

APPENDIX II: MASTER POWER & EFFECTS TABLE

Name	Action	Range	Duration	Save	Cost
Absorption	Reaction	Personal	Continuous	None	4/rank
Acid	Standard	Touch	Instant	Toughness	3/rank
Adaptation	Full	Personal	Continuous	None	6/rank
Additional Limbs	None	Personal	Permanent	None	1/rank
Adrenal Surge	Free	Personal	Varies	None	1/rank
Age Shift	Free	Personal	Sustained	None	8 points
Air Control	Standard	Perception	Sustained	See description	2/rank
Alternate Form	Free	Personal	Varies	None	5/rank
Anatomic Separation	Move	Personal	Continuous	None	2/rank
Animal Control	Standard	Perception	Sustained (L)	Will	2/rank
Animal Mimicry	Free	Personal	Continuous	None	9/rank
Animate Objects	Standard	Ranged	Sustained	None	3/rank
Array	Special	Special	Special	Special	Special
Astral Form	Standard	Extended	Continuous	None	5/rank
Blast	Standard	Ranged	Instant	Toughness	2/rank
Blending	Free	Personal	Sustained	None	2 or 4 points
Blur	Free	Personal	Sustained	None	4 points
Boost (Trait)	Standard	Touch	Instant	Fortitude (H)	1-5/rank
Bouncing	Reaction	Personal	Permanent	None	2/rank
Burrowing	Move	Personal	Sustained	None	1/rank
Chi	Standard/Full	Personal	Instant	None	1/rank
Clairaudience	Move	Extended	Concentration	None	1/rank
Clairvoyance	Move	Extended	Concentration	None	2/rank
Cold Control	Standard	Ranged	Sustained	Fortitude	2/rank
Color Control	Standard	Ranged	Sustained (L)	Reflex	2/rank
Communication	Free	Extended	Sustained	None	1/rank
Comprehend	None	Personal	Continuous	None	2/rank
Concealment	Free	Personal	Sustained	None	2/rank
Confuse	Standard	Ranged	Instant (L)	Will	1/rank
Container	Special	Special	Special	Special	Special
Corrosion	Standard	Touch	Instant	Fort/Tough	3/rank
Cosmic Energy Control	Standard	Ranged	Instant	Toughness	2/rank
Create Object	Standard	Ranged	Sustained	None	2/rank
Damage	Standard	Touch	Instant	Toughness (S)	1/rank
Darkness Control	Standard	Ranged	Sustained	None	2/rank
Datalink	Free	Extended	Sustained	None	1/rank
Dazzle	Standard	Ranged	Instant (L)	Reflex/Fortitude	1-4/rank
Death Touch	Standard	Touch	Instant	Fortitude	1/rank
Deflect	Standard	Touch	Instant	None	1-3/rank
Density	Free	Personal	Sustained	None	3/rank
Device	None	Touch	Special	None	3-4/rank

Bold text indicates a power structure

Name	Action	Range	Duration	Save	Cost
Dimensional Control	Free	Personal	See description	None	2/rank
Dimensional Pocket	Standard/Move	Touch	Instant (L)	Ref/Will	2/rank
Disease	Standard	Touch	See description	Fortitude	3/rank
Disintegration	Standard	Ranged	Instant	Fort/Tough	5/rank
Displacement	Free	Personal	Sustained	None	4 points
Drain (Trait)	Standard	Touch	Instant	Fortitude (S)	1-5/rank
Dream Control	Standard	Perception	Sustained	Will	3/rank
Dream Travel	Move	Perception	Sustained	Will	1/rank
Duplication	Standard	Personal	Sustained	None	2/rank
Earth Control	Standard	Perception	Sustained	None	2/rank
Elasticity	Move	Personal	Sustained	None	1/rank
Electrical Control	Standard	Ranged	Instant	Toughness	2/rank
Elongation	Move	Personal	Sustained	None	1/rank
Emotion Control	Standard	Perception	Sustained (L)	Will (S)	2/rank
Empowerment	Full	Touch	Sustained	Will (H)	6/rank
Energy Aura	Free	Touch	Sustained	Toughness	4/rank
Enhanced (Trait)	None	Personal	Continuous	None	Varies
Environmental Control	Standard	Ranged	Sustained	None	1-2/rank
ESP	Move	Extended	Concentration	None	1-4/rank
Evolutionary Shift	Free	Personal	See description	None	10 points
Exorcism	Standard	Perception	Instant	See description	2/rank
Fatigue	Standard	Touch	Instant	Fortitude (S)	2/rank
Features	None	Personal	Permanent	None	1/rank
Fire Control	Standard	Perception	Sustained	None	2/rank
Flight	Move	Personal	Sustained	None	2/rank
Force Constructs	Standard	Ranged	Sustained	None	2/rank
Force Field	Free	Personal	Sustained	None	1/rank
Friction Control	Standard	Perception	Instant	Reflex	3/rank
Gadgets	Standard	Personal	Continuous	None	6-7/rank
Gestalt	Full	Personal	Continuous	None	1/rank
Grafting	Standard	Touch	Sustained	Fortitude	11/rank
Gravity Control	Standard	Ranged	Sustained	See description	2/rank
Growth	Free	Personal	Sustained	None	3/rank
Healing	Full	Touch	Instant	Fortitude (H)	2/rank
Hellfire Control	Standard	Ranged	Instant	Toughness	2/rank
Hypnosis	Standard	Sensory	Sustained	Will	2/rank
Ignite	Standard	Perception	Instant	Toughness	3/rank
Illusion	Standard	Perception	Concentration	Will	1-4/rank
Immortality	None	Personal	Permanent	None	5 points
Immovable	Reaction	Personal	Permanent	None	1/rank
Immunity	None	Personal	Permanent	None	1/rank
Immutable	None	Personal	Permanent	None	10 points
Insubstantial	Free	Personal	Sustained	None	5/rank
Invisibility	Free	Personal	Sustained	None	4 or 8 points
Kinetic Control	Standard	Ranged	Instant	Toughness	2/rank

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Name	Action	Range	Duration	Save	Cost
Leaping	Move	Personal	Instant	None	1/rank
Life Control	Standard	Perception	Instant (L)	Fortitude	4/rank
Light Control	Standard	Ranged	Sustained	None	2/rank
Luck Control	Reaction	Perception	Instant	None	3/rank
Machine Animation	Standard	Ranged	Sustained	None	2/rank
Magic	Standard	Ranged	Instant	See description	2/rank
Magnetic Control	Standard	Perception	Sustained	None	2/rank
Matter-Eater	Standard	Touch	Instant	None	5 points + 1/rank
Mental Blast	Standard	Perception	Instant	Will	4/rank
Mental Duplication	Standard	Touch	Continuous	Will	3/rank
Microwave Control	Standard	Ranged	Instant	Toughness	2/rank
Mimic Trait	Standard	Touch	Sustained	None	1-5/rank
Mind Control	Standard	Perception	Concentration (L)	Will	2/rank
Mind Reading	Standard/Full	Perception	Concentration (L)	Will	1/rank
Mind Shield	Free	Personal	Sustained	None	1/rank
Mind Switch	Standard	Perception	Sustained (L)	Will	2/rank
Mirror Image	Free	Personal	Sustained	None	4 points
Morph	Free	Personal	Sustained	None	1-3/rank
Move Object	Standard	Ranged	Sustained	None	2/rank
Mutation	Standard	Touch	Sustained (L)	Fortitude	4/rank
Nauseate	Standard	Touch	Instant (L)	Fortitude (S)	2/rank
Nemesis	Free	Perception	Continuous	None	8/rank
Nullify (Effect)	Standard	Ranged	Instant	Will	1-3/rank
Object Mimicry	Move	Touch	Sustained	None	6/rank
Obscure	Standard	Ranged	Sustained	None	1-4/rank
Pain	Standard	Perception	Concentration (L)	Will	5/rank
Paralyze	Standard	Touch	Instant (L)	Will (S)	2/rank
Petrification	Standard	Ranged	Sustained (L)	Fortitude	3/rank
Pheromones	Reaction	Sensory	Sustained (L)	Will	4/rank
Plant Control	Standard	Ranged	Instant	Reflex	2/rank
Plant Mimicry	Free	Personal	Continuous	None	9/rank
Plasma Control	Standard	Ranged	Instant	Toughness	2/rank
Possession	Standard	Touch	Sustained (L)	Will	3/rank
Power Control	Standard	Perception	Sustained (L)	Will	2/rank
Power Reserve	Free	Personal	Sustained	None	2/rank
Power Resistance	Reaction	Personal	Instant	None	2/rank
Prehensile Hair	None	Personal	Sustained	None	1/rank
Probability Control	Reaction	Personal	Instant	Will (H)	4/rank
Protection	None	Personal	Permanent	None	1/rank
Quickness	Free	Personal	Continuous	None	1/rank
Radiation Control	Standard	Ranged	Instant	Toughness	2/rank
Reflection Field	Reaction	Personal	Instant	None	8/rank
Reflex Memory	Free	Personal	Continuous	None	9/rank
Regeneration	None	Personal	Permanent	Fortitude (H)	1/rank
Sensory Link	Move	Extended	Concentration (L)	Will	2/rank

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Name	Action	Range	Duration	Save	Cost
Sensory Shield	Reaction	Personal	Permanent	None	1-2/rank
Shape Matter	Standard	Ranged	Sustained (L)	None	4/rank
Shapeshift	Move	Personal	Sustained	None	8/rank
Shield	Free	Personal	Sustained	None	1/rank
Shrinking	Free	Personal	Sustained	None	1/rank
Silence	Free	Personal	Sustained	None	1 or 2 points
Sleep	Standard	Ranged	Instant (L)	Fortitude	3/rank
Snare	Standard	Ranged	Instant	Reflex (S)	2/rank
Sonic Control	Standard	Ranged	Instant	Ref/Fort	2/rank
Space Travel	Move	Personal	Sustained	None	1/rank
Spatial Control	Move	Personal	Instant	None	2/rank
Speed	Move	Personal	Sustained	None	1/rank
Spinning	Free	Personal	Sustained	None	2/rank
Spirit Control	Standard	Perception	Sustained	Will	2/rank
Strike	Standard	Touch	Instant	Toughness	1/rank
Stun	Standard	Touch	Instant (L)	Fortitude (S)	2/rank
Suffocate	Standard	Touch	Concentration	Fortitude	2/rank
Summon (Minion)	Standard	Touch	Sustained	None	2/rank
Super-Movement	Move	Personal	Sustained	None	2/rank
Super-Senses	None	Personal	Continuous	None	1/rank
Super-Speed	Move	Personal	Sustained	None	5/rank
Super-Strength	None	Personal	Continuous	None	2/rank
Super-Ventriloquism	Free	Extended	Sustained	None	1/rank
Suspended Animation	Full	Personal	Continuous	None	2 points
Swimming	Move	Personal	Sustained	None	1/rank
Telekinesis	Standard	Ranged	Sustained	See description	2/rank
Telelocation	Full	Extended	Concentration (L)	Will	1/rank
Telepathy	Standard	Per/Ext	Concentration (L)	Will	2/rank
Teleport	Move	Personal	Instant	Reflex (H)	2/rank
Thermal Control	Standard	Ranged	Sustained	Fortitude	2/rank
Time Control	Move	Ranged	Sustained	See description	7/rank
Time Stop	Standard	Ranged	Sustained	Reflex	7/rank
Transfer	Standard	Touch	Instant	Fortitude	2-10/rank
Transform	Standard	Ranged	Sustained (L)	Fortitude	3-6/rank
Transmit	Move/Full	Personal	Instant	None	1/rank
Transmutation	Standard	Ranged	Sustained (L)	None	5/rank
Trip	Standard	Ranged	Instant	None	1/rank
Troubleseeker	Full	Personal	Instant	See description	2/rank
Universal Translator	Reaction	Personal	Continuous	None	8 points
Variable	Special	Special	Special	Special	Special
Vibration Control	Standard	Ranged	Instant	Toughness	2/rank
Ward	Standard	Touch	Sustained	Will	1/rank
Water Control	Standard	Perception	Sustained	None	2/rank
Weapon Summoning	Free	Personal	See description	Toughness	2/rank
Weather Control	Standard	Ranged	Sustained	Fortitude	2/rank

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