

New Powers

Spatial Awareness

Level 1

System: Perception + Spatial Awareness

Range: Indefinite

The emp is aware of the spatial relationship between himself and other things. It is a kind of intuitive trigonometry and distance calculation that gives an immediate sense of how things are located.

For simple tasks like knowing where one is in a fairly familiar or simple environment and the other reference points are visible, no roll is necessary. For exact measurements or using the memory of where something is, a roll is needed.

At one dot, the emp knows distances exactly. He knows exactly how far he is from any known point. This includes his distance from the centre of the Earth, giving his height. He can estimate how fast something is moving towards or away from him.

Level two, he knows distances from two points exactly, allowing him to deduce where he is on the surface of the world and roughly where he is in three dimensions (in the air or in a building). He can also estimate the distance between the points exactly, as well as the angle between them and himself and how fast one of the points is moving in the plane defined by the other and himself.

Level three gives exact triangulation abilities – he knows exactly where on the surface of the world he is, and usually where in space. He can estimate angles and areas between three points exactly. He can estimate his relative velocity.

Level four gives exact threedimensional location. He can estimate volumes exactly. He will notice if there is any spacetime curvature affecting the volume between himself and the other points.

Level five gives exact space-time location (in relation to everything else in his inertial rest frame).

Extended Quantum Field

Quantum minimum: 3

Level: 3

Dice pool: Per + Quantum Field

Range: special

Duration: concentration

Effect: the emp extends his quantum powers to act from within all objects in the vicinity, effectively adding dots to his Attunement. This power expands the “quantum aura” and makes the emp very noticeable; subtract successes from dormancy if necessary.

System: the emp gains one dot of attunement per success (added to the normal attunement):

- 1 2 kg
- 2 5 kg
- 3 10 kg



*US Empowerment
Agency*

4	25 kg
5	100 kg
6	250 kg
7	500 kg
8	1 ton
9	2.5 tons
10	5 tons
11	10 tons
12	25 tons
13	50 tons
14	100 tons
15	250 tons
16	500 tons
17	1000 tons
18	2500 tons
19	5000 tons
...	etc.

The influenced objects and persons form a roughly spherical volume around the emp, out to the limit set by the internal mass. An emp freely falling through the air will have a large volume (at one kilogram per cubic meter one ton equates to a sphere with a 12 meter diameter) while an emp inside water will have a small sphere. The emp has some directional control over the field, and can extend it towards (say) other people and try to avoid the floor, but very anisotropic fields subtract successes.

Radioactivity Control

Level 3

Quantum minimum: 4

Dice pool: variable

Range: variable

Area: variable

Duration: variable

Effect: The emp can create and control radioactivity

Multiple actions: Yes

Description: Similar to elemental mastery, radioactivity control allows the emp to control how atoms and particles decay. It is extremely powerful and dangerous (especially to unshielded humans in the neighbourhood), and taking it without the invulnerability to radiation (the power or technique) is a fatal mistake. It includes a number of techniques:

Invulnerability to Radiation

As the normal quantum power.

Radiation Perception

Dice pool: perception + radioactivity control

Range: line of sight

Area: N/A

Duration: constant

The emp can perceive all forms of high-energy radiation and elementary particles, as well as the

isotope composition of the surroundings. It is not so much an image as a sense of what forms of radiation exist, their strength and the direction they move. The emp can notice the sun or nuclear reactors through the Earth simply by their neutrino radiation, or feel the difference between radioactive and non-radioactive materials. Harder uses involve recognizing the age of objects by looking at their C14 content or recognizing very exotic radiation as different kinds meson beams.

Blast

Dice pool: intelligence + radioactivity control
Range: (quantum + power rating) x 10 meters
Area: N/A
Duration: instant

The emp generates a powerful beam of radiation; it is usually invisible or shines with weak blue Cherenkov light. The type of radiation can be tuned between alpha, beta, gamma rays or various elementary particles such as neutrons, mesons or neutrinos. The range depends somewhat on the type of radiation.

If used as an attack it inflicts Quantum level + power rating dice of aggravated damage, but the effect takes several hours to become apparent (power rating damage levels per hour).

Radiation sphere

Dice pool: intelligence + radioactivity control
Range: (quantum + power rating) x 10 meters
Area: (quantum + power rating) x 3 meters
Instant

The emp destabilizes nuclei within a spherical region, doing Quantum level + power rating dice aggravated damage (slow appearance as for blast) to anyone inside. This is a more powerful version of enhance fission below, which does not do any direct damage.

Enhance fission

Dice pool: intelligence + radioactivity control
Range: (quantum + power rating) x 10 meters
Area: (quantum + power rating) x 3 meters
Instant

The emp weakens the forces holding together radioactive nuclei inside a spherical region. The effect makes them decay faster, releasing much more of their energy and becoming inert. Nuclear fuel rods heat up and melt, and nuclear weapons might go off. One success fully inerts one kilogram of matter.

The effect also inhibits fusion by a corresponding amount.

Inhibit fission

Dice pool: intelligence + radioactivity control
Range: (quantum + power rating) x 10 meters
Area: (quantum + power rating) x 3 meters
Instant

The emp strengthens the forces holding together nuclei inside a spherical region. The effect makes

them decay more slowly, preventing radioactivity. One success makes one kilogram of radioactive matter safe. The effect also enhances fusion; with enough successes it can make light nuclei start fusing if the density is high enough.

Fission Feeding

Dice pool: intelligence + radioactivity control

Range: (quantum + power rating) x 10 meters

Area: (quantum + power rating) x 3 meters

Instant

Like enhance fission, but the released energy is converted into quantum energy usable for the emp. By using this technique there is no visible effect of the energy release, the matter just quietly becomes inert. One kilogram of radioactive matter produces roughly one quantum point. There is of course a corresponding fusion version, fusion feeding.

Surface Tension Control

Level 2

Quantum minimum: 2

Dice pool: variable

Range: variable

Area: variable

Duration: variable

Effect: The emp can control surface tension of liquids.

Multiple actions: Yes

Description: This power enables the emp to control the surface tension of liquids.

Increase Tension

Dice pool: Intelligence + Surface Tension Control

Range: (Quantum + power rating) x 10 meters

Area: (quantum + power rating) x 3 meters

Duration: Maintenance

By increasing surface tension liquids become more manageable. They tend to curl up into droplets and resist intrusion as if an elastic membrane covered them. To create wobbly balls of water that can be handled as if they were jelly only one success is needed. To walk on water requires three successes – but remaining standing on the moving surface requires a dexterity roll. With five successes the surface becomes hard enough to allow anybody to stand unaided. Waves are dampened into nothing, and a thin sheet of water becomes reasonable armour.

Decrease Tension

Dice pool: Intelligence + Surface Tension Control

Range: (Quantum + power rating) x 10 meters

Area: (quantum + power rating) x 3 meters

Duration: Maintenance

By decreasing the surface tension liquids become more miscible. Oil and vinegar can be mixed into a perfect salad dressing with one success. With more successes any liquid can be turned into a foamy froth. With four successes water will spontaneously start frothing, and with five molten iron will start to foam. Liquids start climbing with capillary power, finding ways of sneaking out of containers.

Adhesion

Dice pool: Intelligence + Surface Tension Control
Range: (Quantum + power rating) x 10 meters or self
Area: (quantum + power rating) x 3 meters
Duration: Maintenance

By increasing the surface tension along a surface it can be made adhesive or sticky. An emp with adhesion can climb walls and even stand in the ceiling using surface tension. It can also make things and people stick in place. The number of successes gives a strength of the adhesion.

It can also increase the power of glue, duct tape and chewing gum.

Fear control

Level: 2
Quantum minimum: 2
Dice pool: Charisma + Fear Control (Willpower resisted)
Range: (Quantum + power rating) x 20 meters
Area: N/A
Duration: As Empathic Manipulation
Effects: Controls fear in target
Multiple actions: Yes

Description: An emp with fear control can regulate fearful emotions in other beings able to feel fear – humans and other higher animals. He directly influences the fear systems of the brain and body, producing varying degrees of anxiety, fear, terror or phobia. Unlike Empathic Manipulation the emp can control the fear in a detailed way.

Induce panic: the emp creates unspecific fear. The target will experience a general feeling of unease, shortness of breath, impending doom, an escalating feeling that he will die or something disastrous happen at any moment. The effect is similar to panic disorder. If used on enough people in a crowd general panic may ensue, as people start to shout, crowd together and attempt to escape.

Induce fear: the emp makes the target fear a particular thing – an object, a person, the emp or a certain kind of situation. The victim cannot approach or attack the object (unless he succeeds on a willpower roll against the number of emp successes) and will want to escape

If the target botches the willpower roll the fear becomes permanent; the emp can also make a fear permanent by getting more than five successes and spending an extra quantum point. This produces a phobia (for a fear) or panic disorder (for induce panic).

The emp can also remove fear, essentially decreasing the power of something fearful with every success. With enough successes (5) phobias can be cured, and otherwise rational people made to (say) no longer fear traffic. They are still rational, but will have to *reason* that walking in front of a car would be counterproductive – compare it with the descriptions of people with Urbach-Weithe syndrome or orbitofrontal damage.

Extras: Group effect. The fear affects all people in the range.

Pleasure Control

Level: 2
Quantum minimum: 2
Dice pool: Charisma + Pleasure Control (Willpower-1 resisted)
Range: (Quantum + power rating) x 20 meters
Area: N/A
Duration: As Empathic Manipulation

Effects: Controls pleasure in target

Multiple actions: Yes

The emp can induce feelings of pleasure in other beings able to feel pleasure. She directly triggers the pleasure systems of the brain, producing everything from pleasant sensations up to states of unearthly ecstasy. Emps with this power can easily become extremely popular – and they can misuse their popularity immensely. Pleasure is immensely addictive and emps with pleasure control can addict others to themselves relatively easy. They can also train animals (and humans) very efficiently by giving rewards directly for the right actions. On the other hand, an emp with this power who starts using it on herself will risk a very dangerous form of addiction. Unlike Empathic Manipulation (but like Fear Control) the emp can control the pleasure in a detailed way.

Since pleasure is something people are instinctively drawn to, the difficulty of resisting it is one level higher for the target. If the target has a nature such as thrill-seeker or a flaw like lusty, the difficulty to resist is increased further.

Sense pleasure: the emp can sense pleasure in other people, judging the quantity and quality of it. When taking this power the emp has to decide whether this is just an abstract knowledge (like seeing people light up in different colours) or an actual experience of their pleasure (although strongly diminished). The second kind of pleasure sense of course has an addictive potential, but also enables the emp to respond much more directly to variations in other people.

Induce pleasure: the emp creates unspecific pleasure. The target will have a general pleasant feeling, either linked directly to what is happening to just to the situation. For example, if the emp kisses the target and triggers the power the kiss will be experienced as pleasant, while if the target is just working the work situation will feel better. One success denotes a mildly pleasant experience, like being in a good mood or stroked. 4 successes denote orgasmic pleasure, and beyond that the emp can trigger pleasures unknown to morals. The emp can sustain the pleasure, or allow its strength to vary between zero and the peak power. The target will likely try to continue doing what gives pleasure, and by using the pleasure as a stirrup the emp can affect the actions. If the pleasure is strong and clearly linked with something (like touching the emp or eating something) the target may become addicted. Of course, not gaining the reward when the emp is not around might cause extinction of the addiction, unless the target now has learned to experience the desired action as pleasant on its own (e.g. by botching the willpower roll or by the emp accumulating enough successes over a long time).

Anhedonia: the emp can also remove pleasure from a target, producing a grey and flattened world. Food, sex, love or other normally pleasant experiences lose their spice as long as the emp sustains the anhedonia. Each success removes the pleasure level one step from all things: one success makes eating snacks no longer rewarding but a happy marriage is still experienced as happy; at five successes the marriage will to be grey dust in the mind of the target. Combined with inducing pleasure for desired actions anhedonia can be used for very strong operant conditioning.

Extras: Group effect. The pleasure affects all people in the range in the same way.

Vaporisation shield (extra for Immolate)

The emp increases the damage of his immolate power to the degree that it starts to vaporise incoming bullets, melee weapons or attackers, reducing their damage. It acts as quantum + power rating * 2 soak against bashing damage and quantum + power rating against lethal damage. It does not protect against energy attacks or attacks immune to the immolate power.

Other Sources

<http://www.geocities.com/predaphile/ww-aberrant-new-powers.html>

Friction Control, Shapeshift Animal Form/Expertise/Mastery, Shapeshift Inanimate Object, Shapeshift Plant Form/Mastery, Shapeshift Technological Form, Tissue Sculpt.

Enhancements

Megastamina: Playing Possum

The emp gets 3 extra 'nearly dead' health levels. For all practical purposes he seems entirely dead, and can regenerate/heal normally. Once the health levels are back up, he can choose to remain playing dead. Wounds apparently remain (healing from the inside), life signs remain absent. The difficulty to detect the deception is equal to the number of remaining wound boxes if someone examines the body.

Megaintelligence: Encrypted Thoughts

The mind of the emp works in strange ways. It could be a case of alien thinking, paranoia repressing every thought and replacing it with popular songs or simply quantum encryption of the chemical reactions of the brain. Reading the mind of the emp produces gibberish unless the reader can decrypt the thoughts. If the emp is subjected to a successful mental takeover attempt, the controller will gain access to motor functions and sensory input, but the memories and thought-processes of the emp will remain obscure. An attempt to pierce the encryption may be made with a resisted Mega-intelligence roll, if the controlling emp has knowledge of the cryptographic method employed by the controlled person. Emps with analyse weakness can find ways of hacking the encryption or finding out the code. Some powers such as information control may also help overcome the protection.

Note that manipulation like The Voice or hypnosis still works: they affect the mind from the outside.

In combination with compartmentalized mind, this becomes an especially devious protective measure. The compartment has part of the encrypted data, thus making it more difficult to recover the information in the pierced compartment. Someone decoding the visible part of the mind will only get useless fragments, and must discover where the rest is. On the other hand, the compartment mind will not have much information either unless it was totally inside the compartment. When setting up her internal firewalls the emp with both enhancements must declare what knowledge and skills are placed where.

Other sources

<http://members.aol.com/talonstudio/brainwaves/ch4.html>

Perception: Body Awareness, Holographic Awareness, Psychic Awareness, Sensory Editing, Synesthesia

Intelligence: Discerning Mind, Fast Learner, Inventive Genius, Total Concentration

Wits: Foresight, Hypercognition, Mind Over Matter, Razor Wit, Unfazeable

<http://pillarsofffaith.comicgenesis.com/aberrant.html>

Toughness (MegaSta, emp survives being dead for a while), Bide (MegaDex, wait until nobody can oppose it), Hold (MegaStr, hold people), Damn Cute (MegaCha, too cute to attack).

<http://www.nprime.net/enhancements/enhancementsold.html>

Anchor (MegaStr, impossible to knock down), Love Tap (MegaStr, able to not make damage), Slingshot (MegaStr, able to throw very far or strongly), Photographic Reflexes (MegaDex, can repeat seen motions exactly), Mithradism (MegaStam, emp becomes less vulnerable to a kind of attack after surviving it), Weapon Mastery (MegaDex, need no extra actions for drawing, reloading etc), Resurrection (MegaStam, regenerates when “dead”), Hyperkinaesthetic Awareness (MegaPer, knows the surroundings perfectly), Navigator (MegaPer, can navigate well), Mental Prodigy: Philosophy, Taunt (MegaWit, distract opponents), Yin Yang (MegaApp, change gender), Networking (MegaMan, gets extra contacts from megamanipulation)

<http://www.geocities.com/predaphile/ww-aberrant-new-powers.html>

Massive Knockback (MegaStr, knocks people back much further)

Good Guys Don't Control All The Sensors Looking Down from Space

***Use Secure Phones
for All Classified
Conversations!***



Photo Courtesy: NASA Earth Observing Satellite Administration