FEAT when result color matters. Hostile use against living, attended, or extraordinary matter is a direct Power Attack followed by Endurance, Psyche, owner resistance, or the governing rank as appropriate. On success, Green separates, combines, bonds, or purifies familiar substances; Yellow changes phase or constructs a known complex compound; Red rearranges a known material into another chemically plausible form whose Material Strength does not exceed rank. **Limits:** No atoms are created or destroyed. The user needs relevant knowledge, cannot produce unique super-materials or living minds, and cannot bypass Transmutation, Healing, Atomic Control, or Life Creation by vocabulary.

Atomic Control - Use: Primary Action; Range A; Power-rank Mass; Targets A; persistent stable result. **Resolution:** Compare Power rank with Material Strength, energy containment, or a living target's Endurance. Green changes isotope, charge state, or elemental purity; Yellow converts one ordinary element into another common element; Red performs a controlled nuclear-scale rearrangement or stabilizes an otherwise hazardous conversion. **Limits:** Released energy is capped at Power-rank intensity; excess is dispersed or the attempt fails unless a separate containment stunt exists. The Power grants neither atomic knowledge nor automatic explosions, rare super-elements, living transmutation, radiation immunity, or mass-energy conversion.

8.11 Matter Creation and Conversion Procedures

Persistent created matter is physically real, detectable, taxable, ownable, stealable, and subject to scarcity and law. A creation's amount uses Power-rank Mass; separately placed products use Targets C; complexity uses Information Resolution. A pattern, blueprint, sample, memory, or Talent may still be required. A Power cannot create a device whose Cost, Availability, Material Strength, or technological sophistication exceeds its rank without an Enabler.

Persistent Creation Capacity

A Power that makes matter persistent without consuming at least an equal mass of existing matter has a recovery-limited **Persistent Creation Capacity** equal to the maximum mass that Power could create in one use. Element Creation, persistent Organic Creation, Energy-to-Matter Conversion, General Matter Creation, and stable Rare Substance Creation use this capacity. Determine the capacity after any Power-specific mass adjustment; Rare Substance Creation therefore uses the Mass row one named rank below its Power.

Each persistent use deducts the actual mass created from that Power's remaining capacity, whether the result is one product or several. A use cannot exceed the remaining capacity, and a smaller use consumes only its actual mass. Each Power tracks its own capacity. Eight hours of rest or equivalent downtime restores that Power's full capacity, but a given Power cannot refresh this way more than once in any 24-hour period.

Created matter remains after capacity refresh and does not continue occupying the simultaneous mass limit. Destroying, dismissing, losing, consuming, reclaiming, or transforming a product does not restore expended capacity early. Healing, Regeneration, Power cancellation, and a new scene do not refresh it. A creation that remains maintained or Timed instead of becoming persistent uses only the ordinary simultaneous mass limit.

A procedure that consumes at least an equal mass of existing matter for its persistent result - such as Fabrication, Object Duplication supplied with raw material, or Tool or Weapon Creation supplied with raw material - does not spend Persistent Creation Capacity; it remains limited by input mass and its own procedure. Energy-to-Matter Conversion consumes energy rather than an equal mass of matter and therefore spends the capacity.

Element Creation - Use: Primary Action; place within Range A; Power-rank Mass; persistent; spends Persistent Creation Capacity. **Resolution:** Choose one common element or simple substance at acquisition. Routine quantities and shapes are automatic; precise placement under pressure uses Power. **Limits:** The material has ordinary real-world properties and Material Strength, not the Power rank unless lower. Creating it inside a living subject, occupied solid, working machine, or sealed body fails safely. Rare isotopes, antimatter, fictional elements, and complex compounds are not included.

Tool or Weapon Creation - Use: Primary Action; place at Contact or Range A; Targets C; Timed Duration unless an equal mass of raw material is consumed, in which case the object may persist. **Resolution:** Create a known mundane tool or weapon with Material Strength no greater than Power rank and ordinary function. Attacks use the wielder's normal Ability and the lower of the item's listed damage or Power score. **Limits:** No ammunition, fuel, electronics, credentials, exotic material, independent Power, or skill appears unless part of the recorded creation scope.

Construct Creation - Use: Primary Action; place within Range A; Power-rank Area and Mass; Targets C; maintained or Timed Duration. **Resolution:** Create simple nonliving shapes, barriers, platforms, ramps, restraints, containers, or supports with Material Strength equal to Power rank. **Limits:** Constructs are inert. They have no motive, senses, independent actions, machinery, full-rank attack, or ability to violate their geometry. Creating tools or autonomous servitors uses their own procedures.

Repair or Restoration - Use: Extended Primary Action: one Round for simple damage, one minute for a disabled device, or longer for major reconstruction. **Profile:** Contact; Power-rank Mass; persistent repair. **Resolution:** Compare Power rank with the highest of Material Strength, damage intensity, or device complexity. Green restores structural function, Yellow restores normal operation and appearance, Red reconstructs missing ordinary parts when an adequate pattern exists. **Limits:** It cannot guess lost data, recharge fuel, restore a soul, erase ownership or evidence, improve the original design, or repair materials and technology beyond its scope.

Fabrication - Use: Extended action requiring at least one minute per Power-rank Mass batch; Range A workspace; persistent. **Resolution:** Convert available raw material into a known finished nonliving object. Green makes a simple object, Yellow a multi-part mechanism, Red a complex device within Information Resolution and the user's design knowledge. Complexity, Material Strength, Cost, and Availability cannot exceed Power rank without tools or facilities as Enablers. **Limits:** Fabrication conserves mass, does not supply restricted information, software, fuel, living tissue, unique artifacts, or market legitimacy.

Object Duplication - Use: Primary Action after Contact examination; place within Range A; Power-rank Mass; Targets C; Timed Duration. **Resolution:** Compare Power rank with the object's highest Material Strength, complexity, or extraordinary rank. Green copies shape and common material, Yellow copies ordinary internal function, Red copies complex ordinary data and operation within Resolution. Consuming equal raw material permits a non-extraordinary copy to persist. **Limits:** Unique powers, souls, authority, cryptographic validity, network identity, fresh secret keys, irreplaceable provenance, spent fuel, and materials above rank are not copied.

Transmutation - Use: Primary Action; Range A; Power-rank Mass; Targets A. **Resolution:** Define one source-to-result pair or coherent family. Roll a Power FEAT against unattended nonliving Material Strength when needed. Hostile use against living or carried matter is a direct Power Attack followed by Endurance or owner resistance. On success, Green changes a simple portion for Timed Duration; Yellow changes the target mass for Timed Duration; Red makes a stable nonliving conversion persistent. **Limits:** Hostile living transmutation always permits end-of-turn Endurance resistance and reverts at maximum duration. The result's Material Strength and extraordinary properties cannot exceed Power rank. It does not create life, memories, Powers, or impossible substances.

Matter-to-Energy Conversion - Use: Primary Action; Range A; Power-rank Mass; Targets A; instantaneous. **Resolution:** Roll a Power FEAT against unattended Material Strength when needed. Hostile use against a living or carried target is a direct Power Attack followed by Endurance or owner resistance. Convert affected mass into one chosen energy family, but usable or released intensity is capped at Power rank. On success, Green powers one compatible effect or device for one Round, Yellow fills an Absorption-style pool equal to the Power score, and Red may make one Power-rank emission or sustained supply for Timed Duration. **Limits:** Uncontained excess safely disperses or prevents conversion; this Power is not automatic nuclear annihilation. Living targets are never wholly converted by one result and instead take Power-rank damage after failed resistance.

Energy-to-Matter Conversion - Use: Primary Action; Range A placement; Power-rank Mass; Targets C; persistent ordinary matter; spends Persistent Creation Capacity. **Resolution:** Requires an available energy source of at least the intended creation's rank. Green creates one common element or simple substance, Yellow a known compound, Red a complex passive material structure within Resolution. **Limits:** Input is consumed or reduced. The Power does not create living beings, functioning machines, rare materials, Powers, knowledge, or more mass than the rank allows.

General Matter Creation - Use: Primary Action; Range A; Power-rank Mass; Targets C; persistent; spends Persistent Creation Capacity. **Resolution:** Green creates a common element or simple substance, Yellow an ordinary compound or simple shaped object, Red a complex passive nonliving form within Resolution. **Limits:** Material Strength cannot exceed Power rank. Devices, living matter, unstable nuclear material, antimatter, unique artifacts, fictional elements, currency validity, identity documents, and extraordinary substances require their own procedure or an Enabler.

Rare Substance Creation - Use: Extended Primary Action requiring at least one minute; Contact or Range A; maximum mass and Persistent Creation Capacity use the row one named rank below the Power; persistent if stable. **Resolution:** Choose one extraordinary substance at acquisition and define its properties. Green creates an impure or short-lived sample, Yellow a stable sample, Red a refined sample suitable for advanced fabrication. A stable or refined sample spends Persistent Creation Capacity; a short-lived sample uses only the simultaneous mass limit. No property, Material Strength, damage, or resistance exceeds Power rank. **Limits:** The Power cannot create more than the defined substance, duplicate unique artifacts, evade cosmological prerequisites, or turn rarity into automatic Resources.

8.12 Energy and Force Control Procedures

Energy Control manipulates an existing phenomenon. Unless an entry says otherwise: **Use:** Primary Action to seize or substantially change energy; maintained thereafter. **Profile:** Range B; Targets A; Power rank is the maximum controlled intensity. **Resolution:** Unattended lower-rank energy is routine; equal or stronger intensity uses the ranked Intensity FEAT; energy actively controlled by another being uses an active contest. A controller may damp, redirect, concentrate, disperse, or shape only what the entry permits. **Limits:** Control does not create energy, grant immunity, power an unrelated device, or supply a full-rank attack. A mastered attack stunt uses Range A and cannot exceed the lower of Power rank and available intensity.

Force Manipulation - Use: The shared chassis for existing momentum, pressure, recoil, collision force, and kinetic vectors. Green changes direction or cushions one force, Yellow arrests or doubles a lower-rank force within the rank cap, and Red divides or precisely redistributes it among Targets A. **Specific limits:** It is not general telekinesis, Strength, Gravity Control, a standing force field, or automatic Reflection. It cannot erase consequences after force has already become damage.

Electrical Control - Use: The shared chassis for current, charge, electrical fields, and active electrical systems. The user may route power, ground a lower-rank source, charge or drain a compatible system, and operate accessible electrical functions. **Specific limits:** It does not supply computer access, software authority, Electromagnetic Pulse, magnetism, lightning from nothing, or immunity to electrocution.

Thermal Control - Use: The shared chassis for existing heat. Green changes local temperature by one environmental rank, Yellow two, Red three, never creating an intensity above the Power rank or below the physical minimum of the setting. Use Power-rank Area for a field. **Specific limits:** It redistributes heat and may require a heat sink or source; it does not create flame, cold projectiles, weather, life support, or instant internal heating of a living target.

Light Control - Use: The shared chassis for existing visible light or one recorded electromagnetic band. The user may focus, bend, scatter, dim, brighten, color, or redirect it within Power-rank Area. Green alters illumination, Yellow creates concealment or a precise image, Red bends a lower-rank directed light attack or creates a sophisticated optical effect. **Specific limits:** It does not create light, become Invisibility against all senses, read images, or produce a damaging laser without a stunt.

Sound or Vibration Control - Use: The shared chassis for acoustic and mechanical vibration. The user may amplify, damp, redirect, isolate, tune, or cancel a source within Power-rank Area. **Specific limits:** A medium is required for ordinary sound. The Power does not create speech content, grant sonar, silence mental or radio communication, shatter every object automatically, or project a damaging sonic attack without a stunt.

Radiation Control - Use: The shared chassis for one broad radiation family recorded at acquisition. The user may detect conspicuous sources as Poor Resolution, contain, redirect, attenuate, or concentrate available radiation up to rank. **Specific limits:** It neither creates radiation nor repairs exposure damage. Different ionizing, particle, magical, or exotic radiations may be separate families, and control is not personal protection unless actively maintained as a defense.

Magnetic Control - Use: The shared chassis for magnetic fields and susceptible material within Power-rank Mass. The user may attract, repel, orient, levitate, or shape qualifying matter at Land/Water speed. **Specific limits:** Nonmagnetic material, charges without a magnetic interaction, biological "magnetism," gravity, and all metal are not automatically included. A device does not disclose or execute its electronic functions merely because it is moved.

Gravity Control - Use: Primary Action; maintained. **Profile:** Range B; Power-rank Area; all exposed mass within the field. **Resolution:** Choose increase, decrease, or direction when placing the field. Green changes effective gravity one named rank, Yellow two, Red three, never beyond Power rank. Creatures resist sudden hostile changes with Endurance or an applicable movement Power and may become Prone, Held, or displaced as the fiction warrants. **Limits:** It does not create singularities, time dilation, unlimited flight, crushing damage, or selective immunity. A focused attack or selective field is a stunt.

Weather Control - Use: Extended Primary Action to establish, then maintained. **Profile:** Range C; Power-rank Area; Timed Duration after maintenance ends. **Resolution:** Start from actual conditions. Each Round of work permits one named-rank step in temperature, wind, precipitation, pressure, cloud, or electrical activity, to a maximum intensity equal to the Power rank. Green creates or ends an ordinary local condition, Yellow a severe condition, Red an extreme but meteorologically coherent condition. **Limits:** Weather propagates, affects allies, and may outlast control naturally. The Power does not instantly create a hurricane indoors, target one person with lightning, ignore climate and available moisture, or prevent collateral effects.

Energy Absorption - Use: The Absorption procedure in Section 8.4, but the recorded family must be an energy family. It provides the chosen storage and discharge, not every possible conversion, defense, and emission at once.

Energy Conversion - **Use:** Primary Action; Range A; Targets A; instantaneous or maintained flow. **Resolution:** Choose one input family and one output family at acquisition. Compare Power rank with input intensity; success transforms up to Power-rank intensity without increasing it. Green converts one immediate effect, Yellow sustains a compatible flow for the scene, Red performs a precise split or conversion under dangerous conditions. **Limits:** It requires input, does not store energy, cannot exceed available intensity, and grants neither immunity nor unrestricted Emission or Control of either family.

8.13 Energy and Force Emission Procedures

Unless an entry says otherwise: **Use:** Primary Action. **Profile:** Range A; Targets A; instantaneous. **Resolution:** Ranged attack using Agility; damage equals Power-rank score. A beam, bolt, touch, cone, aura, or other delivery is chosen at acquisition; the default is a bolt. Protection appropriate to the actual energy applies. Environmental consequences occur when credible but do not become a second full-rank attack.

Kinetic or Force Blast - Inflicts Impact damage. Yellow causes Slam and Red causes Stun after penetration. **Limits:** It supplies no cutting edge, Area, sustained telekinetic hold, force field, or automatic knockback beyond Slam. This is mechanically the ranged form of Concussive Attack.

Electrical Emission - Inflicts Electrical Energy damage. Yellow also disrupts an exposed ordinary electrical device for one Round after penetration; Red forces an Endurance resistance against Stun or disables an exposed device of no greater rank until repaired or restarted. **Limits:** It does not automatically arc to additional targets, control electronics, read data, ignore insulation, or become an EMP Area.

Fire or Heat Emission - Inflicts Heat Energy damage. Yellow ignites one exposed flammable object of lower intensity; Red leaves a burning target or surface that takes one-quarter Power-rank score at the end of the next turn unless extinguished. **Limits:** Fire consumes oxygen, spreads according to available fuel, and can harm allies. It does not control existing fires or continue recurring beyond the stated burn without an ongoing-affliction stunt.

Cold Emission - Inflicts Cold Energy damage. Yellow makes a penetrated target Staggered until the end of its next turn or freezes an exposed lower-rank liquid or mechanism; Red creates an ice restraint of Material Strength one named rank below the Power around an appropriate target. Escape and breaking the ice use the Entanglement procedure. **Limits:** Cold removes heat; it does not create permanent matter, stop time, ignore thermal protection, or freeze an entire Area without an Area stunt.

Light or Laser Emission - Choose **intense light** or **coherent laser** at acquisition. Intense light inflicts Energy damage; Yellow dazzles a penetrated sighted target for -1CS until its next turn and Red blinds it until a successful Endurance resistance. A laser inflicts Edged Energy damage; Yellow causes Injury and Red Lethal Threat after penetration. **Limits:** One purchase does not grant both profiles, invisibility, holograms, or Light Control.

Sonic Emission - Inflicts Sonic/Vibration damage, treated as Energy against living targets and Impact against structures. Yellow makes a penetrated hearing-dependent target Staggered; Red forces Endurance resistance against Stun. **Limits:** Ordinary sonic emission needs a medium. It does not transmit chosen words secretly, grant sonar, control vibration, or shatter every object below rank without targeting and a FEAT.

Radiation Emission - Choose one radiation family. The attack inflicts Energy damage. Yellow leaves detectable contamination on a penetrated target for Timed Duration; Red may instead impose one defined Poison/Ongoing Affliction at one-quarter Power-rank recurring damage. **Limits:** Radiation has environmental and legal consequences. The Power does not control or absorb radiation, bypass all protection, create permanent mutation, or grant the user general radiation resistance beyond safe self-use.

Plasma Emission - Inflicts Energy damage combining extreme heat and kinetic impact; use the highest single applicable protection, not two damage instances. Yellow causes Slam and Red causes Injury after penetration. **Limits:** Plasma may ignite or melt lower-rank exposed material but does not automatically create EMP, radiation, sustained fire, or armor penetration.

Darkness or Negative-Energy Emission - Choose one core effect at acquisition. **Darkness:** place a Power-rank Area within Range A for Timed Duration; ordinary light and sight of lower intensity are suppressed, while stronger illumination contests the Power. **Negative energy:** make the normal ranged attack for Energy damage; Yellow makes the target Staggered and Red suppresses ordinary natural Health recovery until scene end. **Limits:** Darkness does not cause damage; negative energy does not create concealment. Neither automatically controls shadows, drains life, blinds alternate senses, or affects beings outside its defined energy relationship.

Electromagnetic Pulse - **Use:** Primary Action. **Profile:** Center within Range A; Power-rank Area; instantaneous disruption. **Resolution:** Each exposed electronic system compares shielding, Material Strength, or system rank with the Power. Green restarts after one Round, Yellow is disabled until a Primary Action and successful Reason FEAT restores it, Red is disabled until repaired. Unshielded ordinary systems below rank fail automatically. **Limits:** It inflicts no Health damage by itself, does not erase data without a Red result and appropriate vulnerability, and does not affect purely mechanical, biological, mystical, or properly shielded systems.

Gravitic Emission - Choose **repel**, **pull**, or **crush** at acquisition. Repel or pull makes a direct Power Attack using Power rank; the target then resists with Strength or an applicable movement Power. On failed resistance, Green moves the target up to one Area, Yellow up to half Range A, and Red up to Range A, limited by Power-rank Mass. Crush uses the normal Agility emission attack, inflicts Impact damage, and causes Slam on Yellow or Stun on Red after penetration. **Limits:** One purchase supplies one mode, not Gravity Control, flight, an Area field, singularities, or time effects.

8.14 Illusion and Perception Procedures

Projected illusions use Power-rank Area, Range B, Information Resolution, and Timed Duration unless an entry replaces a field. They create sensory evidence, not matter. A viewer accepts a plausible illusion until there is reason to doubt it. Direct contradiction, physical interaction, an impossible detail, or deliberate examination permits an Intuition FEAT against the Power; success identifies the false elements for that observer. Mental and dream illusions use Psyche resistance instead. Instruments are fooled only by sensory output they can actually receive.

Visual Illusion - **Use:** Primary Action to create or materially alter; maintained or Timed Duration. **Resolution:** Create moving visible images and illumination cues within profile. Green supports one simple subject, Yellow a moving multi-part scene, Red a complex scene with correct perspective and fine detail. **Limits:** No sound, smell, touch, heat, solidity, instrument signal outside visible light, invisibility, or physical damage is created.

Auditory Illusion - Use: Primary Action; maintained or Timed Duration. **Resolution:** Create voices, music, noises, echoes, or a soundscape within profile. Green creates one simple source, Yellow several coordinated sources or a known voice, Red a complex acoustical environment within Resolution. **Limits:** It does not create damaging sonic intensity, silence real sound, transmit thoughts, fool nonauditory sensors, or reproduce unknown information.

Holographic Projection - Use: Primary Action; maintained or Timed Duration. **Resolution:** Project technological or light-based three-dimensional images within profile. It automatically fools ordinary cameras receiving the projected wavelengths, but tactile, radar, thermal, and other sensors perceive only what the system actually emits. Green creates a static object, Yellow a moving subject, Red a complex interactive visual scene. **Limits:** It is not mental compulsion, solidity, invisibility from nonvisual sensors, or a laser attack.

Mental Illusion - Use: Primary Action; Range A; Targets B; Timed Duration. **Resolution:** Make one direct Power Attack; each unwilling target then resists separately with Psyche. On failed resistance, Green imposes one false sensory element, Yellow a coordinated scene across ordinary senses, and Red an immersive environment that adapts to the target's expectations. Contradiction permits another Psyche resistance, and end-of-turn resistance applies. **Limits:** It exists in affected minds, does not fool instruments or observers outside the targets, reveal hidden memories, control choices, or directly cause physical damage.

Disguise - Use: Primary Action; personal or Contact; maintained or Timed Duration. **Resolution:** Alter the perceived appearance, voice, scent, and ordinary identifying cues of one subject up to Information Resolution. Green creates a generic identity, Yellow a known role or observed individual, Red withstands detailed ordinary scrutiny. Detection contests Power rank. **Limits:** Actual dimensions, mass, anatomy, credentials, fingerprints, DNA, Powers, knowledge, and behavior remain unchanged unless the mechanism specifically produces one of those cues.

Invisibility Field - Use: Primary Action; maintained. **Profile:** Power-rank Area centered within Range B or moving with the user; no target limit inside geometry; choose one sense family. **Resolution:** The field suppresses output or alters perception at Power rank. Deliberate detection uses the normal illusion examination rules, while tracks, contact, sound, scent, displacement, and attacks remain clues. **Limits:** Choose whether it fools living perception or instruments unless Full-Spectrum breadth is purchased. It does not block attacks, erase evidence, silence occupants, or selectively reveal allies without a stunt.

Sensory Distortion - Use: Primary Action; Range B; Targets B; Timed Duration. **Resolution:** Choose one sense and one mode - blur, displacement, scrambling, overload, delay, or false direction. Make one direct Power Attack; each unwilling subject then resists with Endurance for physiological overload or Psyche for perceptual alteration. On failed resistance Green imposes -1CS, Yellow -2CS, and Red -3CS on tasks depending on that sense. End-of-turn resistance applies. **Limits:** It does not create a full false scene, deal Health damage, affect unrelated senses, or remove all chance to act.

Phantom Duplication - Use: Primary Action; maintained or Timed Duration. **Profile:** Range B; number of copies uses Targets C; each remains within Power-rank Area of the original. **Resolution:** Copies imitate the subject's visible movement and chosen sensory output. Until an observer succeeds on Intuition examination, attacks against the group randomly determine the apparent target; a false copy vanishes or glitches when struck. **Limits:** Copies have no mass, independent actions, attacks, collision, sensors, or ability to occupy remote scenes. They do not multiply the original's actions.

Full-Spectrum Illusion - Use: Primary Action; maintained or Timed Duration. **Resolution:** Coordinate visible light, sound, smell, temperature, and superficial tactile or instrument cues within profile. Green creates one convincing subject, Yellow a small interactive scene, Red a complex environment up to Information Resolution. **Limits:** It remains sensory output: it cannot bear weight, restrain, nourish, cause full-rank damage, create working machines, generate knowledge, or override a successful examination.

Phantom Environment - Use: Primary Action; maintained or Timed Duration. **Profile:** Power-rank Area placed within Range B. **Resolution:** Overlay terrain, architecture, weather appearance, routes, and inhabitants as one coherent environment. Green changes broad setting, Yellow supports moving scene elements and false routes, Red adapts convincingly to interaction within Resolution. **Limits:** Real terrain, hazards, exits, distances, and obstructions remain. The Power cannot physically trap, teleport, feed, shelter, or damage occupants.

Dream Illusion - Use the **Dream Control** procedure in Section 8.7, but the Power is limited to constructing and presenting the dream environment. It cannot interrogate memories or command waking action without Telepathy or Mind Control.

8.15 Space, Time, and Dimensional Procedures

Transit Powers require a valid destination and route. Range supplies reach, not knowledge. Wards, anchors, sealed locations, moving destinations, unfamiliar coordinates, dimensional turbulence, and paradox may provide ranked Intensities. Unless the campaign explicitly uses mutable history, arriving in the past creates or enters a branch rather than overwriting played events.

Teleportation - Use: Primary Action. **Profile:** Personal plus worn gear; Range E; instantaneous. **Resolution:** A perceived or precisely known unobstructed destination within range is routine. Green reaches a familiar destination, Yellow a known destination from incomplete coordinates, and Red a valid unfamiliar destination. White means no departure when failure is safe; under established risk it means a misroute chosen from plausible nearby or thematically connected destinations. **Limits:** Teleportation does not grant perception, dimensional or temporal travel, passengers, a portal, safe access through a ward, or knowledge of arrival conditions. Materializing in occupied solid space fails at the nearest safe point and Stuns the traveler.

Teleport Others - Use: Primary Action. **Profile:** Range E between origin and destination, but the user must perceive or touch the origin target within Range A; Power-rank Mass; Targets A; instantaneous. **Resolution:** Willing subjects use the Teleportation destination procedure. Against an unwilling perceived subject, make a direct Power Attack; a touch-only manifestation instead uses Fighting. The subject then resists with Endurance, Psyche, or Spatial/Dimensional Resistance. **Results:** On failed resistance, Green sends the target to a familiar valid destination, Yellow to a known coordinate, and Red to an unfamiliar valid coordinate. **Limits:** It cannot place a target in solid matter, an inherently lethal environment without overcoming that hazard as a separate Intensity, another time, or another dimension. Worn and carried possessions count toward Mass.

Gateway - Use: Primary Action to open; maintained or Timed Duration. **Profile:** Connect two points within Range E; opening's maximum dimension uses Power-rank Area radius; travelers and material per Round cannot exceed Power-rank Mass. **Resolution:** A familiar, perceived, or anchored connection is routine; other destinations use the Teleportation destination colors. A ward or hostile spatial effect opposes the opening. **Limits:** The gateway is visible and traversable in both directions unless a one-way stunt is recorded. It does not compel passage, perceive the far side, cross dimensions or time without the appropriate Reach Gate, or remain safe if an endpoint becomes hazardous.

Dimensional Travel - Use: Primary Action. **Profile:** Personal plus worn gear; Section 4.15 Reach Gate; Range E only for position within the destination dimension; instantaneous transit. **Resolution:** An open familiar route is routine. Green reaches an attuned or previously visited destination, Yellow a known dimension from a reliable signature, Red an unfamiliar but valid dimension after a search. White under risk may mean no crossing, separation from an anchor, or arrival in an adjacent wrong realm. **Limits:** It supplies no Time Travel, passengers, environmental survival, knowledge of local laws, exact coordinates, or authority to breach a sealed cosmological boundary.

Spatial Distortion - Use: Primary Action; maintained or Timed Duration. **Profile:** Range D placement; Power-rank Area. **Resolution:** Choose elongation, compression, or directional warping when placing the field. Green changes travel distance through the field by a factor of 2 and imposes -1CS on attacks crossing it; Yellow factor 4 and -2CS; Red factor 10 and -3CS. A traveler or attack may use its movement or governing rank against the distortion to treat it as one color lower. **Limits:** The field cannot reduce distance to zero, create a portal, grant extra actions, trap a subject without resistance, reflect an attack, reach another dimension, or distort space outside its geometry.

Banishment - Use: Primary Action. **Profile:** Attack target within Range A; destination uses Range E and the Reach Gate; Power-rank Mass; Targets A; Timed Duration. **Resolution:** The user must have an attuned, known, or open destination. Make a direct Power Attack; the target then resists with Psyche or Spatial/Dimensional Resistance. On failed resistance, Green sends the subject to a nearby remote valid place, Yellow to a known hostile or extradimensional holding place, and Red across an available dimensional boundary. **Limits:** The subject repeats resistance at the end of each turn; success permits return to the departure point or nearest valid equivalent. Banishment cannot permanently erase, kill by destination alone, breach a forbidden realm, or choose an unknown perfect prison.

Temporal Stasis - Use: Primary Action; Range A; Targets A or Power-rank Area as a mastered field stunt; maintained. Timed Duration requires a separately established temporal anchor under Section 4.10.1. **Resolution:** Make a direct Power Attack; the target then resists with Endurance or Temporal Resistance. On failed resistance the target is outside ordinary elapsed time: it cannot act, perceive, change, recover, take damage, or be moved by ordinary means. It repeats resistance at the end of each of its nominal turns when the ranked comparison permits a roll. **Limits:** Stasis suspends rather than harms, heals, ages, stores, or rewrites. The user cannot selectively interact with a frozen target, and a stasis field cannot exclude chosen subjects without a stunt. An anchor must record its location or form, protection or Intensity, and accessible method of disruption; Stasis rank alone is not an anchor.

Time Manipulation - Use: Primary Action; maintained or Timed Duration. **Profile:** Range D; Targets A; choose acceleration or slowing at acquisition; a Power-rank Area field is a stunt. **Resolution:** A willing subject is automatic. Against an unwilling subject, make a direct Power Attack; the subject then resists with Endurance or Temporal Resistance. On failed resistance, Green shifts initiative, movement, and time-sensitive FEATs ± 1 CS, Yellow ± 2 CS, and Red ± 3 CS. For an uninterrupted noncombat process, those results change elapsed time by factors of 2, 4, or 10. **Limits:** No result grants extra Primary Actions, reverses an action, heals, ages a target to death, travels through time, erases consequences, or changes a Power's timed duration unless a stunt expressly targets that clock. End-of-turn resistance applies.

Pocket Dimension - Use: Primary Action to open or close access. **Profile:** One persistent bounded space; maximum internal radius uses Power-rank Area and stored contents use Power-rank Mass; access point within Range A; Timed Duration for an unattended open entrance. **Resolution:** The initial space is empty, stable, and has one recorded ordinary environment. Entry by the owner and willing subjects is routine; hostile breach compares with Power rank. **Limits:** The Power creates capacity, not buildings, food, air renewal beyond the recorded environment, time alteration, inhabitants, surveillance, or immunity to dimensional effects. If access is suppressed, contents remain rather than being destroyed, but cannot be reached.

Time Travel - Use: Primary Action. **Profile:** Personal plus worn gear; temporal reach from Section 4.15; Range E for spatial displacement only if reliable coordinates exist. **Resolution:** Green reaches a personally visited or precisely anchored time, Yellow a known date from reliable evidence, Red an unfamiliar valid period within reach. White under risk means no departure or arrival at a nearby branch/date chosen by the Judge. **Limits:** The Power grants no historical knowledge, passengers, language, environmental survival, immunity to paradox, or ability to rewrite played history. Protected eras and fixed events may be higher Intensity or inaccessible; return requires another use and valid coordinates.

8.16 Creation, Summoning, and Duplication Procedures

Creatures produced by one Power do not create an unlimited action economy. Unless an entry says otherwise, all obedient servitors from one use act immediately after their creator and collectively receive one movement and one Primary Action per Round: one member acts, or the group performs the same simple action using one roll. A sapient summoned entity that is not controlled is an NPC with its own actions and motives under the Judge.

When several beings can be created, maximum number uses Targets C. Unless an entry says otherwise, this number counts beings created or called by the Power and does not count the user. One being may have its principal exceptional rank at the Power rank. If two are active, their maximum ranks are one named rank lower; three to four are two ranks lower; five to eight are three ranks lower; continue one additional reduction per doubling. No generated Ability, attack, protection, Material Strength, or Power may exceed that adjusted cap.

Construct Servitor - Use: Primary Action; place within Range A; maintained or Timed Duration; one servitor by default. **Profile:** Power-rank Mass. **Resolution:** The construct has Fighting, Agility, and Strength one named rank below the Power; Endurance and Material Strength equal to Power rank; Feeble Reason and Psyche; Poor Intuition; and one simple movement mode at land speed. It obeys plain commands. **Limits:** It has no Talents, independent Powers, creativity, speech, healing, self-repair, or autonomous action. Different bodies and functions are stunts.

Object Animation - Use: the Matter Control procedure in Section 8.10. In this category it remains animation of existing objects, not creation of new servitors or independent intelligence.

Companion Bond - Use: Persistent relationship with one defined companion; communication or calling is a Primary Action when difficult. **Profile:** Range D empathic location and communication; the companion is a normal story participant with its own turn. **Resolution:** Choose or build one creature or construct whose highest exceptional rank does not exceed the Bond rank. The bond permits mutual recognition, basic communication, and a Power FEAT to locate or calm the companion through interference. **Limits:** The companion has independent motives, can be injured or separated, and is not recreated for free when dead. The Bond does not compel obedience, share all senses, duplicate the user's Powers, or add a replacement companion during a scene.

Creature Summoning - Use: Primary Action; arrival within Range A; Timed Duration; Targets C. **Resolution:** Define a broad natural or supernatural creature class. Green calls one ordinary available member, Yellow calls the permitted number or an exceptional member, Red calls through serious interference or from the edge of dimensional reach. Use the multi-being rank reductions above. **Limits:** Summoned creatures arrive with natural capabilities and ordinary motives. Obedience requires communication, training, bargain, bond, or a separately defined control; the Power does not create them, customize their abilities, or compel suicide.

Entity Summoning - Use: Extended Primary Action requiring at least one minute, a name/signature, and any established rite or device. **Profile:** Reach Gate; communication at Range D; arrival point within Range A. **Resolution:** Green gains attention or a brief answer, Yellow produces a manifestation or communication, Red brings the named entity physically if it can and chooses to come. Power rank measures reach and reliability, not the entity's statistics. **Limits:** Arrival never grants command, binding, safety, payment, secrecy, or power over an entity stronger than the summoning. Hostile binding is a separate Power or conflict.

Minion Creation - Use: Primary Action; place within Range A; Power-rank Mass; Targets C; Timed Duration. **Resolution:** Create temporary living, artificial, elemental, shadow, or other defined minions. Use the Construct Servitor profile and multi-being rank reductions, but assign Poor Reason and a simple recorded motive. **Limits:** Minions have no independent Powers beyond one function already represented by their capped statistics, cannot create more minions, and share the subordinate action. Permanent life, sapience, evolving personalities, or broad tool use requires Life Creation or another Power.

Self-Duplication - Use: Primary Action; duplicates appear within Range A; Targets C; Timed Duration. **Profile:** Targets C is the maximum number of duplicates in addition to the original. For rank caps only, count every active body, including the original: original plus one duplicate is two bodies and applies the two-being reduction; original plus two or three duplicates is three to four bodies and applies the three-to-four-being reduction. **Resolution:** Divide current Health as evenly as possible among every body; maximum Health is divided the same way. Each has the original's Abilities, appearance, memories, and owned capabilities capped at the Duplication rank and the applicable total-body reduction, but duplicates cannot use Self-Duplication. The original retains its normal turn. All duplicates collectively receive one subordinate movement and one subordinate Primary Action per Round unless an Independent Action stunt is mastered. On reunion, combine remaining Health up to normal maximum and merge memories. **Limits:** Destroying a duplicate loses its allocated Health. Duplicates do not multiply Karma, Resources, consumables, unique equipment, once-per-scene uses, souls, or advancement.

Energy Duplicate - Use: Primary Action; one duplicate within Range A; maintained or Timed Duration. **Resolution:** Create an energy copy using the Construct Servitor statistics, Power-rank Energy protection, and one movement or emission function one rank below Power chosen at acquisition. It shares the subordinate action. **Limits:** It does not copy the user's full character sheet, equipment, Karma, Talents, or unrelated Powers. Appropriate Energy Control, Absorption, containment, and conversion affect it normally.

Swarm Generation - Use: Primary Action; maintained or Timed Duration. **Profile:** One collective occupying Power-rank Area within Range A; moves at Land/Water speed; no Target count for individual members. **Resolution:** Treat the swarm as one target with Power-rank Health, attack, damage, and resistance; single-target attacks deal at most their damage normally, while credible Area attacks gain +1CS or may exploit a vulnerability. Green may obscure or harry, Yellow restrain one target, Red inflict full-rank damage or overwhelm a lower-rank obstacle. **Limits:** Individuals are not separately tracked, do not take independent actions, and cannot perform detailed tasks beyond Information Resolution appropriate to the swarm.

Life Creation - Use: Extended Primary Action requiring at least one minute; place within Range A; Power-rank Mass; Timed Duration. **Resolution:** Green creates simple viable life such as microbes or vegetation, Yellow a nonsapient animal or coherent organism, Red a stable complex nonsapient being with statistics capped by the multi-being rules. **Limits:** The user needs an understood biological pattern. Created life has no borrowed identity, memories, soul, Talents, extraordinary Powers, guaranteed loyalty, or legal status. Permanent sapience is a campaign event, not a Red-result commodity.

Being Replication - Use: Extended Primary Action requiring one Round of Contact analysis; create one copy within Range A; Timed Duration. **Resolution:** A willing subject permits a Power FEAT. Hostile Contact requires a Fighting Power Attack; the subject then resists with Endurance or Psyche. On success, Green copies outward physical pattern, Yellow copies ordinary physiology and Abilities capped at Power rank, and Red copies accessible episodic memory and mundane Talents within Information Resolution. The replica uses the subordinate action. **Limits:** It does not copy soul, metaphysical identity, Karma, legal authority, unique equipment, secrets the body does not contain, or extraordinary Powers unless separately duplicated. The replica is a new being and not automatic property.

8.17 Power Control and Meta-Ability Procedures

Meta-Abilities require a valid extraordinary target. Unless an entry says otherwise: **Use:** Primary Action; Range A; Targets A; Timed Duration. Hostile use is a direct Power Attack; the target then resists with Psyche or the affected Power, whichever is higher. A conscious affected subject repeats resistance at the end of each turn. A Meta-Ability cannot affect itself, exceed its own rank, or change a Class-rank or campaign-defining authority without the required Scale Gate and Judge approval.

Power Nullification - Resolution: Choose one perceived Power on the target and follow the Meta-Ability Power Attack and resistance sequence. On failed resistance, Green suppresses one delivery or stunt, Yellow suppresses the core Power, and Red suppresses one tightly linked Power suite whose individual ranks are each overcome. **Limits:** Nullification does not erase origin, Ability scores, Talents, ordinary biology, learned knowledge, equipment unrelated to the Power, or consequences already created. A life-dependent target is not instantly killed; suppression creates an appropriate escalating hazard.

Power Amplification - Resolution: A willing target is automatic. Hostile use follows the Meta-Ability Power Attack and resistance sequence. On success, Green raises one Power +1CS, Yellow +2CS, and Red +3CS. The amplified final rank cannot exceed this Power's rank, the campaign's starting ceiling, or a specific system cap; if Amplification is below the proposed final rank, reduce the shift to the greatest legal increase or produce no increase. **Limits:** It grants no new function, refill, extra action, permanent advancement, or amplification of Amplification. When the effect ends, spent points, damage, and consequences remain spent.

Power Reduction - Resolution: Follow the Meta-Ability Power Attack and resistance sequence. On failed resistance, Green lowers one Power -1CS, Yellow -2CS, and Red -3CS, never below Feeble; if reduced below the minimum needed for a particular application, that application fails. **Limits:** Repeated uses do not stack; use the strongest reduction. It does not reduce Abilities, Health, Karma, Talents, origin, or permanent rank and cannot become total Nullification without that separate Power.

Power Duplication - Use: Primary Action to analyze a Power observed in use within Range A; Timed Duration once activated. **Resolution:** Compare with the observed Power. Green records its core effect, Yellow one mastered stunt or alternate delivery, Red its normal operating profile within Information Resolution. The copied rank is the lower of this Power and the source. Store known patterns up to Targets C but operate only one copied Power at a time; switching is a Primary Action. **Limits:** No source-specific authority, Class scope, unique artifact, Talent, memory, limitation-free version, or Meta-Ability can be copied unless expressly permitted.

Power Absorption - Use: When a Power directly affects the user, commit the upcoming Primary Action as a defense. **Resolution:** Make a Power FEAT against the incoming Power. Success neutralizes up to this rank for that use and stores its core pattern; Green stores it for one Round, Yellow for the scene, Red for Timed Duration. Only one pattern can be stored and used at the lower rank; absorbing another releases the first. **Limits:** It absorbs applied Power, not ordinary damage, Ability scores, Talents, identity, or a passive trait never directed at the user. Appropriate attacks may still inflict excess intensity.

Power Transfer - Use: Extended Primary Action requiring one uninterrupted Round of Contact; Timed Duration. **Resolution:** Name one Power and its donor and recipient. A willing transfer is automatic if the Power rank is sufficient. Hostile Contact requires a Fighting Power Attack sustained for the Round; the unwilling donor then resists under the Meta-Ability sequence. The transferred rank is the lowest of Transfer, donor Power, and recipient's safe capacity. The donor loses access while the recipient has it. **Limits:** The transfer carries the original Power's limits and mode. Permanent transfer, transfer after death, creating a copy while the donor retains it, or moving Class authority is a campaign transformation.

Power Creation - Use: Extended Primary Action requiring at least one minute of Contact; one grant at a time; Timed Duration. **Resolution:** Define a legal Standard Power with one core operating profile. Green grants it three ranks below Creation, Yellow two ranks below, Red one rank below, never above the recipient's safe ceiling or the Creation rank. **Limits:** While a grant persists, the creator cannot use Power Creation again. It cannot bestow Major Meta-Abilities, Class ranks, permanent advancement, divine or cosmic authority, knowledge, or a Power that contradicts the recipient's viable form without a campaign event.

Selection - Use: Rankless; use the complete catalog, switching, exclusivity, learning, Combined Power, disruption, and advancement rules in Section 10. Selection itself never rolls, never has a rank, and cannot be amplified, reduced, copied, stolen, or used as the intensity of a FEAT. Only the currently active catalog Power provides a rank and operating profile.

Nemesis - Use: Primary Action to analyze one perceived hostile Power; maintained or Timed Duration. **Resolution:** Compare Nemesis with the observed Power. Green generates one narrow defense or escape that directly answers its core effect, Yellow a defense plus one narrow way to disrupt it, Red the minimum coherent counter-capability needed to neutralize that one Power at Nemesis rank. **Limits:** Only one Nemesis capability exists at a time. It cannot exceed rank, counter a whole character, invent unrelated offense, supply forbidden knowledge, become retroactively active, or duplicate broad Power Selection. A new analysis replaces the old capability.

Power Theft - Use: Primary Action; Contact unless a ranged channel is recorded; Timed Duration. **Resolution:** Make a Fighting Power Attack for Contact, an Agility Power Attack for an aimed ranged channel, or a direct Power Attack for an expressly mental, spatial, or Meta channel. The victim then resists under the Meta-Ability sequence. On failed resistance, Green steals one delivery or stunt, Yellow one core Power, and Red one tightly linked suite whose ranks are each overcome. The thief operates the stolen effect at the lowest of Theft rank and victim rank; the victim loses the corresponding access. **Limits:** Only one stolen package may be held. Theft carries limitations and does not take Abilities, Talents, memories, soul, origin, permanent advancement, or Class authority. End-of-turn resistance returns the Power and ends the thief's access.

Power Linking or Gestalt - Use: Primary Action requiring willing participants within Contact or Range A; maintained. **Profile:** Maximum participants use Targets A. **Resolution:** At acquisition define the type of combination. For a linked effect, choose one contributed Power from each participant: use the highest contributing rank and add +1CS per additional relevant contributor, capped by the Gestalt rank. For a gestalt form, use a prewritten legal profile whose Abilities and Powers are each capped by Gestalt rank. **Limits:** Participants share one Primary Action unless the profile says otherwise; damage and conditions are apportioned as recorded. Linking does not create arbitrary new Powers, stack unrelated scores, compel participation, or remain after a contributor leaves range or becomes unable to maintain it.

Power Alteration - Use: Primary Action; Timed Duration. **Resolution:** Choose one existing Power. Hostile use follows the Meta-Ability Power Attack and resistance sequence. On success, Green changes one cosmetic-plus-operational detail within the same delivery, such as damage appearance or harmless signature; Yellow changes one delivery, target class, or energy/matter form while retaining rank, action, and resistance; Red exchanges one closely related operating profile without increasing breadth. **Limits:** It cannot raise rank, remove all limitations, change Standard into Major scope, create a second simultaneous function, alter Selection itself, make permanent advancement, or turn one Power into an unrelated narrative authority.

9. Source, Form, and Delivery

Power Category says **what the effect does**. Power Source says **why the effect can happen**. Acquisition says **how it became part of the character's life**. Physical Form says **what is performing the effect**.

9.1 Power Modes

Record each power in the mode that its origin requires:

Mode	Meaning	Typical consequence
Inherent	The capability is a natural or permanent part of the character.	Normally available unless specifically suppressed.
Integrated	The capability is built into the standard body or mind.	Can be damaged, disrupted, or repaired when its system is affected.
Conditional	The capability operates only under a defined state, trigger, environment, bond, or transformation.	Unavailable when the condition is absent.
Equipment-Based	A removable device, weapon, armor, vehicle, or tool supplies it.	Can be lost, damaged, stolen, repaired, or replaced.
Alternate Form	A different body or state possesses the capability.	Uses that form's profile and carries damage between forms.

Mode does not change slot cost. A removable weapon is not cheaper merely because it can be stolen, and an inherent mutation is not more expensive merely because it is difficult to remove.

9.2 Source Coherence

The player must write one sentence explaining how each power follows from its source.

Examples:

- **Biological Alteration + Wall-Crawling:** altered skin generates controllable molecular adhesion.
- **Technology or Equipment + Telepathy:** a neural transceiver detects and transmits thought patterns.
- **Divine + Weather Control:** the character carries authority over storms granted by a weather deity.
- **Cosmic + Matter Creation:** the character condenses matter from a bonded cosmic field.
- **Mystical + Force Field:** a practiced ward or enchanted talisman interposes occult force.

If the source cannot honestly explain a result, use this order:

- 1 Reinterpret the manifestation without changing the mechanical effect.
- 2 Identify a coherent secondary source and, if it independently supplies capabilities, change the source to Hybrid or Multiple.
- 3 With Judge approval, exchange the result for another power in the same category.
- 4 Reroll only when the prior options fail.

Exceptional Development cannot be used as a verbal disguise for impossible power. A trained person may produce an Area Attack with explosives or a Stunning Attack through nerve strikes, but training alone does not create literal Time Travel. That result requires equipment, magic, cosmic force, or another genuine extraordinary source.

9.3 Hybrid Characters

A Hybrid or Multiple character assigns each power to the source that actually supplies it. A power can have two cooperating sources when both are independently necessary, but that does not increase its rank or add functions.

Example: a mutant inventor may possess inherent Danger Sense and equipment-based Barrier Projection. Disabling the equipment removes the barrier but not the mutation.

9.4 Self-Protection and Functional Safeguards

A power includes the narrow self-protection required to use its own core effect normally.

- A fire emitter does not burn their own firing limb merely by attacking.
- A sonic emitter is not automatically deafened by ordinary use.
- A teleporter does not materialize halfway inside an object on every routine jump.

- An energy form possesses the containment required to remain a playable character.

This safeguard is not a transferable defense. It does not protect against another character's fire, sound, teleportation attack, or energy control unless a separate power or resistance says so.

10. Selection

Selection is a rankless Major Power that trades simultaneous breadth for adaptability. It is the explicit exception that can place several generated powers behind one active channel. Its slot cost measures the breadth it organizes; no separate intensity rank is needed because every catalog entry has its own rank and the transition time is fixed.

10.1 Building the Catalog

When Selection is generated:

- 1 Pay its normal cost: 2 slots if random or 3 slots if specifically chosen.
- 2 Every slot remaining **after** Selection is resolved generates catalog powers under the normal random or chosen costs.
- 3 Add one bonus random Standard Power to the catalog at no slot cost. If the bonus result is Major, reroll the individual power; if the category contains only Major results, reroll the category.
- 4 Do not roll a rank for Selection. Roll ranks separately for every catalog entry; Selection does not cap them.
- 5 Powers generated before Selection remain outside the catalog unless the player elects to rebuild the sequence with Judge approval.

If Selection consumes the character's final available slots, the bonus result ensures that the catalog still contains one usable power.

10.2 Operating the Catalog

- Only one catalog power can be active at a time.
- An active catalog Power may be activated, operated, rolled, directed, retargeted, refreshed, commanded, maintained, or used as an attack, defense, sense, movement mode, or communication channel. An inactive catalog Power permits none of those operations.
- Changing the active catalog power requires one complete transition round.
- During that round the character may move, defend, and Dodge but may not attack or use a catalog power.
- The new catalog power becomes active at the start of the character's next turn.
- A maintained effect, concentration, active channel, continuous direction, or effect requiring repeated energy or decisions from the former catalog Power ends when the transition begins.
- A Timed Duration effect that was fully established and requires no continuing operation retains its original result color, targets, remaining duration, resistance, escape, and other counterplay after the Power becomes inactive. It cannot be altered, redirected, intensified, refreshed, retargeted, commanded, or used to make another roll until that catalog Power is active again.
- A timed summoned, controlled, or created subordinate continues only with the autonomy and existing instruction its procedure already grants. Selection supplies no new command, perception, or control channel while that catalog Power is inactive. An effect with no autonomous behavior becomes inert, uncontrolled, or ends as its own procedure requires.
- Instantaneous consequences remain. Damage dealt, Health lost, movement completed, information already learned, and ordinary resulting conditions are not undone by switching. Persistent matter remains only when its procedure says the matter is stable and persistent; it becomes ordinary and uncontrolled unless another active Power supplies control.
- Switching never clears a restriction or restores expended capacity. Existing durations continue counting down, and once-per-scene or once-per-day uses, stored patterns, held packages, active grants, and simultaneous-capacity limits remain recorded. An inactive Power's recharge, preparation, or recovery interval does not advance unless its procedure expressly continues independently; an interval requiring continuous operation restarts when the Power becomes active again. Any continuing effect still counts against every limit that would apply if the Power remained active.
- Suppressing Selection makes the entire catalog unavailable. A direct attempt to suppress, steal, or cancel Selection is normally resisted with Psyche; a source-specific effect may instead call for Endurance or another explicitly applicable resistance.

- Power Stunts are learned separately for each catalog entry and function only while that entry is active.

Abilities, necessary Physical Form traits, equipment, and powers outside the catalog remain available during the transition. Selection never turns the rest of the character sheet off.

The governing test is whether the established effect can continue without further thought, concentration, direction, active sensory feedback, repeated energy, or another operation of the catalog Power. If it can, its written duration continues. If it cannot, transition ends the operation.

10.3 Duplicating Selection

A duplicate Selection result does not create simultaneous active catalog powers. Apply the normal duplicate rules in Section 11: broaden the catalog's switching expression, establish a Selection stunt, add one bonus random Standard catalog entry, or reroll if no coherent interpretation exists.

11. Duplicate Powers and Overlap

Rolling the same category twice is not a duplicate. Rolling the same individual power twice is.

Before rerolling an exact duplicate, choose one of the following:

11.1 Variant Expression

Keep both results as distinct versions. Roll their ranks separately and define a meaningful difference in substance, range, delivery, target, condition, or source.

Example: two Energy Armor results could become inherent heat resistance and an equipment-based electrical shield.

11.2 Amplification

Merge the duplicate into the existing power. Roll the duplicate's rank, keep the higher result, and then raise it by +1CS, to a maximum of Shift X. The duplicate consumes its normal slots.

Amplification does not broaden the core effect. Two Flight results may create faster or more capable Flight; they do not also grant teleportation.

11.3 Linked Expression

Convert the duplicate into one immediately mastered Power Stunt for the original power. The stunt must be a logical extension and cannot duplicate a different Major Power.

Example: a duplicate Force Blast could establish an area burst, ricochet shot, or controlled knockback as a mastered starting stunt.

11.4 Reroll

Reroll the individual power only when no variant, amplification, or linked expression produces a coherent and desirable result. Ability Enhancement follows its own non-stacking rule and never receives numeric amplification from a duplicate.

12. Randomness, Choice, and Rerolls

Random generation is a commitment to interpretation, not a punishment.

12.1 Results That Stand

Do not reroll merely because:

- a Standard Power received Feeble, Poor, or Typical rank;
- the power is not an obvious combat choice;
- another character has a stronger related power;
- the combination is strange; or
- the result demands a less familiar story.

A Feeble power may still solve a human-scale problem, provide evidence, reveal identity, create a narrow advantage, or become important through stunts and advancement. Its low rank is part of the character rather than a blank space.

12.2 Legitimate Rerolls

A reroll is appropriate when:

- a last-slot Major Power cannot be paid and the player declines to release an earlier Standard Power;
- an exact duplicate cannot be made meaningfully distinct under Section 11;
- the result cannot be reconciled with the source even after the process in Section 9.2;
- the power would make the character literally nonfunctional in the campaign's agreed premise; or
- the table explicitly requires it.

The Judge may veto content that violates the group's boundaries. Replace it within the same category when possible rather than treating the veto as a chance to optimize the character.

12.3 No Scrambling After Origin

Only Origin tables conceal category placement. Slot, rank, category, and individual power tables remain ordered. Players may understand the scale they are rolling on; surprise comes from the result, not from disguising the arithmetic.

13. Starting Power Stunts

A power's core effect is available immediately. A **Power Stunt** is a new, repeatable application logically derived from that effect but not included in its starting description.

Examples:

- using Force Blast for controlled knockback rather than damage;
- bending emitted light around an ally;
- using Telepathy to leave a delayed mental message;
- shaping a Barrier into a bridge; or
- using Water Control to extract breathable air as an emergency technique.

13.1 Stunt Test

- 1 Describe the proposed stunt and how it follows from the power.
- 2 The Judge confirms that it is narrower than a separate Major Power and sets any situational column shifts.
- 3 Spend Karma equal to $100 - (10 \times \text{prior successful uses})$, to a minimum of 10.
- 4 Make a Power FEAT using the required color below.

Prior successful uses	Required result
0-2	Red
3-5	Yellow
6-9	Green
10+	Mastered; no stunt surcharge or special color required

A failed attempt spends the Karma but does not erase progress. A specific stunt can earn no more than one successful-use mark in a scene, and the Judge may require genuine pressure or consequence rather than permitting risk-free practice loops.

Duplicate Linked Expression under Section 11.3 begins mastered and requires no development sequence.

13.2 Boundaries

A stunt cannot:

- exceed the parent power's rank without a separate enhancement;

- create a permanent new power after ten uses;
- erase a Major Power's slot value by recreating its full breadth;
- ignore source, range, targeting, resistance, or material limits; or
- add extra turns merely by describing faster action.

Mastery makes the application reliable. It does not turn it into an unrelated power.

14. Recording a Power

Use the following information for every finished result:

Field	Record
Power	Individual power name
Rank	Named rank and score
Type	Standard or Major
Slots	Slots actually spent
Source	The Power Source supplying this power
Mode	Inherent, Integrated, Conditional, Equipment-Based, or Alternate Form
Manifestation	What the effect looks, feels, and sounds like
Core effect	The exact starting function from the table
Required choices	Energy, matter, sense, emotion, creature family, delivery, or other subtype
Limits	Conditions, exclusions, range issues, dependencies, and known counters
Stunts	Mastered and developing applications

Write mechanics first and explanation second. “Cosmic shadow” is not a complete power entry. “Invisibility Field - Remarkable 26; Cosmic; Inherent; bends visible and infrared light around the user” is.

15. Campaign Calibration

Character generation establishes the campaign's initial scale. The Judge should examine the completed team before deciding what must threaten it.

15.1 The Frank Castle/Daredevil Equation

The useful comparison is not simply whether one hero can defeat another. Ask what each capability means when pointed at the ordinary human world.

- Can the character ignore common weapons?
- Can the character cross a city before institutions can react?
- Can the character enter secure places without permission?
- Can the character read, alter, or manufacture evidence?
- Can the character control crowds, infrastructure, markets, weather, or communications?
- Who among ordinary people can notice, understand, resist, expose, or exploit the capability?

A combat rank is only one answer. A Typical detection power may matter more to an investigation than an Amazing blast. A normal witness may matter more to the plot than either.

15.2 Scale Follows the Generated Team

Generated capability	Natural opposition and stakes
Human and street-facing	Criminal organizations, killers, corruption, conspiracies, survival, law, neighborhoods, and personal obligations
Enhanced and institutional	Superhuman operatives, advanced technology, agencies, corporate power, regional disasters, and organized metahuman threats
Global and extreme	Nations, planetary crises, mass transformation, world-scale villains, and civilization-level consequences
Cosmic and reality-facing	Cosmic entities, dimensional wars, timeline damage, universal forces, and threats to existence itself

These are starting lenses, not locked tiers. A cosmic hero can care about one endangered child. A street hero can uncover a cosmic invasion. What changes is how the problem reaches the character and which choices remain difficult.

If the heroes roll a Thanos-like level of force, run with it. If they roll a Daredevil-like level of force, run with that. Escalation is not a substitute for engagement, and every later story does not need a Celestial, a world-conqueror, or Doctor Doom to remain important.

15.3 Ordinary Humans Remain Story Actors

Do not use normal people as decorative proof that the heroes are powerful. Give them information, institutions, loyalties, skills, courage, leverage, mistakes, and objectives.

Powered characters may dominate a direct physical comparison while still depending on ordinary people to:

- identify the real problem;
- authorize or deny access;
- design, repair, research, or interpret;
- rescue others while heroes fight;
- preserve evidence and public trust;
- reveal consequences the heroes cannot punch; and
- decide whether the heroes are accepted, feared, prosecuted, or remembered.

The world does not stay relevant by making every civilian secretly superhuman. It stays relevant by allowing human action to change the story.

16. Worked Generation Examples

16.1 Five Slots and a Precise Anchor

A Standard-Scope character rolls 82 and receives 5 Power Slots, then wants Flight to define the hero.

- Specifically chosen Flight costs 3 slots and begins at no less than Good 8.
- Two slots remain.
- The player rolls two random Standard Powers, unless one roll produces a Major result and consumes both remaining slots.

The completed character will possess either three powers - Flight plus two Standard results - or two powers - Flight plus one Major result. The player secured the concept but surrendered breadth to do it.

16.2 Eight Slots and Four Finished Powers

An Exceptional-Scope character rolls 90 and receives 8 Power Slots.

- Two specifically chosen powers cost 6 slots.
- Two random Standard Powers cost the final 2 slots.

The result is four finished powers, exactly within the game's practical sweet spot, despite beginning with the maximum slot result.

16.3 The One-Power Hero

A Focused-Scope character rolls 10 and receives 1 slot, then randomly receives Wall-Crawling at Typical 5.

The result stands. The character may be an exceptional investigator, athlete, inventor, journalist, criminal, or martial artist whose single impossible capability changes access, escape, pursuit, and identity. Being less explosive does not make the character less capable of carrying a story.

16.4 A Last-Slot Major Result

A player has spent four of five slots and rolls Power Control and Meta-Abilities with the final slot. Every result in that category is Major.

The player may release one earlier random Standard Power to pay the second slot or reroll the category. The player may not keep the Major Power for one slot, and the Judge does not impose an automatic Weakness as debt.

16.5 The Selector

An established Selector possesses Shift X Agility outside the Selection catalog through an explicit Judge-approved origin assignment. That rating is not presented as an ordinary result of Random Rank Column 1-5. The character's Power Slots generate Selection and a catalog of several strong powers that can operate only one at a time.

In a Danger Room exercise, six other heroes need only touch the character. The Selector begins a transition and spends the round Dodging. Natural Agility remains active because it is outside the Selection catalog. The new catalog power activates next round.

The important lesson is not that a long power list wins. Several Amazing-or-better catalog powers may never enter play. The encounter can turn on one permanent ability, one defensive decision, timing, terrain, and the victory condition.

16.6 Excellent Major Power Against Humans

A random Gravity Control roll produces Good 8, but Gravity Control is Major, so it begins at Excellent 16.

The character is not automatically dominant over cosmic opponents. Against ordinary humans, vehicles, rooms, crowds, falls, and unsecured objects, however, Excellent gravity is already a defining and dangerous capability. The floor protects the two-slot investment without changing the campaign's entire mathematical structure.