

Nprime Enhancements

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

Anchor

Description: 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](#)

Love Tap

Description: 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](#)

Slingshot

Description: Novas with this enhancement are accomplished throwers, with precise control over the power of their tosses.

System: By spending a quantum point, a nova with this enhancement may double either the distance of his toss or the damage caused. At the storyteller's discretion, a nova with the Lifter enhancement active may use Slingshot to inflict his regular Mega-Strength damage on a toss. The nova must pay the requisite quantum points for both enhancements.

This enhancement lasts for one scene or one superhuman pitch, whichever comes first.

By: [Guido Cerviche](#)

Photographic Reflexes

Description: The nova with Photographic Reflexes is a quick study; merely by watching someone else perform any physical action, she may **exactly** reproduce those same movements. From walking a tightrope to playing baseball to opening someone's combination lock, if she sees it she can do it.

System: In addition to any other dice received for Mega-Dexterity, the character receives three extra successes when performing any task (even ones based on other Attributes) that the character has witnessed. This bonus cannot be added to dodge dice pools unless the dodge **could** be exactly repeated (to dodge an automated attack) but it could conceivably be added to attack rolls.

The effects last for a scene.

By: [Matthew Rossi](#)

Mithradism

Description: If you have this enhancement, you are a living confirmation of Nietzsche's theorem, because whatever doesn't kill you really **does** make you stronger. A nova with this ability could never be defeated the same way again.

System: Each dot the character has in Mega-Stamina adds three automatic successes to a soak roll on any attack **after** the nova has suffered the attack the first time. This is suitable for Quantum Bolts, Poisons, what have you. Permanent Invulnerability versus an attack must still be bought with experience or nova points, but Mithradism could certainly be used to justify it.

The effects last for a scene.

By: [Matthew Rossi](#)

Resurrection

Description: 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
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](#)

Hyperkinaesthetic Awareness

Description: This enhancement gives a nova a complete awareness of their surroundings. A nova with this enhancement will make people around him somewhat nervous, as they interact with objects outside their field of view seamlessly. A Hyperkinaesthetically aware nova may be able to catch a ball thrown at him by someone behind him or lob a grenade over a wall to hit a running target.

System: A nova with this enhancement may ignore any blind-fire penalties, dodge attacks from behind or offside without penalty, and spend one quantum to make indirect fire attacks with 3 automatic successes. Furthermore, the nova may navigate through local environs as if they had a local birds-eye view (from about 20 metres altitude).

By: [Autarch](#)

Navigator

Description: 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](#)

Taunt

Description: 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](#)

Yin Yang

Description: Ever wanted to see how the other half lives? Those Nova's possessing this enhancement can do so as they can change their sex at will. The change is a complete one; internal organs are changed along with the more obvious features and even your scent changes.

This enhancement is also very handy when being pursued, as few people normally confuse male and female bodies. Note, however, that this ability to change gender does not cause any additional radical changes in appearance; both sexes have similar features, and look sufficiently alike to be siblings.

System: It takes roughly one minute to make the change from one gender to the other and

does not require a roll. However, an Appearance roll can be made to cut this time in half.

It costs one quantum point to activate Ying Yang, but once the change is complete there is no need to maintain this enhancement. It is as if the nova had always been of that gender.

By: [Richard Drysdale](#)

Networking

Description: Description: Sometimes it's all about who you know. And novas with this enhancement seem to know everyone. With little time and effort, they can get almost anything. Novas with particularly high Mega Manipulation are especially scary, as their agents can be (and most likely are) everywhere.

System: System: A nova must first purchase at least Contacts 3 before taking this enhancement. Each level of Mega Manipulation a nova has gives him +2 major contacts and x2 minor contacts. In addition, the nova may spend a quantum point to receive 3 extra dice for the purposes of locating a minor contact.

At the ST's discretion, this may also be a Mega Charisma enhancement.

By: [Guido Cerviche](#)

Weapon Mastery

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

This is 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.