

Super Hero Power - Size & Shape

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The Size and Shape Power Set has all the powers we can imagine for creating characters that can alter their own (and someone else's) shape and size. A Hero with Powers in this set might shrink to the size of an ant or grow to the size of a dinosaur, shift into an animal form or stretch into any shape she can think of. As you can see, this is an extremely malleable Power-Set.

Size & Shape Basic Ability Improvements

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

Self-Control: +1

Size & Shape Powers

This Power set uses the idea of Base Size. Some powers in this set allow you to have a different Base Size than a normal super hero (Size 0). You can only be one *base* size at a time, but can change size as part of a Move Action. That is, you cannot be BOTH T-Rex sized AND Titan-sized, but you could (as part of a Move action) grow from T-Rex sized to Titan size if you had both of those powers.

Tier1 (chose one of these)

- **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:

- **Teeth** - 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: Self-Control**
Improve your Self Control Ability by +1. This power can be selected up to 4 times.
- **Shape-shifting: Disguise Self**
You gain +3 Stealth in any attempt to make yourself look like another member of your own species. Your power may include your clothing if you choose. You may select this power up to 3 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.
- **Shape-shifting: Illusory**
Your shape-shifting abilities are illusory in nature - that is, you change the way people around you perceive you, and not what you really are. This is a Mental effect that affects everyone who can see you directly. It is a Thought Action to change your shape, and you gain +1 dice to your Influence rolls to make people believe you are who you seem to be.

- **Shape-shifting: Stretching**
You can stretch part or all of yourself to ‘reach’ a target that is as far away as your Movement score. You can select this power up to 5 times, each time allowing you to either reach a second target at the same time, OR to add your Movement score again to the distance to which you can stretch. You can only stretch as far as your Movement in one action, however. If you can stretch further, it takes more than one action to do so.
- **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.

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

- **Action Movement Increase 1**
Add 1 to your Movement score. This power can be selected up to 4 times.
- **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.
 - **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.

- **Shrinking and Growing**

You can, as part of a Move Action, grow or shrink from any size that it is possible for you to have to any other possible size, depending on which other powers you have selected.

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

- **Shape-shifting: Biological Expulsion**

With a Thought Action, you can expel from your body any harmful Biological agents (like diseases or poisons) and prevent any further harm.

- **Growth/Shrinking Assisted Action**

You can, as part of ANY Action, grow or shrink from any size that it is possible for you to have to any other possible size, depending on which other powers you have selected. If it makes sense for your growth or shrinking to assist in that action, you gain +3 dice to that action.

- **Shape-shifting: Anyshape**

As a Thought Action, you can form some or all of your body into any shape you like. Gain +3 dice to any action your new shape is suited to.

- **Mist-Form**

As a Move Action, you can turn your body into a (visible) vapor. In Mist-form, you can move as normal, but can also hover in the air. You are immune to physical attacks and Force effects that you can flow around and are not stopped by barriers you can flow through or around. You *can* be blown around by winds.

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.

- **Catch Thrown Weapons**

You may catch a thrown weapon as part of a *Super Block* action. You may select this power up to 5 times: each level allows you to catch an additional thrown projectile as part of the same action.

- **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.

- **Shape-shifting: Others**

With a touch, you can turn your Shape-shifting powers onto another living being. Roll Influence + your levels of any Shapeshifting power overcome the Self-Control (x5) of the target. A willing target can choose not to resist. An unwilling target must be touched first with an Aim v. Dodge roll. This can be affected by Biological or Mystical defenses, chosen when you select this power.

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

- **Action Movement Increase 2**
Add 2 to your Movement score. This power can be selected up to 4 times.
- **Base Size Decrease 2: Sand**
Your 'normal' size is about the size (including weight) of a grain of sand - approximately 1 mm tall/long. This grants you a +2 to your Stealth and Dodge, and a -2 to your Strength and Toughness. Furthermore, your Movement is halved for distances you can travel. In tactical situations, your ranges are in inches, and not spaces. (GM hint - use a side map for everything fighting at this size!)
- **Base Size Increase 2: Dai Kaiju**
Your 'normal' size is about the size (including weight) of a giant monster of Japanese cinema - approximately 50 meters tall. This grants you a +2 to your Strength and Toughness, +4 to your Movement, and a -2 to your Stealth and Dodge. Additionally, all physical actions except Move Actions take +2 Time Units to complete. In tactical situations, you take 4x4 spaces on the map, and you can physically reach targets 4 spaces away. This power increases your Base Size, so any levels in *Larger Size* applies to this.
- **Shape-shifting: Greater Anyshape**
The bonus you get from *Shape-shifting: Anyshape* above is increased by +1 dice. You can select this power up to 3 times.

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

- **Redirect Thrown Weapons**
You can, with a *Super Block* action (Twitch), bounce or otherwise reflect a thrown weapon back at its thrower. With a Targeted Action, you can bounce or reflect the attack toward any target in range.
- **Shape-shifting: Quick-Change**
All actions (except Movement) in which you use your Shape-shifting powers are faster and take 1 less Time Unit to perform.
- **Shape-shifting: Range**
You can use your *Shape-shifting: Others* at range.

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

- **Catch Bullets**
You may catch bullet(s) or other projectiles as per *Catch Thrown Weapon*.
- **Immunity to Energy Type**
You are made of some substance that is immune to one of these energy/damage types: Cosmic, Electric, Fire/Heat, Force (Physical), Ice/Cold, Magnetism Mystic, Psychic, or Sonic. This power can be selected 3 times; select a different energy/damage each time.

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

- **Base Size Decrease 3: Virus**
Your 'normal' size is about the size (including weight) of a virus - microscopic. This grants you a +4 to your Stealth and Dodge, and a -4 to your Strength and Toughness. Furthermore, your Movement is quartered for distances you can travel. Tactically, you are in your own microscopic world. (GM hint - use a side map for everything fighting at this size!)
- **Base Size Increase 3: Titan**
Your 'normal' size is about the size (including weight) of a sky-scrapers - approximately 250 meters tall. This grants you a +4 to your Strength and Toughness, +8 to your Movement, and a -4 to your Stealth and Dodge. Additionally, all physical actions except Move Actions take +4 Time Units to complete. In tactical situations, you take 8x8 spaces on the map, and you can physically reach targets 8 spaces away. This power increases your Base Size, so any levels in *Larger Size* applies to this.
- **Catch Energy Type**
You can catch any energy type that you are immune to (See *Immunity to Energy Type*, above.) Whenever you do this, you may absorb the captured energy as a free Recovery.

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

- **Action Movement Increase 3**
Add 3 to your Movement score. This power can be selected up to 4 times.
- **Redirect Attacks**
As part of the action of catching a ranged attack, you can redirect that attack toward another target. If you already have *Redirect Thrown Weapon* (above), you may replace that power when you select this one.

There is a handy **Size Chart** on the next page.

Size Chart

Power	Map Spaces	Height	Move	Reach	Other Modifiers
Base Size Increase 3: Titan	~ 8x8 spaces	~250m	+8	8	+4 Strength and Toughness; -4 Stealth and Dodge; +4 TU to all physical actions except Move Actions.
Base Size Increase 2: Dai Kaiju	~ 4x4 spaces	~50m	+4	4	+2 Strength and Toughness; -2 Stealth and Dodge; +2 TU to all physical actions except Move Actions.
Base Size Increase 1: T-Rex	~ 2x2 spaces	~10m	+2	2	+1 Strength and Toughness; -1 Stealth and Dodge; +1 TU to all physical actions except Move Actions.
Larger Size (select up to 3 times.)	1 space.	+50% of Base Size each time	+0	1 space radius	+/-2 Bonus to the result of any roll that Size might affect. (Note: this is NOT +2 dice. It's +2 to the RESULT of the roll.)
Size 0 Adult human	1	~6' or 2m	+0	Adjacent	No modifiers
Smaller Size (select up to 4 times.)	May share a space w/ others.	-50% each time	+0	Same Space	+/-2 Bonus to the result of any roll that Size might affect. (Note: this is NOT +2 dice. It's +2 to the RESULT of the roll.)
Base Size Decrease 1: Insect	<1	~1/4"	*1/2	Max Range = Aim	+1 Stealth and Dodge; -1 Strength and Toughness
Base Size Decrease 2: Grain of Sand	Use side map*	~1/16"	*1/2	special	+2 Stealth and Dodge; -2 Strength and Toughness
Base Size Decrease 3: Virus	Use side map*	microscopic	*1/4	special	+4 Stealth and Dodge; -4 Strength and Toughness