Predaphile's Powers

Mega-Strength Enhancement: Massive Knockback

Some novas would rather simply knock their opponents away from them, rather than into oblivion. This enhancement allows a character to do just that. Those with sufficient levels of Mega-Strength can knock foes for kilometers, and not even bruise them in the process.

System: When a nova with Massive Knockback hits an opponent in close combat, after soak is subtracted from the damage effect, she may choose to convert any or all the levels of damage inflicted into distance (nova's choice). For every level of damage she converts to momentum, the foe is knocked back [Mega-Strength x 10 meters]; this effect replaces normal knockback rules (Aberrant core book, pg. 249). As most of the blow's kinetic energy is converted to raw distance, the target suffers the nova's Mega-Strength in bashing damage (in addition to the normal damage the nova chooses to inflict with the blow), regardless of how far she flew back or what she hits; this damage can be soaked. (Though someone knocked into something damaging, such as jagged metal or a wall of flame, would take lethal damage from the object or barrier.)

This enhancement stays active for one attack.

For Example: Iron Lotus wants to get her love-struck mitoid stalker the hell away from her, not kill the poor fool (after all, Mikel only started using Mite to impress her). So she chooses to use her Knockback enhancement. Iron Lotus has Mega-Strength 2, and manages to inflict 12 levels of damage with a kick after soak is subtracted. Iron Lotus chooses to convert 10 of those levels of damage into momentum, inflicting a total of 2 levels of lethal damage to Mikel. The mitoid flies back 200 meters [2 (for Mega-Strength) x 10], and soaks the 2 levels of bashing damage from the landing. While Mikel is picking himself up, Iron Lotus takes the chance to slip into the alleyway and get back home.

Friction Control: Decrease Friction

Level: 2
Quantum Minimum: 4
Dice Pool: Dexterity + Decrease Friction
Range: Quantum + Friction Control x5 meters
Area: One target/ self, or Quantum + power rating x3 in square meters.
Duration: Maintenance
Effect: Decreases the friction between the target and her environment. Each success adds +2 soak vs. blunt damage, +2 dice to Blocks and Parries, -2 difficulty penalty to opponents' grappling attacks, and +2 to Dexterity for moving while skating.
Multiple Actions: Yes
Description: Decrease Friction is the more flexible half of the Friction Control powers, and is often used by the nova on herself or allies – though it can be used on objects, areas and foes to good effect as well. Persons and objects effected this power are slippery, can defy air resistance, and even slide around on the ground as if it were wet ice. Every success rolled on a Dexterity + Friction Control roll while using this power increases soak by 2 verses bludgeon damage against the recipient of the power, and adds two dice to the combat maneuvers Block and Parry. The character also is very resistant to holds, imposing an increased difficulty of 1 per success against maneuvers such as Clinch, Throw, Grappling Smackdowns and other such rolls requiring grapples. Any rolls to escape bonds also gain a two-die bonus per success. However, each success also reduces any blunt damage inflicted by the nova by 2 levels, and she suffers the same penalties as her opponent when trying to use any of the above maneuvers

on him – after all, she is sliding off her enemy.

Moving around while in a near-frictionless state is problematic. Those with the Dexterity Ability: Skate (a special ability) can skate around on the ground using Friction Control: Decrease, so long as her footwear is attuned and her Ability rating is equal to the number of successes rolled for the power (the character can "cap" her successes while activating the power, if she chooses). Every success rolled while activating Density Control: Decrease increases the nova's Dexterity by 2 for purposes of movement, Attunement at a rating of at least 2 is highly suggested for this power; without it, the nova will not be able to hold onto anything, and her clothes may slide right off her. Each success rolled when using Increase Friction negates a Decrease Friction success.

Extras: (1) Full Friction Control (character can both increase and decrease friction). (2) Power can be used on other characters (which can benefit or hinder them, depending on how it is used), or on items (making it almost impossible to hold or use them properly).

Friction Control: Increase Friction
      Level: 2
      Quantum Minimum: 4
      Dice Pool: Strength + Increase Friction
      Range: Quantum + Friction Control x5 meters
      Area: One target/ self, or Quantum + power rating x3 in square meters.
      Duration: Maintenance
      Effect: Increases friction between the target and her environment, slowing movement and causing damage.
      Multiple Actions: Yes
      Description: Friction Control: Increase Friction allows the nova to increase the friction between any one target within range and his/its environment, generating heat and resistance; theoretically, one could use this power on himself, though there are few practical reasons to do so. The effects of this power depends on the successes rolled on a Strength + Increase Friction roll:

1 success: The target's skin reddens when it brushes air, and even light physical contact causes friction burns. He takes an additional die of damage from blunt damage (such as damage inflicted by fists or clubs. If the nova's [Quantum + Increase Friction] exceeds the victim's [Strength + Mega-Strength], the victim suffers a one die penalty to Dexterity die pools and his movement rate is reduced by 25%.

2 successes: At this level of effect, blisters appear on skin from even casual movement. The target suffers the nova's [Increase Friction] rating in levels of bashing damage for each action he takes involving Strength or Dexterity (which can be soaked normally), and blunt force damage inflicts an additional level (not die) of damage. If the nova's [Quantum + Increase Friction] exceeds the victim's [Strength + Mega-Strength], the victim suffers the following penalties: two dice are subtracted from his Dexterity die pools, and the character's movement is reduced by a third.

3 successes: The victim suffers the nova's [Quantum + Increase Friction] total in levels of bashing damage whenever he takes a physical action, and two extra levels of damage are inflicted from blunt sources. If the nova's [Quantum + Increase Friction] exceeds the target's [Strength + Mega-Strength], the latter's Dexterity-based die pools and movement are halved.

4 or more successes: As with 3 successes, above, except the target of this power instead takes lethal (not bashing) damage, and if the nova's [Quantum + Increase Friction] exceeds the victim's [Strength + Mega-Strength], the victim can only move at one-quarter normal speed. Clothing and even flesh can burst into flame, and noogies can be deadly.

Increase Friction makes falls much more damaging (as targets take damage on their

way down as well as when they hit the ground), and is the bane of flying or fast-moving characters; Storytellers need to adjudicate movement damage on a case-by-case basis, but generally, for every 20 kph of speed or rate of 20 meters of movement, increase base friction damage by 100% (so a character flying at a rate of 100 meters per action suffers ten times normal damage from Friction Control!). However, Increase Friction can only be used on those characters moving at a walking pace, so it cannot be used to charcoal novas while they're zipping past. This power can make even wind dangerous; use the wind's speed as the character's speed for determining damage. Successes rolled when using Decrease Friction negates Increase Friction successes one-for-one.

Extras: Full Friction Control (character can both increase and decrease friction).

Shapeshift: Animal Form

Level: 1
Quantum Minimum: 2
Dice Pool: Stamina + Shapeshift (Basic Zoomorphology)
Range: Self
Area: N/A
Duration: Maintenance
Effect: The nova can assume the form of a single animal.
Multiple Actions: Yes
Description: The character has a specific animal form he can assume, though it must be between the size of a rat and an elephant. For example, tiger, moose, rat or hawk. Once chosen, the characteristics of the animal form cannot be changed (the character's tiger form must be either a Bengal or white tiger). If the character wants a mystical form, like a dragon, the character must have a Quantum of 3 or better. The nova's total Quantum + Shapeshift (Animal Form) is divided among various powers and Attributes to simulate the form's capabilities. These traits are set once chosen and cannot be changed.

Shapeshift: Animal Expertise

Level: 2
Quantum Minimum: 3
Dice Pool: Stamina + Shapeshift (Advanced Zoomorphology)
Range: Self
Area: N/A
Duration: Maintenance
Effect: Character can assume a number of animal forms equal to Shapeshift (Animal Expertise).
Multiple Actions: Yes
Description: The character can assume the forms of a variety of animals between the size of a rat and an elephant. The character has a number of forms equal to the dots he has in Shapeshift (Animal Expertise). The character can create a new form (such as simulating a monster or griffon), but such shapes cost two dots out of the character's potential forms and require a Quantum of 4. The character's total Quantum + Shapeshift (Animal Expertise) is divided among various powers and Attributes to simulate his animal forms' capabilities. These traits are set once chosen and cannot be changed, though how points are distributed among abilities will vary from form to form.

Shapeshift: Animal Mastery

Level: 3
Quantum Minimum: 4

Dice Pool: Stamina + Shapeshift (Zoomorphic Mastery)
Range: Self
Area: N/A
Duration: Maintenance
Effect: The character can assume any animal form.
Multiple Actions: Yes
Description: The character can become any animal he wants between the size of a mouse and a whale shark. The cosmetic appearance of particular forms can be altered at will with the expenditure of 1 Quantum Point and a Stamina + Shapeshift (Animal Mastery). The character can assume an entirely new or nonstandard animal form (like a fantastic creature such as a griffon), but doing so requires a Quantum of 5. The character's total Quantum + Shapeshift (Animal Mastery) is divided among various powers and Attributes to simulate the animal forms' capabilities. These traits are set once chosen and cannot be changed, though how points are distributed among abilities will vary from form to form.

Shapeshift: Inanimate Object

Level: 2
Quantum Minimum: 3
Dice Pool: Stamina + Shapeshift (Inanimate Objects)
Range: Self
Area: N/A
Duration: Maintenance
Effect: Character can assume the form of any non-technological object.
Multiple Actions: Yes
Description: The character can assume the shape of any simple object he wants, such as a chair, oil drum or rug. The character's mass can be no less than that of a toaster and no greater than that of a motorcycle while in object form. The character can assume forms that have moving parts, such as a recliner or chain, but cannot become a form that involves electronics, combustion engines or the like. (However, the physical appearance of such objects can be assumed.) The character can move within the limitations of his form if he spends a quantum point. The character's Shapeshift (Inanimate Object) is divided among various powers and Attributes to simulate the various forms' capabilities, which are admittedly are very limited. (Armor and Mega-Stamina would be appropriate). These traits are set once chosen and cannot be changed, though how points are distributed among abilities will vary from form to form.

Shapeshift: Plant Form

Level: 1
Quantum Minimum: 2
Dice Pool: Stamina + Shapeshift (Plant Form)
Range: Self
Area: N/A
Duration: Maintenance
Effect: Character can assume the form of a number of plants equal to Shapeshift (Plant Form).
Multiple Actions: Yes
Description: The character can transform into a number of plant forms equal to her rating in Shapeshift (Plant Form), so long as the plant's size falls between a small bush and a tree six meters tall. For example, the nova can become a pine tree, holly bush or a patch of grass. The cosmetic characteristics of the form can be changed (leaf color, number of leaves,

apparent health and branch arrangement) with a successful Stamina + Shapeshift (Plant Form) roll. The character's Shapeshift (Plant Form) is divided among various powers and Attributes to simulate the plant forms' capabilities, though plants cannot do very much; possibilities include Armor to represent bark, or the Flexibility enhancement for vines. These traits are set once chosen and cannot be changed, though how points are distributed among abilities will vary from form to form.

Shapeshift: Plant Mastery

Level: 2
Quantum Minimum: 3
Dice Pool: Stamina + Shapeshift (Plant Mastery)
Range: Self
Area: N/A
Duration: Maintenance
Effect: Character can assume the form of any plant.
Multiple Actions: Yes
Description: The character can transform into any plant between the size of a flower and a tree twenty meters tall, and the cosmetic characteristics of the plant forms can be changed at will with a Stamina + Shapeshift (Plant Mastery) roll. The character can spend a Quantum Point to animate his plant form to attack foes with branches or vines, but (being rooted to the ground) cannot move from one location to another. The nova's Shapeshift (Plant Mastery) is divided among various powers and Attributes to simulate the forms' capabilities, suffer the limitations of the forms they take (like Shapeshift: Plant Form). These traits are set once chosen and cannot be changed, though how points are distributed among abilities will vary from form to form.

Optionally, the character can assume a monstrous plant form, like Swamp Thing or the shambling mound monster from D&D, instead of being able to assume the form of any plant; however, the nova must have a Quantum of 4 or higher to do this. In this case, the character's Quantum + Shapeshift (Plant Mastery) is used to determine the nova's powers, and the character is not limited by the normal constraints of plants. However, as with other plant forms, the traits of the monstrous plant form are set once chosen.

Shapeshift: Technological Form

Level: 3
Quantum Minimum: 4
Dice Pool: Stamina + Shapeshift (Technological Form)
Range: Self
Area: N/A
Duration: Maintenance
Effect: The character can assume the form of a number of technological items equal to Shapeshift (Technological Form)
Multiple Actions: Yes
Description: For every dot the nova has in Shapeshift (Technological Form), she can assume the shape of one technological item – such as a computer, gun, vehicle or CD player. The character's mass can be no less than that of a toaster and no greater than that of a large SUV while in object form. The character can operate within the limitations of her form for one scene if she spends a Quantum Point (driving around as a car, firing as a gun, etc.). (The Storyteller should impose reasonable limitations on this ability, and not allow characters to become neutron bombs, Optimus Prime, or something else unbalancing and unlikely.) The character's total Quantum + Shapeshift is divided among various powers and Attributes to

simulate the technological forms' capabilities, though players must keep in mind the limitations of the item taken. These traits are set once chosen and cannot be changed, though point distribution can vary from form to form.

Tissue Sculpt
Level: 2
Quantum Minimum: 2
Dice Pool: Stamina + Tissue Sculpt
Range: Self
Area: NA
Duration: Maintenance
Effect: Character can make minor changes to his body structure.
Multiple Actions: Yes
Description: Tissue Sculpt power is similar to Shapeshift, but there are several major differences. The character can only alter a single body part at a time, and the potential changes a character can make to her body is not limited to a specific shape. For example, a character can turn her arm and hand into a tentacle, pincer, or flesh and bone sword. Potentially, the character could assume another form by making enough changes to her body, but doing so is time consuming and inefficient. At any time, the nova can undo any use of Tissue Sculpt on herself; the tissue simply "snaps" back into place when the character wills it.

The character rolls Stamina + Tissue Sculpting. Each success gives her one of the following Body Alteration powers for any one part of the body: Tendril, Spines, Webbed Feet/Hands, and Patagia. Successes can also convert to a dot in any of the following (for a specific part of the body): Claws, Armor, and the Flexibility enhancement (see Mega-Dexterity). If a character rolls five successes while using this power, he can (for example) gain Claws 1 for both his hands, Armor 1 on his torso, and two Patagia. It takes at least one turn to create the change, and drastic changes can take several minutes. The character cannot change her mass, she can only alter what is there.

The character can also stretch and mold her skin at will, which can either aid her in disguise or give her a horrific visage. The character gains her Tissue Sculpt level as automatic successes when making disguise rolls (see pages 237-238), though again, she cannot change her mass. Using Tissue Sculpt to enact these changes can't be done immediately, and often takes hours of nipping and tucking in front of a mirror. Assume such use of Tissue Sculpt requires an initial quantum point expenditure of 2, and costs 2 nova points to maintain per hour.

Extras: (1) The nova can make immediate changes to her body. (2) Character can mold others' bodies with this power. (Can we say "Nova-cissitude?") If a subject attempts to resist this power, Stamina + Tissue Sculpting or Shapeshift is rolled, with each success cancelling one of the user's successes. Tissue Sculpt can be used to undo changes made by others, though a nova can't fix changes made to others without this extra. Changes made via Tissue Sculpt are only temporary, and the subject's body returns to normal once the nova stops paying the maintenance cost.