

Purpose

The purpose of this index is to reference the cost and rules of the various modifiers used in the HERO System 5th Edition. It is not the intent of the author to list every page reference to the modifiers in HERO System 5th Edition. This document will not list modifiers that are variations of a specific modifier, i.e. Requires A Skill Roll is the same as Requires An Acrobatics Roll. This document indexes the Powers listed in HERO System 5th edition, as well. The errata listed on the Hero Games website have also been included in this document up to the date of June 27, 2002. There will be two other documents that accompany this one. They will index the Sample Powers and Disadvantages in HERO System 5th Edition

Updates to this document should be made no later than the date scheduled for the next supplement in the HERO System 5th Edition product line. All updates will include the latest version of the errata as well as the book being added to the listing. All modifiers including Adders, Advantages and, Limitations have been listed as they were written in HERO System 5th Edition, unless errata was listed. The optional powers (created as examples in Chapter 6: Changing the System) have not been included in this document. This will be included in future expansions of this Index. The cost, footnotes, and page references listed are taken, for the most part, verbatim from the text indexed

Keywords

Adder: This is a modifier that adds a flat point amount to the cost of a power instead of a percentage of the Points

Advantage: This Adds a percentage of the Power's points to purchase a Modifier that is beneficial to the Character.

Category: This is a grouping used for similar Powers. A Power belonging to a category may take the limitations listed there.

Disadvantage: Although not a Modifier, Some Powers have notes concerning these. They are listed just for the Page reference to those notes.

Limitation: This deducts a percentage of the Power's points to cheapen the cost of a power in exchange for limiting its flexibility.

Power: This is the basic building block of Effects in HERO System 5th Edition. You may take modifiers from those listed with the power or from those listed in the power's categories, as well as the universal Advantages and Limitations.

Optional Use: This is an option for using a power in a specific way to simulate certain aspects of a Genre or Campaign Style.

Modifier Cost Notes

More: This increases the cost of the Modifier

Less: This reduces the cost of the Modifier

Notes: Special Notes concerning the Use of this Modifier listed in the text

* This modifier may be purchased multiple times

** This modifier must be used on Powers outside its category

*** This modifier may be used by itself, See Text for details

Page Number Prefixes

S-: This denotes a Sidebar in the book listed. Example: S-SH176 is the Sidebar on page 176 in Star Hero.

E-: This denotes an Example Text in the book. Example: E-NH45 is the Example Text on page 45 of Ninja Hero.

C-: This denotes a Character Sheet listed in the book. Example: C-FH2 is the Character Sheet on page 2 in Fantasy Hero.

DH-~~i~~p# : This lists the Issue and Page number for Digital Hero Example: DH-i5p32 is Issue 5, Page 32 in Digital Hero.

GBG: Genre By Genre document

UMA: Ultimate Martial Artist

HSB: Hero System Bestiary

CHG: Champions Genre Book

FH: Fantasy Hero

CH: CyberHero

SH: Star Hero

NH: Ninja Hero

I'm only human. So, if something is missing or just outright wrong, e-mail me with the page number and a brief description of what needs to be fixed. (redwulfe69@aol.com) I will check it out and, if necessary, make sure that it gets into the next revision of this Index.

<u>Name</u>	<u>Point Cost</u>	<u>Page Number</u>
-A-		
Absorption (Adjustment Power).....		88
Only Up to Amount Rolled By Absorption: Applied To Defense.....	-1/2**	88
Varying Effect.....	+1	88
Limited Phenomena-Slightly Limited.....	-1/4	88
Limited Phenomena-Limited.....	-1/2	88
Limited Phenomena-Very Limited	-1	88
Area Of Effect: AOE (Advantage).....	Notes	88, 159-160
Autofire (Advantage).....	Notes	88, 162
Only Works Against HTH Combat	-1/4	S-89
Only Works Against HTH Weapon Attacks.....	-1/2	S-89
Activation Roll (Limitation).....		181
8-.....	-2	181
9-.....	-1 1/2	181
10-.....	-1 1/4	181
11-.....	-1	181
12-, 13-.....	-3/4	181
14-.....	-1/2	181
15-.....	-1/4	181
Burnout.....	-1 Level	181
Jammed.....	-1/2 More	181
The Ultimate Martial Artist.....	Notes	UMA133
Adjustment Powers (Power Category)		72-76
Can Apply (Remove) Adders	+1	75
Delayed Return Rate	+1/4*	75
Variable Effect-Within A Group, One At A Time	+1/4	75
Variable Effect-Group, Any Two Simultaneously	+1/2	75
Variable Effect-Group, Any Four Simultaneously	+1	75
Variable Effect-Group, All Simultaneously.....	+2	75
Limited Special Effect-Very Common	-1/4	75-76
Limited Special Effect-Common	-1/2	75-76
Limited Special Effect-Uncommon.....	-1	75-76
Only To Restore To Starting Values	-1/2	76
Self Only	-1/2	76
Area Of Effect: AOE (Advantage).....	Notes	75, 159-160
Cumulative (Advantage).....	Notes	75, 163
Affects Desolidified (Advantage).....		158
All Desolidification	+1/2	158
Single, Defined, Special Effect	+1/4	158
Aid (Adjustment Power)		89
Only To Restore To Starting Values	-1/2	89
Only Works On Characters Who Are Drunk.....	-1	S-89
Only Works In Combat	-1/2	S-200
The Ultimate Martial Artist.....	Notes	UMA119-121

<u>Name</u>	<u>Point Cost</u>	<u>Page Number</u>
Aid With A Skill Roll (Optional Aid Use).....		UMA120-121
Self Only: See Adjustment Powers (Required).....	-1/2	76
Requires A Analyze Style Roll: See Requires A Skill Roll, RSR (Required)	-1/2	199-200
Extra Time Full Phase: See Extra Time (Required).....	-1/2	186-187
Must Watch Target Fighting Someone Else For One Full Phase Per Skill Roll (Required)	-1/2	UMA120
Failed Skill Roll Or Interruption Prevents Further Skill Rolls At This Time (Required)	-1/2	UMA120
Concentration, 1/2 DCV: See Concentration (Required).....	-1/4	184-185
Only For Increasing OCV And DCV: See Array (Required).....	-1/4	UMA119
Only Versus Observed Foe (Required).....	-1	UMA120
Always On (Limitation)		182
Basic-Must Be A Persistent Power.....	-1/2	182
5x END/Phase to shut off.....	-1/4	182
Not A Disadvantage.....	-0.....	182
Area Of Effect: AOE (Advantage).....		159-160
Autofire (Advantage).....	+1 More, Notes	159, 162
Double Area	+1/4 More	159
One Hex	+1/2.....	159
Accurate: One Hex Only	-0.....	159
Radius	+1.....	159
Cone.....	+1.....	159-160
Line	+1.....	160
Any Area.....	+1.....	160
Nonselective Target	-1/4***	160
Selective Target	+1/4 More, +1/2***	160
Conforming.....	+1/2***	160
Can Be Blocked	-1/4	UMA131
The Ultimate Martial Artist.....	Notes	UMA131
Only Effects Targets On The Ground.....	-1/4	C-GBG7
Armor (Standard/Defense Power)		89
Luck-Based.....	-1/2	62
Only Protects Location 6 (i.e. The Hand Holding The Weapon).....	-2.....	UMA173
Half Value Versus Guns.....	-1/4	UMA187
The Ultimate Martial Artist.....	Notes	UMA121
Only Works Against BODY Damage.....	-1	S-GBG12
Only To Protect Against Breaking Bones	-2.....	S-GBG12
Armor Piercing: AP (Advantage).....		161
Basic AP.....	+1/2.....	161
Array (Optional Aid Use).....		UMA119
Invisible Power Effects, Fully Invisible: IPE (Required Advantage).....	+1	168-169
Self Only: See Adjustment Powers (Required).....	-1/2	76
DEX: Only For Increasing OCV And DCV (Required).....	-1/4	UMA119
Usable Only Within 5" Of: All Members Of A Team Must Be Present (One Required)	-11/2.....	UMA119
Usable Only Within 5" Of: One Specific Person (One Required)	-1	UMA119
Usable Only Within 5" Of: Any One Or More Members Of A Specific Team (One Required)	-1/2	UMA119

<u>Name</u>	<u>Point Cost</u>	<u>Page Number</u>
Attack Powers (Power Category)		76
Beam.....	-1/4	76
Can Be Missile Deflected.....	-1/4	76
Can't Be Used With [Uncommon Combat Maneuver].....	-1/4	76
Can't Be Used With [Common Combat Maneuver]	-1/2	76
Can't Be Used With Multiple-Power Attacks	-1/4	76
Can't Use Targeting	-1/2	76
No Knockback.....	-1/4	76
Power Cannot Be Bounced.....	-1/4	76, 194
Attack Versus Limited Defense: AVLD (Advantage).....		161
Autofire (Advantage).....	+1 More, Notes	161, 162
Ordinarily Apply To Regular Defenses	+1 1/2	161
Ordinarily Apply To Exotic Defenses	+3/4.....	161
Autofire (Advantage).....		162
2-3 Shots Max.....	+1/4.....	162
4-5 Shots Max.....	+1/2.....	162
Double Max.....	+1/2 More*	162
Power Doesn't Have A Normal Attack roll.....	+1 More	162
Power Applied To Exotic Defenses	+1 More	162
Must Use Maximum Number Of Autofire Shots, Can Only Hit One Target Per Shot		
	-1/4	UMA74
The Ultimate Martial Artist.....	Notes	UMA131

-B-

Based on Ego Combat Value: BOECV (Advantage).....		162
Basic BOECV	+1	162
Subject To Range Modifiers	-1/4 Less.....	162
Target Chooses Defense.....	-1/4 Less	162
Attacker Chooses Defense	+1/2 More	162
Body-Affecting Powers (Power Category)		76
Costs END Only To Activate.....	+1/4.....	76
Breath Control (Optional Damage Resistance Use).....		UMA122
Does Not Work Against Guns (Required)	-1/4	UMA122
One Hit Location Left Undefended, Or 15- Activation Roll (Required) ..	-1/4	UMA122

-C-

Cannot Be Stunned (Automation Special/Defense Power)		311
Change Environment: CE (Standard Power).....		90-91
Long-Lasting: Per Step Past 5 Minutes (Adder).....	+5pts	91
Varying Effect: Very Limited Group Of Effects	+1/4.....	91
Varying Effect: Limited Group Of Effects	+1/2.....	91
Varying Effect: Broad Group Of Effects.....	+1	91
Explosion	-1/4	91
Area Of Effect: AOE (Advantage).....	Notes	91, 159-160
Autofire (Advantage).....	Notes	91, 162

<u>Name</u>	<u>Point Cost</u>	<u>Page Number</u>
Characteristics (Standard Power)		92
Negative Characteristics		22-24
No Figured Characteristics	-1/2	92
Only With Extra Limbs	See Extra Limbs	112
Age: Normal Characteristic Maxima: NCM (Background Disadvantage)		Notes 92, 213
DEX: Only To Act First In Phase	-1	65
DEX: Only Applies For A Single Action Or Maneuver	-1	65
EGO: Only To Resist Interrogation/Questioning	-1	65
PRE: Only To Protect Against Presence Attack	-1	S-92
STR: Only Works When Character Pushes His STR	-1/2	S-185
PRE: Only For Fear-Based Presence Attacks	-1	C-307
STR: Only When Using The Right Arm	-1/4	S-GBG12
Charges (Advantage, Limitation)		162,182-184
1	-2	182
2	-1 1/2	182
3	-1 1/4	182
4	-1	182
5-6	-3/4	182
7-8	-1/2	182
9-12	-1/4	182
13-16	-0	182
17-32	+1/4	182
33-64	+1/2	182
65-125	+3/4	182
126-250	+1	182
251-500: Capped At +1	+1	182
Clips: 2x	-1 Level	182
Clips: 4x Only When it Becomes An Advantage	-1 Level	182
Continuing: Full Phase	No Change	182-183
Continuing: Extra Phase	-1 Level	182-183
Continuing: 1 Turn	-2 Levels	182-183
Continuing: 1 Minute	-3 Levels	182-183
Continuing: 5 Minutes	-4 Levels	182-183
Continuing: 20 Minutes	-5 Levels	182-183
Boostable	-1 Level	183
Fuel: In Addition To The Continuing	-1/4 Less	183-184
Fuel: Difficult To Recharge	-1/4 More	183-184
Fuel: Very Difficult To Recharge	-1/2 More	183-184
Fuel: Extremely Difficult To Recharge	-1 More	183-184
Recoverable	-2 Levels	184
Increased Recovery Time	-1/2 More*	184
Charges Never Recover: Cannot Take Increased Recovery	-2	184
Ch'i Aid (Optional Aid Use)		UMA119-120
Invisible Power Effects, Fully Invisible: IPE (Required Advantage)	+1	168-169
Self Only: See Adjustment Powers (Required)	-1/2	76
BODY—Only To Restore To Starting Values: See Aid (Required)	-1/2	89
Chinese Medicine Healing (Optional Healing Use)		UMA128
Invisible Power Effects, Fully Invisible (Required Advantage)	+1	168-169
Requires A KS: Chinese Healing Roll (Required Limitation)	-1/2	199-200
Does Not Work Versus Dim Mak Unless A Skill Versus Skill Contest Succeeds (Required)		
-1/4		UMA128
Extra Time, At Least 1 Turn (Required Limitation)	-1	186-187
Obvious Inaccessible Focus (Required Limitation)	-1	187-190
Healing Wears Off Instantly When Acupuncture Needles Removed	-1	UMA128

<u>Name</u>	<u>Point Cost</u>	<u>Page Number</u>
Clairsentience (Standard/Sensory Power)		93-94
Sense Modifiers	See Enhanced Senses	93
Attack Roll Required	-1/4	93
Blackout	-1/2	93
Only Through The Senses Of Others	-1/2	93
Only Through The Senses of One Specific Creature	-1	93
Only Through The Senses of A Very Limited Group	-3/4	93
Fixed Perception Point.....	-1	94
One Sense Only	-1/4	94
Precognition Or Retrocognition Only	-1	94
Only Through Dreams	-1	94
Time Modifiers	-1/2	94
Vague And Unclear.....	-1/2	94
Indirect (Advantage).....	Notes	93, 167-168
Only For Memorized/Perceived Information	-2	64
Only To See Through Or Under Doors And Walls	-1/2	S-93
Can Only See Through Television Cameras	-1	S-149
Clinging (Standard Power)		94
Cannot Resist Knockback.....	-1/4	94
Damage Shield (Advantage).....	Notes	94, 163
Requires A Skill Roll (Limitation).....	Notes	94, 199-200
Only To "Perch"	-1/2	S-94
Only To Stick To An Opponent.....	-1	UMA57
Only To Resist Throws.....	-1	UMA68
Sideways Movement Is At ½ Ground Movement Rate	-1/4	UMA121
No Ceiling Movement Or Angles Of Less Than 80 Degrees	-1/4	UMA121
The Ultimate Martial Artist.....	Notes	UMA122
Concentration (Limitation)		184-185
1/2 DCV	-1/4	184
0 DCV.....	-1/2	184
Totally Unaware	-1/4 More	184
Concentrate Throughout: Constant Powers Only	Doubles The Cost.....	184
Combat Skill Levels		See Skills
Cumulative (Advantage).....		163
Basic	+1/2.....	163
Double Maximum Amount.....	+1/4 More*	163

-D-

Damage Reduction (Standard/Defense Power)		95
Stun, Or Body, Only	-1/2	95
Set Effect.....	-1 To -1/4.....	95
Dependence, Susceptibility: Special	-1/4	95
Penetrating (Advantage).....	Notes	95, 172
Dependence (Physical Disadvantage).....	Notes	95, 213-214
Susceptibility (Physical Disadvantage).....	Notes	95, 221
Energy: Only Works Against Fire	-1/2	S-95
Character Must Be Aware Of Attack.....	-1/4	UMA122
Does Not Work Against Dim Mak.....	-1/4	UMA122
The Ultimate Martial Artist.....	Notes	UMA122
Damage Resistance (Standard/Defense Power)		96
The Ultimate Martial Artist.....	Notes	UMA122

<u>Name</u>	<u>Point Cost</u>	<u>Page Number</u>
Damage Shield (Advantage).....		163
Basic	+1/2.....	163
With Any combat Maneuver.....	+1/4 More	163
Mental Shield That Affects Both Physical And Mental.....	+1/2 More	163
Defensive Use Only	-1/2	UMA57
The Ultimate Martial Artist.....	Notes	UMA131-132
Damage Shield For Powers (Optional Damage Shield Use)		UMA131-132
Continuous (Required Advantage).....	+1	165
Power Stops Working Instantly If Character Is Stunned Or Knocked Out (Required)		
	-1/4	UMA131
Requires A Successful Attack Roll (Required Limitation).....	-1/2	199-200
Not When Grabbed.....	-1/4	UMA131
Cannot Do More Damage Than The Weapon Being Used Would Normally Do		
	-1/4	UMA131
Damage Shield For Martial Arts Maneuvers (Optional Damage Shield Use).....		UMA131-132
Darkness (Standard/Attack/Sense-Affecting Power)		96-97
Area Of Effect: AOE (Advantage).....	Notes.....	97, 159-160
Limited Effect, Normal Sight Only	-1/4	UMA178
Defense Powers (Power Category).....		77-78
Hardened.....	+1/4.....	77
Ablative: Only Body Exceeds Defense	-1/2	77-78
Ablative: Stun And Body Exceed Defense.....	-1	77-78
Ablative: 5 Active Point Reduction Version	-1***	78
Ablative: 5 AP Reduction, Mental Or Power Defense	-1/4***	78
Only Works Against Limited Type Of Attack: Limited Class	-1/2	78
Only Works Against Limited Type Of Attack: Very Limited Class	-1	78
Delayed Effect (Advantage).....		164
Basic	+1/4.....	164
Double Number Of Powers Usable	+1/4 More*	164
Density Increase: DI (Standard/Body-Affecting Power).....		97
No STR Increase.....	-1/2	97
Invisible Power Effects: IPE (Advantage).....	Notes.....	97, 168-169
Reduced Endurance (Advantage).....	Notes	97, 173
Usable On Others: UOO (Advantage).....	Notes	97, 176-178
Desolidification (Standard/Body-Affecting Power)		98-99
Sense Does Not Work When Desolid	-0.....	98
Affects Physical World.....	+2**	98
Cannot Pass Through Solid Objects	-1/2	98-99
Does Not Protect against Damage	-1	99
Only To Protect Against a Limited Type Of Attack	-1	99
Only To Walk Through Walls	-1	UMA79
Only To Protect Against Martial Arts Attacks	-1	E-UMA122
The Ultimate Martial Artist.....	Notes.....	UMA122-123
Difficult To Dispel (Advantage).....		164
Basic	+1/4*	164

<u>Name</u>	<u>Point Cost</u>	<u>Page Number</u>
Dim Mak (Optional Drain Use).....		UMA123-124
Invisible Power Effects, Sight And Hearing Groups (Required Advantage)		
+3/4.....		168-169
Time Delay (Required Advantage).....	+1/4.....	173
Delayed Return Rate, 5/Week: See Adjustment Powers (Required).....	+1 1/2.....	75
Gradual Effect (Required Limitation).....	-1 3/4 to -1 1/2.....	192
Can Be Cured With Chinese Healing Techniques (Required).....	-1/4.....	UMA123
Requires A Chinese Healing Roll, No Active Point Penalty, But 16+ Automatically Misses		
-1/4.....		199-200
Trigger (Taken Instead Of Time Delay, Advantage).....	+1/2.....	174-175
Attacker Must Make A Special Sequence Of Blows Against Target: 1 Blow		
-0.....		UMA124
Attacker Must Make A Special Sequence Of Blows Against Target: 2 Blow		
-1/4.....		UMA124
Attacker Must Make A Special Sequence Of Blows Against Target: 3 Blow		
-1/2.....		UMA124
Attacker Must Make A Special Sequence Of Blows Against Target: 4 Blow		
-3/4.....		UMA124
Attacker Must Make A Special Sequence Of Blows Against Target: 5 Or 6 Blow		
-1.....		UMA124
Attacker Must Make Very Accurate Blows Against Target: -3 OCV.....	-1/2.....	UMA124
Attacker Must Make Very Accurate Blows Against Target: -8 OCV.....	-1.....	UMA124
Special Sequence Of Blows Does No Damage.....	-1/2.....	UMA124
Timing Must Be Perfect: Attacker May Not Miss A Phase Or A Hit.....	-1.....	UMA124
Dispel (Standard/Attack Power).....		99-100
Expanded Effect: Anything Of A Given Special Effect One At A Time ..	+1/4.....	99-100
Expanded Effect: Two Powers Simultaneously Within A Given Effect ..	+1/2.....	99-100
Expanded Effect: Four Powers Simultaneously Within A Given Effect ..	+1.....	99-100
Expanded Effect: All Powers Simultaneously Within A Given Effect.....	+2.....	99-100
Armor Piercing: AP (Advantage).....	Notes.....	100, 161
Cumulative (Advantage).....	Notes.....	100, 163
Focus (Limitation).....	Notes.....	100, 187-191
Only Affects Metal Armor.....	-1/2.....	S-99
Any Small Gadget Power One At A Time.....	+1/4.....	E-UMA123
The Ultimate Martial Artist.....	Notes.....	UMA123
Does Body (Advantage).....		164
Basic: Attack That Do STUN Only.....	+1.....	164
Does Knockback (Advantage).....		165
Basic.....	+1/4.....	165
Double Knockback (Advantage).....		165
Basic.....	+3/4.....	165
x1 1/2 Knockback.....	+1/2.....	165
Does Not Bleed (Automation Special/Defense Power).....		311
Drain (Adjustment/Attack Power).....		100
PD, Or ED, Applies.....	-1.....	100, 103
Focus (Limitation).....	Notes.....	100, 187-191
Must Target Non-Armored Hit Locations.....	-1/4.....	S-100
Noisy.....	-1/4.....	S-202
Only Works On Humans.....	-1/2.....	UMA123
The Ultimate Martial Artist.....	Notes.....	UMA123-124

<u>Name</u>	<u>Point Cost</u>	<u>Page Number</u>
Duplication (Special/Body-Affecting Power)		101-103
Easy Recombination: Half Phase, 1/2 DCV (Adder)	+5pts	102
Easy Recombination: Zero Phase, Full DCV (Adder)	+10pts	102
Altered Duplicates: 1/4 Of The Points And/Or Disadvantages Different.+1/4.....		102
Altered Duplicates: 1/2 Of The Points And/Or Disadvantages Different.+1/2.....		102
Altered Duplicates: All Of The Points And/Or Disadvantages Different.+1.....		102
Ranged Recombination	+1/2	102
Cannot Recombine	-0	102
Feedback: All Damage To Any Duplicate	-1/4	102
Feedback: Only Stun Damage To Any Duplicate.....	-1/2	102
Feedback: Only Damage Taken By One Specific Duplicate	-1	102
Usable On Others: UOO (Advantage).....	Notes	102, 176-178
Adjustment Powers: Self Only /Only One Body (Limitation).....	Notes	103, 76
Dependent Non-Player Character: DNPC (Social Disadvantage).....	Notes	103, 215
Original Character Is Incapacitated And Helpless While Duplicate Exists		
-1		S-101
Side Effect: Both Characters Die If They Do Not Recombine Within 24 Hours		
-1/2		S-101
Duration Advantages (Advantage).....		165
Continuous.....	+1	165
Persistent: Must Be 0 END	+1/2	165
Inherent: Must Be 0 END, Persistent, And Always On	+1/4	165
Duration Limitations (Limitation).....		185
Instant	-1/2	185
Nonpersistent.....	-1/4	185

-E-

Ego Attack (Mental/Attack Power)		103
PD, Or ED, Applies	-1	100, 103
Does BODY (Advantage).....	Notes	103, 164
Elemental Control (Power Framework).....		203-205
Endurance Limitations (Limitation).....		185
Costs Endurance: Only To Turn On	-1/4	185
Costs Endurance: To Turn On And Maintain	-1/2	185
Costs Endurance: To Upgrade From, Only To Turn On, To Maintain	-1/4	185
Increased Endurance Cost: x2	-1/2	185
Increased Endurance Cost: x3	-1	185
Increased Endurance Cost: x4	-1 1/2	185
Increased Endurance Cost: x5	-2	185
Increased Endurance Cost: x6	-2 1/2	185
Increased Endurance Cost: x7	-3	185
Increased Endurance Cost: x8, x9	-3 1/2	185
Increased Endurance Cost: x10	-4	185
Increased Endurance Cost: Uncommon Situations.....	+1 Less	185
Increased Endurance Cost: Common Situations	+1/2 Less	185
Increased Endurance Cost: Very Common Situations	+1/4 Less	185
Only Works When Character Pushes	-1/2	185

<u>Name</u>	<u>Point Cost</u>	<u>Page Number</u>
Endurance Reserve (Special Power)		103-104
Limited Recovery	-2 To -1/4.....	104
Limited Recovery: Only When Plugged Into An Electrical Socket	-2.....	104
Limited Recovery: Only When More Fuel Is Added.....	-2.....	104, S-90
Power Can Draw END From Character Or END Reserve	+1/4**.....	104
Personal REC	-1/2	104
Slow REC: Per Level.....	-1/2*	104
Endurance Limitations: Increased Endurance Cost (Limitation).....	Notes.....	104, 185
Energy Blast: EB (Standard/Attack Power).....		104
STUN Only	-0.....	104
Only Works Against Targets On Open Ground.....	-1/2	S-169
The Ultimate Martial Artist.....	Notes.....	UMA125
Enhanced Senses (Special/Sensory Power)		105-108
Only To Counteract Darkness Modifiers	-1/2	106
Concealed (Adder)	+1pts	107
Discriminatory: Single Sense (Adder).....	+5pts	107
Discriminatory: Sense Group (Adder)	+10pts	107
Analyze: Must Be Discriminatory, Single Sense (Adder).....	+5pts	107
Analyze: Must Be Discriminatory, Sense Group (Adder).....	+10pts	107
Increased Arc Of Perception: 240, Single Sense (Adder).....	+2pts	107
Increased Arc Of Perception: 240, Sense Group (Adder)	+5pts	107
Increased Arc Of Perception: 240, All The Char Sense Groups (Adder).....	+10pts	107
Increased Arc Of Perception: 360, Single Sense (Adder)	+5pts	107
Increased Arc Of Perception: 360, Sense Group (Adder)	+10pts	107
Increased Arc Of Perception: 360, All The Char Sense Groups (Adder).....	+25pts	107
Microscopic: Per Level, Single Sense (Adder)	+3pts*	107
Microscopic: Per Level, Sense Group (Adder)	+5pts*	107
Range: Single Sense (Adder).....	+5pts	107
Range: Sense Group (Adder).....	+10pts	107
Rapid: x10, Single Sense (Adder)	+3pts*	107
Rapid: x10, Sense Group (Adder)	+5pts*	107
Rapid: Only For Speed Reading	-1.....	66
Sense (Adder).....	+2pts	107
Targeting: Single Sense (Adder).....	+10pts	107-108
Targeting: Sense Group (Adder).....	+20pts	107-108
Targeting: Only If Make Half Roll.....	-1.....	64
Telescopic: Single Sense, +2 to PER, Only To Offset Range (Adder)	+2pts*	108
Telescopic: Sense Group, +2 to PER, Only To Offset Range (Adder)	+3pts*	108
Tracking: Single Sense (Adder).....	+5pts	108
Tracking: Sense Group (Adder).....	+10pts	108
Transmit: Single Sense (Adder).....	+2pts	108
Transmit: Sense Group (Adder).....	+5pts	108
Only To Wake Up	-1.....	65
Only Useable by Trigger: See Trigger.....	-1.....	175
Perception Roll: Only Works In Combat	-1.....	UMA17-18
Active Sonar, Visible To Sound Group.....	-0.....	UMA125
The Ultimate Martial Artist.....	Notes	UMA125-126

<u>Name</u>	<u>Point Cost</u>	<u>Page Number</u>
Entangle (Standard/Attack Power).....		108-110
Stops Given Sense: Single Sense (Adder).....	+5pts	109
Stops Given Sense: Single Group (Adder).....	+10pts	109
Additional BODY Or DEF (Adder).....	+5pts*	109
Backlash.....	+1/2	109
Takes No Damage From Attacks: Certain Types Of Attacks.....	+1/4	109
Takes No Damage From Attacks: Only Applies To Characters Attacks.....	+1/4	UMA65
Takes No Damage From Attacks: All Attacks.....	+1/2	109
Entangle And Character Both Take Damage.....	+1/4	109
Cannot Be Escaped With Teleportation.....	+1/4	109-110
Works Against Ego, Not STR.....	+1/4	110
Works Against Ego, Not STR: If Average Ego Is Higher Than STR.....	-1/4	110
Mental Defense Adds To EGO.....	-1/2	110
No Defense.....	-1 1/2	110
Does Not Prevent The Use Of Accessible Foci.....	-1	110
Set Effect: Hands Only; Feet Only.....	-1	110
Entangle Has 1 BODY.....	-1/2	110
Only To Form Barriers.....	-1	110
Cannot Form Barriers.....	-1/4	110
Nonresistant DEF.....	-1/4	110
Susceptible: Uncommon Or Very Difficult.....	-1/4	110
Susceptible: Common Or Difficult.....	-1/2	110
Susceptible: Very Common Or Easy.....	-1	110
Susceptible: Can Be Escaped Automatically With Modified Lockpicking Or Contortionist Roll.....	-1/2	S-109, S-145
Susceptible: Can Be Missile Deflected.....	-1/4	S-109
Vulnerable: Uncommon Or Very Difficult.....	-1/4	110
Vulnerable: Common Or Difficult.....	-1/2	110
Vulnerable: Very Common Or Easy.....	-1	110
Affects Desolidified (Advantage).....	Notes	110, 158
Area Of Effect: AOE (Advantage).....	Notes	110, 159-160
Autofire (Advantage).....	Notes	110, 162
Based On Ego Combat Value: BOECV (Advantage).....	Notes	110, 162
Only Works Against Targets On Open Ground.....	-1/2	S-172
Must Follow A Grab Or Target Must Be Willing.....	-1/2	S-145
Explosion (Advantage).....		166
Basic.....	+1/2	166
Will Lose A DC/5 AP 1" Slower Than Usual.....	+1/4 More*	166
Selective.....	See AOE	160
Nonselective.....	See AOE	160
Extra-Dimensional Movement (Movement Power).....		111
Increased Weight (Adder).....	+5pts*	111
Meat Body.....	-1	GBG11
Extra Limbs (Special/Body-Affecting Power).....		112
Limited Manipulation: If Limbs Are Not As Strong As the Others.....	-1/4	112
Only With Extra Limbs: Applied To Characteristic If Limb Is Stronger.....	-1/2**	112
Duration Advantages: Inherent (Advantage).....	Notes	112, 165
The Ultimate Martial Artist.....	Notes	UMA127

<u>Name</u>	<u>Point Cost</u>	<u>Page Number</u>
Extra Time (Limitation)		186-187
Other Actions Allowed While Activating The Power	-1/4 More	186
Delayed Phase.....	-1/4	186-187
Extra Segment.....	-1/2	186-187
Full Phase.....	-1/2	186-187
Extra Phase.....	-3/4	186-187
1 Turn: Post-Segment 12.....	-1 1/4.....	187
1 Minute	-1 1/2.....	187
5 Minutes	-2.....	187
20 Minutes	-2 1/2.....	187
1 Hour.....	-3.....	187
6 Hour.....	-3 1/2.....	187
1 Day.....	-4.....	187
1 Week.....	-4 1/2.....	187
1 Month.....	-5.....	187
1 Season: 3 Months.....	-5 1/2.....	187
1 Year	-6.....	187
5 Years	-6 1/2.....	187
25 Years	-7.....	187
1 Century.....	-7 1/2.....	187
Only Takes Extra Time In The First Phase, Then It Works Normally	Halve The Cost.....	187

-F-

Faster-Than-Light Travel: FTL (Movement Power)		112
Feints (Optional Drain, Images, And Combat Maneuvers Use).....		UMA127
Only For Reducing Hand-To-Hand DCV	-1	UMA127
DCV Reduction Only Works For Attacker.....	-1.....	UMA127
DCV Reduction Only Lasts For One Phase.....	-1/2	UMA127
Only For Martial Arts Feints	-1.....	UMA127
Find Weakness (Special/Sensory Power)		113
Does Not Apply Against Certain Types Of Defenses: Just One Defense -1/4		113
Does Not Apply Against Certain Types Of Defenses: Two Defenses	-1/2	113
Does Not Apply Against Certain Types Of Defenses: Three Or More	-1.....	113
Only Affects Certain Materials: Cost Depends On Rarity	-1/4 To -1.....	113
Affects Desolidified (Advantage).....	Notes	113, 158
Autofire (Advantage).....	Notes	113, 162
Only Versus Undead/Demons.....	-1/2	S-113
Only Works On Oriental Monsters: See Find Weakness	-1	UMA66
Flash (Standard/Attack/Sense-Affecting Power)		114
Autofire (Advantage).....	+1 More, Notes	114, 162
Does Not Work Against Desolidified Characters	-1/4	114
Duration Advantages: Continuous (Advantage).....	Notes	114, 165
Vulnerability (Physical Disadvantage)	Notes	114, 222
Requires A Light Source To Reflect	-1/4	UMA79
Flash Defense (Special/Defense Power).....		115
Flash Healing (Optional Healing Power)	See Healing.....	121
Flight (Movement Power)		115
Usable Underwater.....	+1/4.....	115
Only In Contact With A Surface.....	-1/4	115
Only Works In Contact With Water.....	-1 1/2	UMA73
Only In Contact With The Surface Of Relatively Calm Water	-1 1/2	UMA79
Only to Go Straight Up And Down	-1.....	S-GBG16

<u>Name</u>	<u>Point Cost</u>	<u>Page Number</u>
Focus (Limitation).....		187-191
Inobvious, Inaccessible: II	-1/4	187-190
Inobvious, Accessible: IA	-1/2	187-190
Obvious, Inaccessible: OI	-1/2	187-190
Obvious, Accessible: OA	-1	187-190
Bulky: May Not Be Used With Immobile	-1/2 More	188-190
Immobile: May Not Be Used With Bulky	-1 More	188-190
Arrangement.....	-1/4 More	188-190
Expendability: Difficult To Acquire	-1/4 More	188-190
Expendability: Very Difficult To Acquire	-1/2 More	188-190
Expendability: Extremely Difficult To Acquire	-1 More	188-190
Power Defense Or Lack Of Weakness Bought For The Focus	-2 Applied To Defense.....	189-190
Fragile	-1/4 More	189-190
Durable, Unbreakable	-0.....	189-190
Multiple Foci: Power Is Distributed Proportionally	-1/4 Less.....	190-191
Susceptible To Water Damage.....	-1/4	UMA80
Force Field: FF (Standard/Defense Power).....		115
Protects Carried Items (Adder)	+10pts	115
Defense Powers: Only Works Against Limited Types Of Attack (Limitation)		
Notes.....		115, 78
Does Not Affect Energy Attacks	-1/2	S-204
Only Versus Fire	-1/2	S-116
Force Wall: FW (Standard/Defense Power)		116-117
Opaque: Single Sense (Adder)	+5pts	117
Opaque: Sense Group (Adder)	+10pts	117
Backlash	+1/2.....	117
Transparent: To ED Or PD	+1/2.....	117
Transparent: To Mental, Power, Or Flash Defense.....	+1/4.....	117
Autofire (Advantage).....	+1 More, Notes	117, 162
Feedback	-1	117
Nonresistant.....	-1/2	117
Restricted Shape	-1/4	117
Self Only	-1/2	117
Damage Shield (Advantage).....	Notes	117, 163
Defense Powers: Only Works Against Limited Types Of Attack (Limitation)		
Notes.....		117, 78
The Ultimate Martial Artist	Notes	UMA127
-G-		
Gestures (Limitation).....		191
Basic Cost.....	-1/4	191
Constant Power: Gestures Throughout.....	-1/2	191
Extra Time: Gestures Throughout	-1/2	191
Requires Both Hands To Perform.....	-1/4 More	191
The Ultimate Martial Artist.....	Notes	UMA133
Gliding (Movement Power).....		118
Ground Gliding	-1/4	118
The Ultimate Martial Artist.....	Notes	UMA127

<u>Name</u>	<u>Point Cost</u>	<u>Page Number</u>
Gradual Effect (Limitation).....		192
1 Turn	-1/4	192
1 Minute	-1/2	192
5 Minutes	-3/4	192
20 Minutes	-1	192
1 Hour.....	-1 1/4	192
6 Hours	-1 1/2	192
1 Day.....	-1 3/4	192
1 Week.....	-2.....	192
1 Month.....	-2 1/4.....	192
Growth (Size/Body-Affecting Power).....		118-119
Reduced Endurance (Advantage)	Notes.....	119, 173

-H-

Hand-To-Hand Attack: HA (Standard/Attack Power)		119
Mandatory Limitation: Hand-To-Hand Attack	-1/2	119
The Ultimate Martial Artist.....	Notes.....	UMA127
Healing (Adjustment Power)		120-121
Can Heal limbs (Adder)	+5pts	121
Resurrection (Adder)	+20pts	121
Does Not Work On Some Damage: One Type	-1/4	121
Does Not Work On Some Damage: Two Or More Types	-1/2	121
Resurrection Only	-1/2	121
Autofire (Advantage).....	Notes.....	121, 162
Does Not Heal Damage Caused By Silver Weapons.....	-1/2	S-120
Only Works On Others	-1.....	UMA66
Character Takes 1 BODY Damage Per BODY Healed And 1 STUN Per 2 Stun Healed		
-1.....		UMA66
The Ultimate Martial Artist.....	Notes.....	UMA127-128
Hole In The Middle (Advantage).....		167
Fixed Size	+1/4.....	167
Changeable	+1/2.....	167

-I-

Images (Standard/Attack/Sense-Affecting Power)		121-122
Increased Size	+1/4*	122
Only To Create Light.....	-1.....	90, 122, S-122
Set Effect: Normal Use.....	-1.....	122
Set Effect: Powerful Use Or Extremely Useful.....	-1/2	122
Set Effect: Until Changed.....	-1/2	UMA79
Set Effect: Only To Camouflage The Ninja	-1/2	UMA80
Normal Sight And Normal Hearing Only	-1/4	UMA79
Autofire (Advantage).....	Notes.....	122, 162
Focus (Limitation).....	Notes.....	122, 187-191
Incantations (Limitation).....		192
Basic Cost.....	-1/4	192
Constant Power: Incantations Throughout.....	-1/2	192
Extra Time: Incantations Throughout.....	-1/2	192
Independent (Limitation).....		193
Basic Cost.....	-2.....	193

<u>Name</u>	<u>Point Cost</u>	<u>Page Number</u>
Indirect (Advantage).....		167-168
Fixed Location: Fires Away From Character.....	+1/4.....	167
Mobile Point Of Origin.....	+1/4.....	167
Changing Location: Fires Away From Character.....	+1/2.....	167
Changing Location: Fires In Any Direction.....	+3/4.....	167-168
Target Must Be Touching Barrier.....	-1.....	UMA132
Attack Must Be Made Through Barrier.....	-1/2.....	UMA132
The Ultimate Martial Artist.....	Notes.....	UMA132
Invisibility (Standard/Sense-Affecting Power).....		123
No Fringe (Adder).....	+10pts.....	123
Bright Fringe.....	-1/4.....	123
Chameleon.....	-1/2.....	123
Only When Not Attacking.....	-1/2.....	123
Focus (Limitation).....	Notes.....	123, 187-191
Only Works In Shadows Or Darkness.....	-1/2.....	S-123
Invisible Power Effects: IPE (Advantage).....		168-169
Invisible To One Targeting Sense Group.....	+1/2.....	168
Invisible to One Nontargeting Sense Group.....	+1/4.....	168
Additional Sense Groups.....	+1/4 More*.....	168
Completely Invisible.....	+1.....	168
Fully Invisible : Same As Completely Invisible.....	+1.....	UMA39
One Sense Or Limited Circumstances.....	+1/4.....	168
Source Is Still Visible.....	Cost Is Halved.....	169
Source Is Invisible But Effect Is Not.....	Cost Is Halved.....	169
If The Effect On Others, Power, And Source Are Invisible.....	Cost Is Doubled.....	169
The Ultimate Martial Artist.....	Notes.....	UMA132

-J-

-K-

Kiai Aid (Optional Aid Use).....		UMA120
Invisible Power Effects, Fully Invisible: IPE (Required Advantage).....	+1.....	168-169
Self Only: See Adjustment Powers (Required).....	-1/2.....	76
Only To Make Offensive Presence Attacks.....	-1/2.....	UMA120
Kiai Healing (Optional Healing Use).....		UMA128
Invisible Power Effects, Sight Group (Required Advantage).....	+1/2.....	168-169
Ranged (Required Advantage).....	+1/2.....	173
Killing Attack—Hand-To-Hand: HKA (Standard/Attack Power).....		124
Increased STUN Multiplier.....	+1/4*.....	124
Decreased STUN Multiplier.....	-1/4*.....	124
No STR Bonus.....	-1/2.....	124, 125
Ranged (Advantage).....	Notes.....	124, 173
Only Works Against Weapons.....	-1.....	UMA21
Blade Attack Must Do BODY.....	-1/4.....	333
Only Works With The Punch Maneuver.....	-1/2.....	UMA173

<u>Name</u>	<u>Point Cost</u>	<u>Page Number</u>
Killing Attack—Ranged: RKA (Standard/Attack Power)		125
Increased STUN Multiplier	+1/4*	124
Decreased STUN Multiplier	-1/4*	124
Only Works under An Open Sky	-1/2	S-124
Only Works During Storms	-1	S-169
Does Not Work In Winds Or Rain	-1/4	333
Does Not Work With Hit Location Chart Or Targeting Skill Levels	-1/4	UMA74
Does Not Work With Hit Location Chart Or Anti-Targeting Levels	-1/4	UMA74
Spine HKA Must Do BODY	-1/2	UMA175
Automatically Targets Hit Location 18	-0	UMA183
The Ultimate Martial Artist	Notes	UMA128
Knockback Resistance (Special/Defense Power)		125
The Ultimate Martial Artist	Notes	UMA128

-L-

Lack Of Weakness (Special/Defense Power)		125
Only Applies To One Type Of Defense	-1	125
The Ultimate Martial Artist	Notes	UMA128
Leaping (Movement Power)		126
Accurate (Adder)	+5pts	126
Forward Movement Only	-1	126
Movement Powers: Increased Acceleration/Deceleration (Advantage)	Notes	84-85, 126
Usable On Others: UOO (Advantage)	Notes	126, 176-178
Only To Make Half Moves In Combat	-1	UMA76
The Ultimate Martial Artist	Notes	UMA128
Life Support: LS (Standard Power)		127-128
Only Works Close To The Surface	-1	UMA82
Limited Arc Of Fire (Vehicle/Base Limitation)		320
One Hex Row	-3/4	320
60 Degrees	-1/2	320
180 Degrees	-1/4	320
Only On Same Horizontal Level	-1/4 More	320
Limited Power (Limitation)		194-195
Loses Less Than A Fourth Of Its Effectiveness	-0	194
Loses About A Fourth Of Its Effectiveness	-1/4	194
Loses About A Third Of Its Effectiveness	-1/2	194
Loses About Half Of Its Effectiveness	-1	194
Loses About Two-Thirds Of Its Effectiveness	-1 1/2	194
Loses Almost All Of Its Effectiveness	-2	194
Conditional Power: Circumstance Is Very Uncommon	-0	194
Conditional Power: Circumstance Is Uncommon	-1/4	194
Conditional Power: Circumstance Is Common	-1/2	194
Conditional Power: Circumstance Is Very Common	-1	194
Conditional Power: Circumstance Is Extremely Common	-1 1/2	194
Conditional Power: Circumstance Is Ubiquitous	-2	194
Power Only Works On Women	-1	194
Power Does No STUN	-3/4	194
Power Does Not Work On Dwarves	-1/4 To -1/2	194
Power Cannot Be Bounced	-1/4	76, 194
Power Can Not Be Pushed	-1/4	194
Power Only Works In Daylight	-1/4	194
Power Only Works While Character Is Touching Ground	-1/4	194
Power Only Works In Darkness	-1/2	194
Power Only Works In Twilight	-1	194

<u>Name</u>	<u>Point Cost</u>	<u>Page Number</u>
Power Only Works In Water	-1 1/2	194
Power Only Works In Natural Rainstorms	-1 1/2	194
Power Only Works In Tornadoes	-2	194
Power Only Works In Intense Magnetic Fields	-2	194
Power Only Works Under A Full Moon	-2	194
Power Does Not Work In Darkness	-1/2	194
Power Does Not Work In Water.....	-1/4	194
Power Does Not Work In Intense Magnetic Fields	-1/4	194
Luck-Based: See Armor.....	-1/2	62
Only Applies In Specific Environment: See Skills	-1	64
Only To Act First In Phase: See Characteristics	-1	65
Only Applies For A Single Action Or Maneuver: See Characteristics	-1	65
Only To Resist Interrogation/Questioning: See Characteristics	-1	65
Only To Wake Up: See Enhanced Senses	-1	65
Only Protects Against Mental Illusions: See Mental Defense.....	-1 ½	UMA66
Only To Enter Trance: See Skills	-1	66
Only For Speed Reading: See Enhanced Senses	-1	66
Only Works Against HTH Combat: See Absorption.....	-1/4	S-89
Only Works Against HTH Weapon Attacks: See Absorption	-1/2	S-89
Only Works On Characters Who Are Drunk: See Aid	-1	S-89
Only When More Fuel Is Added: See Endurance Reserve	-2	104, S-90
Only To Protect Against Presence Attack: See Characteristics	-1	S-92
Only To See Through Or Under Doors And Walls: See Clairsentience...-	1/2	S-93
Only To “Perch”	-1/2	S-94
Only Works Against Fire: See Damage Reduction.....	-1/2	S-95
Only Affects Metal Armor: See Dispel.....	-1/2	S-99
Must Target Non-Armored Hit Locations: See Drain	-1/4	S-100
Original Character Is Incapacitated And Helpless While Duplicate Exists: See Duplication		
	-1	S-101
Only Versus Undead/Demons: See Find Weakness.....	-1/2	S-113
Only Versus Fire: See Force Field	-1/2	S-116
Does Not Heal Damage Caused By Silver Weapons: See Healing	-1/2	S-120
Only Works In Shadows Or Darkness: See Invisibility.....	-1/2	S-123
Only Works Against Targets On Open Ground: See Energy Blast And Entangle		
	-1/2	S-169, S-172
Only Works under An Open Sky: See Killing Attack—Ranged	-1/2	S-124
Only Works During Storms: See Killing Attack—Ranged.....	-1	S-169
Only At Night When The Moon Is Visible: See Luck	-1 1/2	S-128
Only In Combat: See Luck And Aid	-1/2	S-128, S-200
Hypnosis Only: See Mind Control	-1/2	S-131
Can Only Change Forms At Night: See Multiform.....	-1	S-137
Can Only See Through Television Cameras: See Clairsentience	-1	S-149
Must Follow A Grab Or Target Must Be Willing: See Entangle	-1/2	S-145
Only Protects Against Magic: See Power Defense.....	-1/2	S-138
Only Protects Against Chemicals/Poisons/Drugs: See Power Defense....-	1/2	S-138
Requires A Recently Deceased Body: See Summon	-1/2	S-143
Only Affects Water: See Telekinesis	-1/2	S-147
Only Works In Contact With Water: See Flight	-1 ½	UMA73
Does Not Work With Hit Location Chart Or Targeting Skill Levels: See Killing Attack Ranged		
	-1/4	UMA74
Must Closely Observe Suspect: See Telepathy	-1/2	S-148
Can Only Read Surface Thoughts: See Telepathy.....	-1/2	S-148, S-196
Only Works On Characters At 0 Body Or Below: See Transfer.....	-1/2	S-151
Transferred Points Return Immediately When Target Dies: See Transfer		
	-1/2	S-151

<u>Name</u>	<u>Point Cost</u>	<u>Page Number</u>
Must Meet Basilisk's Gaze: See Transform	-1	S-174
Requires One Body Per Undead Created: See Summon	-1	S-184
Does Not Affect Energy Attacks: See Force Field	-1/2	S-204
Can Only Be Changed In A Laboratory: See Variable Power Pool	-1/2	S-210
Need Bulky Spell Book To Change Spells: See Variable Power Pool	-1/2	S-210
Powers May Only Be As Powerful As Target's Powers: See Variable Power Pool	-1/2	S-210
VPP Mimics Target's Powers: See Variable Power Pool	-1/2	S-210
Only Works Against Attackers In HTH Combat Range: See Skills	-1/2	S-199
Noisy: See Drain	-1/4	S-202
Only For Memorized/Perceived Information: See Clairsentience	-2	64
Only If Make Half Roll: See Enhanced Senses	-1	64
Only Up to Amount Rolled By Absorption: See Absorption	-1/2	88
Only Works When Character Pushes: See Endurance Limitations	-1/2	185
Only Works When Character Pushes His STR: See Characteristics	-1/2	S-185
Only To Counteract Darkness Modifiers: See Enhanced Senses	-1/2	106
Only With Extra Limbs: See Extra Limbs	-1/2	112
Only To Extend Reach: See Size Powers	-1	86
Only Useable by Trigger: See Trigger	-1	175
Cannot Be Rapid Fired: Only With Powers That Normally Could	-1/2	262
Only Works On Ferrous Materials	-1/2	297
Only Works In Combat: See Skills	-1	UMA17-18
Doesn't Work On Tuesdays	-1/4	UMA18
Self Only: See Aid	-1/2	UMA18
Only To Stick To An Opponent: See Clinging	-1	UMA57
Defensive Use Only: See Damage Shield	-1/2	UMA57
Only Works In Combat, Perception Roll: See Enhanced Senses	-1	UMA17-18
Only Works Against Weapons: See Killing Attack, Hand-To-Hand	-1	UMA21
Only Protects Against Draining/Suppression Of Perception Powers: See Power Defense	-1 1/2	UMA66
Only Works On Others: See Healing	-1	UMA66
Only Applies To Dangers From Oriental Monsters (Applies To Danger Sense)	-1	UMA66
Only Works On Oriental Monsters: See Find Weakness	-1	UMA66
Only To Resist Throws	-1	UMA68
Only To Make Half Moves In Combat: See Leaping	-1	UMA76
Only To "Vanish" When No One Is Looking: See Teleportation	-1/2	UMA77
No Non-Combat Multiple: See Teleportation	-1/4	UMA77
Can Only Teleport To Places Character Could Normally Go: See Teleportation	-1/2	UMA77
Normal Sight And Normal Hearing Only: See Images	-1/4	UMA79
Requires A Light Source To Reflect: See Flash	-1/4	UMA79
Only In Contact With The Surface Of Relatively Calm Water: See Flight	-1 1/2	UMA79
Only To Walk Through Walls: See Desolidification	-1	UMA79
Only To hold Sliding Doors Shut: See Telekinesis	-2	UMA82
Only Works Close To The Surface: See Life Support	-1	UMA82
Only Against [Specific Martial Arts Style]: See Skills	-1	UMA114
Usable Only Within 5" Of: All Members Of A Team Must Be Present: See Array	-11/2	UMA119
Usable Only Within 5" Of: One Specific Person: See Array	-1	UMA119
Usable Only Within 5" Of: Any One Or More Members Of A Specific Team: See A rray	-1/2	UMA119
DEX—Only For Increasing OCV And DCV: See Array	-1/4	UMA119
Only To Make Offensive Presence Attacks: See Kiai Aid	-1/2	UMA120

<u>Name</u>	<u>Point Cost</u>	<u>Page Number</u>
Must Watch Target Fighting Someone Else For One Full Phase Per Skill Roll: See Aid With A Skill Roll	-1/2	UMA120
Failed Skill Roll Or Interruption Prevents Further Skill Rolls At This Time: See Aid With A Skill Roll	-1/2	UMA120
Only Versus Observed Foe: See Aid With A Skill Roll	-1	UMA120
Character Must Be Aware Of Attack: See Damage Reduction	-1/4	UMA122
Does Not Work Against Dim Mak: See Damage Reduction	-1/4	UMA122
Does Not Work Against Guns: See Breath Control	-1/4	UMA122
One Hit Location Left Undefended, Or 15- Activation Roll: See Breath Control	-1/4	UMA122
Only To Protect Against Martial Arts Attacks: See Desolidification	-1	E-UMA122
Only Works On Humans: See Drain	-1/2	UMA123
Can Be Cured With Chinese Healing Techniques: See Dim Mak	-1/4	UMA123
Attacker Must Make A Special Sequence Of Blows Against Target: 1 Blow: See Dim Mak	-0	UMA124
Attacker Must Make A Special Sequence Of Blows Against Target: 2 Blow: See Dim Mak	-1/4	UMA124
Attacker Must Make A Special Sequence Of Blows Against Target: 3 Blow: See Dim Mak	-1/2	UMA124
Attacker Must Make A Special Sequence Of Blows Against Target: 4 Blow: See Dim Mak	-3/4	UMA124
Attacker Must Make A Special Sequence Of Blows Against Target: 5 Or 6 Blow: See Dim Mak	-1	UMA124
Attacker Must Make Very Accurate Blows Against Target: -3 OCV: See Dim Mak	-1/2	UMA124
Attacker Must Make Very Accurate Blows Against Target: -8 OCV: See Dim Mak	-1	UMA124
Special Sequence Of Blows Does No Damage: See Dim Mak	-1/2	UMA124
Timing Must Be Perfect: Attacker May Not Miss A Phase Or A Hit: See Dim Mak	-1	UMA124
Only For Reducing Hand-To-Hand DCV: See Feints	-1	UMA127
DCV Reduction Only Works For Attacker: See Feints	-1	UMA127
DCV Reduction Only Lasts For One Phase: See Feints	-1/2	UMA127
Only For Martial Arts Feints: See Feints	-1	UMA127
Does Not Work Versus Dim Mak Unless A Skill Versus Skill Contest Succeeds: See Chinese Medicine Healing	-1/4	UMA128
Healing Wears Off Instantly When Acupuncture Needles Removed: See Chinese Medicine Healing	-1	UMA128
Only Works Against Thrown Weapons: See Missile Deflection And Reflection	-1/4	UMA129
Only Protects Against Drain-Based Martial Attacks: See Power Defense	-1	UMA129
No Protection From Dim Mak: See Power Defense	-1/4 To -0	UMA129
Can Be Blocked: See Area Of Effect	-1/4	UMA131
Power Stops Working Instantly If Character Is Stunned Or Knocked Out: See Damage Shield For Powers	-1/4	UMA131
Not When Grabbed: See Damage Shield For Powers	-1/4	UMA131
Cannot Do More Damage Than The Weapon Being Used Would Normally Do: See Damage Shield For Powers	-1/4	UMA131
Target Must Be Touching Barrier: See Indirect	-1	UMA132
Attack Must Be Made Through Barrier: See Indirect	-1/2	UMA132
Separate Attack Rolls Required: See Reduced Penetration	-1/4	UMA133
Blade Attack Must Do BODY: See Killing Attack Ranged	-1/4	333
Does Not Work In Winds Or Rain: See Killing Attack Ranged	-1/4	333

<u>Name</u>	<u>Point Cost</u>	<u>Page Number</u>
Only Works With The Punch Maneuver: See Killing Attack Hand-To-Hand		
	-1/2	UMA173
Cannot Be Used To Cause Damage: See Telekinesis	-1	UMA176
Only To Throw Target To Ground: See Telekinesis	-2	UMA176
Only Effects Characters Moving On The Ground: See Telekinesis And Skills		
	-1/4	UMA176
DEX Roll Cancels Effect: See Telekinesis And Skills	-1/4	UMA176
Half Value Versus Guns: See Armor	-1/4	UMA187
Weapon does Less Damage From Added STR	-1/4	UMA187
Only To Grab	-1/2	UMA188
Must Follow A Successful Grab Maneuver	-1/4	UMA188
Must Be Aimed At Specific Location Or Has No Effect: -1 To -3	-0	UMA188
Must Be Aimed At Specific Location Or Has No Effect: -4 To -5	-1/4	UMA188
Must Be Aimed At Specific Location Or Has No Effect: -6 To -7	-1/2	UMA188
Must Be Aimed At Specific Location Or Has No Effect: -8 Or Worse	-3/4	UMA188
Only Protects One Location, Or Two Locations	-2	UMA188
Only Effects Targets On The Ground: See Area Of Effect	-1/4	C-GBG7
Only In CyberSpace	-2	GBG11
Only Works Against BODY Damage: See Armor	-1	S-GBG12
Only To Protect Against Breaking Bones: See Armor	-2	S-GBG12
STR: Only When Using The Right Arm: See Characteristics	-1/4	S-GBG12
Only to Go Straight Up And Down: See Flight	-1	S-GBG16
Linked (Limitation)		195-196
Lesser Power Is Linked To Greater Power	-1/2	195-196
Greater Power Is Linked To Greater Power	-1/4	195-196
Lesser Can Only Be Used IF Greater Is Used In Full	-1/4 More	195-196
Linked Power Need Not Be Used In Proportion	-1/4 Less	195-196
Greater Power Is Constant Or In Use Most Of The Time	-1/4 Less	195-196
Lesser Power Can be Used Any Time during A Greater Power	-1/4 Less	195-196
Luck (Special Power)		128
Only At Night When The Moon Is Visible	-1 1/2	S-128
Only In Combat	-1/2	S-128
The Ultimate Martial Artist	Notes	UMA128

-M-

Mass (Armor Limitation)		334
No Mass	-0	334
Half Mass	-1/2	334
Normal Mass	-1	334
Double Listed Mass	-1 1/2	334

<u>Name</u>	<u>Point Cost</u>	<u>Page Number</u>
Megascale (Advantage).....		169-170
1 Km.....	+1/4.....	170
10 Km.....	+1/2.....	170
100 Km.....	+3/4.....	170
1,000 Km.....	+1.....	170
10,000 Km.....	+1 1/4.....	170
100,000 Km.....	+1 1/2.....	170
1 Million Km.....	+1 3/4.....	170
10 Million Km.....	+2.....	170
100 Million Km.....	+2 1/4.....	170
1 Billion Km.....	+2 1/2.....	170
10 Billion Km.....	+2 3/4.....	170
100 Billion Km.....	+3.....	170
1 Trillion Km.....	+3 1/4.....	170
10 Trillion Km.....	+3 1/2.....	170
100 Trillion Km.....	+3 3/4.....	170
1 Quadrillion Km.....	+4.....	170
10 Quadrillion Km.....	+4 1/4.....	170
Mental Defense (Special/Defense Power).....		129
Only Protects Against Mental Illusions.....	-1 1/2.....	UMA66
The Ultimate Martial Artist.....	Notes.....	UMA128-129
Mental Illusions (Mental Power).....		129-130
Self Only.....	-1.....	130
Limited By Senses: Sight Group.....	-1/2.....	130
Limited By Senses: Any Other Group.....	-1/4.....	130
Mental Powers (Power Category).....		78-82
Multiple Classes (Adder).....	+10pts*.....	81
Does Not Provide Mental Awareness.....	-1/4.....	81, 228
Limited Class Of Minds: Subset.....	-1/2.....	81
Limited Class Of Minds: Single Species Or Type Of Mind.....	-1.....	81
Mandatory Effect: Ego +10.....	-1/4.....	81-82
Mandatory Effect: Ego +20.....	-1/2.....	81-82
Mandatory Effect: Ego +30 Or Greater.....	-3/4.....	81-82
Mandatory Effect: Must Use A Certain Effect.....	-1/4 More.....	81-82
Cannot Be Used Through Mind Link.....	-1/4.....	82
Based On CON.....	-1.....	82
Stops Working If Mentalist Is Knocked Out.....	-1/4.....	82
Stops Working If Mentalist Is Stunned.....	-1/2.....	82
Costs END To Maintain: Half END Cost To Maintain.....	-1/4.....	82
Costs END To Maintain: Full END Cost To Maintain.....	-1/2.....	82
Eye Contact Required.....	-1/2.....	82
Eye Contact Required: Maintained Throughout.....	-1.....	82
Normal Range.....	-1/4.....	82
Skin Contact Required.....	-1.....	82
Armor Piercing: AP (Advantage).....	Notes.....	81, 161
Autofire (Advantage).....	+1 More, Notes.....	81, 162
Duration Advantages: Continuous (Advantage).....	Notes.....	81, 165
Cumulative (Advantage).....	Notes.....	81, 163
Invisible Power Effects: IPE (Advantage).....	Notes.....	81, 168-169
Vulnerability (Physical Disadvantage).....	Notes.....	82, 222

<u>Name</u>	<u>Point Cost</u>	<u>Page Number</u>
Mind Control (Mental Power)		131-132
Telepathic	+1/4	132
Set Effect: Only To Control/Inflict Emotions, Empathy	-1/2	132
Set Effect: Only To Control/Inflict A Single Emotion	-1	132
Set Effect: "Go Home" Only	-1/2	132
Set Effect: "Go Home" Only In A Particular Situation	-1	132
Set Effect: Most.....	-1/2	132
Hypnosis Only	-1/2	S-131
Mind Link (Mental Power)		132-133
No LOS Needed (Adder).....	+10pts	133
Psychic Bond (Adder).....	+5pts	133
Only With Others Who Have Mind Link	-1	133
Feedback: STUN Only	-1	133
Feedback: BODY And STUN	-2	133
Mind Scan (Mental Power).....		133-135
One-Way Link.....	+1	135
Megascale (Advantage).....	Notes	135, 169-170
Cannot Attack Through Link: Neither Can Attack.....	-1	135
Cannot Attack Through Link: Only Target Of Link May Attack.....	-1 1/2.....	135
Missile Deflection & Reflection (Standard/Defense Power)		135-137
Missile Deflection At Range: Adjacent Hex Only	+1/2.....	137
Missile Deflection At Range	+1	137
Based On Ego Combat Value: BOECV (Advantage).....	Notes	137, 162
Uncontrolled (Advantage).....	Notes	137, 175
Will not Work Against Heavy Missiles	-1/4	137
Only Works Against Thrown Weapons.....	-1/4	UMA129
The Ultimate Martial Artist.....	Notes	UMA129
Movement Limitations (Vehicle Limitation).....		316
Limited Maneuverability	-1/4	316
Stall Velocity: Half Maximum Combat Velocity	-1/4	316
Stall Velocity: Equals Maximum Combat Velocity	-1/2	316
Movement Powers (Power Category).....		82-84
Improved Noncombat Movement (Adder).....	+5pts*	84
Position Shift (Adder).....	+5pts	84
Improved Acceleration/Deceleration: Rapid Noncombat Movement	+1/4.....	84-85
Improved Acceleration/Deceleration: Combat Acceleration/Deceleration		
.....	+1/4.....	84-85
Improved Acceleration/Deceleration: Noncombat Acceleration/Deceleration		
.....	+1	84-85
No Noncombat Movement.....	-1/4	85
Turn Mode	-1/4	85
Requires Transport Familiarity: Ninja Water-Walking Devices	-0.....	UMA83
Megascale (Advantage).....	Notes	83, 169-170
Autofire (Advantage).....	Notes	84, 162
Invisible Power Effects: IPE (Advantage).....	Notes	84, 168-169
Reduced Endurance (Advantage).....	Notes	84-85, 173

<u>Name</u>	<u>Point Cost</u>	<u>Page Number</u>
Multiform (Standard/Body-Affecting Power)		137-138
Instant Change (Adder)	+5pts	138
Usable On Others: UOO (Advantage).....	Notes.....	138, 176-178
Personality Loss.....	Varies.....	138
Reversion: True Form Is Weaker.....	-1/2 To -1.....	138
Reversion: True Form Is Stronger.....	+1/2 To +1	138
Charges (Advantage, Limitation)	Notes.....	138, 162, 182-184
Costs END: Just To Turn On.....	-1/2	138
Costs END: Every Phase.....	-1.....	138
Visible (Limitation).....	Notes.....	202
Accidental Change (Physical Disadvantage).....	Notes.....	138, 212-213
Psychological Limitation (Mental Disadvantage).....	Notes.....	138, 219
Can Only Change Forms At Night	-1.....	S-137
Multipower (Power Framework)		205-208

-N-

No Conscious Control (Limitation).....		196
Basic Cost.....	-2.....	196
Character Can Use At Will But Cannot Control Its Effect	-1.....	196
No Hit Locations (Automation Special/Defense Power).....		311
No Normal Defense: NND (Advantage).....		171
Basic Cost.....	+1.....	171
Equally Common Defense.....	+1/2.....	171
Autofire (Advantage).....	Notes.....	171

-O-

Only In Heroic Identity: OIHID (Limitation).....		197
Basic Cost.....	-1/4.....	197

-P-

Partial Coverage (Vehicle/Base Limitation).....		316
Basic Cost.....	-1/4*, Maximum -2.....	316
Penetrating (Advantage).....		172
Basic Cost.....	+1/2.....	172
Power Defense (Special/Defense Power)		139
Only Protects Against Magic.....	-1/2	S-138
Only Protects Against Chemicals/Poisons/Drugs.....	-1/2	S-138
Only Protects Against Draining/Suppression Of Perception Powers	-1 1/2	UMA66
Only Protects Against Drain-Based Martial Attacks.....	-1.....	UMA129
No Protection From Dim Mak.....	-1/4 To -0	UMA129
The Ultimate Martial Artist.....	Notes.....	UMA129

-Q-

-R-

Range Advantages (Advantage).....		172
Increased Maximum Range	+1/4*	172
Line Of Sight: LOS	+1/2.....	172
No Range Modifier.....	+1/2.....	172

<u>Name</u>	<u>Point Cost</u>	<u>Page Number</u>
Range Limitations (Limitation).....		197
No Range	-1/2	197
Limited Range.....	-1/4	197
Range Based On Strength.....	-1/4	197
Reduced By Range.....	-1/4	197
Subject To Range Modifier.....	-1/4	197
Ranged (Advantage).....		173
Basic Cost.....	+1/2.....	173
Real Armor (Armor Limitation)		334
Basic Cost.....	-1/4	334
Real Weapon (Weapon Limitation)		328
Basic Cost.....	-1/4	328
Reduced Endurance (Advantage).....		173
Half END	+1/4.....	173
0 END	+1/2.....	173
Autofire	Doubles The Cost.....	162
Reduced Penetration (Limitation).....		198
Basic Cost.....	-1/4	198
Separate Attack Rolls Required	-1/4	UMA133
The Ultimate Martial Artist.....	Notes.....	UMA133
Regeneration (Optional Healing Power)	See Healing	120-121
Increased Time Increment.....	-1/4*	120-121
Required Hands (Weapon Limitation).....		328
One-Handed Weapon.....	-0.....	328
One-And-A-Half-Handed Weapon.....	-1/4	328
Two-Handed Weapon.....	-1/2	328
Requires Skill Roll: RSR (Limitation).....		199-200
Basic Cost.....	-1/2	199
Two RSR On Same Power.....	-3/4	199
Luck Roll As RSR: One Level Of Luck Required	-1	199
Luck Roll As RSR: Two Levels Of Luck Required.....	-1 1/2.....	199
Luck Roll As RSR: Three Levels Of Luck Required.....	-2.....	199
Background Skill used For RSR.....	-1/4 Less.....	199
Characteristic Roll Or PER Roll Used Instead Of RSR: See Activation..	Varies.....	199
No Active Point Penalty	-1/2 Less.....	199
Active Point Penalty Of -1 Per 20 Active Points	-1/4 Less.....	199
Active point Penalty Of -1 Per 5 Active Points.....	-1/2 More	199
Variable RSR: Player Chooses Between Two Skills	-1/4 Less.....	199
RSR Is Subject To Skill Versus Skill.....	-1/4 More	199
Restrainable (Limitation)		200
Basic Cost.....	-1/2	200
Restrained By Means Other Than Grabs Or Entangle	-1/4	200
Running (Movement Power)		139
Only On Appropriate Terrain	-1/2 Or More	139

<u>Name</u>	<u>Point Cost</u>	<u>Page Number</u>
-S-		
Sectional Defenses (Armor Limitation).....		278, 334
Locations: 12-13; Activation: 8-	-2.....	334
Locations: 11-13; Activation: 9-	-1 1/2.....	334
Locations: 10-13; Activation: 10-.....	-1 1/4.....	334
Locations: 4-5, 9-13; Activation: 11-.....	-1.....	334
Locations: 4-5, 9-14, 16-18; Activation: 12-.....	-3/4.....	334
Locations: 3-5, 7-14, 16-18; Activation: 14-.....	-1/2.....	334
Locations: 3-14, 16-18; Activation: 15-.....	-1/4.....	334
Only Protects Location 6 (i.e. The Hand Holding The Weapon).....	-2.....	UMA173
Automatically Targets Hit Location 18	-0.....	UMA183
Sense-Affecting Powers (Power Category)		85
Limited Effect	-1/4	85
Invisible Power Effects: IPE (Advantage).....	Notes.....	85, 168-169
Sense Ch'i (Optional Enhanced Senses Use).....		UMA126
Sensory Powers (Power Category).....		85
Sense Affected As Another Sense: Same Or Lower Rarity	-0.....	85
Sense Affected As Another Sense: Common To Uncommon	-1/4	85
Sense Affected As More Than One Sense: Second Group Is Common ...	-1/2	85
Sense Affected As More Than One Sense: Second Is Anything Else.....	-1/4	85
Shape Shift (Standard/Body-Affecting Power)		139-140
Cellular (Adder).....	+10pts	140
Imitation (Adder).....	+10pts	140
Instant Change (Adder)	+5pts	140
Costs END Only To Change Shape	+1/4.....	140
Usable On Others: UOO (Advantage).....	Notes.....	140, 176-178
Limited Effect	-1/4	140
Shrinking (Size/Body-Affecting Power)		140-141
Reduced By Shrinking.....	-1/4**	141
Easily Perceived.....	-1/4	141
No Growth Momentum	-1/4	141
Side Effects (Limitation).....		201-202
Minor Side Effect: 15 Active Points, 1/4 Points In Power, Trivial Effect-1/4	-1/4	201
Major Side Effect: 30 Active Points, 1/2 Points In Power.....	-1/2	201
Extreme Side Effect: 60 Active Points, Points In Power.....	-1	201
Occurs Automatically When Power Is Used	Doubles The Cost.....	201
Constant Power Which Requires An Activation Roll	-1/4 More	201
Affects Both Character And Environment/Recipient Of Powers Benefit. -1/4 More	-1/4 More	201
Occurs Whenever The Character Does Some Specific Act	-1/4 Less.....	201
Does Predefined Amount Of Damage	-1/4 Less.....	201
Only Affects The Environment Near The Character.....	-1/4 Less.....	201
Only Affects The Recipient Of The Benefits Of The Power	-1/4 Less.....	201
Both Characters Die If They Do Not Recombine Within 24 Hours: See Duplication		
.....	-1/2	S-101
Character Takes 1 BODY Damage Per BODY Healed And 1 STUN Per 2 Stun Healed: See Healing		
.....	-1	UMA66
Simplified Healing (Optional Healing Power).....	See Healing.....	120
Size Powers (Power Category).....		85-86
Cost END Only To Activate.....	+1/4.....	86
Only To Extend Reach: See Size Powers	-1	86

<u>Name</u>	<u>Point Cost</u>	<u>Page Number</u>
Skills (Special Power).....		141
Negative Combat Skill Levels		36
Negative Skill Levels		49
Penalty Skill Levels: Only Applies In Specific Environment.....	-1.....	64
Only To Enter Trance	-1.....	66
Combat Skill Levels, DCV: Only Works Against Attackers In HTH Combat Range		
-1/2		S-199
Combat Skill Levels, DCV: Only Works In Combat.....	-1.....	UMA17-18
Combat Skill Levels, OCV: Only Apply When Uses Autofire Against A Single Target		
-1/4		UMA74
Combat Skill Levels, Hand-To-Hand: Only Against [Specific Martial Arts Style]		
-1.....		UMA114
DEX Roll Cancels Effect	-1/4.....	UMA176
Only Effects Characters Moving On The Ground	-1/4.....	UMA176
Special Powers (Power Category).....		86
Stances (Optional Skill, Lightning Reflexes, Combat Maneuver, And Kockback Resistance Use).....		UMA129-130
Standard Effect (Optional Advantage).....		72
Basic	+0.....	72
Standard Powers (Power Category)		86
Sticky (Advantage).....		173
Basic Cost.....	+1/2.....	173
Freeing One Frees All.....	+1/4.....	173
STR Minimum (Weapon Limitation).....		327-328
STR Min = 1-5	-1/4.....	328
STR Min = 6-14.....	-1/2.....	328
STR Min = 15-17.....	-3/4.....	328
STR Min = 18 Or Greater	-1.....	328
STR Min Cannot Add/Subtract Damage	-1/2.....	328
Stretching (Standard/Body-Affecting Power)		141-142
Only To Extend Reach: See Size Powers	-1.....	86
Improved Noncombat Stretching (Adder).....	+5pts*	142
Does Not Cross Intervening Space.....	+1/4.....	142
Always Direct.....	-1/4.....	142
No Noncombat Stretching.....	-1/4.....	142
Cannot Do Damage	-1/2.....	142
No Velocity Damage.....	-1/4.....	142
Only To Cause Damage	-1/2.....	142
Limited Body Part	-1/4.....	142
Range Modifier Applies	-1/4.....	142
Focus (Advantage).....	Notes.....	142, 187-191
Succor (Optional Aid Power)	See Aid	89
Automobiles Only	-1.....	S-90

<u>Name</u>	<u>Point Cost</u>	<u>Page Number</u>
Summon (Standard Power)		142-144
Expanded Class: Very Limited Group.....	+1/4.....	143
Expanded Class: Limited Group.....	+1/2.....	143
Expanded Class: Any Type.....	+1.....	143
Specific Being.....	+1.....	143
Amicable: Friendly.....	+1/4.....	143
Amicable: Loyal.....	+1/2.....	143
Amicable: Devoted.....	+3/4.....	143
Amicable: Slavishly Devoted.....	+1.....	143
Weak-Willed: -2 To The Ego Roll	+1/4.....	143
Weak-Willed: -4 To The Ego Roll	+1/2.....	143
Transdimensional (Advantage).....	Notes.....	143, 174
Antagonistic: Annoyed.....	-1/4.....	144
Antagonistic: Hostile	-1/2.....	144
Antagonistic: Violent.....	-3/4.....	144
Arrives Under Own Power.....	-1/2.....	144
Strong-Willed: +2 To The Ego Roll.....	-1/4.....	144
Strong-Willed: +4 To The Ego Roll.....	-1/2.....	144
Summoned Being Must Inhabit Locale	-1/2.....	144
Requires A Recently Deceased Body	-1/2.....	S-143
Requires One Body Per Undead Created	-1.....	S-184
Suppress (Adjustment/Attack Power)		145
Duration Advantages: Continuous (Advantage).....	Notes.....	145, 165
Reduced Endurance (Advantage)	Notes.....	145, 173
Swimming (Movement Power)		146
Surface Only	-1.....	146
Swinging (Movement Power)		146

-T-

Takes No Stun (Automation Special/Defense Power).....		311
Telekinesis: TK (Standard/Attack Power)		147
Fine Manipulation (Adder)	+10pts.....	147
Based On Ego Combat Value: BOECV (Advantage).....	Notes.....	147, 162
Affects Whole Object	-1/4.....	147
Only Works On Limited Types Of Objects: Limited Group	-1/2.....	147
Only Works On Limited Types Of Objects: Very Limited Group	-1.....	147
Range Limitations: No Range (Limitation)	Notes.....	147, 197
Only Affects Water.....	-1/2.....	S-147
Only To hold Sliding Doors Shut.....	-2.....	UMA82
Cannot Be Used To Cause Damage	-1.....	UMA176
Only To Throw Target To Ground.....	-2.....	UMA176
Only Effects Characters Moving On The Ground.....	-1/4.....	UMA176
DEX Roll Cancels Effect	-1/4.....	UMA176
The Ultimate Martial Artist.....	Notes.....	UMA130
Telepathy (Mental Power)		148-149
Autofire (Advantage).....	Notes.....	149, 162
Broadcast Only	-1/2.....	149
Receive Only	-1/2.....	149
Communication Only	-1/4.....	149
Empathy: All Emotions.....	-1/2.....	149
Empathy: single Emotion.....	-1.....	149
Language Barrier.....	-1/2.....	149
Must Closely Observe Suspect.....	-1/2.....	S-148
Can Only Read Surface Thoughts	-1/2.....	S-148, S-196

<u>Name</u>	<u>Point Cost</u>	<u>Page Number</u>
Teleportation (Movement Power).....		149-150
Increased Mass (Adder).....	+5pts*	150
Position Shift (Adder).....	+5pts	150
No Relative Velocity (Adder)	+10pts	150
Safe Blind Teleport	+1/4	150
Cannot Be Escaped With Teleportation	+1/4**	150
Must Pass Through Intervening Space	-1/4	150
Can Only Teleport To Fixed Locations: Only fixed Locations.....	-1	150
Can Only Teleport To Fixed Locations: Floating Location.....	-1/2	150
Gate.....	-1	S-149
Only To “Vanish” When No One Is Looking	-1/2	UMA77
No Non-Combat Multiple	-1/4	UMA77
Can Only Teleport To Places Character Could Normally Go	-1/2	UMA77
Time Delay (Advantage).....		173
Basic Cost.....	+1/4	173
Transdimensional (Advantage).....		174
Single Other Dimension.....	+1/2	174
Related Group Of Dimensions, One At A Time	+1/4 More, Total +3/4	174
Any Dimension, One At A Time	+1/4 More, Total +1	174
Transfer (Adjustment/Attack Power)		151
PD, Or ED, Applies.....	-1	151
Only Works On Characters At 0 Body Or Below.....	-1/2	S-151
Transferred Points Return Immediately When Target Dies	-1/2	S-151
The Ultimate Martial Artist.....	Notes	UMA130
Transform (Standard/Attack Power).....		152-154
Improved Target Group: Limited Group.....	+1/4	154
Improved Target Group: Anything.....	+1	154
Partial Transform.....	+1/2	154
Variable Healing Method.....	+1/2	154
Area Of Effect: AOE (Advantage).....	Notes	154, 159-160
Explosion (Advantage).....	Notes	154, 166
Based On Ego Combat Value: BOECV (Advantage).....	Notes	154, 162
Works Against Ego, Not Body.....	+1/4	154
Works Against Ego, Not Body: If Average Ego Is Higher Than Body	-1/4	154
All Or Nothing	-1/2	154
Limited Target: Slightly Limited Group	-1/4	154
Limited Target: Limited Group.....	-1/2	154
Limited Target: Very Limited Group.....	-1	154
Focus (Limitation).....	Notes	154
Must Meet Basilisk’s Gaze	-1	S-174
The Ultimate Martial Artist.....	Notes	UMA130
Trigger (Advantage).....		174-175
Set Trigger	+1/4	174-175
Variable Trigger.....	+1/2	174-175
Trigger Can Misfire.....	+1/4 Less, Minimum +0	174-175
Only Useable by Trigger: Applied To Enhanced Senses	-1**	175
The Ultimate Martial Artist.....	Notes	UMA132

<u>Name</u>	<u>Point Cost</u>	<u>Page Number</u>
Tunneling (Movement Power)		155
Fill In (Adder)	+10pts	155
Hardened (Advantage).....	Notes	155
Limited Medium: Limited.....	-1/2	155
Limited Medium: Very Limited.....	-1	155
Limited Medium: Walls Only	-1/2	S-155
Limited Medium: Soil	-1/2	UMA130
Maximum Distance 1”	-1	UMA130
The Ultimate Martial Artist	Notes	UMA130

-U-

Uncontrolled (Advantage).....		175
Basic Cost.....	+1/2	175
Usable On Others: UOO (Advantage).....		176-178
Usable By Others	+1/4	176
Usable Simultaneously	+1/2	176
Usable As Attack: UAA	+1	176-177
Ranged.....	+1/2 More	173,176
2x Targets Or 2x Mass.....	+1/4 More*	176
Line Of Sight Not Needed After Initial Use	Buy Persistent With UOO.	176

-V-

Variable Advantage (Advantage).....		178
Basic Cost Is Half The Amount Of Advantage Points Required	Varies	178
The Ultimate Martial Artist	Notes	UMA132
Variable Limitations (Limitation).....		202
Basic Cost Is Half The Amount Of Limitation Points Required	Varies	202
Variable Power Pool: VPP (Power Framework).....		209-210
Powers Can Be Changed As A Half-Phase Action.....	+1/2	210
Powers Can Be Changed As A Zero-Phase Action.....	+1	210
No Skill Roll Required	+1	210
Cosmic: Zero-Phase Action, No Skill Roll Required.....	+2	210
VPP Can Only Be Changed Between Adventures: Takes Days	-1/2	209
VPP Powers Can Be Changed Only In Given Circumstance	-1/2	209
Character Has No Choice Regarding how Powers Change	-1	209
Slightly Limited Class Of Powers Available	-1/4	209
Limited Class Of Powers Available	-1/2	209
Very Limited Class Of Powers Available	-1	209
Can Only Be Changed In A Laboratory	-1/2	S-210
Need Bulky Spell Book To Change Spells	-1/2	S-210
Powers May Only Be As Powerful As Target’s Powers	-1/2	S-210
VPP Mimics Target’s Powers	-1/2	S-210
Variable Special Effects (Advantage).....		178
Limited Group Of Special Effects	+1/4	178
Any Special Effect.....	+1/2	178
Visible (Limitation).....		202
Basic Cost.....	-1/4	202

-W-

-X-

-Y-

-Z-