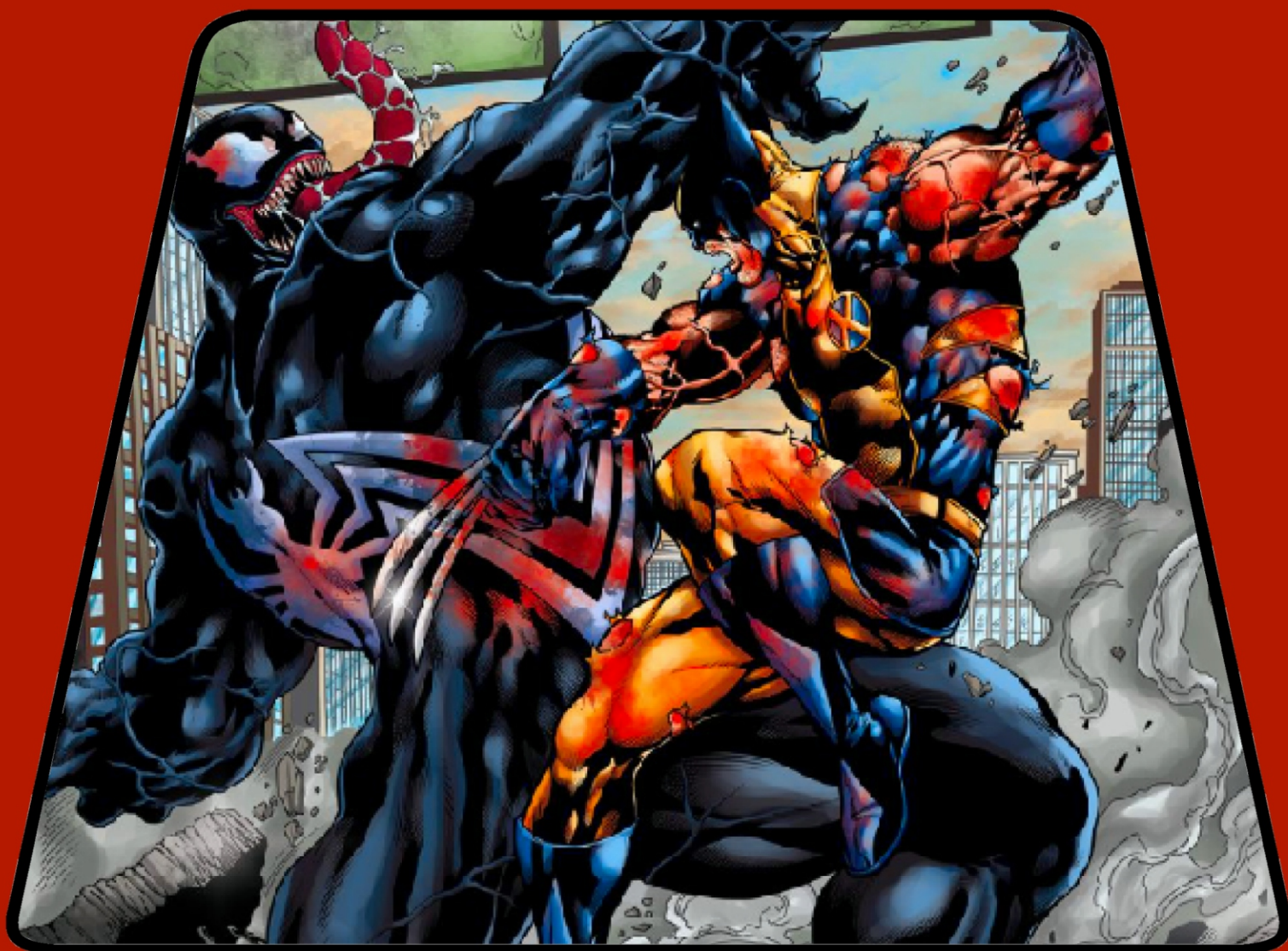


MARVEL SUPER HEROES™

THE UNOFFICIAL CANON PROJECT

POWER UP ADDENDUM

by NECROMANCER



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POWER UP ADDENDUM

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ITEM CREATION RULES

A vast array of technological and mystical wonders are presented in the pages of this book. This chapter presents rules for modifying existing gadgets and creating new ones. It is important to note that High-Tech wonders are not affected by these rules. These characters and their special gear can and should still be created according to the guidelines provided in the Ultimate Powers Cyclopedia.

TECH RANK

The most important information required for building or modifying existing items is its Tech Rank, which measures how powerful and complex the item is. Every device in this book has a Tech Rank listed in its description. Like powers and abilities, Tech Rank ranges from Shift 0 all the way up to the Infinite Beyond Rank. Tech Rank is equal to the highest *applicable rank* number of the device, taking into account certain modifiers. Applicable ranks are those ranks which define the performance of the object:

- **Vehicles:** Applicable ranks are Control, Speed and Body (the overall material strength of the vehicle).
- **Weapons:** Applicable ranks are damage, range and material strength.
- **Power Suits:** This application includes all items which enhance a character's abilities. Applicable ranks are the modified abilities (Example: Good (10) to Amazing (50) Strength) and the material strength (or the equivalent Body Armor) of the suit.
- **Robots:** This includes androids, cyborgs and all other types of artificial beings but not clones. Applicable ranks are the ranks of the beings listed abilities (Fighting, Agility, etc) and any powers.
- **Miscellaneous:** With any other technological item that doesn't apply to the above classifications, its applicable ranks are its overall material strength and any power ranks involved.

Machines which duplicate abilities not readily available in our real world always have an applicable rank of Monstrous (75) added to everything else. If the heroes want to build a Good (10) rank time machine, a applicable Monstrous (75) rank would be added since we do not have time machines in our society. A vehicle that flies with jet engines would not suffer this penalty; but one that flies with anti-gravity devices would.

A devices applicable ranks that *are* realistically producible by current technology have a Tech Rank limit of Monstrous (75). For example, a conventional military jet has a speed of Shift X (150) ability, but since jet aircraft are common in our society, the rank is considered to be Monstrous (75) for determining the planes overall Tech Rank. The jet still has a speed of Shift X (150); it is only considered Monstrous (75) for calculating its Tech Rank.

When the highest applicable rank has been determined, apply the following modifiers to that rank to find the inventions Tech Rank:

- +2 CS for every applicable rank equal to the highest applicable rank. For example, a battle suit with two Remarkable (30) ranks would have a Tech Rank of Amazing (50): Remarkable (30) +2 Column Shifts.
- A +1 CS for every applicable rank that is one rank lower than the highest applicable rank.
- +0 CS for all ranks two or more ranks lower than the highest applicable rank.
- +2 CS if the item is can be easily concealed and cannot be easily seen (Example: an ionic blade concealed within Doctor Dooms armor)
- +1 CS if the machine is portable.
- +1 CS if the item is pocket sized or smaller.
- +1 CS if it occupies more than one area; compartmented vehicles are considered to cover as many areas as they have compartments.
- +1 CS if the object is a robot designed to imitate a specific individual (such as a Doombot).
- -1 CS if the item is a humanoid robot.
- -1 CS if the item is a hand held melee weapon which must touch the target to inflict damage, like a sword.

Once the objects final, modified Tech Rank has been established, its time to get down to the basics of creating the device. The following four factors are directly related to a devices Tech Rank:

- The Resources required to build the item.
- The amount of time that must be spent building it;
- Whether the item actually works after design and construction; and
- Whether or not a character can use another character's invention.

THE RESOURCE FEAT

Before work begins or inventing new technologies, the character must succeed at a Resource FEAT against the intensity of the items Tech Rank. If the object has a Tech Rank of Incredible (40), for instance, the character must succeed at an Incredible intensity Resource FEAT. This FEAT represents buying all of the necessary components to piece the invention together.

If the Tech Rank is more than one higher than the characters Resource FEAT it is an impossible FEAT for that character—he or she simply doesn't have the funds available. However, the FEAT can still be accomplished with outside help. Two characters can chip in to buy the materials. To do so the Resource ranks of the characters involved must be within one rank of each other, if so, the higher rank is

increased by +1 CS.

Additionally a character with insufficient funds, but with contacts in an organization, could persuade an corporation or outside benefactor to fund the project. Remember that contacts may have their own restrictions or requirements to any such agreement. "Well, now that you have completed your well funded battle suit, Joe Hero," says the smiling CEO of Tech-Star from behind a desk the size of Kansas, "we have a little job for you in Latveria. Surely, you can help us after all the money we put into your armor..."

If the Resource FEAT is failed, the character may make another attempt in one week (assuming it was not an impossible FEAT to begin with). It is rationalized that the inventor can actually afford to design and build the device, but does not have the money at hand.

SPECIAL REQUIREMENTS

Most powerful inventions need a certain component, substance, or ability to power them, called a *special requirement*. The components are entirely within the providence of the Judge, who should use them as a means to prevent heroes from building every type of gadget imaginable. For instance, if the character's can't come up with some antimatter, they wont be able to build a replica fo Dooms antimatter extrapolator.


Special requirements also serve to place characters in adventure situations. An entire scenario could be designed around the hunt for a special item needed to restore power to a dying heroes life saving environmental battle suit. For an example in the Marvel Universe© the Fantastic Four traveled to the Negative Zone to get the Cosmic Control Rod to aid in the birth of Reed Richard's son, Franklin Richards.

Special Requirements also justify why villains commit crimes in order to finish their nefarious devices. In a recent adventure against Spider-Man, villains stole a priceless Latverian gem from a museum to further their ambitions. "This machine will call the holy Swarm back to Earth, to purify the planet of all but our kind!" gloated Master Andrew, leader of the Arcane Order of the Night, as he gently placed the powerful Dragon's Egg into a strange contraption aimed at the stars. "And tonight, at last, we have the occult engine with which to power the machine!"

In deciding whether or not a Special Requirement is needed, consider the function of the invention. *If it duplicates power that is not available "in real life" (such as time travel), a special requirement is always mandatory.* Similarly, if the item has powers of Incredible (40) rank or higher, a Special Requirement should be called for, though items should rarely exceed three requirements. The Judge always has final say as to the number of Special Requirements (if any) needed, but he or she may be especially lenient in cases where speed is of the essence (as with kit bashing).

When the Judge decides a special requirement is





necessary, players should work with the judge to create something that ties in with the device in question. Examples include:

- A special material or alloy is needed. For example, a noiseless engine might require vibranium or a device of Unearthly (100) material strength may require some adamantium or uru metal.
- A specific component must be found for the device to function. For an electronic invention, a unique circuit board or computer chip may have to be acquired or developed independently at a Tech Rank of -1 CS from the original inventions Tech Rank.
- Someone knowledgeable in the field must be consulted. Michael Morbius, Dr. Bruce Banner and Dr. Octopus are all masters in the field of radiation, while Henry Pym and Bill Foster are two of the few consultants available on size control. Dr. Doom is a master in robotics, as well as just about every other field, including magic. Arranging a meeting with such experts is the hero's problem and could certainly be the beginnings of a memorable adventure.
- A unique process is required to fire the reaction to complete the project. Some standard favorites are exposure to cosmic or gamma radiation, solar flares, zero gravity, and even sorcery. Tell the players what is required ("All you need to fully power your VTOL chariot is a charge of Unearthly (100) intensity lightening") but let them figure out how to acquire it.
- A working model of the device must be found and studied. This can be acquired when trying to duplicate an other's invention or a heroes powers. The cost of instruments to analyze the model may also be added, further increasing the difficulty in creating the item.

CONSTRUCTION TIME

The Tech Rank number determines the number of days required to finish the product. For example, a flying rocket powered skateboard with an Incredible (40) Tech Rank takes 40 days to complete. This figure assumes normal working conditions: one man working alone with normal breaks for eating, sleeping and other necessities. The following situations may reduce the construction times:

- If the inventor (the character making the Reason FEAT) has a lab assistant, the time is halved.
- If the assistant has a Reason ability within one rank of the inventors, the time is quartered, rather than halved as described above.
- If the inventor works non stop, with only short breaks for food and rest, the time is halved again.
- If the inventor has blueprints for the invention or working model of a similar invention built by someone else, time is

again halved.

- If the inventor has hired or persuaded a non player character to do the work based on the inventors plans or designs, the maximum amount of time is always used. A character may only work on one invention at a time, but he may have several projects being developed by others.

THE REASON FEAT

After succeeding at the Resource FEAT and spending time completing the project, the inventor attempts a Reason FEAT roll to determine if all of his effort has payed off. The following modifiers are applied to the characters Reason:

- +1 CS for an assistant with Reason no less than one rank lower than the inventor's (maximum of +1 CS).
- +1 CS for each applicable Talent (electronics, robotics, etc; maximum of +3 CS total)
- +1 CS if the device existed previously (the inventor's failed experiments, research on individual components, or salvaged parts from another device).
- +2 CS if the character has another inventor's blueprints or working model.
- -1 CS if time was shortened by rushing the project.
- -1 CS for each Special Requirement needed (maximum of -3 CS).

Using his modified Reason, the inventor attempts a Reason FEAT against the intensity of the items Tech Rank. If the Tech Rank is Amazing (50), for example, an Amazing (50) intensity Reason FEAT is called for. Karma may be added before the die roll, (but in this case, and this case only!) the amount of Karma must be stated before the die roll.

This is an impossible FEAT if the Tech Rank is more than one rank higher than the inventor's modified Reason ability. After all of his effort, time and money, the inventor still cannot fathom the intricacies of his machine. Back to the drawing board!

Even if the Tech Rank is more than two ranks lower than the inventor's Reason , this is never an automatic FEAT. Everybody makes mistakes, even such brilliant scientists as Mister Fantastic or Doctor Doom.

If the Reason FEAT is failed, the device does not work and the inventor realizes he has missed a vital component—one Special Requirement is added. The character must start again, but no Resource FEAT is required (except possibly to get the new Special Requirement). Construction time is the same as before, and a Reason FEAT must again be attempted.

If the Reason FEAT is successful, the device works exactly as planned. Eureka, success!

KIT BASHING

Sometimes it is crucial for a hero to come up with a device right away if not sooner. The solution is to start Kit Bashing—using what gadgets are immediately at hand to build something that will save the day. In the Marvel Universe, Reed Richards is the unparalleled champion at Kit Bashing items to rescue the planet from peril.

Kit Bashing proceeds much like normal inventing, but no Resource FEAT is necessary, and construction takes far less time at the expense of Karma. *Every 10 points of Karma spent reduce one day of normal work to one round.* For example, if a machine has a Tech Rank of Amazing (50) it takes 50 days to build under normal circumstances. By spending 500 Karma points, the construction time is reduced to 50 rounds.

Kit Bashing may also be used to rush a project to completion. Your character is on the fifth day of work on a robot neutralizer device which requires 10 days of construction time, but Doctor Doom's robot army suddenly attacks! The project can be completed in 5 turns by Kit Bashing. However, if any part of the device is Kit Bashed, the entire machine is considered to have been Kit Bashed.

The inventor must still succeed at a Reason FEAT roll as described previously. If the roll is failed, the device does not function. Another attempt may be made, but the construction time is the same, and Karma must be spent again. Unlike standard hardware creation, a new Special Requirement is *not* added with a failure at Kit Bashing.

If the Reason FEAT is passed, the device operates as planned for 1-10 rounds before becoming useless. Depending up on the gadget, it might explode, fuse solid, or simply fall to pieces. If the inventor can salvage the remains, he receives a +1 CS bonus on future Reason FEAT rolls to duplicate the item.

Karma for Kit Bashed devices can be taken from any source available to the inventor: his own fund; Karma pool which he belongs too; Karma that has been set aside for advancement; and Karma contributed by assistants.

MODIFYING HARDWARE

Sometimes heroes don't want to build an entirely new device, but simply want to modify an existing one. Modification is often less expensive then a full scale project, and can be used to smooth out the edges of inventions or improve them slowly.

Only one modification can be made to a device at one time. Adding blaster weapons and a turbo jet to your motorcycle is actually two separate modifications; one must be done before the other.

Modifications that alter abilities have a Tech Rank equal to the new Ability rank. Each Ability may only be added one rank at a time. If a hero wants to increase the body armor




rank of a battle suit from Good (10) to Remarkable (30), he must first modify it to Excellent (20), then make a second modification to Remarkable (30).

Modifications that give abilities or powers which the device did not already possess (such as flight for a battle suit) have a Tech Rank equal to the Power rank of the added feature. Remember that powers not reproducible by modern technology have a minimum Tech Rank of Monstrous (75).

The Resource FEAT, construction time, and Reason FEAT of a modification are handled exactly as for any standard invention. Failure during modification stages may damage the original device as well, with individual results determined by the Judge. Modifications can be Kit Bashed.

DAMAGE

All devices have a Material Strength rank, which provides them the equivalent of Body Armor. For a vehicle, material strength equals it's Body attribute. *When any device suffers damage greater than it's Material Strength, it immediately ceases to function;* robots are an exception, as noted below. If it is a vehicle and moving, it crashes. If the amount of



damage is two times the items material strength or greater, it is utterly destroyed, damaged beyond repair, kaput.

If the amount of damage caused is less than twice the device's material strength, it is damaged and does not work, but the item may still be repaired. Subtract its material strength from the damage done and reduce its material strength by the remainder. For example, if a machine with material strength of Remarkable (30) suffers an Incredible (40) attack, it ceases to function and now has a material strength of Excellent (20); $40-30=10$; $30-10=20$.

A device that has not been totally obliterated may suffer damage in addition to a loss of material strength. Roll a FEAT against the item's lowered material strength:

- *White:* All the device's applicable ranks are reduced by -2 CS (except material strength, which has already been lowered)
- *Green:* All of the item's applicable ranks are reduced by -1 CS (excluding material strength)
- *Yellow:* One of the machine's applicable ranks are reduced by -1 CS (choose at random; excluding material strength)
- *Red:* None of the device's applicable ranks are reduced (except material strength of course)

If any of the device's applicable ranks are reduced to Shift 0, it is damaged beyond hope and cannot be repaired. The pieces may be salvaged for use in future inventions.

DAMAGE TO ROBOTS

Unlike other devices, robots and their kin, (androids, cyborgs, synthezoids, etc) have health points and suffer damage just like characters. Player character robots and artificial beings (and some non player character robots, as determined by the Judge) are assumed to have self repair circuitry and other regenerative systems that allows them to heal damage just like normal humans and humanoids. This is a standard rule, though some characters are exceptions; Misty Knights bionic arm does not have regenerative capabilities, and must be externally repaired whenever it is damaged.

As an addition to the rules, assume that characters with the robotic skills can use their talents to administer first aid to the robot. This halts the endurance loss to "dying robots", including those at Shift 0 Health. Robots receiving the aid regain one rank of Endurance immediately (if any were lost).

LONGTERM REPAIRS

A repair center (usually part of the inventor's laboratory) is required to fix damaged machines, and can increase the healing rates of robots just as hospitals do for biological characters. The Tech Rank of the repair center determines its Resource cost and its overall effectiveness. For

example, a repair center of Good (10) Tech Rank may be used to make repairs at up to Good (10) rank—an Excellent (20) or higher ranked mechanism could not be fixed here.

Damaged machines are those that have lost applicable ranks. If the Tech Rank of the repair center is at least TWO ranks greater than the Tech Rank of the device, full repairs are possible (assuming the controller successfully makes his Reason FEATs). Otherwise, a repair center can restore one rank at a time. A Green Resource FEAT is attempted for each rank, using the Reason of the repair person or the Tech Rank of the center, whichever is less. Karma may be added to the roll of a PC or NPC repair person, not a repair center. The Reason FEAT is the same as for modifications, and must be attempted for each repaired rank. Time is measured in hours instead of days.

Repairs in the field may be made with a successful Reason FEAT against the intensity of the original applicable rank. If a vehicle's Excellent (20) speed has been reduced to Good (10), a character can make a temporary repair by succeeding at an Excellent (20) intensity Reason FEAT roll. Repair time equals one turn per applicable rank number. The vehicle's speed in the above example would take 20 turns to fix. Only one rank can be repaired per attempt—it is not possible to raise the vehicle's speed from Typical (6) to Excellent (20) in one repair attempt.

Field repairs last for 1-10 hours before shaking loose again. As a result of the jury rigging, more damage is caused to the machine—the applicable rank ends up at one rank lower than that before repairs were made. In the previous example, the vehicle's speed after 1-10 hours would be reduced to Typical (6).

REPROGRAMMING

The construction of computers and robot non player characters follows the same rules as for constructing other types of devices. Such machines are assigned Reason abilities, but possess no creative thought or personality of their own (player character robots and other synthetic beings are the exception). The artificial Reason ability reflects the amount of stored information the device has and the ease with which it can access it. Computers are only as smart as the information which they receive and accessing information or reprogramming a computer or robot is simple if the proper passwords are known. Passwords allow the user to bypass any internal security programs. The level or security of a robot is the same as its Reason ability.

If the passwords are not known, taking information from or reprogramming a computer or robot requires the character to succeed at a Reason FEAT against the intensity of the machine's Reason. The time required to perform the procedure is equal to the machine's Reason rank number in turns.

With the proper passwords, the device's Reason is

considered to be at -4 CS for determining the intensity of the required Reason FEAT. The time required to extract the information or reprogram the machine is also reduced by -4 CS. The amount of time needed to reprogram a computer or robot cannot be reduced to less than two rounds (Feeble (2) Reason).

As an example, Reed Richards has captured a Doombot that was attacking Four Freedoms Plaza. It has Excellent (20) Reason, and Reed wants to reprogram it to attack it's master. Because he does not know the robots various passwords, Mr. Fantastic must succeed at an Excellent (20) intensity Reason FEAT. With his Amazing (50) Reason and talents in robotics and electronics, this is hardly a problem for Mr. Fantastic. The process takes im 20 turns to complete, and then the robot is sent on it's way—watch out Victor!

USING ANOTHER INVENTOR'S CREATIONS

To successfully use a device invented by someone else, the character must succeed at a Reason FEAT roll, using the items Tech Rank as the opposing intensity. Failure indicates the character hit the wrong button, activated the wrong system, pointed it in the wrong direction, or caused some damage to the device. The Judge should vary results according to the situation.

A Reason FEAT need not be attempted each time the device is used. Once a character succeeds at the FEAT, it is assumed he or she has “got the hang of it”, understands the basic function and workings of the device, and can use it without additional risk.

MIXING SCIENCE AND SORCERY

Doctor Doom's Reason is high and his scientific resources are phenomenal, but his talent in sorcery can sometimes lend a hand in his inventions. When applied correctly, inventors skilled in the mystic arts can use magic to help them pass the Resource and Reason FEAT rolls involved in hardware building, drastically reducing the total construction time of the item.

To combine magic with inventing, the character must first succeed at a Yellow FEAT roll against his magical ability power rank. If the roll is missed, the inventor's magical abilities cannot help him with that particular item. If the roll is passed, construction time is shortened in relation to the inventor's magical power. Additionally, the devices Tech Rank is considered to be lower when determining the intensity of any Resource or Reason FEATs. Thus, through magic, it is possible for inventors to pass what would otherwise be impossible FEATs. How much time and FEAT intensity are reduced depends upon the inventor's magical ability rank:

<i>Magical Ability Rank</i>	<i>Reduction of Intensity</i>	<i>Reduction of Time</i>
Feeble (2)	-1 CS	-25%
Poor (4)	-1 CS	-25%
Typical (6)	-1 CS	-25%
Good (10)	-2 CS	-25%
Excellent (20)	-2 CS	-50%
Remarkable (30)	-2 CS	-50%
Incredible (40)	-3 CS	-50%
Amazing (50)	-3 CS	-75%
Monstrous (75)	-3 CS	-75%
Unearthly (100)	-4 CS	-75%

For example, an inventor with Amazing (50) magical ability could construct an Incredible (40) Tech Rank item as if it were a Good (10) Tech Rank (for Reason and Resource FEATs) and complete it in 10 days.

At Shift X (150) or greater magical ability, the character is such a powerful sorcerer that the thought of spending time to create technological items is ridiculous. Such a character could probably create whatever he desired with no need of technology.



ALLOYS

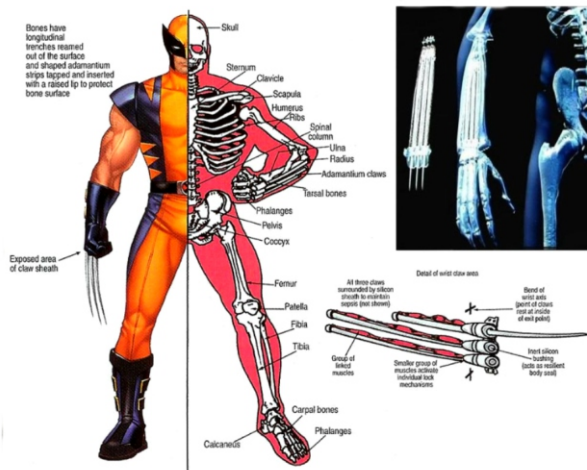
ADAMANTIUM (TRUE)

Adamantium is an extremely rigid steel-based alloy that is nearly indestructible. A sufficient amount is capable of surviving multiple nuclear explosions or a blow from the most powerful super human with not damage. A blade of pure, primary Adamantium is capable of cutting almost any known substance, with the known exception of Captain America's shield. The ability to completely slice through a substance with an Adamantium blade depends entirely on the amount of force being exerted and the hardness of the material in question. Adamantium's molecular integrity makes for an extremely hard metal capable of drilling with greater effectiveness than Vibranium.

Creating even a small amount of Adamantium is astronomically expensive, and only a few people know the formula. Adamantium is created by mixing certain chemical resins together. The exact composition of these resins is a closely guarded secret of the United States Government. When these resins are mixed and kept at a temperature of 1500 degrees Fahrenheit, the resulting liquid can be cast or worked into a particular shape. After an 8 minute "flux" period, the mixture sets and becomes solid regardless of it's temperature. It's molecular structure is extremely stable, and it's shape can only be altered by precise molecular rearrangement. However, due to the sheer bonding strength of Adamantium, there are few known sources capable of altering it's molecular structure.

Material Strength: CI 1000

Tech Rank: CI 1000



Variations:

Proto-Adamantium: The original metal developed by Dr. Mclain which composes Captain America's shield is a Class 3000 material and no means has ever been discovered to create more of it. Captain America's shield is indestructible unless it's molecular bonds are altered.

Material Strength: Class 3000

Tech Rank: Class 3000

Secondary Adamantium: Secondary Adamantium is much easier to work with at the expense of it's material strength. Secondary Adamantium, also called Adamantium Steel isn't nearly as strong as Adamantium. Someone with considerable super human strength can warp it or even break it, such as Thor.

Material Strength: Unearthly (100)

Tech Rank: Unearthly (100)

Adamantium Beta: Wolverine's skeleton was originally bonded with True Adamantium, over time his molecular structure wrought a change in the metal, altering it so that it does not impeded bone growth.

Material Strength: Class 1000

Tech Rank: Class 1000

CARBONADIUM

Carbonadium steel is similar to secondary Adamantium and was developed in the U.S.S.R. then incorporated into the metallic coils of the soviet super soldier, Omega Red. Carbonadium is a radioactive metal and it has the unique property of lowering a foes healing factor by -2 CS when used against an opponent who possesses one. Carbonadium cannot be created without the Carbonadium Synthesizer.

Material Strength: Monstrous (75)

Tech Rank: Unearthly (100)

DARGONITE

The metal Dargonite hails from the 31st century and is an extremely hard metal which little is known about. Dargonite appears to be named after that era's Thor, Dargo Ktor. Dargonite is extremely dense and one of the few metals known to be capable of piercing Adamantium.

Material Strength: Class 3000

Tech Rank: Class 3000

ENHANCED METALS

Some metals are often enhanced through cosmic radiations or even through sorcery. Often mystic weapons are created from special requirements such as meteoric metals of an unknown type. These metals, not indigenous to Earth, whether of a cosmic or mystical origin often have a varying range of hardness and difficulty to work with.

Material Strength: Monstrous (75) - Class 1000

Tech Rank: Monstrous (75) - Class 1000

NETHERANIUM

Netheranium is the psycho-sensitive metal that can only be found in the depths of Hell in the realm of Marduk Kurios. The Demon Prince of Lies wields a trident created from this substance. Netheranium has the unique ability to act as a focusing item for the mystic arts and mental powers. The presence of refined Netheranium can strengthen these types of powers by +2 CS.

Material Strength: Shift Y (250)

Tech Rank: Shift Y (250)

PROMETHIUM

Promethium is a magical metal found only in Belasco's dimension of Otherplace. There the Promethium takes the form of a giant animal heart. Removal of the Promethium from Otherplace will cause the dimension of Limbo to vanish. The individual who controls the Soul Sword can summon a set of gleaming promethium based armor to surround themselves in combat. Dr. Doom once sought out the heart as Promethium itself is an inexhaustible energy source of MN (75) power rank. Promethium armor provides Amazing (50) physical protection.

Material Strength: Monstrous (75)

Tech Rank: Monstrous (75)

URU

Uru is the metal of choice used by the Asgardian gods. Uru is a Class 3000 material strength substance and is easily enchanted with the mystic arts. Any Uru metals can be enchanted and the Tech Rank should be lowered to AM (50) for the application of enchantments only. The metal itself is particularly difficult to forge, and only the dwarves of Niffleheim know the secret.

Material Strength: Class 3000

Tech Rank: Class 3000

VIBRANIUM

Vibranium is a rare extraterrestrial metallic ore with energy manipulating qualities, theorized to have been first deposited on Earth 10,000 years ago which exists in two forms, Wakandan Vibranium and Antarctic Vibranium.

Wakandan Vibranium: Wakandan Vibranium absorbs kinetic energy in vicinity with itself. The apparent observant vibratory rate of the molecules of the Vibranium itself does not noticeably increase when the Vibranium absorbs kinetic energy. The outside vibratory energy is stored in the molecular bonds of the Vibranium. As a result Vibranium has a beginning material strength of Incredible (40) but increases based on the amount of energy it has absorbed up to Unearthly (100) ability. A piece of Vibranium with Unearthly (100) material strength due to the energy it has absorbed, would explode if demolished or broken and release that energy at -2 CS of the rank it currently holds.

Material Strength: Incredible (40)-(Max Unearthly (100))

Tech Rank: Monstrous (75)

Antarctic Vibranium: Antarctic Vibranium has only been discovered so far in the region of Antarctica. Antarctic Vibranium emanates a wave of energy which causes metals in it's vicinity to break down and liquefy with IN (40)) ability. Possession of this form of Vibranium is generally illegal.

Material Strength: Incredible (40)

Tech Rank: Incredible (40)

Reverbium: Reverbium is an artificial variant of Vibranium that was created after most of the world's Vibranium was rendered inert. This variant is imperfect, so rather than absorbing kinetic and vibrational energy, it pushes it away instead, making it a powerful weapon even in small amounts. The Reverbium reflects kinetic and vibrational energies with Incredible (40) ability.

Material Strength: Incredible (40)

Tech Rank: Incredible (40)



LIFE FORMS

DIVINE BEINGS

Divine Beings include those higher or lower extradimensional beings which often use humanity as their pawns in the wars between good and evil. These beings include Gods, Angels and Demons of the Marvel Universe. The unique thing about these beings is that they will often trade humanity power in exchange for their immortal souls. These beings may impart powers upon mortal petitioners and supplicants through use of the Enhancement spell, many are the mortals who willing trade their souls for salvation, immortality or power and wealth.

The Enhancement Spell: This spell is presented here in this book from The Ultimate Powers Cyclopedia, it is one that a player character would not normally obtain for his own use. This powerful enchantment is used by the Judge to create magically enhanced characters-Altered Humans of magical origin. The Judge can use this spell to create player characters as well as NPCs. To create a character, roll percentile dice on the Magical Enhancements Table for the type of enchantment, then again on the Special Conditions Table for special conditions of the enchantment.

Read and note any descriptions below the Tables. If the character is granted a power, go to Table 5.0 to determine the power's "school", then to Table 6.0 and treat the power as personal energy. If no powers have been granted, determine the enhanced abilities, then go to Talents.

Roll	Enhancement
01-10	Raises 1 select ability by 1 rank.
11-25	Raises 2 select abilities by 1 rank each.
26-40	Raises 2 random abilities by 2 ranks each
41-60	Raises 2 random abilities by 2 ranks each and grants one magical power.
61-75	Raises 2 select abilities by 2 ranks each.
76-90	Raises three random abilities by 2 ranks each.
91-95	Raises 3 select abilities by 2 ranks each.
96-98	Raises 3 random abilities by 2 ranks each and grants one magical power.
99-00	Raises 3 select abilities by 2 ranks each and grants one magical power.

*Abilities have an upper limit of Amazing: any enhancement above Amazing is ignored. Raising a select ability indicates that the player can choose the ability he wants raised. The ability is then increased. Raising a random ability indicates that the referee

should roll a die randomly for the ability that will be increased: 1 or 2 = FIGHTING, 3 or 4 = AGILITY, 5 or 6 = STRENGTH, 7 or 8 = ENDURANCE, 9 = REASON or INTUITION (player's choice), and 10 = PSYCHE. It is then increased. Granting a magical power indicates that the

character has been imbued with one magical power that uses personal energies (roll on the list of personal spells).

Special Enhancement Condition

Dice Roll	Special Conditions
01-60	No special conditions, abilities and/or powers are permanently imbued.
61-70	Abilities and powers are only effective during certain times.
71-80	Abilities and powers require self sacrifices to maintain.
81-90	Abilities and powers require a keyword or gesture to activate.
91-00	Abilities and powers require a condition laid down by Judge to maintain.

No special conditions indicate that the character's enhancement is constant and permanent. Effective during certain time periods indicates that the powers only work during night, do not work for more than 8 hours at a stretch, or whatever period the Judge decides. Requires self sacrifices to maintain indicates that something must be given up by the character to keep his magical enhancements.

Possibilities include sacrificing wealth (character must not exceed a Resource rank of Poor), his personal life (no secret identity allowed), friends (character is thought of as a rogue or questionable hero, at best), and so on. The Judge makes the final decision). Keyword or gestures indicates the character can only increase his abilities and/or gain his power when he performs a certain gesture or says a keyword, such as "By the Mists of Merlin, let the Silver Sorceress appear" or some symbol must be displayed (Judge's discretion). The character would then be magically enhanced for a set time period, say 1 day. Conditions laid down by the

Judge indicates some other requirement than those listed beforehand must exist for the character to become enhanced (Judge's discretion).





UNI-POWER

The Uni-Power is a manifestation of the Enigma Force, an extra-dimensional energy originating in the subatomic universe of the Micro-verse, wielded by the ethereal Time Travelers. The Uni-Power appears to be a floating glob of luminescent energy that appears seemingly out of nowhere to engulf an individual, conferring upon him or her the costume, powers and knowledge of Captain Universe. The Uni-Power only manifests itself at a time of crisis, be it personal or worldwide, and withdraws when the crisis has abated. How it chooses the individual who gets full possession of the Uni-Power is not yet known. The Uni-Power does not remain unmanifested for very long. It transfers from one person to another across the face of the world with no perceptible time lapse in between. At all times, somewhere on Earth there is a Captain Universe (once, a pair of twins were Captain Universes Simultaneously.) The Uni-Power can be manipulated by each Captain Universe in a variety of ways, dependent upon each recipients strength and imagination. Standard powers granted by the Uni-Power are:

- *Power Creation*: Shift Z (500) rank.
- *Alter Ego*: Each person is instantly transformed into a cross between the basic Captain Universe shape and his or her normal appearance.
- *Elemental Conversion*: Unearthly (100) rank.
- *Healing*: Unearthly (100) rank.
- *Hyper-Strength*: The recipient's original strength is increased x50 fold.
- *Hypnotism*: Remarkable (30) rank.
- *Molding*: Unearthly (100) rank.
- *Molecular Conversion*: Unearthly (100) rank.
- *Kinetic Bolt*: Unearthly (100) rank.
- *Penetration Vision*: Unearthly (100) rank.
- *Plasma Generation*: Unearthly (100) rank.
- *Regeneration*: Unearthly (100) rank.
- *Telescopic Vision*: Unearthly (100) rank.
- *True Flight*: Remarkable (30) rank.
- *True Sight*: Unearthly (100) rank.

PHOENIX FORCE

The Phoenix Force is one of the oldest known cosmic entities, representing life that has yet to be born. The Phoenix Force is an immortal, indestructible, and mutable manifestation of the prime universal force of life. Born of the void between states of being, the Phoenix Force is a child of the universe. It is the nexus of all psionic energies which does, has and ever will exist in all realities of the Omniverse, the Guardian of Creation, and a de-facto guardian of the M'krann crystal. The Phoenix is among one of the most feared entities in the entire universe, having the power to cut

and regrow any part of the universe, as well as destroy it entirely, which is part of the Phoenix's purpose. "The judgment of the Phoenix" to burn away "what does not work" is what has become stagnant instead of evolving. The host of the Phoenix Force has demonstrated a plethora of powers, including:

- *Omnipotence*: The Phoenix Force is nigh omnipotent, granting it's host unknown knowledge, however, this knowledge is often limited as it fits the Phoenix's current mission/goal.
- *Karmic Tap*: The Phoenix force can tap into future life forces that have not been born yet to increase the rank of it's abilities by 1 for every 2 points of Karma. However, by doing so results in future life forms that will not be born.
- *Concussive Force Bolts*: The Phoenix may unleash Force Bolts of up to Shift X (150) Force damage, powerful enough to sunder planets in twain.
- *Gateway*: The Phoenix Force has a CI 3000 ability to collapse into a black hole upon itself and emerge at its destination in another space or time.
- *Energy Absorption*: The Phoenix Force can absorb, manipulate and fully control any type of energy directed at it's being/host with CI 1000 ability.
- *Life-Force Control*: The Phoenix Force has a CI 1000 ability to take the life force from any being, rendering it dead and bestow that life upon any other being.
- *Psionic Nexus*: At the center of all psionic energies, the Phoenix Force host attains nearly limitless powers of Telepathy, Telekinesis and empathy with CI 1000 ability.
- *Matter Transmutation*: The Phoenix Force has a CI 1000 ability to transmute any substance to another (i.e. wood to gold)
- *Teleportation*: The Phoenix can teleport across space and time with CI 1000 ability.
- *Disintegrate*: The Phoenix Force can disintegrate a near infinite amount of molecules per second with CI 1000 ability.
- *Resurrection*: The Phoenix Force can raise any individual it wishes from the dead with CI 1000 ability if it so wishes.
- *Immortality*: The Phoenix Force is immortal and possesses a CI 5000 resistance versus toxins and disease.
- *Pyrokinesis*: The Phoenix Force can create flames and superheated plasma with CI 1000 ability, even within the vacuum of space.
- *Temporal Manipulation*: The Phoenix Force can manipulate past, present and future with CI 1000 ability and it gains a rudimentary knowledge of what changes it's actions will have.
- *Atmokinesis*: The Phoenix Force has a CI 1000 ability to create and control cosmic weather patterns, producing any type of weather it desires.

POWER COSMIC

Galactus is the sole survivor of the sixth incarnation of the Multiverse. Originally Galactus was a humanoid named Galan born in the previous incarnation of Earth-616 on the planet Taa, a paradise like world whose civilization was said to have been the most advanced of any of the known universe at that time. However, the sixth infinity and all of its universes where in the final stages of collapse due to the multiverse renewal cycle.

Galan would absorb enough energy from the collapsed universes to go on and become the immortal being known as Galactus. Galactus must feed upon the energies of entire planets to continue his existence and maintain his power. To this end, he often takes on heralds and enhances them with a portion of his might known as the Power Cosmic. Such individuals receiving this gift from Galactus often receive the following changes to their Abilities and Powers:

- *F* Remarkable (30)/Unearthly (100)
- *A* Amazing (50)/Unearthly (100)
- *S* Amazing (50)/Unearthly (100)
- *E* Unearthly (100)
- *R* Good (10) (Typical, may be higher)
- *I* Amazing (50) (Typical, may be higher)
- *P* Amazing (50) (Typical, may be higher)
- *Health*: 230/400
- *Karma*: 110
- *Resources*: Generally, Excellent (20) or better.
- *Popularity*: -20 at a minimum, often much worse.
- *Immortality*: All Heralds are permanently freed from the ravages of time and barring death from outside agency can survive indefinitely; all heralds gain a CI 100 resistance versus toxins, diseases and aging.
- *Life Support*: All heralds enjoy CI 1000 rank protection from environmental extremes, allowing them to survive in the extremes of space. They no longer require food, water or air, in order to survive although many require occasion to sleep and dream. Depending on their physical form they may still eat or drink for the pleasure of it.
- *True Flight*: All heralds have some means of flight at a minimum of CI 1000 speeds in space, whether under their own power or through an item such as the Silver Surfer's surfboard or Terrax's rock, with the most powerful capable of CI 5000 speeds. Depending on their moral issues some generally fly no faster than Shift Z (500) in a planet's atmosphere to limit environmental damages, although some simply do not care.
- *Gateway*: All heralds may enter into hyperspace while flying at peak speed, at a minimum of Unearthly ability, to quickly reach anywhere in the universe.
- *Life Detection*: Minimum Unearthly (100) rank, maximum CI 5000 rank, to detect planets capable of

providing Galactus with the unique life energies which he needs to sustain himself.

- *True Invulnerability*: All heralds are extremely durable, possessing either Body Armor or True Invulnerability at a minimum of Amazing (50) rank and as high as Unearthly (100) for the most powerful.
- *Telepathy*: All heralds have limited telepathic ability, in order to communicate in situations where speech is impossible, such as the vacuum of space, and helps speed learning new languages they encounter.
- *Power Cosmic*: All heralds generally have this power at a Monstrous (75) ability minimum, and often Unearthly (100) rank, allowing them to manipulate vast amounts of cosmic energy for a variety of effects at line of sight range.
- *Other Powers*: For those who start with some kind of other power, besides a normally non powered individual, will generally see that power raised to a minimum of Unearthly (100) rank ability and often Shift X (150) or higher.
- *Unique Weapon*: Many heralds have been granted a unique weapon often tied to their past or subconscious desires that can be used to channel their powers through or enhance them to some degree.

Notes: These are general minimum/maximus for a herald of Galactus.



SYMBIOTES

Symbiotes are aliens from the depths of space that have been appearing on Earth for some time now. These aliens bond with a human host and set up a parasitic symbiotic relationship with them. These aliens are almost always malignant in nature, however in one case, at least one of them was reported as being benevolent. The symbiotic relationship with it's host produces a super powered being with the following abilities:

- +2 CS to Strength or Amazing (50) Strength, whichever is less, unless the host strength is higher, in which case, use the host's strength.
- +1 CS to the host's Endurance ability while in his new form, not to exceed Amazing (50) ability unless the host Endurance ability is higher, in which case, use the host's base Endurance.
- Webbing: Amazing (50) strength webbing which sticks to materials with Incredible (40) prehensile intensity. The webbing dissolves after one hour.
- Wall-Crawling: The symbiote allows it's host to wall crawl with Amazing (50) ability.
- Fangs and Claws: The symbiote may cause the host to produce fangs or claws of Amazing (50) material strength capable of inflicting up to Strength in Edged Attack damage or Amazing (50) strength whichever is less.
- Body Resistance: The symbiote can provide to it's host a GD (10) protection against Blunt damage.
- Camouflage: The symbiote can change it's appearance to blend in with its surroundings with Incredible (40) ability or alter it's host's clothing appearances at will. This provides up to a +2 CS on blindsiding attempts.
- Spider Sense Immunity: The symbiotes can negate Spider-Man's spider sense ability inflicting a -2 CS on Spider-Man's dodge and evade attempts.
- The Symbiote takes an additional +2 CS fire damage from fire attacks.
- The Symbiote receives an additional +1 CS damage from all sonic attacks.
- The symbiote itself has 30 health and can be attacked at a -3 CS to the roll. The symbiote can regenerate 3 points of health every round that it is not in combat or taking damage.



MISCELLANEOUS

BETA CLOTH

Beta Cloth is a dark flat black micro-fiber material which is often used to create super hero suits or law enforcement uniforms. The Beta Cloth is flame retardant and offers Typical (6) protection versus physical damage and Good (10) Fire Resistance.

Material Strength: Good (10)

Tech Rank: Excellent (20)

UNSTABLE MOLECULES

A synthetic material created/discovered by the famous scientist Reed Richards, which can be altered easily and adapt to a certain environment, allowing them to be incredibly resilient against drastic changes in heat, cold, pressure, density, dirt, etc. making them ideal for use as super hero costumes.

Unstable Molecules are a configuration of unknown atomic nuclei and electrons, which is responsive to certain energized matter around it. Used in the making of clothing for the Fantastic Four and certain other superhuman beings, unstable molecular cloth mimics it's wearers physical properties, it can turn invisible like The Invisible Woman, allowing it to stretch like Mr. Fantastic, and burst into flame without burning like the Human Torch.

The costumes made of third generation Unstable Molecules were designed with default patterns which could be modified by concentrating. For example, Spider-Man was able to change his costumes coloring and markings, allowing him to modify his Future Foundation outfit, or to switch between it and his regular outfit.

The Unstable Molecules can also be altered to create a unhackable and indestructible data storage unit, such as the Omega Drive.

Tech Rank: Amazing (50)



POWER BROKER'S AUGMENTATION PROCESS

The process of developing super powered agents and soldiers has been around since World War Two, but most experiments of this type have ended in disaster. The Power Broker's process is the most recent and successful of these processes. Dr. Karl Malus was used to develop the process. Funded by grants by secret illegal operations within the U.S. Government and by outside funding from groups such as the Unlimited Class Wrestling Federation, Malus made several prototypes of his equipment before arriving at his present designs.

The Augmentation Process modifies the target's Strength, Agility and Endurance, increasing each to enhanced levels according to the subject's metabolism. Given normal human test subjects, the success rate is 50%; failure indicates disaster. Using the Augmentation results table, roll separately for each ability. Such enhancements will always have the minimum values listed, and never be greater than the maximum listed rank. If using the Advanced Set the new value will always be the lowest possible value for that rank.

Health is adjusted to the new levels. Failure for normal humans is on a roll of 01-50 on d100. Failure usually results in a gross mutation of the subject's body, and the reduction of abilities as follows:

- Psyche is lowered by as many ranks as Strength is increased.
- Intuition is decreased by as many ranks as Agility is increased.
- Reason is reduced by the number of ranks that Endurance is increased.

Reduction of any ability down to Feeble (2) leaves the subject a mindless brute. Player character's become NPC's controlled by the Judge. Dr. Malus disposed of his failures by putting them into the sewers beneath Los Angeles. A large number of them still live there, though some were rescued by the Shroud and his criminal Night Shift.

There may be literally hundreds of augmented individuals at present in the world at present, and as many failures in the sewers beneath Los Angeles. Mutated Humans (including those already mutated by the augmentation process) have a 01-70% chance of failure. Mutants have a 01-60% chance of failure and most aliens suffer a 100% chance of failure to undergo the augmentation process.

Dice Roll	Effect	Minimum Rank	Maximum Rank
01-50	+1 CS	Good	Remarkable
51-70	+2 CS	Excellent	Incredible
71-99	+3 CS	Remarkable	Amazing
00	+4 CS	Incredible	Monstrous

SPIRAL'S BODY SHOP

The mutant known as Spiral runs a mobile cybernetics laboratory where she often modifies humans who can afford the cost of the procedure, often a Resource FEAT roll of Incredible (40) rank for each implant. Spiral can reproduce any power that is possible through cybernetic implants. These abilities normally have a maximum cap of Incredible (40) ability. The mutant hunting band known as the Reavers are results of Spiral's Body Shop. These individuals are usually horrific combinations of man and machine. Common powers granted to individuals are:

- Blending
- Body Alterations/Offensive
- Body Alterations/Defensive
- Body Armor (Artificial)
- Claws
- Climbing
- Electronic Counter Measures
- Energy Touch
- Enhanced Reflexes
- Extra Attacks
- Force Bolts
- Force Fields versus Physical and Energy
- Gliding
- Hyper Endurance
- Life Detection
- Life Support
- Microscopic Vision
- Mutant Detection
- Natural Weaponry
- Projectiles
- Radar Sense
- Rocket
- Sonar
- Strength Boost
- Thermal Vision
- UV Vision
- Water Breathing

The Subject should roll on the table below to determine the power ranks for his cybernetic implants.

Dice Roll	Power Rank
01-50	Good (10)
51-75	Excellent (20)
76-90	Remarkable (30)
91-00	Incredible (40)

Spiral's Mobile lab should be considered to have a Tech Rank of Incredible (40) ability for repairs or other necessary FEAT rolls or implants.

WEAPON X

The Weapon X program was born out of a joint agreement between the C.I.A. of the United States and the Canadian Government. It produced a high number of agents, including the C.I.A.'s Team X, and the Canadian Department K, before the subject known as Weapon X escaped from the Weapon X facility. After that accident, Weapon Plus director John Sublime ordered Professor Thornton to shut down the Weapon X program once and forever.

Thornton refused however, breaking off the ties of the Weapon X program from the Weapon Plus program. To prevent subsidiary programs from going rogue, Weapon Plus directly oversaw the creation of the last living weapons operating in the clandestine facilities of the world, employing Bolivar Trask's sentinel technology. Throughout the decades Weapon X has used ever increasing extreme methods to create its super soldiers. Weapon X employed genetic alteration, brainwashing, and memory implants. The latest creations were bred specifically to become mutant hunting weapons much deadlier than Sentinels. Below are typical effects of a subject enduring the Weapon X program:

Ability Increases:

- +3 CS to Fighting (Maximum rank of Amazing (50))
- +2 CS to Agility (Maximum rank of Amazing (50))
- +3 CS to Strength (Maximum rank of Incredible (40))
- +3 CS to Endurance (Maximum rank of Incredible (40))
- +4 ranks to Intuition (Maximum rank of Monstrous (75))

Standard Features/Powers:

- Enhanced Senses and/or Tracking (01-50 Enhanced Senses, 51-96 Tracking, 97-00 Both)
- Regeneration/Recovery
- Resistance to Toxins and Disease (01-50 Toxins, 51-96 Disease, 97-00 Both)
- Natural Weaponry or Cybernetic Retractable Claws (choose)
- Berserker
- Brainwashing and/or Memory Implants (01-50 Brainwashing, 51-96 Memory Implants, 97-00 Both)

Due to the intense pain of the procedure, a subject must surpass an Endurance FEAT roll and a Psyche FEAT roll both at Amazing (50) intensity or have their Reason and Psyche scores reduced to Feeble (2) and become mad berserker killing machines.

The Weapon X facilities have a Tech rank of Unearthly (100).





COSMIC CUBES

The Cosmic Cube is an item that can control matter and energy, answering to the will of the sentient being that uses them. They require practice to be used properly, but a skillful user can alter all reality to answer to it's thoughts, granting anything they desire. Most Cosmic Cubes are cube shaped matrixes. However, similar objects with different shapes are known as Cosmic Containment Units.

Sentient beings wanting to create a cosmic cube must generate a force field to open a rift to another dimension inhabited by the Beyonders, allowing the extra-dimensional energy to filter through the rift. When entering the Earth's dimension, the energy can be held in a matrix, and the force itself would shape the matrix into a perfect cube. It would also provide the cube with it's unlimited power.

The Cosmic Cube's primary power is "wish granting" or rather an extreme level of reality warping. Originally though to be powerful enough to effect reality on a multi-versal scale; it turned out that most of it's effects were probably illusionary in nature. However, Doctor Doom still believes the conquest of a universe is still possible with one Cosmic Cube. In fact, Thanos with the power of a Cosmic Cube even became one with the Universe and managed to defeat the entity Kronos. A Cosmic Cube's power has been shown to be able to nullify the power of multiple cosmic beings simultaneously, including the Stranger, Elders of the Universe and In-Betweeners.

Reed Richards even nullified Dr. Doom when he possessed the power of Galactus and proved able to restore Galactus to

full power. The Cosmic Cube cannot effect souls, and because of the Beyonder's inability to affect time, we can presume even the Cube cannot affect time as the Cube possesses only a fraction of the Beyonder's universe's power. The Cosmic Cube is also weaker in scope than the Infinity Gauntlet, which was truly multi-versal before being ret-conned to a universal level.

A cube will eventually develop it's own intelligence, commonly influenced by the beings who had manipulated it. Mephisto has postulated that the Cubes are host to a semi-sentient will and that, even in cube form, they can choose how they want to be used and to deny certain wishes. Mephisto also proposed that a billion sentient universally linked wills could overcome this problem and that the Cubes could potentially be just as powerful as the Infinity Gems.

Other types of Cosmic Cubes can be created by other means but are extremely less powerful. A Cosmic Cube provides a user with Class 3000 Reality Manipulation. The Magus proposed that long term direct use of a Cosmic Cube would cause the user to go insane due to proximity to the unique radiations which emanate from Cubes.

Tech Rank: Class 3000

INFINITY GEMS

According to various sources, namely Thanos of Titan (quoting from the Infinity Well), the six Infinity Gems (also referred to as Infinity Stones) originally, were one, a singular being that was alone in all of creation. The one being was all powerful, since all that was, was it. This being grew tired of it's lonely existence, and destroyed itself. From the ashes of this ending, the multi-verse came into being, and soon after, so did the Infinity Gems. The core of this beings might reincarnated, the Infinity Gems could hold sway over reality itself, if used properly.

Each of the Gems, in other words, holds power over one aspect of existence. Used individually, an Infinity Gem can make it's wielder vastly powerful, but used in tandem, the gems make their wielder all powerful, if he understands how to do so.

Though the Infinity Gems can do great things, their wielders most often cannot, primarily because the gems themselves are possessed of a frightening intellect. The gems pick and choose who will wield them, and can prevent those of weak prospects from doing so. If someone wants to wield an Infinity Gem (or, all of them) and the gem resists the would be controller must pass a Psyche FEAT of intensity equal to the Psyche rank of the gem. Once this FEAT is made, the gem's owner may use it's power at will. Since the gems are formerly of one omnipotent mind the gems have Monstrous (75) ranked Reason, Intuition and Psyche abilities; it makes them dangerously smart, but still controllable by powerful character's, even if the gem wishes

otherwise. Additionally, each of the gems has a unique personality, one that ought to be fleshed out by the game Judge; for example, the soul gem is known to have quite a malignant mind set. However, the other gems aren't necessarily as dark. They're probably quite manipulative though...

Once he's gained the use of an Infinity Gem (whether by the gem's choice, what can the would be wielder do with it? Again, this depends on the gem. The gem may reveal all of it's abilities to the wielder, or only some of them (or maybe even none.)) If the wielder knows that the gem is capable of certain things, he may try to force these powers into the open (using the psychic arm wrestle detailed above), or convince it to do so by helping it achieve it's own ends (whatever they may be).

The power of each Infinity Gem, by definition, is infinite. However, the character using the gems powers may be limited to his Psyche rank in determining the intensity of those powers that he has access to. This represents the safe level of power that the character can access through the Infinity Gems. Should a character need to utilize more, he can do so by passing a Red Psyche FEAT roll, boosting the level of the power he can access by +1 CS. The character must make this roll each time he intends to enhance the level of the power he is using. Failing this roll however, may be disastrous.

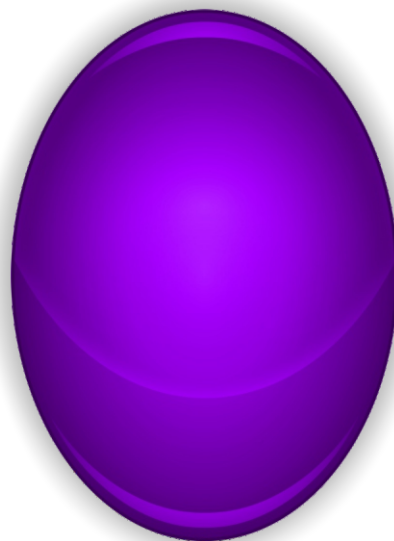
A character can lose control of an Infinity Gem under two circumstances. He may try to use too much power at one time, failing a Red Psyche FEAT to use the gem at +1 CS, or he may try to use even more power than this. Or the gem may rebel against him if it is being used against it's wishes.

In the case of using too much power, the gem may simply fail to operate. This is usually the case when the character and the gem have a harmonious relationship. If this isn't the case, the power being used may explode out of control, in the worst possible way. If the Infinity Gem rebels, it may do so because it has been forced to do the character's bidding, waiting for just the right time to strike. If the gem is working with the character willingly, but he begins to act counter to the gem's wishes, it may simply "malfunction" for a bit.

In either event, the character cannot use the gem until he regains control of it's abilities again. If the gem is working with the character of it's own will, it will usually just let the character back in charge. Otherwise the character will have to regain control through another Psyche FEAT.

The Space Gem

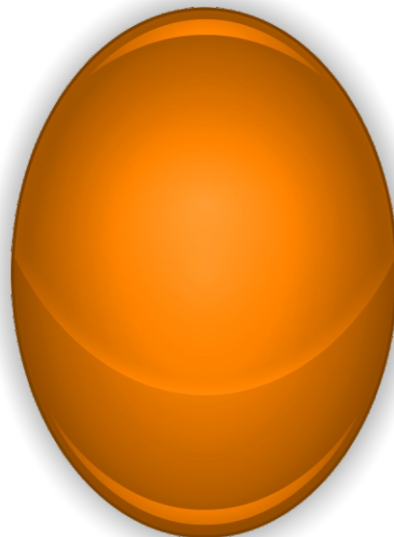
The Space Gem was unknown as such until it came into possession of the runner, another Elder of the Universe. He received the gem after Galactus' battle with the In-Betweener, and kept it until Thanos took it away from him, thanks to the Time Gem. After the Infinity Gauntlet affair, the Gem went to Pip the Troll who alternately stored it between




his toes, and down his underwear. He kept it for quite some time after that... This gem wields power of the fabric of space itself. The Gem possesses the following powers:

- Teleportation
- Teleport Others
- Space Warping
- Distortion Field
- Dimensional Travel
- Hyper Speed

The Time Gem



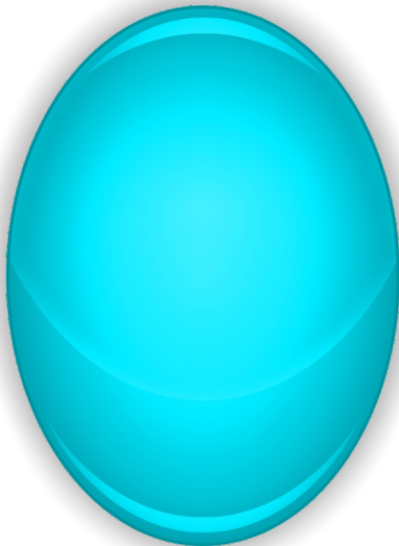
The Gardener was the first known being to use the Time Gem. He had it for several thousand years, until a chance encounter with the Stranger prompted him to discard the gem. Using it in battle made him feel all dirty inside... The gem wandered into mysterious hands for a little while, until all six were recovered by the Elders of the Universe to kill



Galactus. After the In-Betweener lost to Galactus, the Time Gem returned to the Gardener's hands, and Thanos arrived to take it back from him. Thanos used the gem on the Gardener, killing him with the microscopic plant life in his body. After the Infinity Gauntlet incident, the Time Gem passed to Gamora who has slowly learned to use its many talents. The Time Gem possesses the following abilities:

- Time Travel
- Temporal Window
- Age Shifting
- Suspended Animation
- Parallel Travel
- Longevity

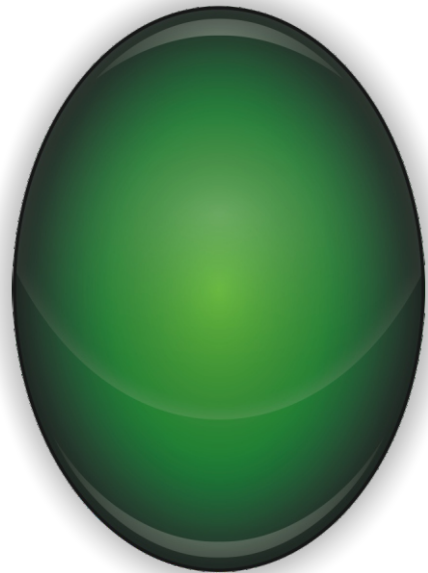
The Mind Gem



The first known user of the Mind Gem was the Kree Supreme Intelligence. He claimed a Kree patrol found the trinket and used it to absorb the soul of the Silver Surfer. When he absorbed the Surfer's soul the Supreme Intelligence ended up having to battle the Silver Surfer within his own mind. The Surfer took it from the Supreme Intelligence driving it mad for a time. Eventually, the Mind Gem fell into the hands of Thanos of Titan. The Mind Gem provides to its bearer the following abilities:

- Telepathy
- Telelocation
- Mind Probe
- Sensory Link
- Mind Control
- Mind Blast
- Telekinesis

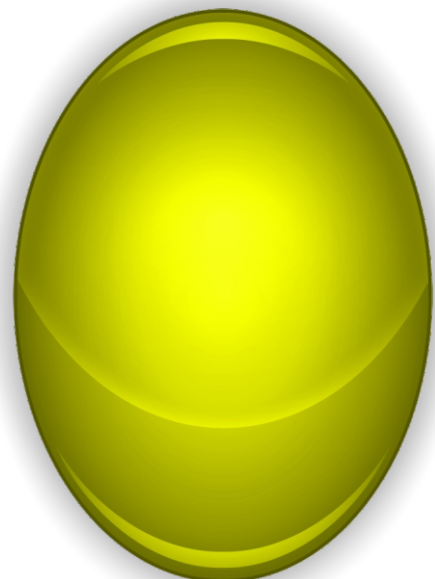
The Soul Gem




The Soul Gem was given to the artificial being known as Adam Warlock. Adam carried and made good use of this gem for many years until the day Thanos killed him and took the gem for his own dark purposes. The Soul Gem provides its user with the following abilities:

- Karmic Blast
- Spirit Sense
- Internal Limbo
- Soul Absorption
- De-Evolution
- Linguistics

The Reality Gem

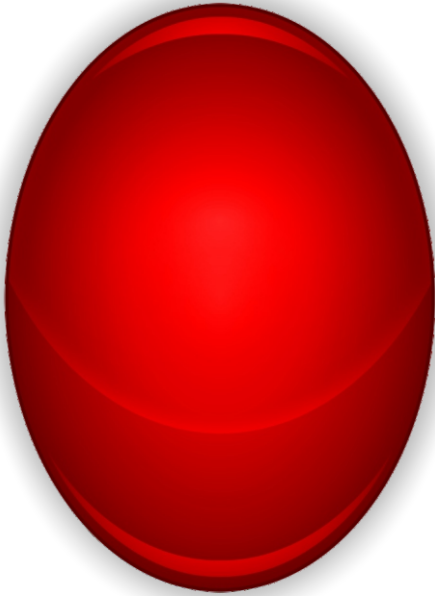




The Reality Gem was held by the Collector who never ascertained its true identity, until Thanos appeared and traded him the infant form of the Runner for the Infinity Gem. The Reality Gem provides the following powers to its bearer:

- Reality Manipulation

The Power Gem

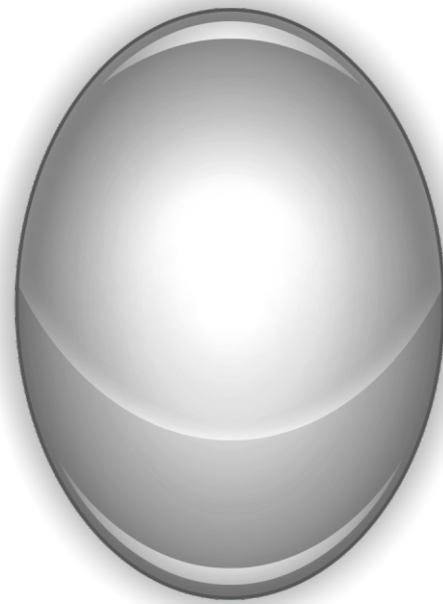


This gem is a source of power truly infinite in scope. The Power Gem has the ability to draw power from the totality of existence itself, and is the exception to the rules of how the other Infinity Gems work. Probable powers of the Power Gem include:

- Energy Generation
- Energy Manipulation
- Energy Sponge
- Transduction
- Regeneration
- Power Enhancement

The Ego Gem

The unknown seventh Infinity Gem – holds the willpower and mind of the original infinite being known as Nemesis. Nemesis is a Beyond level entity who has gone mad, reuniting the gems with the seventh Infinity Gem causes the bearer to become Nemesis, a powerful mad entity who would willingly destroy the universe. The Seventh Infinity Gem is virtually unknown to the inhabitants of the Universe



having only appeared during the Black September event when the Ultraverse merged with the 616-Marvel Universe and has not been seen since.

The Infinity Gauntlet



When brought together, the Infinity Gems can be used in concert, allowing their wielder power over all. However, the wielder of the gems must know that he is capable of doing so, otherwise the gems will work independently of one another. For instance, the first time Thanos collected all of the Infinity Gems, he simply used them as a source of raw

power. The same occurred when he who is known as the In-Between-er nabbed all six gems, as he too was unaware of the gems true nature. However, after Thanos figured out the gem's dark secret, he became truly dangerous, as he had the fate of the universe in his hands. Of course, since the Infinity Gauntlet/War/Crusade debacle, many folks know of the gem's true power, and can now attempt to use them in concert.

That is of course unless you consider the edict of the Living Tribunal, who declared the Infinity Gems may never again be used as one. A tricky character may find a means of avoiding this rule.

When combined all six infinity gems hold sway over all, as they can be used to do anything. If the holder of the Infinity Gauntlet does not understand it's true nature, he can operate the gems as if using them by themselves. If the character knows the truth about the gems, he may use them as one. The first round a character does so, his use of the gauntlet should be limited to his Reason, Intuition or Psyche rank (whichever is higher), representing the character's limited understanding of infinity.

As he practices using the gauntlet, this rank will increase steadily until the wielder can do anything and everything which he desires. By making a Red Reason FEAT roll, the character can gain a greater understanding of the gauntlet and raise his effective power rank by +1 CS. This process will continue until the character reaches Beyond level rank with the Infinity Gauntlet. At this point his is omniscient and omnipotent and is in effect, undefeatable. Only blatant stupidity on the part of the gauntlet user can cause him to lose it.

If someone does not have all six gems but an incomplete gauntlet he may still use them in concert provided the character knows that he can, of course. For each additional gem a body holds, the effective rank of usage for each gems effects increases +1 CS for that person. Furthermore, the effects of each gem can overlap. A person can use this to his advantage, combining the influence of the gems to control more of existence than before. The possibilities are near endless, but not as great as one who has all six gems...



VIRUSES



LYCANTHROPY

Like many supernatural races that exist on Earth, the true origins of werewolves are shrouded in mystery. Further there are many other species which have similar characteristics. While traditionally, werewolves appear to have a mystical background, their origins are tied to the Wolf Demon, the Wolf Gods, and the Wolf Men, a race of lupine humanoids who existed circa 18,000 BC.

One account suggests lycanthropy was a gift handed down by the Elder Gods. There are passages in the Book of Darkhold that contain information regarding a werewolf curse which suggests there may be some connection between werewolves and Cthon.

By the Hyborian Age, the werewolves were already a subject of fear among humanity. There appears to be two methods of turning a human being into a werewolf, one being mystical and the other through mutation by scientific means. While mystical werewolves have specific weaknesses and their transformation between human and werewolf form are governed by specific environmental factors, scientifically created werewolves have abilities and weaknesses that vary.

Typically werewolves have enhanced strength, can transform between human form and werewolf form and various stages of mid transformation. In their lupine forms they have enhanced senses, speed and agility. Most

mystically created werewolf's transformations are controlled by the lunar phases of the moon. The phases of the moon also reflect how much of their human minds remain intact during their transformations. Typically, mystically created werewolves are immune to most conventional forms of physical harm and have enhanced healing abilities. Artificially made werewolves have various strengths and weaknesses that depend on varying factors and should be worked out by the Judge. Transforming into a mystical werewolf grants the following abilities and powers upon the character in question:

- +3 CS to Fighting (Maximum of Incredible (40))
- +2 CS to Agility (Maximum of Remarkable (30))
- +3 CS to Strength (Maximum of Remarkable (30))
- +3 CS to Endurance (Maximum of Amazing (50))
- +5 CS to Intuition (Maximum of Monstrous (75))
- Claws and Fangs of Good (10) material capable of inflicting up to Remarkable (30) Hack and Slash damage
- Infravision of Excellent (20) ability
- Extraordinary Senses of Amazing (50) ability allowing tracking
- Running up to 2 areas per round
- Leaping
- Amazing (50) resistance to physical damage
- Weakness to silver, a Yellow Endurance FEAT roll is required to survive damage from silver weapons

TECHNO-ORGANIC VIRUS



The Techno-Organic Virus converts living material into technology, ultimately consuming it's host. The converted life continues to live and function but is driven by a desire to spread to other life forms. The virus has no known antidote, although it can be held in check by telekinesis and other powers. The Techno-Organice Virus also has the ability to reanimate dead life. The exact origin of the Techno-Organic Virus is unclear

Apocalypse was introduced to the virus by from a young Nathan Summers, calling himself the traveler. In a battle between Traveler and Apocalypse, they were both cut and Ozymandias, Apocalypse's servant, had Apocalypse's body returned to the Celestial Ship, that Apocalypse, at that time could not understand or communicate with.

With traveler's blood mixed with the Techno-Organic Virus and his own, Apocalypse was healed in a chamber of the

ship and, infected with the virus, could then understand the ship. Years later, Apocalypse used the virus to infect Nathan Christopher Charles Summers as an infant, leading to his transport to the future and his growing up to be Cable. It was possible that Apocalypse used this knowledge of past/future events to infect infant Nathan Summers so that he himself would become Apocalypse in the past.

A being infected with the Techno-Organic Virus, also known as the "Transmode Virus" receives the following abilities:

- **Power Conversion:** The being in question may infect another with the Techno-Organic Virus with Monstrous (75) ability. They may then drain the targets life away healing themselves and leaving behind a lifeless crystalline husk. Doing so costs the character all of their remaining Karma.
- **Shapechanging:** The character may now shapechange into any technological device or vehicle and may move through space with Class 1000 speeds.
- **Life Support:** Monstrous (75) ability to withstand hostile environments.

A being must make a Endurance FEAT roll versus the Monstrous (75) intensity attack of the Techno-Organic virus to avoid contracting it. The virus will eventually devour the subject unless they feed on other converted substances for sustenance.





- Animal Transformation into a bat or wolf form
- Animal Communication
- Blending
- Body Transformation in to mist
- Hypnotism
- Heightened Senses
- Lightning Speed of Typical (6) rank
- Night Vision
- Fangs which inflict Good (10) damage
- Regeneration
- Vampires must drink blood to survive or as per the Bio Vampire Power
- Sunlight will instantly destroy a vampire
- Holy Symbols and Garlic will repel the vampire
- Stakes through the heart will permanently destroy a vampire
- Vampires cannot cross running fresh water



VAMPIRISM

A Vampire is a human being who has died and been resurrected by certain supernatural means and been endowed with certain supernatural abilities and limitations, most notably a need to drink blood in order to sustain his or her existence. Vampires are called the undead in as much as, even when active, they are not truly alive in the same sense that ordinary human beings are; indeed they can be described as being technically dead. Becoming one of the undead modifies a character with the following abilities and limitations:

- Strength and Endurance gain a +1 CS to a maximum of Amazing (50)
- Agility and Psyche receive a +1 CS to a maximum of Remarkable (30)
- Immortality

