

ABERRANT COMPANION

05/02/2002

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MEGA-ATTRIBUTE ENHANCEMENTS

Mega-Strength

ANCHOR

The nova with this Mega-strength enhancement can create a bond with the ground or other surface he is standing on, making it almost impossible to move him from the spot. In order to push, pull, lift or knock down the nova an attacker must win a resisted Might roll first.

System: To use the enhancement the nova simply spends a quantum point. The nova can still move around as usual, the enhancement doesn't impair his movement at all. Please note that Anchor doesn't allow the nova to cling to walls or other surfaces. Use the appropriate body modification for those purposes.

By: Fredrik Svanberg

BLOCK

Normally, characters cannot make a Block roll against lethal melee attacks, unless they possess some form of protection like Armor or Force Field.¹ A nova with the Block enhancement needs no such protection, since his limbs are so heavily muscled and his bones dense enough to allow such feats to be possible.

System: The nova spends a Quantum point, and is then able to make Block rolls against lethal melee attacks.¹ He gains three automatic successes to Block against any type of melee attack, although this enhancement does nothing to reduce the damage that may get through anyway.¹ This enhancement stays active for one scene.

Created/Used by: Scott Kearney

Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

BREAK

Novas are tremendously strong, and are capable of smashing, bending, or otherwise destroying things with ease.¹ Novas with the Break enhancement make this even easier.¹ Punching through steel plated brick walls is a cakewalk for a nova with this enhancement.

System: For each Quantum point that the nova spends, he can double the amount of automatic successes his Mega-Strength gives him when making Might rolls to physically rip, bend, tear, crumble, smash, or destroy items.¹ No bonus to damage when punching or kicking opponents is gained by using this enhancement.¹ Break is only effective for a single "feat of strength."

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Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

FEROCITY

Sometimes a straightforward, needlessly aggressive attack is what is needed to catch an opponent off guard and take him out of the fight.¹ That's exactly what a nova with Ferocity can do.¹ By overwhelming his opponent with sheer brutality, he can swiftly strike his opponent before he even knew what hit him.

System: Ferocity does for Brawl what Accuracy does for Martial Arts.¹ The nova spends a Quantum point and builds up his rage for a turn.¹ On his next, single Brawl attack, he will have three extra dice

when attempting to punch or kick his opponent.¹ The enhancement stays active for a single attack (hit or miss).

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Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

GENTLE REBUKE

The effective reverse of the Precision enhancement, Gentle Rebuke allows the nova to channel their physical force through even the most seemingly gentle or inconsequential actions. A megastrong nova with this enhancement could crush a person with no more motion than a light caress.

System: Like the Potence power of the same name, this power allows a nova to use their strength and mega-strength on an opponent with any motion (or even without a motion). The nova must still successfully touch the opponent, and there is no bonus damage for any type of strike or accuracy, but knockback, knockdown, and extra damage from striking vital points can occur as normal. The nova can also choose to use less than full strength, either by the Precision or Love Tap enhancements, or simply by pulling his "punch".

This enhancement cannot be used with weapons or claws, but can be used in conjunction with the Crush enhancement. Bashing damage done by this attack leaves no bruises or marks. Lethal damage still leaves cuts and gashes as normal. It takes deliberate will to use this enhancement, although it may be accidentally activated on occasion as a result of an aberration or buying the enhancement tainted.

This enhancement costs one quantum per strike.

Example: Fizzbang knows that one of his friends is about to do something incredibly stupid, again. Walking out of the door with them, he rests his hand on the back of their neck and spends a quantum to activate the Gentle Rebuke enhancement. His strength is 2 and his mega-strength is one, so the damage is 4 dice + 5 automatic successes (2 strength, 2 for hitting the head, and 5 auto successes from mega-strength). Naturally, since this is his friend, he'll also be using his Precision enhancement to keep from causing any permanent harm beyond knocking them out.

By: Fred Zeleny

IRON FIST

Novas can hit hard.¹ Novas with the Iron Fist can hit even harder.¹ His hands, feet, and body have become so conditioned to striking objects that the nova does not have to worry about hurting himself when he, say, punches through a steel wall.

System: For every dot in Mega-Strength, the nova can add one automatic level of damage when punching, kicking, or otherwise physically striking an opponent or item (such as that steel wall...). He will never injure himself when hitting things, even if the opponent is protected by quantum defenses like Immolate, Spines, etc.¹ He can still be hurt by Quantum Bolts, however, as well as by another novas punches, kicks, Claws, etc.

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Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

LEVERAGE

A Nova with the Leverage enhancement practically cannot be held or restrained. No matter how one attempts to position or restrain them, the Nova has the full benefit of physical power and leverage.

System: For comparison porpoises the Nova, by spending a quantum point, is considered to be one mega-strength higher (up to a maximum of 6!!) or to gain an additional five automatic successes to break free as appropriate to the situation.

This enhancement can also be used to rip holes through walls, to force open door, or any time the storyteller decides that a task is made much more difficult or impossible because it is not possible to get good leverage.

By: Blayder

LOVE TAP

With this enhancement, the nova can use his full strength without the fear and worry of causing long term bodily harm to his opponent. From the weakest aged aunt, to the more hearty "mind controlled" side kick, the nova can let loose with both barrels knowing that only the targets ego will be bruised, but no bones will be broken.

System: The nova pays one quantum point as an automatic action at the beginning of the turn. The first target he attacks during the turn will not suffer any lethal damage if nova's attack should exceed the target's bashing health levels. The nova's quantum control over his own strength is so great, that he is able to bleed off the excess force harmlessly into the surrounding environment after rendering the target unconscious.

As a side effect, no knockback is possible on a "Love Tap" attack as the Love Tap controls all of the excess energy that would have caused the knockback momentum. However, knocking a target out while standing next to a 40-story drop could still have perilous implications for the target if the nova is not careful in his administration of the blow.

Naturally, trying to administer a "Love Tap" with melee weapon will meet with failure, unless the nova has attuned the weapon prior to using it on the target.

By: Muffinlad

MIGHTY

Novas with Mega-Strength are capable of performing feats of strength humans can only dream about.¹ A nova with the Mighty enhancement can perform feats of strength that even novas dream about.

System: A nova with the Mighty enhancement gains two automatic successes per dot of Mega-Strength when making Might rolls.¹ He has to spend a Quantum point to be able to do so, and the effect lasts for a single "feat of strength" or for one scene, whichever comes first.¹ Combined with the Lifter enhancement, the nova can reach Atlas-like proportions (well, almost). ž

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PULL

This Mega-Strength enhancement allows the nova to create a continuous kinetic wave converging from all direction to the nova in the center. One quantum point creates a wave lasting one turn. The result is a slow but steady pull directed straight towards the nova in the center.

System: Anything or anyone caught within the range - which equals Mega-Strength x 5 meters - is pulled towards the nova at a speed of Mega-Strength x 5 meters per turn. Objects on the ground are moved as if affected by a Mega-Strength one level lower than the nova's actual level, due to friction.

Living beings trying to move away from the nova against the force

of the Pull makes a resisted Might-roll. If they win they can move away one meter per success. If the nova wins they are pulled back one meter per success instead.

PUSH

This Mega-Strength enhancement allows the nova to create a continuous kinetic wave spreading in all directions like ripples on the surface of a pond. One quantum point creates a wave lasting one turn. The result is a slow but steady push directed straight away from the nova in the center.

System: Anything or anyone caught within the range - which equals Mega-Strength x 5 meters - is pushed away from the nova at a speed of Mega-Strength x 5 meters per turn. Objects on the ground are moved as if affected by a Mega-Strength one level lower than the nova's actual level, due to friction.

Living beings trying to move closer to the nova against the force of the Push makes a resisted Might-roll. If they win they can move one meter closer per success. If the nova wins they are pushed back one meter per success instead.

THROWER

This Mega-Strength enhancement allows the nova to add the automatic damage successes from mega-strength to the damage caused when throwing an object or person.

System: Normal throwing distance is multiplied by the number of automatic successes. The nova must take one turn to charge the object, and spend 1 quantum point. This enhancement doesn't improve the nova's ability to actually hit anything, and throwing objects at targets without direct line of sight should be quite difficult.

Mega-Dexterity

AMAZING GRACE

The Nova has heightened her defensive reflexes to the point where she can instinctively dodge attacks against her.

System: This effect costs one Quantum point and lasts a turn. It can be activated at anytime, provided the Nova can spend Quantum. For each dot the Nova has in Mega Dexterity, she receives a Dodge successes against any strike that she can perceive beforehand (She may not need to see the strike, but she needs to know it is coming). Additionally, she may use Amazing Grace to reduce the force of a fall, gaining extra soak dice equal to her Mega Dexterity rating for the purposes of falling damage only

By: Kane Knight

ARTFUL DODGER

Novas with any level of Mega-Dexterity are extremely fast and agile, and much more difficult to hit in combat than novas without Mega-Dexterity.¹ A nova with Artful Dodger, however, is even harder to hit.

System: The nova spends a Quantum point, and gains three automatic successes on all Dodge and Block rolls. He's so fast that it takes a great measure of skill just to hit him.¹ This enhancement is only effective for a single Dodge or Block, although it can be used multiple times in a turn.

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COORDINATION

Novas with Mega-Dexterity are extremely adept at manipulating items, tools, and other devices requiring a good deal of coordination.¹ A nova with this enhancement is even more adroit.¹ Their level of hand-eye coordination makes them excel when operating vehicles and

manipulating small items.

System: By spending a Quantum point, the nova receives three additional dice to any Drive, Legerdemain, or Pilot roll he makes. The effect lasts for a single stunt or trick.

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ENHANCED REFLEXES

Novas with Mega-Dexterity can often move so fast that others can barely keep up.¹ A nova with Enhanced Reflexes moves so fast that even other novas have a hard time keeping up with her.

System: Enhanced Reflexes does for Mega-Dexterity what Enhanced Initiative does for Mega-Wits.¹ Every time that a nova purchases this enhancement, he gains a +5 bonus to his initiative dice pool.¹ Whereas Enhanced Initiative accounts for the nova's being able to analyze, process, and react to current circumstances faster than they happen, Enhanced Reflexes accounts for the actual speed involved in those reactions.¹ These two enhancements combined make for a truly fast character.

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IT'S ALL IN THE REFLEXES

A nova with this enhancement has refined the use of his superhuman agility and reflexes to allow himself to catch projectiles out of the air. A nova with this ability can catch or deflect bullets, snatch arrows from mid-flight, and in extreme cases even intercept objects like cruise missiles and railgun rounds.

System: To use this enhancement the nova spends 1 Quantum Point and rolls his Dexterity+Awareness as a defensive action against the incoming projectile. The difficulty of this test is usually normal, though for ultrasonic rounds (i.e. railguns) or numerous small missiles (i.e. shotgun pellets, full autofire) there is a +2 difficulty and the Quantum cost raises to 2. Intercepting attacks meant for other people is also difficult and raises the difficulty by +1. As per normal, Mega-Dexterity can be used to counteract these difficulties.

If he wins the contest, he has deflected the projectile and stopped the attack. If he gets an extra success the nova may opt to catch the projectile instead of merely deflecting. At Storyteller's discretion, some projectile may not be caught unless the nova is durable enough to prevent the caught attack from damaging him.

PREHENSILE FEET

Need an extra hand?¹ How about a foot?¹ The nova with Prehensile Feet can do just that, capable of using his feet and toes as well as he can use his hands and fingers.

System: The nova can use his feet as extra hands.¹ He doesn't gain any extra actions per turn, but if he wants to fire three handguns, he can.¹ Obviously, his feet must be bare in order for them to be used this way (but some establishments require footwear...).¹ Another benefit of the enhancement is that the nova never suffers any penalties for using his off hand; he is effectively ambidextrous.

Created/Used by: Scott Kearney

WEAPON MASTERY

This power wields a nova an uncanny ability with whatever kind of weapon (ranged or melee) she uses.

This a must for Hong-Kong-action-movies-inspired characters. The nova achieves a physical control using her weapons in ways different than the Accuracy enhancement. She can draw faster, change weapons in a blur and other people will have a difficult time trying to disarm her.

System: This enhancement provides a series of practical uses.

The character does not need to spend actions for:

- Drawing weapons (whatever kind of weapon, and no matter where the weapon is hidden).
- Change weapons (changing hand of use, changing melee for ranged and viceversa).
- Reload ammunition for firearms (or other ranged weapons, like bows, knives, and so on).
- Also, this enhancement allows the player to ignore any botches rolled in Firearms and Melee (treating them as a standard failure).

This enhancement is always on, and costs no quantum to use.

By: Daion

Mega-Stamina

ACCLIMATION

Novas can endure the effects of the environment better than humans can.¹ A nova with Acclimation can remain comfortable in nearly any environment, unaffected by adverse heat, cold, or other environmental hazards.

System: Similar to the Adaptation enhancement, except that Acclimation is not as powerful.¹ Acclimation allows a nova to remain comfortable in areas such as Death Valley and the Arctic, but he cannot survive in a vacuum.¹ He would be able to withstand the intense pressures and cold of Mariana's Trench, but he would not be able to breathe underwater.¹ The Storyteller should make the final decision as to what the nova with Acclimation can endure, along the guidelines that if the nova would have to somehow have his internal organs or physiology changed in order to adapt, then Acclimation won't work (he won't grow gills, for example).¹ If the nova has to make any Endurance or Resistance rolls to avoid the effects of intense conditions (such as heat, cold, etc.), he receives six extra dice to do so.¹ This enhancement is always in effect.

Created/Used by: Scott Kearney

Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

AGELESSNESS

Novas live for quite a long time, almost two centuries at the minimum, but some are believed to age at a rate indicative of almost a three-century lifespan.¹ A nova with Agelessness, however, appears to be able to live quite longer, for centuries, if not for a millenium or even more.

System: The nova has a natural lifespan far longer than most novas.¹ Her lifespan, based upon her Mega-Stamina score, is multiplied by a factor of 10.¹ This enhancement can be purchased multiple times, every additional purchase multiplying her lifespan by the same factor (the first time, her lifespan is increased by x10, then by x100, then by x1,000, etc.).¹ There is no limit as to how many times this enhancement can be bought, but it is very unlikely that any game will be played over a period of time long enough to significantly age the nova.

Created/Used by: Scott Kearney

Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

ENDURANCE

Novas possess far more stamina and endurance than a normal human could ever achieve.¹ They almost never suffer from exhaustion, they can hold their breaths for long periods of time, and they seem to function at peak levels on less sleep.¹ A nova with the Endurance enhancement can far exceed the already impressive amount of endurance a nova already has.

System: A nova with this enhancement receives six extra dice when making Endurance rolls to stay awake, hold one's breath, to shrug off exhaustion, etc.¹ It provides no bonuses to resist pain, drugs, toxins, and disease.¹ This enhancement, once gained, is always active.

Created/Used by: Scott Kearney

Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

IMMUNITY

With their quantum-enhanced immune systems, novas are far less likely to catch a cold or some other disease.¹ A nova with Immunity, however, is even less likely.

System: Whenever the nova needs to make a Resistance roll to avoid the effects of a disease or bodily infection (viral, bacterial, or parasitic), he receives six extra dice to remain immune to the disease.¹ Agents that remain within his system will be destroyed immediately by the nova's white blood cells, meaning that he will not become a carrier of an otherwise contagious disease.¹ This enhancement is always in effect.

Created/Used by: Scott Kearney

Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

PAIN THRESHOLD

Most novas can take as much as they can dish out, and can put up with aches, pains, and sufferings that most humans would find intolerable.¹ A nova with a Pain Threshold, however, is far more capable of resisting pain than his fellow novas.¹ Sometimes, it's almost as if he enjoys the pain.

System: When making Resistance rolls to avoid the effects of pain, a nova with this enhancement receives six extra dice to his Resistance roll.¹ He also suffers only half the wound penalties that he normally would, rounding in favor of the character (he suffers no penalties when Hurt or Injured, he only has a -1 penalty when Wounded or Maimed, and only a -2 penalty when Crippled).¹ This enhancement is always in effect.

Created/Used by: Scott Kearney

Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

RECOVERY

Novas can heal at a rate at least twice as fast as normal humans can.¹ Most novas can heal much faster than that.¹ A nova with the Recovery enhancement, although he cannot regenerate his wounds, can heal much faster on a base level than most novas can.

System: The nova with Recovery adds in his Mega-Stamina rating to his base healing rate, as set by his Stamina or Mega-Stamina score.¹ With Mega-Stamina 1, he will heal three times faster than a baseline, and at Mega-Stamina 5, he will heal twelve times as fast.¹ This enhancement is always in effect.¹ Aggravated damage can also be recovered with this enhancement.¹ Whereas novas cannot ordinarily use their recovery multipliers from their Mega-Stamina to heal aggravated damage, a nova with Recovery can.¹ He cannot, however, apply the multiplier from this enhancement, so a nova with Mega-Stamina 3 will only be able to recover aggravated wounds at a rate equal to five times faster than a nova without this enhancement.¹ That's still quite impressive.

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RESURRECTION

This Mega-Stamina enhancement requires that the nova already possesses Regeneration. Resurrection allows the nova to regenerate although he is technically dead. When damaged below Incapacitated the nova drops into a death-like trance. It requires a close examination to realize that the nova is in fact alive.

System: The nova regenerates at a rate determined by the nova's level of Mega-Stamina and at a cost of one quantum point per health level. Aggravated damage costs 3 quantum points per health level. The nova can't regain any quantum points for as long as the trance lasts.

Mega-Stamina	Healing Rate
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One	one health level per day
Two	one health level per hour
Three	one health level per 15 minutes
Four	one health level per minute
Five	one health level per turn.

Once the nova has reached Incapacitated normal Regeneration can be applied. The nova will only die if he doesn't have enough quantum points to regenerate back above Incapacitated.

By: Fredrik Svanberg

SOLIDITY

This mega-stamina enhancement makes the nova's flesh and bone unusually dense and compact. As a result of this he can tolerate more injury.

System: Solidity gives the nova one extra bruised health level per dot of Mega-stamina which the nova possesses, in addition to any health levels he would normally gain from Mega-stamina. It is a permanent effect.

Due to the extraordinary density of its flesh the nova weighs about twice as much as a normal person of the same size.

By: Fredrik Svanberg

TOLERANCE

Novas have a physiology that is superior than a normal human's, and have a higher tolerance against substances like drugs, alcohol, and toxins.¹ A nova with the Tolerance enhancement can even shake off more than most novas can.

System: Whenever the nova makes a Resistance roll to avoid the effects of drugs, poisons, alcohol, etc., he receives six extra dice to add into his Resistance roll.¹ Should he fall under the effects of such substances anyway, he can make another Resistance roll every 15 minutes to purge the substances from his system.¹ This enhancement is always in effect, and effects beneficial medicines as well as poisons and toxins.

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Mega-Perception

BODY LANGUAGE

Wish you could read someone's mind?¹ Or how about that look on their face?¹ A nova with Body Language can read a person like a book, taking in their eye movements, their breath rate, their pulse, the beads of sweat on their brow, the tremors in their voice, etc.

System: The nova spends a Quantum point, and gains three automatic successes on any roll that could effectively be decided by deciphering the body language of the person being studied.¹ These rolls typically include Awareness, Interrogation, Intimidation, Rapport, and Subterfuge.¹ Not only is Body Language useful for discerning truth and lies, but it can also detect one's emotional state (afraid, potentially dangerous, etc.), as well as their physical well being (injured, sick, hungry, etc.).¹ The enhancement stays active for a single study of a particular individual.

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FORESIGHT

Some people seem to be able to know what is going to happen before it actually does.¹ A nova with this enhancement actually can.¹ By using another person's body movements against them, the nova with Foresight can react faster than the other guy.

System: The nova spends a Quantum point, and gains a +5 bonus to his initiative dice pool.¹ Foresight is a lesser form of

Pretercognition, in that the nova actually catches a quick glimpse of what is about to happen around him.¹ He can then act in a manner that allows him to respond first.¹ This enhancement, like Enhanced Initiative, can be bought multiple times, although a Quantum point must always be spent to activate it.¹ The enhancement stays in effect only for a single turn.

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INSIGHT

By concentrating on a specific problem, a nova with this enhancement may receive a mental picture depicting something she's overlooked. Such images are rarely clear, and thus are open to interpretation. The nova may receive a snapshot image, an erratic and disjointed scene, or even just arcane whispers. Still, this enhancement can be a nova investigator's best friend, especially if combined with Investigative Prodigy.

System: The nova spends a quantum point to enter a meditative state for a turn, and makes a perception roll. She then receives an image or message providing a clue to something she's overlooked. The storyteller is responsible for telling the player what her character perceives.

The storyteller should base the clarity of the picture on the number of successes the player scores. The player may extend the meditation to get a clearer picture by spending an additional quantum point and rerolling her perception. However the nova may not spend more turns meditating on her insight than she has dots in Mega-Perception. At storyteller discretion, a character with Investigative Prodigy may make an Investigation roll after receiving the image to better understand it.

This enhancement will only provide information that the character has previously missed. It will not give the character information she could not possibly have known.

At the storyteller's discretion, this may also be a Mega-Intelligence enhancement.

By: Guido Cerviche

NAVIGATOR

The nova with this Mega-perception enhancement has a perfect sense of direction and distance. He can find the way to any place he has ever visited before, tell the distance between any two places he's been to, etc.

System: This provides 3 automatic successes on any roll to navigate anywhere, and in other situations where a perfect sense of direction is useful, such as when travelling in space or along the darkness of the deepest oceans.

This enhancement is extremely useful for a teleporter but will only add the bonus to a slow teleport or warp - it is of no use for combat teleporting or combat warps.

By: Fredrik Svanberg

SUBCONSCIOUS AWARENESS

Are you a light sleeper?¹ Wish you knew what was going on around you while you slept?¹ A nova with this enhancement is still aware of his surroundings while he sleeps, and will hear everything you're whispering about him while he's snoozing...

System: The nova retains the full use of his Perception and Awareness while he is sleeping.¹ Whenever there is activity going on around him while he is sleeping, the nova spends a Quantum point and makes his usual Awareness roll.¹ If he gets even one success, he is fully aware of what is happening, and can decide to either ignore the disturbance (oh... its just Fluffy), or to wake up and deal with it (oh... its Geryon...¹).¹ The nova can awake in time to make an initiative roll with an attacker, so there's no guarantee that an assassin will get the

drop on a sleeping nova with this enhancement.

Created/Used by: Scott Kearney

Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

TELETARGETING

Characters with this extra are more adept at using their mega-perception to target their teleportational or warp abilities.

System: Any character possessing this enhancement adds 3 dice to their dice pool when using Teleport, Warp or any Spatial Manipulation Power that uses a Perception Dice Pool. This enhancement can be purchased multiple times.

Mega-Intelligence

INVENTIVE GENIUS

The nova possessing this enhancement has an advanced creativity that makes him an absolute whiz when trying to invent a new device or material.

System: A nova who possesses Inventive Genius receives 3 extra dice when attempting to invent a new device or material or when he attempts to use existing technology in an entirely new way. This bonus is cumulative with any relevant Mental Prodigy such as Engineering or Science. It cannot be used with any other kind of engineering/science roll, such as repairing a broken mechanism or identifying a chemical compound.

For suggestions on how to handle advanced technology created by novas, see *Aberrant: Year One*, p. 109

By: Brian Gorham

KNOW-IT-ALL

Many novas come across as being smarty-pants, simply due to the fact that their quantum-enhanced brains are capable of performing more advanced intellectual functions than lesser baselines can achieve. A nova who is a Know-It-All, however, can make another mega-intellectual nova look like a complete and total dumb-ass.

System: By spending a quantum point, the nova may receive three successes on any ability or attribute roll involving Intelligence.¹ The successes can be used to either guess or to instantly know an answer to a riddle, question, situation, or dilemma, such as a high school final exam or a persistent college professor's annoying questions.¹ Note that academic knowledge is no substitute for practical application, however.¹ Just because the nova who knows the precise methods of performing brain surgery are doesn't mean that he can actually do so as well as an experienced surgeon.¹ The nova can make an Intelligence roll, using any successes (but not the automatic successes) as a single die to perform a task with which he has no actual experience; if he has at least one dot in the skill, he can still add in the additional dice.¹ There are some questions which have no real answers, such as hypothetical, metaphysical, religious, ethical, and philosophical debates. For questions such as these, the nova will simply be more aware of the various potential answers and opinions on the subject matter.

Created/Used by: Scott Kearney

Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

MAD SCIENTIST

The fools! If only they could understand my great genius, then they would see that I have made the only fully functional Death Ray, and Porta Potty combo in the Solar System! A Nova with this enhancement reduces the amount of permanent taint they receive for making unusual inventions.

System: Any Nova who has Mad Scientist receives the mixed

blessing of truly being able to see beyond the realm of human convention and the restrictions of normal physics. While this enhancement costs no quantum to use, and is considered to always function, the Nova receives one point of permanent taint just for possessing Mad Scientist. Furthermore, even if this taint causes no aberration or social penalty due to increased Taint, any Nova possessing Mad Scientist automatically receives an additional social penalty of -1, and -2 when dealing with other Novas possessing the Mad Scientist enhancement.

However, there is a bright side. The Nova may make unusual inventions, and leaps in science more easily than other scientists may. When using the Optional Super Science rules, the Nova receives one automatic success when setting out to deliberately make a significant advance in the field of science. Furthermore, the Mad Scientist does not require a specialization in the field to make the advance possible.

Once invented, the Mad Scientist will not gain any additional points of taint from his inventions, until their number exceed the dots he possesses in Mega Intelligence. Thus, if you have a Mega Int of 3, you will not gain any permanent taint until your fourth warping of science. The ST must approve the effect, cost and powers of such inventions.

For suggestions on how to handle advanced technology created by novas, see Aberrant: Year One, p. 109

By: Muffinlad

MENTAL PRODIGY: COMPUTERS

Bill Gates, step aside – the nova with this enhancement is capable of writing up an operating system decades ahead of Windows 2000.¹ The nova who is a computer prodigy has an intuitive understanding of how computers work, and can do nearly anything with any software or hardware put in front of her.¹ She can also figure out how to bypass computer security programs, and hack into any mainframe she wants.¹ In a world where computers store all relevant information, this gives her an awful lot of power...

System: Whenever the nova is using his Computer skill (bypassing security, retrieving data, hacking a system, writing a program, making repairs, etc.), she first gets to make an Intelligence roll.¹ Each success grants her one automatic success on her Computer rolls.¹ This enhancement works extremely well with Cyberkinesis.

Created/Used by: Scott Kearney

Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

MENTAL PRODIGY: INTRUSION

Have you ever wanted to be a master thief?¹ How about a security consultant or troubleshooter?¹ That's exactly what a nova with this enhancement can be.¹ Security devices, locks, vaults, electronic surveillance systems, and guard schedules can all be analyzed, scrutinized, and bypassed with greater ease than even the guys who broke out of Alcatraz would be impressed.

System: Whenever the nova is attempting to set up or avoid various security systems, or when setting up infiltration measures and countermeasures, he makes an Intelligence roll.¹ Each success allows him to add one automatic success on his Intrusion roll.

Created/Used by: Scott Kearney

Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

MENTAL PRODIGY: PHILOSOPHY

A nova with this enhancement has opened himself to ways of thinking beyond even his Mega-intelligent brethren.

System: When trying to understand, create, or find flaws in philosophic or semantic arguments, this nova may spend 1 Quantum and roll his intelligence. The number of successes gained on this roll convert into bonus dice to be rolled in the appropriate test.

MENTAL PRODIGY: PILOTING

Mario Andretti and Chuck Yeager may be legends, but they're nothing compared to the nova with this enhancement.¹ With Mental Prodigy: Piloting, the nova has a far greater understanding and command of any vehicle he operates and controls, and is able to push the vehicle's performance way beyond what its manufacturers intended.

System: Whenever the nova is using his Drive or Pilot skill to operate a car, truck, airplane, helicopter, boat, or whatever, he gets to make an Intelligence roll.¹ Each success allows him to add one automatic success to his skill roll.¹ Nearly any type of stunt can be pulled off by a nova with this enhancement.¹ Just remember to fasten your seatbelts and to keep your seats and food trays in their upright and locked positions...

Created/Used by: Scott Kearney

Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

Mega-Wits

DAY TRADER

The nova with this enhancement has a mindset that is particularly suited to the frenetic world of financial trading. When involved in fast paced financial transactions, the nova with this enhancement can utilize his Mega-Wits to keep track of trends and uncannily predict the markets outcome.

System: When using this enhancement the nova gains three extra dice in their Biz dice pool when dealing with fast paced financial markets. These markets include; stock exchanges, commodities and precious metals markets, and currency exchange speculation. Other types of investments may be allowed but must be approved by the Storyteller. The Financial Prodigy enhancement from Mega-Intelligence is culmulative with Daytrader.

By: Brian Gorham

TAUNT

Some people can really get under your skin. They just instinctively know what buttons to push to get a person riled up. Novas with this enhancement have this talent down to an artform. Their barbed remarks are so finely honed that only the most unshakable of opponants can avoid becoming flustered.

System: The nova spends a quantum point and makes a contested wits roll against his opponant's willpower. Every success the nova scores over his opponant allows him to subtract a die from either his opponant's dice pool or initiative. The opponant may counter this effect by spending willpower on a one for one basis. Be warned, however, that if an opponant exhausts his willpower defending against this enhancement he may very well attack the offending nova.

The Taunt enhancement remains active for one scene, but any willpower spent to resist it must be regained normally.

By: Guido Cerviche

UNIMPRESSIONABLE

The nova with this Mega-wits enhancement seems to be able to stay rational and calm at all times. It is almost impossible to surprise or impress him with anything. Although this can seem like the normal effect of having a superb wits this enhancement will provide the nova with special defenses.

System: For example, the nova can resist any mega-social enhancement which tries to impress or scare him. To do so the nova rolls his Wits and adds one automatic success for every level of Mega-wits he possesses - if he beats the 'attacking' power he is unaffected by it.

This enhancement will specifically protect against enhancements such as Awe-inspiring, Face of Terror, First Impression and

Commanding Presence and against quantum powers such as Empathic Manipulation, Mirage and Strobe. The storyteller will have to determine whether it protects against other enhancements and powers as well, on a case by case basis.

By: Fredrik Svanberg

Mega-Appearance

BRUISER

Although many novas are so immensely huge with bulging muscles, or so hideously twisted from taint that most humans run in fear of them, a nova with the Bruiser enhancement absolutely looks like the one nova that no one wants to mess around with.¹ Even other novas may hesitate to attack this guy.¹ If you want to keep folks away from you, this is what you need.

System: The nova spends a Quantum point to activate this enhancement.¹ For an entire scene, he will be able to add in three automatic successes to any Intimidation rolls he makes.¹ He doesn't physically alter his appearance like a nova with Face of Terror does, he just becomes extremely intimidating to be around.¹ If anyone does decide to attack, the Bruiser can focus his attention on the attacker, and make an Appearance roll.¹ Each success achieved subtracts one success from the victim's roll to hit the Bruiser.¹ If this cancellation results in no net successes for the attacker, then he misses the Bruiser, having been so terrified and hesitant in his attack.¹ Unlike Dreadful Mien, which cancels its effects if the nova attacks his victims, the Bruiser can continue to use his intimidating tactics against his opponent.¹ Only a single victim can be affected by this enhancement in a turn.

Created/Used by: Scott Kearney

Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

LYCANTHROPY

Stories and legends have often told the tale of persons able to change their shape. From the Werewolf, to the Jaguar-man, each was possessed of powers to help them survive in the harsh wilderness. Novas with this power are able to assume a shape in addition to their nova form, and use their mighty nova powers while in the guise of an animal.

System: Less versatile than Shape Change, Lycanthropy allows the nova to assume one additional form from which the nova gains a minor advantage, while still being able to access their nova powers. Typically, the nova's form is required to be an animal (Horse, Tiger, Whale, and Dog), though the ST may allow exceptions to this rule (example, the player wanted to transform into a Dragon or Giant Hedgehog shaped Airplane Hanger).

The form the Nova changes to is always fixed once the power is purchased. If the nova wants multiple forms, they must buy this enhancement per additional form they desire. This form costs one quantum to activate, and lasts the entire scene. If the nova wishes to resume their original form, they must pay an additional quantum, and visa versa, per transformation.

After the form is selected, the nova makes moderate changes in their appearance similar to the Appearance Alteration power in terms of bodily effect, +/- 50 lbs, but it is important to remember that their form always looks the same, barring any disfigurements or aging after they have chosen it. They also gain one (1) level one power or body modification, such as claws, bioluminescence, or wings that they may use only while in their lycanthropic state. At the ST's option, they may gain a modest advance in a particular ability instead, usually no more than three successes for an individual ability.

Most importantly, the nova may define how his quantum power's appearances are modified by the enhancement. A brick with claws

and armor could change into a mighty ox with horns and a tough hide, or a scaly alligator with sharp fangs. As an ox, the ST might let him add 3 to his might successes while pulling something. As an alligator, he may gain an extra limb (tail).

While the nova can still be detected as a nova while in this form, buying Sizemorph Shrink, and choosing a smaller animal will make the nova harder to detect in most situations.

By: Muffinlad

PHOTOGENIQUE

This Mega-Appearance enhancement causes the nova's social mega-attributes to affect anyone watching her on a photo, movie or television screen, or hearing her voice through recorded media. The media will only transmit whatever the nova was imprinting at the time of recording - it can't be changed at a later time.

System: To imprint a recording or picture the nova must spend a quantum point and roll her Mega-Appearance. Each success allows the image to 'contain' one success of another social mega-attribute and enhancements such as Appearance Alteration, The Voice (requires sound), Natural Agitator (requires sound or text), etc.

The nova must possess the enhancement which she wants to infuse into the media, of course, and make a separate roll to activate that enhancement. The number of successes she gets on this roll can't exceed the number of successes she gained on the Photogenique roll.

The effect of the recording will not diminish over time, but copies of the original will become less efficient with every generation - one success lost with every generation is a good assumption. Copying also include transferring from one media to another such as from a movie-reel to a video-tape.

By: Fredrik Svanberg

PICTURE PERFECT

Remember those movies where the hero gets the crap beat out of him, gets thrown through a window, and then jumps clear of an explosion?¹ Remember how afterward, his hair was still groomed, he showed barely a trickle of blood, and was able to pick himself up and carry on with near-full vigor?¹ That's just what a nova with Picture Perfect can do.

System: No matter what the nova with this enhancement goes through, she will always retain her self-image.¹ Her hair, although it may be blown by gale strength winds, will always do so in a magnificent manner, and fall neatly into place every time.¹ If punched, she may still get hurt, but she won't bruise much, and if she bleeds, very little blood spills from an open wound or stains her clothes.¹ In fact, her clothes, unless ripped completely away, will do so in a way that accentuates her appearance even more.¹ Dust and dirt won't really collect on her (just a smudge...), stains seem to wash right off, and she can pretty much walk away from anything without looking like there is a scratch on her (she may be Crippled, but she still looks okay).¹ This enhancement is always in effect, and requires no Quantum points to use.¹ It is more for cinematic and satirical purposes than anything else.

Created/Used by: Scott Kearney

Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

THE VORLON EFFECT

Required: Mega-Appearance : 5, Seductive Looks

The character pays a quantum point to activate this enhancement for a scene and makes an Disguise roll. For the rest of the scene they appear to be a 'being of light' (An Angel or other messenger of the gods.) appropriate to the individual religions and beliefs of the persons looking upon them. People who truly have no faith are immune to the effect. Characters scoring more successes on an Investiation roll than the character scored on their Disguise roll realize the effect is a fake,

but can still not see through it.

Mega-Manipulation

OPACITY

This enhancement makes it more difficult for others to trick or persuade the subject, because she already intuitively knows all the best arguments and tricks. To someone trying to convince the holder of this enhancement, he might as well be talking to a granite wall.

System: Double the usual Mega-Manipulation bonuses to detect/resist being so manipulated.

By: Matthew Rossi

Mega-Charisma

MAGNUM OPUS

Novas that are creatively inclined often use their powers to reach new horizons of artistic expression.¹ A nova with Magnum Opus can make each work of art he creates into a masterpiece.

System: Whenever the nova is attempting to perform a work of art, he rolls his Charisma.¹ Each success grants him one automatic success on his Arts or Perform rolls.¹ The nova puts his heart and soul into the work, and Magnum Opus can affect a dance or singing solo as well as a painting or sculpture.

Created/Used by: Scott Kearney

Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

SUAVE

The nova with the Suave enhancement is perhaps one of the smoothest, most easy going novas in the world.¹ He says all the right things, he never fumbles his words, and he comes across as being cool and charming.

System: The nova excels at maintaining his composure during social events.¹ He receives three automatic successes on Etiquette rolls when practicing social graces, when approaching people and introducing himself, etc.¹ Social blunders and faux pas are unheard of by the Suave nova.¹ A Quantum point must be spent to activate this enhancement, and it lasts for an entire scene.

Created/Used by: Scott Kearney

Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

THEME SONG

Some novas are so hip, so cool, and so hot that they have a naturally occurring theme song. The theme song can be anything the nova desires. All attempts to find the source of the music have failed, suggesting that the enhancement is either telepathic or hallucinatory in nature.

System: By spending a quantum point the nova's chosen theme song can be heard by everyone within a range of (Quantum x 5) + 50 yards. When used at a dramatically appropriate time (such as entrances, during a major fight, or other times determined by the ST), the Nova may add three automatic successes to appropriate style, intimidation or command rolls.

It is recommended that the ST require the player to choose the theme song, and have a copy available for play. Conflicting theme songs cancel each other out, unless the novas are specifically trying to "play along" and make their styles match with a wits roll.

By: Psion

QUANTUM POWERS

Level One Powers

ANIMA OBJECT

Level: 1

Quantum: 3

Dice Pool: N/A

Range: (Quantum + Anima Object) x 10 Meters

Area: 1 Object

Duration: Permanent

Effect: The character has a small object of anima that they can summon and dismiss at will.

Multiple Actions: Yes

Description: A nova with this power has a signature object of normal nature and relatively small size (A handgun, A long-Bladed Knife, a Pocket Organizer, etc) When they erupted this object became a part of their quantum signature. Now they can call such an object to their hands at will. The object behaves in all ways normally except that it has unlimited usage (I.E A gun never runs out of bullets, a PDA has a seemingly limitless amount of RAM and Battery power.) The object can be dismissed as easily as it can be summoned. The object is continues from summoning to summoning (I.E. a pocket organizer summoned on Monday, then has an appointment entered into it, it is then dismissed, when it is again called forth on Wednesday the appointment remains.) however any damage is automatically repaired each time it is summoned. The object is in all other ways normal and can be used freely to perform its function. (Knives can be thrown, guns can be fired, ropes used to climb, etc...) No Quantum device (See the Aberrant Players Guide.) Can be an Anima Object. If the object and the nova are separated by more distance than the range of the power the object automatically dismisses. Normally the object requires no quantum pool to summon or dismiss, however the character can have multiple copies of the same object in existence so long as they are willing to pay one quantum pool to create each one beyond the first. (Once created they last until dismissed or the nova moves out of range.) The nova can have no more objects in existence at one time than they have dots in this power.

Extras: Permanency (The nova pays three quantum points for additional objects beyond the first, but they are permanent and do not fade if the nova moves out of range, they can however still be dismissed and do count against the total number of objects allowed); Midsize (The nova can have a slightly larger object than normal, perhaps the size of a sword, rifle or laptop, instead of a handgun, knife or PDA); Multiple Items (The Nova can have two additional objects in existence per dot in this power instead of one.)

Weaknesses: Finite (1 point, the object must be recharged, reloaded, etc as normal); Fragile (2 point the object is not automatically repairing and must be repaired normally if damaged.)

Source: www.aeonsociety.com

BODY MODIFICATIONS

Flexible Joints (1 nova point/3 experience points): The nova's

joints are extremely flexible, allowing the nova to painlessly dislocate them and move them back into place with ease.¹ The character has +3 dice to escape from holds, clinches, restraints, and bonds such as handcuffs, ropes, chains, and strait jackets.¹ This benefit may also work against the Immobilize power, depending on the nature of the power.

Reinforced Bones (1 nova point/3 experience points): The nova's bones are much denser and resilient than normal, and are capable of resisting more damage.¹ Every time this modification is purchased, the character may add +2 to soak damage that would strike and otherwise damage or destroy the character's bones (the skull, the ribs, the arms, etc.).¹ He may also Block lethal attacks even if he doesn't have the Armor or Force Field powers to otherwise protect him.¹ The nova also receives +1 to damage from his body slams, punches, and kicks, and his weight is increased by 25% every time the modification is taken (125% body weight at Reinforced Bones 1, 150% at Reinforced Bones 2, etc.)

Created/Used by: Scott Kearney

Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

CELLULAR REPAIR

Level: 1

Quantum Minimum: 1

Dice Pool: N/A

Range: Self

Area: N/A

Duration: Instant

Effect: Heals power rating levels of Bashing or Lethal damage

Multiple Actions: Yes

Description: This power allows a nova to impose the 'quantum template' of her healthy undamaged form over her present form, causing it to revert to an undamaged state, partially or in full. Her power rating + Quantum is how much she can heal in one use of the power, at a cost of 1 quantum point for each Bashing HT level healed, for each Lethal HT level brought to Bashing or for each Aggravated HT level brought to Lethal!¹ The nova can spend these 'successes' as she chooses, using her Quantum + power rating of 3 (for instance) to heal one Aggravated HT level fully (one to reduce the first Aggravated HT level to Lethal, another to reduce it to Bashing and a third to heal it completely!) or to reduce three Lethal HT levels to Bashing or any combination of possible uses.

Cellular Repair requires a conscious choice be made to activate the power, and it is of no use if the character is unconscious or otherwise unable to make that choice. The forces called upon by the Cellular Repair impose their will on the novas living flesh, so the power counts as an 'action' in any turn in which it is activated.¹ As there is no dice pool to be affected for the Cellular

Repair, it will be simply function at two less levels of effect (meaning that a person with Cellular Repair 1 and a Quantum of 1 cannot effectively use his power in a Multiple Action!). Subsequent actions will be at the usual 3 dice penalty for a Multiple

Action. Obviously, if the power activates after the nova has taken his action, he gets no retroactive penalty to his prior action, but the

Cellular Repair may be at three less levels of affect (or more if the character had already taken a Multiple Action that turn!) as a result.

Extras: Increased rate (heals 1 Lethal or 2 Bashing / (Quantum + power rating)); Always On (this power activates automatically whenever the nova is damaged (possibly spending her last quantum point to heal a bruise she would've rather dealt with after the firefight...), even if she is unconscious, as an added bonus, the automatic activation of this power does not count as an Action.¹ With the Always On Extra, you essentially have innate Regeneration that you do not have to activate.); Won't Stay Dead! [NOTE: this Extra *only* applies if the nova already has the Extra Always On!] (each level of this power purchased (+ his Quantum score) confers upon the nova an extra 'Dead' HT level!¹ So long as he remains 'just Dead' and does not take damage beyond his 3 to 7+ 'Dead' HT levels, his power can still revive him from 'death's door' by healing those 2 to 6 'Dead' levels before being able to heal his normal HT levels.).

Limiters: Only in presence of (extremes of cold or heat, in water / the sea, buried in the earth, high in the sky, exposed to cosmic radiation or open flame, in vacuum, in darkness, in sunlight, in the sight of the moon, etc.); Only after meditation; Increased effort (costs 2 quantum to activate in addition to 1 per HT level healed and requires a full Action / HT level)

Created/Used by: Ian Turner

Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

EMPATHIC SHIELD

Level: 1

Quantum Minimum: 1

Dice Pool: N/A

Range: Self

Area: N/A

Duration: Permanent

Effect:¹ Provides two successes per dot to resist emotional manipulating attacks.

Multiple Actions: N/A

Description: This power works much the same way that Psychic Shield does.¹ Every dot in Empathic Shield will grant the nova two successes to resist the power of Empathic Manipulation, as well as any Mega-Social enhancements that affect the nova's emotions to some degree.¹ This includes Natural Empath, Awe-Inspiring, Face of Terror, Seductive Looks, Commanding Presence, Dreadful Mien, Natural Agitator, Seductive, and Soothe.¹ The power also allows the nova to resist the effects of intimidation or seduction made at the character using normal abilities and attributes.¹ Empathic Shield is permanent, but a character may voluntarily shut it off if he wishes (he can reactivate it at any time, which does not require an action).

Extras: Extra Person (character may extend his Empathic Shield to protect one other person whom he is touching)

Created/Used by: Scott Kearney

Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

GLIDING

Level: 1

Quantum Minimum: 1

Dice Pool: Dexterity + Gliding

Range: Self

Area: N/A

Duration: Maintenance

Effect: Allows character to glide at the speed of (power rating x2) x10 meters per action.

Multiple Actions: Per normal movement rules.

Description: This power allows the character to glide through

the air, similar to flight, but not as precisely or as quickly.¹ It is limited to atmospheric conditions that have enough air for the power to work; gliding is impossible in a vacuum or underwater.¹ He can glide at a speed equal to (power rating x2) x10 meters per action in combat; out of combat his speed is (Quantum + Gliding) x20 kilometers per hour.

Extras: None

Created/Used by: Scott Kearney

Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

LEVITATION

Level: 1

Quantum Minimum: 1

Dice Pool: Dexterity + Levitation

Range: Self

Area: N/A

Duration: Maintenance

Effect: Allows character to levitate at a speed of his (power rating x2) x5 meters per action.

Multiple Actions: As per normal movement rules.

Description: By levitating his body, whether through wind manipulation, telekinesis, gravity control, or any other method, the character can move himself through the air, outer space, or any other three-dimensional areas.¹ He can levitate at a speed equal to (power rating x2) x5 meters per action in combat; out of combat his speed is (Quantum + Levitation) x10 kilometers per hour.

Extras: Others (the nova must spend an additional Quantum point per additional passenger, the total weight he can carry being determined by his Strength or Mega-Strength.¹ Objects cannot be affected).

Created/Used by: Scott Kearney

Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

MATTER ATTUNEMENT

Level: 1

Quantum: 1

Dice Pool: Wits + Matter Attunement

Range: Touch

Area: Varies

Duration: Maintenance

Effect: Attunes Matter in the same way the attunement background does

Multiple Actions: Yes

Description: This power allows a Nova to simulate or augment the attunement background. The nova spends the quantum cost, and then rolls. For Quantum turns they are treated as if their attunement was equal to the number of successes rolled, plus their regular attunement. This can be a useful skill for Nova's who wants to use teleport or similar powers on large amounts of matter, but clever usage could achieve many effects including saving the local landscape from some collateral damage. Each point of attunement past 5 doubles the amount of matter that can be attuned. The matter stays attuned until the power wears off or the nova ceases touching it or decides to no longer attune that matter.

i.e. Surge has 5 dots in attunement, normally he can attune another person and use his Transmit (Data Carriers) to escape trouble, however he finds himself on the ground with two other Abberants in need of a quick escape through a nearby phone line. So he activates his Matter Attunement power. After spending the Quantum he rolls Wits + Matter Attunement and scores 2 successes. Bringing his attunement to 7, since he can attune 100 kg at 5 he can attune 100 x2 = 200 x 2 = 400 kg's for the next few turns, easily long enough to attune his companions and Transmit them to safety.

Extras: Remote Attunement (The character can attune any mass within (Quantum + Matter Attunement) x 3 meters, as though they were touching it); Exponential Attunement (Each level of attunement beyond 5 triples instead of doubles the mass that can be attuned.)

Weaknesses: Elemental Exclusion (1 point, the character cannot attune a particular element like gold or iron); Category Restriction (3 point, the character cannot attune a category of objects, such as anything green, or living things); Singular Attunement (5 point The character can only attune one particular narrow type of object, such as gold or wool.)

QUANTUM MASK

Level: 1

Quantum Minimum: 1

Dice Pool: N/A

Range: Self

Area: N/A

Duration: Permanent

Effect: Provides one die roll per dot on all attempts to resist detection by quantum powers.

Multiple Actions: N/A

Description: Quantum Mask does for the character while his powers are active what the Dormancy Background does for a character that has "dormed down."¹ Each dot in Quantum Mask allows the character to roll one die in a resisted roll against any attempts to detect the nova for what he is using the Node background or the Quantum Attunement enhancement.¹ Unlike Dormancy, however, Quantum Mask does not hide any Taint, nor will it mask any accompanying aberrations.¹ The power does enable a nova to remain relatively undetectable as a nova, even while his powers are still "up" or "active," although if he uses any of his powers that produce some form of visible effect, he will be seen for what he really is.¹ Quantum Mask dice are not combined with Dormancy dice, since the two abilities affect the character while in different states.

Extras: None

Created/Used by: Scott Kearney

Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

QUANTUM SHIELD

Level: 1

Quantum Minimum: 1

Dice Pool: N/A

Range: Self

Area: N/A

Duration: Permanent

Effect: Provides two extra successes per dot on all attempts to resist quantum manipulating or draining powers.

Multiple Actions: N/A

Description: Quantum Shield is a potent defense against powers that manipulate or drain a nova's ability to use quantum powers (Disimmunize, Disrupt, Disrupt Node, Quantum Imprint, Quantum Leech, or Quantum Vampire).¹ Each dot grants two extra successes to any roll to resist these quantum manipulating or draining powers.¹ The Quantum Shield is permanent, but a character may voluntarily shut it off if he wishes (he can activate it at any time, which does not require an action).

Extras: Others (character may extend his Quantum Shield to protect one other person whom he is touching)

Created/Used by: Scott Kearney

Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

SUMMON ITEM

Level: 1

Quantum Minimum: 2

Dice Pool: Varied

Range: Touch

Area: N/A

Duration: Special

Effect: Summons item specified when power is first gained.

Multiple Action: Yes

Description: More or less a smaller scale version of Matter Creation, Summon item allows you to create specified items out of stray molecules. These items specified when the power is taken, and limited to one per dot. When another dot is gained, another item to be "Summoned" may be chosen.

Generally, no roll is required to use this power—The Nova merely spends the required Quantum to summon the selected item. However, rolls may be required for items that are a) large, b) complex, or c) summoned in a stressful situation, such as combat. In those cases, Wits and Summon Item must be rolled to specifically summon the item properly. If complex, such as a computer or car, engineering or some other related ability replaces Wits.

Keep in mind that an item is chosen in advance for each dot in Summon Item. These items tend to be tools of a character's trade; A computer for a hacker, a sword for a knight, a lockpick for a thief. At the Storyteller's discretion, large items may require multiple dots, two or more smaller items may be allowed for smaller items.

These effects last for an hour per dot, but the Nova may dispell the summoned item earlier by spending the Quantum cost again.

By: Kane Knight

WARP TRACE

Level: 1

Quantum Minimum: 1

Dice Pool: Perception + Warp Trace

Range: Self

Area: Special

Duration: Instant

Effect: Allows the nova to detect and trace teleports and warps.

Multiple Actions: Yes

Description: Warp Trace allows the Nova to sense distortions in space caused by a person using Teleport or similar powers. It can trace these distortions to their points of origin or destination, which allows them to follow the teleporter.

Whenever the nova wishes to use this power the player makes a Perception + Warp Trace roll. With one success the nova can tell if anyone has used Teleport, Warp or a similar power within (Quantum + Power Rating) x 10 meters of their position. However, the nova can not immediately tell the point of origin or destination.

The nova must get a number of successes equal to the number gained by the Teleporter in order to trace exactly where the subject went or came from. However, time makes using this power harder. For every hour that has passed since the Teleporter passed through, the difficulty of using this power goes up by 1.

Warp Trace tells only the destination and direction of the target point in relation to where the user is. It does not reveal that the teleporter came from Los Angeles for example.

Teleporters who know about this power have a variety of ways to defend against it. First is the rather simple method known as double-jumping: Teleporting to one place and then teleport from there to your actual destination. The Warp Trace can not follow the second path unless it is within (Quantum + Power Rating) x 10 meters, which is unlikely.

Another is to open several warp gates at once but just use one

of them. The Warp Trace will detect all of the gates and the nova will have to figure out for himself which one the warper used.

By: From an original idea by Henri Peon

Level Two Powers

ABSORB ABERRATION

Level: 2

Quantum Minimum: 3

Dice Pool: Manipulation + Absorb Aberration

Range: Touch

Area: N/A

Duration: Maintenance

Effect: The nova absorbs aberrations from other novas, temporarily relieving them of the aberrations for a limited time.

Multiple Actions: Yes

Description: The opposite of Aberration Transfer (refer to the Teragen sourcebook), this power allows the nova to actually absorb the aberrations of other novas into himself for a limited time, temporarily offering the relieved nova from the effects and limitations of his aberrations. To use this power, the nova spends two quantum points for low-level aberrations, four quantum points for medium-level aberrations, and six quantum points for high-level aberrations (these numbers are higher for Absorb Aberration due to the fact that removing aberrations from others is harder to do than giving them your own). The nova then rolls Manipulation + Absorb Aberration at the standard difficulty, unless the target chooses to resist, in which case, his Willpower is used to set the difficulty. Each success transfers one of the target's aberrations to the nova. The aberration lasts for (Quantum + power rating) turns, after which time the nova can spend quantum equal to his original quantum expenditure to maintain the aberration as his own. Otherwise, the aberration returns to its original owner. After an aberration is gained, the nova then retains and experiences the physical effects of the aberration, while the target is temporarily freed of its limitations.

This power is also usable against baselines that have gained aberrations from other novas or exposure to Taint and quantum energies.

Also keep in mind that this power does not absorb levels of Taint, only the aberrations associated with the Taint. The target will not lose any points of permanent or temporary Taint by being exposed to this power. The nova with Absorb Aberration should also choose which aberrations to absorb wisely, since they could really place him at a disadvantage. Absorbing Taint is beyond the scope of this power.

Extras: Permanency (Quantum Minimum: 5, Player can permanently absorb a nova's aberrations into himself at a cost of 20 quantum points for a low-level aberration, 40 quantum points for a medium-level aberration, and 60 quantum points for a high-level aberration. This does not work on a target sharing the target nova's quantum signature, like a Clone or Homonculi. Why a nova would want to do this is Scott Kearney, but certain elements within the Teragen might consider it to enhance their appearance in monstrous ways.)

Created/Used by: Scott Kearney

Source: NovaNet @ <http://users.nac.net/corporal/aberrant/>

BODYMORPH OTHER

Level: 2

Quantum Minimum: 4

Dice Pool: Wits + Bodymorph Other

Range: Touch

Area: N/A

Duration: Maintenance

Effect: Allows the character to turn another character into another type of matter or energy.

Multiple Actions: Yes

Description: Similar to Bodymorph, this power instead allows the character to touch another being and turn her into a specific form

of matter or energy, which must be chosen at the time this power is taken.¹ Like Bodymorph, the affected character takes on different abilities and powers, which must be decided by the nova with this power.¹ As an example, assume that Rock can also turn others into rock with this power.¹ His Bodymorph Other power rating is 4, so when he transforms another person, he assigns two levels of Armor, and two levels of Density Control (Increase).¹ Bodymorph Other can be used as an attack, particularly when the victim is frightened by the shock of the transformation.¹ If the victim tries to resist the change, he can make a Stamina + Resistance roll, comparing the number of success to the attacking nova's successes.¹ If the victim cancels out the attacking nova's successes, then he resists the power.¹ If not, the victim is bodymorphed.¹ Upon first changing, the victim must make a Willpower roll to see if he can actually maintain control over his new form.¹ If he scores at least one success, he will be able to do so, and he can still run, attack, and otherwise move as he normally could.¹ If not, he becomes temporarily trapped as he loses control of his new form.¹ Rock's victim, to continue the example above, would be more like a statue, while someone turned into water would splash to the ground as a formless puddle.¹ This effect lasts as long as the character maintains it.¹ Use the same guidelines listed under Bodymorph, pg. 185, in the Aberrant Rulebook for details on the types of matter or energy the nova can use.

Extras: Range (the power can affect a target up to 10 meters away per dot in Bodymorph Other)

Created/Used by: Scott Kearney

Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

BODYSHIFT

Level: 2

Quantum Minimum: 3

Dice Pool: Stamina + Bodyshift

Range: Self

Duration: Maintenance

Area: N/A

Effect: Allows the Nova to reshape his own body, within physical limitations

Multiple action: Yes

Description: This power is a lesser varent of shapeshift, allowing some physical alteration, but without the total freedom of Shapeshift. A Nova with this power has more control over the changes that take place than one with Appearance Alteration, but cannot add or remove more than 50 pounds, cannot increase or decrease size by more than Sizemorph 1 or increase or decrease any aspect of their figure by 30% or so. However, this will allow the nova to reshape organs, create weaponry or armour, increase or decrease size, and alter the body to make it better adapted to a certain environment.

Each success rolled can be placed into one dot of a power or body modification level, and will last until the Nova stops maintaining them

Example: Mr. Smooth has got to make a quick getaway from T2M, swallowing his pride, he has to jump into a fast flowing river. He decides to burn a little time and alter himself so he will feel more at home in the river, and so he rolls. After getting 4 successes, he places one in Gills, one in Webbed feet/hands, one into Chromatopores and the last into claws. Now he'll be ready for them if they do find him underwater.....

Extras: None

Created/Used by: Dean Howard

Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

BOOST NODE

Level: 2

Quantum Minimum: 3

Dice Pool: Quantum + Boost Node

Range: N/A

Area: Self

Duration: One turn

Effect: Each success provides one extra quantum point per turn that the nova can spend.

Multiple Actions: Yes

Description: With Boost Node, the character really knows how to maximize the power of the quantum energies flowing through her M-R Node.¹ The player spends a point of Willpower in addition to quantum.¹ Each success on a Quantum + Boost Node roll allows her to spend an additional quantum point in the same turn that she activates this power.¹ Any additional points that are not spent by the end of the turn are lost, but this power can be reactivated in the next turn.¹ A botch on the power roll means that the character has overloaded her M-R Node, and she will not only lose half of her remaining quantum points, but she will also gain three points of temporary taint.

Extras: Extended Duration (the character can keep the extra quantum points for the entire scene. This power can only be used once per scene, however.)

Created/Used by: Scott Kearney

Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

DISRUPT NODE

Level: 2

Quantum Minimum: 3

Dice Pool: Intelligence + Disrupt Node

Range: (Quantum + power rating) x10 meters

Area: N/A

Duration: Maintenance

Effect: Reduces the effectiveness of a nova's node by one dot per success.

Multiple Actions: Yes

Description: This power represents a nova's great control over not only quantum energies, but the source of those energies as well; the Mazarin-Rashoud node itself.¹ With it, he can disrupt another nova's control over his node.¹ To use it, he need only spend the quantum points and roll his Intelligence + Disrupt Node.¹ The target may resist with a Quantum + Node roll.¹ Each net success over the number of successes the nova achieves over the number of successes achieved by his target reduces the node rating of the target by one dot.¹ Should the target lose all of his dots in his node rating, further successes will cause him to begin losing an amount available of quantum points per round.¹ Each success reduces the quantum expenditure of the nova by two points.¹ With this power, it is possible to completely disrupt a nova's ability to even spend quantum points, and therefore cripple the target by taking away the fuel for his powers.

For Example: Kobalos scores six successes on an Intelligence + Disrupt Node roll against another nova, who rolls only four successes on a Quantum + Node roll to resist the attack.¹ That gives Kobalos two successes, which he applies to reducing the nova's node rating.¹ The nova, however, had only one dot in node, which he effectively loses; instead of being able to spend 8 quantum points per turn, he can now only spend 6 quantum points per turn.¹ Kobalos still has one more success, which is now applied to the amount of quantum points per turn that the nova can spend.¹ The one success subtracts two points from the amount of quantum points the nova can spend per turn, reducing his quantum expenditure to 4 points per turn.

Like the Disrupt power, Disrupt Node is difficult to use against the same target multiple times in succession.¹ Each subsequent use of Disrupt Node against the same target incurs a +1 difficulty penalty.

Extras: None

Created/Used by: Scott Kearney
Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

FEEDBACK

Level: 2
Quantum Minimum: 3
Dice Pool: Intelligence + Feedback
Range: Self
Area: N/A
Duration: Maintenance

Effect: Inflicts (Quantum + successes) levels bashing damage upon those using Telepathy against the nova.

Description: Whenever the nova is the target of a telepathic scan, he can set up a defense which can direct psychic energies back into the source of the telepathic intrusion into his mind. The player makes a contested roll of his Perception + power rating against the telepathic nova's Intelligence + Telepathy in order to sense the telepathic scan. If the telepath doesn't have the Surreptitious Extra, he is automatically detected. The nova can then spend 2 quantum points to activate the Feedback, which inflicts (Quantum + successes) bashing damage to the telepathic nova. Every round that the power is maintained will inflict damage to the telepathic nova for as long as she attempts to scan the nova's mind. The Psychic Shield power does protect the telepathic nova against this power.

Created/Used by: Manuel Aguilar
Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

FORCE BUBBLE

Level: 2
Quantum Minimum: 2
Dice Pool: Stamina + Force Bubble
Range: (Power rating x2) x10 meters
Area: Force Bubble x3 meter radius
Duration: Maintenance

Effect: Quantum + (2/success) extra soak versus bashing and lethal damage.

Multiple Actions: Yes

Description: Similar to the Force Field power, except that Force Bubble covers an area instead of the character.¹ The maximum area that the Force Bubble can protect is equal to a 3 meter radius times the level in Force Bubble.¹ When the bubble is created, the character can decide if he wants a hemisphere or a complete sphere, as fits the situation he is in. This power is often used to protect innocents from being injured by attacks or flying debris, as well as the character and those around him.¹ It can also be used as an attack to trap others in the bubble.¹ A Dexterity + Force Bubble roll is required to successfully target the area, and those within the radius can make Dodge rolls to avoid being trapped.¹ The bubble can be created anywhere within range, but unless the character has some form of Telekinesis or Gravity Control, he will not be able to manipulate the bubble if persons are within it.¹ As long as the Force Bubble is up, attacks cannot pass through it either way.¹ That means the character cannot throw up his Force Bubble and then shoot Quantum Bolts through it, nor could anyone within the bubble.

Extras: One Way Bubble (the bubble allows ranged attacks to pass through it from the inside to the outside.)

Created/Used by: Scott Kearney
Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

IMPERCEPTIBILITY

Level: 2
Quantum Minimum: 2

Dice Pool: Charisma + Imperceptibility
Range: Line of Sight
Area: N/A
Duration: Maintenance
Effect: Prevents the nova from being detected by any senses
Multiple Actions: Yes

Description: This power allows the nova to send out a telepathic signal that allows him to travel about and be completely ignored by all around him. Imperceptibility is not Invisibility, it does not affect light in any way, it affects only the mind of all viewers, whether they perceive the subject nova by sight, hearing, touch, scent or some quantum-based nova sense.

To use the power, the nova rolls Charisma + Imperceptibility (gaining automatic successes equal to ones Quantum) and with even a single success (let alone three) can walk about unseen.¹ But the additional successes are important, since any action that would normally call attention to the nova could break the effect for various bystanders!

Actions possible

- 1 success - Slow movement (half-speed)
- 2 successes - Normal movement, whispering or murmuring
- 3 successes - Swift movement (sprinting), gentle contact, humming or subdued speech
- 4 successes - Special or unusual movement forms (flight, hyper-speed), pushing or loud speech
- 5 successes - Physical attacks, jumping up and down and shouting while waving semaphore flags

At each success level the nova can remain hidden while performing any action normally listed or a similar action at the ST's discretion. If he tries to do something at a higher rating, any observer is allowed a roll of Perception + Awareness to spot him and gets to cancel out each success scored by the character *vs. himself only* for the duration! Willpower can also be spent on a 1 for 1 basis to cancel successes for this form of non-detection for that viewer only.

Once no successes remain, the character can see the nova normally and this effect remains until the character becomes unseen again.¹ An attempt to vanish directly in front of people requires a resisted roll between the novas Charisma + Imperceptibility and the viewers Awareness scores, and the effects will be limited by however many successes are scored over the resisted roll, causing a nova to perhaps be perceptible to some people and concealed to others!

Since this form of 'invisibility' affects minds instead of light or sound, cameras and motion sensors can sense the presence of the nova normally, although the people holding the cameras at the time might not be able to perceive the novas presence. Psychic Shield and Invulnerability (mental attacks) do not add their automatic successes to uses of this power, but those novas who have these abilities automatically deduct their automatic successes from the success level of the Imperceptible character in their presence, usually being able to see them right off, and, even in the case where they cannot, being able to pick them out the instant they make any move that would normally require a roll, since the effect is already so much weaker against them!

Created/Used by: Ian Turner
Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

KINETIC DISCHARGE

Level: 2
Quantum Minimum: 3
Dice Pool: Dexterity + Power Level
Range: Touch (special)
Area: [power level] meters
Duration: Instant

Effect: Character can charge objects with explosive kinetic energy. [Quantum X 2] + (power level X 3) dice lethal damage or [Quantum X 3] + (power level X 4) dice of bashing damage.

Multiple Actions: Yes

Description: The Nova using this power channels a bit of explosive quantum energy into small inanimate objects which can be thrown or lobbed like grenades. The object to be charged can weigh up to 5 grams before additional 1 point of quantum per 5 grams over must be expended to charge it (and this takes an additional turn to charge). Thus objects such as playing cards, bolts, and sticks can be charged, thrown and explode upon contact with their target. Soft objects (i.e.: paper, wood etc.) are immediately destroyed after use; hard objects (i.e.: stones, bolts, nuts, etc.) are rendered useless unless used to charge a second time and are then destroyed upon second use.

Anybody or anything caught in the blast radius takes [quantum rating X 2] levels + (power level X 3) dice of fiery lethal damage; or, a concussive force of [Quantum X 3] + (power level X 4) dice of bashing damage (character must choose one or the other, unless bought as extra or second power). Anything out side of the blast radius takes 1 success less damage per 3 meters outside of ground zero (the original determined blast radius).

Once charged the object must be thrown within three turns or the energy dissipates into the air, the object used to charge is then considered as above used.

Extras: MIRV- use of this extra allows the character to split the energy up into up to five 1 gram objects The attacking character declares which targets he wishes to affect and makes one attack roll to hit them using the worst modifiers for any single target; die bonuses apply only if all targets are hit, though each target may dodge normally. He must then divide his damage dice among the various targets. The damage add [quantum X 2] is taken by each target, only the dice damage must be split.

Timed- use of this extra allows the character to delay the blast for a predetermined amount of time. Once set, the explosion occurs; there is no stopping it once released. If the character is in the blast radius, s/he takes normal damage unless another power or extra is taken to compensate for this.

Supercharge- as quantum bolt, except if power is not expelled character gains an additional point of taint. Range or blast radius is doubled as well.

Created/Used by: Rick Carlson

Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

PASSIVE DEFENSE

Level: 2

Quantum Minimum: 1

Dice Pool: Wits + Passive Defense

Range: Self

Area: N/A

Duration: Concentration

Effect: Makes the nova more difficult to hit.

Multiple Actions: Yes

Description: Each dot of Passive Defense adds one to the difficulty of hitting the nova with aimed attacks. Attacks which cover an area are made at normal difficulty. This could be the power to "blink" away when an attack is about to connect, some sort of dazzling display of light, or similar effects.

PHEROMONES

Level: 2

Quantum Minimum: 2

Dice Pool: Manipulation + Pheromones

Range: (Quantum + power rating) x2 meter radius

Area: Affects all within range.

Duration: Maintenance

Effect: Makes victims within range more susceptible to the character's commands and suggestions.

Multiple Actions: Yes

Description: The character with Pheromones can make others within the range of the power far more susceptible and submissive to the character. Pheromones does not actually grant the power to give commands, but it does lower the victim's chances of successfully resisting those commands. The nova makes a power roll, and all those in range roll their Willpower. Each success subtracts one success from the victim's chances to resist any Domination, Hypnosis, or other mind affecting power or ordinary skill roll that would be used to command, persuade, or trick the victim, for as long as they are within range. Seduction, fast-talking, lying, giving orders, and convincing others to obey the nova becomes much easier when Pheromones are used. A Sensory Shield will protect a victim to some degree from this power, since Pheromones are aromatic.

Extras: None

Created/Used by: Scott Kearney

Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

POOL QUANTUM

Level: 2

Quantum: 4

Dice Pool: N/A

Range: Touch

Area: 1 Nova

Duration: Instant

Effect: The character can transfer maxing successes to another willing recipient.

Multiple Actions: Yes

Description: This extremely difficult and rare power allows a nova to 'max out' and then transfer any successes to another willing recipient. The successes are treated just as if the nova had rolled them themselves when maxing out, and can be combined with regular maxing successes to devastating effect. Several nova's with Pool Quantum focusing their powers on a single ally can lead to truly impressive displays of power. No more maxing successes can be transferred than the nova has in Pool Quantum and just like regular maxing succeeded they may not be saved from round to round. However there is a dark side to this power, nova's abilities are extremely unique and each quantum signature does not 'play nice' with the others. The recipient (who must be willing) gains one point of temporary taint for each success transferred in this fashion.

Extras: Power Sink (The nova can accept into themselves any number of successes, though it is still limited to the number of dots they have in Pool Quantum per person, from willing donors, without the other nova's having to have Pool Quantum, they also much accept the taint as described above.)

Weaknesses: Taint Affinity (3 points, The recipient gains 2 dots of temporary taint from each success received.)

PSYCHOMETRY

Level: 2

Quantum Minimum: 2

Dice Pool: Wits + Psychometry

Range: Touch

Area: N/A

Duration: Instant

Effect: The nova can determine an object's or person's past by

touching it.

Multiple Actions: No

Description: The nova is able to gain information about an object's past by touching it. Recent events, or events which stirred strong emotions in people around the object at the time are easily detected.

The distant past and less important events are more difficult to sense. The storyteller may increase the difficulty as needed. An unimportant event in the very distant past could have a difficulty of +5 or more.

The nova can gain the information through a number of different ways but the most common is probably a brief and usually distorted vision with corresponding flashes of emotions. The storyteller can be as cryptic as he desires when describing an object's history.

Extras: Psychography: The nova can imprint emotions or messages in an object so that anyone touching it feels the desired emotion or message. Use chart for Empathic Manipulation to determine effect.

QUANTUM PROXY

Level: 2

Quantum Minimum: 3

Dice Pool: Quantum + Quantum Proxy

Range: Touch

Area: N/A

Duration: Fades at the rate of one quantum point per (Quantum + power rating) hours.

Effect: The nova lends quantum points from his own quantum pool to another nova.

Multiple Actions: No

Description: The nova can "lend" his own quantum points to another nova or baseline. The process takes five turns to complete with a nova, and 10 turns for a baseline. Each success transfers up to two quantum points into the recipient. The donor loses a like amount from his own quantum pool. (This power allows the nova to donate more quantum points than Nova Proxy does; refer to the Teragen sourcebook for details).

The process is straightforward with a nova as the proxy recipient. Her quantum pool can increase above its maximum, and the quantum points can be used to fuel her own powers. The standard rules for botching powers and receiving Taint apply.

If a baseline is the proxy, however, the donated quantum points serve much as an attack. For every quantum point put into a baseline, the target suffers two points of bashing damage. This damage can be soaked with a Stamina roll, although if the baseline is incapacitated, he gains a permanent low-level aberration. Keep in mind, though, that 10 turns of contact are required before any quantum points are transferred, so this cannot be used simply by punching a target. If the baseline has already been given a quantum pool by the use of the Nova Proxy power, however, than the baseline may use the donated quantum points under the restrictions of that power.

Extras: Surrogate Pool (the recipient can draw directly from the donor's quantum pool as long as they are touching, just as the power Nova Proxy allows with this extra)

Created/Used by: Scott Kearney

Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

REFLECTION

Level: 2

Quantum Minimum: 2

Dice Pool: Stamina + Reflection

Range: Self

Area: N/A

Duration: Special

Effect: The nova absorbs and redirects damage or energy back to its origin at a rate of one health level per two health levels absorbed.

Multiple Actions: No

Description: Similar to Absorption, except that with Reflection, some of the damage done to the character can be redirected back to its source. The power works against either kinetic damage (like punches, bullets, or knives) or against energy damage (like Quantum Bolts or fire). The character must choose which form of damage he can Reflect when this power is chosen.¹ When the nova is hit and by an attack of the type he can absorb, he may choose to absorb some or all of its affect. It takes no time to do so, and may be applied before or after his soak roll, even if he has already acted in the turn. Each success rolled on a Stamina + Reflection roll subtracts one health level of damage from the attack; the character must pay one Quantum point per health level absorbed. Every two health levels of damage absorbed is then converted into one health level of damage that the character can send back to the source of the attack. The exact effect depends upon the type of attack; if he was punched, he'll most likely punch or kick the target back, but if he was hit with a Quantum Bolt, he'll shoot a weakened version of that power back at the target. If the character has an action left in the turn, he may choose to reflect the damage back in that same turn. If he has no more actions left, he can hold onto the absorbed health levels for a variable number of turns. These extra health levels fade away at a rate of 1 per turn.¹ The character can wait a few rounds and build up his "damage supply" over a turn or two, and deliver a nasty return punch or Quantum Bolt if he needs to. Use the relevant [Ability] + Reflection score to determine if the character can hit his target with a ranged attack, or his regular Brawl or Martial Arts dice pool if punching the target. Ranged attacks like Quantum Bolt will only inflict the absorbed health levels, but the damage for a punch will add on that damage to the character's own punch.

Extras: None

Created/Used by: Scott Kearney

Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

SIZEMORPH OTHER (GROW)

Level: 2

Quantum Minimum: 3

Dice Pool: Manipulation + Sizemorph Other

Range: (Quantum + power rating x 2) x 10 meters

Area: N/A

Duration: Maintenance

Effect: Doubles height and mass, +2 Strength, +1 Stamina and one extra "Bruised" health level per dot.

Multiple Actions: Yes

Description: Using Sizemorph Other (Grow), the character can extend the benefits of Sizemorph (Grow) to others. The effects are the same as the original Sizemorph (Grow) power, but the recipient does not determine when the power ends. The power lasts as long as the nova that used it spends Quantum points to maintain it. If for some reason the target wishes to not be affected by this power, he can make a Willpower roll to resist it.

Extras: None

Created/Used by: Scott Kearney

Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

SIZEMORPH OTHER (SHRINK)

Level: 2

Quantum Minimum: 3

Dice Pool: Quantum + Sizemorph Other

Range: (Quantum + power rating x2) x10 meters

Area: N/A

Duration: Maintenance

Effect: Each level halves height and reduces mass to 1/8 normal, adds one to all Stealth attempts and increases difficulty to hit character by one.

Multiple Actions: Yes

Description: Sizemorph Other (Shrink) allows the nova to make others smaller and lighter than normal. Each success on a Quantum + Sizemorph Other (Shrink) roll reduces a target's height by half and his mass to 1/8 of normal. Furthermore, each Quantum + Sizemorph Other (Shrink) level adds one die to all Stealth attempts and increases the difficulty to hit the target with attacks by one. Each level of Sizemorph Other (Shrink) also reduces the target's Strength, Stamina, offensive and defensive powers by one dot (to a minimum of 1), though not against other creatures that are also shrunken or very small. Walking, running, and swimming speeds are also reduced by half for every level of Sizemorph Other (Shrink), but not other modes of movement like Flight. The reduced target also becomes much lighter, and is capable of being thrown or knocked around quite easily. Sizemorph Other (Shrink) has beneficial uses, like smuggling one's teammates into a secure area unnoticed, as well as offensive capabilities by shrinking down one's opponents to the size of ants, and then squashing them like bugs. If a target wishes to resist this power, he can roll his Willpower to resist the effect.

Extras: Full Power (target's Strength and offensive capabilities do not decrease as he shrinks)

Created/Used by: Scott Kearney

Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

SUBDUE ABERRATION

Level: 2

Quantum Minimum: 3

Dice Pool: Manipulation + Subdue Aberration

Range: Touch

Area: N/A

Duration: Maintenance

Effect: The nova can temporarily subdue and hide the effects of any permanent aberrations that he possesses.

Multiple Actions: Yes

Description: Sometimes, novas develop permanent aberrations from tainted or high levels of quantum within their bodies. This power allows the nova to subdue them for a short time, in a sense, "turn them off." To subdue a low-level aberration, the nova must spend 2 quantum points and needs only a single success; a medium-level aberration requires 4 quantum points and at least two successes, while a high-level aberration requires six quantum points and three or more successes. If a target nova wishes to resist having an aberration subdued against his will, he can resist with a Stamina roll, each success canceling the subduing nova's successes.

Note that some aberrations may make it dangerous to touch a target, such as permanent Immolate upon a nova. If the subduing nova touches the target, he may still suffer from the effects of the aberration before it is subdued.

Extras: Range (aberrations can be subdued from a distance), Extended Duration (effects last for an entire scene).

Created/Used by: Scott Kearney

Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

TELEPATHIC GHOST

Level: 2

Quantum Minimum: 2

Dice Pool: Perception + Telepathic Ghost

Range: (Quantum + Power Rating) x 40 m

Area: N/A

Duration: Concentration

Effect: Projects a Ghostly figure of the character that may interact with 1 or more people on a visual Telepathic basis

Multiple Action: No

Description: This power allows the character to project an image of herself over great distances, that may be seen by many people. This image may send and receive messages, do everything that TP allows & interact, however the character may not use any other powers through this ghostly image & may do nothing that requires physical manipulation.

Extras: May use other mental powers through the ghost image. Each time of purchasing this allows 1 extra mental power to be used (such as TK, Mental Blast, ETC)

By: freya

Level Three Powers

ASSIMILIATE

Level: 3 (or more)

Quantum Minimum: 5 (or more)

Dice Pool: Variable + Assimilate

Range: Touch / Self

Area: N/A

Duration: Maintenance

Effect: Allows the nova to absorb the bodies of other organisms and use the organic matter to reconfigure its own body.

Multiple Actions: Yes

Description: The nova can absorb organic matter into its own body and use it to reconfigure itself into something else. The nova cannot imitate other materials but just alter the shape and function of its body. It cannot turn into a chair, for example, but it can grow extra bodyparts, extra organs and even completely new organs with new and unique abilities.

To reconfigure itself the nova rolls Quantum + Assimilate, adding 2 automatic successes for each human-sized body it has absorbed already. Successes on this roll can be used to gain suitable attributes, mega-attributes, enhancements, body modifications and powers, using the same system as the Shapeshift power.

The nova can change more easily if it absorbs the bodies of others. It can alter its body without absorbing anyone, but each human-sized chunk of organic matter adds two automatic successes to the reconfiguration roll.

In order to absorb someone the nova must make a Dexterity + Assimilate roll to touch its target. The target can try to dodge this as usual. Once the nova has caught its target it will have to make a resisted roll against the target's Willpower. When the nova has gained an amount of successes equal to the target's Stamina + Mega-stamina the victim has been completely absorbed.

If the victim can reduce the nova's successes to zero it has managed to break free. On a botched roll the nova releases the victim automatically and can't try to assimilate that creature again in this scene.

Absorbed matter is expelled automatically at the end of the power's duration. Living beings are considered Dazed for 10 - (Stamina + Mega-stamina) turns afterwards, unless they make a successful Willpower roll at +2 difficulty.

The nova can gain almost any kind of powers and enhancements which can be represented by a physical change to its body - extra limbs, new organs, glands and so on. The Storyteller must decide what kind of benefits the nova can gain from its reconfigured body.

The storyteller will also have to decide whether assimilated creatures are expelled or killed if the assimilating nova dies. The level and quantum minimum of this power have been left open for interpretation. If you feel that this power would unbalance the game you can just increase the level and quantum requirements.

Extras: None

BIO-MASTERY

Level: 3

Quantum Minimum: 5

Dice Pool: Variable

Range: (Quantum+Bio-Mastery) x 5meters

Area: N/A

Duration: Maintenance

Effect: Allows the Nova to seize control of a targets biological systems.

Multiple Action: Yes

Description: Roll (Var) resisted by (Var) Net successes give the Nova more complete control over the target.

AUTONIC MASTERY

Dice Pool: (Wits + Bio-Mastery), resisted with Stamina.

Net successes allow the Nova to control the targets involuntary responses and functions including: Metabolism, Circulatory/Respiratory/Digestion/Excretory/Reproductive systems.

SENSORY MANIPULATION

Dice Pool: (Wits + Bio-Mastery), resisted with Perception.

1 net success increases or decreases targets (per) score by (S) dots. At Per-0, target experiences total sensory deprivation. If a baseline perception is raised above 5, he/she experiences a +1 difficulty per dot above 5 to all dice pools due to extreme distraction. 2 successes can cause a "Strobe" like attack to one target. 3 successes allow the Nova to create a 1 sense illusion in the targets mind. 4 or more successes allow complete control over the targets senses.

BIO-CHEMICAL CONTROL

Dice Pool: (Intelligence + Bio-Mastery), resisted with Intelligence.

1 net success allows the Nova to alter the targets Bio/Neuro-Chemistry. Some possible effects include; control of physio/emotional responses, Temporarily causing or curing certain mental disorders, Causing mild to severe allergic reactions, or simulating a drug in the targets system.

PUPPETRY

Dice Pool: (Manipulation + Bio-Mastery), resisted with Strength.

1 or more net success allows the Nova to paralyze a target or cause (S)levels bashing damage due to severe muscle cramping. With at least 2 successes, targets gross motor functions may be controlled. 3 successes refines this control to the fine motor functions, but this control is jerky and clumsy (+2 diff to all actions). And with 4 or more successes, every muscle (voluntary & involuntary) is under the novas complete control, including facial expression and tone of voice.

By: Druid

BLOOD MASTERY

Level: 3

Quantum Minimum: 5

Dice Pool: Variable

Range: Special

Area: Variable

Duration: Variable

Effect: Character is able to manipulate blood.

Multiple Actions: Yes

Description: Blood Mastery allows the nova to manipulate and control aspects of the "element" of blood. As with Elemental Anima and Mastery, this power has several techniques associated with it.

Created/Used by: Sanguis

Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

ALTER TEMPERATURE

Dice Pool: N/A

Range: (Quantum + power rating) x10 meters

Area: (Quantum + power rating) x5 meters

Duration: Maintenance

The nova can manipulate the blood within a living victim, causing his body temperature to increase or decrease. The character can alter temperature by 5°F for each dot in the power. This has the effect of inducing heat exhaustion and heat stroke (temperature increase) or hypothermia (temperature decrease). Each dot in the power inflicts one

health level of lethal damage to the victim, which can only be soaked if the victim has the Hardbody Mega-Stamina enhancement, although each success on a Resistance roll can subtract one level of damage. At the Storyteller's discretion, permanent side effects, particularly varying degrees of brain damage from heat stroke, may result with the use of this technique.

BLEED/CLOT

Dice Pool: Manipulation + Blood Mastery
Range: (Quantum + power rating) x10 meters
Area: N/A
Duration: Special

This technique allows the nova to cause open, bleeding wounds to hemorrhage and continue bleeding, or to coagulate and clot bleeding wounds to staunch blood loss. In order to use this as an attack, the victim must have already suffered any number of health levels of damage that have drawn blood. With this power, a paper cut is as effective as a gunshot wound. The character rolls Manipulation + Blood Mastery in an opposed contest against the victim's Stamina; each net success equals the number of additional health levels of bashing damage that are lost every turn for as long as the power is maintained. The victim can only soak this damage if he has the Hardbody Mega-Stamina enhancement, and powers such as Healing or Regeneration can prevent this attack by closing the wound. If the character desires to close a wound and stop internal or external bleeding, only one success is needed on the power roll. Coagulating the blood has an Instant effect.

BIOANGUINAS STORM

Dice Pool: Dexterity + Blood Mastery
Range: (Quantum + power rating) x10 meters
Area: (Quantum + power rating) x5 meters
Duration: Instant

The nova can cause the victim's arteries, veins, and capillaries to rupture and burst, and interfere with the bloodflow to the brain and heart, causing massive internal injuries. The character rolls Dexterity + Blood Mastery in an opposed contest against the victims' Stamina; each net success inflicts one health level of lethal damage. Victims can only soak this damage if they have the Hardbody Mega-Stamina enhancement.

DISINTEGRATE BLOOD

Dice Pool: Dexterity + Blood Mastery
Range: (Quantum + power rating) x10 meters
Area: N/A
Duration: Instant

This terrifying power allows the character to literally disintegrate a person's blood. Each success on a Dexterity + Blood Mastery roll, plus a number of automatic successes equal to her Quantum, equal the number of health levels of aggravated damage the attack inflicts.

HEMATOLOGICAL SHIELD

Dice Pool: N/A
Range: Self
Area: N/A
Duration: Maintenance

The character can surround herself with a field of quantum force that repels blood. This has the effect of redirecting any physical attacks, such as punches, kicks, and body slams, that come close to her. For each dot in Blood Mastery, the character may subtract one attack success from opponents trying to strike her with a Brawling, Martial Arts, or close Melee attack. In addition, each dot in the power provides one soak against any attack that does connect.

SANGUINOKINESIS

Dice Pool: Dexterity + Blood Mastery
Range: (Quantum + power rating) x10 meters
Area: N/A
Duration: Maintenance

The nova may use this ability to manipulate the blood within living targets and pick them up. She can then throw them or hit other targets with them. Doing so is performed in a fashion identical to the use of the Telekinesis power (p. 224), except that the nova uses a dice pool of Dexterity + Blood Mastery and must score two successes to gain one success on the Telekinesis chart.

BONE MASTERY

Level: 3
Quantum Minimum: 5
Dice Pool: Variable
Range: Variable
Area: Variable
Duration: Variable
Effect: The nova can manipulate and affect bone, horn, ivory, and related materials.
Multiple Actions: Yes

Description: A nova with this power is able to control the molecular structures of living and unliving bone.¹ He is able to lift and move bones, cause them to vibrate or shatter, manipulate joints, strengthen or weaken bone density, or otherwise take command of anything considered "bone."¹ If this power is active, a nova may block incoming attacks as long as they are based on punches, kicks, body strikes, or other attacks that involve bone coming close to the nova.¹ A Dexterity + Bone Mastery roll can accomplish this.

As with Elemental Anima and Mastery, this power provides several techniques.¹ A nova may learn and freely use one technique per dot in the power; he may attempt other techniques, but the player must pay double the quantum points and roll against a difficulty penalty of one to use these powers.

Created/Used by: Marrow

Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

THROB/VIBRATE BONE

Dice Pool: Dexterity + Bone Mastery
Range: (Quantum + power rating) x10 meters
Area: N/A
Duration: Instant

The nova can cause a target's bones and joints to throb and shake, inflicting [Quantum x2] levels + (power rating x3) dice of bashing damage.¹ The attack will bypass traditional armor and force fields.¹ Even though this attack inflicts bashing damage, it can only be soaked by those with the Hardbody enhancement.

CORPOREAL SHIELD

Dice Pool: Stamina + Bone Mastery
Range: Self
Area: N/A
Duration: Maintenance

The nova surrounds himself with a field of quantum energy that repels bone away from his body.¹ He gains +2 soak per success on a Stamina + Bone Mastery from roll punches, kicks or other attacks involving the attacker's own body as the nova turns away the opponent's bones, decreasing the effectiveness of the attack.

ENHANCE/DIMINISH BONE DENSITY

Dice Pool: Intelligence + Bone Mastery
Range: (Quantum + power rating) x10 meters

Area: (Quantum + power rating) x10 meters radius

Duration: Maintenance

The nova can increase or decrease the density and strength of bones within the area of affect - only one such effect (increase or decrease) can be chosen per use of this power. Each success increases or decreases an opponent's or own soak pool by two as the target's bones increase or decrease in density.¹ The nova may not enhance his own bone density with this power, but he can most certainly attempt to reduce an opponent's bone strength.¹ If another character's bones are targeted with this power, he may resist with a Stamina + Resistance roll.

FRACTURE/SHATTER BONE

Dice Pool: Dexterity + Bone Mastery

Range: (Quantum + power rating) x10 meters

Area: N/A

Duration: Instant

The nova may cause the target's bones and joints to fracture and splinter, inflicting [Quantum x2] levels + (power rating x2) dice of¹ lethal damage.¹ The attack will bypass traditional armors and force fields¹ This type of attack can only be soaked if the target has the Hardbody enhancement.

JOINT LOCK

Dice Pool: Wits + Bone Mastery

Range: (Quantum + power rating) x10 meters

Area: N/A

Duration: Maintenance

The nova is able to cause the target's joints to stiffen and lock up, emulating the Imprison power under Elemental Mastery.¹ The target may resist with a Stamina + Resistance roll.¹ If the attack is successful, the target is held with a Might rating equal to twice the number of successes rolled; the trapped character may break out of it just as he would from a clinch.¹ The Joint Lock inflicts no damage ordinarily, but if the nova spends an extra quantum point during the initial attack, it inflicts bashing damage as would a clinch, but only for as long as the target tries to escape.¹ The nature of this damage is such that the target would need the Hardbody Mega-Stamina enhancement to soak it.

MARROWKINESIS

Dice Pool: Dexterity + Bone Mastery

Range: (Quantum + power rating) x10 meters

Area: N/A

Duration: Concentration

The nova may use his powers as a form of Telekinesis, allowing him to manipulate bone structures in such a way as to pick up living opponents.¹ Once he has them, he can throw them or hit other characters with them.¹ This feat mirrors the use of the Telekinesis power (p. 224), except that the dice pool is Dexterity + Bone Mastery and only a living target or bone objects may be manipulated.

CORPOREAL LEVITATION

Dice Pool: N/A

Range: Self

Area: N/A

Duration: Maintenance

The nova can manipulate and lift his own bones to allow a crude form of flight.¹ His flight speed is equal to (power rating x2) +20 meters per action, or (40 x power rating) kilometers per hour out of combat.

DISINTEGRATE BONE

Dice Pool: Dexterity + Bone Mastery

Range: (Quantum + power rating) x10 meters

Area: N/A

Duration: Instant

This terrifying power allows the nova to literally disintegrate a target's internal bone structure, causing the rest of the target's body to collapse into a boneless heap of organ, tissue, and flesh.¹ To use it, the nova pays the quantum point cost and rolls Dexterity + Bone Mastery.¹ The target may only resist this power if he has the Hardbody Mega-Stamina enhancement.¹ The number of successes, plus a number of successes equal to the nova's Quantum, equals the number of levels of aggravated damage to the target.

CONJURING

Level: 3

Quantum Minimum: 4

Dice Pool: Perception + Conjuring

Range: (Quantum + power rating) meters

Area: N/A

Duration: Instant

Effect: The nova can "grab" object or people from afar and teleport them to anywhere within the range of the power.

Multiple Actions: Yes

Description: This power is related to Warp and Teleport but works in a reversed order. Rather than moving itself or creating a gate to somewhere else the nova brings an object or person to a spot within the power's range.

Use the Matter Creation table to determine what kind of objects the nova can conjure, but ignore the Additional Difficulties section. Instead, add difficulty depending on the distance from where the nova conjures the object. Use the Teleport Distance table for this, but don't add any difficulty if the object is within the nova's line of sight. Living creatures have a difficulty of +2 and may dodge this power if they are aware of it.

Example: Bruce wants to conjure his arch-enemy, Gerald, to a place within striking distance. Gerald weighs about 100 kg (3 successes), is of medium size (+1 success) and is alive (+2 success). Fortunately he is standing on the roof of a building merely 50 meters away and is clearly visible. Bruce needs 6 successes.

Extras: None

DUPLICATION

Level: 3

Quantum Minimum: 4

Dice Pool: Stamina + Duplication

Range: Special

Area: N/A

Duration: Maintenance

Effect: Creates one clone of the character per success

Multiple Actions: No

Description: This power allows the nova to create up to one duplicate identical to himself for each level he has attained, or he can expend a success to cause a summoned duplicate to appear up to (Quantum + power score) x10 meters away!¹ He can, of course, choose to create less duplicates than he roll successes, as each duplicate created costs the full 3 Quantum to summon forth (although he can maintain them all for only 3 Quantum, so long as they were summoned together!), making this power significantly more costly than Clone! As with Clone, each of the duplicates possesses the same Attributes, Abilities, Willpower, Nature, etc.¹ Unlike Clone, the duplicates do not appear with a copy of any clothing or equipment the user has, unless it is Eufiber or an item Attuned to the Nova.¹ More importantly, they not only lack the Duplication power, but *any* Mega-Attributes or Quantum powers! (Although they do possess Quantum and Taint scores and points equal to the creating Nova at the time of summon-

ing.) Another principal difference from Clone is that these duplicates are just as competent and skilled as the Nova from whom they were summoned, none suffer any reduction in potency from his levels, no matter how many are created. Also quite different and counter-balancing this improvement more than the duplication of items issue, is that only as many duplicates can be in existence at any one time as ones (Quantum + power rating). Thus, if Legion has a level 4 in Duplication and a Quantum score of 4, he can create up to 8 duplicates at a time, no matter how many quantum points he has to spend or how many times he rolls to activate his power.

Extras: Cost is 4 regardless of number summoned; All Duplicates are linked telepathically.

Limiters: Can only create as many Duplicates as ones Duplication score; Duration reduces to Concentration; Duplicates have to heal and are one-time individuals (if one is killed, that level of power is lost and must be re-earned!); Duplicates have their own personalities.

Created/Used by: Ian Turner

Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

ELECTROMAGNETIC MASTERY

Level: 3

Quantum Minimum: 5

Dice Pool: Variable

Range: Special

Area: Variable

Duration: Variable

Effect: Character is able to manipulate electromagnetism and electromagnetic fields.

Multiple Actions: Yes

Description: Electromagnetic Mastery is a powerful combination of the various Elemental Anima and Mastery powers involving electricity and Magnetic Mastery. It allows the nova to manipulate and control aspects of both electricity and magnetism with the same power. Electromagnetic Mastery permits the character to choose any of the techniques listed under Elemental Anima (electricity), Elemental Mastery (electricity), and Magnetic Mastery. There are also several new techniques associated with Electromagnetic Mastery.

As with Magnetic Mastery, a nova with Electromagnetic Mastery can Block incoming metal attacks whenever this power is active. A Dexterity + Electromagnetic Mastery roll is used as the dice pool. The nova can automatically make a Perception + Electromagnetic Mastery roll to determine magnetic north, gauge the strength of magnetic or electrical fields, and similar minor feats.

Created/Used by: Chalybis

Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

BIOELECTRIC STORM

Dice Pool: Dexterity + Electromagnetic Mastery

Range: (Quantum + power rating) x10 meters

Area: (Quantum + power rating) x5 meters

Duration: Instant

Through the process of electrogenesis, the nova can overload the production of electrical impulses in living organisms and tissues, causing them to electrocute from within. The victims will suffer from a form of "internal electrocution" as electricity courses through their cells and tissues on a molecular level. The nova rolls Dexterity + Electrostatic Pulse in an opposed roll against the victim's Stamina; each net success inflicts one health level of lethal damage. Victims cannot soak this damage unless they have the Hardbody Mega-Stamina enhancement or an Invulnerability to electricity.

ELECTROLUMINESCENCE

Dice Pool: Stamina + Electromagnetic Mastery

Range: Variable

Area: Special

Duration: 5 minutes per success

This power simulates the Bioluminescence power, and functions the same way. The nova simply converts the electrical energies within her own body into visible light.

ELECTROKINETICISM

Dice Pool: N/A

Range: Variable

Area: (Quantum + power rating) x10 meters

Duration: Maintenance

By manipulating electrokinetic and electrothermal forces, the nova can increase the current of electricity between an unliving target's molecular structure. The effect increases the temperature within the target, burning it from within. Each dot in Electromagnetic Mastery can increase the temperature of an object by a factor of 10°C. The Storyteller should determine just how long an object can resist depending on the materials it is made from and how well it is constructed. A good knowledge of melting and boiling points for various metals and materials comes in useful when using this technique.

ELECTROMAGNETIC FIELD

Dice Pool: Wits + Electromagnetic Mastery

Range: (Quantum + power rating) x5 meters

Area: (Quantum + power rating) x3 meters

Duration: Concentration

The nova can create an intense electromagnetic field in a given area. This allows her to manipulate and control the entire electromagnetic spectrum of energy, which includes gamma rays, x-rays, ultraviolet and infrared rays, visible light, microwaves, and radio waves. Each success on a Wits + Electromagnetic Mastery roll imposes a difficulty penalty of one for any tasks attempted by or with any device, sense, or quantum power that involves using the electromagnetic spectrum of energy. Targets in the area of effect can be temporarily blinded and unable to use ordinary, infrared, or ultraviolet vision. Security devices based on these types of energies can also be temporarily disabled. The electromagnetic field also has the same effects upon electrical equipment as the Magnetic Field power under Magnetic Mastery does (in essence, the Electromagnetic Field is a more powerful version of the Magnetic Field). Against electrical devices, the nova can actually cause permanent damage by spending an additional quantum point.

ELECTROMAGNETIC SHIELD

Dice Pool: None

Range: Self

Area: N/A

Duration: Maintenance

The nova can manipulate electromagnetic energies to redirect electricity away from her. Each turn, the character can subtract her dots in Electromagnetic Mastery from the attack successes to hit her with an electrical attack. This defense also provides one soak per dot against electrical attacks.

ELECTROSTATIC DISCHARGE

Dice Pool: Wits + Electromagnetic Mastery

Range: (Quantum + power rating) x10 meters

Area: N/A

Duration: Special

The nova can create an intense electrostatic field on one target, or between two objects that are already touching each other. When the target touches another object within a number of turns equal to the nova's Quantum rating, the two objects will "snap" with an electrostat-

ic shock (if the objects are already touching, the effect is Instant). The nova rolls his Wits + Electromagnetic Mastery. The successes achieved, plus the nova's Quantum, are compared to the target's Stamina. If the nova's successes equal or exceed the target's Stamina by one, the target is Dazed; if they exceed the target's Stamina by two or more successes, the target is rendered Unconscious, similar to a Stun Attack. This power will also disrupt electrical equipment similar to the EMP power under Magnetic Mastery.

EUFIBER CONTROL

Level: 3

Quantum minimum: 4

Dice pool: variable

Area: special

Range: special

Duration: special

Multiple Actions: Yes

The nova can control and manipulate both her's and another nova's eufiber colony. This exceedingly rare power gives a nova control over other novas' eufiber colonies. Most of the techniques here can only affect another nova's eufiber, but some allow the nova greater control over her own eufiber. The nova can only use this power on novas who possess eufiber. As with other suite powers, the nova may freely use one technique per dot in the power, and may use abilities she does not know by paying double quantum and rolling at a difficulty.

Created/Used by: Darkwave

Source: White-Wolf Aberrant Forum

EUFIBER REVOLT

Dice pool: Manipulation + Eufiber Control

Range: (Quantum + power rating) meters

Duration: Instant

This basic power allows the nova to make a target's eufiber turn on its host, inflicting damage. She must have a target within her line of sight in order to use this ability. The nova rolls Manipulation + Eufiber Control. The target may resist with Eufiber + Weave. Each net success counts as one level of lethal damage that cannot be soaked.

MORPH

Dice pool: Wits + Eufiber Control

Range: (Quantum + power rating) meters

This power allows the nova to manipulate another nova's eufiber, causing it to change shape. Similar to the Shaping technique from Elemental Anima, a nova can use this for a variety of purposes, from changing a eufiber's colour, to having words spelled out in the fabric, to even binding the target. In any case, the target resists with Eufiber + Weave. Each use of Morph costs three quantum.

SEPARATION

Dice Pool: Variable

This power allows the nova to physically separate a target's eufiber from the host body, and animate it. To separate, the nova pays three quantum and rolls Wits + Eufiber Control, the target may resist with Eufiber + Weave. If the nova wins, the eufiber colony is successfully separated from the host. To animate, the nova must roll Intelligence + Eufiber Control. The eufiber colony can take any shape from humanoid to a blob, and has Physical Attributes and Initiative equal to (target's eufiber rating + the nova's Eufiber Control) - (target's base attribute rating) down to a minimum of one. If the Physical Attribute ratings go above five, each dot above five becomes a Mega-Attribute. The separated colony also receives a Weave rating equal to the nova's Weave rating. The nova can only retain control over the separated eufiber

colony for as many rounds as she has dots in Eufiber Control.

The nova can also use this ability on herself and may choose to not resist separation.

QUANTUM DRAIN/INVEST

Dice pool: Intelligence + Eufiber Control

This allows a nova to drain or invest quantum energy into a eufiber colony. To invest quantum in another eufiber colony the nova rolls Intelligence + Eufiber Control rolled in contest against the target's Eufiber rating. Each net success represents a dot of quantum the nova may invest in the target colony. The nova then spends as many quantum points as he wishes to invest, giving the target nova additional stored quantum, up to double the target's Eufiber rating, even if the target colony is already filled with quantum. However, if the nova invests more quantum than double the rating, each point invested over that limit becomes one level of unsoakable bashing damage.

To drain, the nova pays three quantum and rolls Intelligence + Eufiber Control. The target resists with Eufiber. Each net success represents one dot of quantum drained from the target's eufiber colony. It also removes the additional soak from the Eufiber as well, until the target replenishes her eufiber with more quantum. The nova may absorb as many drained quantum into her own eufiber (even if her quantum is already charged) as she wishes, up to twice her Eufiber rating. Each dot of quantum over twice her Eufiber rating becomes one level of unsoakable bashing damage. The nova also gains additional soak equal to dots of drained quantum up to the target's Eufiber rating. The dots of drained quantum and levels of soak fade at a rate of one dot/level per turn.

MOBILITY

Dice pool: N/A

This ability allows the nova to give eufiber enhanced mobility. The eufiber forms rolling wheels, or extends limbs for faster running, or even forms pontoons for travel on top of water. This power cannot be used to simulate or enhance flight or gliding abilities. The nova can use this ability either on herself or others, provided she pays three quantum per person. The character's movement pace is multiplied by (1 + Eufiber Control). The nova can use this ability multiple times (each time costs three quantum) to increase that multiplier. For instance if a nova spends six quantum, the multiplier becomes (2 + Eufiber Control).

HYPERFLEXIBILITY

Level: 3

Quantum Minimum: 4

Dice Pool: N/A

Range: Self

Area: N/A

Duration: Maintenance

Effect: Stretch, extend, and flex body across long distances

Multiple Actions: Yes

Description: Hyperflexibility is a more powerful version of the Mega-Dexterity Enhancement of Flexibility.¹ It is a special type of Body Modification, and allows the character to become extremely pliant, supple, and capable of stretching his body and limbs across a vast length of space.¹ Hyperflexibility also offers the character several additional benefits.

First, the character receives a free Enhancement of Flexibility, even if he doesn't have any dots in Mega-Dexterity.¹ He may purchase this Enhancement as many additional times as he wishes, with each additional one adding 2m to the base stretching distance he can cover.¹ He also receives a free modified Quantum Leaping Enhancement, modified to fit this power, even if he lacks any dots in Mega-Strength.¹ This Enhancement, called "Quantum Bouncing," allows the character to leap

1 km horizontally and 250m vertically for every dot in Hyperflexibility.¹ Although the distance traveled is shorter, the Hyperflexible bouncer can more easily control his direction and landing abilities by extending Patagia (see below) or by catching and slowing himself down with extended limbs.

Next, the character receives +2 to dodge, as he can flow around incoming attacks, but not area attacks or explosions.¹ His rubbery form also gives him a +1 soak bonus against physical attacks such as punches, bullets, knives, etc.¹ He can also flatten himself into a two-dimensional form, slipping between cracks thin enough for paper to fit in, and squeeze through holes down to 1/8 inch diameter.¹ This is a significant improvement over the limitations of the Flexibility Enhancement.

To determine the maximum distance that the character can stretch a limb or his body, multiply the range below by the base stretching distance provided by the total of the character's Flexibility Enhancements.

Dots	Distance Multiplier
One	50m
Two	100m
Three	200m
Four	500m
Five	1,000m

For Example: Flex has Hyperflexibility 3, a total of 3 Flexibility Enhancements (1 free, two purchased with experience points), and a Mega-Dexterity score of 3.¹ The three levels of Flexibility gives Flex a base 6m of distance per dot of Mega-Dexterity, totaling 18m.¹ Multiplying that number times 200m for his three levels in Hyperflexibility gives Flex a total stretching distance of 3,600m, or roughly 2.23 miles.

Keep in mind that this distance is the total limit of the character's extension.¹ If he stretches out to his maximum in one direction, he cannot stretch out in another until he at least contracts the extended limb or body some of the way.¹ So Flex would not be able to stretch 2.23 miles in one direction, and 2.23 miles in another direction at the same time.

To calculate the speed at which one can stretch one's limbs or body, use the base sprinting score of the character.¹ This speed can also be increased by using the Mega-Dexterity Enhancement of Enhanced Movement, and the Hypermovement: Stretching power.¹ Also keep in mind that the Hyperstretching always uses the modifiers for "in combat," and not the "out of combat" speeds.¹ Flex may be able to stretch his body faster than a car can drive, but he'll never outrace a nova with Hyperrunning.¹ By stretching his legs to tremendous lengths, the character can effectively run at the speed of his stretching (but bouncing may be more fun, if not faster).

Finally, dots in Hyperflexibility also translate into additional powers, chosen by the character.¹ These dots often translate into dots of Armor, Body Modification: Extra Limbs (to create more rubbery arms and hands), Body Modification: Tendril (treat as Extra Limbs, but they do Bashing damage), Body Modification: Webbed Hands/Feet, Body Modification: Patagia (allowing the character to glide or fall safely), Bounce, and Density Control: Increase.¹ These powers are also obvious choices to buy separately with either nova points or experience points.

Another point to remember is that unless the character has some form of extended senses (like the Visible Light Attuner listed under the Mega-Perception Enhancement of Electromagnetic Vision), it is quite possible that the character may stretch a limb beyond his line of sight.¹ He will still retain his tactile sense, and can still be damaged by attacks to these limbs.

Extras: None

Created/Used by: Flex

Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

IMMORTALITY

Level: 3

Quantum: 5

Dice Pool: Varies

Range: Varies

Area: Varies

Duration: Varies

Effect: The character becomes immortal.

Multiple Actions: Yes

Requerments: Mega-Stamina, Adaptibility, Regeneration

Description: This power represents a Nova's perpsensity to live forever. It might be due to anything from continually regenerating cellular tissues to becoming part of the Quantum unity. The power brings a number of benefits, one of witch may be choosen for each dot purchased. The same benefit can sometimes be picked multipule times, if so it will say that under the description. The first benefit is always Ever-Living, after that the character may pick a new one for each dot.

Created/Used by: thinker

Source: White-Wolf Aberrant Forum

EVER-LIVING

Dice Pool: N/A

Range: Self

Area: Self

Duration: Permenant

This power quite simply allows the nova to cease aging. They will remain at their current physical age forever. Their lifespan has become effectivly unlimited.

ENHANCED REGENERATION

Dice Pool: N/A

Range: Self

Area: Self

Duration: Permenant

This power allows the nova to add their dots in Immortality to their dots in Mega-Stamina, to determine the number of health levels they can regenerate in a single round. Though they still have to pay the extra Quantum, if they wish to do so.

COSTLESS REGENERATION

Dice Pool: N/A

Range: Self

Area: Self

Duration: Permenant

This power allows the nova to regenerate a number of health levels equal to their mega-stamina score (Or mega-stamina + immortality if they have enhanced Regeneration) per hour without paying the quantum cost.

TOUGH

Dice Pool: N/A

Range: Self

Area: Self

Duration: Permenant

This power gives the nova six extra health levels, one of each type except "Dead". This benefit can be selected multipule times.

RESURRECTION

Dice Pool: Stamina + Immortality

Range: Self

Area: Self

Duration: Instant

A last ditch defensive measure, this power is automatically invoked by a nova who possesses it when they run out of health levels. Its costs 10 Quantum Pool to enact. The nova must make a number of successes on their Resurrection Roll equal to the number of levels of damage below dead they would be. If they succeed, they return to life at 1 health level and are aware and able to take one round of action before falling unconcass for 3 days. Normaly this action if a quick escape or hiding, but sometimes it is a last attack. If the roll fails, the character is permanatly dead just like anyone else.

LIGHT MASTREY

(Elemental Mastrey, Light)

Level: 3

Quantum: 5

Dice Pool: Varies

Range: Varies

Area: Varies

Duratio : Varies

Effect: Allows the character to create, and control light.

Multiple Actions: Yes

Description: This is a suite power, based on Elemental Mastrey, and covers light as the element mastered. Due to the nature of light some techniques are avalible here that are not normally considered Elemental Mastrey Techniques, However the converse is also true some techniques that are normally considered Elemental Mastrey Techniques are not avalible for light.

STROBE

Dice Pool: Wits + Light Mastrey

Range: (Quantum + Light Mastrey) x 10 Meters

Area: N/A

Duration: Instant

This power allows the nova to project a brilliant flash of light blinding the characters sight. The character spends the quantum points and rolls Wits + Light Mastrey. Each success deprives the target of their sight for 1 turn, Five or more successes wipes out the targets sight for the entire scene

LETHAL BLAST

Dice Pool: Dexterity + Light Mastrey

Range: (Quantum + Light Mastrey) x 10 Meters

Area: N/A

Duration: Instant

This power allows the nova to project a focused laser like beam of pure light that burns the target for [Quantum x 2] Levels + (Light Mastrey x2) Dice of Lethal Damage.

INVISIBILITY

Dice Pool: Wits + Light Mastrey

Range: Self

Area: N/A

Duration: Maintenance

This power allows the nova to bend light around themselves to make themselves invisible. Unlike normal invisibility this power only prevents vision by normal sight, and nova or device employing other methods of sight such as infared, or high end electromagnetics automaticly sense a character using this skill. Otherwise detecting a character employing this effect is a contested roll Between Wits + Light Mastrey and Awareness + Perception the invisible character gains a number of automatic successes equal to their Quantum. Even if successful on this roll, the character is still attacked at a +1 difficulty.

SHIELD

Dice Pool: N/A

Range: Self

Area: N/A

Duration: Maintenance

This power allows the nova to surround themselves in a laser like field of energy. It costs one additional Quantum Pool to enact this technique than a normal technique for Light Mastrey. The laser field surrounding the character is particularly intense, it burns up incomming physical attacks and disrupts energy attacks. This adds two levels of bashing and lethal soak per dot of Light Mastrey the character possesses. The field also deals one level of Lethal damage per dot of Light Mastrey to anyone touching the shield.

ENHANCE / DIMINISH

Dice Pool: Intellegence + Light Mastrey

Range: (Quantum + Light Mastrey) x 10 Meters

Area: (Quantum + Light Mastrey) x1 10 Meter radius

Duration: Maintenance

This functions much like the Enhance / Diminish technique of any other Elemental Mastrey suite. Each success rasies or lowers the intensity of the light source by 5%.

LIGHTSPEED

Level: 3

Quantum Minimum: 6 (must also have Hypermovement 1 or better)

Dice Pool: Dexterity + Lightspeed

Range: Self

Area: N/A

Duration: Maintenance

Effect: Increases character's running or flying speed

Multiple Actions: N/A

Description: A nova with Lightspeed can run or fly at the speed of light.¹ The player must specify which mode of movement Lightspeed enhances (running or flying) when he buys the power.¹ Lightspeed works differently than Hypermovement does, and does not increase the multiplier to calculate the character's movement rate.¹ Instead, Lightspeed determines just how many times the speed of light that the character can move at.¹ In order to understand just how fast light travels, refer to the numbers below to see how quickly the character can move under ideal conditions.

Speed of Light x1	Distance Traveled (Approximate kpm)*
One Year	9.46 trillion kilometers/5.88 trillion miles
One Month	788 billion kilometers/490 billion miles
One Week	197 billion kilometers/122.5 billion miles
One Day	28.15 billion kilometers/17.5 billion miles
One Hour	1.17 billion kilometers/729 million miles
One Minute	19.55 million kilometers/12.15 million miles
One Second*	325,865 kilometers/202,546 miles

*The character with Lightspeed will most likely only be using this travel time and distance.

*These distances are roughly those found in an ideal condition for light to travel - in a vacuum.¹ Although the presence of matter (and the resulting friction) in an atmosphere will affect the speed that light, and thus the character, may actually travel in any given length of time, when the great speeds involved are considered, any loss of speed becomes negligible.¹ Use these figures as a guide.

When the character spends the quantum cost to activate Lightspeed, he can travel as many times the speed of light equal to his Lightspeed out of combat.¹ On Earth, this equates to being able to almost instantaneously appearing wherever the character wishes.¹ In a combat or turn-based situation, the character can be wherever he needs

to be whenever he needs to be there, although the rules for initiative still apply to him; he can only move on his action.¹ Aerial Slams and Strikes (or Hyperspeed Slams and Strikes for speed of light runners) performed while the character is using Lightspeed can double their damage dice pools.¹ While moving at the speed of light, the character cannot be aimed at, and all difficulties to hit him with an attack are increased by one per dot in the power. Characters moving at full tilt may take no other actions other than an Aerial Slam or Strike or Hyperspeed Slam or Strike.¹ Running at lightspeed does not overcome gravity, but for an extra quantum point, the character may run across water or open spaces (in one second, he will most likely cover enough distance to reach solid ground to rest his feet on).¹ Any maneuvers performed while moving at lightspeed require a Dexterity + Lightspeed roll.

Since lightspeed is much faster than the speed of sound, the character will automatically create sonic booms whenever he activates and uses his Lightspeed power, causing significant damage to structures he runs or flies by.¹ Use the Lightspeed power rating as an appropriate level of Mega-Strength causing damage similar to the Thunderclap enhancement.¹ Just as with Hypermovement, characters using Lightspeed must be very careful about their effect on the world around them.¹ Of course, if the nova has a power similar to Density Decrease 3 or Bodymorph: Light and can effectively become intangible, he can fly or run at this speed rather quietly.¹ The Silence power can also negate this sonic effect for "solid" characters.

Extras: None.

Created/Used by: Dominus Rex

Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

MINDSCAPING

Level: 3

Quantum Minimum: 5

Dice-Pool: Variable

Range: Variable

Duration: Special (see below)

Effect: It gives the Nova the power over the 'landscape' of the mind

Multiple Action: No

Description: Mind scaping is the strongest variant of telepathy ever recorded. While actual telepathic communication isn't possible, it gives the Nova the greater power, the power to affect the landscapes of someone's mind, effectively altering their personality on the most fundamental level. With this powers they are able to alter personalities, destroy minds, brainwash and all manner of nasty things. A blessing is that this power is rarer than warp.

Like Elemental Anima, each level in this power grants another technique, although unknown tricks may be attempted for double quantum costs and a plus one difficulty modifier. The typical duration for any technique is maintenance, although if a PERMANENT point of willpower is spent, the changes become permanent as well.

John Salis or Mindwipe is the first recorded Nova to possess this power.

Created/Used by: Dean Howard

Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

READ LANDSCAPE

Dice Pool: Intelligence + Mindscaping

Range: (Quantum + power rating) x 5

Area: N/A

Duration: Concentration

This is the most basic ability, and it allows the nova just to view the mindscape, and with a wits + mindscaping roll, they can look at memories. This will give them an idea of the targets personality, and the best way to help or hurt them.

ALTER MEMORIES

Dice Pool: Wits + Mindscaping

Range: (Quantum + Power rating)

Area: N/A

Duration: Special (see above)

This power allows the nova to alter the mental landscape markers which make up memories. This will in effect alter the memories themselves. The amount of successes gathered on the roll will indicate a possible level of change to the memories. The target may resist the changes however, by making a contested willpower roll, and each success the target gets, will nullify one of the nova's successes.

ALTER LANDSCAPE

Dice Pool: Intelligence + Mindscaping

Range: (Quantum + Power Rating)

Area: N/A

Duration: Special (see above)

This is the main strength of this power. This is the ability to alter the personality of the target to the nova's wishes. This often causes total mental meltdown when the effect wears off though. The effects of this are usually up to the player and ST, but the number of successes gained on the roll should be used as a guide to how much the personality of the target is altered. It should take 6 successes to totally reverse a personality. As with Alter memories, the target may resist the changes.

WIPE LANDSCAPE

Dice Pool: Intelligence + Mindscaping

Range: (Quantum)

Area: N/A

Duration: Special (see above)

This is the worst power of all, the total obliteration of the mind. Not only does it destroy the mind of the person, leaving them comatose (unless a new personality is inserted or the power wears off) it also does physical damage to the mind. In game terms the target is unable to do even the most basic functions themselves, although autonomic functions (such as breathing, keep heart beating etc...) aren't affected. However this mindwiping can be resisted like alter memories can.

It also does damage to the target, as the neural pathways of the brain are broken down. The damage is bashing and equal to (Quantum), and if any damage is done at all, then a willpower roll must be made or, for each success of difference in the damage roll and willpower roll, the target loses a dot of intelligence. If any botches are rolled on the willpower roll, then the intelligence drop is permanent.

CREATE LANDSCAPE (OR BRAINWASHING)

Dice Pool: Perception + Mindscaping

Range: (Quantum)

Area: N/A

Duration: Special (see above)

This is the opposite power of Wipe Landscape, where as that as that destroys, this creates. Unless done on an comatose or willing target, this is always an contested roll. This can be used to build a landscape for someone who has had theirs destroyed (see above). Again, the actual specifics of this effect are up to the ST and player, but it gives a new slate to build on (unlike alter landscape). If the target isn't comatose or willing, then a resist attempt may be made as with alter memories

MENTAL WALL

Dice Pool: Intelligence + Mindscaping

Range: (Quantum + Power Rating)

Area: N/A

Duration: Special (see above)

This technique can be used to block off certain mental functions

such as speech, sight, or even memory clusters. For the duration of this effect the character will feel pain, every time they try and access the function (-successes dice pool each attempt). However, if more than one success is rolled, then the nova may place in conditions that the wall may be lifted for a short time. Each success used in this way, is removed from the actual success of the roll. This can be resisted as with other mindscape techniques.

DETECT MINDS

Dice Pool: Perception + Mindscaping
Range: (Quantum + Power Rating) x 5
Area: As range, centred on nova
Duration: Maintenance

This is another basic ability of this power. The ability to detect the minds of those around them. Nothing can be done about the minds, but they can just be detected. If more than (willpower x 10) people are within the nova's sensing distance, then a Willpower roll must be made, or the nova will be overwhelmed and have a -3 to all dice pools for the duration of the effect.

Example: The Manchurian Candidate, our resident Mindscaper, Mindwipe decides he needs an informant inside T2M, to tell him when they are going to bust his terrigen buddies. Going into the bar of his club, the hellfire, he's in luck, a T2M member, named Melissa is standing there and just waiting for his reprogramming. Going up and engaging the good looking woman, he buys her a drink, and after she's drank it. He uses Wipe Landscape on her (Int 4, Mindscaping 5, Willpower 7). He rolls four successes. Melissa (WP 4) only rolls one. She falls face first onto the table, Mindwipe takes her into the back room to try and 'bring her round'. Deciding to act quickly, he goes into her now blank mindscape, and rebuilds it with 3 successes. While her mind is rebuilding itself, Mindwipe decides to alter it a little to make her more sympathetic to the terrigen. With two successes, he spends a permanent willpower point to make it permanent. Melissa, suddenly finds that Mal makes much more sense to her. Deciding to be careful against Utopia's own telepaths, he places all of his changes behind a wall. After gaining three successes, he spends another permanent willpower point¹ to make the wall permanent and removes one success to give the wall the condition of hearing him talk about the terrigen. Now behind the wall, he makes one last change. He alters the landscape to make her tell him everything that he asks her to. Three successes again. Spending a third permanent dot of willpower, he is feeling severely drained, and she is a little dazed about what was going on. She leaves the club and Mindwipe waits for his little puppet to find something out.

Extras: None

NUCLEAR MASTREY

(Elemental Mastrey, Nuclear Forces)

Level: 3
Quantum: 5
Dice Pool: Varies
Range: Varies
Area: Varies
Duration: Varies

Effect: Allows the character to create, and control Strong and Weak Nuclear forces.

Multiple Actions: Yes

Description: This is a suite power, based on Elemental Mastrey, and covers nuclear forces as the element mastered. Due to the nature of nuclear force some techniques are available here that are not normally considered Elemental Mastrey Techniques, However the converse is also true some techniques that are normally considered Elemental Mastrey Techniques are not available for nuclear forces.

DEMATERIALIZE

Dice Pool: Stamina + Nuclear Mastrey
Range: Self
Area: N/A
Duration: Instant

The nova can de-construct their body and run it along a Quantum Slip stream to another location, where it is reassembled in an instant. While superficially this appears to be teleport, the range is much less. However the ability can be invoked in combat with no penalty. The character can travel no further than 100 meters per success rolled when using this power, and they must be able to clearly see their target destination.

RADIATION BLAST

Dice Pool: Dexterity + Nuclear Mastrey
Range: (Quantum + Nuclear Mastrey) x 10 Meters
Area: N/A
Duration: Instant

This power allows the nova to project a focused beam of radiation that burns the target for [Quantum x 2] Levels + (Nuclear Mastrey x4) Dice of Lethal Damage, however this is easily blocked by anything made of metal and cannot be used against non-organic objects.

PHASE

Dice Pool: Wits + Nuclear Mastrey
Range: Self
Area: N/A
Duration : Maintenance

This power allows the nova to attune her own molecular properties with those of the matter around her. This effectively allows the nova to phase through solid matter and makes her more resistant to physical (though not energy attacks) while it is active. The nova adds twice the number of successes rolled to their soak vs any form of physical damage while this power is enacted and they can pass through solid matter as if they were under the effects of density decrease level three.

DEMONECULARIZE

Dice Pool: Strength + Nuclear Mastrey
Range: Touch
Area: Varies
Duration: Instant

This power allows the nova to extend her Nuclear Mastrey into an object she is touching and cause the strong and weak nuclear forces to give out, disassembling the matter. The Quantum signature of organic matter (even a baseline) does not allow this power to be effective, but it functions much like Disintergrate on in-organic matter, dealing Strength + Nuclear Mastrey dice and Quantum levels of aggravated damage.

RADIANT CONVERSION

Dice Pool: Stamina + Nuclear Mastrey
Range: (Quantum + Nuclear Mastrey) x 10 Meters
Area: (Quantum + Nuclear Mastrey) x 5 Meter radius
Duration: Instant

This extremely destructive effect, is the use of Nuclear Mastrey to convert matter directly into energy. It acts as a weaker form of disintergrate on a single target, dealing Stamina + Nuclear Mastrey dice of aggravated damage, however each level of damage dealt and not soaked in this way becomes a radiant flare of energy and deals Quantum Dice of lethal energy damage to everyone in the area of effect. (I.e. if the user of this power has 5 Quantum and they deal 3 non-soaked levels of damage to the target then everyone in the area of effect, including the target, suffer 15 dice of lethal damage.) it also acts as a strobe (visual/audio) with a dice pool the same as the damage

dice pool of the explosion.

PAIN MASTERY

Level: 3

Quantum Minimum: 4

Dice-Pool: Variable

Range: Variable

Duration:¹ Variable

Effect: Gives the nova the power to manipulate pain.

Multiple Action: Yes

Description: This power, like elemental anima give the Nova the power over pain, both her own and others. They know terrifying ways to increase, decrease, alter the type of pain and other awful abilities. This can make a good nova a godsend, and a bad one worse. In some cases of this power, the nova has even been able to create pain in her target.

However, a side effect of this power is they can tell how much pain a target is in, by looking at them. This requires a clear line of sight and a Pain Mastery + Medicine roll. Also they can diagnose medical problems faster, with the same roll, and it's successes granting additional dice on any diagnosis or treatment roll.

Like Elemental Anima, each dot in Pain Mastery grants another technique, and unknown techniques may be attempted, although at double cost and +1 difficulty

The first recorded nova to possess this power¹ is Hannah Ryan-Smith or Nymph.

Created/Used by: Dean Howard

Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

INCREASE/DECREASE

Dice Pool: Stamina + Pain Mastery

Range: (Quantum + Power Rating)

Area: N/A

Duration: Maintenance

This technique gives the nova the ability to alter the amount of pain a person is feeling. Each success on the activation roll can either increase or decrease dice pool penalties by one level. So it takes 7 successes on the roll to make a perfectly healthy person unconscious due to pain, but it cannot make someone regain consciousness in the same way.

PAIN TO PLEASURE

Dice Pool: Manipulation + Pain Mastery

Range: (Quantum + Power Rating)

Area: N/A

Duration: Maintenance

Pain and pleasure are biologically very similar, so a Nova with this technique can turn them round. While it won't take away any physical wounds, it makes the target very difficult to torture, as they begin enjoying the treatment! Each success after the first can be used to resist any torture attempts involving physical torture, as the first halves all wound penalties for the duration of the effect. This strange technique also has other applications, such as allowing a target to remain conscious.

REMOVE PAIN

Dice Pool: Stamina + Pain Mastery

Range: Self

Area: N/A

Duration: Maintenance

This technique is difficult to do, so it may only be performed on the nova herself. It simply stops the nova from feeling pain. This is a good and bad thing however, as pain tells us we've been damaged and must stop to allow it to be repaired. But as long as one success has been rolled, then the nova' cannot feel any pain

ANAESTHETIC TOUCH

Dice Pool: Stamina + Pain Mastery

Range: Touch

Area: N/A

Duration: Maintenance

This is the same as Remove Pain, but for others.

BALEFUL STARE

Dice Pool: Strength + Pain Mastery

Range: (Quantum)

Area: N/A

Duration: Instant

This is the most hateful of all the pain mastery techniques, as it seeks to overwhelm the targets senses with pain. If the roll is successful, and the target doesn't possess the power Sensory Shield, then it does bashing damage, as it forces the body to hurt itself. This attack does one damage per success level, which only Novas with Sensory shield or Hardbody attunement may soak.

TRANSFER PAIN

Dice Pool: Wits + Pain Mastery

Range: (Quantum x 4)

Area: N/A

Duration: Maintenance

This technique effectively swaps the dice pool penalties due to pain of two targets. Each success is one level of pain which may be swapped, although actual health level ratings doesn't change, it does increase or decrease the penalty. Also while the technique is in effect, if either of the targets takes damage, then they take the damage, but the pain is sent along the link.

Extras: None

PROBABILITY CONTROL

Level: 3

Quantum Minimum: 5

Dice Pool: Variable

Range: Variable

Area: Variable

Duration: Variable

Effect: Character can influence probabilities, making actions more or less likely to occur.

Multiple Actions: Yes

Description: With Probability Control, a nova can skew the natural¹ probabilities of an event or action succeeding or failing, whether an action performed by herself or another, to make that action more or less likely to¹ occur successfully.¹ A nova may learn and freely use one technique per dot¹ in this power; she may attempt other techniques, but the player must spend twice the quantum cost and roll against a +1 difficulty to activate these unmastered techniques. Any Probability Control Technique can be resisted by a nova with the mega-power of Luck.¹ Each dot of Luck is rolled to resist the successes scored by the nova at no cost.¹ If a novas Luck dice remain unused for that scene, the nova may spend them one for one to automatically cancel out successes on Probability Control effects. Many of the Techniques of Entropy Control from the Aberrant Players Guide might be suitable here as well, at the STs discretion.

Created/Used by: Ian Turner

Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

LUCK

Dice Pool: Probability Control

Range: Self

Area: N/A

Duration: Permanent

This power provides one die to roll for each dot of Probability Control¹ (+ automatic successes equal to the nova's Quantum score), but this roll can only be made once per scene.¹ Each success can then be spent like any use of the level one power of Luck on page 206-207. In combat, each success can be spent to either add one die to the accuracy and effect of one of one's own attacks, or can be spent to add an automatic success to a dodge, block or parry (or any sort of Willpower or Resistance roll to defend oneself from hostile action). Out of combat, each success can be spent to add one automatic success to any use of an Ability or Background, or even divided among several Abilities in some cases. Unlike the power on page 206-207, this advanced version of Luck cannot be botched.¹ It always scores at least Quantum successes.

PROBABILITY EXCHANGE

Dice Pool: Wits + Probability Control

Range: (Quantum + power rating) x 10 meters

Area: (Quantum + power rating) x 5 meters

Duration: Concentration

The universe survives on an equilibrium of uncertainty.¹ Probability must be maintained, but the nova with this power can choose to juggle the numbers around, changing not the overall probability within an encounter, but definitely changing the individual results by stealing probability from one person and transferring it to another within his area of effect.¹ So long as possibility is neither created nor destroyed, he can have uncanny influence in the meantime. In essence, once this power is activated, the nova becomes able to take one success from anyone within the affected area for every success he scored on the initial power activation and give it to anyone else within the probability warping area for each turn that he concentrates!

A success in this case could not only be a rolled success, but an automatic one resulting from a Mega-Attribute or Enhancement, or even an automatic property, such as a Soak success.

Example: Hi-Jynx uses this power and scores 3 successes.¹ At any time within the time of concentration, he can steal up to three total successes from any person in range, and transfer them to any other person or persons within range, exchanging the raw stuff of probabilities from one to another. Under attack from a powerful Quantum Bolt attack, he subtracts three successes from the 'to hit' roll of his adversary (and is hit anyway), and then adds +3 successes to his own Soak roll to try and survive the deadly attack.

PROBABILITY FLUX

Dice Pool: Wits + Probability Control

Range: Touch

Area: N/A

Duration: Maintenance

The nova can feel *potential* seething in around his frame and in her fingers.¹ With this effect, she can choose to augment or hinder that potential in himself or another person. Once the power is activated, the nova can either count each success rolled (+ one automatic success / Dot of Quantum) as a single automatic success to any task *or* as to take away a single success from any action by the affected person. In either case, the choice belongs to the probability-warping nova and not to any other affected person and the successes can be spent to either add or take away successes at any time within the power's duration, limited to only one success / dot in this power. The nova can 'change his mind' at any time and hinder one action while helping another. Accepting the assistance of a whimsical or untrustworthy ally with this power might be a fatal mistake as the recipient of the power cannot choose to receive only 'good luck' or misfortune, that is up to whims of the controlling nova. Regardless of the duration, once all the successes

are spent, the power ends.

Example: Bad Penny has Probability Control level 2, and a Quantum score of 5, she rolls 4 successes to use this power on her teammate, but can only use increase (or decrease) his abilities by 2 of those successes in any one turn.¹ She chooses to help him to strike a foe with his Martial Arts, giving him a +1 success to strike his target and another +1 success to his damage dice pool (a lucky shot indeed), but when he leaps for cover, she is annoyed that he would desert her in a dangerous situation and turns her power to stopping him from leaving the area by taking two successes from his Athletics roll.¹ She still retains 5 chances to add or subtract difficulty from his actions (and only his actions, unlike Probability Exchange, only one person can be so affected in a single power-use) throughout the power's duration.¹ Hopefully, she will be less fickle!

PROBABILITY SHIELD

Dice Pool: N/A

Range: Self

Area: N/A

Duration: Maintenance

The character can warp probability to protect himself with an aura of improbability, causing even the most well-aimed attacks moving towards him to become subject to ever-more-unlikely distortions. While he maintains the effect, the nova may subtract his dots in Probability Control from the attack successes of any incoming attack.¹ The 'shield' has no effect on soak, other than to insure that few attacks gain many extra dice for exceptional levels of accuracy. Effects that do not need to roll to strike, such as environmental damage or the effects of an Area attack, are unaffected by the Probability Shield. Bad luck, that.

PROBABILITY TWIST

Dice Pool: Manipulation + Probability Control

Range: (Quantum + power rating) x 10 meters

Area: N/A

Duration: Instant

The character can cause a damaging twist of fate to occur to an item or person.¹ The item might break catastrophically or the person suffer a stroke, embolism, bone fracture, muscle tear, heart attack or similar biological failure.¹ For each success scored on the initial roll, the target person or item suffers a single Lethal HT level of damage.¹ This damage can only be soaked by a nova with the Mega-Stamina enhancement of Hardbody, although said damage does not otherwise act as Aggravated damage in any other way.¹ Unlike the similar power of Bioentropy Storm from Entropy Control, this effect cannot be resisted, affects only a single target and can affect machines and other even semi-permanent constructs of energy (such as a Quantum Construct, electrical Bodymorph or even a generator or stable energy field).¹ The chaotic forces will turn against almost any target chosen within the range, although the effects will be correspondingly slight against a larger target (4 lethal HT levels of damage, no matter how irresistible, aren't going to slow down a tank or collapse a building!).

QUANTUM ABSORPTION

Level: 3

Quantum Minimum: 3

Dice Pool: Stamina + Quantum Absorption

Range: Self

Area: N/A

Duration: Special

Effect: The nova converts energy damage from quantum powers into quantum points.

Multiple Actions: No

Description: This power is very similar to Absorption, but can

do what Absorption cannot. A nova with Quantum Absorption can convert damage caused by attacks directly into quantum points. These converted quantum points can then be used to replenish the nova's own quantum pool or to store up and fuel a nova's other quantum powers. The power works against either energy damage (like Quantum Bolts or fire) or kinetic damage (like punches or bullets); the character must define which phenomenon her Quantum Absorption works against when she buys it.

When the nova is hit with an attack of the type she can absorb, she may choose to try and convert some or all of the damage. Doing so takes no time, may be applied before or after the character's normal soak, and the character may do it even if she has already acted for the turn; the character need not declare she will use her Quantum Absorption until after an attack has hit and done damage to her. Each success rolled on a Stamina + Quantum Absorption roll subtracts one health level of damage from the attack; the character must pay one quantum point per health level absorbed. Every health level of damage, however, is converted into two quantum points. These quantum points will replenish the character's quantum pool, and can even increase the pool above its maximum for a short period of time.

Quantum points gained above the character's maximum will not last forever. They will fade away at a rate of one point per (Quantum + power rating) turns. Points that are within the character's maximum limit are retained as normal.

Extras: None

Created/Used by: Scott Kearney

Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

REVENANCE

Level: 3

Quantum Minimum: 4 (Required: Mega-Stamina 1 and the Regeneration enhancement)

Dice Pool: N/A

Range: Self

Area: N/A

Duration: Instant

Effect: The nova, when he dies, can regenerate his injuries and come back to life.

Multiple Actions: N/A

Description: Novas, despite their superhuman endurance, can still die.¹ A nova with Revenance, however, can get a second chance at life.¹ This power is always in effect, but does not take begin to work until the character actually dies, and it is best combined with the Regeneration enhancement.¹ For each level of Revenance that the nova has, he can remain up to 1 hour dead and still have the use of this power.¹ The nova may spend a permanent point of Willpower, and if he has any quantum points remaining in his pool, he can use them to activate his Regeneration enhancement, but he can only heal half as many health levels he would normally be able to heal per turn (round up; minimum of 1 health level per turn).¹ If the nova wishes, he can choose to gain a permanent point of Taint to use this power, rather than sacrifice his Willpower.¹ The nova can heal wounds for as long as he has quantum points, and will "come back to life" after he reaches a lethal health level of Incapacitated, when he can begin to Regenerate normally.¹ Aggravated damage can be healed at a cost of three quantum points per level of damage (pg. 254, Aberrant rule-book).¹ If he is out of quantum points, he will be able to recover them as if wasreceiving complete rest, although this will take some time, and he will only recover them at half his normal rate (again, round up).¹ It may be possible for him to receive enough further health levels of damage below Incapacitated that he will be unable to bring himself¹ back up to Incapacitated (like when his enemies keep blasting him with quantum bolts to ensure that he is dead for good).¹ If the nova cannot

use his Regeneration, then another nova with the Healing power could try to heal the revenant, but if he isn't brought back to Incapacitated by the time the power expires, he will be truly dead.¹ The Storyteller has every right to determine that Revenance will not work against certain types of deaths, such as falling into a volcano, decapitation, exploding in a depressurized vacuum, death by disintegration, etc.

Extras: None

Created/Used by: Wu Shu

Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

SHADOW MASTREY

(Elemental Mastrey, Shadow)

Level: 3

Quantum: 5

Dice Pool: Varies

Range: Varies

Area: Varies

Duration: Varies

Effect: Allows the character to create, and control light.

Multiple Actions: Yes

Description: This is a suite power, based on Elemental Mastrey, and covers Shadow as the element mastered. Due to the nature of Shadow some techniques are available here that are not normally considered Elemental Mastrey Techniques, However the converse is also true some techniques that are normally considered Elemental Mastrey Techniques are not available for Shadow.

ENHANCE / DIMINISH

Dice Pool: Intelligence + Light Mastrey

Range: (Quantum + Light Mastrey) x 10 Meters

Area: (Quantum + Light Mastrey) x1 10 Meter radius

Duration: Maintenance

Just like the enhance/diminish technique of any other form of Elemental Mastrey this allows the character to either lengthen and darken shadows or all but banish them. Each success allows a 5% change in the local shadows. Every 20% the local shadows are enhanced gives stealth rolls an extra dice so long as they would be effected by the extra cover. For every 20% diminished shadows are, the appropriate stealth rolls suffer the same penalty.

SHROUD

Dice Pool: Dexterity + Shadow Mastrey

Range: (Quantum + Shadow Mastrey) x 10 Meters

Area: (Quantum + Shadow Mastrey) x 5 Meters

Duration: Maintenance

This power allows the nova to cloak an area in shadows, rendering normal sight useless. They make the Dexterity + Shadow Mastrey roll, to target the shroud. If they get no successes then they flat miss, other than that each success reduces the perception of everyone within the target area by one. If all of somebodys perception is canceled then they are blind and follow the rules under strobe.

TRANSMIT (SHADOWS)

Dice Pool: Perception + Shadow Mastrey

Range: Varies

Area: Self

Duration: Instant

This ability allows the character to step into one shadow and appear out of another, perhaps a very long way away. The number of successes determine the distance apart the two shadows can be.

1 Success	2 Kilometers
2 Success	20 Kilometers
3 Success	200 Kilometers

4 Success 2,000 Kilometers

5 Success 20,000 Kilometers

Each success beyond 5 multiples the range by 10

The character must have a general idea of where they are going and they step out of the shadow closest to that spot. They cannot step into their own shadow. If they do not roll enough successes then they appear as far towards the destination as they can. Possibly in a dangerous situation.

ANIMATE

Dice Pool: Dexterity + Shadow Mastrey

Range: (Quantum + Shadow Mastrey) x 10 Meters

Area: (Quantum + Shadow Mastrey) Cubic Meters

Duration: Maintenance

This power allows the nova to animate and control shadows within range. Each success allows the control of one particular shadow no larger than the area of effect. Shadows can be used for a variety of purposes. They can be shaped into words for quiet communication, moved over a person to enhance their stealth (one additional dice for each shadow moved to protect them.) Shadows could even be moved into specific spot, as a prelude to transmitting out of it for a surprise attack! The only restriction is that the shadows cannot be moved out of the characters range with this power.

SHADOW BLAST

Dice Pool: Dexterity + Shadow Mastrey

Range: (Quantum + Shadow Mastrey) x 5 meters

Area: One Target

Duration: Instant

This technique allows the character to create a blast of shadowy energy. This energy deals [Quantum] Levels + [Shadow Mastrey] x 2 Dice of lethal cold damage

SHADOWFORM

Dice Pool: N/A

Range: Self

Area: Self

Duration: Maintenance

This technique allows the character to transform themselves into a living shadow. In this form the character functions as if they have one level of Density Control (Decress) from each dot in Shadow Mastrey they possess. However they take damage from bright lights as shown below.

Spot / Search Light 1 Level Lethal / Minute

Overcast Day 2 Levels Lethal / Round

Full Sunlight 3 Levels Agg / Round

Other light damage is at the Storytellers judgement.

TAINT MASTERY

Level: 3

Quantum Minimum: 5

Taint Minimum: 3

Dice Pool: Variable

Range: Special

Area: Special

Duration: Variable

Effect: The character can manipulate taint levels and aberrations within targets.

Multiple Actions: Yes

Description: A very rare power, the nova nova with Taint Mastery is actually capable of manipulating tainted quantum energies within himself or another nova, and is able to alter the effects of

taint-inflicted aberrations. As with Elemental Anima and Mastery, this power allows the nova to use several different techniques. Unlike other quantum powers, Taint Mastery is only as powerful as the current permanent Taint level of the nova using the power. Should his Taint level drop below the minimum Taint required, he will temporarily be unable to use this power. The dangers of this power are obvious; should the nova ever reach a permanent Taint level of 10, he will be unusable as a player character, his mind completely altered by the high levels of Taint within his body.

Created/Used by: the Cajun

Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

ABSORB TAINT

Dice Pool: Taint + Taint Mastery

Range: Touch

Area: N/A

Duration: Permanent

The nova can permanently transfer another nova's temporary Taint levels into his own body. Every success on a Taint + Taint Mastery roll will allow one temporary Taint point to be transferred into the nova. This technique does not allow the nova to transfer his own temporary Taint into others. Should the nova's temporary Taint ever reach 10, he will immediately gain a permanent level of Taint in exchange for losing the 10 temporary Taint levels. Temporary Taint stored within the nova must be purged through normal means of recovery, or by using further techniques of this power.

PURGE TAINT

Dice Pool: N/A

Area: Self

Duration: Instant

This technique allows the nova to more quickly purge his body of harmful levels of temporary Taint.. The nova can make a Willpower roll once every week in order to purge his body of Taint, rather than once every month. Although each point of temporary Taint above the first still results in a +1 penalty to the Willpower roll, every level in Taint Mastery negates one level of penalties. Each success on the Willpower roll will bleed off one point of temporary Taint. Failure means that no Taint can be purged that week, while a botch on the roll means a permanent Taint level is gained. This technique cannot be used to reduce permanent Taint levels.

RESIST TAINT

Dice Pool: Taint

Area: Self

Duration: Instant

When a nova fails a power roll when using a strained power or while trying to rapidly recover quantum, he often gains temporary taint levels. A nova using this technique can make a Taint roll using his permanent Taint and attempt to resist gaining the temporary Taint points. Every success will negate one temporary level of Taint that the nova would have otherwise gained. Failure means that the taint levels are gained, while a botch means he will gain two additional levels of temporary Taint.

TAINT BLAST

Dice Pool: Dexterity + Taint Mastery

Range: (Taint + power rating) x10 meters

Area: N/A

Duration: Instant

The nova can shape his own Taint into a dangerous attack, channeling Taint into living targets. Each successful attack inflicts Taint + Taint Mastery dice of damage, which can only be soaked by novas with the Hardbody Mega-Stamina enhancement. For each level of Taint

that affects the target, baselines suffer one lethal health level of damage in addition to being infected with a temporary level of Taint. Novas do not suffer any damage, but can certainly be affected in more negative ways by having their temporary Taint pools increased. Should a nova target ever reach 10 levels of temporary Taint, he will gain a permanent Taint point.

TAINT STORM

Dice Pool: Wits + Taint Mastery

Range: (Taint + power rating) x10 meters

Area: (Taint + power rating) x5 meters

Duration: Concentration

The nova can create a storm-like area filled with dangerous levels of tainted quantum energies. Although the damaging effects are the same as for Taint Blast above, this technique covers a much wider area. Baselines will suffer lethal health levels of damage in addition to being infected with temporary Taint levels, while novas will gain temporary levels of Taint, and can only resist the damage if they possess the Hardbody Mega-Stamina enhancement.

TAINT MANIPULATION

Dice Pool: Taint + Taint Mastery

Range: Touch

Area: N/A

Duration: Maintenance

This technique allows the nova to temporarily increase or decrease his own or another nova's permanent Taint levels. The effects can be used to suppress the effects of high levels of Taint, temporarily removing aberrations which could be harmful to others or which would otherwise limit social interactions with baselines. The nova could also temporarily increase his own or another's permanent Taint levels, with new aberrations manifesting along the lines of the nova's theme, animae, or further extensions of his or her own powers. Every two successes on a Taint + Taint Mastery roll will increase the target's Taint rating by one point for as long as this power is maintained. Targets may resist having their Taint temporarily increased by making a Stamina + Resistance roll, but only if they possess the Hardbody Mega-Stamina enhancement. Even though the increase is temporary, should a nova ever reach a permanent Taint level of 10, he will become unusable as a player character or unpredictable as an NPC as the tainted quantum energies corrupt the nova's mind. When the power is no longer maintained, the nova will regain his former Taint level.

TELEKINETIC MASTERY

Level: 3

Quantum Minimum: 5

Dice Pool: Variable

Range: Special

Area: Special

Duration: Variable

Effect: The nova can manipulate lift and move physical objects without touching them to a much greater degree than the Telekinesis power (p. 224) provides.

Multiple Actions: Yes

Description: Telekinetic Mastery is a more powerful level of Telekinesis.¹ It works in much the same way, allowing the nova to manipulate and move objects without touching them through the application of quantum energies.¹ Unlike Telekinesis, Telekinetic Mastery has several techniques associated with it, and it also allows the character to manipulate matter on the molecular level.¹ With this level of power, the nova may also use any of the Elemental Anima techniques that apply to solid, liquid, or gaseous matter, such as earth, water, or air, but not fire, electricity, light, or other forms of energy.

For Example: Professor Englehart is facing a burning building, and the local firemen are having trouble getting the hoses hooked up to the fire hydrants.¹ In order to help control the blaze and keep the fire from spreading, Professor Englehart decides to use her Telekinetic Mastery to move the oxygen molecules out of the area, creating a vacuum.¹ Without oxygen, fire cannot burn or spread.¹ The player decides to use the Enhance/Diminish technique listed under Elemental Anima, creating a vacuum in the area of the blaze.¹ Rolling five successes, she is able to completely remove all of the oxygen molecules in the area of the blaze, and by the end of the turn, the fire snuffs out.¹ The firemen wonder what they are getting paid for.

Created/Used by: Professor Englehart

Source: NovaNet @ <http://users.nac.net/corporal/aberrant>

BIOMOLECULAR TELEKINESIS

Dice Pool: Dexterity + Telekinetic Mastery

Range: (Quantum + power rating) x10 meters

Area: N/A

Duration: Instant

A very advanced and target specific form of telekinesis, this technique allows the nova to actually remove molecules and particles from the bloodstream and tissues of a living target.¹ This can have both beneficial and harmful effects.¹ If the nova targets particles such as viruses, bacteria, toxins, and tumors, the nova can effectively grant the target one additional die per success when making a Resistance roll against the infection, disease, or poisoning.¹ The side effects of the disease or drugs won't be reversed, but the target can be effectively cured or detoxified, even if no cure or antidote currently exists.¹ Keep in mind that some of these particles may be contagious, and should be properly contained or disposed of unless they spread (fire and intense heat universally works).¹ When used to harm a target, telekinetically removing something like red or white blood cells can cause lethal problems all their own in a relatively short period of time.¹ A target can make a Stamina roll to resist this type of attack, and the Storyteller has the final word on what exactly will happen within realistic means of science and biology.¹ The Storyteller may also require the nova to possess high ratings in both Medicine and Science in order to understand how to properly use this type of technique.

BIOTELEKINETIC STORM

Dice Pool: Dexterity + Telekinetic Mastery

Range: (Quantum + power rating) x10 meters

Area: (Quantum + power rating) x5 meters

Duration: Instant

The nova can create a field in which telekinetic forces within living creatures run riot.¹ The victims will suffer massive internal injuries as their organs, tissues, blood vessels, and bones are telekinetically pulled, torn, and moved in different directions.¹ The nova rolls Dexterity + Telekinetic Mastery in an opposed contest against the victims' Stamina; each net success inflicts one health level of lethal damage.¹ Victims cannot soak this damage unless they possess the Hardbody Mega-Stamina enhancement.

DESTRUCTION

Dice Pool: Dexterity + Telekinetic Mastery

Range: (Quantum + power rating) x10 meters

Area: N/A

Duration: Instant

The character telekinetically unravels and pulls apart the molecular structure of an unliving object, causing it to disintegrate.¹ Doing so inflicts Quantum + Telekinetic Mastery health levels of damage to the target object.¹ Objects may soak; the Storyteller should determine how much damage they can soak based on the materials they are made of

and how well they are constructed.

HEMOKINESIS

Dice Pool: Dexterity + Telekinetic Mastery
Range: (Quantum + power rating) x10 meters
Area: N/A
Duration: Maintenance

With this technique, the nova can telekinetically prevent an injured and bleeding victim from external bleeding or internal hemorrhaging.¹ By manipulating the circulation of the blood around the injury and forcing an appropriate amount of blood plasma to the area, the nova can cause the blood vessels to clot, effectively stanching and controlling the bleeding until more effective medical means or quantum powers are applied.¹ Damage cannot be healed with this technique, but any damage that could result from blood loss will be prevented for as long as the power is maintained.¹ As with Biomolecular Telekinesis, the Storyteller may require the nova to possess a rating in Medicine and Science in order to properly use this technique.

TELEKINESIS

Dice Pool: Dexterity + Telekinetic Mastery
Range: (Quantum + power rating) x10 meters
Area: N/A
Duration: Maintenance

This technique is the basic power of telekinesis, allowing the nova to pick up and move objects without touching them.¹ It works identically to the Telekinesis power (p. 224), except that the character rolls Dexterity + Telekinetic Mastery for her dice pool, adding in a number of automatic successes equal to her Quantum.¹ Both crude forms of lifting and finer manipulation of items (like lock picking) can be accomplished with this technique; delicate tasks require two successes on her Dexterity + Telekinetic Mastery roll for every one success on the skill roll.¹ Throwing items is done as if the nova's successes were successes on a Might roll.

TELEKINETIC ACCELERATION

Dice Pool: Dexterity + Telekinetic Mastery
Range: (Quantum + power rating) x10 meters
Area: N/A
Duration: Instant

The nova can guide and/or accelerate a thrown weapon, object, or similar projectile.¹ She spends the required quantum points, throws the object normally, and may assign the dots in her Telekinetic Mastery power rating to the object's attack or damage dice pool.¹ Dots in the power rating may be split between attack and damage dice.

TELEKINETIC ATTUNEMENT

Dice Pool: N/A
Range: (Quantum + power rating) x5 meters
Area: Special
Duration: Maintenance

The nova can telekinetically separate or strengthen the bonds between molecular structures to allow several benefits.¹ She can spend the required quantum points and perform most of these feats without a dice roll.¹ By strengthening the molecular structure of a liquid such as water or a gas such as air, she can walk on the liquid or air at her normal pace.¹ By separating the molecular structure of a wall or floor, she can walk through the surface as if she possessed a number of dots in Density Decrease equal to her dots in Telekinetic Mastery; she does not become intangible, the surface does.¹ The nova can affect a 2 meter long by 2 meter high by 2 meter deep area for each dot in Telekinetic Mastery using this method, allowing others to walk through walls with her as she creates a tunnel or passageway through the matter.

TELEKINETIC FIELD

Dice Pool: Dexterity + Telekinetic Mastery
Range: (Quantum + power rating) x5 meters
Area: (Quantum + power rating) x3 meters
Duration: Concentration

This power allows the nova to use her Telekinesis with an area effect.¹ It works the same as Telekinesis above, except that all objects in the area of effect can be manipulated for as long as the nova concentrates on her actions.

TELEKINETIC FIST

Dice Pool: Dexterity + Telekinetic Mastery
Range: (Quantum + power rating) x10 meters
Area: N/A
Duration: Maintenance

The nova can punch an opponent with a telekinetic fist, or grab him and keep him from moving.¹ The TK "punch" inflicts bashing damage as if the nova's dots in Telekinetic Mastery were dots in Mega-Strength, which can be soaked as normal.¹ If the opponent is grabbed instead, the equivalent level of Mega-Strength is compared in a resisted contest with the opponent's Might roll.¹ Ties go to the nova, and the victim remains trapped for as long as she maintains the power.¹ The target can be thrown as if the nova's successes were successes on a Might roll, with a number of automatic successes again as if the power level equaled dots in Mega-Strength.¹ This is a significant improvement in telekinetic strength over the lesser Telekinesis power.

TELEKINETIC LEVITATION

Dice Pool: N/A
Range: Self
Area: N/A
Duration: Maintenance

The nova may telekinetically lift herself into the air and carry herself in a crude form of flight; a lesser telekinetic cannot do this.¹ The character has a flying speed of (power rating x2) +20 meters per action, or (power rating x40) kilometers per hour out of combat.

TELEKINETIC SHIELD

Dice Pool: N/A
Range: Self
Area: N/A
Duration: Maintenance

The nova may set up a telekinetic field around her that can redirect projectiles and physical melee attacks away from her.¹ Each turn, the character can subtract her dots in Telekinetic Mastery from the attack successes of any projectile or physical attack made against her.¹ She will also have an additional number of soak equal to her power rating against any attack that does manage to hit her.

TELEKINETIC STORM

Dice Pool: N/A
Range: Special
Area: (Quantum + power rating) x5 meters
Duration: Concentration

This power allows the nova to telekinetically lift all loose items of 40 kg or less within the area, then whirl them around her in a "telekinetic tornado."¹ She will not be hurt by the flying objects, but anyone within the area of effect acts at -2 dice to all dice pools and takes (power rating x2) dice of bashing or lethal damage, depending on what types of objects are in the area.¹ The damage may also be reduced depending on exactly what is available.

THERMOKINESIS

Dice Pool: Dexterity + Telekinetic Mastery
Range: (Quantum + power rating) x10 meters
Area: N/A
Duration: Concentration

By telekinetically speeding up or slowing down molecules, the nova can cause an unliving object to heat up or cool down.¹ Each dot in Telekinetic Mastery can alter the temperature of a solid, liquid, or gas by a factor of 10°C.¹ The exact effects are up to the Storyteller, and a good knowledge of boiling, freezing, and melting points of various forms of matter will come in handy when using this technique.¹ Damaging side effects will often cause one health level of lethal damage per dot in Quantum +¹ Telekinetic Mastery to anyone touching a burning or freezing object.

TELEPORTATION MASTERY

Level:3

Quantum Minimum: 5

Dicepool:Variable

Range:Variable

Duration: Variable

Effect: The nova has greater control of the power of Teleportation.

Multiple Actions: yes

Description: Teleportation Mastery is a more powerful level of Teleportation.¹ It works in much the same way, allowing the nova to move himself and others without passing through the intervening space.¹ Unlike Teleportation, Teleportation Mastery has several techniques associated with it. Like many other level 3 powers it has many techniques under it, for each dot in

Teleportation Mastery translates into a technique. The nova may use techniques which they haven't purchased, but must then expend double the quantum points.

SHIFT AWAY

Dicepool: Dexterity+Teleportation Mastery

Range: Self

Area: N/A

Duration: Instant

By spending the appropriate number of quantum points, the nova with this technique may Teleport away from an attack as a defensive action. (A teleport-dodge may be aborted to by spending a willpower point in addition to the required quantum points).¹ The nova may move up to 100 meters for each success on a [Teleportation Mastery+Dexterity] roll with their Quantum rating as automatic success.¹ If the nova is attempting to dodge a hazard which affects an area and fails to achieve enough successes to move out of that area the nova is still affected.

TELEPORT OTHER

Dicepool: Manipulation+Teleport Mastery

Range: Touch

Area: N/A

Duration: Instant

By spending the appropriate number of quantum points and touch an object (animate or inanimate), the Nova may teleport that object in any direction they wish.¹ The Nova must make a reflexive action to touch the target if the object is attempting to avoid the touch, and must roll [Manipulation+Teleportation Mastery] with their Quantum rating automatic successes.¹ The nova must then expend successes for both size of the object and distance to be teleported.

¹ 1 success	50kg
¹ 2 successes	100kg
¹ 3 successes	200kg

¹ 4 successes	500kg
¹ 5 successes	1000kg
¹ 6 successes	2000kg
¹ 7 successes	5000kg
¹ 8 successes	10000kg
¹ 9 successes	25000kg
10 successes	50000kg

¹Each success beyond 10 doubles the weight that can be teleported.¹ each success spent for distance causes the object to travel up to 100 meters each.¹ If the power is used on another nova, that nova may resist using willpower. In the event that a person is teleported into a solid object, that person appears in the nearest unoccupied space and suffers 1d10 health levels of lethal damage, this damage may be reduced on a 1:1 basis with a [Teleport or Teleport Mastery +Stamina] roll. In the event that person is teleported upwards, refer to the Falling rules on page 256.

LONG RANGE STRIKES

Dicepool: Variable

Range: (Quantum + Power Rating)x 100 meters

Area: N/A

Duration: Instant

The nova spends the appropriate number of quantum points and then makes a close-combat Strike or Kick attack using their normal [Strength +Brawl] or [Dexterity + Martial Arts/Melee] melee dice pool.¹ With a successful roll, the nova teleports the energy of the attack towards their target allowing them to make a strike from vast distances.

COMBAT TELEPORT

Dicepool: Variable

Range: (Quantum +Power rating) x 100 meters

Area: N/A

Duration: Instant

Using this maneuver, the nova spends the appropriate number of quantum points and may then teleport up to (Quantum + Power Rating) x100 meters, and may use their full dice pool (assuming that the combat Teleport is the only action done that round) to make any close-combat maneuver such as a strike or hold.

SHRED

Dicepool: Manipulation+Teleport Mastery

Range: Touch

Area: N/A

Duration: Instant

With this technique a nova is capable of teleporting single parts of an item in a manner similarly to the Teleport Other technique. This is frequently used as a technique teleporting away parts of a target's body, causing wounds and bleeding.¹ The nova must make a reflexive action to touch the target, then roll [Manipulation+Teleportation Mastery] where each success does [Quantumx2] + (Successes x4) lethal damage.

TELEPORTATION CHARGE

Dicepool: Manipulation+Teleportation Mastery

Range: Touch

Area: N/A

Duration: Maintenance

Using this technique, a nova expends the appropriate number of quantum points imbuing a small object (no larger than a sword or shotgun) with an effect similar to that of Teleport Other.¹ When an item is struck by the imbued item (in the case of imbuing a gun, the target must actually be struck by THE GUN and not the bullets within) they are teleported approximately along the trajectory of the imbued item (which

expends it's full kinetic energy upon meeting the strike and (unless he'll) falls to the ground). The target is moved [Manipulation+Teleportation Mastery]x100meters per success.

Level Four Powers

ENTROPY AUTHORITY

Level: 4
Quantum: 7
Dice Pool: Varies
Range: Varies
Area: Varies
Duration: Varies

Effect: Allows a character to manipulate Entropy in more involved ways than Entropy Control

Multiple Actions: No

Description: This power is to Entropy Control what Elemental Authority is to Elemental Mastery. It allows a Nova to manipulate Entropy in profound ways beyond the scope of Entropy Control. Like many high level powers it provides a number of techniques. The character may learn and freely use one technique per dot they have in this power. They may also learn up to two techniques from Entropy Control. Techniques not known can still be used, but they cost twice the Quantum and the character must roll Entropy Authority and get at least one success.

MEMORY EROSION

Range: Self
Area: [Quantum + Entropy Authority] x 100 meters
Duration: Permanent
Dice Pool: N/A

This technique is permanently active once purchased. When a character gains memory erosion they must pick an effect on the same level as the ones listed here; Nobody can remember what the character looks like; Nobody can remember when they first meet the character; nobody can remember where they went or follow them. Anyone within the listed radius is effected. Each time a character comes within the effect they can resist with a willpower roll (Adjusted by the appropriate psychic shield or other mental defenses.) but they must get a number of successes equal to the nova's [Wits (Mega-Wits count as two) + Rapport] x 4 to resist the effect. Each time they are effected the change is permanent.

DEATH SENSE

Dice Pool: Perception + Entropy Authority
Range: [Quantum + Entropy Authority] x 100 Kilometers
Area: 1 Target
Duration: Special

This power allows a character to sense the entropy associated with the death of anyone in whom they have any interest at all. Sensing the death of a person the character is specifically expecting to die requires only a single success. A close family member or lover takes only two successes, a hero much admired takes three. A total stranger that the character has met only once requires ten successes to sense. This power is always active and the player rolls whenever such a death occurs within range to see if they sense it. Each additional success they gain over what they need gives them a one round lead of the death.

I.E. They actually can sense the death before it happens, if they roll high enough.

ENTROPY DISTINTERGRATION

Dice Pool: Stamina + Entropy Authority
Range: [Quantum + Entropy Authority] x 100 meters
Area: 1 Target
Duration: Instant

This power allows a character to cause a target to simply dissolve.

It causes two aggravated level of damage per success rolled. Unless the Target has a specific power that protects them from distintergration or entropy attacks this bypassess all soak except that gained from Stamina, and Mega-Stamina.

ENTROPY STASIS

Dice Pool: Stamina + Entropy Authority

Range: [Quantum + Entropy Authority] x 100 meters

Area: (Quantum + Entropy Authority) Meters

Duration: Maintinance

This power allows a character to create a field in which all entropy effects are suspended. People do not age, machines do not break down. Batterys can be stored without lossing their charge. Inside a field a machine can be run perpetually (so long as power is supplied) and never need maintainance. A person dying of posion gets a reprieve (they do not get any better, they just don't get worse.) All soak is quadrupled and all damage is converted to bashing in the area of effect as it is very difficult to harm things. The field lasts one day per dot of Entropy Authority, and has a variety of uses. It can be used as a 'safe' place for a meeting or non-lethal duel, or to delay a persons death until a healer or cure can be found. This field is much like stability but much more focused. Also it does not prevent new idea's or radical changes, only destructive entrophy.

ENTROPY GHOST

Dice Pool: Perception + Entropy Authority

Range: [Quantum + Entropy Authority] x 10 meters

Area: 1 Target

Duration: Maintinance

This power allows a character to soummon a quantum ghost, based on tracing the entropy effects that led to the targets death back to the point at which they died. The ghost as physical substance equal to the normal (non-quantum) aspects of the original being, and knows everything the being knew at the time of its death. The ghost also retains the personality of the deceased and may not be co-operative. This power allows the nova to summon a Quantum Ghost from up to one day per success ago. Any additional successes reawaken some of the targets powers. The ghost of a number of nova points equal to the extra successes times their quantum rating when they were alive to purchase back a portion of their power. This power lasts for one hour per dot of Entrophy Authority, and can be maintained. However, it can only be used once on a given being as after that the enthory trails that lead to their death have been disrupted, beyond recovery.

KINETIC AUTHORITY

Level: 4

Quantum: 7

Dice Pool: Varies

Range: Varies

Area: Varies

Duration: Varies

Effect: Allows a character to manipulate Kinetic in more involved ways than Kinetic Control

Multiple Actions: No

Description: This power is to Kinetic Control what Elemental Authority to is Elemental Mastrey. It allowa a Nova to manipulate Kinetic Energy in profound ways beyond the scope of Kinetic Control. Like many high level powers it provides a number of techniques. The character may learn and freely use one technique per dot they have in this power. They may also learn up to two techniques from Kinetic Control. Techniques not known can still be used, but they cost twice the Quantum and the character must roll Kinetic Authority and get at least one success.

KINETIC DISTINTERGRATION

Dice Pool: Stamina + Kinetic Authority

Range: [Quantum + Kinetic Authority] x 100 meters

Area: 1 Target

Duration: Instant

This power allows a character to imbue each molocule in a target with a different vector of movment, in all but the densest targets this causes it to be immediately converted into monecular dust. It causes one aggravated level of damage per success rolled. Unless the Target has a specific power that protects them from distintergration this bypassess all soak except that gained from Stamina, and Mega-Stamina

KINETIC CONSTRUCT

Dice Pool: Manipulation + Kinetic Authority

Range: [Quantum + Kinetic Authority] x 100 meters

Area: Varies

Duration: Maintinance

This power allows a character to create a Quantum construct out of Kinetic Force. This has a variety of uses. The construct can either be freeform or imbued into an object. Either way successes must be spent to determine the maximum size (either of the field or the object to be empowered.) One success creates a small field 3 meters on a side or empowers a ton of mass. Each success spent thereafter doubles the size. Of the field or the object allowed. The maximum dimentions of the field as somewhat subjective. A field made paper thin (1 Milimeter) could be dozens of meters wide and long, and with a few successes could cover an area the size of a small city! The field lasts for one hour per dot of Kinetic Mastrey before it fades unless it is maintained by paying the quantum cost again. An object with a kinetic field empowered into it can be moved as if by the telekinesis power (The field must be able to empower enough mass to hold the object.) but with its movements scripted.

So if the field lasts 3 hours, then the movements could be ; Move 10 meters northm then wait an hour and move 1 kilometer stright up. Then wait 20 minutes and go as far down as you can with as much force as you can muster.

The construct can also be set to respond to simple physical stimulus.

i.e. When someone touches the object go 50 meters into the air move forwards till you are above them then come down as fast as possible.

Also fields can be imbued with powers that rely on kinetic energy 1 success can be used to purchase 3 nova points worth of abilitys. The construct is considered to have a quantum of 1 and a quantum pool of 20 on creation, but if its quantum pool is drained then it fades out of existance. Each additional point of Quantum adds two to the quantum pool. A construct can have no more then one lesss quantum than its creator. It also is considered to have 1 in each of its physical attributes. It has no mental or socail attributes. The creator can dismiss a construct at any time before the duration lapses.

I.E. Cestus Pax wants to protect the contents of his study while he steps outside to deal with a teragen. So he decided to put a Kinetic Construct up in the room. Rolling his manipulation + Kinetic Authority he gets 7 succeses., so he spends two making a free standing construct big enough to fill the entire room. Leaving him 5 successes (15 nova points) to buy powers with. First he buys an additional point of Quantum bringing it to 2. He then spends 9 more on 3 dots of Quantum Bolt (Kinetic) leaving him with one, he buys three additional points of dex. So Pax's construct has 2 quantum a quantum pool of 22, 3 dots in Quantum Bolt and a Dex of 4. It can fire 11 shots before it runs out of energy. Pax sets it to attack anyone except for himself entering the room, and the flies away to kick ass.

KINETIC HYPERMOVEMENT

Dice Pool: Dexterity + Kinetic Authority

Range: Self

Area: Self

Duration: Special

This power allows a nova to accelerate themselves massively in a given direction. It works by allowing the character to boost the kinetic energy they have on a linear path. Each success doubles the character's movement rate. The effect lasts until the character voluntarily stops, changes course or takes damage. This power can be used multiple times in a row so long as the character maintains the same course. Though the quantum cost is high, prolonged useage can allow the character to achieve almost unheard of speeds. While not very useful in a fight (except running away!) since the character cannot maneuver without losing their speed, it can be very handy for long distance fights (such as between planets, if one were so inclined.) about nine tenths the speed of light is the reasonable limit to the speed this power can provide. And any nova moving anywhere near that fast should take damage unless they are shielded or adaptable. The specifics are left to the Storyteller.

QUANTUM COPY

Level: 4th

Quantum: 6

Dice Pool: Stamina + Quantum Copy

Range: Touch

Area: 1 Nova

Duration: Permanent

Effect: The Nova can copy part of their quantum Matrix onto another nova.

Multiple Actions: Yes

Description: A Nova with this power can give another nova access to their powers. Very similar to nova proxy or an inverse form of Quantum Imprint. The difference is this power is permanent. Once the targets Quantum Signature is re-written they retain the change forever. It takes a great act of will to enact this power. The Nova spends a point of Willpower, and the Quantum then rolls their Stamina + Quantum Copy. Each success gives the nova a single nova point to spend on the target. The restriction is that the

Nova can only spend such points on abilities, attributes, mega-attributes and powers that they themselves possess. Powers temporarily possessed via effects like Quantum Imprint or Quantum Authority do not count. The only way this power can be used on a baseline is to give them their first dot of Quantum. This causes an immediate eruption. Follow the guidelines listed under artificially erupting someone with Quantum Supremacy.

I.E. After having been kidnapped by the Teragen Randel Portman and a member of Team America Fernando are forced to shatter a glass dome on the moon to make their escape and are pulled out into the void. Portman has adaptability, but Fernando does not. Portman grabs Fernando and enacts his Quantum Copy. Spending the Quantum and willpower, portman rolls and gets 7 successes! Far more than he needs, so he quickly buys Fernando a dot of Mega-Stamina (with adaptability) since that is what he needs. Since portman only has 1 dot of Mega-Stamina himself he cannot raise Fernando's new Mega-Stamina any further. Having accomplished his goal portman lets the extra nova points boil off...

Extras: Remove (The character can also remove the appropriate abilities from another's Quantum signature, by buying them off this nova points, however an ability can only be removed if the character does not have it themselves.)

Weaknesses: Temporary (3 Point, the changes don't take, abilities gained are lost at the rate of one dot per day); Mega-Attributes Only (3

point, the character is only able to copy mega-attributes not Quantum Powers); Quantum Powers Only (3 Point the character is only able to copy Quantum Powers, not Mega-Attributes); One Power (5 Point, the character can only copy one particular Quantum Power or Mega-Attribute.)

SPATIAL AUTHORITY

Level: 4

Quantum: 7

Dice Pool: Varies

Range: Varies

Area: Varies

Duration: Varies

Effect: Allows a character to manipulate space in more involved ways than Spatial Manipulation

Multiple Actions: No

Description: This power is to Spatial Manipulation what Elemental Authority is to Elemental Mastery. It allows a Nova to manipulate space in profound ways beyond the scope of Spatial Manipulation.

MICRO-POCKET

Dice Pool: Wits + Spatial Authority

Range: (Quantum + Spatial Authority) x 100 Meters

Area: (Quantum + Spatial Authority) x 10 Meters Diameter

Duration: Maintenance

This allows a Nova to create a small pocket in reality, a 'bubble' in space. When it is activated an entrance like a warp appears and leads to a small space with grey boundaries. The space is a sphere when initially created, but the Nova can spend a success to alter it into any shape they desire, so long as the total volume remains the same. They can also spend a success to double the current size of the bubble. A success can also be spent to alter any of the following characteristics to the desires of the nova creating the space between the maximums listed.

- **Illumination :** The default level of the light in the space is a dim twilight, but it can vary between bright enough to serve as a strobe with a dice pool of five to utter darkness.

- **Temperature :** The default temperature is a little cool about ten degrees' centergrade, it can vary between -40 degrees and 100 degrees' either extreme is deadly to unprotected baselines.

- **Gravity :** The default level is earth normal, it can vary from nothing to around 10 times the gravity of earth.

- **Atmosphere & Pressure :** The default level is one atmosphere of pressure and an earth-like mix of oxygen and other gasses. It can vary from total void to 100 atmospheres' pressure of pure oxygen.

- **Boundary Appearance :** The edges of the space appears to be a blank grey plane by default, but they can be any image the creator desires, even realistic looking scenes of nature or any other scene desired.

The pocket lasts for one hour for each dot the nova has in Spatial Authority, and it can be renewed by paying the same quantum cost again at any point before the pocket collapses. When the pocket ends, all physical objects within in a gently deposited as closely as possible to the gate. Once created the gate cannot be moved.

INDIRECTION

Dice Pool: Manipulation + Spatial Authority

Range: (Quantum + Spatial Authority) x 50 meters

Area: (Quantum + Spatial Authority) x 10 meters Diameter

Duration: Maintenance

This technique allows the nova to create a spatial boundary around an area, that prevents any form of teleportation or warping into or out of the area. This includes noetic transport, as well as Quantum Powers. Normal Spatial manipulation techniques function within the

area, unless they allow travel or contact across the boundry. This power lasts an hour for each dot of Spatial Authority the character possesses, and can be renewed by paying the Quantum Cost again before the duration lapses. A Nova or Psion can overcome this boundry with their own techniques so long as they achieve more successes on their roll than the character got on the Indirection roll. Particularly paranoid nova's sometimes surround their residences in this effect.

MAGNIFY

Dice Pool: Intelligence + Spatial Authority

Range: Self

Area: Self

Duration: Special

This power lasts one round for each success achieved on the roll. It has a simple but profound effect, any attempt to teleport or warp by the character has its effect greatly magnified. For each 1000 km they would normally have been able to travel they can instead travel an entire light year.

ESCHER FIELD

Dice Pool: Intelligence + Spatial Authority

Range: (Quantum + Spatial Authority) x 100 meters

Area: (Quantum + Spatial Authority) x 10 meters

Duration: Maintenance

This effect named after the artist Escher distorts reality in a variety of ways. This power bends reality back on itself into an almost incomprehensible mess, walking up a stairwell might suddenly bring you right back to the first stair, while walking down it might bring you to the study. Walking back out of the study, you might find yourself in the bedroom, and back out of the bedroom, on the stairs again. Each success rolled allows the character to establish an 'Escher Point' each point acts like an invisible warp, between two points within the area of the power. So for example if the character establishes an Escher Field over a house, and gains three successes on their roll they could make the top of the stair lead to the bottom again. Entering the bathroom ending you up in the kitchen, but existing the bathroom ends you up in the lounge.

Extras: Extended Duration (Powers that normally last for hours, instead last for days.)

Weaknesses: Technique Exclusion (1 point, the character can never learn one particular technique from this power.)

Level Five Powers

LIVING CHRYSALIS

Level: 5

Quantum: 8

Dice Pool: Varies

Range: Self

Area: Self

Duration: Varies

Effect: Allows the character to treat the process of Chrysalis as an ongoing one, without needing to enter Chrysalis or a period of dormancy.

Multiple Actions: No

Description: The culmination of the experiments begun by the Teragen on earth with the apocothery, this power allows the character to live in a continus state of evolution, instead of having to lie dormant when they wish to progress. Like many powerful abilities it has several techniques, the character may learn and freely use one technique per dot. They can attempt to use techniques they do not know, but it costs twice the quantum cost and they must succeed on a willpower roll. Possession of this power is considered almost the pinnacle of evolution among Terat's (Rumors ascribe its creation to Scripture) However there is a downside also. At the time this power is purchased the characters Archetype is locked, and cannot be easily changed. Only through the 'Transference' technique shown below can a nova with this power enact a change of their chosen archetype. Once a character has this power they no longer enter Chrysalis normally, even if they reach ten Chrysalis they simple cannot channel anymore taint into it, as opposed to automatically dropping into a chrysalis.

TAIN T REMOVAL

Dice Pool: Willpower + Living Chrysalis

The nova can employ this technique to remove temporary or permanent taint. Removing temporary taint is easy the characters spends three points of temporary willpower rolls Willpower + Living Chrysalis with the maximum number of successes equal to Living Chrysalis. Each success removes a point of temporary Taint. The process for removing permanent taint is exactly the same, except that it costs permanent willpower. This power takes only a single round to use, and just like the ability to remove taint in Chrysalis proper it does not remove any aberrations associated with the Taint removed.

TRANSFORM

Dice Pool: Intelligence + Living Chrysalis

This ability allows a nova to transform mental aberrations into physical ones. To enact this ability the character spends one permanent point of willpower, and just as in Chrysalis proper the mental aberration of their choice is transformed into a physical one of equal or higher level. With one success the physical aberration is chosen randomly (but appropriately) by the storyteller. At two successes the power is random but will always be of the same level as the original power never higher. At three successes the player can opt to take 2 aberrations of a level lower than the one they are losing. At four successes the player can freely choose any equivalent levels. (IE. Take four random level one aberrations in place of a level three or one level two and two level ones, etc) At five successes they player has complete freedom of choice including what aberrations to take, however they still must keep the levels equivalent.

CHANNEL

Dice Pool: Willpower + Living Chrysalis

This is one of the most powerful techniques in a Nova's per-

sonal evolution. It allows the nova to attempt to channel any taint into Chrysalis as it is gained. It is much like the normal Terat ability to do so, but any taint can be so channeled irregardless of if it was gained in accordance with the characters Archetype or not, but the process is difficult, if the character fails to use this ability to channel taint into Chrysalis, then it cannot be channeled normally even if it was gained serving the characters Archetype. This technique is treated as a reaction skill. It costs 1 temporary willpower and 5 Quantum Pool to activate this technique. One point of temporary taint being earned can be converted into Chrysalis for every four successes gained on the roll.

EVOLVE

Dice Pool: N/A

This technique is not activated, once learned it considered always a part of you. One of the greatest benefits of the Chrysalis proper is the ability to buy quantum manipulation and Archetype related abilities at reduced cost. Once this technique is learned the character enjoys this benefit full time, as they are in a constant state of evolution. The Storyteller as always has the final say on what is allowed and what fits with Archetype and what does not. Characters with this technique the character uses the experience costs listed in the Teragen book under chrysalis all the time, so long as their storyteller approves.

TRANSFERENCE

Dice Pool: Living Chrysalis

This technique is the only way (Other than Planck Scaling) that a character with this power can change their archetype. It is a risky and difficult process however. The character must spend a full day in contemplation and preparation. At the end of this time period they spend 30 Quantum Pool and 2 Permanent Willpower Points. They then enter a state like a normal Chrysalis (Without the benefits of this power) for three days. At the end of that time they roll. They must have at least three successes to change archetypes, otherwise they awaken unchanged, with much effort wasted.

TRANSMIGRATION

Dice Pool: Willpower + Living Chrysalis

This technique allows the character to convert stored Chrysalis into experience points directly. Activating this power costs the standard five Quantum Pool and each success lets the character convert one permanent Chrysalis into three experience points that they can save or spend immediately. They can also use one success to transform 5 temporary Chrysalis into one experience point.

CONSUME

Dice Pool: Living Chrysalis

This technique is perhaps the hardest of all Living Chrysalis techniques. It functions in much the same way as the Taint removal Technique, however the Dice Pool is much smaller (Though the cost remains the same) and it cannot be used to remove temporary taint only permanent. However permanent taint removed this way automatically transforms it into five points of temporary chrysalis. This is the only way that taint already accumulated can be converted to Chrysalis after the fact.

Extras: Evolve Another (The nova can use any Technique listed on another nova that they are touching. The Target if unwilling may make a resisted roll with their willpower.)

Weaknesses: Technique Exclusion (1 point, the character can never learn one particular technique from this power.)

SPATIAL SUPREMACY

Level: 5

Quantum: 9

Dice Pool: Varies

Range: Varies

Area: Varies

Duration: Varies

Effect: Allows a character to manipulate space in more involved ways than Spatial Authority

Multiple Actions: No

Description: This power allows a nova to extend their ability to manipulate space to unheard of heights.

FRAGMENT

Dice Pool: Wits + Spatial Supremacy

Range: (Quantum + Spatial Supremacy) x 10 Kilometers

Area: (Quantum + Spatial Supremacy) x 100 Kilometers Diameter

Duration: Instant

This allows a Nova to create a large, permanent pocket in reality, a realm apart from the normal universe. Called a Fragment, this space is quite large, though far from infinite, and is not normally as big as an earth sized planet. When it is activated an entrance like a warp appears and leads to a realm from the nova's imagination. This doorway is permanent, and cannot be moved or changed once created, neither can the internal environment of the Fragment (Except by normal, physical means.) The creator can spend one success to make the appearance of the doorway anything they desire, from a normal looking door through which you can see the fragment to completely invisible. In fact if the internal area of the Fragment looks enough like the area around the gate in the real world, a person may not even realize they have stepped through! The Fragment has many of the same properties that a micro-pocket does, but the nova's control over them is greater. It still costs a single success to change a single element (Unless it says differently below.) or double the volume of the Fragment. Crosstime travel can be used to reach a fragment created in this way, but only if the Exotic Worlds extra is purchased.

- **Illumination:** The default level of the light in the space is a bright daylight that can support plant growth, but it can vary between bright enough to serve as a strobe with a dice pool of fifteen to utter darkness.

- **Temperature:** The default temperature is a little cool about ten degree's centergrade, it can vary between absolute zero degrees and 5,000 degree's either extreme is deadly to unprotected baselines and most Nova's.

- **Gravity** The default level is earth normal, it can vary from nothing to around 1000 times the gravity of earth.

- **Atmosphere & Pressure:** The default level is one atmosphere of pressure and an earth-like mix of oxygen and other gasses. It can vary from total void to 1000 atmosphere's pressure of any mix.

- **Boundry Appearance:** The edges of the space appears to be a blank grey plane by default, but they can be any image the creator desires, even realistic looking scenes of nature or any other scene desired, furthermore they can 'scroll' placing anyone attempting to walk into one boundry at the opposite edge of the fragment, back through the gate or in a specific place in the Fragment designed by the creator.

- **Shape:** The basic shape of the Fragment is a sphere, but so long as the volume is maintained the creator can reshape it into anything desired with a single success.

- The creator can also spend successes to add the following elements to his/her little world.

- **Basic Matter:** for 1 success the nova can fill (or half fill or any proportion they wish) the Fragment with a single solid or liquid element of their choice (Iron, Mercury) for two successes they can make it a simple substance (Rock, water) for three successes it can be a complex substance (Soil, Salt Water) for four successes it can be a complex mix (Arriable soil and ocean water) This is normally used to provide basic landscape to the Fragment, the substance can be in any shape the

creator desires at the moment of creation but after than is subject to the laws the creator set. (So for example a mountain for liquid mercury would appear, but would promptly be pulled down by gravity, assuming there is some.) While a mountain of stone would stand.

- **Basic Life:** For 1 success the nova can create basic virises, similar to the ones in the area they are in when they use the power in their Fragment. For two successes the nova can extend the effect to basic plants (grass, ferns). For three successes the effect can be extended to complex plants (trees, bushes) and very simple motile life (Insects, Arachnids) for four successes the nova can extend the effect to small animals (mice, rabbits). No more complexity can be achieved. These creatures are not actually created, they are spatially reflected from the world around the nova, and thus must be similar (i.e. the same species) as creatures within the powers range of the nova. Any creature so brought into existence is thereafter separate and independent of its origins in the 'real' world. A nova can only maintain a single Fragment at a time, unless they spend a permanent point of willpower to make it self-maintaining.

Due to their enormous size sometimes Fragments are used as retirement places for very powerful nova's.

INTENSIFY

Dice Pool: Perception + Spatial Supremacy

Range: N/A

Area: N/A

Duration: Special

This power much like the Magnify technique of Spatial Authority, except that its effect is much more drastic. Each success causes the power to last for one hour, and during that period any teleport or warp power used has its range increased to 1 light year per kilometer it would normally have allowed! This truly allows a powerful nova to explore the galaxies, and travel the universe at their whim.

INPRISION

Dice Pool: Stamina + Spatial Supremacy

Range : (Quantum + Spatial Supremacy) kilometers

Area: (Quantum + Spatial Supremacy) x 10 meters Diameter

Duration: instant

The nova picks a target within range and on their line of sight, pays the Quantum Cost and Rolls this power in a condensed roll against the targets Dodge, Combat Teleport or whatever other reaction skill they use. If the character wins, and area around them defined by the area of this power, vanishes. Broken off into a permanent splinter reality. There is no gate and no return, the target is trapped forever in a tiny bubble of space. The character may spend net success to reduce the diameter of the effect by 10 meters per success if so desired. A character with Crossworld Travel might be able to escape the prison, but is also disconnects them from their home reality (The prison is their home now.) So it would take a full ten successes on a Crossworld Travel roll to be able to make it back to their homeworld, anything less and they arrive in another world, as similar as would be defined by their successes.

ESCHER POINT

Dice Pool: Wits + Spatial Supremacy

Range: (Quantum + Spatial Supremacy) Kilometers

Area: (Quantum + Spatial Supremacy) x 100 Meters

Duration: Permanent

This power is related to the Escher Field technique of Spatial Authority. However it simply creates a permanent Escher Point. Though its scope is somewhat more than that of Spatial Authority. This can be used to create a number of interesting effects. A jacket pocket as large as a house on the inside (up to the area of effect for the Escher

Point) a 'portable hole' that when laid on a surface allows you to step through it (so long as the other side is within the Escher Points area of effect) Or simply an impossible shape (An actual three dimensional construction of an Escher picture) that serves as a fascinating piece of art. All in all this is a flexible ability that represents the characters ability to shape space like clay the Storyteller is encouraged to be broad in their interpretations of what can be done.

PORTAL

Dice Pool: Wits + Spatial Supremacy

Range: (Quantum + Spatial Supremacy) x 10 meters

Area: 1 Warp

Duration: Permanent

This power is the penultimate evolution of the ability to travel. It takes a warp established by the nova and makes it a permanent fold in space, essentially maintaining it forever. Combined with Intensify this can allow a character to establish a permanent network of interstellar gates and transport systems.

NON-EUCLIDIAN STORM

Dice Pool: Stamina + Spatial Supremacy

Range: (Quantum + Spatial Supremacy) x 1000 Kilometers

Area: (Quantum + Spatial Supremacy) x 100 Kilometers

Duration: Permanent

This incredibly destructive power has never been unleashed as far as anyone knows. It permanently disrupts reality over a large area, distorting the laws of causality and shifting the physical properties of an area at random forever after. Inside an area that has been wracked by this power, stone roll alternately up and down hills or suddenly to the left, water flows up and then rains halfway down from the sky and then turns left. Anyone without adaptability takes 3 levels of unsoakable aggravated damage each hour they stay within the area as the changing laws of physics interfere with their biology. Machines suffer immediate failure and malfunction. Even quantum powers they effect anything but the nova itself operate at one difficulty higher. Movement powers like flight are halved in effectiveness and hypermovement is totally negated. These effects work on anyone in the area including the nova that created the Storm. There is no known way to end the Non-Euclidian Effect.

Extras: Larger Area (The Area of the techniques is multiplied by 20)

Weaknesses: Technique Exclusion (1 point, the character can never learn one particular technique from this power.)

New Techniques

ENTROPY CONTROL TECHNIQUE

DRAIN

Dice Pool: Intelligence + Entropy Control

Range: (Quantum + Power rating) x 10 meters

Area: (Quantum + Power rating) x 5 meters

Duration: Instant

Effect: Drain reduces all energy attacks and energy sources by one level of rating/effect per success. A damaging attack would be reduced by one Health level of damage per success. A battery or fire would be reduced by one level per success. Drain can be performed as a defensive maneuver if the Nova has actions left.

By: Willam Adams

ELEMENTAL MASTERY TECHNIQUE

THREAD

Dice Pool: Dexterity + Elemental Mastery

Range: (Quantum + Power rating) x 10 meters

Area: N/A

Duration: Special

Effect: Thread allows the creation of a "rope" made from the chosen element, which must be a liquid or solid matter - not energy or gas. The range of the power determines the maximum length of the threads.

The rope is usually as "strong" and durable as the nova who creates it, but this may be modified depending on what kind of material it is made of. The nova can use the rope to lift or pull anything she is strong enough to lift with her own hands and similarly the rope has a soak value equal to the nova who created it, to resist tearing and cutting (bashing and lethal soak values respectively).

QUANTUM AUTHORITY

QUANTUM SIGNATURE MANIPULATION

Dice Pool: Manipulation + Quantum Authority

Range: Touch

Area: 1 Target

Duration: Instant

This ability allows Arch Angel to make small but permanent changes to the target's Quantum signature. An unwilling target may make a contested roll with their Willpower. Each success can be used to add or remove 1 point worth of Quantum Merits and Flaws (Eufiber Rejection, Eufiber Attunement, Taint Resistance, etc) For two success Arch Angel can also add or removed 1 point of temporary Taint or Chrysalis (though this can never reduce permant Taint or Chrysalis, it can add it.) For each point if temporary Taint added in this fashion the target immediately gains 1 experience point, for each point of Permanent Chrysalis added in this fashion the target unfortunately also gains a point of permanent Taint, even if they are very close to another permanent chrysalis and far away from another point of permanent Taint. Finally this ability can add or remove Quantum Abberations, at a cost of a number of succeeded equal to the minimum Taint rating to possess such an Abberation.

SENSE M-R NODE

Dice Pool: Perception + Quantum Authority

Range: [Quantum + Quantum Authority] x 1000 meters

Area: [Quantum + Quantum Authority] x 100 meters

Duration: Maintenance

This power allows Arch Angel to sense Nova's both Latent, and

Active over a large area. When enacted, and for as long as the maintenance is paid Arch Angel is aware of any nova or nova latent within the area of effect (He can move the area while he is maintaining it as a standard action, or center it on to himself and have it follow him around for no additional actions.) Even nova's using Dormancy are instantly spotted using this power, so long as they don't roll more successes on their Dormancy than the nova enacting this power got in the roll to enact it. Also each success (or net success in the case of the Dormancy opposed roll) gives Arch Angel an idea of what one dot of the Nova's current (or likely in the case of latents) powers are.

NODE RUSH

Dice Pool: Manipulation + Quantum Authority

Range: [Quantum+Quantum Authority] x100 meters

Area: 1 Target

Duration: Instant

This power allows Arch Angel to stress a target nova latents node to cause an eruption. Arch Angel focuses his powers on the Target and they enter an oposed roll the Targets Willpower vs the Dice Pool for this power (It does not matter if the target is actively resisting or perfectly willing, there is still the same oposed roll.) A single net success means the target erupts immediately. Each additional success acts as two additional nova points over what the eruption would have been normaly, but also allow Arch Angel to influence the outcome, as it allows Arch Angel to allocate three of the total nova points in the eruption.

QUANTUM CRYSTAL MACHINERY

Dice Pool: Intelligence + Quantum Authority

Range: [Quantum+Quantum Authority] x5 meters

Area: Varies

Duration: Permanent

This power allows Enoch to create a permanent device of Quantum Transductive Crystal. Such devices are extremely long-winded and difficult to form, but can only be destroyed by physical force (though said force could arise from Quantum Powers.) and cannot be simply Disrupted. The Machine operates only on very simple parameters, and cannot be self-mobile, though they could include mobility powers that operate at the commands of a user. The machine has a minimum total size of 6 cubic inches per success scored. A success can be spent to reduce the final size by on 6 inch cube. The machine can be in any shape enoch desires, but no single dimation can be less than 1/16 of an inch. It costs 3 successes to give the machine a dot of Quantum and a number of successes equal to the level of the power for each dot of a power to be inibed. Quantum Crystal Machinery cannot have mega-attributes, but may have enhancements treated as though they were a level 1 power, with each dot in the power equaling a dot of the mega-attribute for purposes of determining the final effect, and cost in successes. Additional Soak and Health levels can be purchased, it costs one success to add 3 soak or one health level. The machine has a Quantum Pool of 5 for each dot of Quantum and regenerates a dot of quantum pool for each point of Quantum each half hour. Dots of Node can be purchased at one per success, and add one to the recovery rate each half hour. A Quantum Crystal Machine cannot have a power that Enoch does not possess. A Quantum Crystal machine cannot have more than 5 Quantum or a higher than Level 3 power. It takes a full day per success to form the maxtrix for a Quantum Crystal Machine, once formed it may be stored in Enoch's Quantum Signature until used. When used Enoch invokes this power, but does not roll, instead using the roll made when the matrix was created, the machine springs instantly into existence. Once a matrix is used it is gone, and even if Enoch wants to create the exact same machine again, he must roll and spend the time (several days) re-creating the Matrix. Enoch

can store no more matrixes than he has dots of Quantum Authority at one time. The machine has 3 soak (B/L/A) and one Health level per dot of Quantum.

QUANTUM CRYSTAL CONSTRUCT

Dice Pool: Wits + Quantum Authority

Range : [Quantum+Quantum Authority] x5 meters

Area : Varies

Duration : Maintenance

This power resembles Quantum Construct in all ways except as listed above and the following. The constructs are always made of Enoch's crystal. They are treated as if they had the Longevity Extra (Quantum + Quantum Authority Days Maint period.). They may only have powers that Enoch Possesses, but Socail and Mental attributes can be purchased at the same cost as physical ones.

SYNTHETIC NODE

Dice Pool: Charisma + Quantum Authority

Range: [Quantum+Quantum Authority] x5 meters

Area: Varies

Duration: Permanent

This power allows Enoch to create a permanent Node of Crystal that empowers a baseline with Quantum abilities. Enoch must spend three tempory willpower when enacting this ability. Each success buys one nova point worth of Quantum (the crystal starts with one automatically) , Powers or Mega-Attributes, but he is again limited to ones that he personally possesses. Once created the crystal's Quantum is fixed, but the host (who need not be human) can increase the others with experience at twice the cost a true nova would pay to do the same, but they cannot buy new powers. They have a Quantum Pool of 5 per point of Quantum. Once created a crystal permanently imprints on the Quantum signature of the host, a lost crystal can be replaced, but only with one exactly the same as the original, though they do regain the higher levels of powers they have rasied via Experience points. The crystal must be in contact with the cerebral cortex of the host and is thick enough to be visible on the outside of the skull of all normal earth organisms. When it appears it transposes the original matter aside.

QUANTUM SUPREMACY

DIVINE GUIDANCE

Dice Pool: Manipulation + Quantum Supremacy

Range: Global

Area: Global

Duration: Maintenance

This ability allows Arc Angel to effect the path of every eruption on the globe while the power is active. Each success allows him to dictacte 1 nova point worth of eruption changes, each and every eruption that occurs must make these purchases first, and can then spend the remainder of their nova points freely. The powers maintenance period is [Quantum + Quantum Supremacy] days.

MANIFEST M-R NODE

Dice Pool: Intelligence + Quantum Supremacy

Range: [Quantum + Quantum Supremacy] x 1000 meters

Area: One Target

Duration: Instant

This power allows Arc Angel to add nova latency to a baseline. They immediately become subject to all the normal rules that govern nova latents, including the possibility of being errupted by Node Rush, or Global Mass Eruptions. Unlike other artificaly created nova's (see the notes in the rules section about Quantum Transformation) latents created with this ability are treated as full 1st generation nova's.

GLOBAL MASS ERUPTIONS

Dice Pool: Manipulation + Quantum Supremacy

Range: Global

Area: Global

Duration : Quantum + Quantum Supremacy Years

This power allows Arc Angel to create a Telleurnic event. The effects extend across the entire globe, and might be mistaken for a slight increase in background radiation, if you did not know what you were looking for. While the field is in effect, any human possessing the latent homo sapiens novus gene is subject to eruption not just the rare individuals that have the dominant gene (2nd gen) normaly. In addition to this effect all eruptions that take place within the field (even those caused by other artifical means) gain an additional 2 nova points per success made on this roll. A normal unaided eruption is 10 nova points, so with 10 successes all eruptions globally could be in the 30 nova point range. This Power can also be used to cancel an existing Telleurnic field at a rate of one success per sucessess.

QUANTUM CRYSTAL ARTIFACT

Dice Pool: Intelligence + Quantum Supremacy

Range: [Quantum+Quantum Authority] x5 meters

Area: Varies

Duration: Permanent

This power allows Enoch to create a permanent device of Quantum Transductive Crystal, far greater in scope than a simple Quantum Crystal Machine. Such devices are extremely long-winded and difficult to form, but can only be destroyed by physical force (though said force could arise from Quantum Powers.) and cannot be simply Disrupted. The Artifact operates only on simple logic, but the parameters can be quite complex. The artifact has a minimum total size of 6 cubic inches per success scored. A success can be spent to reduce the final size by on 6 inch cube. The artifact can be in any shape enoch desires, but no single dimation can be less than 1/16 of an inch. It costs 3 successes to give the artifact a dot of Quantum and a number of successes equal to the level of the power for each dot of a power to be inbibed. Additional Soak and Health levels can be purchased, it costs one success to add 9 soak or three health level. The artifact automatically regenerates damage at the rate of one health level per round. The artifact has a Quantum Pool of 10 for each dot of Quantum and regenerates a dot of quantum pool for each point of Quantum each round. Dots of Node can be purchased at one per success, and add one to the recovery rate each half hour. A Quantum Crystal Artifact cannot have a power that Enoch does not possess. A Quantum Crystal machine cannot have more than 7 Quantum or a higher than Level 4 power. It takes a full week per success to form the matrix for a Quantum Crystal Artifact, once formed it may be stored in Enoch's Quantum Signature until used. When used Enoch invokes this power, but does not roll, instead using the roll made when the matrix was created, the machine springs instantly into existance. Once a matrix is used it is gone, and even if Enoch wants to create the exact same artifact again, he must roll and spend the time (several days) re-creating the Matrix. Enoch can store no more matrixes than he has dots of Quantum Authority at one time. The artifact has 9 soak (B/L/A) and one Health level per dot of Quantum.

QUANTUM SHARD SERVANT

Dice Pool: Wits + Quantum Supremacy

Range: [Quantum+Quantum Supremacy] x5 meters

Area: Varies

Duration: Permanent

This power resembles Quantum Construct in all ways except as listed above and the following. The constructs are always made of Enoch's crystal. They are permanent and require no maintenance. They may

only have powers that Enoch Possesses, but Socail and Mental attributes can be purchased at the same cost as physical ones.

New Extras

CRYSTAL FIELD GENERATOR

Dice Pool: Wits + Quantum Supremacy

Range: [Quantum+Quantum Authority] x5 meters

Area: An Obelisk 20' tall and 3' wide

Duration: Permanent

This power allows Enoch to create an Obelisk that manifests a specific power (telekinesis to hold a door shut, claws that harm any who touch it.) continusly and at no Quantum cost. The power cannot be disrupted or stoped in any way except by the destruction of the Obelisk. The Obelisk has 5 soak and one health level per success scored on its creation. The power manifested cannot have changing parameters (ie. It can be do an area effect disrupt centered on the pillar every round, or apply telekinetic force 10' in frount of you, but not Disrupt any Quantum Bolts or hold this door shut wherever it moves.) The power cannot be more than 4th level and it is considered to have the minimum quantum required to use it. It is always treated as if it had a number of successes on the appropriate roll equal to the sucessess scored on this power.

SPATIAL MANIPULATION

PHYSICAL NON-LOCALITY

Dice Pool: Intellegence + Spatial Manipulation

Range: (Quantum + Spatial Authority) x 10 Meters

Area: Self

Quantum: 6

Duration: See Below

This allows a Nova to step outside of normal timespace. When enacted they find themselves floating in an endless grey void. Any distance traveled in the void corasponds directly to distance in the normal world. The Nova may take any actions they choose while in the Non-Localtity, including resting to regain quantum pool. While there is no mass here save that whitch the nova brough with them (by attunment, etc) they can breath normaly. Eating is another matter however, time passes as normal, and the nova will probably eventually starve. The nova can return to the normal world at any time they choose and they will appear at the equivilent spot, unless that would be within solid matter. (in that case they find they cannot leave the non-locality) Teleport and Warp do not work within the Non-Localtity, but other movment powers do. By concentrating nova's with Mega-Perception can dimly see the real world from the non-locality, however their dice pool is Mega-Perception only for any action they requires seeing or judging things visually.

ARMOR/FORCE FIELD: QUANTUM SHIELD

This extra makes Armor or Force Field a barrier to Quantum enegys are well are regular attacks. A character with this extra subtracts the number of dots they have in the aproprate power from the successes of any attempt to sense them with quantum senes (Quantum Awareness, Quantum Attunment) or effect their quantum signature (Quantum Leech, Quantum Vampire, Quantum Athority). The Mastrey multipuler (if any) applies to this resistance, so if the character also has Mastery 1 on their Force Field then double the normal number of successes are subtracted.

BLINDING

This is an extra for powers causing damage, such as Quantum Bolt. The Blinding extra causes the attack to disable one of the target's senses as well as cause damage, for example with a blinding flash of light, a numbing cold or a deafening bang. Every two successes on the attack roll deprives the target of the predetermined sense for one turn, with the same effects as Strobe.

When applied to powers that don't have a dicepool such as Immolate, the Blinding effect is determined by rolling Quantum + Power level.

ELEMENTAL ANIMA/MASTREY: WIDEBAND

Like mastrey this extra automatically rasies the level of the power, even if the characters Quantum rating normaly allows extra's without level change. This changes the scope of Elemental Anima or Mastrey, making it effect a broad but similar range of elemments. For example a character with Mastrey over light, would now have mastrey over light, shadow etc, or light, electricty, fire etc. Depending on how they choose to interpret their light abilities. General catagorys that can be picked under Broadband are. Physical (Kinetic, Sound, Momentum, Friction), Energy (Light, Fire, Electricty), and other things of similar bredth. Each dot the character has in Elemental Anima or Mastrey is now worth 1 technique that can effect the entire category (Such as Enhance/Diminish or Lethal Blast) or two techniques that can only be used for certain elements (Holo, Invisibility) When using a technique that could be done with more than one element controled the character has the choice each time the power is used, as to what element to effect. A character must have Quantum 6 to purchase this extra.

HOMUNCULUS: EXTENDED SELF

Makes the Homunculus an extension of the characters self, the character knows everything the homunclous does, and can direct it to their will. What is even more dangerous the character can use their quantum powers through the homunculi. The total number of actions, quantum pool, and node ratings are shared among the parts, so the character does no again any additional actions, only the option about where to act from. There is no limit to how far apart the characters various parts can be and still use this effect, as such it can make an extremely effective means on long distance communication for space-faring characters. This effect does not work in the form of a Homunculus Swarm.

HOMUNCULUS: SWARM AWARENESS

(The character must have Quantum 6, at least Homunculus 3 and Extended Self to purchase this extra)

This extremely dangerous ability allows a character to spead their extended self out to a Homunculus Swarm, thus literally allowing them to be in thousands of places at once. Though they can only act so many time in each individual round and their Quantum Pool and Node rating are still a restriction this allows the character to influence events in a large number of places at once.

IMMOLATE: PROTECTIVE

This is an extra to the Immolate power. It adds the damage of the Immolate to the nova's soak against physical attacks. Energy attacks are only soaked if they are naturally opposed to the Immolate-field's energy, e.g. cold versus heat.

Classical examples are the burning nova who is hot enough to vaporize bullets before they hit, or the electrical nova which creates a magnetic field to deflect incoming attacks.

REFLECTIVE

This is an Extra for defensive powers like Force Field and Armor. The nova is somehow able to reflect the damage it soaks back at an attacker. The reflected damage is of the same type (bashing, lethal, aggravated) and amount as the damage which the nova soaked. The damage can't be re-directed to another target but will always (and automatically) hit the original source. Damage which exceeds the nova's soak isn't reflected.

TELEKINESIS: FINE WORK

This is an extra for the Telekinesis power. It allows the power to be used for detailed fine-mechanical work without the two-for-one success rule. In addition, fine work that does not require a specific skill such as typing, writing legibly, etc, can be performed automatically.

TELEKINESIS: TACTILE FEEDBACK

This is an extra for the Telekinesis power which gives the nova a telekinetic sense of touch. The nova can "feel" what it handles, allowing it to work with objects which can't be seen, identifying objects by touch alone (if normally possible) or tactically examine things too dangerous to touch directly. Mega Perception can be used with this extra.

TELEKINESIS: TELEKINETIC FLIGHT

This is an extra for Telekinesis which allows the nova to levitate itself. The nova can use this to fly at a speed equal to (power rating x 2) + 20 meters per action, or (40 x power rating) kilometers per hour out of combat.

TELEKINESIS: TELEKINETIC LIFTER

This is an extra for the Telekinesis power. It works similar to the Mega-strength enhancement with the same name, enabling the nova to double the amount of weight he can lift for each quantum point spent towards this effect. The nova must spend quantum both to activate the Telekinesis and for the increased lifting capability.

OPTIONAL RULES

REACHING QUANTUM 6

In order to achieve a Quantum rating of 6, the character must meet the following minimum requirements...

- They must have at least one power at five dots.
- They must have gained at least 15 experience points towards this power from maxing
- They must have at least one more power at three dots
- They must have at least six more dots in powers other than the two listed above
- They must have a mega attribute at five dots
- They must have enough experience points saved up to buy either a new extra for their five dot power or a sixth dot

When they choose to buy Quantum 6, they must expend all experience points currently saved. (Quantum 6 still only costs 40 xp or 20 tainted, but they must spend all accrued experience points on something.

REACHING QUANTUM 8

In order to achieve a Quantum rating of 8, the character must meet the following minimum requirements...

- They must have at least two powers at five dots, that are 4th level or a have Mastery 1 on them.
- They must have at least three more powers at four dots OR one of the two powers above at 7 dots
- They must have a mega attribute at six dots
- They must have 12 dots of assorted other mega-attributes
- They must have enough experience points not only to buy 8 quantum but also to buy either an 8th dot on a power with 7 or an extra on a level 4 power, or at least two dots of a level five power.

When they choose to buy Quantum 8, they must expend all experience points currently saved. (Quantum 8 still only costs 56 xp or 28 tainted, but they must spend all accrued experience points on something.

GAINING MASTREY LEVELS

- In order to put Mastrey 1 on a power the character must have at least 4 dots in that power
- In order to put Mastrey 2 on a power the character must have at least 6 dots in that power
- In order to put Mastrey 3 on a power the character must have at least 8 dots in that power
- Any characters with listed Mastrey levels that do not meet these requirements must spend all xp towards these goals until they are met.

BASELINES PERMANENTLY ERUPTED WITH QUANTUM TRANSFORMATION

Since the rules for exactly what occurs with this effect are left a little vague in the Players guide, here is some additional information

1. The erupting character gains 1 quantum and 15 nova points (or $5 + 1d10$, if that rule is used)
2. The erupting character immediately develops an M-R node, and can have any node rating up 5 just like a normal nova
3. The erupting character however does still channel Taint poorly, they automatically gain 1 point of taint per point of quantum they have,

and they gain a point of temporary taint on any 1 rolled to max even if the roll is a success. On a botched max roll they gain a point of taint on any 1 or 2 rolled.

4. Any child they have with another artificially erupted human, is born with 3 taint, 1 quantum and an active node. The child has the same problems with taint as the parents.

5. Any child they have with a regular human, is a regular human, there is only a 1 in 1,000,000 chance that the child is a nova latent.

6. Any child they have with a regular nova, is a normal human, but is automatically a nova latent, of the 1st generation.

ACTIVATING QUANTUM POWERS MORE THAN ONCE IN A ROUND

A character can enact multiple Quantum powers in a round, in spite of the rule in the Aberrant core rulebook. The following restrictions apply.

1. The character can only enact a number of powers in one round equal to [Quantum -1]
2. All powers so activated must allow multiple actions
3. The character must be able to afford all the Quantum Expenditure based on their Node rating
4. A single power can be activated no more times in a round than the character has dots in the power.
5. The character must have the actions available as per normal (Split Dice Pools, Quickness, etc.)

LATENT NOVA'S UNDER THE EFFECTS OF QUANTUM INTENSIFICATION

Quantum Enhancement can temporarily grant even baselines some quantum effects. However its effect on Nova Latents is not really covered in the rules. Here are some guidelines...

1. Nova latents under the effect are treated as if they are baselines with a Quantum of 0, but they gain 1 quantum per success like a nova, rather than a baseline.
2. Nova latents may develop 1 dot in some powers that suit them as well as mega-attributes.
3. Any nova latent under the effects of this power brought under a great deal of stress has a 1 in 10 chance of erupting and erupt with 30 nova points (or $15 + 3d10$) instead of the regular 15, due to their enhanced Quantum Signature. Normally the chance of eruption even under a great deal of stress is 1 in 100,000 and with only 15 (or $5 + 1d10$) nova points.
4. Successes can be spent to extend the range of the effect by 1000 kilometers radius per success.
5. Two successes can be spent to narrow the field of effect to Nova's, Baselines, or Nova Latents.
6. This is the power used to cause the mass eruptions. Divis Mal spread the effect over a large area at first and eventually over the whole world, keeping only 1 success to effect, each nova latent gained 1 quantum and many people began to erupt (10,000 nova's in 20 years instead of 8 in 100) due to the reasons described above. He also spend 2 successes to limit the effect to Nova Latents.

NODE ABOVE 5

Characters may buy node ratings above 5 in game, but no node may start higher than 5. Purchasing node above 5 costs [current rating] x4 experience points. Except for 2nd gen nova's they may start with Node ratings as high as 6 (though this is not required.) and can increase node as any other background right up to 10. Each dot of node above 5 represents the Farahcytes in the nova's node breaking up and dissembling themselves into the rest of the nova's brain. At Node 10 the nova has no 'node' per se' but rather a completely dispersed network of Farahcytes through out their brain. (Adam has Node 10.)

Extended Node Chart

Instar	NR	Q/Turn	Taint	Advantage
1	0	6	0	
2	1	8	0	
3	2	10	0	
4	3	12	1	
5	4	15	2	
6	5	20	3	
7	6	25	2	Pinpoint
8	7	30	1	Quantum Funnel
9	8	35	0	Disrupt Resistance
10	9	40	0	Quantum Efficiency
11	10	50	0	Total Unity

Pinpoint; The Nova can now pinpoint a quantum signature when using their node to locate other nova's. This defeats invisibility when successful, and can only be counted by the Quantum Diffusion technique of Quatum Authority or similar powers.

Quantum Funnel; The character can try and drain Quantum from sources up to [node] x5 meters away. This allows them to absorb energy from things such as Cyclatron's and Reactors, without having to be so close as to touch the casing. It also acts as a Quantum Leech at the same range using [Node] \ 2 as the dice pool. Either of these abilities require the character to spend a willpower point to activate.

Disrupt Resistance; Nova's with nodes this powerful become increasingly hard to disrupt. They may roll [Node + Quantum] x2 to resist useage of the Disrupt power and [Willpower] x2 to resist Quantum Reduction or Transformation.

Quantum Efficiency; The nova's extremely efficient ability to channel Quantum Energys lowers the Quantum Minimum (Though not the level) of all powers with respect to the character.

Total Unity; The Nova's ability to channel Quantum is completely integrated with their thorght processes. They gain the effect of Reduced Quantum Cost Extra on every power and enhancement they possess, without cost or raising the level of anything.

ATTUNMENT ABOVE 5

Characters may buy attunment ratings above 5 in game, but no attunment may start higher than 5. Purchasing attunment above 5 costs [current rating] x3 experience points. Each dot of attunment above 5 must be allocated either to volume or to range. Each dot allocated to volume doubles the amount the character can attune. Each dot devoted to range allows the character to attune matter without touching it from longer and longer distances! The following chart shows the exact specifics. Attunment like everything else tops out at 10.

Dots	Range	Volume
1	1 Meter	200 KG
2	10 Meters	400 KG
3	100 Meters	800 KG
4	200 Meters	1600 KG
5	400 Meters	3200 KG

I.E. Buenda has attunment 7 with one dot above five allocated to range and the other allocated to Volume. (Attunment 5 (1 range, 1 volume)), this means he can attune up to 200 Kg of mass from up to a meter from his body.