

INDEX

- 360° Vision advantage, 17, 39.
3-D Movement enhancement, 74.
- Abilities, 7-8, 38; *absolute*, 117-119; *active*, 153; *adding*, 34-37, 199; *alternative*, 11; *always on*, 153; *building*, 38-119; *choosing*, 9-19; *combining*, 171; *communications*, 14, 148; *crippled*, 156; *cyberpunk*, 116; *default*, 173-174; *detecting*, 163-164; *exertion*, 159; *fantasy*, 116; *finalizing*, 114-115; *horror*, 116, 210; *improving*, 34-37, 199; *inappropriate*, 10; *influence*, 14-16, 148-149; *information*, 14, 16-17, 149-150; *martial arts*, 116-117; *mental*, 14-17, 148-150, 154; *movement*, 12-14, 147-148; *mythic*, 117; *notation*, 115; *number*, 19; *partially limited*, 46; *passive*, 153; *PC*, 184; *physical*, 154; *potential*, 34-37; *pulp*, 116-117; *racial*, 180; *resisting*, 158, 169; *sample*, 136-151; *science fiction*, 116; *secret*, 31; *senses*, 14, 17, 150; *space opera*, 117; *special-case*, 115-119; *success rolls*, 157-161; *super*, 117; *switchable*, 153; *transient*, 153-154; *turning off/on*, 153-157.
- Abilities Only limitation, 119.
Absorptive Change enhancement, 75.
Accelerated Healing enhancement, 96.
Accessibility limitation, 99; *as power modifier*, 25; *for magic*, 116.
Accurate enhancement, 99.
Active Change enhancement, 75.
Active Defense limitation, 110, 112, 167-168.
Active enhancement, 83-84.
Active IR advantage, 72.
Active Only limitation, 69.
Active uses, 153, 173; *detecting*, 163; *multiple feats*, 158; *power defenses*, 168-169.
Active vs. passive abilities, 153.
Advantages, 39-98; *as Talents*, 29; *exotic*, 188; *level limits*, 31; *multiple copies*, 12, 28; *new*, 90-98; *supernatural*, 186-188; *see also specific advantage*.
Adventures, 192-199; *modern*, 213; *mythic fantasy*, 208; *psionic*, 219; *science fiction*, 222; *secret powers*, 217; *super*, 234.
Affects Insubstantial enhancement, 99.
Affects Others enhancement, 107-108; *on Shapeshifting*, 74; *on Shrinking*, 76.
Affects Self enhancement, 51.
Affects Substantial enhancement, 99.
Affliction advantage, 9, 39-41; *as countermeasure*, 21, 31; *beneficial*, 40; *inanimate targets*, 40; *physical transformations*, 17; *resisting*, 169; *stopping time*, 118.
Affliction Only limitation, 51.
Air, *attacks*, 137; *power*, 121.
Aliens, 219, 221-222, 230, 232.
Allies advantage, 41.
All-Out limitation, 49, 110.
Alter Reality enhancement, 80.
Altered Time Rate advantage, 41-42; *stopping time*, 118.
Alternate Form advantage, 18, 74-75; *projection*, 44.
Alternative abilities, 11; *crippling*, 156; *with power modifiers*, 28.
Always On limitation, 99-100.
Ambient energies, 24, 156.
Amphibious advantage, 13, 42.
Analyzing enhancement, 47.
Anchored limitation, 89.
Animal Control power, 121.
Animal Empathy advantage, 15, 48-49.
Animals, *alien*, 222; *super*, 225; *upgraded*, 211.
Animation limitation, 83.
Anti-Magic power, 121-122.
Anti-powers, 20-21, 31-32; *channeled energies*, 24; *in play*, 155; *magical*, 121-122; *moral*, 27; *Neutralize*, 98; *psionic*, 28, 122; *Static*, 11, 98; *super*, 29, 122.
Antipsi power, 122.
Anti-Super power, 122.
Area Effect enhancement, 98, 100, 172; *on Telekinesis*, 82.
Armor, 145-146.
Armor Divisor modifier, 100, 172.
Aspected limitation, 110.
Astral Projection power, 122-123.
Attacks, 9-11, 158; *balancing*, 186; *benchmarks*, 117; *elemental*, 137-142; *examples*, 136-145; *instant-death*, 118; *mental*, 143-144; *poisons*, 144-145; *ST-based*, 146; *supernatural*, 142-144; *tables*, 137, 141, 145; *unerring*, 117; *unstoppable*, 118; *using*, 164-167.
Attraction enhancement, 45.
Attraction/Repulsion limitation, 83.
Attributes, 10; *as abilities*, 13.
Auditory Only limitation, 95.
Aura enhancement, 100; 164-165.
Aware enhancement, 43-44.
Awe advantage, 84.
Awe and Confusion Check Table, 85.
Backlash limitation, 104; 110.
Bane limitation, 71.
Based on (Different Attribute) enhancement, 9, 100.
Bibliography, 237-238.
Binding advantage, 9, 42-43, 161.
Bioenergy power, 123.
Biological powers, *as super-powers*, 182; *origins*, 180; *power modifier*, 26; *special rules*, 175.
Bio-Scan enhancement, 72.
Blessed advantage, 16, 30, 43, 186.
Blessing enhancement, 87.
Blind Only limitation, 89.
Blink enhancement, 89.
Blockable limitation, 110.
Blood Agent modifier, 100.
Body Alteration power, 123.
Body Control power, 123-124.
Bombardment limitation, 100.
Bouncing enhancement, 80.
Built-in firearms, 54, 116, 138; *examples*, 136-137; *shots*, 54, 159.
Burst enhancement, 81.
Campaigns, 199-202.
Can Carry Objects enhancement, 108.
Cannot Memorize Forms limitation, 75.
Capped limitation, 51.
Catfall advantage, 43.
Chameleon advantage, 18, 43.
Channeled energies, 24.
Channeling advantage, 14, 43-44, 186.
Chaos power, 124.
Characters, 183-192.
Chi powers, *as super-powers*, 182; *origins*, 180; *power modifier*, 26; *pulp*, 209-210; *source*, 7; *special rules*, 175; *wuxia*, 207.
Clairsentience advantage, 17, 44-45, 163, 196; *Obscure*, 64; *projection*, 44.
Clinging advantage, 13, 45.
Cold/Ice, *attacks*, 137-138; *power*, 124.
Collateral damage, 165; *from Power Parry*, 168.
Collective enhancement, 92.
Combat, 164-169.
Combining powers, 170-172.
Common Sense advantage, 45.
Communications abilities, 14; *examples*, 148.
Compartmentalized Mind advantage, 44, 67, 81.
Cone enhancement, 100-101, 172.
Confusion advantage, 84.
Conscious enhancement, 45.
Constricting enhancement, 43.
Constriction Attack advantage, 45.
Construct enhancement, 48.
Contact Agent modifier, 101.
Control advantage, 10, 90-92, 161, 163; *as defense*, 168; *godlike*, 92.
Controllable enhancement, 43.
Coordinated Attack, 165-166.
Cosmetic limitation, 92.
Cosmic enhancement, 26, 97, 101; *anti-powers*, 32; *countermeasures*, 21.
Cosmic powers, 21; *adding*, 36; *as super-powers*, 182; *example*, 124-125; *origins*, 180; *power modifier*, 26, 101; *source*, 7; *special rules*, 175; *tiered*, 32, 101.
Costs Fatigue limitation, 101; *as power modifier*, 25.
Costs Hit Points limitation, 110.
Countermeasures, 20-21; *elemental*, 27; *in play*, 193; *insulators vs.*, 24; *mundane*, 20; *nature*, 28; *powers without*, 21; *psionic*, 28, 177-178; *secrecy*, 202; *super*, 29, 178.
Create advantage, 10, 92-94, 161, 163.
Creation enhancement, 76.
Creation Pool, 93-94.
Crippling abilities and powers, 156; *biological*, 175; *chi*, 175; *psi*, 177; *via extra effort*, 160; *via power defenses*, 167-169; *via stunts*, 170-172.
Cure Affliction enhancement, 51.
Curses, 9, 39, 54, 87, 102, 118; *examples*, 142-143.
Cursing enhancement, 87.
Cyclic enhancement, 101; 172.
Damage Modifiers, 101.
Damage Reduction advantage, 53, 118-119.
Damage Resistance advantage, 12, 45-46, 118, 169.
Danger Sense advantage, 16, 46.
Dark Vision advantage, 17, 46-47.
Darkness power, 125.
Death power, 125.
Default abilities, 173-174.
Defenses, 11-12; *balancing*, 186; *benchmarks*, 117; *examples*, 145-147; *extending*, 173.
Delay enhancement, 102.
Derange limitation, 97.
Destruction enhancement, 94; *disintegration*, 118.
Destructive Parry enhancement, 103, 165.
Detachable Head enhancement, 52.
Detect advantage, 17, 47, 161, 163-164, 187; *Obscure*, 64.
Digital Mind advantage, 130, 188.
Constricting enhancement, 43.
Constriction Attack advantage, 45.
Construct enhancement, 48.
Contact Agent modifier, 101.
Control advantage, 10, 90-92, 161, 163; *as defense*, 168; *godlike*, 92.
Controllable enhancement, 43.
Coordinated Attack, 165-166.
Cosmetic limitation, 92.
Cosmic enhancement, 26, 97, 101; *anti-powers*, 32; *countermeasures*, 21.
Cosmic powers, 21; *adding*, 36; *as super-powers*, 182; *example*, 124-125; *origins*, 180; *power modifier*, 26, 101; *source*, 7; *special rules*, 175; *tiered*, 32, 101.
Costs Fatigue limitation, 101; *as power modifier*, 25.
Costs Hit Points limitation, 110.
Countermeasures, 20-21; *elemental*, 27; *in play*, 193; *insulators vs.*, 24; *mundane*, 20; *nature*, 28; *powers without*, 21; *psionic*, 28, 177-178; *secrecy*, 202; *super*, 29, 178.
Create advantage, 10, 92-94, 161, 163.
Creation enhancement, 76.
Creation Pool, 93-94.
Crippling abilities and powers, 156; *biological*, 175; *chi*, 175; *psi*, 177; *via extra effort*, 160; *via power defenses*, 167-169; *via stunts*, 170-172.
Cure Affliction enhancement, 51.
Curses, 9, 39, 54, 87, 102, 118; *examples*, 142-143.
Cursing enhancement, 87.
Cyclic enhancement, 101; 172.
Damage Modifiers, 101.
Damage Reduction advantage, 53, 118-119.
Damage Resistance advantage, 12, 45-46, 118, 169.
Danger Sense advantage, 16, 46.
Dark Vision advantage, 17, 46-47.
Darkness power, 125.
Death power, 125.
Default abilities, 173-174.
Defenses, 11-12; *balancing*, 186; *benchmarks*, 117; *examples*, 145-147; *extending*, 173.
Delay enhancement, 102.
Derange limitation, 97.
Destruction enhancement, 94; *disintegration*, 118.
Destructive Parry enhancement, 103, 165.
Detachable Head enhancement, 52.
Detect advantage, 17, 47, 161, 163-164, 187; *Obscure*, 64.
Digital Mind advantage, 130, 188.

Digital Oracle advantage, 65.
 Dimension Travel power, 125.
 Directed enhancement, 68-69.
 Directional Sound advantage, 81.
 Disadvantages, 10, 189; *affecting abilities*, 157; *limits*, 184; *required*, 21-23, 156, 190.
 Discriminatory enhancement, 59, 98.
 Discriminatory senses, 17, 47.
 Distraction and injury, 155.
 Divine Inspiration advantage, 63.
 Divine powers, 30; *as super-powers*, 182; *example*, 126; *origins*, 180; *power modifier*, 26-27; *source*, 7; *special rules*, 175-176.
 Dominance advantage, 187.
 Double Knockback enhancement, 101.
 Doubling enhancement, 71.
 Drift limitation, 89.
 Drifting enhancement, 172.
 Dual enhancement, 103.
 Duplication advantage, 48.
 Dynamic enhancement, 43, 76.
 Earth, *attacks*, 139; *power*, 126.
 Elastic Skin advantage, 18, 48.
 Electricity, *attacks*, 139; *power*, 126.
 Electrokinesis power, 126-127.
 Elemental powers, 30; *as super-powers*, 182; *attacks*, 137-142; *power modifier*, 27; *special rules*, 176.
 Emanation limitation, 102, 165.
 Emergencies Only limitation, 102, 156-157.
 Emotion Control limitation, 61.
 Empathic limitation, 51.
 Empathy advantage, 15, 48-49.
 Energy Reserves, 119; *extra effort*, 161; *Leech*, 96; *power modifiers*, 25.
 Engulfing enhancement, 45.
 Enhanced Move advantage, 13, 49.
 Enhanced Tracking advantage, 17, 49.
 Enhancements, *new*, 107-109; *temporary*, 172-173; *see also specific enhancements*.
 Environmental limitation, 49, 64, 110.
 Erosive enhancement, 108.
 ESP power, 127.
 Evil power, 127.
 Extended Duration enhancement, 102.
 Extended enhancement, 66, 70, 95.
 Extended (Special) enhancement, 52.
 External limitation, 90.
 Extra Attack advantage, 49-50.
 Extra effort, 160-161; *for resistance*, 169.
 Extra Recoil limitation, 102.
 Fatigue Only limitation, 70.
 Fatigue Recovery enhancement, 70.
 Fearlessness advantage, 169.
 Feather Fall enhancement, 43.

Fickle limitation, 24; 110-111; *spirit powers*, 28.
 Finite Thickness limitation, 67, 74.
 Fit advantage, 169.
 Flawed limitation, 75.
 Flight advantage, 13, 50, 163.
 Focus, 7; *examples*, 121-136; *opposed*, 31.
 Follow-Up modifier, 39, 102.
 Force Constructs power, 127-128.
 Force Extension enhancement, 78.
 Force Field enhancement, 108.
 Force fields, 46, 108, 173; *examples*, 146-147.
 Fragmentation enhancement, 102.
 Fringe limitation, 57.
 FTL enhancement, 82.
 Full Memory Access enhancement, 67.
 Full Power Only limitation, 80.
 Futuristic SF genre, 220-222.
 Gadgets, *as countermeasures*, 20, 28-29, 177-178; *minor*, 227; *Modular Abilities as*, 64; *Neutralize and Static vs.*, 97; *powers*, 107; *super*, 229; *see also Superscience*.
 Game Time modifier, 108.
 Genre, 203-234.
 Glamour limitation, 111, 169.
 Glossary, 235-236.
 Gods, 183, 185, 204-205, 213, 215, 224-225.
 Good power, 128.
 Gravity power, 128.
 Gravity-Ripple Comm advantage, 81.
 Growth advantage, 18, 50-51.
 Guided enhancement, 103.
 Guns, 226-227; *see also Built-in firearms*.
GURPS Banestorm, 204;
Cabal, 214; **Cliffhangers**, 209; **Dragons**, 206; **Fantasy**, 203, 206-207, 213;
Illuminati University, 215;
Infinite Worlds, 210, 229;
Lensman, 220; **Magic**, 94, 131, 180, 188-189, 207;
Martial Arts, 5, 207;
Mysteries, 193; **Psionics**, 4-5; **Religion**, 5;
Shapeshifters, 4; **Space**, 221; **Spirits**, 5; **Steampunk**, 224; **Supers**, 4-5; **Traveller**, 220; **Ultra-Tech**, 218;
Voodoo, 214.
 Hands-Free enhancement, 86.
 Hard to Kill advantage, 169.
 Hard to Use limitation, 107, 111.
 Hazard enhancement, 96.
 Healing, *advantage*, 19, 51, 161, 194-195; *power*, 128.
 Heals FP enhancement, 96.
 Hearing, 17, 51; *Obscure*, 64.
 Heat/Fire, *attacks*, 139; *power*, 129.
 Hermaphromorph advantage, 18.
 High Pain Threshold advantage, 169.

Homing enhancement, 103.
 Horizontal Only limitation, 80.
 Hypersensory, *enhancement*, 46-47; *limitation*, 69.
 Hyperspectral Vision advantage, 17, 51-52.
 Illuminated advantage, 187.
 Illusion, *advantage*, 15, 94-95, 161, 163; *power*, 129.
 Immersive enhancement, 69-70.
 Immunity advantage, *see Resistant*.
 Implants, 10, 116, 230; *see also Built-in firearms*.
 Improvised Forms enhancement, 75.
 Incendiary enhancement, 102.
 Increased Range enhancement, 103.
 Independence enhancement, 95.
 Independent Body Parts advantage, 52-53.
 Independent enhancement, 61, 108.
 Infiltration enhancement, 53.
 Influence abilities, 14-16; *examples*, 148-149.
 Information abilities, 14, 16-17; *examples*, 149-150.
 Infravision advantage, 17, 87.
 Initiative enhancement, 95.
 Injury Tolerance advantage, 52-53, 118-119.
 Innate Attack advantage, 9, 53-55, 161; *parry*, 167-168.
 Innate Attack skill, 39-40, 54-55, 113, 158, 164; *parry*, 168.
 Inspired enhancement, 56, 65.
 Instant Reattachment enhancement, 52.
 Insubstantial Only limitation, 111.
 Insubstantiality advantage, 19, 55-56, 119, 167, 195; *projection*, 44.
 Insulators, 24; *elemental*, 27; *nature*, 28.
 Interplanar enhancement, 57.
 Intuition advantage, 16, 56, 161.
 Invasive enhancement, 62.
 Invisibility advantage, 19, 56-57, 195; *See Invisible*, 72-73.

Invulnerability, 118-119.
 Jet enhancement, 103.
 Jumper advantage, 13, 57-58, 197-198; *projection*, 44.
 Kinetic Energy, *attacks*, 139-140; *power*, 129.
 Large Items enhancement, 76.
 Leech advantage, 10, 96-97.
 Life power, 130.
 Lift Only limitation, 83.
 Lifting ST advantage, 58-59.
 Light, *attacks*, 140; *power*, 130.
 Light Insensitive enhancement, 74.
 Lighter Than Air limitation, 80, 87.
 Limitations, *gadget*, 107; *in play*, 156; *new*, 110-112; *see also specific limitations*.
 Limited Access limitation, 57.
 Limited limitation, 62-65, 70-71, 78.
 Limited Use limitation, 103.
 Link enhancement, 39, 103.
 Long-Range enhancement, 108-109.
 Low Signature enhancement, 103, 163, 172; *special effects*, 113.
 Luck advantage, 59.
 Machine Telepathy power, 130-131.
 Magery advantage, 29, 131, 187.
 Magic Resistance advantage, 169, 177, 187.



Magical powers, *as super-powers*, 182, 229; *example*, 131; *mythic*, 206-207; *origins*, 180-181; *power modifier*, 27, 187; *psionic*, 181; *secret*, 214-215; *source*, 7; *special rules*, 176-177.
 Magnetic limitation, 111-112.
 Magnetism power, 131.
 Malediction enhancement, 9, 103; *beneficial*, 40; *Cone*, 101; *in combat*, 165; *on Leech*, 96.
 Mana, 24, 27, 59, 207.
 Mana Damper advantage, 89, 187.

- Mana Enhancer advantage, 59, 187.
- Mana Sensitive limitation, 27.
- Maneuverable enhancement, 80.
- Manifestation enhancement, 60.
- Mastery enhancement, 60.
- Matter Control power, 131-132.
- Matter Eater enhancement, 86.
- Maximum Duration limitation, 111.
- Maximum Height limitation, 87.
- Medium advantage, 14, 59-60, 186.
- Meld enhancement, 67.
- Melee Attack limitation, 9, 103-104, 164-165.
- Memory Bank enhancement, 62.
- Mental abilities, 14-17; *attacks*, 143-144; *examples*, 148-150; *physical vs.*, 154.
- Mental enhancement, 95.
- Metabolism Control advantage, 19, 60, 169.
- Metamorphoses, 18; *examples*, 151.
- Meta-traits, *abilities as*, 136, 145; *Alternate Forms*, 19, 74.
- Microscopic Vision advantage, 17, 60-61.
- Mimicry advantage, 14, 61, 161, 163.
- Mind Control advantage, 15, 61, 157, 161, 195.
- Mind Probe advantage, 15, 61-62, 161, 195.
- Mind Reading advantage, 15, 61-62, 163, 195.
- Mind Shield advantage, 12, 62, 169, 173.
- Mindlink advantage, 187.
- Minimum Duration limitation, 111.
- Minimum Range limitation, 111.
- Missing Damage Effect limitation, 102, 112.
- Mobile enhancement, 104, 172.
- Modern adventure genre, 208-213.
- Modifiers, 99-112; *multiplicative*, 102; *required*, 31; *special*, 99; *ST-based damage*, 146; *on Talents*, 29; *see also Enhancements, Limitations, and Power modifiers*.
- Modular Abilities advantage, 62-64.
- Monsters, 206, 210, 212-213, 232.
- Moral powers, 30, 182; *power modifier*, 27; *special rules*, 177.
- More Weight enhancement, 76-77.
- Morph advantage, 18, 74-75, 167.
- Move Only limitation, 83.
- Movement abilities, 167; *examples*, 147-148; *FP cost*, 159.
- Multiple Contacts enhancement, 62.
- Multiple feats, 158-159.
- Multiple Lock-Ons enhancement, 49.
- Multi-Strike enhancement, 49.
- Mundane limitation, 69.
- Mythic fantasy genre, 203-208.
- Natural Phenomena enhancement, 92.
- Nature powers, 182; *as super-powers*, 182; *power modifier*, 28; *special rules*, 177.
- Needs Sample limitation, 75.
- Negated disadvantage enhancement, 41.
- Neutralize advantage, 10, 97-98; *Accessibility on*, 99; *as countermeasure*, 20, 31; *Protected Power*, 69, 169; *vs. non-powers*, 97.
- Neutrino Comm advantage, 81.
- Night Vision advantage, 17, 87.
- No Intercept enhancement, 72.
- No Memorization Required enhancement, 75.
- No Reattachment limitation, 52.
- No Signature enhancement, 103, 163-164, 172; *special effects*, 113.
- No Strain enhancement, 89.
- No Vertical Move limitation, 56.
- No Wounding limitation, 102.
- Noisy limitation, 56.
- Non-Combat Speed limitation, 42.
- Non-Reciprocal Damage enhancement, 75.
- Normals, 194, 209, 216-217; *competent*, 208-209; *super*, 229.
- Nuisance Effect limitation, 104; *as power modifier*, 25.
- Obscure advantage, 10, 64-65, 163; *as countermeasure*, 21, 31; *as defense*, 168.
- Once On, Stays On enhancement, 75, 109.
- One Ability limitation, 97.
- One Attack Only limitation, 79.
- One Power limitation, 98, 119.
- One-Way enhancement, 77.
- Ongoing effects, 155.
- Only Heals FP limitation, 96.
- Onset limitation, 104.
- Opposed powers, 21, 30-32; *Neutralize*, 98; *power defenses with*, 168.
- Oracle advantage, 16, 65, 187.
- Order power, 132.
- Origins, 179-182; *modern adventure*, 211; *mythic fantasy*, 205; *PC*, 184; *plots and*, 192; *psionic*, 218; *science fiction*, 221; *secret powers*, 216; *super*, 227.
- Overhead enhancement, 104.
- Pact limitation, 104; *required disadvantages*, 23.
- Panoptic enhancement, 39.
- Parabolic Hearing advantage, 17, 51.
- Parachute enhancement, 43.
- Para-Radar advantage, 17.
- Passive Only limitation, 69.
- Passive vs. active abilities, 153.
- Patrons advantage, 65-66.
- Penetrating Vision advantage, 17, 66, 196.
- Peripheral Vision advantage, 17, 87.
- Perks, 66; *Accessory*, 51, 79, 85; *special effects*, 114; *super-costumes*, 226.
- Permeation advantage, 14, 66-67, 167.
- Persistent enhancement, 104, 172.
- Petrifaction, 118.
- Physical abilities, *mental vs.*, 154.
- Physical transformations, 17-19, 167; *examples*, 150-151.
- Planetary limitation, 50, 80, 87.
- Plant Control power, 132.
- Plant Empathy advantage, 15, 48-49.
- Plot points, 192, 199.
- Poison, 9, 40, 55, 93; *examples*, 144-145.
- Possession advantage, 15, 67-68, 157, 195; *when projecting*, 67.
- Power Block, 168-169; *extra effort for*, 160.
- Power defenses, 167-169.
- Power Dodge, 167.
- Power Investiture advantage, 29-30, 126, 187.
- Power level, 183-184; *futuristic SF*, 220; *modern adventure*, 208; *mythic fantasy*, 204; *psionics*, 217; *secret powers*, 214; *supers*, 223.
- Power modifiers, 7-8, 99; *evaluating*, 20-29; *examples*, 26-29, 121-136; *finalizing*, 25; *in play*, 156; *naming*, 26; *quick reference*, 25; *stacking*, 28; *zero-cost*, 25, 27; *see also specific modifier*.
- Power Parry, 167-168.
- Power skills, 162.
- Power techniques, 162.
- Power Theft enhancement, 97.
- Powers, 7; *adding*, 34-37, 199, 202; *balancing*, 186; *combining*, 170-172; *controlling*, 190-192; *creating*, 6-37; *crippled*, 156; *defending with*, 167-169; *improving*, 34-37, 199; *in action*, 152-178; *latent*, 34-36; *learning*, 35, 162, 189-190; *monster-only*, 210; *opposed*, 21, 30-32; *PC vs. NPC*, 33, 185; *player-created*, 8, 37; *prevalence*, 201-202; *relationships*, 30-32, 181; *sample*, 121-136; *starting*, 33-34; *structure*, 31; *see also specific power*.
- Precise enhancement, 97.
- Precognition advantage, 16, 68-69, 163, 187, 196-197.
- Prerequisites, 31.
- Presence enhancement, 84.
- Probability Alteration power, 132-133.
- Profiling enhancement, 47.
- Projected Form limitation, 75.
- Projectile limitation, 80.
- Projection, 44; *Affects Insubstantial/Substantial vs.*, 99; *Alternate Form*, 75; *enhancement*, 44; *Insubstantial Only vs.*, 111; *limitation*, 56, 58, 89.
- Protected Power advantage, 69, 169.
- Protected Sense advantage, 12, 69, 169.
- Psi Static advantage, *see Static advantage*.
- Psionics, *as super-powers*, 182; *genre*, 217-219; *magical*, 181; *origins*, 181, 218; *power modifier*, 28; *science fiction*, 221; *source*, 7; *special rules*, 177-178.
- Psychokinesis power, 133.
- Psychometry advantage, 16, 69, 161, 163-164, 187; *Obscure*, 64.
- Quirks, 10; *special effects*, 114.
- Racial Memory advantage, 17, 70.
- Radiation, *attacks*, 140; *power*, 133.
- Radiation enhancement, 102.
- Radiation Tolerance advantage, 12, 70.
- Ranged enhancement, 9, 105, 164.
- Rapid Fire enhancement, 105, 173.
- Rapier Wit advantage, 15, 70, 161.
- Realism, 183, 200.
- Reattachment enhancement, 71.
- Reattachment Only limitation, 52, 71.
- Reawakened advantage, 187.
- Recall limitation, 77.
- Reciprocal Rest enhancement, 75.
- Reduced Fatigue Cost enhancement, 105.
- Reduced Range limitation, 105.
- Reflexive enhancement, 109.
- Regeneration advantage, 19, 70-71.
- Regrowth advantage, 19, 71.
- Reliable enhancement, 57, 109.
- Remote enhancement, 48.
- Repeated attempts, 159; *combining powers*, 171.
- Required Disadvantage limitation, 104, 112.
- Required disadvantages, 21-23, 156, 190; *chi*, 26; *divine*, 26; *moral*, 27; *spirit*, 28.
- Requires (Attribute) Roll limitation, 112.
- Requires Concentrate limitation, 112.
- Requires Low Gravity limitation, 45, 79.
- Requires Reaction Roll limitation, 111-112.
- Requires Ready limitation, 112.
- Requires Surface limitation, 50.
- Resistant advantage, 12, 71-72, 169; *as countermeasure*, 31.
- Resistible limitation, 98, 105.
- Restorations, 19; *examples*, 151.
- Ricochet, 166-167; *enhancement*, 109.

Sapience enhancement, 77.
Scanner enhancement, 72.
Scanning Sense advantages, 17, 72, 163; *Obscure*, 64.
Second Nature enhancement, 44.
Secondary characteristics, 10.
Secret powers genre, 214-217.
Secure enhancement, 82.
See Invisible advantage, 17, 72-73.
Selective Area enhancement, 105, 172.
Selective Effect enhancement, 105, 109.
Selectivity enhancement, 105.
Sense abilities, 14, 17; *examples*, 150.
Sense of Perception enhancement, 86.
Sense-Based modifier, 9, 105-106.
Sensie enhancement, 82.
Sensitive enhancement, 69.
Sensitive Touch advantage, 17, 73.
Sequential limitation, 48.
Serendipity advantage, 73.
Shadow Form advantage, 19, 73-74, 167.
Shapeshifting advantages, 18, 74-75, 197.
Short-Range limitation, 112.
Shrinking advantage, 18, 75-76, 167.
Side Effect enhancement, 106.
Silence advantage, 76.
Single Skill limitation, 49.
Size Modifier, 76; *resisting Affliction*, 40.
Skills, 10; *abilities enhancing*, 162-163; *chi powers*, 175, 188; *cinematic*, 188; *enhancing abilities with*, 161; *power*, 162; *Talents affecting*, 188.
Slow Recharge limitation, 119.
Snatcher advantage, 13, 76-77; *granting wishes*, 119.
Social enhancement, 63.
Sonar Comm advantage, 81.
Sound/Vibration, *attacks*, 140; *power*, 133-134.
Source, 7; *affecting FP use*, 178; *examples*, 121-136; *origin vs.*, 179; *special rules*, 174-178; *see also specific source*.
Speak Underwater advantage, 14, 78.
Speak With Animals advantage, 14, 77, 188.
Speak With Plants advantage, 14, 77, 188.
Special effects, 39, 113-114; *detection*, 163; *fictional abilities*, 116; *guns*, 54; *in play*, 114, 170.
Special Movement limitation, 58.
Special Portal limitation, 58, 89.
Special Rapport advantage, 77-78.
Special Recharge limitation, 119.
Specialized limitation, 44, 48-49, 60, 68, 77.

Specific limitation, 45, 66, 79, 83, 87-88, 112.
Spells, 188-189, 207; *see also Magical powers*.
Spirit Control power, 134.
Spirit Empathy advantage, 15, 48-49, 186.
Spirit Jumper advantage, 57.
Spirit powers, *origins*, 181; *power modifier*, 28; *source*, 7; *special rules*, 178.
Spirits, 185, 213, 230-231.
Static advantage, 11, 98; *Accessibility on*, 99; *as countermeasure*, 20, 31; *Protected Power*, 69; *vs. non-powers*, 97.
Static limitation, 95.
Steal (Other Score) enhancement, 96.
Steal Youth enhancement, 96.
Stethoscopic enhancement, 73.
Stigmata enhancement, 95.
Strength (ST), *lifting weights*, 58; *modified damage*, 146; *see also Attributes*.
Strength-Based (ST-Based) enhancement, 103-104.
Stretching advantage, 18, 78.
Striking ST advantage, 78-79.
Stunts, 170-174.
Stunts Only limitation, 119.
Submerged enhancement, 88.
Subsonic Hearing advantage, 17, 51.
Subsonic Speech advantage, 14, 78.
Suffocating enhancement, 43.
Suggestion limitation, 61.
Super Climbing advantage, 13, 79.
Super Jump advantage, 13, 79-80.
Super Luck advantage, 80-81; *granting wishes*, 119.
Super teams, 232-234.
Super-Effort enhancement, 58, 83.
Supernatural attacks, 142-144.
Super-powers, *origins*, 182; *power modifier*, 29; *special rules*, 178.
Supers genre, 222-234.
Superscience, 180, 212; *power modifier*, 10, 107; *see also Gadgets*.
Super-Speed enhancement, 42.
Surge enhancement, 102.
Surprise Attack enhancement, 104, 109.
Swarm enhancement, 53.
Switchability, 153-154.
Switchable, *body parts*, 10, 18, 81; *enhancement*, 98, 109.
Takes Extra Time limitation, 106.
Takes Recharge limitation, 106.
Talents, 7-8; *adding*, 34, 37, 199; *affecting cinematic skills*, 188; *combining*, 171; *existing advantages as*, 29; *in play*, 157-158; *mundane*, 29, 35; *pricing*, 29; *resistance*, 169; *starting*, 34; *with Untrainable*, 107; *see also specific power*.

Targeting enhancement, 86.
Techniques, *Coordinated Attack*, 166; *default abilities*, 174; *power*, 162.
Telecommunication advantages, 14, 81-82, 163; *Obscure*, 65.
Telecontrol enhancement, 67.
Telekinesis advantage, 14, 82-83, 161, 163; *with Possession*, 67.
Telepathy power, 134.
Teleportation power, 134-135.
Telescopic Vision advantage, 17, 87.
Telesend advantage, 14, 81.
Temperature Control advantage, 83.
Temperature Tolerance advantage, 12.



Temporal Stasis enhancement, 118.
Temporary Disadvantage limitation, 106.
Temporary enhancements, 172-173.
Terminal Condition limitation, 112.
Terrain Adaptation advantage, 13, 83-84.
Terror advantage, 15, 84, 161, 187; *Fearlessness*, 169.
Tight-beam burning attacks, 113.
Time Mastery power, 135.
Time-Spanning enhancement, 109.
Touch Only limitation, *see Melee Attack*.
Tracking enhancement, 89.
Transferable enhancement, 78.
Transhuman Space, 221.
Transmutation enhancement, 94.
Transmutations, 19; *examples*, 151.
T-Ray Vision advantage, 72.
Trigger conditions, 34-36.
Trigger limitation, 106.
True Faith advantage, 16, 30, 84-85, 161, 187.
True Sight enhancement, 73.
Tunnel enhancement, 89.
Tunneling advantage, 14, 85-86.
Turning enhancement, 84.

Ultra-Fine enhancement, 73.
Ultrahearing advantage, 17, 51.
Ultrasonic Speech advantage, 14, 78, 81.
Ultrasound advantage, 17, 87.
Unbreakable Bones advantage, 53.
Unconsciousness, 155.
Uncontrollable limitation, 106, 156-157; *new abilities*, 34, 37.
Uncontrollable Trigger limitation, 106-107, 112.
Underwater enhancement, 107.
Universal Digestion advantage, 86.
Universal enhancement, 60, 77.
Unliving Forms Only limitation, 75.
Unreliable limitation, 107; *new abilities*, 34, 37.
Untrainable limitation, 107; *new abilities*, 34, 37.
Unusual Background advantage, 31, 184-186; *attacks*, 138; *futuristic SF*, 220; *modern adventure*, 209; *mythic fantasy*, 204, 207; *psionics*, 217; *secret powers*, 214; *supers*, 223.
Usually On, *enhancement*, 109; *limitation*, 100, 112.
Vampiric Bite advantage, 86; *see also Leech advantage*.
Vampirism power, 135.
Variable enhancement, 107, 173.
Variant traits, 113.
Vertical Only limitation, 80, 87.
Very Rapid Fire enhancement, 105, 109.
Vibration Sense advantage, 17, 86.
Visible limitation, 112, 164; *special effects*, 113; *supers*, 228.
Vision, 17, 87; *Obscure*, 64-65.
Visual enhancement, 60.
Visual Only limitation, 95.
Visualization advantage, 87.
Voice Library enhancement, 61.
Walk on Air advantage, 13, 87-88.
Walk on Liquid advantage, 13, 88.
Wall enhancement, 173.
Warp advantage, 13, 88-89, 161, 163, 167, 197-198; *projection*, 44.
Water, *attacks*, 140; *power*, 135-136.
Weapon Mounts, 138.
Weather Control power, 136.
Wild abilities, 6, 8, 20, 25, 27, 31-32, 34, 39, 101, 110, 173-174, 186-189; *Neutralize and Static vs.*, 97.
Wild Ability enhancement, 90.
Wild Talent advantage, 89-90.
Wishing enhancement, 59, 73, 80.
Words of Power enhancement, 70.
World-Spanning enhancement, 109.