

COMMUNITY



SUBMISSION

NEW OPTIONS & UPGRADES

RELEASE DATE 06-22-09

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

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

Intensive Training

Idea by Joe Hofman

Characters with this option have devoted a great deal of time, interest, and devotion to the study of one particular skill. The player must choose the skill when this option is purchased. Instead of applying the 1/10th skill rating as a modifier to injury dealt, armor penalty reduction, or defensive bonus instead apply the 1/4 of the skill rating instead.

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

Upgrades:

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

+100pts Player may apply the 1/2 skill rating instead.

Mental Shield

Idea by Daniel "DC" Greenberg

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

Upgrades:

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

+5pts Increase reduction of sanity loss by one.

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

Presence of Self (New Upgrades)

Idea by Daniel "DC" Greenberg

Upgrades:

- +40pts Mental Shield

Wild Card

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

Upgrades:

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

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

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

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

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

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

Minor Option Table

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

Average Option Table

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

Major Option Table

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