

NEW ABILITIES for MIGHTY PROTECTORS™

BRIDGE TRAVEL

This Voluntary ability enables a character to move in 3 dimensions through atmosphere and liquids at a rate of 32 spaces per Turn (x2 if pushed), from a beginning 'anchor point' attached to a physical or solid energy object, leaving a solid 'Bridge' behind as they go. This happens on the character's Movement phase. Other characters may also move along the Bridge at their ground movement rate (or be carried), though added weight may break the Bridge (see below). PR=0 per hour of sustained use. Bridges crumble to dust (or melt, etc.) in one hour.

Bridges are 1 space (i.e., 5 feet) wide and 1 foot (.2 spaces) thick by default. Their breakpoint and structural rating (SR) depend on the base number of CPs spent (see below). Suggested materials for the Bridge are also given; choose one. Breakpoint and SR are used to adjudicate damage to the Bridge. The GM must decide which mechanic to use on a case by case basis.

CPs	Breakpoint	SR / Material
-5	6	1 / clay, earth
0	7	2 / bamboo, electronics
5	8	3 / ice, quartz
10	9	4 / bone, glass
15	10	5 / brick
20	11	6 / concrete, granite
25	12	7 / marble, machinery
30	13	8 / aluminum, lead
35	14	9 / bronze, silver
40	15	10 / iron, platinum
45	16	11 / steel
50	17	12 / tungsten

Each time weight or similar stresses are applied to the Bridge, make a Mass roll derived from the total weight on the Bridge. If the roll matches or exceeds the Bridge's breakpoint, it breaks at a random place between the point where the stress was applied, and its anchor. If the Bridge has suffered structural damage along that length, then those place(s) break first. When a Bridge is broken, characters and objects on the broken section begin to fall.

Similarly, damage which destroys more than half of a Bridge's width or thickness causes it to break at that point. The width and thickness of a bridge may be increased independently by increasing the PR paid per round. This must begin at the bridge's anchor; increasing it later would break the bridge.

PR Cost	Bridge Width or Thickness	Breakpoint*
1	x1	0
2	x1.5	+1
3	x2	+3
4	x3	+4
5	x4	+6
6	x6	+7
7	x8	+9
8	x12	+10
9	x16	+12
10	x24	+13

*The Bridge's SR isn't affected, only its Breakpoint.

The character may voluntarily decrease the width and/or thickness of the Bridge, starting at its anchor point, with no change to its PR cost or SR but reducing its Breakpoint by 3 each time its width or thickness is halved.

• Option: Faster (or Slower) Bridge

The rate at which the character can travel by bridge per turn may be modified in exchange for a cost adjustment.

CPs	Maximum Speed
(-22.5)	1 (.5 mph)
(-20)	2 (.7 mph)
(-17.5)	3 (1 mph)
(-15)	4 (1.3 mph)
(-12.5)	6 (2 mph)
(-10)	8 (2.5 mph)
(-7.5)	12 (3.8 mph)
(-5)	16 (5 mph)
(-2.5)	24 (8 mph)
(0)	32 (11 mph)
(+2.5)	48 (16 mph)
(+5)	64 (21 mph)
(+7.5)	96 (33 mph)
(+10)	128 (44 mph)
(+12.5)	192 (66 mph)
(+15)	256 (87 mph)
(+17.5)	384 (131 mph)
(+20)	512 (174 mph)
(+22.5)	768 (262 mph)
(+25)	1024 (348 mph)
(+27.5)	1536 (523 mph)
(+30)	2048 (697 mph)

• Option: Maze Travel

For a (0) cost adjustment, the character leaves a trail of vertical walls behind, instead of a horizontal bridge. Maze Travel can only be used on surfaces which the character is already able to traverse, but it can be used to encircle opponents and to 'wall off' areas (though it does not create a 'roof' over the enclosed area). For a (+5) cost adjustment, the character can create either bridges or mazes (choosing one or the other at the anchor point).

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.

PHYSICAL ABILITY K) Possession

The character can take direct control of the body of an opponent with an IN score, while losing the ability to act physically in the meantime.

Possession is a Physical 'Other' damage type save attack. AG save +3 to hit. Possession has no range; the character must be able to touch the target in order to use this Ability on them. PR = 4 per attempt. This is a Voluntary ability.

If a hit is scored, the target gets a CL save. Add the target's dedicated anti-Possession protection (if any) to their target number, while also applying the attacker's Possession save modifier (see below). If the target is willing and able to 'roll' with the attack, then add those points to the target number as well. If the save succeeds, then the target isn't affected.

Unlike Mind Control, the attacker immediately knows for certain whether they've successfully Possessed their target, and they have a Telepathic Link (MP p. 75) with their victim for as long as they remain Possessed. The victim's mind remains conscious, able to perceive the world using their own Continual senses (unless the character actively suppresses them) and communicate telepathically with the character possessing them, and they'll remember everything they did or perceived while possessed, but they won't realize they're possessed unless the character makes them do something against their nature (and they succeed at an IN save), or if the character communicates with them.

The character's body is effectively Non-Corporeal (MP p.58) for as long as the Possession continues, 'inhabiting' the body of the victim and being carried along with it automatically. Unlike Non-Corporeality, the character retains a sense of touch and the ability to interact and attack physically (though only by using the victim's physical form and abilities). The character can also speak through the victim. Physical attacks on the pair only affect the possessed victim. The character can still be attacked independently by mental attacks if the attacker is able to perceive them (see below). As with Non-Corporeality, the character cannot use any of their own offensive abilities against corporal targets while Possessing a victim. The character may leave the victim's body voluntarily, but doing so releases the victim and instantly restores the character to corporeality.

To recover, the victim may re-roll their save each between-rounds phase (and each time they're ordered to do something against their nature) at a further penalty of -10. An additional save is allowed each time another character uses an action to

encourage the victim to break free, at a further difficulty modifier of -10 plus the other character's CL save.

The character gains complete knowledge of and control over their target's abilities. They may ask the victim anything they wish about their background, weaknesses, and other secrets, and the victim must answer truthfully (though the GM may allow them another roll to recover first, if they are highly motivated to withhold that information).

The character's presence within the victim leaves small, telltale signs which may be noticed by observers who possess applicable senses.

Possession takes some concentration to maintain (MP p. 89). Any break in the character's centration (i.e., any attack which causes hit point damage, or failure to resist a Save attack) releases the Possessed victim - ejecting the character, who immediately becomes corporeal again.

CPs	Possession Save Modifier
(2.5)	+4
(5)	+3
(7.5)	+2
(10)	+1
(12.5)	0
(15)	-1
(17.5)	-2
(20)	-3
(22.5)	-4
(25)	-5
(27.5)	-6
(30)	-7
(32.5)	-8
(35)	-9
(37.5)	-10
(40)	-11
(42.5)	-12
(45)	-13
(47.5)	-14
(50)	-15

- **Possession Modifier: Emotional Only**

The character can only affect their possessed target's emotions, rather than having direct control over all of their thoughts and actions. See Emotion Control. Cost Adjustment: (-5)

SHAPING

This is the ability to create solid constructs of inert matter or kinetic energy.

A) Shape Creation

This is the version of Shaping which appears in the Mighty Protectors™ rulebook.

B) Shape Travel

Take the Bridge Travel Ability to enable the character to propel themselves along column of physical material or solid energy.