

to hit is required, but those with Aura can actively try to affect a victim by making a melee attack.

Gas: Sleeping gas, paralysis gas, and the like. Such Afflictions have Area Effect (+50%/level) and one of Respiratory Agent (+50%), Blood Agent (+100%), or Contact Agent (+150%). For a mobile gas cloud, add Drifting (+20%) and Persistent (+40%). A gas that surrounds the attacker has Emanation (-20%) instead. Insidious gases have No Signature (+20%) and possibly Onset (variable). There's no roll to hit; gas has a chance of affecting everyone exposed to it.

Gaze: A gaze is a common vehicle for supernatural Afflictions. For instance, a hypnotic gaze might cause the target to sleep. If the gaze works on any target the attacker can see, it has the Vision-Based *enhancement* (+150%). Roll against Innate Attack (Gaze) to hit. Gaze attacks by fantasy monsters tend to be short-ranged and curse-like; apply Malediction 1 (+100%) and the Vision-Based *limitation* (-20%) instead. To affect the target, make the usual Will roll for Malediction.

Mental Blast: Direct mind-to-mind attacks that stun or daze are common psi abilities. Such Afflictions have Malediction 2 (+150%) and Based on Will (+20%). If the attack is *totally* undetectable, add No Signature (+20%). As with all Maledictions, the only roll required is a Will roll.

Sensory Attack: Some Afflictions affect everyone nearby though their senses. Such attacks have Area Effect (+50%/level) and Emanation (-20%). Bright flashes are Vision-Based (+150%), with a Disadvantage enhancement that inflicts Blindness (+50%); howls, thunderclaps, etc., are Hearing-Based (+150%), and cause Deafness (+20%). As with gas, no roll to hit is necessary – everyone in the area is exposed.

Touch: Monsters, wizards, and supers often have to touch those they wish to afflict. The simplest form of this is Melee Attack (-30%). Attacks that must touch bare skin or an open wound have Contact Agent (-30%) or Blood Agent (-40%), respectively, while supernatural attacks that bypass DR get Malediction 1 (+100%). Make an unarmed melee attack to hit. For

Optional Rules for Afflictions

Afflictions don't *have* to do bad things to living targets. These rules address two common exceptions.

Beneficial Afflictions

If an Affliction's effects are so unquestionably positive that no one would ever object to them, the GM may reverse the sign of the HT modifier; e.g., Affliction 3 gives a HT+2 roll instead of a HT-2 roll. Duration becomes minutes equal to the subject's margin of *success*, not his margin of failure.

If such an Affliction has Malediction, the subject can *waive* his right to resist. The ability works if the user can make an unopposed Will roll (at the usual range penalties). In this case, duration in minutes equals the *user's* margin of success.

Afflictions and Inanimate Targets

An Affliction can affect anything with a HT score . . . *if* the target is susceptible to its effects. Most inanimate objects – including all machines – have Immunity to Metabolic Hazards. This stops most Afflictions, with two exceptions.

Afflictions restricted to inanimate targets via Accessibility modifiers (such as “Only on Electrical”) affect those objects *instead* of living beings. This is only acceptable in conjunction with effects that make sense for the intended targets. You could render a machine “unconscious” by cutting its power; but you couldn't inflict nausea.

Afflictions that cause Invisibility, Shrinking, and other transformations through the Advantage modifier affect *everything*. To prevent those with low levels from zapping planets, the GM should let unliving, homogenous, and diffuse targets add their SM to their resistance roll (an Earth-sized planet is SM +43). If modified HT comes to 21+ after applying SM and the Affliction's HT modifier, resistance is *automatic* – nothing happens.

Malediction, roll the Quick Contest to see if the Affliction works only *after* scoring a hit.

Venom: Toxins often cause weakness, paralysis, unconsciousness, coma, or heart attack. Those borne on fangs, claws, etc. have Follow-Up (+0%), while poisonous spray or spit has Contact Agent (-30%) or Blood Agent (-40%). Many poisons take time to work; if so, add Onset (variable). Make a melee attack to hit with a natural weapon. Roll against Innate Attack (Breath) to hit with spray or spit.

Afflictions that do more than stun have special enhancements, too. Effects might be inconvenient (Irritant, Negated Advantage, or modest levels of Attribute Penalty or Disadvantage),

crippling (Incapacitation, or extreme levels of Attribute Penalty or Disadvantage), or lethal (Coma or Heart Attack). Note that Choking *isn't* usually lethal – it responds to mundane treatment that takes two seconds and a First Aid roll (artificial respiration, oxygen mask, Heimlich maneuver, etc., depending on “special effects”).

The Advantage enhancement is a special case. It's useful for specialized attacks; for instance, it might shrink the target (Shrinking, +50%/level) or turn him into a specter (Insubstantiality, +800%). However, it's also a key element of many *beneficial* abilities, which use special rules; see *Beneficial Afflictions* (box).

Remember that an Affliction can have multiple effects. If an effect applies only if the victim fails his HT