

# LIST OF SYNERGIES BY POWER

POWER	SYNERGY NAME
Absorption	Adaptive Battery, Emotional Buffet, Self-Charger, Siphon, Taste of Power
Adaptation	Adaptive Battery,
Alternate Form	Living Rail Gun
Anatomic Separation	Telegraphed Attack
Animal Mimicry	Beast Charmer
Animate Objects	Attack Drone, Scout Drone, Spontaneous Bomb
Astral Form	Astral Possession
Blast	Attack Drone, Blasting Stop, Electro Whip, Power Breaker, Rocket Jump, Self-Charger, Tunnel Blaster
Boost	Attack Drone
Burrowing	Tunnel Blaster
Communication	Scout Drone
Create Object	Phantom Object
Datalink	Computer Psychology, Electrical Link
Deflect	Blasting Stop, Body Shield, Rocket Jump
Density	Living Rail Gun
Drain	Siphon
Elongation	Body Shield, Spin Launcher, Tremor
Electrical Control	Electrical Link, Electro Whip
Elemental Control	Shooting Cork
Emotion Control	Emotional Buffet
Enhanced Ability	Beast Charmer, Bullet-Breath, Computer Psychology, Wink

POWER	SYNERGY NAME
ESP	Foe Scan, Scout Drone, Share Sense
Flight	Flying Ram, Telegraphed Attack
Friction Control	Power Skating
Immovable	Anchor
Immunity	Electrical Link
Insubstantial	Phantom Object
Kinetic Control	Spontaneous Bomb
Magnetic Control	Living Rail Gun
Mind Control	Astral Possession
Nullify	Power Breaker, Taste of Power
Power Control	Taste of Power
Snare	Anchor, Electro Whip, Power Breaker
Spatial Control	Wink
Speed	Power Skating
Spinning	Spin Launcher
Strike	Flying Ram, Power Breaker, Tremor
Super-Senses	Foe Scan
Super-Speed	Power Skating
Super-Strength	Bullet-Breath
Swimming	Shooting Cork
Telekinesis	Blasting Stop, Rocket Jump
Telepathy	Share Sense
Time Control	Wink
Transfer	Emotional Buffet
Vibration Control	Tremor, Wink

any *extra effort* requirements is also likely to work best in such games. However, if the Gamemaster wants to keep a tighter leash on his game and is unwilling to give anything for free, there are several options available. (See the attached sidebar.)

## ADAPTIVE BATTERY [EXTRA EFFORT]

No matter how cliché deathtraps may be these days, you never stopped to appreciate them until you found yourself caught within one. You search for an exit but all you see are numerous barrels, hoses, nozzles and tubes sliding out of the walls, floor and ceiling—all to point in your direction. And then they unleash various gouts of flame, cold, poisons and other tools with which to bring about your end. Grunting from the effort, you concentrate on absorbing as much of it as you can while forcing your physiology to protect you against the rest. It seems to be working, but you don't know how long you can keep it up ...

**Powers:** Absorption (with Energy Storage), Adaptation (with Reaction)

When you are struck by multiple harmful effects in the same round you are normally only able to adapt to the first one. However, this synergy effect allows you to spend points of energy stored by Absorption to purchase the necessary powers at Adaptation's normal rate (rank x 5) in order to adapt to a second (or more) form of harmful effect. Powers purchased through Adaptation in this manner cost double the normal amount per rank, however, and lose their ranks at the normal rate for Absorption's Energy Storage ability. If a similar adaptation is forced before the energy is totally lost, only the difference between what is left from the first instance and the new instance need be spent.

Each additional harmful effect to be reactively adapted to beyond the first requires a separate power check to activate; increase the power check's DC by +2 per harmful effect beyond the first.

This power synergy effect requires *extra effort*, requiring

## THE DYNAMIC ARRAY/LINKED OPTION

Perhaps the easiest alternate method of controlling power synergy is to rule that only powers that are linked or active within the same dynamic Alternate Power array are able to use power synergy effects. This option ensures the necessary powers are able to work together while underscoring the cooperative nature of the powers contributing to a power synergy effect.

## THE POWER FEAT OPTION

Power synergy, no matter how logical the result of a power combination may turn out to be, may seem too close to creating new, power-spanning power feats at no cost. Therefore, a Gamemaster may rule that it is more appropriate and balanced for a character to spend 1 PP on attaining a single power synergy instance/effect before they may use it, in much the same fashion as they must purchase power feats.

If this option is used, power synergy effects not yet purchased as power feats may be utilized as a power stunt using *extra effort*, as is normal for power feats.

## THE EXTRA OPTION—SYNERGY (+1 MODIFIER/STEP)

A Gamemaster wanting players to spend PP on power synergy effects rather than granting them for free may wish to introduce Synergy as a new extra. As an extra, Synergy allows the power to create power synergy effects with other powers so long as they also have the Synergy extra. The Synergy extra applies to any Alternate Powers in the power's array. However, other powers in an array (or even the base power, for that matter) cannot participate in a synergy effect with other powers in the array unless they are dynamic, allowing them to be active simultaneously.

## THE EXTRA EFFORT OPTION

If not using the previous options, a Gamemaster who still doesn't like the idea of giving anything for free may instead rule that **all** power synergy effects require *extra effort* to use, regardless of whether or not their description says they require *extra effort*. This maintains some level of risk and personal investment when employing power synergy effects without taking it to the degree where the effect costs something.

one use regardless of the additional Adaptation instances this power synergy effect impliments.

## ADAPTIVE BATTERY EXAMPLE

A character with **Absorption 4** (*Power Feats*: Slow Fade [1 minute]; *Extras*: Energy Storage [40 points]) and **Adaptation 4** (20 points; *Extras*: Reaction) is currently at full capacity with 40 points of stored energy. He is first hit with a cold attack, allowing him to adapt Immunity 5 (cold) as a normal matter of the power's operation, but in the same round he is also hit by a chemical attack quickly followed by a fire attack. The chemical attack requires adapting Immunity 2 (chemical) whereas the fire attack requires adapting Immunity 5 (fire.) Adapting against the chemical attack requires an Adaptation power check with a +2 DC increase and the spending of 4 points from energy storage (2 ranks x 2 points per rank) while adapting against the fire attack requires a power check at +4 DC and the spending of 10 points from energy storage (5 ranks x 2 points per rank.)

The adaptation to the chemical and fire attacks will discontinue in one minute when the amount of energy spent on them degrades below that which is necessary to pay for their respective Immunity. If another fire attack were to be made three minutes from the initial adaptation, requiring Immunity 5 (fire) would only cost 3 points of stored energy because 7 points were still remaining to it and had not yet faded.

## ANCHOR

You knock out the last stormtrooper just in time to see a rocket soldier grab the spear and jet towards the tower's broken window. Without thinking, you draw your trusty whip and lash it around your flying foe's boot just as he is about to make good his escape. You hope your reputation for sturdiness proves true today as you bear down and strain your muscles with the effort to keep him from making off with his prize.

**Powers:** Immovable (including ranks gained from Density, etc.), Snare (with Engulf or Tether)

By using your snare on a moving target you may attempt to arrest its movement away from you by utilizing your immovable nature. Doing so requires a successful Snare attack and then the subject must reach the furthest extent of that snare's current maximum range (in other words, the snare must be taut), at which point your subject makes a DC (10 + Immovable ranks) Strength check, applying their current rank from active movement powers such as Flight or Super-Speed as a bonus to their roll. As a full-round action, you can try to actively anchor the snared target by adding your own Strength modifier to their Strength check's DC, otherwise the DC remains as previously outlined. Make this check every round to see if the subject remains anchored or if you are pulled along (as described in the following.)

If the subject's Strength check succeeds, they pull you in the direction they were traveling as though their move-

ment had as many ranks as their normal movement ranks minus your Immovable ranks, with a minimum of 5 feet. If they fail they are held at the full extent of the snare. Anchoring risks breaking the snare due to the strain placed upon it, allowing the subject a free chance to break free each round, but instead of their Strength the subject uses the movement rank they would be traveling at were they not so anchored.

As a full-round action you may begin to reel in the subject by making a DC (10 + the subject's movement ranks were they not anchored) Strength check. Success means you pull them in closer by 5 feet, plus 5 feet per every point higher than the DC your check's result is.

### ANCHOR EXAMPLE

Character A with Immovable 4 and Strength 18 (+4) manages to land a tether (Snare 4) on airborne Character B with Flight 5 and Strength 10. Character B makes a DC 14 Strength check with a +5 bonus and fails, indicating he is anchored. A free action is taken by Character B to see if the tether breaks (+5 damage bonus against the snare's +4 toughness bonus) and again fails.

In the next round no attack roll is needed for the Snare and Character B again rolls a DC 14 Strength check, this time succeeding, pulling Character A at a speed of 10 mph (Flight 5 – Immovable 4.) Character A decides to reel in Character B a bit by making a DC 15 Strength check, rolling a 17. Character B is pulled 15 feet closer to Character A. Once again, the Snare fails to break and the tug of war continues in this fashion.

### ASTRAL POSSESSION [EXTRA EFFORT]

Floating through the hallways, you see the terrorist standing next to the bomb, his gun pointed at the nearest hostages. Brazenly, your invisible astral form floats down the corridor and dramatically moves as though to dive towards the terrorist. You feel yourself slide into his flesh and there is a brief fight for control, but the weak-willed never put up much of a fight. Using your-hands-that-are-not-your-hands, you turn off the bomb, disconnect your-body-that-is-not-your-body's dead man's switch, and then raise the gun to shoot yourself in your-head-that-is-not-your-head. Not even bothering to wait for the body to hit the floor or the hostages' screams to stop, your invisible astral form moves

through the wall back towards your physical body where you left it, blocks away in a warehouse.

**Powers:** Astral Form, Mind Control

While traveling in your astral form, you may attempt slipping into a sentient being to take over their mind *and* body directly, effectively possessing them. Doing so requires a full-round action and the subject's saving throw gains a +2 bonus. Treat such control as Conscious (see the Mind Control power), and the subject is allowed a new saving throw every round thereafter, regardless of when a save is normally allowed, with a cumulative +1 bonus beyond the first round.

On the up side, acting while possessing someone uses up the same actions as if it were your own body rather than using a move action for each command, and different languages and other impediments to communicating are not an issue. No access is gained to the person's knowledge or skills.

A move action is used to voluntarily leave the possessed body.

This power synergy effect requires *extra effort* to initiate, but is not needed to maintain.

### ATTACK DRONE

The thing you hate most about getting captured by an evil mastermind is how they all want nothing more than to talk your ear off about their insidious plot.

Yack, yack, yack. Gah! You feel like screaming for him to kill you already rather than having to sit there and listen to one more minute of his maniacal laughter (does he practice that in a mirror or something? Yeesh.)

Not able to stand any more, and certain he's not going to actually spill any information you can use, you draw his attention by returning his ranting with some glib cliché about evil never winning so that he won't notice the chair coming to life behind him. Before your self-styled nemesis can blink, the chair is focusing your force blast into the back of his head and knocking him out. With a sigh you make a nearby pair of scissors walk over and cut you free.

**Powers:** Animate Objects, Blast (or a power with an equivalent effect), Boost

