

# GADGET GUIDE: POWERS

Although many of the gadgets used by comic book characters can be considered “powers” in their own right, some gadgets are specifically focused on interacting with super-powers in different ways: enhancing them, weakening or blocking them, or granting them to those who might not otherwise have them.

**Gadget Guide: Powers** looks at these types of gadgets and how they can affect the powers of characters in your own M&M adventures.

## POWER DESCRIPTORS

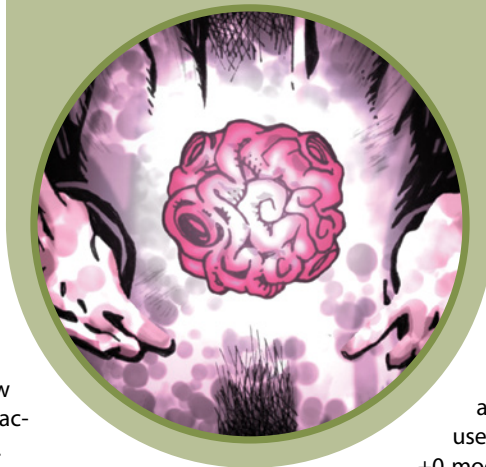
As the *Power Profiles* sourcebook attests, the definitions and descriptors around “powers” can be quite broad, sometimes including extraordinary capabilities that are the result of training, talent, luck, or skill rather than “power” per se. The descriptors power gadgets are most concerned with fall into two categories: effect and source.

- **Effect** descriptors involve what a power does, such as burning (or heat), force, information, mind, motion, and so forth. Some power gadgets are focused on dealing with particular effects, regardless of their source.
- **Source** descriptors are about where a power comes from, like magical, mutant, psionic, and so forth, largely regardless of what the power actually does. Some power gadgets focus on dealing with powers coming from a particular source, like enhancing all mutant powers, or nullifying all psionic ones.

In some cases, a power gadget may have both effect and source descriptors to narrow its focus, such as a mind shielding device that only protects against psionic (source) mind reading (effect) but that provides no benefit against a magical mind-reading spell or a psionic emotion-projection effect, for example. Such gadgets have narrowly defined power effects or are Limited to those effects to reflect these descriptors.

## INDEPENDENT MODIFIERS

In addition to adding or removing (or at least deactivating) powers wholesale, power gadgets often serve to modify existing powers in various ways, usually adding ranks of effect, providing extras, or removing (or reducing) flaws. These modifications, independent of the power itself, are called *independent modifiers* and have some special circumstances to consider.



## ADDITIVE RANKS

Making the power ranks of a gadget additive with the ranks of the user's existing powers is a +0 “Additive” modifier, similar to Strength-based Damage. Technically, this would also make the device Limited to users with that power effect but, since this flaw does not apply to the primary intended user(s), it is not really a flaw and, since it also ensures the device is difficult to use against its owner, it counts as a net +0 modifier. Additive ranks are not usable on their own: if the user of a gadget lacks the effect, then the gadget's extra ranks are unavailable, just as a character with no Strength cannot use a Strength-based Damage effect.

Additive ranks of effect may have their own particular extras and flaws applied to them to reflect the benefits and drawbacks of the added power. For example, Additive ranks might Fade with use, or cause the power to become Uncontrollable. Extras applied to Additive ranks apply solely to those ranks unless an additional amount is allocated to cover the ranks of the user's power as well.

**Example:** The mento-intensifier helmet has *Mind Reading 2* (Additive, Cumulative, Effortless), costing 4 points per rank or 8 points. It also costs 20 points to apply the Cumulative and Effortless modifiers to an additional 10 ranks of *Mind Reading* possessed by the wearer.

## ADDITIVE EFFECTS & POWER LEVEL

An important factor to consider with additive effects is the series power level, which does apply to the additive ranks. Thus, if all of the player characters are “maxed out” in terms of the power level limits, a character will most likely operate at the series power level with the additive ranks and below the power level without them.

The Gamemaster is free to bend the power level limits as desired when it comes to temporary additive ranks that might come into play, particularly from things like inventing (see **Chapter 7** of the *Hero's Handbook*). Some stories might call for a waiving of the power level limits where an invention or plot device is intended to increase a hero's capabilities to a higher (often *much* higher) rank for a particular purpose, rather than a permanent or ongoing modification.

**Example:** Daedalus whips up a pair of energy-boosting gauntlets to significantly increase Firepower's thermal projection. Although his *Damage* rank is already at the series power level limit, the GM allows a 6-rank increase, knowing the gauntlets will burn out after one use, after Firepower has gotten the job done.

## REDUCED RANKS

Power restraining devices may be designed to subtract ranks of different powers, rather than add them. While most power restraining devices rely on the Nullify effect (see **Power Nullification**, following) some might use the Weaken effect to remove ranks from powers. The key difference is that Nullify is all-or-nothing (a power is either nullified or it isn't) while Weaken completely eliminates some powers (reducing their rank to 0) and weakens others, reducing their effectiveness, even if they are not completely eliminated.

## EXTRAS

Rather than (or in addition to) adding ranks of effectiveness, power gadgets may enhance an existing power with extras, such as a "geolocator band" that grants a teleporter the Accurate, Change Direction, Change Velocity, and Turn-about extras.

Flat extras simply pay their regular cost, or as many ranks as desired for those available in ranks. Per rank extras must pay for a number of ranks the extra will benefit; if the user of the gadget has more ranks than it covers, the additional ranks do not benefit from the extra. In the prior example, if the geolocator band provides 10 ranks of Accurate, then a wearer with Teleport 13 can only accurately teleport within distance rank 10 (18 with an Extended Teleport). The additional 3 ranks of Teleport do not benefit from the extra.

## ALTERNATE EFFECTS

Among the extras a power gadget can provide is Alternate Effect, either adding additional Alternate Effects to an array or turning a regular power into an array by adding Alternate Effects to it. An example of the former is a spellbook (see **Gadget Guide: Magic**) that provides additional spells for an existing Magic array. An example of the latter is an energy-channeling item able to take the basic energy of a wielder's Damage effect (with a suitable descriptor) and turn it into various other effects.

Independent Alternate Effects work just like other applications of the extra, save that they rely upon the device. Without it, the character loses access to its Alternate Effects (and may no longer be able to maintain any currently operating ones, depending on the descriptors). Independent Alternate Effects can be Dynamic, if the base effect is Dynamic or if the gadget includes an extra rank of Dynamic to apply to the base effect.

## FLAWS

Independent modifiers interact with flaws in two ways: either applying a flaw to a power that does not usually have it, or removing a flaw from a power, so long as the independent modifier is in place.

Flaws applied to additive ranks in a power are in effect so long as those added ranks are in use. For example, an energy booster that provides Ranged Damage 4 (Additive,

Tiring) means the user suffers a level of fatigue when using the added ranks.

Removing a flaw from a power using a gadget turns that flaw into a removable modifier (see the following).

## REMOVABLE MODIFIERS

Independent modifiers may themselves be modified by the Removable flaw, representing modifiers that can be taken away in some fashion. In this instance, the Removable flaw applies to the modifier itself, rather than the power as a whole.

**Example:** *The mento-intensifier helmet has 28 points worth of independent modifiers. It is also Easily Removable, for a modification of -12 points in cost, making the helmet's final cost 16 power points but, if it is snatched off the wearer's head, all of the extras it provides are lost.*

The Removable modifier can also be applied to points spend to eliminate a flaw, reducing their cost, and making the flaw worth a fraction of its normal value.

**Example:** *Psyche's rank 8 Mind Reading power is Uncontrolled, but she wears a necklace that suppresses that flaw. The Uncontrolled flaw is worth -8 points, so removing that flaw costs 8 points, -2 points for being Removable. Psyche's Mind Reading has only a 2 point reduction in cost, but she only suffers from the Uncontrolled flaw when her necklace is removed or no longer works.*

## POWER AUGMENTATION

Power augmentation gadgets are primarily aimed at providing independent modifiers (see previous) for existing powers. They may be customized for particular users (indeed, they may need to be) or designed for general power types or descriptors.

For additional discussion of power augmenting or boosting options, see the *Power Profiles* sourcebook, particularly the "By Design" articles **Boosting Powers** and **Powers Beyond**.

## ENERGY BOOSTING GAUNTLETS

These heavy metallic gauntlets focus and intensify energy emissions, making the wearer's own energy projection powers stronger, but they have no effect without a source of energy to focus.

**Energy Boosting Gauntlets:** Ranged Damage (energy; Additive)  
• 2 points per rank

## JUMP BELT

A booster and directional aid, a jump belt is worn around the waist, allowing a teleporter to cover considerably more distance with greater accuracy.

**Jump Belt:** Accurate and Extended extras for Teleport • 2 points per rank

## POWER MODERATION

The opposite of power augmenting devices in some ways, power moderation gadgets are designed to ease or limit the effects (or side-effects) of powers, making it easier for characters to use or rely upon them. For some, power moderation may be the difference between a hero with the power to do good in the world and a menace to society and a danger to everyone around them.

### POWER REGULATOR

This small electronic device is worn somewhere close to the skin, often in the form of a headband, necklace, or bracelet. It helps to regulate powers of a particular origin, such as mutant or psionic, removing certain flaws from untrained or newly developed powers. The power type(s) and specific flaws vary according to the design of the power regulator, and some powers or flaws may not be subject to regulation.

**Power Regulator:** Removable modifier on select power flaws, see **Removable Modifiers**, previously.

## POWER NULLIFICATION

Power nullification gadgets suppress or remove powers, helping to “even the playing field” or even give their users an advantage against super-powered opponents not used to operating without their powers.

### NULLIFICATION RESTRAINT

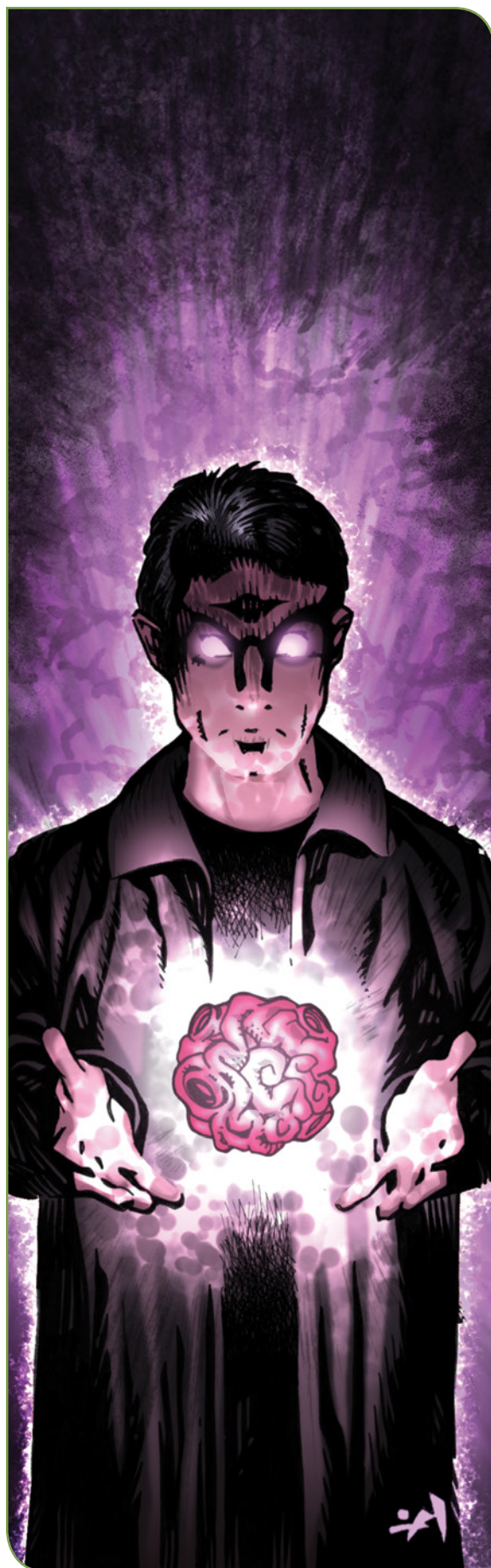
The classic in power nullification, a nullification restraint is a small device, typically worn as part of a collar, bracelet, or anklet that is locked onto the wearer. It can only be placed on a helpless or unresisting target, and is not intended for use during conflicts.

While worn and activated, it nullifies the wearer's powers. Nullification restraints are tuned to a particular origin descriptor, such as mutant or psionic powers, and need to be re-tuned for subjects with different power origins. They may only be available for some origins; for example, nullification restraints for mutant powers may exist, but they could be impossible for magical or alien powers.

Once a subject's powers are nullified, they remain so while the device functions. A nullified subject can use extra effort to gain an additional resistance check against the Nullify (see **Resistance** under **Extra Effort** in **Chapter 1** of the *Hero's Handbook*).

Nullification restraints are sometimes incorporated into physical restraints like manacles, adding an Affliction effect to the device. Restraints intended as punishment devices may have an electric shock or nerve inducer built-in, functioning like a close range agony beam (see **Gadget Guide: Traps** for details).

**Nullification Restraint:** Nullify Powers, Broad, Simultaneous, Sustained, Close Range, Limited to Helpless Targets • 3 points per rank





## EXTREME MEASURES

Laws concerning the proper and humane treatment of prisoners are likely to take a considerable beating in a world where some inmates can do things like control minds or teleport. If simple solutions like power nullifying restraints or fields are unavailable, authorities may have to rely on more brute force measures to ensure super-criminals cannot use their abilities to escape and wreak havoc.

- **Restraints:** In some cases, heavily reinforced restraints, like manacles with heavy chains made from titanium or super-alloys, may be sufficient to restraint super-criminals, preventing them from exerting leverage with their super-strength, for example. These restraints could be fitted with punishment devices, such as a taser-like electrical charge (an Affliction effect) triggered by remote control, should the prisoner attempt to escape or get out of hand.
- **Blinders:** Since many powers rely on line of sight, prisons may carefully control an inmate's ability to see potential targets, ranging from some measure of solitary confinement (perhaps interacting only via video images) to fitted blindfolds or masks that prevent the wearer from seeing at all or sufficiently filter their vision to render their powers ineffective.
- **Drugs:** A variety of chemical cocktails may be applied to keep super-powered prisoners unable to use their powers, and perhaps also render them docile and easy to control. Such drugs might induce weakness, reducing a super-strong inmate to close to normal human levels, or disrupt concentration, or whatever bio-chemical triggers control the subject's powers. At the most extreme end, medical procedures may be used to keep especially dangerous prisoners in a controlled coma, although such treatment might be conducted only in top-secret facilities not even subject to regular legal authorities.

## NULLIFICATION FIELD

A nullification field is similar to a nullification restraint, save that the device does not need to be in direct contact. Instead, it emits an invisible energy field in a 30-foot radius, nullifying the powers of all subjects within its area of effect.

Subjects affected by a nullification field experience a tell-tale tingling and know when their powers are suppressed. An insidious version of the field leaves no sign: subjects do not know their powers no longer work until they try to use them.

**Nullification Field:** Nullify Powers, Broad, Burst Area, Simultaneous, Sustained, Close Range • 5 points per rank

## NULLIFIER RAY

A nullifier ray is a beam weapon in pistol or rifle form that turns the energy emission of a nullification field into a focused, visible beam, able to nullify the powers of a target struck by it. The effect of a nullifier ray is long-lasting—until a target is able to overcome it with extra effort—but not necessarily permanent.

**Name:** Nullify Powers, Broad, Simultaneous, Sustained • 5 points per rank

Any of the previous nullification gadgets can have the Nullify effect replaced with a Progressive Weaken effect for +1 point per rank cost (since Weaken is a Close Range effect by default).

## POWER SHIELD

Power shields apply nullification technology to protect targets of powers rather than preventing subjects from using those powers. The shield, which is usually a small, worn electronic device, surrounds the wearer in a field of protection.

**Power Shield:** Either Enhanced Defense, Limited to Defined Power Effects, or Immunity to Power Effects • 1 point per 2 ranks or 2 points (for uncommon powers), 10 points (for common powers), or 20 points (for very common powers)

## PSI-SCREAMER

A psi-screamer is a psionic power shield (previously) with a twist: it not only deflects incoming psionic energies, but amplifies them and reflects them back at their source in a debilitating psionic “scream” that gives any would-be mental attacker or eavesdropper a nasty surprise.

**Psi-Screamer:** Perception Range Affliction (Resisted and Overcome by Fortitude; Dazed, Stunned, Incapacitated), Reaction (mental attack or contact) • 6 points per rank + Power Shield cost

## EMPOWERMENT

Technically speaking, all gadgets are “empowerment” gadgets in that they provide their users with various power effects. The type of gadgets referred to in this section either instill powers in the subject, or provide access to power sufficient that a character might rely entirely on the gadget powers to equal other characters of the same power level.

## THE EMPYREAN HELM

Legend has it that the alien Preservers left a number of artifacts behind to further their mission to safeguard life in the cosmos. One of these is the Empyrean Helm, the instrument of the Cosmic Protector, linked to the Power Primal itself that flows through the fabric of the universe. In addition to the listed powers, the Helm also restructures its user's body to withstand tremendous cosmic forces, providing STR 20 and STA 15, permanent which remain whether or not the helm itself is worn (and are thus not subject to the Removable modifier).

**The Emptyrean Helm:** Removable (–23 points) • 93 points total

*Emptyrean Awareness:* Comprehend 4 (Languages – read, speak, understand, understood), Senses 17 (Cosmic Awareness, Counters Illusion, Extended 10 (x10 billion range), Precognition (Limited to Cosmic Events) • 23 points

*Invulnerable:* Immortality 2, Immunity 10 (life support), Impervious Protection 5, Impervious Toughness 15, Regeneration 1 • 50 points

*The Power Primal:* Ranged Damage 20, Precise, Variable Descriptor 2 (cosmic energies) • 43 points

## METAMORPHOSIS MACHINE

Inventors have created various gadgets intended to imbue subjects with powers. A “metamorphosis machine” is a typical example: a booth- or coffin-like container where a subject is bombarded by strange energies, emerging transformed into a super-being.

The machine’s rank determines how many power points it can invest into the empowered form and it may also cause cosmetic changes as part of the transformation, usually visible signs of the subject’s new powers (such as increased musculature, for example). See the **Empower** description in *Power Profiles* for additional details.

The effects of a metamorphosis machine are often temporary and may have Side-Effect flaws as well.

**Metamorphosis Machine:** Summon Empowered Version, General Type, Limited to Available Subjects • 2 points per rank

## THE VIRIDIAN CROWN

Reputed to be the creation of Lemurian artistry and enchantment—meaning it was made by non-human hands thousands of years ago—the Viridian Crown is a collection of seven thumb-sized crystals in all of the colors of the spectrum, each a double-terminated point etched with an arcane symbols on its side facets. The crystals are all viridian stones, psychoactive crystals from the Atlas Mountains near Emerald City (see the *Secrets of Emerald City* book for details).

When “attuned” to a sentient being (held and focused upon for a minute or so), a gem from the Crown begins to levitate and slowly orbit the new “owner’s” head, leaving a faintly glowing trail of golden light behind it. All seven of the gemstones orbit in different paths, forming a complex swirling pattern. Each stone in the Crown grants a different benefit:

- **Red** projects a powerful beam of heat.
- **Orange** generates an orange-colored beam able to grab onto and move objects.
- **Yellow** projects a beam of blinding light.
- **Green** forms constructs of solidified energy.
- **Blue** can project visual illusions, realistic holograms of reshaped light.
- **Indigo** allows the user to teleport in a darkling flash of indigo light.
- **Violet** grants Mind Reading, glowing softly when in use.

Additionally, attunement to any of the stones surrounds the owner in a glowing aura of that color that provides protection and defies gravity, allowing the user to fly through the air.

**The Viridian Crown:** Each stone grants Flight 2, Impervious Protection 2 (Sustained), 2 ranks of an array effect, and an Alternate Effect modifier, for a total of 13 power points per stone. The stones’ ranks are Additive, so having the entire Crown provides 14 ranks in all of the listed effects, for a total of 91 points.

- **Red:** Ranged Damage (heat)
- **Orange:** Move Object
- **Yellow:** Ranged Affliction (Resisted by Dodge, Overcome by Fortitude; Impaired, Disabled, Unaware), Cumulative, Limited to Vision
- **Green:** Create Object
- **Blue:** Illusion (visual)
- **Indigo:** Teleport
- **Violet:** Mind Reading

## PLOT DEVICE POWER GADGETS

In addition to those types described in this Guide, some power gadgets are pure plot devices, operating at Power Level X (see the “By Design” article **Powers Beyond** in the *Power Profiles* sourcebook). In essence, the gadget is capable of doing anything within its listed effects, at an unlimited rank. So a cosmic artifact that grants unlimited powers of teleportation, for example, has “Teleport X” as its effect, able to provide any Teleport effect at any rank, sufficient to go *anywhere* the user desires. At the most extreme level, a “cosmic” gadget might have a Variable X effect, essentially giving it unlimited ranks in the Variable effect, meaning it has unlimited ranks in *every* effect, as its user wishes!

Just like more limited power gadgets, plot devices may serve different functions. The Moonstone, for example, is an ancient alien artifact that acts as a power augmentation device for mental powers, but does so with virtually unlimited ranks, and ignoring power levels. The Silver Storm—the alien nanotechnology used by Tellax in Emerald City—is an empowerment device, but far wider reaching and longer lasting than a metamorphosis machine.

As with all Power Level X traits, these plot device gadgets exist in *Mutants & Masterminds* primarily for the convenience of the Gamemaster, both to encompass those examples from the comic books where truly “cosmic” power has few, if any, boundaries, and to make it easier by explicitly allowing the GM to not have to figure out what “near-infinite” means in precise, numerical game terms. GMs are encouraged to use the option sparingly and to keep such items out of the heroes’ hands, at least in the long term.

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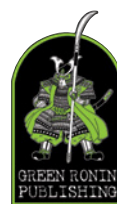
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