**Common Power Effects**

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| **Name** | **Format/Examples** |
| Accuracy | * Accuracy (Amount)   This power is either more or less accurate than most powers. Any to-hit roll you make using this power is modified by the power’s Accuracy. (Negative accuracy makes it harder to hit with the power.)  If a power has the Accuracy effect, then it is implied that it requires a to-hit check. Multiple Accuracy effects stack, but a power that does not require a to-hit roll does not gain one if it is modified by a power with Accuracy.   * Accuracy (2)   This power is more accurate than normal, and when you use it, you get a +2 to your to-hit roll.   * Accuracy (-1)   This power is less accurate than normal, and when you use it, you take a -1 penalty to your to-hit roll. |
| Alarm | * Alarm (Radius) (Types)   This power sends out a visible, audible, or otherwise detectable alarm in a radius (in hexes) around it. If multiple types are listed, the hero can choose which ones he uses.   * Alarm (1600) (Audible, Visual)   This power sends out a visible flash and/or audible screech that can be detected up to 1600 hexes (3200 meters) away. |
| Armor | * Armor (Physical AV / Energy AV / Mental AV)   This power reduces the damage done by incoming attacks. Depending on the attack, apply one of the listed armor values and reduce the damage by this amount.  Armor effects stack, but unless otherwise stated, only two different armor effects can apply against a single attack.   * Armor (4/2/0)   This power reduces incoming physical damage by 4 points, incoming energy damage by 2 points, and has no effect against incoming mental damage. |
| Bleed | * Bleed (Amount) (Save Stats)   This power inflicts the Bleed status on its target when it hits. The save stats are specified, and if the target fails a save, they are inflicted with the Bleed status with the magnitude equal to the listed amount.  (See ***Status Effects*** in the Combat section for more details.)   * Bleed (1) (Toughness)   When this power hits a target, he must make a Toughness saving throw, or be inflicted with Bleed (1).   * Bleed (2) (Reflex, Wit)   When this power hits a target, he must make a saving throw (either Reflex or Wit) or be inflicted with Bleed (2). |
| Bleeder | * Bleeder (Chance)   While this power is active (such as a trait, or a stance), all attacks made by this character have a chance to inflict the Bleed (1) status on their target. The chance indicates the x/12 chance for the effect to occur on each hit.  It is important to note that attack powers are only active the instant they fire. A character with an attack with the Bleeder property does not get Bleeder applied to all their attacks, just the particular attack with the effect.  Bleeder stacks with other Bleeder effects.   * Bleeder (2)   Attacks made by this character while this power is active have a 2/12 chance of causing the Bleed (1) status effect on their target. If the character has other Bleeder effects active, then this power adds 2 to the chance of causing a Bleed status when he hits his target with an attack power. |
| Blind | * Blind (Save Stats)   This power applies the status Blind on the target if they fail their saving throw. |
| Block | * Block (Amount)   This power increases your Block skill by the listed amount. |
| Blocks Missiles | * Blocks Missiles   If this power is active, you may use your Block combat skill to avoid missile attacks. |
| Bonus Block | * Bonus Block (Number of Blocks)   In a given combat round, this power gives you a number of extra blocks that you can perform before your Block skill starts to degrade.  See ***Multiple Attacks*** in the ***Combat*** section for more details. |
| Bonus Dodge | * Bonus Dodge (Number of Dodges)   In a given combat round, this power gives you a number of extra dodges that you can perform before your Dodge skill starts to degrade.  See ***Multiple Attacks*** in the ***Combat*** section for more details. |
| Boost | * Boost (Amount) (Stats)   This power boosts one or more of the stats of its target. All proficiencies, combat skills, and figured stats increase by an appropriate amount.   * Boost (2d3) (Reflex and Skill)   This power increases the target’s Reflex and Skill stats by 2d3, and any combat stats, or damage dice based on those stats increase as well. Since Reflex is boosted, the character’s Initiative and Base Defense scores would increase.   * Boost (2d4) (Toughness)   This power boosts the target’s Toughness stat by 2d4. Because Toughness is boosted, the character’s hit points would also increase by the same amount. |
| Burn Reduction | * Burn Reduction (Amount)   This power reduces your Burn score every round by the amount listed.   * Burn Reduction (2)   At the end of the round |
| Chill | * Chill (Save Stats)   This power applies the Chill status to the target if they fail their saving throw.  (See ***Status Effects*** in the Combat section for more details.) |
| Cleave | * Cleave (Attack Roll)   When you down a foe with a melee attack, you may spend an energy to take a free action to make a ½ move and attack a second time. Downing an opponent with an attack score equal to or greater than the attack score listed waives the energy cost.  Unless otherwise stated, you may only cleave once in a given combat round.   * Cleave (11)   When you down a foe with a melee attack where you rolled an 11 or 12, you may instantly make a ½ move and attack again. If you down a foe and roll a 10 or less, you may spend an energy to instantly make a ½ move and attack again. |
| Cling | * Cling   You cling to walls and surfaces and are able to walk on walls or ceilings without penalty. |
| Cone | * Cone (Length of Side in Hexes)   This power affects all targets in a cone. The cone starts at an origin hex, then forms a triangle with the two sides being as long as the length listed. The origin hex counts as part of the sides, so Cone (1) would hit a single hex, Cone (2) hits a triangle of 3 total hexes, Cone (3) is 6 total hexes, etc.   * Cone (4)   This power hits a cone that extends 4 hexes/side, affecting a total of 10 hexes. |
| Damage | * Damage (Amount) (Types, Descriptors)   The power does damage to its target, typically listed as a number of dice. If a stat is listed, then that stat’s ***Damage Die*** is added (as opposed to the value of the stat).  Damage is listed as ***Physical, Energy,*** or ***Mental***. Any additional damage descriptors are listed here also.  Damage effects stack, but if the modifier lists damage types, then only a power with a similar damage type can be modified. (A Physical damage power cannot be modified by a Mental damage power.) However, if a modifier power lists no damage types, then it can modify any damage type.   * Damage (2d8 + SKL) (Physical, Stabbing)   This power does damage to its target equal to 2d8 + the attacker’s Skill die. The damage is physical, and is only reduced by physical armor. The descriptor is “stabbing” (not to be confused with the Pierce or Penetrate effects), and any powers that have special reactions with “stabbing” attacks activate.   * Damage (1)   This power adds one point of damage to the power it is modifying. Since no damage type is listed, any power can benefit. |
| Dark Vision | * Dark Vision   You can see in natural darkness as though it were daylight. You take no penalties to spot things in the dark. |
| Defense | * Defense (Amount)   This power increases all of your defense skills by the listed amount. |
| Drain | * Drain (Amount) (Drained Stats) (Save Stats)   When this power hits its target, it applies the Drained status to him, causing him to lose points from the drained stats equal to the listed amount. This is negated if the target makes a save with one of the listed save stats.  (See ***Status Effects*** in the Combat section for more details.)   * Drain (2d4) (Power) (Reflex)   The target of this power must make a Reflex save, or else lose 2d4 from their Power stat. |
| Entangle | * Entangle (Entangle Hit Points) (Entangle Armor)   If this power hits, it applies the Entangled status to its target. The entangling material or force has a number of hit points and armor equal to the listed amount.  This status lasts until the entangling material (or force) can be destroyed by attacks, either by the entangled character, or his allies. If the armor value of an entangle power lists an x instead of a 0, then that indicates that those type of attacks cannot be used to damage the entangle. (This is most often the case with mental attacks against a physical entangle power.)  (See ***Status Effects*** in the Combat section for more details.)  Entangle powers often have additional effects. These effects can activate when the entangle first hits, each round the target is entangled, or when the target escapes. These effects will be listed with the prefixes:   * On Hit – This effect activates once when the power first hits the target. * Each Round – This effect happens at the end of any round the target remains entangled. * On Escape – This effect fires when the target breaks out (or is broken out) of the entangle. |
| Festering | * Festering (Chance)   When this power hits a target, it has a chance to inflict the Festering status effect. The chance shown is equal to the x/12 chance of inflicting the effect each hit.  (See ***Status Effects*** in the Combat section for more details.) |
| Heal | * Heal (Amount)   The target of this power heals a number of hit points equal to the listed amount. This cannot bring them above their maximum hit points.  This power does not affect characters who are defeated unless the effect Heals Defeated is also present. |
| Jump | * Jump (Distance in Hexes/Round)   You may use a ***Full Move*** to jump the listed distance in a combat round, or a ***Half Move*** to jump half the listed distance (rounded up). Jump effects do not stack, only your highest Jump effect counts. |
| Knock | * Knock (Chance)   This power has a chance to knock its targets flying. Any damage dice rolled in this power do knockback if they roll the highest numbers on the type of die. The required roll is based on the chance, where a 1 means only the highest result knocks, a 2 means the highest 2 results knock, a 3 means the highest 3 results knock, etc.  So, if a power does 3d8, and has a Knock (2) effect, then any dice rolled with a 7 or 8 will knock the target back.  By default, all damage dice have Knock (2), except for d4, which has a default of Knock (1), and d3 (or less) which cannot ever knock.  See ***Knockback*** in the ***Combat*** section for more details. |
| Knock Dice | * Knock Dice (Extra Dice)   This power has an increased chance to knock, and knocks enemies further. When you roll damage, you may roll an extra die and count it for purposes of knocking the targets (but not for damage). |
| Knocker | * Knocker (Chance)   While this power is active, it adds to the chance to score a knock with your damage dice.   * Knocker (1)   The damage dice of any attack you fire have their knock chance increased by 1. For example, a power with Knock (2) would now have Knock (3). |
| Light | * Light, Area (Size)   This power lights up an area, negating any penalties to spot things due to darkness. This power will have another trait that specifies the shape and size of this light. Unless otherwise stated, darkness caused by superpowers, or otherworldly effects is not cancelled.   * Light, Cone (20)   This power shines a light in a wide cone up to 20 hexes (40 meters) away, negating any penalties for darkness. |
| Opaque | * Opaque (Types of Vision)   This power is opaque and cannot be seen through by any of the listed types of vision. |
| Overland | * Overland (Multiplier)   If you are out of combat, you use your overland multiplier to determine the top speed of your movement powers.  See the ***Movement*** section for more details. |
| Passengers | * Passengers (Number of Passengers)   This movement power allows you to carry a number of passengers (or cargo of a similar weight and size) without otherwise hampering your ability to act. You do not need to use your limbs to carry them and they do not unbalance you in any way. |
| Pierce | * Pierce (Chance)   This power has a chance of bypassing armor and applying its damage directly to the target’s hit points. The chance indicates the x/12 chance for the effect to occur on each hit. When you hit a target with a power with Pierce (4), you would roll a d12, and on a 1-4, pierce applies and your target does not get their armor to mitigate the attack.  Pierce effects stack with other Pierce effects, as well as Piercer effects.   * Pierce (4)   When this power hits, there is a 4/12 chance that the damage ignores armor and is applied directly to the target’s hit points. |
| Piercer | * Piercer (Chance)   When this power is active, it adds to the pierce chance of every damage power fired by the character.   * Piercer (1)   When this power is active, all attacks fired by this character get the Pierce (1) effect, or if the power already has the Pierce effect, its chance is increased by 1. |
| Prone | * Prone (Save Stats)   This power inflicts the Prone status on the target if they fail their saving throw. |
| Radius | * Radius (Radius of Circular Area in Hexes)   This power hits a circular area of the listed radius. Please note that the center hex is counted as part of the radius. Thus a power with Radius (1) is hitting a single hex, while a power with Radius (2) is hitting a center hex, and the ring of hexes around it.   * Radius (3)   This power hits an area equal to a center hex, and two rings of hexes around that center hex. |
| Resist | * Resist (Amount) (Effect Types)   This power allows you to resist certain types of effects. For every point of resist, you can force your attacker (or the GM for environmental effects) to reroll one relevant roll and take the result most advantageous to you.  If you resist damage, then you can make your attacker reroll the damage roll. If you resist knockback, then you can force your attacker to reroll dice that knock (though the damage remains the same), or knock distance. |
| Run | * Run (Distance in Hexes/Round)   You may use a ***Full Move*** to run the listed distance in a combat round, or a ***Half Move*** to run half the listed distance (rounded up). Run effects do not stack, only your highest Run effect counts.  If they have no other movement power active, a character has a default Run (6). |
| Saves | * Saves (Bonus) (Type of Save or Stat)   When you make a saving throw that is related to the listed type, you get a bonus to your roll.   * Saves (2) (Magic)   When this power is active, you get a +2 to saving throws against effects from a magical origin.   * Saves (3) (Toughness)   When this power is active, you get a +3 to any saving throws that oppose your Toughness stat. |
| Sickened | * Sickened (Save Stats)   This power afflicts the target with the Sickened status unless a save is made using one of the listed stats.  (See ***Status Effects*** in the Combat section for more details.) |
| Snare | * Snare (Amount) (Save Stats)     This power applies the Snared status to the character if they fail their saving throw. |
| Snare Area/Surface | * Snare Area/Surface (Amount) (Save Stats)   This power applies the Snared status to an area. Any character who starts his turn in the area, or enters the area on his turn must save or be affected by the snare. If the snare is on a surface, you must be touching the surface to be affected. (You can fly or swing over it, and are only affected if you land in the area.) |
| Stat | * Stat (Amount) (Purpose)   This power increases your stat by the listed amount as long as you are using it to make a save or task check for the listed purposes.   * Muscle (8) (Grabs, Holds)   If you are trying to maintain a grab or hold, or trying to resist a grab or hold, your Muscle is considered 8 higher than it normally is. |
| Swim | * Swim (Distance in Hexes/Round)   You may use a ***Full Move*** to swim the listed distance in a combat round, or a ***Half Move*** to swim half the listed distance (rounded up). Swim effects do not stack, only your highest Swim effect counts. |
| Tunnel | * Tunnel (Distance in Hexes/Round) (Materials)   Tunnel acts similarly to Run in that you may use a ***Full Move*** to run the listed distance in a combat round, or a ***Half Move*** to run half the listed distance (rounded up). Tunnel effects do not stack, only your highest Tunnel effect counts.  However, you may use tunnel to move through solid matter that is made of the listed materials or a material that is softer (See the ***Environment*** section for more details).  Tunneling is not an attack, and you cannot use it to tunnel through any being or object that you would otherwise have to make a to-hit roll against. You can use it to move through walls and barriers made of the listed materials.   * Tunnel (6) (Brick, Concrete, Dirt)   You can move 6 hexes/round through concrete, brick or dirt. |