

## Wild Talents Reference

### Character Costs

Stats	5 per die	Base Will	3 per Base Will point
Hyperstats	4 per die	Willpower	1 per Willpower point
Skills	2 per die	Superpowers	2 per quality per die
Hyperskills	1 per die		

### Stats and Skills

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

#### Body

Athletics  
Block  
Brawling  
Endurance  
Melee Weapon (Type)

#### Mind

First Aid                      Research  
Knowledge (Type)          Security Systems  
Language (Type)           Streetwise  
Medicine                      Survival  
Navigation                    Tactics

#### Coordination

Dodge  
Driving (Type)  
Ranged Weapon (Type)  
Stealth

#### Charm

Lie  
Performance (Type)  
Persuasion

#### Sense

Empathy                      Scrutiny  
Perception

#### Command

Interrogation                Stability  
Intimidation  
Leadership

### 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.

### Zero Willpower

Each power's Hard Dice and Wiggle Dice become normal dice; all power dice pools are halved. Any further Willpower loss comes from Base Will instead.

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### Superpower Qualities and Costs

<i>Attacks (2):</i> Inflicts width in Shock and Killing.	<i>Defends (2):</i> Allows a defense roll to “gobble” attack dice.	<i>Useful (2):</i> Does . . . something else.
<i>Extra Attacks levels (1 each):</i> Each adds +1 Shock and Killing.	<i>Extra Defends levels (1 each):</i> Each adds +1 “gobble die.”	<i>Extra Useful levels (1 each):</i> Each offsets one penalty die.

#### Extras

Area	+1	Spray	+1	Indestructible	+2
Augment	+4	Subtle	+1	Irreplaceable	–2
Booster	+1	Traumatic	+1	Manufacturable	+2
Burn	+2	Useable By Others	+2	Operational Skill	+0
Controlled Effect	+1	Variable Effect	+4	Secret	+1
Daze	+1			Unwieldy	–1 or –2
Deadly	+1 or +2	<b>Flaws</b>		Fragile	–1
Disintegrate	+2	Always On	–1	Full Power Only	–1
Duration	+2	Armored Defense	–2	Go Last	–1
Electrocuting	+1	Attached	–1 or –2	Horrifying	–1
Endless	+3	Automatic	–1	If/Then	–1
Engulf	+2	Backfires	–2	Limited Damage	–1
Go First	+1	Base Will Cost	–4	Limited Width	–1
Hardened Defense	+2	Delayed Effect	–2	Locational	–1
High Capacity (Type)	+1	Depleted	–1	Loopy	–1
Interference	+3	Direct Feed	–2	Mental Strain	–2
Native Power	+1	Exhausted	–3	Touch Only	–2
No Physics	+1	Focus	–1	No Physical Change	–1
No Upward Limit	+2	Accessible	–1	Obvious	–1
Non-Physical	+2	Adaptation	–2	One Use	–4
On Sight	+1	Booby-Trapped	+1	Reduced Capacities	–1
Penetration	+1	Bulky	–1	Scattered Damage	–1
Permanent	+4	Crew	–1	Self Only	–3
Power Capacity (Type)	+1 or +2	Delicate	–1	Slow	–2
Radius	+2	Durable	+1	Uncontrollable	–2
Speeding Bullet	+2	Environment-Bound	–1	Willpower Bid	–1
		Friends Only	+2	Willpower Cost	–2
		Immutable	–1	Willpower Investment	–1

### 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 removes one die from an opposing set of equal or lesser height and width.

*Loose Dice:* Dice that don't match any others in the roll.

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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.