

Flaws

One way to cheapen your power is to restrict its use. Flaws reduce the usefulness of a power as well as the cost...

The simplest way to handle Flaws is to negotiate with your GM. Or, you can determine just what the new Flaw prevents the ability from doing and subtract the appropriate quality costs from the Miracle qualities table. Generally, the more flawed a power is, the cheaper it becomes. Often Flaws simply offset the qualities that make a power expensive. (If a power only works when the Talent is emotionally tranquil, that gets rid of the "Attacks" and "Defends" qualities right there.) These minuses are cumulative.

Some sample Flaws to get you started include the following.

Attach (-1/-2/-4)

Your power is linked to another power, and cannot be used unless that other power is also being used. For example if your Super Speed is attached to Flight, you can only use Super Speed while flying. The reason this is a significant Flaw is that if the main power fails (due to Will problems or injury), the attached power fails as well automatically.

There is one limitation to this Flaw. The main power *must* have all the Qualities found in the attached powers, or else it cannot be attached at all.

Example: Ivan has the Miracle Flight with the Qualities Defends, Robust and Useful Outside of Combat. He can't Attach a power to it which Attacks, since the main power does not have the Attacks Quality. He *can* Attach any power to it which Defends, is Robust or Useful Outside of Combat (or all three) to his Flight Miracle, since his Flight Miracle has those Qualities.

Backfires (-2/-4/-8)

Every time you use the power, you take a point of killing damage to your torso.

Beacon (-4/-8/-16)

Your Talent power is like a beacon when activated. Other Talents can sense it at more than 200 yards, whether they can see you or not. You can only take this Flaw once, and if you have a power that is "Always On," you must take it for that power (so that your "Beacon" is Always On as well).

Can't Hurt People (-2/-4/-8)

Your power can't target people at all -- Talents *are* included in this restriction.

Can't Interfere (-2/-4/-8)

You can't spend Will points to interfere with the Interfere Flaw, Goldberg Science Devices, Transmuted items or other Talent effects. You can only take this Flaw once, and if you have a power that is "Always On," you must take it for that power (so that your "Can't Interfere" is Always On as well).

Direct Feed (-2/-4/-8)

Whatever the Width of your power's activation roll is, you lose from your Will point total. The better you roll, the more you lose.

Expensive (-1/-2/-4)

Instead of risking an initial Will point to activate the power (see "When Wills Collide" on page ax for more details), you have to spend a point of Will. If you fail at your activation roll, you lose 2 points of Will (the one you spent, and one for failing to activate the power).

Full Power Only (-1/-2/-4)

You can fly super fast, but drop out of the air when you attempt to slow down even a little bit. (Landing is a bitch.) You can punch through a brick wall, but you tend to rip car doors off just getting in and out of a vehicle. This Flaw only works on powers where it would be a Flaw, so no, you can't take it for powers like Heavy Armor or other powers where full power only would be an advantage. As usual, the GM has the final say.

Glow (-1/-2/-4)

When you use your powers, your body glows for the width of the activation roll in rounds (in combat) or minutes (outside of combat). While you're asking yourself why this is a Flaw, consider the following question: Who would you shoot at first, the regular grunt or the glowing guy?

Go Last (-2/-4/-8)

Your power, no matter what you roll, always goes last in combat.

Interfere (-2/-4/-8)

Any Talent can spend a point of Will to automatically interfere with the operation of your power. They don't even have to be affected by it to interfere with it. (This is not a great one to take with Flight, by the way.) By spending this Will point, the opposing Talent automatically cancels out your power—you don't even get a chance to defend in a contest of wills.

In addition, any Talent observing you use your power automatically knows that you have the interfere Flaw.

Loopy (-2/-4/-8)

After you activate your power, you can't take another action until you make a successful Cool+Mental Stability roll. Your power disorients and confuses you -- without this successful roll, you wander around in a stupor...

Loud (-1/-2/-4)

Your power makes an incredible and quite distinctive racket, audible for many hundreds of yards.

Mental Strain (-2/-4/-8)

Every time you use your power you take a point of shock damage to your head. If you use it too much, you're knocked unconscious. This shock damage is healed only with a successful roll against Body (it is not "shaken off" like most other shock damage.)

Nervous Habit (-1/-2/-4)

The power will not work unless you can perform some physical or mental ritual (i.e. wringing your hands, reciting a poem in your head). Nothing you do can change this. No ritual=no power.

No Contest (-2/-4/-8)

The power is automatically "turned off" by the presence of other Talents. You cannot use your ability in their presence.

No Physical Change (-1/-2/-4)

The power, despite what it appears to do, causes no physical changes in your body or the environment. If you are invisible, you are only invisible in the minds of those who might observe you. If you "turn into" a wolf, you still leave behind human footprints.

Peace of Mind (-2/-4/-8)

You must be in a certain mental state to use the power (i.e. angry, scared or happy). The GM judges your mental state. If you are not in your particular mental state, your power does not work.

Shocking! (-2/-4/-8)

Whatever damage your power causes, you take it as Shock damage to your body (on whatever hit location the attack emerges from). If you hit a target for 3 Shock and 3 Killing points of damage with a burst of energy from your arms, you would suffer 6 Shock points of damage to your arm.

Short Duration (-1/-2/-4)

The effect of the power wears off after a number of combat rounds equal to the width of the activation roll. (Obviously, you can't take this with Talents that have permanent effects. If you take this with an attack power, all the damage it does vanishes after the time's up. Characters "killed" by a short-duration attack were really only unconscious.)

Shy (-3/-6/-12)

The power will not work in the presence of anybody. You must be alone and unobserved to use it.

Uncontrollable (-3/-6/-12)

The power has a mind of its own. Once activated with a successful roll, the GM determines what the power does, or does not do. You can shut it off, but only on another successful roll that beats the activation roll. Here's the kicker: If you have Hard Dice *you have to roll them*. Unless they come up 10's the power continues to randomly flail about. Wiggle dice work normally.

Uneven (-2/-4/-8)

Your power sometimes becomes weak for no discernable reason, at the GMs discretion. It doesn't fail, just loses matches out of its set to a minimum success.

Flaws for Aces

Limited Height (-1/-2/-4): You can only make sets of a maximum height of 6 using your Aces. Any matches higher than 6 are discarded.

Limited Width (-1/-2/-4): You can only make sets of a maximum width of 3 using your Aces. Any matches wider than three, and the excess matches are discarded.

Flaws for Affinity

Give or Take (-1/-2/-4): Your power works normally, but you must roll a success or it fails to activate, even when you are exposed to your Affinity. No success=no Affinity (and that usually equals damage).

Addiction (-1/-2/-4): Not only do you *like* your Affinity, you *need* it. If you go a day without exposure to your Affinity, you must make a Cool+Mental Stability roll. If you succeed, you can wait one more day, if you fail subtract 1d from all actions until you feed your addiction.

Flaws for Alert

Dreams (-2/-4/-8): The power only works in your sleep, the night before an attack. You only receive a "bad feeling" the next day about some specific location, nothing more, despite the width or height of the roll.

Flaws for Bind

Poof (-2/-4/-8): Look away from your targets even for a second and the Bind you have on them immediately vanishes.

Flaws for Block

Linked to a Hit Location (-1/-2/-4): Your power is linked only to a single hit location such as your left arm, torso, or leg. Only that limb or location can utilize your Block power. If you can't bring that limb to bear, you can't use your ability.

Flaws for Break

Picky (-1/-2/-4): The power works only against a single type of armor, such as steel plate, concrete or such. It works against nothing else.

Flaws for Containment

No liquids or gas (-1/-2/-4): Your power cannot contain liquids or gas.

Flaws for Control

Blanket Control (-2/-4/-8): When you use your power, you expose yourself to the same effects. (You may only take this Flaw if you control something that is harmful to human beings.)

Flaws for Create

Greedy (-1/-2/-4): Every time you use your power, you lose Will points equal to the width of your activation roll. When the element, phenomenon or complex chemical form disappears, the Will points lost are regained.

Flaws for Dampen

Struggle (-2/-4/-8): You must roll each combat round to maintain your Dampen effect. Any distractions automatically cancel your Dampen attack.

Flaws for Dead Ringer

Absolute Duplication (-1/-2/-4): Once you change out of a form, you cannot return to it until you touch the person again. You cannot remember previous forms. This includes your own: If you wish to resume your original appearance, you must reconstruct it from photographs. Nuances like fingerprints are lost forever. This does have the upside that you can never be forced to resume your "true" form: If you take this Flaw, you don't have one. Unfortunately, of course, your power is always active.

Slow Change (-1/-2/-4): This Flaw can be taken multiple times; each time it is taken, it extends the time necessary to change by 1. In combat, this is measured in rounds; non-combat, in minutes. If someone catches you, it'll be automatically obvious to normals that you're a Talent, with your face and form visibly changing.

Vampiric (-1/-2/-4): You must taste the blood of the target you wish to duplicate. Sight-only duplication is not possible.

Flaws for Detection

Blind Spots (-2/-4/-8): Your power does not work in certain areas. The exact nature of your limitation is up to you and your GM to decide. Perhaps you can't detect things in complete darkness, or things inside of buildings.

See It First (-3/-6/-9): You can only detect objects you have directly seen before. Photos, drawing or any other reproduction of the object will not help. You must see it to track it.

Flaws for Disintegration

Non-organic (-2/-4/-8): You can only disintegrate non-living things. Plants, animals and people are outside your power's ability to affect.

Flaws for Fade

Visible up close (-1/-2/-4): Your Fade power is only effective at a distance of more than 10 feet; otherwise, you're completely visible, albeit very transparent.

Flaws for Fetch

Chain Lightning (-1/-2/-4): Whatever object you Fetch comes along with anything it is touching, up to your Body limit in weight. Fetch an enemies' gun, and his holster, strap and clothes (anything touching the gun which is not living) come along as well. You can't control this reflex. It always happens.

Flaws for Flight

Running Start (-1/-2/-4): You need to take a running start of at least thirty feet before you take off.

Flaws for Ghost

Dream walk (-1/-2/-4): Your power only works when you are sleeping (in a safe and comfortable environment.) Otherwise, it operates normally.

Flaws for Go First

One use per Combat (-1 per Level): Your power only works in the first round per combat. After the initial adrenaline wears off, no dice. Until the next combat, anyway.

Flaws for Goldberg Science

Strenuous (-2/-4/-8): Each "session" of construction or design is so fatiguing that you take your Goldberg Science dice pool in shock damage to your Torso. (Half of this is not recovered after construction is done.) This reflects the exertion of the endeavor.

One of a Kind (-3/-6/-12): You can only create one type of Goldberg device, such as a ray gun, jetpack or telepathy helmet (you select which one Talent power you can imitate when you create your character.) Otherwise your power operates normally.

Flaws for Harm

Graphic (-1/-2/-4): Your Harm destroys the target, crushing bones, spewing blood and bile and flaying flesh. Its effects are so graphic that it's difficult to watch and sometimes, even difficult for you to use. While witnessing your handiwork, make a Cool+Mental Stability roll.

Jumpy (-1/-2/-4): Whenever you're startled, your power tends to go off unchecked. If something takes you by surprise - anything from a sudden loud noise to a sneak attack - make a Cool+Mental Stability roll. If it fails, you don't get Battle Fatigue, but your power goes off in a random direction. It might hit one of your buddies, it might discharge straight up into the air, it might even hit an enemy. Some GMs just determine this by deciding themselves. Some roll a single die with 1-2 meaning it hit an ally, 3-8 meaning it went into an inanimate object or the air, and 9-10 meaning it actually went towards an enemy - if there's one around. You cannot use your power in a directed fashion in the same round it goes off accidentally.

Flaws for Healing

Empathic Healing (-1/-2/-4): Any damage left over on the target after you roll your healing attempt on them is automatically inflicted upon you as well. For example, if you healed all but 2 points of shock damage on a targets' right arm, that damage would be instantly inflicted on your right arm as well. This damage is not shaken off, and must be recovered through normal healing rolls.

Leaves Scars (-1/-2/-4): Your power does not regenerate damaged tissues completely. While it heals shock damage instantly without pain, there is scarring appropriate to the severity of the killing damage suffered when the healing is done.

Flaws for Heavy Armor

Ablative (-1 per Level): Your power is permanently reduced by Penetration, Area and Spray attacks. When your Heavy Armor is gone, you may spend Will to restore it at a one to one value.

Will Drain (-1 per Level): The power eats Will at the cost of 1 point per combat round of active use.

Flaws for Immunity

Perception-Based (-2/-4/-8): Your immunity only works if you know an attack defended against by your Immunity is coming. Foreknowledge is necessary; otherwise, you take the damage.

Flaws for Instant Death

Must Beat the Targets' Body Score in a Dynamic Contest (-2/-4/-8): To damage the target your Instant Death dice pool must beat the subject's Body score in either width or height. If you don't beat it, you can't kill them. This is a bit of a "double or nothing" gamble. If you win, the guy takes the head shot. If he wins, no damage occurs.

Flaws for Insubstantiality

Lose Possessions (-1/-2/-4): Everything you are wearing or carrying drops off you the minute you become insubstantial.

Flaws for Invisibility

Tiring (-1/-2/-4): You gain a point of shock damage to your torso for every minute you remain invisible. This damage is not shaken off after combat, and must be recovered through regular healing rolls.

Flaws for Jinx

Unconscious (-1/-2/-4): The power is automatic, and cannot be turned on or off. In addition, it acts out on your subconscious impulses, inflicting its penalties on anyone you dislike or distrust like your little brother, your drill instructor or your commanding officer. Will costs remain the same.

Flaws for Multiple Actions

Blunt (-1/-2/-4): You can only complete tasks that don't require complex or delicate maneuvering. You can punch, dodge, or kick, but not sew, sort or write at high speed.

Flaws for Perception

Sensitive (-1/-2/-4): If your Perception power is exposed to large levels of the phenomenon it is designed to detect, it overloads and ceases to work for the number of hours equal to the width of the roll.

Flaws for Precognition

Static (-2/-4/-8): Your visions of the future consist of a single static image, and nothing more.

Flaws for Psychic Artifact

Visible (-1/-2/-4): Your Psychic Artifacts are visible to normal humans, not just Talents. They don't look quite real, instead looking like an idealized version of the object rendered in a translucent glass of any color you choose (if you don't choose a color, they're black).

Flaws for Rapport

Emotional Rapport (-1/-2/-4): You can only link to those for whom you feel an overpowering emotion. Hate or love, it doesn't matter (this is at the GM's discretion). Your power cannot affect those towards whom you feel indifferent.

Flaws for Regeneration

Only Shock Damage (-2/-4/-8): You can only regenerate shock damage with your Regeneration power, not killing damage.

Flaws for Side Step

Hand-to-Hand Only (-1/-2/-4): Your Side Step is useless against anything except hand-to-hand weapons.

Flaws for Sidekick

Bad Dog (-1/-2/-4): Your Sidekick has a mind of its own. Though it will often listen to your instructions, it spends much of its time digging in the dirt, eating food and generally nosing about like an animal. To successfully command your Sidekick (if you are not in direct danger), you must make a roll against your power beating a Difficulty modifier of 4. Otherwise, it just doesn't listen.

Flaws for Stun

Touch Only (-1/-2/-4): To use the power you must touch the subject. This is usually done as an extra action with a hand-to-hand attack. As a bonus, the hand-to-hand attack usually does damage too.

Flaws for Super Speed

Slow Braking (-2/-4/-8): You require a full round of braking to stop safely. This means you also need enough space - if you're zipping along at 900 yards/round, you need 900 yards of space to stop safely. If you don't have enough room, you wipe out and take damage. For every 100 yards/round you were moving, roll a die (up to the maximum of 10). Apply a point of shock and a point of killing damage from every die rolled to the relevant location.

Flaws for Telekinesis

Clumsy (-1/-2/-4): If you're trying to move an object with grace and finesse, you need to roll two sets of matches to avoid having it swoop around unpredictably or break in your telekinetic grasp. To place the object down carefully (without smashing it into the ground), or when "grabbing" a delicate object, you must beat a Difficulty number of 5. In addition, you can never learn any Power Stunts to increase your skill with your TK.

Weak (-1/-2/-4): No matter how many levels you take in TK, you are never able to lift more than 100 pounds with it.

Flaws for Teleportation

Disorientation (-1/-2/-4): Upon arrival you cannot act until you successfully make a Sense roll of Difficulty 3 or more. Furthermore, when teleporting something over someone as an attack, you must first make a successful Sense+Sight roll.

Forced Attendance (-1/-2/-4): You cannot teleport anything unless you teleport yourself along with it. Thus, you can't drop big rocks on people unless you're willing to go with the rock yourself. You cannot take this Flaw if you've already taken the Self Only Flaw.

Nothing Biological (-2/-4/-8): You cannot teleport anything biological (except yourself that is). If you attempt to move anything living, your Teleport automatically fails.

Self Only (-2/-4/-8): You can only teleport yourself. No clothes, no glasses, no gear, no other people.

Slow (-1/-2/-4): This Flaw can be taken multiple times; each time it is taken, it extends the time necessary to teleport by 1. In combat, this is measured in rounds; non-combat, in minutes. If someone catches you, it'll be automatically obvious to normals that you're a Talent, with your body obviously fading away from this location. The good news: the side effect of your slowness is that you'll make a lot less noise. It won't be silent (and air pressure will be changing), but it'll be quieter than that crack of thunder.

Uncertain Arrival (-3/-6/-12): You can only take this Flaw if you already have the Self Only Flaw. You arrive at your destination up to 20 feet off the ground. Subtract the width x height of your teleport roll from 20 feet to determine how close to the ground you land. Any total higher than 20 means you land on the ground. Otherwise, take falling damage equivalent from a drop at that height indicated.

Flaws for Thought Control

Eye Contact (-1/-2/-4): You must maintain complete and unbroken eye contact with the target; otherwise, your power doesn't work.

Absolute Concentration (-2/-4/-8): You must hold completely still to use this power. Any distraction will disrupt the illusion you are projecting.

Flaws for Time Fugue

Touch Only (-2/-4/-8): Your power only works on objects or people you can touch.

Flaws for Transform

Limited to Animate or Inanimate Forms (-1/-2/-4): You can only transform into animate or inanimate forms, you choose which at character creation. So you can either become animate things with abilities, or inanimate objects that sit around a lot.

Limited by Species (-1/-2/-4): You can only become one species of animal; if you can only change into cats, then that's it... though you could change as easily into a tiger as a housecat.

Limited by Type (-1/-2/-4): You can only become one kind of inanimate object (when you assume those forms). So you can become any kind of furniture, any kind of rock (this includes statues!) and so on.

Flaws for Transmutation

King Midas (-2/-4/-8): You can only transmute objects into one type of material, be it carbon peroxide, sand or even plastic. Instead of reducing the cost of the power, this Flaw removes the Difficulty rating. You still must roll against the target's size, however.

Limited Target (-2/-4/-8): You can only transmute objects of one type - for instance, you can change steel into gold or gasoline, but you can't change any other substance. Instead of reducing the cost of the power, this Flaw removes the Difficulty rating. You still must roll against the target's size, however. If you already have the King Midas Flaw, this does reduce the dice cost of Transmute by (-1/-2/-4).

Flaws for Zed

No Go (-1/-2/-4): There are certain powers your Zed just won't work against. You don't know why. You can take this Flaw multiple times. (You can only choose general powers for No Go, such as Harm or suchlike. You can't choose *extremely* specific Talents, such as "Transmuters who turn people to Stone." As usual, consult with your GM.)