



## Super Hero Power - Animal

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The Animal Power Set is meant to be a catch-all for characters with all kinds of animal powers. Your character might have the abilities of a specific animal type, or have the power to become any animal, or you may have a special connection to a specific type of animal or even a single specific animal, like a falcon or a squirrel.

### ***Animal Powers Basic Ability Improvements***

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

Perception: +1

Self-Control: -1

Movement: +1

### ***Animal Powers***

#### **Tier 1 (chose one of these)**

- **Animal Friend**  
You have a specific pet/friend/familiar that knows and obeys you to the best of its ability. Add +2 dice for any action in which your Animal Friend can assist you. Create your Animal Friend with 5 Build points using the rules in 'Helper' section of the rules. It can have *Animal Traits* from this Power Set.
- **Animal Perception**  
+2 to your Perception when sensing the presence of, or accessing knowledge about animals. You may select this power up to 3 times.
- **Animal Totem**  
You have a specific type of animal with which your Animal Powers work better. Add +1 dice for any action on or with that type of animal. Other powers below may only work with animals of a type that match your Animal Totem.
- **Animal Trait 1**  
Your character has some kind of permanent animal-like trait like claws, enhanced senses or a prehensile tail. Select this Trait from the list below:
  - **Bite** - Make a (hands free) melee attack with +2 dice, but lower your Dodge by 1 until your next action.
  - **Claws** - Add +1 dice to a single melee attacks OR make two melee attacks against the same target at -1 dice.
  - **Climb** - Climb a distance = Movement rate up / along vertical surfaces without a roll. You may define this as claws or 'sticky' feet.



- **Fur** - Gain +2 dice to Toughness rolls against Fire and Ice attacks and challenges revolving around cold temperatures
- **Gliding Wings** - You have proto-wings capable of gliding at your movement speed, losing one space of vertical height per move action. These wings may not normally be used to gain altitude, but there may be updrafts that can be used to gain a space of height.
- **Habitat Camouflage** - Gain +2 dice to any Stealth roll while in your natural habitat.
- **Jumping Legs** - jump a straight line to a distance = Movement rate + Strength score.
- **Larger Size** - You are bigger than a normal character with the same base size. Gain +/-2 (added to the total of the roll or the difficulty) for any challenge in which your larger size is relevant.
- **Prehensile Appendage** - You have an extra limb (like an elephant's trunk, a monkey's prehensile tail, or a tentacle) that can do whatever normal arms can do, but just slightly less strong (-1 dice for Strength-based rolls). This Trait can be selected up to 8 times, each time being an additional appendage.
- **Ramming Horn** - You have a horn that allows you to add +2 dice to your Strength for a ramming attack. Ramming attacks require a Full Action (Move + Attack).
- **Scales / Tough Skin** - Your scales provide +1 Toughness against physical (force) attacks.
- **Smaller Size** - You are smaller than a normal character with the same base size. Gain +/-2 (added to the total of the roll or the difficulty) for any challenge in which your smaller size is relevant.
- **Swim** - You have fins or a tail that allows it to swim at its Movement rate. This power can be selected up to 3 times, each time giving you an additional Level 1 Trait.
- **Primary Ability Upgrade: Perception**  
Improve your Perception Ability by +1. This power can be selected up to 4 times.
- **Tactical Speed Increase 1**  
Add +1 to your Movement score. This power can be selected up to 4 times.



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

- **Shape-shifting: Animal Form**

As a Move action you can transform into an animal of your choice. Use the 'Helper' section of the rules to define that animal's Traits and Abilities. You have 3 Build points with which to build your animal form, but you do not need to spend 5 on 'Base Helper'. You have all your basic Ability scores, senses, mental acuity and Powers, but may be otherwise indistinguishable from a real animal of that type. If you take the form of your *Totem Animal*, gain an additional point to any one of your Abilities. You may select this power up to 3 times, each time defining another animal into which you may transform.

- **Improved Animals**

You have a way to make animals around you better, faster, stronger than normal. You can select this power up to 5 times; each time allows you to add +1 to any animal's single ability score. You can choose which ability score(s) when you use the power, but no single ability score can be improved more than 3 times.

- **Quick Recovery**

Recovery actions take one less Time Unit than normal (normal = 10). This power can be selected 5 times.

- **Secondary Ability Upgrade**

Improve any of your eight basic Ability scores or your Initiative. This can be taken up to 5 times, but no one Ability can be improved more than 3 times.

- **Sense Animal Thoughts**

You may use Perception to sense the simple thoughts of a single animal or group of similar animals. It may not be much of a secret what they are thinking about, but this power would tell you if their thought patterns were normal. Every success roll grants you +1 dice to subsequent Influence rolls with the animal(s).

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

- **Animal Control**

You can directly control the actions of the normal animals around you. Roll Influence Vs. the Animal's Self-Control to establish control. You may have directly control of as many as your Influence or number of Powers in this Power Set, whichever is higher. Any command that strays too far from what these animals might normally do requires a fresh control roll.

- **Animal Trait 3**

Your character has one or more permanent animal traits. Select three traits from the Level 1 list or one trait from this list:

- **Appendages (Improved)** - This animal's Additional Appendages are stronger and longer. It gains Reach of 1 space and +1 Strength with these Additional Appendages only.

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- **Base Size Decrease 1: Insect** - Your 'normal' size is about the size (including weight) of a cricket - approximately 1 inch tall/long. This grants you a +1 to your Stealth and Dodge, and a -1 to your Strength and Toughness. In tactical situations, you may not make a ranged action at any target further away than your Aim in spaces.
- **Base Size Increase 1: T-Rex** - Your 'normal' size is about the size (including weight) of an adult T-Rex - approximately 10 meters tall. This grants you a +1 to your Strength and Toughness, +2 to your Movement, and a -1 to your Stealth and Dodge. Additionally, all physical actions except Move Actions take +1 Time Unit to complete. In tactical situations, you take 2x2 spaces on the map, and you can physically reach targets 2 spaces away. This power increases your Base Size, so any levels in *Larger Size* applies to this.
- **Claws (Improved)** - Increase all *Claw* attacks by +1 Die.
- **Climbing Burst** - The animal must have *Climb*. Add the animal's Strength to its Movement rate while climbing. This power allows it to climb faster than it could otherwise move. This speedy action may not be performed twice in a row.
- **Poison** - This animal has a poisonous attack. As a melee attack, damage done to the target as temporarily reductions to the target's basic stats (selected when this trait is acquired.) The target may attempt to overcome the effect of the poison with a Recovery action.
- **Shadow Camouflage** - This animal has coloration that helps it hide (+2 Stealth) in dark or shadowy places.
- **Sticky Tongue** - This animal may make a grab (targeted attack) at range. Target must be smaller than the animal and something it could lift with Strength -2. If the target item is held by something else, make a Strength -2 Vs. Strength challenge with your opponent.
- **Tail Smash / Whip** - This animal has a tail with which it may make an additional hands-free melee attack.
- **Tracking Nose** - This animal has the ability to track something by scent. Add +2 dice to Perception to determine that a known scent is present at the current location, and possibly which way it was headed.
- **Tunneling claws** - This animal may travel through normal earth (rock and dirt) at ½ its Movement rate.
- **Wings** - This animal's preferred Movement is flying. Any increase to its Movement score is counted as flying.

This power can be selected up to 3 times, each time giving you an additional Level 3 Trait or three more Level 1 Traits.

- **Read Animal Memory**

With a Perception action and roll Vs. the animal's Self-Control, you can delve into memories of a living animal.



- **Strong Instincts**

You can rely on your animal instincts. Gain +2 dice on Self-Control rolls as a defense against doing something your Totem Animal or current Animal Form would not do. Also, gain +2 dice on Perception rolls to know what your Totem Animal or current Animal Form might do or understand instinctually.

- **Toughened Recovery**

You may roll dice equal to your Toughness Ability score instead of the 3 dice traditionally used in a Recovery roll.

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

- **Animal Minions**

You have a number of normal animals = to the number of Powers you have in this Power Set or your Influence (whichever is higher) that know you and obey you to the best of their ability. This Power can either replace *Animal Friend* or represent addition animals to that one.

- **Mystic Animal Powers**

Some or all of your Animals Powers can be defined as 'Mystical'. Mystical powers can be more useful or less useful in different circumstances.

- **Predatory Senses**

Gain +1 Perception. Additionally, your senses are not dulled by any affect when using a Targeted action for a melee attack.

- **Shared Senses**

If you have an *Animal Friend*, *Animal Minion* or any other animal under your direct control, you can sense what it is sensing as if you were looking through its eyes or hearing through its ears, etc.

- **Summon Animal 1**

As a targeted action, there is a single normal animal that you may summon to help you. It appears at the end of the action and begins performing a single command given to it when it appeared. It follows the command to its logical end. Subsequently, it cannot be commanded except through an Influence roll or some other power, or by summoning it again. Create this Animal with 5 build points using the 'Helper' rules. It can have *Animal Traits* from this Power Set.

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

- **Animal Trait 5**

Your character has three levels of Animal traits. You may select three traits from the Level 1 list above, or one trait from this list:

- **Amphibious** - You can survive equally well in water and on-land, taking no penalties for either.
- **Changing Camouflage** - You have the ability to shift colors in order to blend into any surroundings. Add +2 dice to Stealth (or +10 to a Perception roll difficulty) for any rolls to hide.



- **Early Warning** - You know exactly when an enemy decides to target you or an ally within 1 space of you with an attack. Roll your Perception against the standard difficulty (usually 25). If your roll is successful, any action you take to react to that threat is faster by 1 Time Unit.
- **Poison (Improved)** - You have a stronger poison. +2 dice to attack rolls with its *Poison* attack, and +10 to the difficulty of overcoming the poison.
- **Sticky Tongue (Improved)** - You have a particular strong tongue. Add +1 dice to Aim with Sticky Tongue attacks, +1 dice to Strength when you use Sticky Tongue to pull a target item away from its holder.

This power may be selected twice, each giving you three traits from the Level 1 list above, or one trait from this list.

- **Improved Recovery**

Add +1 die to your roll for a Recovery. You may select this power up to 5 times.

- **Shape-shifting: Animal Form Mastery**

You may change into any animal form, as per *Shape-shifting: Animal Form*, selected at the time of your transformation. If you also have *Shape-shifting: Animal Form*, it is now a Thought Action to transform into any animal you selected for that Power.

- **Super Animal I**

With a touch, you may grant any animal a 1<sup>st</sup> Level power that you possess. You may only grant a single power to a number of animals = to your Influence + Levels in Animal. (Meta-Power: Meta-powers cannot be used to grant other Meta-powers.)

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

- **Shape-shifting: Mutable Animal Traits 1**

You can, as part of a Move Action, swap a Level 1 Animal Trait you have with any other Level 1 Animal Trait.

- **Summon Animal 2**

As a targeted action, there are a number of normal animal (= to your Influence) that you may summon to help you. They appear at the end of the action and begin performing the commands given to them when it appeared. They can be commanded individually, and each follows its command to its logical end. Subsequently, each animal cannot be commanded except through an Influence roll or some other power, or by summoning it again.

- **Super Animal 2**

With a touch, you may grant any animal a 2nd Level power that you possess. You may grant up to two powers to a number of animals = to your Influence + Levels in Animal. (Meta-Power: Meta-powers cannot be used to grant other Meta-powers.)





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

- **Citywide Control**  
You can use your *Animal Control* and *Shared Senses* on any animal within a citywide range. The number of animals you can control is your Influence \* your levels in Animal.
- **Powered Animal Friend 1**  
Your *Animal Friend* has a single 1<sup>st</sup> Tier power from ANY Power Set. Select the animal's Power when you select and create your *Animal Friend*. This Power does not require any extra Build points. (Meta-Power: Meta-powers cannot be used to grant other Meta-powers.)
- **Super Animal 3**  
With a touch (targeted action), you may grant any animal a 3rd Level power that you possess. You may grant up to three powers to a number of animals = to your Influence + Levels in Animal. (Meta-Power: Meta-powers cannot be used to grant other Meta-powers.)
- **Swarms**  
You can use a swarm of tiny animals (rats or smaller) instead of a single animal with regards to your other Animal powers. A swarm fills a single space with innumerable individual animals. They must stay together in a swarm.

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

- **Powered Animal Friend 2**  
Your *Animal Friend* has a single 2<sup>nd</sup> Tier power from ANY Power Set. Select the animal's Power when you select and create your *Animal Friend*. This Power does not require any extra Build points. (Meta-Power: Meta-powers cannot be used to grant other Meta-powers.)
- **Shape-shifting: Mutable Animal Traits 3**  
You can, as part of a Move Action, swap a Level 3 Animal Trait with any other Level 3 Animal Trait, or with 3 Level 1 Traits, and vice-versa.
- **Summon Animal 3**  
As a targeted action, there are a number of normal animal (= to your Influence + Levels in Animal) that you may summon to help you. They appear at the end of the action and begin performing the commands given to them when it appeared. They can be commanded individually, and each follows its command to its logical end. Subsequently, each animal cannot be commanded except through an Influence roll or some other power, or by summoning it again.
- **Super Animal 4**  
With a touch (targeted action), you may grant any animal a 4th Level power that you possess. You may grant up to four powers to a number of animals = to your Influence + Levels in Animal. (Meta-Power: Meta-powers cannot be used to grant other Meta-powers.)

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

- **Powered Animal Friend 3**

Your *Animal Friend* has a single 3<sup>rd</sup> Tier power from ANY Power Set. Select the animal's Power when you select and create your *Animal Friend*. This Power does not require any extra Build points. (Meta-Power: Meta-powers cannot be used to grant other Meta-powers.)

- **Super Animal 5**

With a touch (targeted action), you may grant any animal a 5th Level power that you possess. You may grant up to five powers to a number of animals = to your Influence + Levels in Animal. (Meta-Power: Meta-powers cannot be used to grant other Meta-powers.)

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

- **Powered Animal Friend 4**

Your *Animal Friend* has a single 4<sup>th</sup> Tier power from ANY Power Set. Select the animal's Power when you select and create your *Animal Friend*. This Power does not require any extra Build points. (Meta-Power: Meta-powers cannot be used to grant other Meta-powers.)

- **Shape-shifting: Mutable Animal Traits 5**

You can, as part of a Move Action, swap a Level 5 Animal Trait with any other Level 5 Animal Trait, or with three Level 3 Traits.

- **Super Animal 6**

With a touch (targeted action), you may grant any animal a 6th Level power that you possess. You may grant up to six powers to a number of animals = to your Influence + Levels in Animal. (Meta-Power: Meta-powers cannot be used to grant other Meta-powers.)