

## Super Hero Power – Life and Death

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This Power Set gives a hero control over the very processes of life and life's ending, Death. This might be called 'Biology' except that it may also include the mystical or metaphysical side of Life and Death and even the strange in-between state of un-life. In a fantasy setting, these characters would be healers or necromancers.

Characters with Life & Death powers in comics tend to be villains: The Black Hand, Selene, and the Anti-Monitor are just a few. There are some heroes, though, like the young Apocalypse, or the Teen Titan's Raven. Arguably, characters with strong healing powers of their own could fall into this category, like Deadpool.

### Life and Death as an Energy Type

Life and Death is not a specific energy type, like Electricity, Fire and Ice, or Magnetism. Generically, this game treats Life and Death as 'Cosmic' energy, which nearly everything can defend against. Depending on your character concept, however, there is a Level 1 Power that allows you to define it as either Mystic or Biological or both.

### *Life and Death Powers Basic Ability Improvements*

A Hero that has at least one level in this Power Set starts the game with these basic ability improvements:

**Toughness: +1**

**Self-Control: +1**

**Influence: -1**

Characters with Life and Death powers are always considered a bit weird and creepy.

### *Life & Death Powers*

#### Level 1 (chose one of these)

- **Biological or Mystical Powers**  
Your Life and Death Powers are either 'Biological' or 'Mystical' (or both) instead of 'Cosmic'.
- **Gift of Stun**  
Add +1 die for each Stun you have to any hand-to-hand attack. For each 1 Stun your target takes from the attack, you lose 1 Stun. You may not 'give away' more Stun than you have.

- **Primary Ability Upgrade: Self-Control**  
Add +1 your Self-Control Ability. You may select this power up to 4 times for up to +4 Self-Control.
- **Primary Ability Upgrade: Toughness**  
Add +1 your Toughness Ability. You may select this power up to 4 times for up to +4 Toughness.
- **Sense Life**  
With a Perception roll, you can sense all life and unlife even through materials that would block other senses. This sense can still be fooled by mental effects, however. You can identify life forms that you are very familiar with, but otherwise, you only sense the kind of life / unlife and its current status, like age or health.
- **Touch of Recovery**  
With a touch, you can grant a target (other than yourself) an immediate recovery.

### **Level 2 (chose one of these or from a lower level)**

- **Animal Trait 1**  
Your character has some kind of permanent animal-like trait like claws, fur or a prehensile tail. Selected this Trait from the list of level 1 Animal Traits in the 'Animals' section of the rules. This power can be selected up to 3 times, each time giving you an additional Level 1 Trait.
- **Ray of Stun**  
You can use your *Gift of Stun* as a ranged attack.
- **Secondary Ability Upgrade**  
Add +1 to any of your eight basic Ability scores or your Initiative. This may be selected up to 5 times, but no one Ability can be improved more than 3 times.
- **Toughened or Self-Controlled Recovery**  
You may roll dice equal to your Toughness or Self-Control Ability score (whichever is higher) instead of the 3 dice traditionally used in a Recovery roll.
- **Aura of Life and Death**  
Add you levels in this Power Set when using your Influence to affect anyone or anything that might be sensitive to this Power. On the flip side, you must make a Self-Control roll against your own levels in this Power set in order to use Stealth against someone who sensitive.

### **Level 3 (chose one of these or from a lower level)**

- **Improved Recovery**  
Add +1 die to your roll for a Recovery. You may select this power up to 5 times.
- **Plant Trait 1**  
TBD
- **Ray of Recovery**  
You can use your *Touch of Recovery* at range.

- **Touch of Healing (Ability Healing)**  
With a touch, you can restore another target's lost or drained Ability Score by 1. You can take this power up to 5 times, each time adds 1 more point of restored Ability Score. You take on a Stun token each time you use this power. Your target's Ability Scores cannot be improved above their normal amount.
- **Memories of the Dead**  
With a Touch and a Perception roll, you may 'read' the memories of the deceased. If the target of this power is a normal human and has been dead less than 1 day, the difficulty of this roll is 25. The deceased Self-Control, current state and age of the corpse, and other factors can increase or decrease this number.

#### **Level 4 (chose one of these or from a lower level)**

- **Ability Boost - Self**  
You can boost your own Ability scores for a short time. Roll your Self-Control roll against a difficulty = to the current Ability Score x5. Gain +1 to that Ability score for 10 Time Units with a basic success. For every 10 your roll exceeds the target, you may either increase the Ability by another +1 OR extend the length of time the Ability is raised by 10 Time Units.
- **Animal Trait 2**  
Your character has one or two permanent animal-like trait. Selected two traits from Level 1, or one trait from Level 2 the list of Animal Traits in the 'Animals' section of the rules. This power can be selected up to 3 times, each time giving you an additional Level 2 Trait or two more Level 1 Traits.
- **Biological Immunity**  
You are immune to Biological damage. That includes damage from poisons, toxins and non-magical Death Rays.
- **Hasten or Slow Life**  
With a touch, you may speed up or slow down the basic life-functions of your target. You can, for example, slow someone down such that they are in biological stasis, or speed them up such that their own natural healing can repair their wounds. This power cannot be used as an attack.
- **Stun Burst**  
You can target anyone around you with your *Ray of Stun* at a range equal to your Aim Ability. You may not choose more targets than you have Stun.

#### **Level 5 (chose one of these or from a lower level)**

- **Ability Boost - Others**  
With a touch, you can boost someone else's Ability scores for a short time. Roll your Self-Control roll against a difficulty = to their current Ability score x5. Gain +1 to that Ability score for 10 Time Units with a basic success. For every 10 your roll exceeds the target, you may either increase the Ability by another +1 OR extend the length of time the Ability is raised by 10 Time Units.

- **Burst of Recovery**  
You can target anyone around you with your *Ray of Recovery* at a range equal to your Aim Ability. You may not choose more targets than your Perception Ability score.
- **Imbue (Un)life: Small Golem**  
You can grant a life-like quality to small objects to bring them to 'life' to do your bidding. This creature can be made of clay or twigs or gears or even the corpse of a small animal. Each golem has 1's in all abilities except Dodge (3) and Movement (3) and Self-Control (= yours). Additionally, each golem may have a total of Animal or Plant Traits equaling 1 (See 'Making Animals' and 'Making Plants'.) You may select this power a number of times up to your Influence Ability, each gives you +1 creature.
- **Plant Trait 2**  
TBD
- **Speaker for the Dead**  
You can Perceive and speak to ghosts as if they were 'living' NPCs that can speak your language. The GM can determine if there are ghosts to speak to, and what they might have to say.

### Level 6 (chose one of these or from a lower level)

- **Ability Drain**  
With a touch, you can reduce someone else's Ability scores for a short time. Roll your Self-Control roll against a difficulty = to your target's current Ability score x5. The target loses 1 to that Ability score for 10 Time Units with a basic success. For every 10 your roll exceeds the target number, you may either reduce the Ability by another 1 OR extend the length of time the Ability is raised by 10 Time Units.
- **Animal Trait 3**  
Your character has one or two permanent animal-like trait. Selected three traits from Level 1, or one trait from Level 2 AND one from Level 1, or one trait from Level 3 of the list of Animal Traits in the 'Animals' section of the rules. This power can be selected up to 2 times, each time giving you an additional Level 3 Trait, three more Level 1 Traits, or an additional Level 1 and Level 2 Trait.
- **Curse of Stun**  
With your *Gift of Stun* power, you can give your target a temporary effect, like a poison. Your 'poison' gives your target 1 Stun immediately and then 1 more for every non-Recovery action he or she takes until the target takes a Recovery to end the effect. For every 10 you roll over the defense, your target must make an additional Recovery to remove the effect.

- **Imbue (Un)life: Man-sized Golem**

You can grant a life-like quality to human-sized objects to bring them to 'life' to do your bidding. This creature can be made of clay or twigs or gears or even the corpse of an animal. Each golem has 2's in all abilities except Movement (3) and Self Control (=yours). Additionally, each golem may have a total of Animal or Plant Traits equaling 2 (See 'Making Animals' and 'Making Plants') and 1 level of this Power Set. You may select this power a number of times up to your Influence Ability, each time gives you +1 creature.

### **Level 7 (chose one of these or from a lower level)**

- **Ability Transfer**

Using your *Ability Drain*, you can transfer any Ability score drained from your target to yourself or anyone else that you are touching. The recipient has the increased scores for as long as the effect lasts on the target.

- **Plant Trait 3**

TBD

- **Imbue (Un)life: Large Golem**

You can grant a life-like quality to large objects to bring them to 'life' to do your bidding. This creature can be made of clay or twigs or gears or even the corpse of an animal. Each golem has 3's in all abilities except Movement (4) and Self Control (=yours). Additionally, each golem may have a total of Animal or Plant Traits equaling 3 (See 'Making Animals' and 'Making Plants') and 2 levels of this Power Set. You may select this power a number of times up to your Influence Ability, each time gives you +1 creature.

### **Level 8 (chose one of these or from a lower level)**

- **Mutate**

With a Recovery, you can change any Animal Traits and Plant Traits you have for any others on the same list that equal the same value.

- **Imbue (Un)life: Giant Golem**

You can grant a life-like quality to large objects to bring them to 'life' to do your bidding. This creature can be made of clay or twigs or gears or even the corpse of an animal. Each golem has 4's in all abilities except Self Control (=yours). Additionally, each golem may have a total of Animal or Plant Traits equaling 4 (See 'Making Animals' and 'Making Plants') and 3 levels in this Power Set. You may select this power a number of times up to your Influence Ability, each time gives you +1 creature.

- **Spirit Walk**

You can have your spirit exit your body, move around the Spirit World and then return later. Your body becomes a corpse during this time, but you are invisible and intangible, unable to interact or communicate with the physical world through normal means, although you may use your Life and Death powers as normal. Be careful, there may be dangers in the Spirit World.

### **Level 9 (chose one of these or from a lower level)**

- **Elixir**  
You may create objects that can grant their owners - characters you choose - use of your Life and Death powers. The owners of the objects are simply targeting and triggering your powers, so the effects occur as if you were there. You can create as many objects as you have Self-Control. Each is a single use of a power you specify when you create the object. Create an object as a Recovery action.
- **Imbue (Un)life: Avatar of Life**  
You can grant a life-like quality to anything to bring it to 'life' to do your bidding. This creature can be made of clay or twigs or gears or even the corpse of a small animal. Each golem has 5's in all abilities except Self Control (=yours). Additionally, each golem may have a total of Animal or Plant Traits equaling 5 (See 'Making Animals' and 'Making Plants') and 4 levels in this Power Set.

### **Level 10 (chose one of these or from a lower level)**

- **Restore Life**  
You may bring any creature back from the dead, fully restored and healthy (at the age that they passed.)