

# INTRODUCTION



**S**ometimes even the mightiest hero... or GM... needs a little help!

*Champions Powers* is a book of pre-generated superpowers for use in your Champions games. It has two primary purposes. First, it's a time-saver. If you need to generate a character quickly, or you don't want to take the time and effort needed to create all of a character's powers from scratch, *Champions Powers* provides you with the shortcut you need. Just open to the appropriate section, select the sort of power you want, tweak it to taste, and in seconds you've got a new power for your character.

Second, it's an idea generator. If you're at a loss for what type of character to play, you can flip the book open at random and see if anything on that page catches your attention. If you already have a general idea of the type of character you want to create, some of the more unusual powers listed for each special effect may inspire you to take the character in new and intriguing directions.

Although many of the powers come with a list of options, don't feel like you're limited to what the book says. You can easily alter a power to suit the character you have in mind, and in most cases substitute one special effect for another with only slight alterations. And for many powers, increasing or decreasing the number of Active Points is always an option.

## ABBREVIATIONS

This book uses the following abbreviations to refer to other *HERO System* books:

**6E1:** *The HERO System 6<sup>th</sup> Edition, Volume I: Character Creation*

**6E2:** *The HERO System 6<sup>th</sup> Edition, Volume II: Combat And Adventuring*

**APG:** *The HERO System Advanced Player's Guide*

**HSMA:** *HERO System Martial Arts*

## POWER FRAMEWORKS

*Champions Powers* is particularly helpful for characters trying to construct Power Frameworks built around a special effect. Using the book to construct Multipowers is simplicity itself. Between the various powers and their options, a character can choose a suite of, say, Fire Powers or Teleportation Powers with just a few minutes' work. Where possible and advisable, powers and their options are built in the 40-75 point range, to make it easy for Standard Superheroic character to create Multipowers without having to alter point totals too much.

Players with characters who have Variable Power Pools may find this book particularly helpful. Rather than having to calculate a new power every time, they can simply choose the power they want out of *Champions Powers* and proceed without interrupting the game.

See the Appendix for some example Power Frameworks created using the *Champions Powers*.

## WHAT THIS BOOK IS NOT

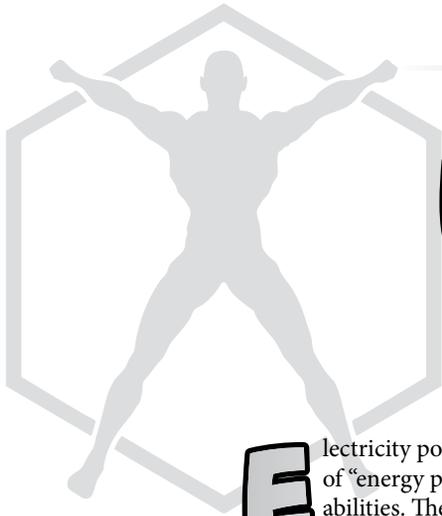
Having noted what this book *is*, it's also important to note what it is *not*.

First, it's not a book of gadgets. "Gadget" or "technology" is such a far-reaching special effect that it requires a book of its own — *The HERO System Equipment Guide*. However, you can easily convert most of the powers in this book to gadgets by applying the appropriate Power Modifiers, such as *Focus* and *Charges*.

Second, it doesn't include martial arts and related abilities, or abilities defined as "extensive training and heightened skill." *HERO System Martial Arts* covers the former extensively; the latter don't really qualify as "superpowers" in the sense this book means. You can find abilities like that covered in genre books such as *Dark Champions* and *Pulp Hero*.

Third, *Champions Powers* doesn't cover magic and mysticism. That, too, is a broad enough subject for its own book. But again, conversion is easy if you have a supermage character in mind — just change the special effect from, say, "fire" to "mystic fire," or "sonics" to "enchanted bell," altering the write-up if necessary, and you're set.

Fourth, it's not comprehensive. No one book could describe every possible special effect or superpower any one gamer — or even entire



# ELECTRICITY POWERS

**E**lectricity powers are an archetypical form of “energy projection” or “energy control” abilities. They include a variety of attacks (mostly Blasts or RKAs of many sorts), control over the electricity that powers devices, and abilities derived from having a body partly or fully made of pure electrical energy. You can easily adapt them for other types of energy, if desired.

Characters with Electricity powers often have certain Cyberkinesis powers as well — the ability to control machines by controlling the flow of electricity to and within them, the ability to read or alter data in machines by sensing the electrons, and so forth. See the *Cyberkinesis Powers* section of this book for more information.

See 6E2 148-50 for more information on Electricity in the *HERO System*. Players and GMs interested in creating “realistic” electrical attacks should consider adding a  $-\frac{1}{4}$  Limitation, *Real Electricity*, to appropriate offensive powers. A power with this Limitation does its listed damage to targets defined as “poorly grounded.” It does only half damage to “insulated” characters, and converts to the equivalent DCs in Killing Damage against “well grounded” characters (if it’s already a Killing Attack, the GM may add 1-2 DCs, if he wishes).

## OFFENSIVE POWERS

Electricity is well-known for its deadliness. However, for the sake of both comic book drama and simplicity, the powers in this section are mostly written up using Blast. You can substitute the equivalent Damage Classes in RKA if you prefer (or buy an RKA in addition, as a slot in a Multipower with the Blast-based form of a power).



### ARC WELDING

**Effect:** Major Transform 1d6 (fuse two metal objects together)

**Target:** One object

**Duration:** Constant

**Range:** Touch

**END Cost:** 1

**Description:** The character can focus his control of electricity to generate a super-hot arc that welds two metal objects together. He has to know how to do it, though; the power takes the place of equipment, but doesn’t provide the necessary skill.

**Game Information:** Major Transform 1d6 (two pieces of metal into one, heals back by being broken or separated by force), Constant (+ $\frac{1}{2}$ ), Reduced Endurance ( $\frac{1}{2}$  END; + $\frac{1}{4}$ ) (17 Active Points); No Range ( $-\frac{1}{2}$ ), Requires A PS: Arc Welder Roll ( $-\frac{1}{4}$ ). Total cost: 10 points.

#### Options:

- 1) *Stronger Arc Welding:* Increase to Major Transform 2d6. 35 Active Points; total cost 20 points.
- 2) *Weaker Arc Welding:* Decrease to Major Transform  $\frac{1}{2}$ d6. 9 Active Points; total cost 5 points.
- 3) *Ranged Arc Welding:* Remove No Range ( $-\frac{1}{2}$ ). Total cost: 14 points.
- 4) *Tiring Arc Welding:* Remove Reduced Endurance (+ $\frac{1}{4}$ ). 15 Active Points; total cost 8 points.



### BALL LIGHTNING

**Effect:** Blast 8d6

**Target:** 8m Radius

**Duration:** Instant

**Range:** 400m

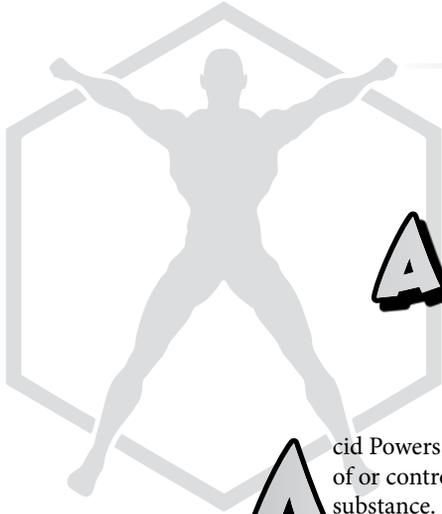
**END Cost:** 6

**Description:** The character can project a sphere or field of electricity at his enemies, which often lets him hit many of them at the same time.

**Game Information:** Blast 8d6, Area Of Effect (8m Radius; + $\frac{1}{2}$ ). Total cost: 60 points.

#### Options:

- 1) *Stronger Ball Lightning:* Increase to Blast 12d6. Total cost: 90 points.
- 2) *Weaker Ball Lightning:* Decrease to Blast 6d6. Total cost: 45 points.
- 3) *Larger Ball:* Increase to Area Of Effect (30m Radius; +1). Total cost: 80 points.
- 4) *Deadly Ball Lightning:* Substitute RKA 3d6. Total cost: 67 points.
- 5) *Lightning Cone:* The character can fill an area in front of him with blasts of lightning. Change to Area Of Effect (30m Cone; + $\frac{3}{4}$ ) and add No Range ( $-\frac{1}{2}$ ). 70 Active Points; total cost 47 points.
- 6) *Mini-Ball Lightning:* Instead of projecting one large ball of lightning, the character shoots several smaller balls of electricity. Change Area Of Effect to Area Of Effect (1m Radius; + $\frac{1}{4}$ ) and add Autofire (3 shots; +1 $\frac{1}{4}$ ). Total cost: 100 points.



# ACID POWERS

**A**cid Powers represent a character's use of or control over acid or some acidic substance. If appropriate you can also use Acid powers to represent any fast-acting attack with few defenses against it, such as various fictional chemicals, napalm, an alkaline or a strong base (both of which are caustic, rather than corrosive like acid), superheated plasma, or biochemical attacks.

See 6E2 147-48 for rules about how acids (and other chemicals) function in *HERO System* terms.

## OFFENSIVE POWERS

### ACID CLOUD

**Effect:** RKA 1d6, Penetrating  
**Target:** 1m Radius  
**Duration:** Uncontrolled  
**Range:** 150m  
**END Cost:** 4

**Description:** The character can create a cloud of acidic vapors. He might breathe them from his mouth, shoot them from his hands, or exude them from his body. The cloud's damage functions as normal acid damage.

**Game Information:** RKA 1d6, Area Of Effect (1m Radius; +¼), Constant (+½), Penetrating (+½), Uncontrolled (see 6E2 147; +½). Total cost: 41 points.

#### Options:

- 1) *Large Acid Cloud:* Increase Area Of Effect to (8m Radius; +½). Total cost: 45 points.
- 2) *Acidic Gas Bolt:* Instead of creating a cloud of acidic vapors, the character projects a wide bolt or beam of acidic vapors. Change Area Of Effect to (30m Line; +½), and apply No Range (-½). 45 Active Points; total cost 30 points.
- 3) *Restricted Range:* Apply Limited Range (16m; -¼). 41 Active Points; total cost 33 points.
- 4) *Exhale Acid Cloud:* The character can exhale an acid cloud at nearby targets. Apply Personal Immunity (+¼), No Range (-½), and Extra Time (Delayed Phase; -¼). 45 Active Points; total cost 26 points.

### ACID PROJECTION

**Effect:** RKA 1d6, Penetrating  
**Target:** One character  
**Duration:** Uncontrolled  
**Range:** 16m  
**END Cost:** 4

**Description:** The character has the ability to project acid from his body, typically by spitting or squirting it. In most cases, this means the acid has a limited range, though some large creatures and other characters may not suffer from this restriction.

**Game Information:** RKA 1d6, Constant (+½), Penetrating (+½), Uncontrolled (see 6E2 147; +½) (37 Active Points); Limited Range (16m; -¼). Total cost: 30 points.

#### Options:

- 1) *Strong Acid:* Increase to RKA 2d6. 75 Active Points; total cost 60 points.
- 2) *Weak Acid:* Decrease to RKA ½d6. 25 Active Points; total cost 20 points.
- 3) *Irresistible Acid:* Change Penetrating to Penetrating (x2; +1). 45 Active Points; total cost 36 points.
- 4) *Acid Blast:* Remove Limited Range (-¼). Total cost: 37 points.
- 5) *Acid Blob/Ball:* The character has the ability to project a ball, blob, or other mass of acid. Add Area Of Effect (12m Radius Explosion; +¼). 41 Active Points; total cost 33 points.
- 6) *Acid Wall:* The character has the ability to create a wall of acid. Add Area Of Effect (30m Line; +½) and remove Limited Range (-¼). Total cost: 45 points. The wall lasts as long as the Endurance fed to it holds out. (Instead of Area Of Effect (30m Line), the character can substitute 8m Radius or 16m Cone at the same point cost.)
- 7) *Self-Immune Acid:* A character with this added option could conceivably take a bath in the acid he projects, at no harm. Characters whose bodies produce the acid they project normally take this option. Add Personal Immunity (+¼). 41 Active Points; total cost 33 points.



# EMOTION CONTROL POWERS

**A**lso known as *Empathy* or *Empathic Manipulation*, Emotion Control powers are a special subset of Mental and Psionic Powers (which are covered in their own section later in this book). They allow a character to detect, read, manipulate, and even alter another person's emotional state. A character with empathic powers can lift the cloud of depression from a tormented person's mind, calm down a Berserk supervillain, inspire courage and confidence in others, or cause feelings of unbridled greed.

## OFFENSIVE POWERS



### ALTER/INFLECT EMOTIONS

**Effect:** Mind Control 12d6, One Emotion Only  
**Target:** One character  
**Duration:** Constant  
**Range:** LOS  
**END Cost:** 6

**Description:** One of the most basic empathic powers is the ability to work temporary changes in a target's emotional state. (Creating permanent changes requires Transform; see *Emotion Sculpting*, below.) The character defines a single emotion or emotional state when he buys the power; examples are given below for Anger, Fear, Sadness, and Love (the GM can easily create others using these as guidelines). His powers only work to enhance or negate those types of feelings; for example, a character with Alter/Inflict Anger cannot inspire or diminish a target's feelings of jealousy, love, or fear, only feelings of anger, rage, and calmness. Empathic Mind Control commands which match or contradict the character's Psychological Complications receive the usual bonuses or penalties.

The Alter/Inflict Emotions Table describes the basic effects and parameters of this power. You can "diminish" an emotion by reversing the listed effects.

The GM must take care to handle Alter/Inflict Emotions properly. Characters should not be allowed to use it for other than genuine emotional manipulation. For example, using ordinary Mind Control, a character could force a person to go stand underneath a particular tree. A character with Alter/Inflict Emotions generally cannot do that — not even if he tries to avoid the Limitation by claiming, "I'm going to inspire a love of that tree in this person so he'll go stand underneath it." At the very least, characters attempting such work-arounds should be required to achieve a much higher Effect Roll than a character with ordinary Mind Control. As always with such a nebulous subject, the GM should use his common sense, dramatic sense, and desire to maintain game balance to help him adjudicate tricky situations.

**Game Information:** Mind Control 12d6 (60 Active Points); Only To Alter/Inflict One Emotional State (-1). Total cost: 30 points.

#### Options:

- 1) *Stronger Empathic Manipulation:* Increase to Mind Control 14d6. 70 Active Points; total cost 35 points.
- 2) *Weaker Empathic Manipulation:* Decrease to Mind Control 8d6. 40 Active Points; total cost 20 points.
- 3) *Telepathic Empathic Manipulation:* The character need not speak to alter a character's emotional state; he can communicate his commands mentally. Add Telepathic (+¼). 75 Active Points; total cost 37 points.
- 4) *Empathic Touch:* The character must touch his target to alter emotions. Add No Range (-½). Total cost: 24 points.
- 5) *True Empathic Manipulation:* The character can alter or instill *any* emotion, not just a single one. Change to Only To Alter/Inflict Emotional States (-½). Total cost: 40 points.



# VIBRATION POWERS

**T**his category features powers that involve control over vibratory energy and related vibration phenomena. This “energy” is not necessarily clearly defined. It could involve rapid movement of the body (in which case the character might also have Speedster Powers, such as Rapid-Fire Punch or Phasing Grip), concussive air pulses (maybe leading to other Air Powers), some sort of specialized control of sound waves (in which case the character might also have Sonic Powers), a connection to seismic forces (which may mean the character has other Earth and Stone Powers), a strange form of electromagnetic radiation, or something else altogether. Nevertheless, Vibration Powers usually include certain common abilities, such as those listed below.

For many types of Vibration Powers, the Limitation *Does Not Work In A Vacuum* (-¼) may be appropriate — the vibration pulses need

a medium to propagate through, such as air or water. You can easily add this to any of the powers below, if desired.

Typically Vibration attacks apply against Physical defenses due to the shaking, shattering, tearing nature of the damage they cause. However, characters may want to define some of them, such as an attack that infuses the target with pure vibrational energy, as applying against Energy defenses instead.

## OFFENSIVE POWERS



### THE BLENDER

**Effect:** Drain DEX and CON 4d6  
**Target:** One character  
**Duration:** Instant  
**Range:** No Range  
**END Cost:** 6

**Description:** The character grabs a target and shakes him so badly he gets sick and dizzy.

**Game Information:** Drain DEX and CON 4d6, Expanded Effect (DEX and CON simultaneously; +½) (60 Active Points); No Range (-½). Total cost: 40 points.

#### Options:

- 1) *Strong Blender:* Increase to Drain DEX and CON 6d6. 90 Active Points; total cost 60 points.
- 2) *Weak Blender:* Decrease to Drain DEX and CON 3d6. 45 Active Points; total cost 30 points.
- 3) *Ranged Blender:* The character doesn't grab the target, he blasts him with vibrational energy. Remove No Range (-½). Total cost: 60 points.
- 4) *Long-Lasting Blender:* The effects of being shaken last for a while. Decrease to Drain 3d6 and add Delayed Return Rate (points return at the rate of 5 per Minute; +1). 75 Active Points; total cost 50 points.
- 6) *Stunning Blender I:* Instead of making a character sick and dizzy, being shaken weakens him and knocks him out. Change to: Blast 8d6, NND (defense is Power Defense; +½) (60 Active Points); No Range (-½). Total cost: 40 points.
- 7) *Stunning Blender II:* Decrease to Drain 3d6 and change to Expanded Effect (DEX, CON, END,

### BADLY SHAKEN

Depending on the intensity of a character's Vibration powers, they might cause one or several of many potential “side effects” are possible. The worst of them would be the chance to trigger earthquakes and tremors, though “realistically” this is probably only possible if (a) the character is on or very near a major faultline, and (b) is using a *lot* of vibrational energy (say, at least 250 Active Points' worth, combined).

On a smaller scale, if the character vibrates constantly, he might in turn continuously vibrate the air around him and thus affect people nearby. Possible effects include nausea (a small Drain CON), vertigo (a small Drain DEX), blurred vision due to vibrating the eyeballs (a Change Environment with -1 to Sight Group PER Rolls, or a small Sight Group Flash).

If the character wants to use abilities like this offensively, he should probably pay points for them, but if the GM feels like these effects should hinder the Vibration character's friends as much as his foes, he might let the character buy it as a *Side Effect* Limitation (typically a Minor one worth -¼, multiplied to -½ if it occurs all the time).