

COMMUNITY



SUBMISSION

NEW OPTIONS & UPGRADES

RELEASE DATE 06-22-09

| Name of Power / Option | Base Cost of Power / Option for Specific Hero Type | | | | | |
|------------------------|--|--------------|----------------|--------------|--------------|------------------|
| | <i>Cyber</i> | <i>Magic</i> | <i>Psychic</i> | <i>Skill</i> | <i>Comic</i> | <i>Unnatural</i> |
| Intensive Training | 60 pts | 60 pts | 60 pts | 50 pts | 75 pts | 75 pts |
| Mental Shield | 80 pts | 50 pts | 40 pts | 60 pts | 50 pts | 50 pts |
| Wild Card | NA | NA | NA | NA | 100 pts | NA |

These options are not official, but they are good ideas for adding a little spice to your game. If you have any other ideas for an option, please send them to kwykowski@gmail.com so we can add them in.

Intensive Training

Idea by Joe Hofman

Characters with this option have devoted a great deal of time, interest, and devotion to the study of one particular skill. The player must choose the skill when this option is purchased. Instead of applying the 1/10th skill rating as a modifier to injury dealt, armor penalty reduction, or defensive bonus instead apply the ¼ of the skill rating instead.

The skills that may be applied to the option are as follows: Armor Training, Assault Weapons, Axe Weapons, Blunt Weapons, Bow Weapons, Brawling, Chains & Whips, Destroy Undead, Empathic Healing, Gymnastics, Heavy Weapons, Knife Weapons, Martial Arts, Pistol Weapons, Pole Arms, Power Tools, Ranged Strike, Rifle Weapons, Slings, Small Unit Tactics, Sub-machine Guns, Sword Weapons, Tactical Weapons, Thrown Weapons, Two Handed Miscellaneous Weapons, Two Handed Sword Weapons, and Unarmed Combat. Additional skills from other chronicle settings may be allowed if they are similar to any of the above skills. Check with your Game Master before selecting one of these.

Upgrades:

+30pts Character may select one additional skill to apply.

+100pts Player may apply the ½ skill rating instead.

Mental Shield

Idea by Daniel "DC" Greenberg

The character has some form of extreme mental conditioning that enables him to resist attacks to his sanity. This option works in a manner similar to the PV provided by natural armor. The base level of this option provides a 10 point reduction to all unnatural or intentional forms of sanity loss. Mental attacks, spells, psychic trauma are reduced by this option. Extreme fear, stress, or psychological torment can ignore this protection as the Game Master determines.

Upgrades:

-15pts Protection against sanity loss is only 5 and cannot be increased.

+5pts Increase reduction of sanity loss by one.

- +20pts Increase reduction of sanity loss by five.
- +40pts Increase reduction of sanity loss by ten.

Presence of Self (New Upgrades)

Idea by Daniel "DC" Greenberg

Upgrades:

- +40pts Mental Shield

Wild Card

This option grants a random option every story. At the beginning of each story, the player must roll on the Average Option Table below to determine which option will apply for the rest of the story. The option will always be at the base level of the option, although option points may be dedicated to allow for the creation of an upgrade pool to temporarily purchase more upgrades. Points devoted to the upgrade pool are permanent extensions to this option. When the current story arc is completed, the option vanishes and a new option is determined randomly. While this option does not grant free skills to use the acquired options, characters with this option may select any skill from the Innate skill group.

Upgrades:

-50pts Players may not roll on the Average Option Table. Instead all rolls must be with the Minor Option Table instead.

+15pts Instead of re-rolling every story arc, characters must re-roll every session.

+30pts Player may expend one Drama Pool to immediately re-roll the results on the appropriate table.

+40pts Player may expend one Drama Pool to reboot the option during a session. Player must immediately roll on the appropriate table.

+50pts Player may roll on the Major Option Table instead.

+80pts Player has an additional Average Wild Card Option to roll every story arc.

Minor Option Table

| Die Roll | Option | Die Roll | Option |
|----------|-----------------------------------|----------|---------------------------------------|
| 01 | Re-roll on Average Option Table | 51-52 | Mental Stun |
| 02-03 | Player's Choice (Except 01) | 53 | Metabolic Control |
| 04 | Adhesion | 54 | Mind Skimming |
| 05 | Angelic Aura | 55-56 | Morphing |
| 06 | Animal Communication | 57 | Natural Camouflage |
| 07-08 | Anti-Magic | 58 | Natural Weaponry – Antlers |
| 09 | Atlas | 59 | Natural Weaponry – Body Spikes |
| 10 | Attribute Boost | 60-61 | Natural Weaponry - Claws & Talons |
| 11 | Beguile | 62 | Natural Weaponry – Melee Weapon |
| 12-13 | Brachiation | 63 | Natural Weaponry – Power Fist & Kicks |
| 14 | Cloak of Night | 64 | Night Vision |
| 15 | Control Animals | 65-66 | Observation |
| 16 | Control Plants | 67 | Omni-Vision |
| 17-18 | Death Tell | 68 | Path Walking |
| 19 | Deflection | 69 | Prestidigitation |
| 20 | Detection | 70-71 | Presence of Self |
| 21 | Disguise | 72 | Protection |
| 22-23 | Distance Vision | 73 | Radar |
| 24 | Energy Absorption | 74 | Regeneration |
| 25 | Energy Strike | 75-76 | Resistance |
| 26 | Flight – Antigravity Floating | 77 | See Invisible |
| 27 | Flight – Arms into Wings | 78 | See Other Worlds |
| 28-29 | Flight – Wings Mounted on Back | 79 | Sensory Shield |
| 30 | Force Pulse | 80-81 | Sexual Magnetism |
| 31 | Hardened | 82 | Sharpshooter |
| 32 | Heroic Visage | 83 | Sonar |
| 33-34 | Heightened Sense of Hearing | 84 | Stalking |
| 35 | Heightened Sense of Smell / Taste | 85-86 | Super Running Speed |
| 36 | Heightened Vision | 87 | Survivor |
| 37 | Hologram | 88 | Teleportation |
| 38-39 | Horrific Visage | 89 | Tireless |
| 40 | Illuminate | 90-91 | Tolerance |
| 41 | Immobilize | 92 | True Sight |
| 42 | Immortal | 93 | Truth Tell |
| 43-44 | Improvisational Weapon Master | 94 | Ultra Vision |
| 45 | Invisibility | 95-96 | Unnatural Armor |
| 46 | Jumping | 97 | Unnatural Limb |
| 47 | Kinetic Force Reduction | 98 | Unremarkable |
| 48-49 | Life Drain | 99 | Water-born |
| 50 | Magnification | 00 | No Option |

Average Option Table

| Die Roll | Option | Die Roll | Option |
|----------|-------------------------------|----------|-------------------------------|
| 01 | Re-roll on Major Option Table | 52-54 | Magical Sight |
| 02 | Player's Choice (Except 01) | 55-56 | Magnetic Manipulation |
| 03-05 | Beguile | 57-58 | Matter Sculpting |
| 06-07 | Clairvoyance | 59-60 | Metal Form |
| 08-09 | Control Element | 61-63 | Mimic Power |
| 10-11 | Control Machines | 64-65 | Mind Skimming |
| 12-13 | Crystal Creation | 66-67 | Object Creation |
| 14-16 | Danger Sense | 68-69 | Observation |
| 17-18 | Darkness | 70-71 | Phasing |
| 19-20 | Destroy Undead | 72-73 | Poison Touch |
| 21-22 | Disease | 74-76 | Presence of Self |
| 23-24 | Dream Weaver | 77-78 | Probability |
| 25-26 | Empathic Healing | 79-80 | Psychic Translator |
| 27-28 | Empathy | 81-82 | Shape-shifting |
| 29-30 | Energy Absorption | 83-84 | Shrink |
| 31-32 | Flight – Wingless | 85-86 | Sonic Manipulation |
| 33-34 | Force Field | 87-88 | Supernatural Attribute |
| 35-36 | Giant Growth | 89-90 | Supernatural Quickness |
| 37-38 | Gravity Manipulation | 91-92 | Super Running Speed |
| 39-41 | Heal Another | 93-94 | Telekinesis |
| 42-43 | Hypnosis | 95-96 | Truth Tell |
| 44-45 | Ignored | 97-98 | Weather Control |
| 46-48 | Invisibility | 99 | GM's Choice (Except 00) |
| 49-51 | Luminous Form | 00 | Re-roll on Minor Option Table |

Major Option Table

| Die Roll | Option | Die Roll | Option |
|----------|--------------------------------------|----------|-------------------------------|
| 01 | Re-roll on Major and Average Tables. | 51-57 | Mystic |
| 02-08 | Player's Choice (Except 01) | 58-64 | Possession |
| 09-15 | Dimensional Travel | 65-71 | Power Negation |
| 16-22 | Duplication | 72-78 | Sonic Manipulation |
| 23-29 | Eidetic Memory | 79-85 | Stasis |
| 30-36 | ESP (Extra Sensory Perception) | 86-92 | Time Freeze |
| 37-43 | Inspire | 93-99 | GM's Choice (Except 00) |
| 44-50 | Medium | 00 | Re-roll on Minor Option Table |