**Shrinking**

**Highlights**

* Great defense and stealth
* Potentially devastating melee attack

**Super Stats**

* None

**Powers**

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Name** | **Cat** | **Act** | **Del** | **Rng** | **Acc** | **AoE** | **Eng** | **Effects** | **Cost** |
| Gliding | Mov | M | -- | -- | -- | Self | 1r | * Must be shrunken to smallest size * Can glide on air currents at 2” round | 6 |
| Growth Punch\* | Att+ | -- | -- | -- | 0 or +2 | 1 target | 0 | * +1d6 damage for each level of shrinking you grow from * +2 if GM rules you surprise the opponent | 10 |
| Microscopic World\* | Utl | R | -- | -- | -- | Self | 4s | * Must be shrunken to smallest size * You do not need to breathe, eat, or excrete * Shrink to microscopic size * See stuff normally only seen with microscope * Movement is 0” * Character no longer interacts with the macroscopic world | 10 |
| Quantum Teleport\* | Mov | R | -- | -- | -- | Self | 6u | * Must be shrunken to smallest size * You teleport choosing either direction or distance * The other variable is randomized * Use 1d6 to determine direction, or 1d30 to determine distance | 10 |
| Retain Density | Omn+ | N | -- | -- | -- | Self | 4s | * You retain your original mass when shrunk and your density increases * You no longer lose the ability to block melee attacks while shrunk * You suffer no damage penalty to melee while shrunk * You suffer no knock increase while shrunk * You cannot use the Gliding power * Your melee attacks gain Pierce(4) (not Growth Punch) | 10 |
| Shrinking | Omn | R | -- | -- | -- | Self | 10s | * Can shrink * See shrinking table * Can escape grabs and tangles | 20 |
| Shrink Object | Omn | R | Touch | -- | -- | 1 object | 1-10s | * Shrink items (see chart) * Throw object with bonus ranged damage | 20 |
| Shrink Other | Att | A | Touch | -- | 0 | 1 target | 4r | * Shrink target to smallest shrink size (INU 20) | 10 |

**Additional Information**

**Gliding**

* When shrunken to the smallest size, you can glide on air currents to move up to 2 hexes per round.
* *Enhance Move* – Each enhancement adds 1 hex (as opposed to 1/3 movement)

**Growth Punch**

* If you find yourself in range of an enemy can grow quickly and use your “growth momentum” to increase the power of a melee attack. Up to 4d6 extra damage can be added in this fashion. Furthermore, the attack is so surprising the GM may grant you a flanking bonus.

**Microscopic World**

* The shrinking hero can reduce his size to that of a virus. While shrunken, he does not need to breathe, eat or excrete. He can only be seen with a microscope and even then, it would take a science skill roll against a DL of 16. He can move on his own, but his speed is so minute that in the normal combat scale, his move is considered to be 0”. The microscopic character no longer perceives the normal world, but can instead see things at a microscopic level.
* The exact game effects are up to the GM, but a microscopic character could be placed on an enemy to track him and be almost undetectable. He could be injected into someone to destroy nano-machines, or alien viruses.

**Shrinking**

* A character with shrinking can reduce his size and mass. The shrinking hero chooses how small he wants to be when he activates this power. Changing size takes a ½ action. Characters can shrink to escape grabs and entangles, move about unseen (albeit slowly) and generally go where others cannot.
* The effects of being shrunk are listed below:

**Shrink Object**

* The ability to shrink objects has several uses:
* Shrink Items – The character can keep a number of inanimate objects shrunk and available for his use. The character can carry tools, weapons, or even a house in this fashion. The larger the item, the higher the energy cost.
* Thrown Items – Items that have been shrunk by the hero can be thrown at enemies and in mid-flight, they can be returned to their normal size. This painful violation of the laws of physics causes the hero’s thrown attack to do additional damage, have a bonus to accuracy and possibly, have an area effect component, based on exactly what object is thrown.

**Shrink Other**

* The character shrinks his enemy down to an inch or so. The victim gets a save, but if he fails, the caster can maintain this power (at 4 energy/round) until stunned, disoriented, defeated, he runs out of energy, or voluntarily ends the power. A character shrunk against his will gets all the benefits and penalties as listed in the shrinking power.

**Shrinking Table**

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| **Size** | **Mass** | **Dodge** | **Stealth** | **Damage\*** | **Reach** | **Movement** | **Knock** |
| About the size of a child | x 1/4 | +2 | +2 | 0 | 1” | -2” | 0 |
| About the size of a doll | x 1/16 | +4\*\* | +4 | -1/die | 0” | x ½ | +1 |
| About the size of an action figure | x 1/64 | +6\*\* | +8 | -2/die | 0” | x ¼ | +2 |
| Less than an inch | x 1/256 | +8\*\* | +12 | -3/die | 0” | x 1/16 (or 1”/round) | +4 |

\* Minimum 1 point/die

\*\* Characters shrunk to the size of a doll or less can no longer block melee attacks

**Shrink Objects**

|  |  |  |  |
| --- | --- | --- | --- |
| **Size** | **Shrinks To** | **Throw Effects** | **Cost** |
| Carried in the hands or in a pocket | Can barely be seen | None | 1 sus |
| Large Box, possible to carry in one’s arms | Size of a 6-sided die | +1 accuracy; +1d6 damage | 2 sus |
| Man-sized, very difficult to carry normally | A couple inches | +1 accuracy; +1d8 damage | 4 sus |
| Car | Size of a toy | +1d8 damage; 2” area of effect | 6 sus |
| Room | Size of a shoebox | +2d8 damage; 9” area of effect | 8 sus |
| Small house | About a cubic foot | +3d8 damage; 25” area of effect | 10 sus |