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).

CHANGE ENVIRONMENT

A) Damaging

This voluntary ability enables a character to make temporary, usually harmful adjustments to their surrounding environment. Takes 1" of movement to activate, affects an area centered on the character, and moves with the character. PR = 1 per round to maintain. The physical damage type inflicted must be specified when this ability is taken.

Change Environment deals 1 damage point of the selected type (for example, high temperature Entropy or low atmospheric pressure Entropy as shown on p. 119, or any other physical damage type) per combat round. The character is immune to the harmful effects of their own Damaging Environment.

Base Cost depends on this Ability's area of effect:

CPs	Diameter
(2.5)	5"
(5)	7"
(7.5)	9"
(10)	11"
(12.5)	15"
(15)	19"
(17.5)	23"
(20)	27"
(22.5)	33"
(25)	39"
(27.5)	45"
(30)	51"
(32.5)	59"
(35)	67"
(37.5)	75"
(40)	83"

- **Damaging Environment Modifier: Harmless**

There is a cost adjustment of (-2.5) if character's Change Environment ability deals no damage. It can still trigger various ability Enhancements and Restrictions, or character Weaknesses.

- **Damaging Environment Modifier: More Damage**

The Ability deals +1 damage per round per (+2.5) cost adjustment.

- **Damaging Environment Modifier: Vacuum**

For a (+10) cost adjustment, this ability deals Other: Vacuum damage (see p. 119).

- **Damaging Environment Modifier: High Atmospheric Pressure**

For a (+10) cost adjustment, this ability deals Other: High Pressure damage (see p. 119).

- **Damaging Environment Modifier: Chlorine Gas**

For a (+12.5) cost adjustment, this ability deals Other: Chlorine Gas damage, and requires saves as described on p. 119.

- **Damaging Environment Modifier: Phosphene Gas**

For a (+15) cost adjustment, this ability deals 1 point of Other: Phosphene Gas damage plus 1 point of Biochemical contact damage, and requires saves as described on p. 119. If the More Damage modifier is applied, it increases both damage types for a cost adjustment of (+5) per +1/+1.

- **Damaging Environment Modifier: Hard Radiation**

Hard Radiation deals 5 points of Devitalization Entropy damage instead of 1 point of normal damage, and may require medical treatment as described on p. 119, for a (+2.5) cost adjustment.

B) Sensory

If the character changes the environment in a way which affects the senses, they should take Darkness Control instead.

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) Swarm

The character is a mass of tiny parts, such as insects or nanobots. This could also apply to any characters who are mostly homogenous material or 'blobs'.

Hit point damage taken by a swarm reduces its profile, saving rolls and damage rolls. See table below. Swarms are immune to Knockout as per Willpower D) Total Pain Resistance, but they still have a 'vital area' (such as a queen, brain ganglia, or central processing nanobot) which can be affected by head shots. This Continual ability costs (5) CPs. PR = 0 per hour.

Remaining Hits:	Profile:	Dmg / Save Attack Mod*:	Save Mod:
1/2	/1.25	-2 / +2	-1
1/4	/1.6	-4 / +4	-2
1/8	/2	-6 / +6	-3

*Damage dealt by the swarm is reduced, while saving rolls against the swarm's Save attacks get easier.

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.

Both characters still roll for initiative, and the possessed character responds to commands on their own initiative.

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-Corporealness, 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-Corporealness, 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 concentration (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 a column of physical material or solid energy.

STRETCHING E) PLASTICITY (UPDATE)

The character's body is permeable at will. They can 'engulf' any physical object(s) which fit within their physical volume, and also form 'bubbles' inside themselves which can then be filled with gas or liquids, again limited by their physical dimensions. Inserting an object or bubble within oneself takes 1" of movement. Adding the Inflation Ability enables the character to engulf much larger objects.

At higher base CP costs their body also softens the impact of physical attacks, providing Kinetic armor protection. PR=0 per Round. This is a Continual Ability.

CPs	Kinetic Protection
(2.5)	0
(5)	1
(7.5)	2
(10)	3
(12.5)	5
(15)	6
(17.5)	8
(20)	9
(22.5)	11
(25)	12
(27.5)	13
(30)	14
(32.5)	15
(35)	16
(37.5)	17
(40)	18
(42.5)	19
(45)	20
(47.5)	21
(50)	22

Engulfing a target whole takes a "grapple lock" maneuver. Squeezing part of an engulfed victim takes a Grappling called shot on that body part or piece of Gear.

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 though 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 ½ 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.

UNPROTECTION

This Voluntary attack ability reduces the target's protection (armor or structural rating, but not Force Fields, the effects of Ability Fields) vs. kinetic damage over a 1/2" diameter area. Unprotection also immunizes damage points from being reduced by Invulnerability, Adaptation, etc.

Unprotection affects one entire 'man-sized' target. If used on larger creatures, treat it as an Unprotected Spot (see Unprotect Spot Option, below) but with a larger 1" profile.

Unprotection has no range; the character must physically touch the target. PR = 1 per use. The effect lasts for 1 minute (6 combat Rounds). There is no further effect once a target's kinetic protection has been reduced to 0, other than extending its duration (see below).

The CP cost of this Ability determines the number of protection points which are temporarily lost by the target per use.

CPs	Unprotection	Max
(0)	-1	-2
(5)	-2	-4
(10)	-3	-6
(15)	-4	-8
(20)	-5	-10
(25)	-6	-12
(30)	-7	-14
(35)	-8	-16
(40)	-9	-18
(45)	-10	-20
(50)	-11	-22
(55)	-12	-24

Subsequent Unprotection hits subtract -2 more from the target's protection, up to the new Unprotection attack's own Max (see table). The duration is re-set to 6 Rounds on each subsequent application, but is not cumulative.

- **Unprotection Option: Unprotect Spot**
The target's protection is only reduced at a particular spot, which is randomly placed on the target's body unless the character makes a called shot to place that spot at a particular location. Later attacks attempting to exploit that Unprotected spot must be called shots aimed at that spot. This yields a (-10) cost adjustment.

- **Unprotection Option: Alternate Damage Type**
You may select a different damage type, other than Kinetic, at no cost adjustment.

- **Unprotection Option: Unprotected vs. Multiple Damage Types**
When purchasing this Ability, you may distribute its points of Unprotection as desired among muiltiple damage types at no cost adjustment. Double the points assigned to each separate damage type to determine its Max Unprotection. Example: Chillax can Unprotect for -3 vs. Kinetic (Max -6) and -1 vs. Energy (Max -2), at the same time, for (15) CPs.

- **Unprotection Option: Affects Damage Sub-Type**
There is a (-5) cost adjustment if Unprotection only affects a damage sub-type (example: Sharp Kinetic).

- **Unprotection Option: Affects Specific Damage Form**
There is a (-7.5) cost adjustment if Unprotection only affects a specific damage form (example: Bullets).

NEW WEAKNESSES FOR MIGHTY PROTECTORS™

LOW SELF-CONTROL

Anti-Reflection

Each time the character attacks with a non-Gear ability, there is a 25% chance that they either target themself, or that the target gets the benefit of one of the attacker's non-Gear defensive or protective abilities. This Weakness is worth (-10) CPs.

Split Personality

The character has another entire personality, rolled randomly in MP sections 2.1.2.3 thru 2.1.6. All of the character's personalities are aware of what's been happening to the character, but will have different opinions about it. (-5) CPs. The character must also take a minimum of (-2.5) CPs of mental Weaknesses, which are different for each personality.

PHYSICAL DISABILITY

Frailty

The character has 1 fewer Hit point per (-1) CP of this Weakness.

Hemophilia

Whenever the character takes Sharp Kinetic hit point damage, they begin to bleed 1 point of 'Other' (Bleeding) damage per Round. Bleeding can be stopped by a successful Medical task check.

Low Energy

The character has 5 fewer Power points per (-2.5) CPs of this Weakness.

Obvious

As per the 'Obvious' Limitation, but it's always on and worth twice as many CPs.

Surplus Arm

The character has an extra, useless arm & hand. This results in a -1 penalty on all AG saves, but the extra arm can be used in place of any of the character's other arms which becomes disabled. (-2.5) CPs per extra arm.