

Glowing Portal v1.3

Powers

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The Basics

Powers are where things get weird. Powers go beyond the natural, they exceed standard human limitations. In one game they may represent magic and spells, in another mutant abilities, psychic talents, cybernetic implants, etc. Powers ain't cheap, get used to it (or, you know, give your players a lot of points to spend on them).

Spoiler Alert

This document was originally created for the Apocalypse Engine podcast / game Imago. It grew as the game moved forward. Even more than the basic rules document, the content here is geared towards that specific game / campaign. It contains SERIOUS SPOILERS for anyone who hasn't finished the entire run of Imago from start to finish.

I should also add that a few things might just be half-finished, and the document certainly hasn't been entirely proof read. So take every iota of this document with a couple grains of salt.

Category

Each Power belongs to a Category with other, arguably related Powers. These Categories may not make sense in a different type of game, feel free to move things around. It is assumed that each character may only purchase Powers from his chosen Category, especially because some Categories offer free advantages; if this is not the case in your game it probably makes sense to charge characters extra any time they "buy" access to a new Category.

Power Skills

Many Powers work with an associated **Power Skill**, generally named after the Category (e.g., mentalist, elemental, proctologist). These skills are always bought at the Expensive skill cost. During character creation Power Skills are paid for with points spent on Powers as opposed to Attributes.

Skill Cap

The level of a Power that is Skill Capped cannot exceed its associated Power Skill. *For example if a fire mage's "Pyromancy" Power Skill is only at 2, and if the power "Fireball" is Skill Capped then he couldn't buy it any higher than level 2 until he raised his "Pyromancy."*

Type

Some Powers are effectively always on, for free. Characters that regenerate quickly or take a lot of damage before passing out don't have to turn those abilities on or pay Numina Reserve to activate them, that's just how they are, all the time. These powers are called **Static**.

Many powers have a **Single** and generally instant effect each time they're used. Their Numina Reserve is paid each time, and once the effect is done it's done. Shooting a single fireball from your hands would fall under this category.

Ongoing powers, once activated, remain "on" until the user stops it or runs out of NR. The initial cost to turn the power on is usually higher than the ongoing cost.

Some powers require a more permanent investment. A specified amount of NR is **Invested** (shown in brackets on the table below). There is usually an initial amount of NR spent to activate the power, some of which won't come back so long as the power remains active. *If Dr. Shmoo summons a minor demon, it may cost him 10 NR for the initial spell, 2 of which are Invested. Given some time Dr. Shmoo will get 8 points of NR back, but the 2 Invested points will simply be unavailable to him until the demon is released or killed.*

Finally, some Invested NR isn't permanently Invested. Sometimes when a power is used an amount is invested for a time specified, but eventually becomes powerful or stable enough to remain without the Invested NR, at which point the Investor gets his NR back. This type of Invested NR is specified with an asterisk in the brackets in the Powers table.

NR

This value simply represents how much Numina Reserve is spent to use the Power. Many Powers will have more specific rules on how much to spend in the Power's full description.

When a power has multiple options for NR cost they will be listed on either side of a "|".

When an Ongoing power is listed, the number on the left of the slash is how much NR it costs to activate the power, the number to the right of the slash is how much NR is used each subsequent Turn.

When a power demands that some NR is Invested, that number is shown with square brackets.

If a power's NR cost is too complicated for a tiny space in a little table we just throw a * in it, read the power's description for the breakdown.

The effect of the death of the character who's invested NR depends on the game. All effects from invested NR may become permanent, disappear immediately, or fade over time depending on what makes sense to the GM.

Cost

This value is simply how many Character Points it costs to purchase the power.

Concentration

Some powers require that a character Concentrate to use it. A character must use an action to begin Concentrating, he may move a little bit (but no running). While Concentrating any Awareness or Perception rolls are penalized, his passive EV is cut in half, and if he opts to Full Dodge or do anything more than a slow jog (or take a hit to the head) his Concentration will probably break (kind GMs may allow for a Discipline roll to avoid breaking Concentration after the aforementioned hit to the head, if it wasn't too bad).

Building Resistance

Multiple applications of certain specifically denoted powers become increasingly subject to Resistance. Subjects repeatedly targeted by these powers build a temporary tolerance to them; each time the same power is used on the same subject, the power's user must subtract a cumulative 2 from his Result. Over the course of a day (or so) the subject's resistance fades.

Third Season

Powers from Imago's third season are marked with an omega symbol. A cost has not necessarily been ascribed to them, and they are likely overpowered. If the symbol is placed after the Power's name (rather than before it), then only part of the Power (additional levels, for instance) fall into this category. Costs for these powers will be added later, if there's any real pressure for it.

Category	Power	Skill Cap	Type	NR	Cost
Acrobatics	Ω Agility	-	Static	-	Ω
	Enhanced Jumping	-	Static	-	20
	Parry Ω	Y	Ongoing	2 / 2	8 per level
City	Create Object	Y	Invest	10 [1]	25 + 10 P/L
	Enhance Object	Y	Invest	15 [2]	20 per level
	Enter City	-	Single	21	40
	Exit City	-	Single	10	40
	Sense City	-	Static	-	10 P/L
Dissociative	Incorporeal	-	Ongoing	15 / 1	75
Illusion	Disappear	-	Ongoing	8 / 5	70
Imago	Ω Use Ley Line		Ongoing	15*	Ω
	Predict Vote	-	Single	5	25
	Ω Quiescence	-	Ongoing	15 / 3	Ω
	Sense Power	Y	Static	-	25 per level
Knowledge	Info Ex Nihilo	-	Single	10	Ω
	Languagist	-	Static	-	50
	Navigatrix Ω	-	Static	-	5
	Omnicompetence	-	Static	-	65
	PerspiQuity	-	Static	-	50

Category	Power	Skill Cap	Type	NR	Cost	
Mental	Ω Brain Scan	-	Ongoing	10	Ω	
	Ω Cleanse Mind	-	Single	10	Ω	
	Command	-	Single*	15 [1-5*]	65-100	
	Ω Command En Masse	-	Single	+5	Ω	
	Deceive	-	Single	10 3	100	
	False Memory	-	Invest	15 [3*]	100	
	Fortitude	Y	Static	-	10 per level	
	Innocuous Ω	-	Ongoing	2, 1/ min	85	
	Ω Protect Minds	-	Ongoing	1 / min*	Ω	
	Sense Minds	-	Ongoing	10 / 2	50	
	Shield					
	Telekinesis	-	Single	3	100	
	Nature	Add Animal Traits: Lower				100 ???
		Add Animal Traits: Higher				80 ???
Domain					20 PL ???	
Enhance Higher Life					80 ???	
Quake					25 PL ???	
Necromancy	Animate Higher Life (<i>Tally version</i>)	-	Invest	10 [5]	20 85	
	Animate Lower Life	-	Invest	*	100	
	Animate Lower Life (<i>Tally version</i>)	-	Invest	*	20 85	
	Corpse Ride Ω	-	Single	10, 3 [3]	85 95	
	Ω Army of Darkness	-	Static	-	Ω	
	Necromalleable!	Y	Invest	15 [3]	40 per level	
	Sense Death	-	Static	-	25	
Physical	Armor**	Y**	Static	-	30 per level	
	Conditional Boosting	-	Static	-	*	
	Ignore Pain	-	Static	-	20	
	Powered Attributes	-	Static	-	*	
	Regeneration**	Y**	Static	-	50 per level	
	Vigor**	Y**	Static	-	35 per level	
	Ω Walk It Off	-	Static	-	50	
Propitious	Boost Healing Ω	Y	Single	20	60 per level	
	Ω Hey! Hey! Are you OK?	-	Static	1 / min	Ω	
Senses	Enhanced Hearing Ω	-	Static	-	25	
	Enhanced Scent Ω	-	Static	-	40	
	Enhanced Vision Ω	-	Static	-	15	
	Sense Power	Y	Static	-	25 per level	
Shadows	Hide In Shadows	-	Ongoing	2 / min	55	
	Life Drain	-	Single	10	100	
	Shadow Blink	-	Single	10	100	
	Twist Animal	Y	Invest	15 [3]	40 per level	
Social	Fortitude	Y	Static	-	10 per level	

Category	Power	Skill Cap	Type	NR	Cost
	Popular Ω	-	Ongoing	8 / 2	80
	Sense Emotion Ω	-	Static	-	65
	Ω Symphony	-	Ongoing	10, 1 / m	Ω
	Trustworthy	-	Ongoing	8 / 2	80
Solar	E.M.P.				???
	Generate Heat	Y	Ongoing	10 / 3	12 per level
	Immune to Temperatures	Y	Static	-	20
	Shield	Y	Ongoing	1 / 1	25 + 6 P/L
Spirit	Compel Spirit	-	Single*	15 [1-5*]	75
	Communicate With Spirits	-	Static	-	15
	Ω Drain Life	-	Single	10	Ω
	Empower Spirit Ω	Y	Invest	15 [3]	40 per level
	Ω Manifest Destiny	-	Static	2	Ω
	Perceive Spirits Ω	-	Static	-	40
	Spirit Pact	-	Invest	25 [2]	50

*Consult the Power's Description, something information is too complicated to fit in the table.

**It is suggested that all characters be allowed to purchase the first level of all Powers marked with a double asterisk (e.g., Armor), ignore their Skill Caps in this instance. The type of game you're running should absolutely affect this rule; you also might want to (initially) skip the complicated ones.

Powers Descriptions

Here are full descriptions of pre-defined powers, feel free to come up with more...

Acrobatics Powers

- **Agility:** This power represents a bit of a package boost to several related areas. Once purchased the character's:

Initiative score is increased by 8.

Run speed is increased by 10 MPH.

The character may jump 3 times higher and farther.

- **Enhanced Jumping** – The character's able to jump higher and farther than normally, humanly possible. He may leap 5 times higher and farther than his normal stats indicate.

- **Parry** – The character's ability to parry attacks exceeds normal human abilities. While this power is on (and it may be turned on at any time, instantly) his chance to parry is greatly increased.

While active his EV (including Full EV) is increased by his level in the power, he may use things he's holding or his hands to block attacks, but the items (or hands) are damaged normally, so using a baseball bat to block bullets won't work for too long; still the power is powerful enough to help

protect the item doing the parrying at least somewhat by deflecting attacks at beneficial angles. Damage done to parried items, should be lessened by a point or two if it's at all justifiable.

Ω The second level of Parry obviates any need for an actual object to parry with. As long as the defender is mobile, his hands (generally) are able to parry incoming attacks that shouldn't be possible, without being harmed. Some sort of special effect would generally be prudent to go along with this sort of parry. Explosions and area effect blasts still can't be parried. Furthermore, the power's effects can protect those within a number of feet equal to her Power Skill as well, figuring out how or what that looks like is up to the GM and the owner of the power.

City Powers

- **Create Object** – By shaping some of the copious amount of energy present in The City objects may be formed seemingly from nothing. These objects will roughly mirror their real-world counterparts in composition, sharpness, hardness, etc. Like all City objects, these items cannot move to the real world.

At 1st level only extremely simplistic objects may be created (e.g. knives, boxes, sticks). These objects will look plain but functional. These objects will be less durable than their real-world versions, they may break unexpectedly or possess slightly dulled edges. These items are limited in size to about 2x2x2 feet. At 2nd level objects formed this way may have some simple moving parts (e.g. abacus, helmet with adjustable visor). These objects may be more ornate, colored and detailed as desired and they are equal to their real-world versions. These objects may be as large as roughly 6x6x6 feet.

Creating an object requires Concentration.

- **Enhance Object** – Any object present in The City may be altered with this power. The enhancer must be touching the object to use this power.

At 1st level the object may be sharpened, hardened, or made more impactful, it's magic, shut up. Armor's value may be increased by 1 or an item's damage may be increased by 1 (of both types).

At 2nd level the object may be gifted with one of the enhancer's own powers, if it makes any sort of sense at all, from that point forward anyone wielding / wearing / whatevering that item may use that power, NR costs must be paid by the wielder / wearer, any rolls made are made using the enhancer's roll at the time the item was enhanced.

At 3rd level the object may be imbued with another power or 2 points of armor or 2 more points of damage.

This power requires Concentration and a number of actions touching the item equal to the level of enhancement being made.

Each Enhancement requires another NR Investment.

- **Enter City:** By *fully* submerging oneself under water (anything capable of submerging one's entire body will do) the traveler may appear in the water just off the banks of The City. He may choose to emerge from any point along the coast, assuming he's seen it.

When this power is used from the real world, a dark, hazy image of the sky line may be seen in that spot on the water about 5 feet wide. Anyone may submerge themselves in that spot to follow the traveler for a number of seconds equal to *Power Skill * 10* (though this time may be shortened to as few as 6 second if desired).

Any entering The City lose all non-invested NR and immediately change into their City Form as per usual.

A full Turn of Concentration is required to activate this power, the traveler must be able to see the point he intends on submerging in the water.

- **Exit City:** When leaving The City by submerging oneself in the coastal waters one generally has no real control of where one ends up. After activating this power the traveler may emerge from any body of water he's entered The City from. Anyone may submerge themselves in that spot to follow the traveler for a number of seconds equal to *Power Skill * 10* (though this time may be shortened to as few as 6 second if desired). The spot they'll need to follow him through in the water will show random images of the real world.

A full Turn of Concentration is required to activate this power, the traveler must be able to see the point he intends on submerging in the water.

- **Sense City:** This power allows the user to know immediately when someone enters or exits the City and a good idea of where. At level 2 their exact location is known, furthermore if they've met the person in The City they'll know who it is, if not they'll have an impression of how they feel (relating to their City Form).

Dissociative Powers

- **Incorporeal** – Using this power the character may become physically unsubstantial (though still visible because it's magic and also because shut up). While Incorporeal the character can pass through physical barriers as if they weren't there at all, he may move in any direction (including up or down) at a number of miles per hour equal to his *Power Skill*.

The character is unaffected by gravity; he will not fall if he walks off a ledge, still he moves with the Earth through space (quiet!). Aside from moving with the Earth, he does not move with things he's inside / standing on, he cannot fly in a plane; he cannot ride in a car.

He may rematerialize at any time. If his rematerialization would put his physical space in conflict with any living thing more prominent than bacteria or solid enough to cause problems (like inside a wall) he will stay immaterial. Should he run out of NR and be unable to rematerialize he will suffer one point of unmitigatable Mortal Damage every minute, if he dies this way he will simply cease to exist.

For the most part, things "on your person" stay with you while Incorporeal, but if an effort is made to remove something (like handcuffs or your hat) it can be done, a bracelet could simply be pulled through a finger, at which point the object would materialize and generally drop to the ground.

A full Turn of Concentration is required to activate this power.

The continuing NR cost is only paid every 1 minute.

Illusion Powers

- **Disappear:** This ability allows a character to hide anywhere, he literally becomes invisible so it's not necessarily a smart power to use in front of someone. What's more he must remain relatively immobile, movement doesn't turn off the power but any motion creates a slight blur that someone perceptive enough might spot.

No sense based on sight or light will see through this, including temperature-based sensors. If the Illusionist attempts to make very slow or slight movements (slowly turning his head to look at something) anyone looking in his direction and he make opposed rolls: *Reflexes + Power Skill* vs. *Perception * 2*. The observer must beat the Illusionist's roll to see him, though anything more complicated than turning his head (like walking at half a mile an hour while trying not to move his limbs) will begin to rack up penalties to his roll.

Using Disappear requires Concentration, though the continuing NR cost is only paid every 5 minutes.

Imago Powers

- **Use Ley Line** – The character with this power may “connect” to a ley line if he is within a number of miles equal to his Power Skill of it, and must Concentrate for a full minute. He will be 99% unaware of his own body while connected, nothing short of being hit (not jostled, but hit) will bring him back (and he may choose to ignore it, unless he is knocked unconscious).

Once connected he may shift his senses (including senses based on Powers) up or down the ley line, in any direction, any distance, instantly. He'll need to know where he's going though, if he's just exploring he'll be limited by his normal abilities to comprehend what he sees and get his bearings.

Sense powers (i.e., Sense Power) are much improved while being used through a ley line – their ranges increase by a factor of 10 immediately, and then continues to double every additional eight hours connected. While doing this the character's body enters a somewhat suspended mode, all the usual bodily functions slow down greatly, 24 hours would only toll the body as much as 24 minutes. As one's perceptions begin to grow to encompass vast swathes of the globe, it can be difficult to make anything in particular out. Intelligence rolls could be made to aid in this, but the general effect is that specific areas must be focused on for any real resolution.

The ley line itself is a network of energy that flows over the globe. At any time, different points are swollen or low; great, unknowable cycles see certain areas of the world flush with energy one century, and nearly bereft the next. Those who wish to concentrate on the ley line itself, rather than the world below it can get an idea of what areas are experiencing high or low “tides” of power, for whatever that's worth.

Those already concentrating on the line itself may sense the ripples of other minds moving through it. A rough number of others in the ley line (unless they're moving “quietly”) can be guessed at with a minute or two of concentrating on it. Another few minutes and their rough positions (e.g., “somewhere in Russia”) can be known. If you move to within a few thousand miles a vague sense of who they are and what they “feel” will be known, at this distance both parties will be aware of each other (even if the other one wasn't paying attention to the ley line at all).

Once two minds meet they may communicate with one another, they don't “look” or “sound” like anything, but the unique sense of who they are is impossible to mask. They will be known to each other in any subsequent encounter in the ley line; they will similarly be recognizable through any subsequent mental contact, or encounters in The Twilight City.

Finally, by moving with the currents and finding just the right place in the ley line to reduce ripples a mind may attempt to cloak its presence. In these circumstances anyone sensing for minds must beat them in an opposed (CRS) *Will + Power Skill* vs *Per + Power Skill*. If “hiding” like this, a mind may remain undetected only until someone happens to get within 500 miles or so, at which point it's simply impossible to remain hidden.

Power in the ley line is also constantly flowing into and out of the Twilight City. Its presence is always felt, though it isn't "visible" and seems inaccessible.

The initial connection to the ley line costs 15 NR, though once connected his NR is immediately filled to capacity.

- **Predict Vote** – This power allows the user to perceive in another person how they might judge the continued existence of our reality. The result isn't a simply up or down (though the vote only can be) – but includes a sense of how strongly held the opinion is. Opinions are not set in stone, they are leanings and malleable.

- **Quiescence** – This power terminates all active power use, severs all Invested NR strands, and may then be used to continue to suppress them.

Either a single power, or an area with a radius equal to the Quiescor's *Power Skill * 100 feet* is affected. The Quiescor makes a single roll when the power is used, his *Numina + Power Skill*. Each person wishing to use powers within the radius must beat the Quiescor's score with their own *Numina + Power Skill* roll.

Completely passive powers (like senses or attribute bonuses to oneself) aren't affected unless the GM says so.

The the case of cutting Invested NR strands, it is the Quiescor's score that must be the higher.

Imbued power can be severed as well, but the Quiescor needs to be able to touch the person, item, or animal that's been Imbued. Only one Imbued target may be affected at a time, and the power cannot be affecting an area while being focused on an Imbued. The Quiescor's score must beat the score of the Imbued's creator by 3 or more.

- **Sense Power** – The character gains a completely new, completely independent sense. He is able to detect magic and magical energies. At 1st level he'll know that something is happening when someone uses a power within his sensing range, though the source or type of power will usually be beyond his ken, he'll know when he's looking at a ley line and be able to perceive certain other phenomena. At 2nd level he'll know what type of power (necromantic, mental) is in effect, and what the source was. He'll know a magically imbued item when he sees it, even if it's passive or not in use. At 3rd level he'll have a clear idea of power level of the power used, he's even able to see a latent Imago for what he is. At 4th level he'll detect the residue of power for a number of days equal to his Power Skill (less detail is available as the power fades), he'll have some idea of what types of powers another Imago with but a glance. At 5th level little strands of power can be seen as Invested Numina Reserve. An item or being that has NR Invested in it would be obvious and the specific "power signature" could be recognized as well if the sensor is familiar with the Investor. Furthermore the difference between an Invested or an Imbued power is known upon detection.

Generally the character may sense powers within a number of feet equal to his *Power Skill * 50*, though something truly impressive could be sensed from further away (a ley line for instance).

Knowledge Powers

- **Info Ex Nihilo:** The character may spend a full minute Concentrating to learn the answer, somehow, to a yes or no question. This power may only be used once a game session, or so. Enough rest within a single game session could probably allow for another go.

10 NR to use.

- **Linguagist:** This character is able to understand any language he hears as if it is his native language. He doesn't need to take time out to understand it, this is instantaneous, the character is tapped into something allowing him his innate understanding. Once he's heard even a single word, he may speak it fluently as well. Similarly, he instantly understands any written word he sees and may then write perfectly in that language.

This power requires some intent on the part of the speaker or writer to convey a message. The Linguagist cannot instantly decrypt codes, as the intent is generally to obfuscate meaning, much like a native speaker of English cannot instantly decrypt any code written in English.

The character's powers adapts to even the smallest linguistic deviations and local accents. No one will know that the character didn't grow up with a language unless he wishes specifically to affect a false accent.

The complications come from specific references. Colloquial sayings (e.g., "bought the farm") will be understood though newer references to pop culture (e.g., "She's bringing sexy back.") won't be, unless a decade later that saying has become a very common, well understood, and normal part of the language (like buying that farm). Highly specialized language like computer programming languages are also worth discussing. The Linguagist will understand the meanings of individual lines, and could (very, very slowly) figure out, eventually just what a program does. With a little experience in the area of coding this process could be sped up to real-time understanding (though he won't have any knowledge of what's contained in external files without finding and reading them as well).

- **Navigatrix:** This power allows a complete and immediate knowledge of all publicly known locations within 25 miles of the character. Stores, addresses, parks, basically anything you could find using an online map. This power won't tell you where someone lives if you don't already or if you don't know who they are.

Ω The second level of this power extends known locations to within 2,000 miles. Furthermore this power will work anywhere, even in, random example, weird alternate-dimension cities where buildings periodically move around.

Lastly at this level, sometimes less conventional information comes as well, like areas with special significance to them, even if people aren't aware of it. Places with strange histories or hauntings.

- **Omnicompetence:** An "omnicompetent" character is somehow able to do just about anything, at least a little bit. He effectively has a free point in every Skill imaginable, he knows just a little bit about everything. He'll never make another Unskilled roll again, even when it just doesn't make any sense at all.

- **PerspiQuity:** The PerspiQuitist has gained the ability to understand powers he witnesses in use. The power must either have been used directly in front of him, or its lingering effects must still be present on whoever is being examined. Unless the PerspiQuitist is the one who's been affected, he must "see" the power's use (so if it's too dark to see, he won't see it at all); a PerspiQuitist won't know if he's being affected by someone's powers of invisibility.

Once detected the PerspiQuitist will know the exact specifications of the power (at the level it was used), though not how proficient that particular user is.

If a power's use is subtle enough (a memory alteration) the PerspiQuitist won't really have any idea it's there. If they have a reason to think it might be then they can go looking, in a case like this

they should make a *Perception + Power* Skill roll, the longer the power's effects have been there (and the more subtle its effect) the more difficult the roll should be.

Mental Powers

Mentalists have a particularly difficult time affecting each other with Mental powers. A Mentalist may add his Power Skill to his Will when they're the target of Mental influence (such as Command, Deceive, and the like). Other category's powers that are similar (i.e., certain Social powers) are not similarly affected.

- **Brain Scan:** You are aware of any mind at least as complex as a dog's within 25 miles. If you've met them before, then you will know who they are (though sorting through a 25 mile radius worth's of minds to pick out who you know and where they are takes 30 seconds of Concentration).

You can detect the presence of abnormal influence on a mind if you spend a Turn Concentrating on them. 30 seconds will tell you everything about those influences (what it changed / who did it / how long's it been there). If the source of the influence chose to hide their work, an opposed roll may be in order (ties go to the Scanner).

The following require opposed (VRS) *Will + Power Skill* vs *Will * 2* rolls. The target won't be aware of anything transpiring if the Scanner beat them by enough for it to work. Concentration is required during the Scan.

If the Scanner beat them by 1 he'll be able to read surface thoughts (this'll usually include lie detection).

If the Scanner chooses to go deeper, he'll need to beat the target by 3. For as long as he chooses to (assuming they don't leave) he may learn specified information about the target that they don't necessarily consider a secret. This process usually requires about the same amount of time it takes for the question(s) to be asked and answered by the players and GM.

If the Scanner chooses to go deeper, he'll need to beat the target by 5. Anything that the target doesn't think could get them killed for sharing with the Scanner, is his for the asking. This process usually requires about the same amount of time it takes for the question(s) to be asked and answered by the players and GM.

Finally, if the Scanner beats the target by 6, he may pull anything from him that he wishes. This level of mental invasion cannot be masked; the target will suddenly feel as if they've done something that they didn't want to do. A victim aware of mental powers may realize what's happened, otherwise they likely won't. This process only takes a Turn of Concentration, and the victim receives one point of Superficial Psychic Damage.

- **Cleanse Mind:** The Mentalist may remove the effects of a Mental Power (even Powers from other categories (i.e., social) that could arguably be described as Mental effects from a target. If the Mentalist has another power that's allowed him to glean the specific effects in place, he may choose which he wishes to affect, otherwise his only options are to remove them all, or to do nothing. If effects exist from multiple sources (i.e., other Mentalists), he must use Cleanse Mind once per source.

The longer an effect has been in the place, the more difficult it will be to remove. Subtract one from the Cleaner's result for each month the target has been affected.

The Cleanser should make an opposed roll (CRS) with his *Will + Power Skill* vs the source's *Will * 2*. If the Cleanser's result is higher, the effect(s) are removed.

Cleansing a mind requires a full Minute of Concentration and the target must be visible. Furthermore if the target resists for some reason, the Cleanser will need to beat him in an opposed (VRS) *Will + Power Skill* vs *Will * 2* roll first.

If the Cleansing fails, the Cleanser may not try again (on that target / mental effect) for another day. The Cleanser will slowly weaken the effect though, as each attempt will give him a +1 to his roll (to a maximum of 5).

- **Command:** This power allows a Mentalist to forcibly bend another to his will. He simply speaks an order that his target must both be able to hear and to understand. This power can only force a target to do something he is capable of doing, a subject cannot be ordered to fall in love or to literally forget that something happened. He can, however be ordered to help someone escape, to flee a scene, or with a good enough roll even to attack his friends.

After speaking his command (which can be as quiet or as loud as he likes, so long as the target hears it), the Mentalist and target make opposed rolls (Consistent Rolling System), *Will + Power Skill* vs. *Will * 2*. If the Mentalist's Result exceeds his target's then the target will obey the order, assuming it is accomplishable in under half a minute and isn't likely to cause the target too much consternation. If the command will take a bit longer, or if the subject is opposed to the action for any reason other than mere annoyance (pre-existing hatred of the Mentalist for instance) the Mentalist must beat him by 2 or 3 points. If the subject is being forced to act against loved ones he must win the opposed roll by 4 points or more. If the subject is being compelled to kill his wife you can assume he'll need to exceed his target's roll by at least 6.

If the target wins the opposed roll then he'll know that the mentalist tried to do something to his mind. Someone who doesn't believe in psychic powers or magic probably wouldn't know what to make of the weird feeling he experienced.

If a command lasts more than a day then the Mentalist will need to Invest NR into it. If the compulsion is a small thing (tell me if you see this guy) it's 1 NR. If the compulsion requires more of the subject's time each day, Invest 2 or 3 points. Furthermore Invest another 1 NR for every 5 points of Will the subject possesses.

The cost of the power may be reduced by 15 if eye contact is necessary.

The cost of the power may be reduced by 20 if the target cannot be ordered to violate any of his most firmly held beliefs (won't murder, won't ignore someone being harmed, etc). In this case the Mentalist may decide during each use if he'd prefer that the target "go as far as he can" or simply does nothing at all.

The mentalist must Concentrate to use this power.

This power is subject to Building Resistance.

The cost of the power may be reduced by 20 if the mentalist also has the power Deceive.

- **Command En Masse:** For the NR cost of a normal, single use of the Command power the mentalist may give a Command to an entire group. Using Command en masse requires Concentration.

If the Mentalist wishes to give a Command to every single person he's able to see, and that can both hear, and understand him, he rolls (VRS) his *Will + Power Skill* against the group's average *Will * 2*. He must beat them by 5 more points than what he'd need if he were using the basic Command power. Any particularly willful or important people in the crowd are rolled for separately.

If the Mentalist wishes to give a Command to every single person he's able to see, and that is able to understand his words (it makes no difference if they can actually hear him), he rolls (VRS) his *Will + Power Skill* against the group's average *Will * 2*. He must beat them by 10 more points than what

he'd need if he were using the basic Command power. Any particularly willful or important people in the crowd are rolled for separately.

If he wishes to give a Command to every single person he is able to see, he rolls (VRS) his *Will + Power Skill* against the group's average *Will * 2*. He must beat them by 15 more points than what he'd need if he were using the basic Command power. Any particularly willful or important people in the crowd are rolled for separately.

When figuring the increase to NR invested cost for the Command due to the target's Will, only use the highest target's value.

- **Deceive:** After speaking a lie to a target (it must be a lie) the mentalist's Will asserts itself, forcing the listener to believe him. The mentalist and target make opposed rolls (Consistent Rolling System), *Will + Power Skill* vs. *Will * 2*. If the Mentalist's Result exceeds his target's then he will be believed. The more he exceeds it by the more powerfully the target believes him. The more unlikely the lie the higher he'll want that roll. The roll needed to persuade someone that God has ordered him to kill himself would be quite high indeed, even then the target might simply refuse. While sight is not required, mental powers will not generally work over phone lines or cameras.

If the target wins the opposed roll, and if his Will is equal to or higher than the mentalist's then he'll know that the mentalist tried to do something to his mind. Someone who doesn't believe in psychic powers or magic probably wouldn't know what to make of the weird feeling he experienced.

The character may also elect to tell someone a smaller lie, one less directly opposed to the truth and with lower stakes (e.g., trying to get out of a parking ticket vs. trying to avoid arrest). The downside is that these Deceptions sometimes wear off; the target might not really notice the effect has worn off until someone brings it up hours later. The upside is that the NR cost is only 3.

This power is subject to Building Resistance.

The cost of the power may be reduced by 20 if the mentalist also has the power Command.

- **False Memory:** This allows the mentalist to create a false memory in someone else. The mentalist describes the memory to the target, who needs to be able to hear and understand the description. At that point opposed rolls are made, *Will + Power Skill* vs. *Will * 2*.

If the mentalist equals his opponent's roll, the false memory will not take but the target won't really have heard him suggest it or be aware anything's happened (unless maybe he's experienced with this sort of thing). If the mentalist doesn't even equal his target then not only will the target remember the strange thing that was just said to him, he may or may not understand what just happened (depending on if he's willing to believe that this man just tried to mentally affect him). If the mentalist beats his target then the memory has been implanted and the target won't remember him saying it at all. Something small like seeing someone at a party would only require beating the target by a point or so. Implanting a major lie / memory in someone (like having killed someone they haven't) would require beating them at least by 5 points.

Note that implanting false memories won't remove or overwrite others, if you give someone a memory of killing their dog six years before it actually died, they'll still have those six years' of memories, they're likely to be greatly confused by the memory but obviously won't believe it really happened (at that point they'd pretty much have to chalk it up to a dream or psychological break).

Concentration is required while using this for at least a full Turn or for however long it takes to describe the memory (whichever is greater).

Once the memory takes the mentalist will have know the specific details of the memory (how the target imagines it happened).

NR must be Invested for a month for each false memory before it becomes permanent.

- **Fortitude:** Fortitude's effect is to reduce Mortal Damage taken by a character from psychic sources. When struck (and if it makes sense) a character subtracts an amount of MDmg from the amount he's struck for by his level in Fortitude.

Aside from being skill capped, a character's Fortitude level cannot be higher than his Will.

- **Innocuous** – This power causes others to sort of gloss over the mentalist's presence. People will walk right past him (or vice versa) without noticing him at all. So long as he doesn't attract too much attention, people simply won't notice or remember him being there.

If no one is specifically guarding an area or actively being alert there's not really even any reason to roll, the mentalist simply isn't noticed. If someone's actually keeping an eye out for anyone in a certain area (say a security guard) the mentalist and possible observer should make an opposed (VRS) *Perception * 2* vs. *Will + Power Skill*. The observer must score higher to notice the mentalist him. The mentalist goes unnoticed on ties, but the mentalist may look familiar for some reason at a later date to the observer.

If the mentalist is doing anything that would normally bring attention (e.g., falling over, knocking something over, stepping on something loud, whistling) then just about anyone nearby should roll to notice him, the more spectacular the disturbance the higher a bonus the observers should receive to their roll. It's relatively impossible to stay hidden if you're punching someone, though cracking a door just enough to quietly slip through it may go over well; a good Reflexes score can be a lifesaver for any Innocuous mentalist.

If, after pulling a driver over a police officer fails his roll to see the driver (he should have a bonus to his roll) he'll probably just think he missed the driver fleeing the car.

The continuing NR cost is only paid every 1 minute.

Ω The second level of this power dramatically lessens the power's restrictions. So long as the Mentalist continues to pay the NR, no amount of activity or volume will reveal the Mentalist. If the Mentalist attacks a target that is unable to perceive them, they'll simply have to do their best at guessing where the attacks are coming from. If the Mentalist attempts to communicate, no one will be able to quite make out what they heard. The Mentalist may now fade from someone's perception while they're being stared at without any sort of penalty.

Because this is a mental, not a visual invisibility, it affects all senses, even powers.

At this level the NR cost to cloak himself alone is paid per hour.

For 1 extra NR a minute, the Mentalist may also conceal a number of people equal to his Power Skill, that are within her Power Skill in miles (though he must be able to see them when he first conceals them). Everyone concealed in this manner is able to perceive each other. It is not possible to resist being concealed, as the power is actually affecting those around them. The people being concealed by the Mentalist do not to be initially concealed at once, others may be added in later.

If someone sees through the Innocuousness, they will continue to see through it (everyone that Mentalist is concealing) for an hour (before they must roll again).

This power only conceal living creatures and their immediate possessions, inanimate objects not on someone's person cannot be concealed (except maybe by standing in front of them).

- **Protect Minds:** The Mentalist may extend his own Will outward and protect other, nearby minds. Any unwanted Mental attacks in a radius of *1 mile per Power Skill* will have to get through the Mentalist, first. The Mentalist must announce he's activating the Power before he can shield any minds, it cannot be brought up after the fact.

The Protector will know the source and target of each incoming Mental effect, and may decide on an individual basis if he wishes to intervene. If the identity of either the source or the target is

unknown to the Mentalist, he'll gain enough of an impression to recognize them in any subsequent mental contacts, or encounters in the Twilight City.

If he chooses to intervene, the source of the effect makes an opposed (VRS) *Will + Power Skill* vs. the Protector's *Will * 2* roll. If the Protector wins then his own Will shields them both from the incoming Mental power, the original target is blissfully unaware that anything's happened. If the Source of the incoming Mental power wins, then the original target is affected normally (there is no adverse impact to the Protector, other than perhaps to his ego). Regardless of the outcome, if the Protector chose to intervene at all, then both the Protector and the Source gain mental impressions of one another, if they are acquainted then they'll both know each other's identities.

The Protector may elect to pull the Protection in to *25' per Power Skill* if he wishes, this allows the NR cost to lower to 1 NR per 5 minutes.

- **Sense Minds:** With this power a character may extend his senses and detect other sentient minds nearby, he'll even know where they are. Any character who's Will is higher than the mentalist's will be aware of the brief mental contact made by the mentalist (even if he's unaware of just what it was that he felt, the uninitiated probably wouldn't think anything of it).

The mentalist should roll his *Will + Power Skill*. He'll sense the number of minds within about 20 feet of him with a Fairly basic task result, he'll have a little more range if he scores a Mediocre or Professional (though he won't know who those minds are). If he scores a Difficult task or better he'll know how many minds are within 100 feet of him, or he may alternately locate (within those 100 feet) where a specific mind is. A higher score than Difficult will continue to extend range.

The mentalist must Concentrate to use this power, both to activate it and to keep it going. Bonus points for putting his fingers to his temples or mumbling in Latin!

- **Telekinesis:** With Telekinesis a character may affect the physical world with his mind alone. He needs to be able to see what he wishes to affect, and see it clearly, the less detail he can make out the less fine his telekinetic manipulation will be.

The character uses his Will in place of his Strength when determining how much he can lift, or how much damage he can do with a Telekinetic "punch." If he's wielding a baseball bat with his mind, it'll do as much damage as a baseball bat would normally do (but using his Will rather than his Strength to calculate damage).

Because there is no physical limb, it can be nearly impossible to resist a psychic who wishes to lift you off the ground or push you off a cliff. Because of that, we suggest killing mentalists first. ;)

When a mentalist wishes to strike a target (be it for a shove, a punch, or with a floating bat) he still needs to roll to hit. His OV is figured by adding his Will to his Power Skill, range penalties apply as per normal ranged combat.

Telekinesis' Numina Reserve cost must only be paid once a Turn, subsequent actions do not cost more NR.

Nature Powers

- **Domain:** With this power the character becomes attuned to the natural world of a specific area. At 1st level the character will know if someone new or rarely there has entered the area, though they won't know who it is, they'll know the general location. Large disturbances such as fires or floods will be similarly known. Animals will not be hostile to this character in this area.

At 2nd level more information about these happenings will be available, furthermore smaller changes in the environment or ecosystem will be known (population changes, new animal types). The area will even bend slightly to the character's wishes, foliage will move to suit their needs, animals will follow simple orders, even anticipating needs on occasion. At 3rd level the character may speak with both flora and fauna (mentally), animals and anything flora capable of bending will make absurd and impossible movements to accommodate him, forming structures, entangling targets, etc. At this level the area will continue protect the character even if he is unconscious.

- **Enhance Higher Life:** Early levels allow some basic enhancements, longer life span. Later levels give the ability to grant powers owned by the Enhancer.

Necromancy Powers

- **Animate Higher Life (*Tallee version*):** The necromancer's presence near any human corpse will cause it to animate and serve him; he is unable to prevent the process from happening. The corpse will be limited by its state, if a leg is gone then its movement will be appropriately affected. The corpse's basic physical Attributes are mirrors of them in life, Strength, Reflexes, etc.

"Human" in this case really means something capable of understanding what a role playing game is or proper grammar; so if you find a dead Martian, have at it. Beings too alien to the Necromancer, forms of life so different from his own as to be bewildering may not animate either, or at least not well. I'm going to start using the term zombie now, prepare thy self.

Through eye contact the Necromancer may make his wishes known instantly. They must be relatively close for this to work. If they're not close enough to make out the Necromancer's eye color (or if it's too dark to see) they will be unable to communicate. Zombies tend to look at their master in the eyes fairly often if they're not doing much else anyway, especially if they hear him talking at them.

Establishing predefined audible or gestural signals will work as well, even if the zombie rightly shouldn't be able to perceive them any more due to decay or damage. All his animated zombies will know the same signals, and only a number of commands equal to the Necromancer's Power Skill may be predefined this way.

These zombies feel no pain, they cannot suffer Superficial Damage, nor can they fall unconscious. If enough Mortal Damage is done to "kill" the zombie then it simply "dies" again, unable to be animated a second time. Animated corpses have no "soul" or "ghost," they are empty shells possessed somehow of rudimentary intelligence, but lacking memories whatsoever. These zombies are also immune to Psychic attacks, on the downside they're not generally very self motivated or creative.

Zombies aren't all that bright. A zombie can understand "guard this door" or even "don't let anyone but me and my friends in" but you risk the possibility of a zombie confusing people, the living all kind of look alike to a zombie. A zombie could fire a gun, though they'll probably forget to take the safety off, and they often hold it all sideways, they're just so dumb. Zombies can open doors, even unlocking a bolt on their own, though it might take a couple of Turns. Zombies can run, though they rarely use crosswalks.

Corpses may only be animated within a number of months equal to the Necromancer's Power Skill. A corpse may only be animated for so long, it will collapse permanently after a number of days equal to the Necromancer's Power Skill.

Because this power isn't fully under the Necromancer's control, he is unable to instantly or reliably release his animated servants to free up Invested NR. When he wishes to release a servant he must make a Professional task difficulty *Will + Power Skill* roll and may only release one zombie a Turn (though it doesn't take an Action).

Zombies require 5 NR to animate, 5 of which are Invested.

This power's cost may be reduced to 20 if Animate Lower Life has already been purchased.

- **Animate Lower Life:** A necromancer may touch an animal corpse and animate it to serve his will. The corpse will be limited by its form, if a dead animal's rear, left leg is gone then its movement will be appropriately affected. The animal's basic Attributes and Skills are mirrors of them in life, Strength, Reflexes, Intelligence are all normal for that animal.

"Animal" in this case is defined as life more complicated than an insect but incapable of higher learning or understanding the concept of a role-playing game. Beings too alien to the necromancer, forms of life so different from his own as to be bewildering may not animate either, or at least not well.

These undead animals are capable of understanding the will of their master, but it must be communicated to them by subsequent physical contact. Establishing predefined audible or gestural signals will work as well, even if the animal rightly shouldn't be able to perceive them any more due to decay or damage. All his animated beings will know the same signals, and only a number of commands equal to the necromancer's Power Skill may be predefined this way.

These animals feel no pain, they cannot suffer Superficial Damage, nor can they fall unconscious. If enough Mortal Damage is done to "kill" the animal then it simply "dies" again, unable to be animated a second time. Animated corpses have no "soul" or "ghost," they are empty shells possessed somehow of rudimentary intelligence, but lacking memories whatsoever. These animals are also immune to Psychic attacks, on the downside they're not generally very self motivated or creative.

Corpses may only be animated within a number of months equal to the necromancer's Power Skill. A corpse may only be animated for so long, it will collapse permanently after a number of days equal to the Necromancer's Power Skill.

Small animals require 5 NR to animate, 3 of which is Invested. Medium sized animals (e.g., dogs, pigs) require 5 NR to animate, 4 of which are Invested. Larger animals require 10 NR to animate, 5-6 of which are Invested.

- **Animate Lower Life (*Tallee version*):** The necromancer's presence near any animal corpse will cause it to animate and serve him, he is unable to prevent the process from happening. The corpse will be limited by its form, if a dead animal's rear, left leg is gone then its movement will be appropriately affected. The animal's basic Attributes and Skills are mirrors of them in life, Strength, Reflexes, Intelligence are all normal for that animal.

"Animal" in this case is defined as life more complicated than an insect but incapable of higher learning or understanding the concept of a role-playing game. Beings too alien to the necromancer, forms of life so different from his own as to be bewildering may not animate either, or at least not well.

Through eye contact the Necromancer may make his wishes known instantly. They must be relatively close for this to work. If they're not close enough to make out the Necromancer's eye color (or if it's too dark to see) they will be unable to communicate. Zombies tend to look at their master in the eyes fairly often if they're not doing much else anyway, especially if they hear him talking at them.

Establishing predefined audible or gestural signals will work as well, even if the animal rightly shouldn't be able to perceive them any more due to decay or damage. All his animated animals will know the same signals, and only a number of commands equal to the necromancer's Power Skill may be predefined this way.

These animals feel no pain, they cannot suffer Superficial Damage, nor can they fall unconscious. If enough Mortal Damage is done to "kill" the animal then it simply "dies" again, unable to be animated a second time. Animated corpses have no "soul" or "ghost," they are empty shells possessed somehow of rudimentary intelligence, but lacking memories whatsoever. These animals are also immune to Psychic attacks, on the downside they're not generally very self motivated or creative.

Corpses may only be animated within a number of months equal to the necromancer's Power Skill. A corpse may only be animated for so long, it will collapse permanently after a number of days equal to the Necromancer's Power Skill.

Because this power isn't fully under the necromancer's control, he is unable to instantly or reliably release his animated servants to free up Invested NR. When he wishes to release a servant he must make a Professional task difficulty *Will + Power Skill* roll and may only release one animal a Turn (though it doesn't take an Action).

Small animals require 5 NR to animate, 3 of which is Invested. Medium sized animals (e.g., dogs, pigs) require 5 NR to animate, 4 of which are Invested. Larger animals require 10 NR to animate, 5-6 of which are Invested.

This power's cost may be reduced to 20 if Animate Higher Life has already been purchased.

- **Army of Darkness (*Tallee version*):** The Necromancer's ability to animate the undead has increased dramatically. The Necromancer will sense the death or corpse of anything more complex than an insect within 25 miles. Corpses very close to the Necromancer will animate uncontrollably (every time, without exception, dropping other undead to use their NR if necessary). Any corpse farther away may be animated at the Necromancer's discretion.

He is aware of where exactly each zombie is (i.e., "8 miles east of me), though he won't be aware of what they're seeing without the use of other powers. All animated zombies may now be given orders mentally, from any distance.

The same amount of NR previously used to animate one human or animal now animates 100.

- **Corpse Ride:** With this power a Necromancer may possess one of his animated servants. His consciousness is transferred completely to it, he must be touching, or making eye contact with it to do this. Once the transfer is complete his body goes completely limp.

Once inside the Necromancer has full rein to do as he pleases, if it's his first time in that type of body he may need a moment to get fully acclimated. His perceptions are as good as his servant's are, possessing a dead dog will yield a vastly improved sense of smell.

The Necromancer may ride the corpse for a number of hours equal to double his Power Skill. Once that time is up (or if his host is slain) he is immediately and instantaneously returned to his own body, it doesn't matter if someone's moved it.

Being suddenly ejected from his corpse ride is not pleasant (for instance if his host is slain). The Necromancer loses half of what's left of his NR (Invested NR is unaffected) and he suffers a number of unmitigated PDmg equal to the $(15 - \text{Power Skill})$.

For an additional 10 points the Necromancer is able to keep a small portion of his senses at his own body, keeping vaguely aware of events there. He is able to shift the large majority of his senses back and forth (it takes an action), able to speak to those with his body or move around normally

though shifting (in either direction) costs 3 NR. Corpse Riding may only include one zombie at a time.

Using Corpse Ride requires 2 consecutive actions of Concentration.

Ω The second level of this power allows the Necromancer to shift his consciousness back and forth between any animated servants he chooses (though it still takes an action, it requires no NR). The destruction of the corpse he's riding no longer causes him any harm. He will also be 100% aware of what's taking place around his real body while he's corpse riding.

- **Necromalleable!:** Yes, there's an explanation point in this power. Corpses are innately kind of squishy, Necromancers can make use of that! With a little hands-on time (literally touching the corpse) the Necromancer may alter its capabilities, and funnel some of his own Power into it.

Most of these changes aren't noticeable visually, but increasing a dead rat's Strength to 10 probably at least doubles its size. Regardless something as small as a rat probably cannot flip a truck over, but don't get bit!

At 1st level the Necromancer may increase the corpse's Strength to 10; alternately the corpse's Armor may be raised by 2 points.

At 2nd level the Necromancer may increase the corpse's Reflexes to 10; alternately the corpse's Precision may be raised to 10. Furthermore, if the Necromancer has this power at level 5, he may instead raise all of the zombie's attributes to 7, rather than raising his Reflexes or Precision to 10.

At 3rd level the Necromancer may increase the corpse's Intelligence to as high as his own (or elect for a lower number); alternately the corpse's Armor may be raised another 2 points.

At 4th level The Necromancer may severely alter the corpse's form, changing faces, adding spikes or wings (even if flight seems impossible, it's not). He may also make 2 enhancements to a single corpse simultaneously.

At 5th level the Necromancer may affect 2 corpses simultaneously (and only Invest as much NR as it'd cost to affect 1). He may also form a two-way telepathic bond with a corpse, able to send and receive thoughts and images instantly.

This power requires Concentration.

Unless the Necromancer has this power at level 5, he must spend a number of actions touching the corpse equal to the highest level of enhancement being made.

Each Empowerment requires another NR Investment, and the number of enhancements any single creature can have cannot exceed the level of Necromalleable!

- **Sense Death:** With this power the character is able to sense corpses or any living being more complex than an insect ill or damaged enough to be near death. He may also sense places where a life was lost and get some sense of what sort of life (e.g., small animal, human, huge marine creature). Corpses and places of death may be sensed for a number of months equal to the Necromancer's Power Skill.

He'll sense them within about 100 feet with a Fairly Basic Task result (Per + Power Skill), he'll have a little more range if he scores a Mediocre or Professional (won't know who or what they are). If he scores a Difficult task or better he'll sense any within about a quarter mile and have some idea of their type. Higher scores will increase range and general knowledge.

Physical Powers

- **Armor:** Armor can represent many things, but its effect is to reduce Mortal Damage taken by a character. When struck (and if it makes sense) a character subtracts an amount of MDmg from what he takes by his Armor value, it works just like Dampening Factor on SDmg. Note that this power won't reduce Mortal Damage suffered by mental attacks.

- **Conditional Boosting:** A character with Conditional Boosting may raise his Attributes at a reduced cost (**50%**) with the restriction that they're not always as high as he's bought them, he may use points usually meant to be spent on Powers to do this. A good example would be a character who's Strength is usually 4, but may go as high as 8 when he's being beaten up.

Each Attribute purchased this way raises by a single point each turn that the condition is met, the standard condition being that he or his close friends / family are being attacked; this process doesn't begin until after a full Turn has already taken place. If his adrenaline is way high, that's usually the trigger. Once things have calmed down (maybe 30 seconds after combat) his Attributes will begin reducing at the same rate.

Skills and Powers may be purchased the same way (e.g., Armor) if it makes sense. Later, if the character wishes to he may pay the final 50% of the cost of these Attribute points to convert them into full and normal Attribute points.

If an Attribute is boosted high enough to increase the number of rerolls associated with it they may be used normally. Treat them as any other; they require the standard amount of time to replenish.

- **Ignore Pain:** The character is aware of his wounds but for one reason or another never suffers any wound penalties.

- **Powered Attributes:** This character may spend Character Points usually reserved for powers on his physical Attributes (e.g., End, Prec, Ref, Str) at a better price than 3:2, he may move points to Attributes without any loss at all (1:1).

- **Regeneration:** A character with regeneration may regenerate Mortal Damage much more quickly, and much more fully than normal humans.

At the 1st level the character will regenerate 1 point of MDmg every 24 hours, bones will knit and organs will regrow. If a character is not immediately slain by his wounds he is less likely to expire from them later (such as from internal bleeding), though it is still possible. At the 2nd level the character cannot bleed to death so long as he stays shy of 11 points of MDmg he'll survive any damage he takes. Furthermore he regenerates 1 point every 8 hours. At the 3rd level the character regains 1 point of MDmg every hour. At the 4th level the character regenerates 1 point of MDmg every Turn (10 a minute). At the 5th level not even decapitation will kill the character, his body must be completely and thoroughly immolated or in some other way abused quite terribly to permanently end him.

- **Vigor:** Each level of Vigor a character purchases gives him an additional 2 points of MDmg he may suffer before dying (treat these extra health levels as if they were between the 5th and the 6th points of damage), and an additional 3 points of SDmg he must suffer before rolling to Stay Awake or before moving up to the next difficulty category for Stay Awake rolls. For the purposes of Wound penalties, don't count these toward the total SDmg the character has.

If a character has a 3 in this power and has taken 15 points total of MDmg and 16 points total of SDmg he'll be glad he's got the Vigor. For one, he's still alive (barely). For two, when healing his 5th, 6th, 7th, 8th, 9th, 10th, 11th, and 12th points of MDmg all heal at the speed that the 5th point of MDmg heals (1 week each).

Wound penalties don't apply until you have 5 points of SDmg, and so because with a Vigor of 3 wound penalties don't begin to affect you until you've accrued 8 points of SDmg. You'd need to take 19 points of SDmg before having to roll to Stay Awake, and 38 before having to make yet another (now more difficult) roll, so with 10 points of SDmg he's not rolling to Stay Awake yet. So with 15 points of SDmg this character has only a -1 wound penalty and doesn't need to roll to Stay Awake yet.

- **Walk It Off:** The character has become immune to drugs, toxins, and poisons. He also no longer needs to breathe or sleep; only food (and not much) is required to power him.

Propitious

- **Boost Healing** – This power allows a healer to increase a target's ability to heal Mortal Damage. It boosts the target's level in the Power: Regeneration by the level of Boost Healing. This includes people without Power: Regeneration, so a normal person who's Power: Regeneration is increased by 2 levels, will have Power: Regeneration at level 2 while the power is in effect. Touch is required.

This power actually affects the specific wounds on the target at that time (if they're unharmed it won't do anything). Until those wounds present at the time of the Boost are healed, they will Regenerate at the increased rate. Any wounds suffered after the Boost is used heal normally.

Because Boost Healing will not affect a corpse, its effective cap is 4 (level 5 Regeneration won't work with Boost Healing).

This power can be applied to the Booster as well.

Ω The 3rd season version of this power does more than simply healing wounds, it will cure any and every disease or damage they acquired after birth, remove all scars, etc. It will also immediately remove any toxins or poisons from their system.

More than that, it may be used on every person the Healer is able to see simultaneously, though this usage takes a full Turn of Concentration.

- **Hey! Hey! Are you OK?** – While actively attempting to help someone that the rescuer is aware of (and within a mile per Power Skill), the individual being rescued instantly knows everything and anything that the rescuer wants them to know, such as location, plans for rescue, timetables, dangerous persons to look for, etc. This power cannot be fooled; the rescuer must earnestly be trying to rescue a target from something or someone before it will work.

This power can work on animals as well, though the information they receive will be limited by their ability to comprehend it.

Targets of this power will feel that they can trust their feelings and the information it grants them, though someone determined to remain skeptical certainly may.

While the rescuer is trying to help, the recipient may add +3 to every single roll he or she makes that furthers their goal of getting help / getting free / etc.

This power won't work if the rescuer believes that rescue is flat-out impossible.

Senses Powers

- **Enhanced Hearing** – Hear farther, with more control than normal people.

Ω The second level of Enhanced Hearing allows the listener to pick out strange sounds, sounds that stand out (a wolf's howl, a child's yell) from a mile away. By spending a few seconds Concentrating the listener can sort of direct his hearing in a specific direction, trying to make out specific sounds or voices up to a mile away. Too much noise can still render this useless. The character is less likely to enjoy loud sounds, but is no more vulnerable to them.

- **Enhanced Scent** – Recognize specific people / animals, tracking.

Ω The second level of Enhanced Scent allows the character to sniff even the most minute traces. Specific people's scents can be picked out and a direction likely from a mile away (subject to wind, impossible is still impossible). Someone's presence could be recognized for days after they were at a location, even through poor weather.

- **Enhanced Vision** – See farther / see much better in low light.

Ω The second level of Enhanced Vision allows the character to see the entire light spectrum, including infrared and ultraviolet. What's more the character's eyes can bring even small objects into clear focus miles away.

- **Sense Power:** See *"Imago Powers: Sense Power"*

Shadows Powers

- **Hide in Shadows** – When in shadows or a fairly dark room if holding still anyone must make an opposed Awareness vs. *Ref + Power Skill* roll to see the user at all, no matter how close. This is visual only.

- **Life Drain** – This power will directly drain life energy from a target and empower the drainer. The target must be within 100' of the drainer. The drainer rolls his *Will + Power Skill* in an opposed roll vs. his target's *Will * 2*. Every 2 points the drainer beats the target by, the target suffers 1 point of psychic Mortal Damage and 2 points of psychic Superficial Damage.

For every point of point of SDmg stolen the drainer heals a point of his own SDmg. For every point of Mortal Damage stolen, either a point of his own MDmg may be healed or any Attribute may be raised by 1. Attribute bonuses last for a number of hours equal to his Power Skill. A drainer cannot have more points of Attribute bonuses than his Power Skill.

This power requires Concentration, only MDmg stolen from an intelligent being can be used to raise Attributes.

- **Shadow Blink** – So long as he's moving from dark area to dark area, the user may reappear in any location he can see within a number of feet equal to $50 + (25 \text{ per point in } Power \text{ Skill})$. He may go through windows and walls so long as he can see his destination. It takes a full Turn to Blink, during this time he is visible as a swirling shadowy silhouette. Either instance of it can be physically harmed but takes half damage, the Blink may be aborted at any time though the user is unable to sense anything at his destination until he's fully materialized there.

Social Powers

- **Fortitude:** See “*Mental Powers: Fortitude*”

- **Popular** – When the character activates this power, people he’s speaking to will want him to like them. They won’t stop to think about it, those with carefully crafted walls are still perfectly capable of limiting their actions, but the wish will still be present.

The popular character and anyone he’s trying to enchant should make opposed rolls, *Presence + Power Skill* vs the target’s *Will * 2*. The more the popular character’s roll exceeds his target’s, the more powerful the effect. Characters under this power’s sway may be very reluctant to anger or displease the source.

This power can also be used to attract attention from an entire room as opposed to focus on a specific person. When used in this manner anyone capable of perceiving the popular character has an inexplicable urge to pay attention to him or her, this application of the power is much more subtle, and less forceful. People are much more able to simply ignore the effect, if they have a reason to do so (or if it’s been on for too long with nothing interesting going on).

NR cost is only paid every 1 minute. This power is subject to Building Resistance.

Ω The 3rd season version of Popular increases the area and the effects. When in use anyone who wants to do anything that they feel might displease the Socialite, the Socialite should roll his *Will + Power Skill* against their *Will * 2*, if the Socialite beats him he must abort his action. He may ignore the effects if the actor believes that by aborting his action he or someone he cares for will come to realm harm. This effect generally effects only those people in the same room with the Socialite, or able to see or be seen by him.

Anyone within range but unaware of the Socialite’s presence is still affected by a feeling that he: should either leave the area, stay there quietly and respectfully, or seek the Socialite out (even without knowing where he’s going or why). If he wishes to ignore this effects the Socialite should roll his *Will + Power Skill* against their *Will * 2*.

The range on this power is a number of miles equal to his Power Skill.

- **Sense Emotion** – This character senses emotions similarly to how normal people hear. They perceive crowded rooms as a busy din of emotions, not generally too aware of any specifics but usually aware of a general feel for a crowd.

When a particularly “loud” (i.e. powerful) emotion appears in the area, it will be similar to suddenly hearing a new or different sound, coming from “somewhere over there.” By turning one’s attention in that direction the specific source may be picked out. If people are moving around a lot in a packed crowd it may be difficult to pick out the source, a *Perception + Power Skill* should be used in those circumstances (GM decides difficulty) to see how quickly or accurately the character is able to determine it.

General emotions are the limit of this power (e.g., anger, fear, lust, love, apprehension, desperation). Determining lies from truth isn’t necessarily possible, though assumptions about fear levels rising can lead to educated (though possibly incorrect) guesses.

Ω The 3rd season version of this power makes the sensitive aware of all emotions within a number of miles equal to his Power Skill * 2. As this could easily cover over a million people, it can obviously be difficult to know every detail.

If the sensitive wishes to look for specific emotions (e.g., professional jealousy, relationship betrayal, guilt) he’ll be able to pinpoint the exact number, approximate location, and intensity of all examples within range.

If the sensitive wishes to be generally aware of emotions, he'll be aware of the general feel for the area, and how specific areas differ from others within range, what's more he'll immediately sense any sharp changes (i.e., a theatre full of people suddenly on fire would be felt as a pocket of people "somewhere around blah and blah" is suddenly terrified).

Specific people cannot be looked for, though specific locations can be closely monitored. If the GM wants to see how well the sensitive is able to make something out, the appropriate roll would still be *Perception + Power Skill* (CVS if it's not a sudden and temporary thing).

Without the use of powers, hiding your feelings from the sensitive in a conversation with him is absolutely impossible, which includes lying.

- **Symphony** – This power causes all creatures in the area (no matter how insignificant) to hear music. The music's specifics are different to each listener, but the mood of the music depends on the Conductor.

The Conductor chooses a broad emotional influence, such as: anger, violence, calm, lust, greed, generosity, fear, etc. While only one influence is possible at a time, transitions are possible at any time, as the Conductor sees fit. Everyone in the area is affected by the music, how much may be determined (for those intent on resisting) with an opposed (CRS) *Presence + Power Skill* vs *Will * 2*.

Symphony requires Concentration during the entire performance, though there is no visual cue that the Conductor is the source, anyone looking at him will know anyway.

This power will not work in the Twilight City.

The Conductor is able to change the distance that the Symphony reaches, but it cannot exceed a number of miles equal to *Power Skill * 5*.

- **Trustworthy** – When the character activates this power, people he's speaking to will find him trustworthy and instinctively believe he's a "good guy." This isn't mental control, if they intend on following their orders to confront anyone trying to get into a building, they'll do so here, they'll just go into it assuming it won't be necessary. If there was a smallish chance they might just let someone in, this is the time they'll do it. Even without proper credentials, excuses and lies are more likely to be believed, though any sufficiently determined, disciplined, or frightened person is capable of ignoring their feelings.

The trustworthy character and anyone he's trying to convince to do something for him should make opposed rolls, *Presence + Power Skill* vs the target's *Will * 2*. The more the trustworthy character's roll exceeds his target's, the more powerful the effect.

NR cost is only paid every 1 minute. This power is subject to Building Resistance.

Solar Powers

- **Generate Heat** – The character is able to heat up his body, in part or in full. He can warm his own body enough to heat up a room, or to the point of burning the floor. He can concentrate the heat into specific locations, head, hands, arms, etc. He can bring himself back down to room temperature within a Turn.

When he's made himself (or part of himself) as hot enough it'll be obvious to anyone nearby, between the warmth he generates and the visible air distortion. Anything touching him will immediately take severe burns and suffer up to as much MDmg as his level in the power (depending on how much he's heated up). Every Turn he's touching someone or something they take another set of damage, hit locations damage is handled normally.

If he punches someone, SDmg is determined by his Strength as usual, MDmg is determined by this Power.

- **Immune to Temperatures** – This power grants the user full immunity from damage caused by cold, heat, frost, or fire. An icicle can still impale him, an explosive fireball will still hurt him (the explosion part anyway).

- **Shield** – When active the character's heat will incinerate many oncoming attacks before they actually have a chance to hurt him. Anything that could be destroyed by the damage being done by the character's Generate Heat will burn up before causing damage. Large or temperature tolerant enough objects will still get through the shield, how many times will depend.

The amount of damage applied through this power is limited to the level of Shield, which may be raised as high as the character's level in Generate Heat. *If a character has Generate Heat at level 5, and Shield at level 2, then only 2 points of MDmg are applied to oncoming attacks early enough to destroy them before they're able to harm the character. If the attack isn't destroyed by the first 2 points of MDmg then the remaining 3 points are applied after the character is hurt.*

This power only works when Generate Heat is also active.

Spirit Powers

- **Compel Spirit:** This power allows its user to force a spirit to do his bidding through the force of his own Will and his power over its kind. The Spiritualist must have a way to make his wishes known, either through verbal communication (they need to have a language in common) or through gestures (which run the risk of misinterpretation).

The Spiritualist simply need beat the spirit in an opposed roll (VRS), his *Willpower + Power Skill* vs the spirit's *Willpower * 2* for something simple that won't take more than a minute or so. If the action will probably take longer than a minute, this application of the power requires Concentration and the opposed rolls are made using the Consistent Rolling System.

If the spirit is opposed to the action for any reason other than mere annoyance (pre-existing hatred of the Spiritualist for instance) the Spiritualist must beat him by 2 or 3 points. If the spirit is being forced to act against loved ones he must win the opposed roll by 4 points or more. If the spirit is being compelled to kill his ex-wife you can assume he'll need to exceed his target's roll by at least 5.

Newer or weaker spirits will often be fairly weak of Will (helpful to the Spiritualist) but are often fairly impotent and often bound to a certain area (less helpful). Compelling a spirit do something it isn't capable of doing isn't possible.

If a compulsion lasts more than a day the Spiritualist will need to Invest NR into it. If the compulsion is a small thing (tell me if you see this guy) it's 1 NR. If the compulsion requires more of the spirit's time each day, Invest 2 or 3 points. Furthermore, Invest another 1 NR for every 5 points of Will the spirit possesses.

- **Communicate With Spirits:** This power simply allows a Spiritualist to communicate telepathically with any spirit he can see. This sort of communication is both invisible to others and dissolves any language barrier.

- **Drain Life Ω**: The Drainer rips a target's very life from their body using his mastery of the spirit world. Using this power requires a full Turn of Concentration; the Drainer need only see the victim (and not well, could be from miles away, but must be unaided). This power is not subtle, the victim knows that he is dying, and he knows who's causing it. As soon as the Drainer causes any damage this way he'll immediately know who the victim is, if he's ever drained his life before or if it's someone he's well acquainted with.

Each time the Drainer rolls his *Will+Power Skill*, his opponent rolls his *Will * 2*. 1 point of Spirit Damage is automatically done, at a minimum. For each additional 3 points the Drainer's roll exceeds the victim's by the victim suffers an additional point of damage. Once a character suffers his 10th point he is slain.

A ghost is created every time someone is slain this way. Most victims will be overwhelmed by a terrified need to flee, and indeed if they manage to survive long enough to get out of sight they may yet live. Anyone wishing to overcome that dread should probably need to succeed at a Very Difficult Courage roll.

If this power is used on an animated corpse it will immediately destroy the magic animating it if the Drainer beats the Necromancer in a *Will+Power Skill* vs *Will * 2* roll.

If this power is used on a spirit, it work identically, but the spirit's being destroyed rather than ripped from its body.

10 NR per use.

- **Empower Spirit**: Most spirits and ghosts are fairly limited in their abilities and mobility. With Empower Spirit these entities may be freed from some of these restraints by the power of the caster. Most casters use this technique as a means to make pacts more attractive while simultaneously increasing the power of the being they're dealing with.

At 1st level an entity may be freed from any inability to leave the confines of a certain area and/or it may be helped to "the other side" if it has been unable to do so itself. If the Spiritualist has this power at level 5, the ability to leave an area comes free with any other Empowerment.

At 2nd level an entity may be given the ability to make itself visible (and heard) to others and/or it may be given the ability to instantly transport itself to the caster. If the Spiritualist has this power at level 5, both of these abilities come in a single Empowerment.

At 3rd level an entity may be given the ability to travel at 100mph and/or it may be given the ability to lightly affect physical objects (move pennies, rustle some papers, etc). If the Spiritualist has this power at level 5, both of these abilities come in a single Empowerment.

At 4th level an entity may be given the ability to instantly communicate with the caster (and the caster with the entity). The Spiritualist may give the spirit Commands (if he has the power) through this ability.

At 5th level an entity may be given the ability to possess living beings and/or it may be given the ability to more powerfully affect the physical world. The Will rating of the spirit affects how well it is able to use these abilities. Once a Spiritualist has this power at this level, using it only requires one Turn. Spirits Empowered with a 5th level Empowerment may enter the Twilight City.

This power requires Concentration.

If the Spiritualist has this power at level 5, and should he desire it, each midnight any ghost with an Empowerment on it will gain a permanent point of Will, up to 10.

Unless the Spiritualist has this power at level 5, he must spend a number of actions equal to the highest level of empowerment being made.

Each Empowerment requires another NR Investment, and the number of enhancements any single spirit can have cannot exceed the level of Empower Spirit.

Ω In the 3rd season version, two Spirits may be Empowered simultaneously for the same NR cost.

- **Manifest Destiny:** Once this power is purchased the spiritualist is able to determine if any death in his immediate vicinity or that he's able to observe (unaided) will result in a ghost. If a ghost is desired it will be fully aware, not an echo, there is no other option. If the new ghost was a fairly normal person without overly powerful drives or possessed of a potent Will he'll very often be confined to the area he died in.

If the victim has the presence of mind in death to resist the spiritualist's wish (and this would be a rare mind, indeed) the spiritualist may need to beat the victim in an opposed (CRS) *Will+Power Skill* vs *Will * 2* roll – this may take up to a full minute. The spiritualist may be doing other things in that time, though he will suffer a penalty to his roll.

Each use of this power requires 2 NR, though none need be Invested.

- **Perceive Spirits:** With this power the character is able to see, hear, smell, and I suppose taste ghosts and spirits. If a spirit or ghost moves through him or “touches” him he'll sense it, though no real touch is possible. They won't necessarily know that he senses them if he hides the fact.

What's more he'll sense them within about 100 feet with a Fairly Basic Task result (Per + Power Skill), he'll have a little more range if he scores a Mediocre or Professional (won't know who or what they are). If he scores a Difficult task or better he'll sense any within about a quarter mile and have some idea of their type. Higher scores will increase range and general knowledge.

Ω In the 3rd season version, the Spiritualist will know everything about a Ghost's “character sheet” with a glance.

- **Spirit Pact:** With this power the caster may bind a spirit or ghost to their word, but only if voluntarily made. If the target learns at a later time that the caster lied to it about some important piece of information during the pact bargaining, the pact is broken and the spirit or ghost is free.

Once a pact is made the target is compelled to honor the spirit of it (hehehe). More powerful spirits or ghosts can find some wiggle room through interpretation; still more powerful entities can stick to the letter of the pact and directly violate the spirit of it. If an entity wishes to break the pact completely, it may do so but is immediately made into an Echo.

If a pact is broken by the caster the powerful backlash from his own binding does a good deal of harm. His Numina Reserve is instantly emptied; including any he's reserved for any of his other powers. He loses any Will Reserve he has as well and, finally he suffers an amount of Mortal Damage equal to the spirit or ghost's Numina.

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