

Pillars of Faith Enhancements

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

Enhancements

Toughness: With this Enhancement the Nova becomes literally too tough to die. For each level of Mega Stamina the Nova can survive being Dead for one hour. The Nova can be brought back to life through conventional means if the cause of death was cardiovascular or if it was arrived at from overflow Bashing damage (One or more levels of Bashing damage once the Health track has filled up with Lethal damage). Novas who die from Lethal damage can survive and even revive themselves with the Regeneration Enhancement. Novas who are killed by Aggravated damage can only be brought up to a survivable state by the Healing power at the cost of one Willpower and twice the normal Quantum expenditure by the healing Nova. In any case the maximum amount of damage a Nova with Toughness can survive beyond 'Dead' is one level per total (Mega Stamina x 2) + Stamina. For example a Nova with Stamina of 3 and Mega Stamina of 2 could take up to 7 levels of damage beyond dead and still be recoverable for the next two hours.

Bide: With this Enhancement the nova can choose to act last in a turn of combat thereby assuring that his action goes unopposed. In effect the nova is acting at the last moment while others are distracted by deciding what to do next or just registering what has happened the previous turn. If two novas have this Enhancement then the one with the highest initiative goes last. If their initiative is the same then roll a single die to determine who goes last. To use this Enhancement the nova spends one point from his Quantum Pool and then reserves his action for the last. All other participants and character present must use all their actions or forfeit them before the nova who uses Bide can act. If the nova who uses Bide has extra attacks from Quickness or Accelerate Time he can use them to dodge attacks directed at him but not to initiate attacks or even counterattacks such as Power Blocks or Riposte type maneuvers. At the end of the turn the nova can then use his normal action for whatever purpose he would normally be allowed to use it and can even split the action. He cannot however use actions gained from Quickness and Accelerate Time or other action giving powers.

Hold: Hold allows the nova to capture a person or object with the force of his Quantum aura. All autosuccesses from Mega Strength are counted towards any resisted rolls to keep the held victim from escaping. This also applies to power rolls by the victim such as Teleport, Bodymorph, etc. used to escape the hold. Powers used to escape that do not have a dice pool (such as Density Control-Decrease) default to Stamina for the resisted roll. Of course the nova has to first catch the victim before he can be held. So while a victim can be held while he is trying to become intangible the nova could not grab an already intangible nova.

Damn Cute: The nova with this enhancement is too damn cute for words. Her mere presence elicits a chorus of Ooh's and Aww's wherever she goes. People find it hard to remain mad at her even if they have no particular feelings for her otherwise. This nova finds that forgiveness comes much easier than permission. A nova who is damn cute can get away with murder. Sometimes quite literally as people who look at her automatically assume she's blameless even in the presence of overwhelming evidence. This enhancement won't save a nova from an angry mob bent on killing her but if the person is at all predisposed to give the

nova the benefit of the doubt then this enhancement will ensure that she gets the lightest treatment possible. This enhancement also makes it very difficult for people to suspect the nova of any ulterior motive or insincere intent.

System: The nova can spend One Quantum to activate this enhancement for a scene. Once activated the nova can roll Appearance, resisted by the target's Manipulation or Willpower. Each net success reduces the effective Strength with which the target can attack the nova using Damn Cute. In effect this enhancement causes the target to 'pull his punch' If the attack is physical the Strength is taken first from Mega Strength and then from strength plus combat modifiers until the Strength of the attack is 0. Attacks from powers are reduced from the Mega Dice of the attack first if applicable, then the Power level and the Quantum level if that also provides damage for the attack. The damage converted from successes (up to a maximum of five) is applied even if the Strength of the attack is reduced by more than the necessary to reach 0 after Combat modifiers and Strength are calculated. A lethal or aggravated attack reduced to strength 0 is considered bashing. While active this enhancement also adds a number of dice equal to the Mega Appearance of the nova to any Subterfuge or Perform attempt.