

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

Coordination

Dodge
Driving (Type)
Ranged Weapon (Type)
Stealth

Charm

Lie
Performance (Type)
Persuasion

Sense

Empathy
Perception
Scrutiny

Command

Interrogation
Intimidation
Leadership
Stability

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.

Wild Talents Reference

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 | Flaws | | 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.

Wild Talents Reference

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.