**Powers**

**Power Sets** – Powers are grouped into power sets. Each set represents a fairly tight group of attacks, defenses and utility powers that a hero of a given type would have. Starting characters have 2 power sets, and can only select powers from their chosen sets.

**Powers** – Every power is defined by a number of characteristics such as range, accuracy, damage, effects, energy consumed, etc. These characteristics are explained below.

**Power Category** – Every power in the game belongs to one or more categories. The power category indicates what type of power this is, and also potentially defines a set of default rules for how powers interact. Power categories are:

* **Adders:** Attack adders add special effects to other powers – typically attack powers. Unless otherwise noted, only a single adder can be added to a power at a time.
* **Armor:** Armor powers defend the character from damage. Armor powers are listed as x/y/z where x is the physical defense, y is the energy defense, and z is the mental defense of the power. A character can have two or more armor powers and their armor values will stack.
* **Attacks:** Attack powers are used to damage and effect enemies. They use the same rules for Runebearer attacks (1/2 action, they end your action). You cannot run two attacks in the same round.
* **Auras:** Aura powers are activated and then have a continuous effect on those close to your character. Auras usually require no to-hit, but may allow a saving throw to avoid the effects.
* **Buff:** Buffs aid you or your allies. They usually do not require to-hit checks. Buffs stack, but the same power cannot stack with itself. If the same buff effects a character more than once, only the most powerful effect is counted.
* **Defenses:** Defense powers increase your defenses like block and dodge. A few powers allow you to use defenses against different kinds of attacks. For instance, the shield power set has powers that allow you to use your melee defense style against missile attacks.
* **Movement:** Movement powers allow the character to move. In general, a character can take a ½ move with his transport powers. Running and flight powers allow non-combat (2x movement) at a significant defense penalty. Jump powers allow 2x movement at a cost of an extra action of preparation.
* **Multi:** A multi power has a number of related effects. Typically, only one of the possible effects can be active at one time, and there might be restrictions on changing the effect.
* **Omni:** Omni powers are single abilities that have a wide range of possible effects. Telekinesis is an omni power that allows you to use your strength at range. This could be used as an attack, or as a utility power.
* **Resistance:** This power gives the character resistance to powers and effects of a certain type.
* **Summon:** This power is used to summon or create a creature that once called, will act on its own. Summon powers usually require a full action to activate. The summoned creature cannot act on the round it is called, but will act normally afterwards. Unless otherwise noted, summoned creatures follow the commands of the summoner and can be controlled by the player.
* **Utility:** Utility powers are powers that provide some benefit to a character or to a region. There is no limit to the number of utility powers that can be run at one time, though in the case of 2 or more powers having the same effect, only the more effective one actually does anything.

**Activation** – A power’s activation determines when a power can be activated and how long it takes to do so. In general, firing a power is automatic as long as the character has the required energy.

* **Attack (A):** These powers require a half action to activate, but end the owner’s turn.
* **Choose (C):** Choose activation powers can either take a half or full action at the discretion of the power’s owner. Most powers with this style of activation will have differing effects based on the time taken to activate it.
* **Free (N):** Free powers can only be activated on their owner’s turn, but take no time to activate, and any number of them can be activated in a given round.
* **Full (R):** Powers with full activations require an entire action to be used to activate them.
* **Half (M):** Half activation means that the power requires a half action to activate.
* **None (--):** Powers with no activation either require no activation (they are always on), or can be activated at any time and take no time to do so. They can literally be activated at any time.
* **Reaction (X):** Powers that allow reactions can be activated in response to another character affecting them in some fashion (usually an attack, heal or buff).

**Delivery** – A power’s delivery determines how the owner applies it to other characters.

* **Area:** This power affects an area and the attacker only needs to hit a spot to deliver the affect to everyone in that area. Hitting a spot usually means comparing the attacker’s missile style against a defense of 6.
* **Aura:** Aura powers are activated on the owner’s turn and affect an area around him. Targets in the area of effect are affected at the start of their turn.
* **Bolt:** This kind of power requires a line of sight to the target and an attack roll to hit (usually based on the attacker’s missile style vs. the defender’s dodge score).
* **Direct:** This kind of power requires a line of sight to the target, but no attack roll. The power’s target might be able to save to avoid the effects.
* **Indirect:** The owner of the power must be aware of his target, but needs no roll to target and no line of sight.
* **Mental:** This is similar to a bolt power where the attacker must make a to hit roll, but instead of using his ranged style, he uses his mental combat style.
* **Touch:** The owner of the power must touch his target. If the target is unwilling, an attack roll must be made comparing the owner’s melee style and the target’s best defense (either melee or dodge).

**Accuracy** – This is a power’s inherent bonus or penalty to hit its target.

**Area of Effect** – This tells us how large the power’s effect is and how many targets it can hit.

**Energy** -- Determines how much energy the power takes to fire and maintain. Energy consumption falls into the following categories.

* **Charged:** A charged power has either a per use or per round cost, but the power’s user can puts energy into the power upon its initial activation. Energy is then pulled from this battery to fund the power. The power stops working when its charge runs out.
* **Per Round:** This power has a sustained effect that must be maintained by the user by paying the cost each round on his initiative before he performs any other actions.
* **Per Use:** This power takes a certain amount of energy each time it is used, and either costs nothing to maintain, or has no prolonged effect.
* **Sustained:** This power has a prolonged effect and is maintained by reducing the user’s energy and his maximum energy by a fixed amount. As long as the power is on, the user’s maximum energy total is reduced.

**Cost –** The cost to purchase a power.

**Signature Power** – Some powers are listed as signature powers for a power set. Signature powers are a set’s “bread and butter” powers and are unique to that set. These powers cannot be purchased by a character unless they have unlocked the power set. Also, they cannot be mimicked by powers in other sets (such as Gadget of the Week) unless the character has unlocked the set.

Certain powers might require a special skill roll to function; this skill is listed in the specific power. An example would be attack powers, which all require a roll to-hit. Generally, any skills required for a power to function are obtained for free when the character chooses the power (or power set) in question. These skills function like combat skills and cost 3 buy points to increase at character creation, and 5 improvement points to increase during the game.