

Super Hero Power – Light

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You have powers over light. You can create light, change light around you, focus light into a laser or even into solid force. Comic book characters that might have levels in this power set include Superman (who has laser vision), Green Lantern (who can create nearly anything from green light), the Living Laser, Photon (Monica Rambeau: Captain Marvel), and possibly even the Invisible Woman.

Light Basic Ability Improvements

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

Perception: +1

Influence: +1

Stealth: -1

Light Powers

Some of the powers below make reference to the level of light. This game divides the intensity of light into these seven levels:

- 3 - **Pure Light:** You see ONLY pure white light. -3 dice to Perception rolls.
- 2 - **Sunlight:** The light of the sun (even through clouds)
- 1 - **Bright Lights:** The light from a spotlight. Any area with a light source.
- 0 - **Indoor Light:** Basic, everyday indoor lighting, day or night.
- 1 - **Moonlight:** You can read, but not comfortably. -1 die to Perception rolls.
- 2 - **Starlight:** Stumble around. It's dark! -2 dice to Perception rolls.
- 3 - **No Light:** Pitch Blackness (on all wavelengths). -3 dice to Perception rolls.

If you choose any of the 'Force' powers on this list, you can solidify light into pure force. Whatever Force you create with light powers glows with its own light.

Your powers are in complete opposition to Darkness. Any power you take in this power-set can be used to counter any Darkness power.

Level 1 (chose one of these)

- **Blind**
You can blind a target. Gain +2 dice Aim Vs Perception or Dodge. Target is blinded for a number of TU's equal to the amount rolled over target. You must know where the target's eyes are.

- **Create Light**
With a Thought Action and an Influence roll, you can create areas of light. The total of your Influence roll is how much light you can add one level (of light) and one space at a time. Let's say you rolled a total of 20 and you're in a dark alley (Starlight, level 2 darkness): starting with the space you are in, it 'costs' 3 of your 20 to bring the light level up to Bright Lights, or 4 to bring it up to full Sunlight. In the next space, it would cost 3 or 4 more, and so on until you have 'spent' the 20 darkness you rolled. If you were already in bright daylight, each space would cost only 1 to turn amplify that to full Sunlight. Your light persists until you cease wanting it.
- **Full Spectrum Perception**
You can see along a full spectrum of electro-magnetic radiation. This means X-ray vision, IR, Infrared, etc. It is a Perception Action to use this and you gain +3 dice to your Perception rolls, but -1 die more susceptible to being blinded.
- **Light Resistance**
Add +2 dice when rolling any defense against Light powers or effects used against you. This includes offsetting the -3 dice to Perception from Pure Light.
- **Primary Ability Upgrade: Perception**
Add +1 your Perception Ability. You may select this power up to 4 times.
- **Primary Ability Upgrade: Influence**
Add +1 your Influence Ability. You may select this power up to 4 times.

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

- **Blind: Multiple**
You can affect multiple targets with your Blind attack. The targets all must be in range, and the total number cannot be greater than your Perception score.
- **Force: Create Advantage**
With a Prep Action and Influence roll, you can create an Advantage made of solid force. For example, a force advantage shaped like a suit of armor could last for 3 actions and give you +1 Toughness, or last just 1 action and give you +2 Toughness. Alternately, a sword made of force could grant you a similar attack bonus. Any additional successes on the roll can add a die to the effectiveness of the advantage, or add an additional action the advantage lasts. Advantages last until used or you cease wanting them. You can have as many advantages as your Self-Control score.
- **Image Projection / Illusions**
You can project or bend light in such a way as to create images. You can use these to create illusions to fool others' Perceptions. Use Stealth Vs. Perception if you are trying to hide or modify visual information, or Influence Vs. Self-Control if you are using this to attempt to influence behavior.
- **Laser: Beam**
Gain +1 to Aim for a ranged attack. You can create a range weapon made out of laser, causing 'heat' damage when it hits.
- **Light Power Upgrade 1**

Gain +1 die on any action in which you use your Light powers. For Movement powers, this increases your Movement score by 1. You can select this power up to 5 times.

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

- **Absorb Light**
When you use *Create Light*, the levels of darkness reduced are added to your next action using your Light powers. For every 10 levels of darkness that you reduce, you gain +1 dice for your next Light power roll.
- **Aura of Hope**
Gain +3 dice to Influence rolls to help your target(s) overcome their fear.
- **Indirect Light**
Your light attacks do not need to emanate from you; they can be triggered from any light source within range of your Perception.
- **Laser: Create Weapon**
As a Prep Action, you can create a melee weapon out of pure laser (like a lightsaber). This weapon gives you +2 dice to subsequent attack rolls made with it. This weapon cannot be used to Push your target, however, it can be used to give them a single Wound instead of any Stun. Wounds cannot be recovered normally. Your created weapon persists until you cease wanting it.
- **Secondary Ability Upgrade**
Improve any of your eight basic Ability scores or your Initiative. This power can be selected up to 5 times, but no one Ability can be improved more than 3 times.

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

- **Body of Light**
With a Thought Action, you become a being made of pure light. You no longer have any weight, and are no longer limited by your biology. You cannot interact directly with the physical world. Gain +3 Dice to your dodge for being hard to look at, but -3 Stealth for being easy to see. The space you are in is always considered Bright Light.
- **Force: Trap**
As a targeted Action, you can trap a target that is within your *Force: Advantage*. A trapped target may only make attacks against the Force, which has a defense = to your Influence, and a Structure = to your Self-Control. The target escapes when the force is destroyed (when its Structure is reduced to 0 or less). Only attacks that use this same energy type as this trap can affect the trapped target.
- **Redirect Light**
Any non-force Light attacks made against you can be turned on any other target. You must roll Self-Control > than the incoming attack to take control of the light, and then an Aim + attack dice to redirect it. It is considered all one 'twitch' action.

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

- **Friends of Light**
You may grant your *Body of Light* power to other willing beings, up to your Influence score.
- **Invisibility Aura**
As a Thought action you can make yourself invisible to eyes, cameras and any other visual apparatus. Gain +3 to Stealth while invisible.
- **Light: Multi-Attack**
You may select 1 additional target with each attack action using your Light Powers. You may select this power a number of times up to your Perception.

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

- **Bedazzle**
As a Targeted action, you can use your lightshow to dazzle a target. Roll Influence V. the target's Self-Control. If successful, the target will stop and be in awe of you for 10 Time Units. During that time, you gain +3 dice for any Influence rolls used to convince the target on an immediate course of action.
- **Invisible Friends**
As a Prep action, you may grant your *Invisibility* power to other willing beings, up to your Stealth score.
- **Speed of Light**
While using *Body of Light*, you (and any *Friends of Light* within one space) can move at the speed of light. As a Move Action, you can move anywhere within your Perception range that you can see that is also along a straight line from your current position. This is treated like a teleport, except that you are moving through the spaces defined by the straight line.

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

- **Light Power Upgrade 2**
Gain +2 dice on any action in which you use your Light powers. For Movement powers, this increases your Movement score by 2. You can select this power up to 3 times.
- **Light Recovery**
When you take a Recovery action, the light level of the space you are in is added to the dice you roll to recover (+1-3 dice). There is no penalty for levels of darkness.

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

- **Bedazzle: Multi-Attack**

As a Targeted action, you can use your lightshow to dazzle a number of targets up to your Influence score. Roll Influence V. the targets' Self-Control. If successful, the targets will stop and be in awe of you for 10 Time Units. During that time, you gain +3 dice for any Influence rolls used to convince the targets on an immediate course of action.

- **Sunburst**

As a Twitch action, you can fill the space around you with light and heat. Roll Influence +4 dice. Anyone in your space suffers the full effect. For each space out from the center, remove a die until there are no more dice. You can decide how to assign damage to each character or object in the area of your effect: Stun (from heat or force), Push (from force) or Blindness (from light).

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

- **Laser: Body**

Your entire body is a living laser. As you wish, anything that you touch or touches you is affected as if struck by a *Laser Weapon* (Aim or Influence +4 dice). This damage cannot be used to Push your target, however, it can be used to give them a single Wound instead of any Stun. Wounds cannot be recovered normally.

- **Blessing of Starlight**

As a Prep action, you may grant any number of people a free Recovery, so long as they are not in areas of No-Light (Pitch Blackness). If an effected target is also in your area of Create Light, they gain dice equal to the levels of light you created.

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

- **Light Power Upgrade 3**

Gain +3 dice on any action in which you use your Light powers. For Movement powers, this increases your Movement score by 3.

- **Bedazzle: All Who May Witness**

As a Prep action, you can use your lightshow to dazzle anyone who can see you. Gain +2 dice to your Influence for this roll. If successful, the targets will stop and be in awe of you for 10 Time Units. During that time, you gain +3 dice for any Influence rolls used to convince the targets on an immediate course of action.