

## NEW ABILITIES for MIGHTY PROTECTORS™

### MENTAL ABILITY D) INERTIA

The character can reduce the movement rates of other characters and vehicles. This is a unique Voluntary attack ability, with a range of STx2" and a PR of 1 per use.

CPs	Inertia Divisor
(2.5)	1.5
(5)	2
(7.5)	3
(10)	4
(12.5)	6
(15)	8
(17.5)	12
(20)	16
(22.5)	24
(25)	32
(27.5)	48
(30)	64
(32.5)	96
(35)	128
(37.5)	192
(40)	256
(42.5)	384
(45)	512
(47.5)	768
(50)	1024

Divide all the target's movement and acceleration rates by the ability's Divisor, rounding down. This effect lasts for 6 rounds.

**Example:** Resistor hits American Woman with Inertia that has a Divisor of 12. American Woman's Move of 17" becomes  $(17/12) = 1.42$ ", which rounds down to 1". Her 48" Flight acceleration and 728" top speed become  $(48/12) = 4$ " and  $(728/12) = 60.67$ " (rounding down to 60") respectively.

The character may Push, adding the extra Power spent to their Inertia Divisor. Targets may not roll with an Inertia attack.

#### • Inertia Modifier: Limited Movement Types

There is a (-5) cost adjustment if the Inertia only affects one movement medium, such as 'through the air' (Flight, leaping, etc.), 'on the ground' (ground move, crawling, etc.). The movement abilities of a character leaving an affected medium are still affected on the turn when they move out (for example, a flying character standing in a muddy pit flies at a reduced speed on the first turn when they're flying out of it).

## PHYSICAL ABILITY J) TUNNELING

This Voluntary ability allows the character to burrow or drill through solid matter, leaving an open tunnel behind them. By default, the diameter of the tunnel is the same as the character's Profile.

Tunneling is not a movement ability. It merely allows the character to open a tunnel in front of them during their Movement phase, so that they may pass through it simultaneously using a movement ability. The character thus travels at either the rate of their movement ability or their maximum tunneling speed, whichever is lower. Range = Touch, PR = 1 per Turn of use.

### Maximum Structural Rating (SR)

The maximum SR that the character can Tunnel through (without Pushing) depends on the number of CPs they spend on that ability, as shown on the following table:

CPs	Maximum SR
(2.5)	1
(5)	2
(7.5)	3
(10)	4
(12.5)	5
(15)	6
(17.5)	7
(20)	8
(22.5)	9
(25)	10
(27.5)	11
(30)	12
(32.5)	13
(35)	14
(37.5)	15
(40)	16
(42.5)	17
(45)	18
(47.5)	19
(50)	20

### Maximum Tunneling Speed

The maximum rate at which the character may 'dig' (without Pushing) depends on the number of CPs they spend on that ability, as shown on this table:

CPs	Maximum Speed
(-5)	1
(-2.5)	2
(0)	3
(2.5)	4
(5)	6
(7.5)	8
(10)	12
(12.5)	16

(15)	24
(17.5)	32
(20)	48
(22.5)	64
(25)	96
(27.5)	128
(30)	192
(32.5)	256
(35)	384
(37.5)	512
(40)	768
(42.5)	1024
(45)	1536
(47.5)	2048
(50)	3072

### Pushing Tunneling

Tunneling may be Pushed (see 5.5) to increase its Maximum SR by 1 point per point of Power spent, and it may be Pushed to double the character's Maximum Tunneling Speed. It may not be Pushed in both ways at the same time, however.

### Tunneling Damage

This ability must be associated with one of the character's attack abilities (punching, a melee weapon, a ranged attack, etc.) when it is purchased. For example, a character who digs with their hands might associate their Tunneling with their unarmed Punch attack.

For every full (5) CPs that the character spends between their Maximum SR and Maximum Speed, they receive a damage bonus of +1 on the associated attack. As always, a character's damage abilities may not exceed their Damage Cap.

**Example:** Pocket Mouse digs with his claws. He has taken (7.5) CPs of Maximum SR and (5) CPs of Maximum Speed, for a total of (12.5) CPs.  $(12.5/5) = 2.5$ , so Pocket Mouse gets a bonus of +2 damage when attacking with his claws.

- **Tunneling Option: Collapse**

There is a cost adjustment of (+7.5) if the character has the option to collapse the tunnel directly behind them while they move. There is no cost adjustment if the character's tunnels always collapse. The collapsed material has only  $\frac{1}{2}$  of the SR of the original material (rounded up).

- **Tunneling Option: Wider Tunnel**

The width of the character's tunnel may be doubled for a cost adjustment of (+2.5). This option may be applied multiple times.

- **Tunneling Option: Narrower Tunnel**

The width of the character's tunnel may be halved for a cost adjustment of (+2.5). This option may also be applied multiple times.