**Wild Talents Reference**

### Character Costs

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<th>Stats</th>
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<td>Hyperstats</td>
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<td>Skills</td>
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<td>Hypermind</td>
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<table>
<thead>
<tr>
<th>Base Will</th>
<th>3 per Base Will point</th>
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<td>Willpower</td>
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### Stats and Skills

Add Stat + Skill to determine your dice pool. Base Will = Charm + Command.

**Body**

- Athletics
- Block
- Brawling
- Endurance
- Melee Weapon (Type)

**Coordination**

- Dodge
- Driving (Type)
- Ranged Weapon (Type)
- Stealth

**Charm**

- Lie
- Performance (Type)
- Persuasion

**Command**

- Interrogation
- Stability

**Sense**

- Empathy
- Scrutiny
- Perception

**Spending Willpower**

**Gift:** Donate WP to an ally.

**Improvement:** Improve a Stat, Skill or superpower, usually during “down time”.

**Inspiration:** Pay 1 WP to gain a bonus die.

**Intuition:** Add 1d to Sense for the declaration phase only.

**Resist Influence:** Pay 1 WP to reduce the width of an effect on you by 1.

**Shake It Off:** Pay 1 WP for –1 Shock damage, or 2 WP for –1 Killing.

**Stay Alive:** One round for 1 WP.

**Wake Up:** Pay 1 WP to gain an Endurance roll to regain consciousness.

### Gaining Willpower

**Rest:** Gain 1 WP per night up to Base Will.

**Heroism:** Gain 1 WP for voluntarily risking yourself to protect another.

**Performance:** Gain 1 WP for spectacular action.

**Luck:** Gain 1 WP for rolling a set at height 10 (Hard Dice and Wiggle Dice don’t count).

**Victory:** If you defeat a superhuman, gain his or her Base Will in WP.

**Loyalty:** Gain WP by supporting, serving and protecting the subject of your loyalty, and getting recognition and other affirmation for it.

**Passion:** Gain WP by fulfilling your personal passion in some way.

### Wild Talents Dice

**Normal Dice (d):** Roll no more than 10d and look for sets of matching dice. Dice penalties remove normal dice after Hard Dice.

**Hard Dice (hd):** Set each hd to “10” before rolling the rest. Dice penalties remove Hard Dice first.

**Wiggle Dice (wd):** Set each wd to any value you want after rolling the rest. Dice penalties remove Wiggle Dice last.

**Bonus Dice:** Add +1d or +2d due to preparation, aiming, or some other advantage before rolling.

**Penalty Dice:** Each removes one die from your dice pool: Hard Dice, then normal dice, then Wiggle Dice.

**Gobble Dice:** Each offsets one penalty die.

### Superpower Qualities and Costs

**Attacks (2):** Inflicts width in Shock and Killing.

**Extra Attacks levels (1 each):** Each adds +1 Shock and Killing.

**Defends (2):** Allows a defense roll to “gobble” attack dice.

**Extra Defends levels (1 each):** Each adds +1 “gobble die.”

**Flaws**

- Always On
- Armored Defense
- Attached
- Automatic
- Backfires
- Base Will Cost
- Delayed Effect
- Depleted
- Direct Feed
- Exhausted
- Focus
- Accessible
- Adaptation
- Booby-Trap
- Bulky
- Crew
- Delicate
- Durable
- Environment-Bound
- Friends Only
- Immutable

**Extras**

- Area
- Augment
- Booster
- Burn
- Controlled Effect
- Daze
- Deadly
- Disintegrate
- Duration
- Electrocuting
- Endless
- Engulf
- Go First
- Hardened Defense
- High Capacity (Type)
- Interference
- Native Power
- No Physics
- No Upward Limit
- Non-Physical
- On Sight
- Penetration
- Permanent
- Power Capacity (Type)
- Radius
- Speeding Bullet
- Spray
- Subtle
- Traumatic
- Useable By Others
- Variable Effect

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Miracle Cafeteria

Aces (A D U; 12 per die)
Add your dice to some other action, at a cost of 1/2/4 WP per die thrown.

Alternate Forms (A D U; 18 per die)
Change your shape and “transfer” dice from Alternate Forms to some other power appropriate to the new shape.

Bind (U; 4 per die)
Immobilize a target or object at a distance.

Block (D; 2 per die)
Defend against an attack.

Containment (D U; 14 per die)
Hold things in place at a distance.

Control (Type) (A D U; 6 per die)
Manipulate some energy or substance. If you can manipulate something with mass, Control has no range unless you take the Power Capacity (Range) Extra.

Cosmic Power (A D U; 21 per die)
Manifest any power you wish by “transferring” dice from Cosmic Power to the new power.

Create (Type) (A D U; 6 per die)
Create some substance or energy out of thin air.

Custom Hit Locations (U; 2 per die)
Rearrange your hit locations and wound boxes.

Dead Ringer (U; 7 per die)
Change your appearance to impersonate anyone or anything of about the same size.

Duplicates (D U U; 12 per die)
Create duplicates of yourself to perform multiple actions and augment your actions.

Elasticity (U; 2 per die)
Stretch and contort your body.

Extra Tough (U; 5 per die)
Gain width in additional wound boxes on each hit location.

Flight (D U; 4 per die)
You can fly!

Gadgeteering (A D U U; 16 per die)
Create gadgets that emulate other powers by "transferring" Gadgeteering dice into the new powers.

Ghost (D U; 6 per die)
Manifest a semi-substantial clone that can wander while your own body sleeps.

Harm (A; 2 per die)
Attack for width in Shock and Killing damage.

Healing (U+1; 1 per die)
Heal width in Shock and Killing damage.

Heavy Armor (D; 6 per die)
Each die removes one die of equal or lesser height from each attack against you.

Illusions (A D U; 6 per die)
Make the target see, hear, feel or smell anything you want.

Immunity (Type) (U; 3 per die)
You are immune to some otherwise dangerous substance or environment.

Insubstantiality (A D U+1; 6 per die)
You can become completely immaterial.

Invisibility (D U; 5 per die)
Turn invisible.

Invulnerability (D D U; 20 per die)
Gain immunity to dangerous environments and armor that resists weapon damage and penetration.

Jinx (A D U; 8 per die)
Each die removes one die of equal or lesser height from an opponent’s dice pool, at a cost of 1/2/4 WP per Jinx die.

Light Armor (D; 3 per die)
Gain width in LAR.

Mind Control (U; 2 per die)
Control the target's behavior.

Minions (U; 4 per die)
Summon a group of minions.

Multiple Actions (U; 2 per die)
Gain bonus dice with multiple actions.

Nullify (Type) (U; 4 per die)
Nullify one Archetype Source, at a cost of 1/2/4 Willpower per die thrown.

Perceive (Type) (U; 2 per die)
Sense some stimulus outside normal human awareness.

Power Mimic (A D U; 15 per die)
Touch a target to copy his or her powers by “transferring” Power Mimic dice into the copied powers.

Precognition (U; 2 per die)
Get answers to questions about the future, at a cost of 1/2/4 WP per die.

Psychic Artifacts (A D U; 18 per die)
Create immaterial objects that can emulate other powers by “transferring” Psychic Artifacts dice into the new powers.

Puppet (U; 4 per die)
Take over a target's mind.

Regeneration (U; 5 per die)
Heal width in Shock and Killing on each of your own hit locations each round.

Resilient (U; 3 per die)
Heal width in Shock on each of your own hit locations each round, after combat ends.

Sidekick (D U; 6 per die)
Manifest an entity that acts on its own.

Size Shift (D U; 5 per die)
Increase or decrease your size.

Telekinesis (A D U; 10 per die)
Move objects with your mind.

Telepathy (A D U; 8 per die)
Read minds.

Teleportation (A D U; 6 per die)
Move instantly from one place to another.

Time Fugue (D U; 11 per die)
Freeze time for a single target, removing dice from all the target’s actions.

Transform (Type) (U; 4 per die)
Either change a particular substance to anything else, or transform anything to a particular substance.

Unconventional Move (U; 2 per die)
Move in a way that ordinary humans can’t.

Vicious (A+1; 6 per die)
Add damage to any attack.

Willpower Battery (U; 2 per die)
Store Willpower to fuel powers.