



COMPENDIUM V1.1

- by Sprocket -

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NEW MEGA-ATTRIBUTE ENHANCEMENTS

MEGA-STRENGTH ENHANCEMENTS

Daze

Being beaten up by a Mega-Strong nova is no picnic, even for other Mega-Strong novas. Case in point: Novas with this enhancement have learned how to ensure that their blows knock their opponents for the proverbial loop. This is also useful for ending fights quickly, before any collateral damage can be inflicted.

System: The nova can spend a quantum point as an automatic action to activate this enhancement for 1 close combat attack or melee attack with a blunt weapon. If the nova manages to inflict even one level of damage after soak, the victim must roll Mega-Stamina vs. the nova's Mega-Strength to avoid being dazed (see **Aberrant** core book, pg. 249) for up to [Mega-Strength automatic successes] turns. The Storyteller, as usual, determines exactly how long that the victim will be dazed by the nova's blow.

Dragon's Foot

Prerequisites: Mega-Strength 6+, Shockwave enhancement

A nova with this refined version of the Shockwave enhancement can create multiple earthquake fissures underneath her foes by stomping her foot or fist on solid ground. It's not of much use on bridges or onboard large vehicles, unless the nova *wants* to destroy the bridge/sink the aircraft carrier/etc.

System: If the nova is on solid ground, she can create fissures that are up to (Mega-Strength x 10) meters deep within a radius of up to (Mega-Strength x 100) meters. The fissures don't do any damage directly, but anyone standing within the area of effect is at +10 difficulties to avoid falling into a fissure and taking normal falling damage. Buildings, bridges, and large vehicles in the area of effect automatically take (Mega-Strength) levels of structural damage unless they're designed to be earthquake-resistant (like many Japanese skyscrapers). The nova must spend one quantum point to use this enhancement, and can only make one Dragon's Foot attack per turn. Note that repeated use of this

enhancement can severely damage most buildings, close previously opened fissures, and might even trigger natural earthquakes in seismically unstable regions.

Finesse

Prerequisites: Precision and Kid Gloves enhancements

Mega-Strong novas can inflict massive amounts of damage, but unfortunately most of them also end up inflicting a lot of unintended collateral damage in the process. Novas with this enhancement don't have to worry about that, as they've developed exacting control over the effects of their blows.

System: The nova can precisely control the "area of effect" that his Mega-Strong blows damage. Aside from limiting the damage to a designated cubic volume and/or type of solid matter, the nova can destroy the chosen target without inflicting the slightest harm to anything or anyone in the area of effect or nearby. This enhancement is permanent (unless consciously "switched off") and has no quantum point cost.

Example: Daedelus League nova Carmelita Sanchez is not having a good day. She's just told Diedre "Chrome" Hastings, a Janissaries elite and would-be suitor who's been stalking her for several weeks to stay out of her life. Adding insult to injury, Carmelita has just proposed marriage to her boyfriend of many years, a nova astronomer by the name of Dr. Matthew Connors. He accepts, and kisses Carmelita in front of a speechless Diedre. Ms. Hastings apparently never learned how to deal with rejection very well, as she flies into a jealous rage. Using her power to control metals, Diedre encases Matthew in a globe of solid steel! Fortunately, Carmelita has Mega-Strength 5 and the Finesse enhancement. Striking the steel globe with a hapkido kick, Carmelita pulverizes the metal into steel filings before Diedre can contract the globe and crush Matthew. Aside from being covered in powdered steel, Carmelita's new fiance is unharmed. That's more than Diedre can say, as she winds up in a body cast as a guest in the intensive care ward of the New York Rashoud Facility, the director of which has decided to keep her in "protective custody" once she's recovered. Meanwhile, Carmelita and Matthew are making wedding plans...

Fist Of God

Prerequisites: Mega-Strength 6+, Shockwave and Dragon's Foot enhancements

Every once in a while, you hear wild theories from certain researchers about the dangers posed by novas with extreme superhuman strength. Most people dismiss this sort of speculation as sheer nonsense, but a nova with this enhancement lends credibility to those extremely worried scientists... Novas with this ability can shatter objects far larger than themselves (skyscrapers, mountains, spacecraft, etc.) with a single blow.

System: The nova spends a quantum point and takes a turn to prepare (doing nothing else in the meantime), then strikes at her intended target. The force of the nova's blow will shatter objects of up to $[(\text{Quantum} + \text{Mega-Strength}) \times (\text{Mega-Strength} - 5)]$ kilometers in diameter. Furthermore, every cubic meter in the area of effect takes the nova's total Mega-Strength automatic successes and damage dice as levels of aggravated damage. This enhancement stays active for one attack, and can only be used once every two turns. Please note that while the nova using this enhancement is immune to the damage she directly inflicts, she is by no means immune to the indirect effects of her blow. (Novas who want to shatter part of the Earth's crust with a single blow had better be able to deal with the resulting tsunamis of molten lava!)

It's possible for a nova to purchase multiple levels of this enhancement, with the only limit being her dots in Mega-Strength and the experience/nova point costs. Each extra level of this enhancement doubles the size limit of eligible targets that the nova can shatter, but the damage is doubled for every two levels possessed. And yes, it *is* possible to shatter an Earth-sized planet with a high enough rating in Mega-Strength and enough levels of this enhancement. That's nothing new, though, considering that a nova at that level of power could easily invest in a few dots of Quantum Inferno...

Iron Grip

Novas with this enhancement have developed incredible grasping strength in their hands (and possibly feet, tentacles, etc...) Once such a nova grabs hold of something, it's not likely to be going anywhere soon.

System: The nova automatically retains his grip on objects (and people) in ordinary circumstances. All attempts to escape or pry something from the nova's grasp via physical force are made at + (Mega-Strength) difficulties. Powers like Bodymorph: Gas/Liquid, Teleport, and Density Control-Decrease automatically bypass the effects of this enhancement. The nova also gets (Mega-Strength) automatic successes on rolls to squeeze, press, or push things. This is permanent and has no quantum point cost.

Kid Gloves

Mega-Strong novas quickly learn that they have to be very, very gentle with objects (and creatures!) who simply aren't capable of withstanding the damage they might cause in a moment of carelessness. It's really no surprise that some Mega-Strong novas feel compelled to keep their distance from family and friends simply to avoid the risk of causing them serious injury. (For even better reasons for keeping one's distance, read "Man of Steel, Woman of Kleenex" in *N-Space* by Larry Niven.) A nova with this enhancement simply doesn't have to worry about that kind of problems.

System: The nova's control over his superhuman strength is enough to make him totally incapable of inadvertently inflicting damage on even the most fragile objects, creatures, and people. This is permanent, and has no quantum point cost.

Leverage

"Give me a place to stand," said Archimedes, "and I will move the world." Unlike certain ancient Greek philosopher/scientists, a Mega-Strong nova with this enhancement doesn't need a place to stand, as she is always in a position to use her quantum-augmented strength to her best advantage. While most often developed by those Mega-Strong novas who work in orbit or elsewhere in space, this enhancement provides a definite edge in combat situations.

System: The nova can always use her Mega-Strength to its best effect; regardless of physical restraints (technological and power-based), insufficient room for the nova to move, difficult environmental conditions such as microgravity, and the lack of solid objects for the nova to brace herself against. This enhancement is a permanent effect, and has no quantum point cost.

Loadbearer

Mega-Strong novas with this enhancement are essentially quantum-powered pack mules – at least, that's what they seem like to other people (nova and baseline alike). While this enhancement radically increases the load-carrying capabilities of a Mega-Strong nova, actually doing so isn't pleasant for him. Mega-Strong novas with this ability tend to keep it a secret as long as possible, since no one enjoys being a pack mule.

System: The nova spends a quantum point to augment his carrying capacity for up to [Mega-Strength] scenes. He can carry up to 50% of his maximum deadlift weight without being encumbered, although carrying weights above his normal maximum Encumbrance weight limit are fairly uncomfortable for him and he will seek to lay his burden down ASAP. The Storyteller is encouraged to apply whatever penalties she sees fit to a nova using this enhancement. For a rough guideline, think about how well Joe Sixpack would perform in a combat situation while moving furniture! This is cumulative with the effects of the Lifter enhancement and powers such as Sizemorph (Grow) and Boost (Strength).

Steel Lungs

Some Mega-Strong novas have developed augmented diaphragmatic musculature and enhanced lung capacity, allowing them to inhale and exhale with extreme force, granting a few useful abilities.

System: The nova spends a quantum point to breathe with extreme force.

Hyperstrong Exhale: The nova can exhale hard enough to inflict (Mega-Strength) dice of Bashing damage. The exhale can be focused in a narrow blast that affects a single target within (Mega-Strength) x 20 meters, or it can spread into a cone that's (Mega-Strength) x 10 meters long and (Mega-Strength) x 5 meters wide at its base. Hyperstrong exhalation is also useful for blowing out small fires and blowing away harmful gases.

Hyperstrong Inhale: The nova can inhale with enough force to suck in all the air around him (including any suspended contaminants) within a (Mega-Strength) x 10 meter radius area. Also, everyone (except the nova) within that area of effect must roll Dexterity at + (Mega-Strength) difficulties in order to remain standing.

Enhanced Lung Capacity: The nova also gets +10 bonus dice on all rolls for holding his breath. This is a permanent modification, and doesn't require any quantum point expenditure.

MEGA-DEXTERITY ENHANCEMENTS

Adroit

Some Mega-Dexterous novas have achieved near-perfect motor control and physical coordination. These folks have been automatically banned from the craps tables at gambling casinos worldwide, since they can roll double sixes on the dice each and every time if they want to. Other such novas have become the latest darlings of the ballet companies – or have been recruited to work in various bomb squad units.

System: The nova gets an additional - (Mega-Dexterity) difficulty bonus on all rolls for Dexterity based actions. Even botches cannot make the nova trip or fumble – if he makes a mistake, he'll look great doing so. This enhancement is always on, and has no quantum cost.

Avian

Prerequisite: At least one dot of Flight, or the Wings/Patagia Body Modification

Flying without mechanical aids has always been a favorite dream of baseline humanity. While some novas' attempts at flight are about as graceful as a rock, a nova with

this enhancement takes to the air as if she were born to it. (For some latter-generation novas, that could very well be the case!)

System: The nova gains three automatic successes on all rolls for the Flight power, although it can also apply to gliding via wings or patagia. This enhancement cannot be applied to the "flight" techniques such as provided by the Elemental Anima and Mastery powers. Also, the nova cannot botch power rolls for Flight and Hypermovement (Flight). This enhancement is permanent, and has no quantum point cost.

Blurred Speed

Prerequisites: Mega-Wits equal to or greater than Mega-Dexterity, and the Quickness enhancement

Mega-Dexterous novas tend to blow baseline combatants right out of the water when it comes to acting quickly – most of the time, they're lucky to even catch a glimpse of a hyperfast nova before they're mowed down. A nova with this enhancement is physically quick enough to make other Mega-Dexterous novas seem like they're moving in slow motion.

System: The nova may take all extra actions gained via Quickness (or another enhancement or power that grants extra actions) at the same time, without any delays or Initiative penalties. This enhancement has no quantum point cost beyond that of the Quickness enhancement (or similar enhancement or power).

Cool Hand

Having a steady hand can be an outright lifesaver in dangerous situations, and novas with this enhancement are the steadiest of them all. These novas are the ones who can disarm live nuclear warheads that are thirty seconds away from detonating in the midst of free-for-all gun battles without a qualm.

System: Novas with this enhancement are immune to all Dexterity-based dice pool penalties derived from wounds, drugs, stress, illness, temperature extremes, etc. They also get +3 automatic successes on all rolls involving ultra-fine manipulation (this never applies to combat). This is cumulative with Fine Manipulation. This preternatural steadiness effectively doubles the range of any ranged weapon the nova uses. As a side benefit, a nova with this enhancement never suffers the physical effects of intoxication, nor does he get "the shakes", shiver, or become seasick. The effects last for a scene.

Feather Foot

Novas with this enhancement are virtually weightless in their movements, and are able to walk on snow or sand without leaving a trace. They can also walk and leap onto objects that shouldn't have the slightest chance of being able to support their weight, in the best tradition of the Hong Kong wuxia movies.

System: The nova gets +3 automatic successes on all Stealth-related rolls (cumulative with Catfooted) and only takes half damage before soak from falling. (Round up any fractions). Also, the nova's weight is considered to be divided by [Mega-Dexterity x

100] of its actual value for determining whether or not an object is strong enough to support his weight. This is quite convenient when used with Quantum Leap, as it prevents the nova from damaging anything he lands on. This is permanent, and has no quantum point cost.

Freefaller

As any experienced astronaut could confirm, humans who've just gotten their first taste of microgravity (or freefall) tend to be awkward and clumsy in the extreme. It generally takes several missions in Earth orbit for an astronaut to learn how function effectively in zero-G. Novas with this enhancement are the exception to the rule, as they have an instinctive knowledge of how best to operate in microgravity.

System: The nova has +3 automatic successes on all rolls for physical actions attempted in microgravity environments, and is also immune to spacesickness. This is permanent, and has no quantum point cost.

FTL Reflexes

Even for Mega-Dexterous novas, maneuvering at velocities approaching or greater than C (the speed of light in a vacuum) is difficult in the extreme, if not downright suicidal. Novas who manage to develop the power of relativistic or superluminal flight universally develop this enhancement as well. While it's possible for a nova to fly at near – or greater-than-lightspeed without this enhancement, such a reckless fool is certain to quickly fly headfirst into something that's lethal even to novas. Something like a black hole, for example...

System: A nova with this enhancement suffers only half the penalties (round up) on rolls for moving at relativistic and/or superluminal speed. This is permanent, and has no quantum point cost. It's also fairly useless for novas incapable of moving at relativistic and/or superluminal speeds.

Note: Novas with this enhancement (but who lack FTL Reactions) will have reduced penalties on all rolls made for maneuvering at speeds of near-C and greater. The penalty is +6 difficulties at relativistic speeds, and +8 difficulties at superluminal speeds. Novas with both FTL Reflexes and FTL Reactions have no additional penalties for moving at relativistic and/or superluminal speeds whatsoever. Novas lacking both FTL Reflexes and FTL Reactions operate at +12 difficulties at relativistic speeds, and at +16 difficulties at superluminal speeds.

Ghostly Movement

The ability to move around their foes without attracting the slightest attention only to seemingly come out of nowhere and attack has long been an established shtick of

“action heroes” from Hollywood, Hong Kong, and lately Bollywood. It was only a matter of time before novas began manifesting the same ability.

System: The nova can spend a quantum point to move quietly and instantly to any place within [Sprint] meters, provided that (1) no one except his comrades in arms is watching, and (2) the nova could get to his chosen destination “the hard way” if given time. Others must roll Mega-Perception vs. the nova's Mega-Dexterity +1 to notice the nova while he's “ghosting”. Note that unlike teleporting, use of this enhancement does *not* cause spatial disturbances...

Hands of the Maker

For centuries, humans have wrought wonders with only the deftness of their hands and training in a given craft. It's no surprise, then, that some Mega-Dexterous novas have become the ultimate craftsmen.

System: The nova gets a bonus of +3 automatic successes on all rolls that involve designing, making, or shaping things with his hands or hand-operated tools. This generally affects engineering, medical/pharmaceutical, scientific, and artistic tasks. This bonus never applies to rolls for combat or tasks involving long-range manipulation or CAD/CAM – the nova must physically work with the object/material/patient in question. A nova can purchase up to two extra levels of this enhancement, allowing him to gain the bonus when using power tools and/or his quantum powers in his craftwork. This enhancement is always in effect, and costs no quantum points to use.

Kensai

Baseline humanity has always respected those individuals who were truly skilled in the use of weapons, as the legends of Annie Oakley, William Tell, and Miyamoto Musashi can attest. Novas with this enhancement can display the same prowess and then some, as they have refined their skills to a frightening degree.

System: The nova gets an additional - [Mega-Dexterity] difficulty bonus on all Melee, Archery, and/or Firearms rolls, and is incapable of botching on rolls for those abilities – rolled botches are considered to be simple failures instead. Also, the nova can draw or sheathe his weapons and reload firearms and bows without having to roll Dexterity. This enhancement is always in effect, and costs no quantum points to use.

Natural Swimmer

Except for some highly-trained athletes, most people aren't nearly as capable when swimming as they are moving about on dry land. That isn't the case for some Mega-Dexterous novas with this enhancement, as they're even more graceful in the water than when landbound!

System: The nova gets an additional - [Mega-Dexterity] difficulty bonus on all rolls made for moving in or under the water. Also, the nova's swimming speed is calculated with an extra 3 dots

to his Athletics score. This enhancement is always in effect, and costs no quantum points to use.

One Man Army

Being outnumbered in a fight is bad news for normal folks, but this simply isn't so for some Mega-Dexterous novas. Novas with this enhancement are never outnumbered, they simply have more targets to choose from.

System: The nova gets +3 automatic successes on all rolls for close combat against multiple foes, and does not suffer any penalties for fighting multiple foes. Also, the nova can get up to [Mega-Dexterity] additional actions whenever she faces four or more opponents – the ratio is 1 action for each opponent after the third. These extra actions can only be used for close combat maneuvers, and are penalized by -2 to Initiative. This enhancement is always in effect, and costs no quantum points to use.

Phantom Strike

Novas with this enhancement can be terrifying foes, as they're capable of striking down their foes before the attack is even detected. More than one fight has ended with a blow that seemed to come out of nowhere.

System: The nova can strike quickly enough to gain complete surprise – her foes must roll Mega-Perception vs. the nova's Mega-Dexterity +1 to even notice the attack. Novas lacking Mega-Perception and baselines automatically fail the roll, of course. If her attack goes unnoticed, the nova gains +5 automatic successes on her attack roll. This enhancement costs 1 quantum point to activate, and only affects a single attack.

River Fighting

There's no denying that Mega-Dexterous novas can be incredibly difficult to defend oneself against in combat situations. Novas with this enhancement raise that difficulty to a whole other level, as they can move with superhuman fluidity in combat. Such novas find slipping past their opponent's attempts to block their attacks to be child's play, and can strike with impunity.

System: The nova's opponents are automatically penalized by - [Mega-Dexterity] successes on all rolls to defend themselves against the nova's Martial Arts or Melee attacks. This enhancement costs 1 quantum point to activate, and stays active for the duration of the combat or the scene, whichever comes first.

Silent Running

A Mega-Dexterous nova with this enhancement is capable of moving at her maximum speed without disturbing her surroundings or leaving any evidence of her passing.

System: The nova's player must choose one form of physical movement to be affected by this enhancement – running, leaping, swimming, climbing or flying. Thereafter the nova gets + [Mega-Dexterity] automatic successes on Stealth rolls for moving without being detected or leaving traces when using that mode of movement. (If running, leaping, or climbing is affected; then this enhancement is cumulative with both Catfooted and Feather Foot.) If the nova has a form of the Hypermovement power that is affected by this enhancement (Hyper-Running and Hyper-Flight being the most common examples), this enhancement also allows her to choose whether or not to produce sonic booms when moving at supersonic speeds.

If the player wishes, extra levels of this enhancement may be bought, with each extra level affecting another chosen mode of movement. This enhancement is always considered to be active unless the player declares otherwise (automatic action to switch on or off). This enhancement costs no quantum to use.

Spontaneity

Martial artists and gunslingers have lived and died by their ability to "read" their opponent's moves and predict their actions. Novas with this enhancement are their worst nightmare, as attempting to read their moves is close to impossible for baseline humans and difficult even for other novas!

System: The nova can conceal the physical tensions of his body with an automatic action (no roll required). Others must roll Mega-Perception vs. your Mega-Dexterity +1 to predict what physical actions the nova will perform. Those who fail the roll make all attacks on the nova at + [Mega-Dexterity] difficulties. Baselines and novas who lack Mega-Perception automatically fail this roll.

This enhancement is always in effect, and costs no quantum points to use.

Tenacity

Attempting to perform physical actions while being tied up, grappled, or otherwise impeded is difficult for most folks – including the majority of novas. Mega-Dexterous novas with this enhancement have no such trouble, as they can perform equally well with or without such impediments. Sometimes these novas can even use their restraints to their advantage.

System: The nova suffers no penalties on rolls for Dexterity-based actions made while being grappled, restrained, or physically impeded in some other way. (We're talking about things like wrestling holds, handcuffs, nets, chains, and concrete overshoes here.) In some situations, the Storyteller may see fit to grant one to three additional bonus dice when whatever is restraining the nova could conceivably be turned to his advantage. (For good examples of this, check out any of Jackie Chan's early movies.)

This enhancement is always in effect, and costs no quantum points to use.

MEGA-STAMINA ENHANCEMENTS

Acceleration Tolerance

Despite the benefits provided by their quantum-enhanced metabolisms, most novas are only slightly more resistant to the dangers of high-G acceleration or deceleration than your average baseline. Even speedsters and novas with Adaptability face this problem. Speedsters can ignore the inertial effects of their own powers, but if you strap one to an ICBM (many of which have boosting speeds of at least 25 G's) and launch it he's likely to end up either dead or nearly so. Novas with Adaptability are in the same boat, as that kind of protection is geared towards environmental conditions – that much acceleration only needs a few seconds to turn a human (or superhuman) body into so much meat pudding. Novas with this enhancement can dismiss such problems with a laugh. These novas are also in much demand by space agencies worldwide to serve as astronauts.

System: The nova can totally ignore the effects of high-G acceleration and deceleration. The Storyteller may or may not choose to determine a quantum point cost for this enhancement, as per Adaptability.

Diehard

Novas with Mega-Stamina are by definition able to survive and recover from damage that would be outright lethal for baseline humans. Novas with this enhancement are even tougher, almost on the level of the legendary New York City cockroach.

System: A nova with this enhancement is a good deal more difficult to kill than is typical for novas in general. In game terms, the nova has a certain number of “Nearly Dead” health levels equal to his “Maimed” health levels that act as buffer against actual death. While “Nearly Dead”, the nova will appear to be dead unless he undergoes a competent medical examination (all other attempts to detect the nova's lifesigns are made at +[Mega-Stamina] difficulties). If left undisturbed for even a second, the nova automatically regains enough health levels to place him at “Maimed”. This enhancement is permanent, and will function as long as the nova retains at least one quantum point in his quantum pool.

Fertility

The bodies of novas with Mega-Stamina are optimized to function marvelously well, resulting in a degree of physical health that baselines and novas lacking Mega-Stamina simply cannot achieve. There is a glaring exception to this, though: many novas are sterile for some reason. Despite this, some

independent parapsychologists theorize that certain novas could possess or develop superhuman reproductive capacity, although these claims are inevitably ridiculed and dismissed by Utopia-backed parapsychologists and researchers into nova biology. If a nova did have such an ability, he or she would do well to keep it a secret for as long as possible, or risk being hunted down and murdered by Utopian (and Proteus) death squads...

System: The basic form (one level) of this enhancement provides several advantages. First off, it subtracts the nova's Mega-Stamina from the Virulence Rating of any contraceptive or sterility-causing chemical, disease or effect; including those caused by quantum powers. (This is wholly cumulative with the effects of the Adaptability and Health enhancements.) Second, it makes the nova more likely to either become pregnant (if female) or cause a pregnancy (if male) after a single unprotected sexual encounter. If rules for conception are desired for some reason, consider the percentage chance for a nova with this enhancement to successfully conceive to be multiplied by [the nova's Mega-Stamina +1]. Third, the nova's reproductive span is increased, allowing the nova to sire or bear children without difficulty until he or she has lived through 90% of his or her total lifespan. (**Note:** This limitation can be sidestepped if the nova is restored to physical youth with the Age Alteration technique of Temporal Manipulation.) Fortunately, the fourth benefit gained by the nova is complete and total control over his or her own fertility, regardless of any other fertility-inducing effects – including this enhancement, if the nova's partner happens to have it as well!

If a female nova buys two levels of this enhancement, she gains the following benefits:

- The nova no longer has to menstruate, nor does she suffer from PMS or the later problems of menopause.
- After conception, the nova does not have to endure many of the problems of both pregnancy and delivery. She doesn't suffer from morning sickness. Her nervous system automatically adjusts for the changes in her center of balance and her musculoskeletal system, making her much less awkward than a pregnant baseline woman. The nova's metabolism kicks into high gear, allowing her to remain physically active during pregnancy when a baseline mother-to-be would find herself exhausted. The nova's pelvis becomes inhumanly flexible and certain arrays of pain receptors are temporarily shut down during labor, allowing for deliveries that are nearly painless when compared to those of baseline mothers.
- The nova may use her quantum powers to the fullest while pregnant without the slightest risk of harming the unborn child – a definite plus when defending oneself against Utopian mother hunters. Even the use of powers such as Shapeshift, Sizemorph, Bodymorph, or Matter Chameleon will not harm the child. If the mother accumulates temporary or permanent Taint, her child will remain unaffected.
- If desired, the nova can spend a quantum point to release 2 or 3 eggs prior to conception, resulting in the birth of healthy fraternal twins or triplets, respectively. The children will also be latter-generation novas.

- If the nova still wants to become a mother but cannot find a suitable nova male to father her child, she can spend 2 quantum points and roll Stamina. Even 1 success on the roll means that the nova becomes pregnant through parthenogenesis. The pregnancy will be normal (for a nova pregnancy, anyway), but the resulting healthy female infant will effectively be a genetic clone of her mother as well as a latter-generation nova. If the nova mother also has the Yin-Yang Mega-Appearance enhancement, she can spend an extra quantum point (for a total of 3 q.p.) to conceive and bear a cross-gender clone of herself. The resulting healthy male infant will be a genetic clone of his mother except for having a “Y” chromosome instead of a second “X” chromosome, and will also be a latter-generation nova. This form of reproduction does have its advantages, but can seriously deplete a population’s genetic diversity over the long term, making this an emergency measure at best.

If a male nova buys two levels of this enhancement, he gains the following benefits:

- By selecting which gametes to release, the nova can choose the gender of any children he sires.
- If he wants to, the nova can spend 2 quantum points and roll Stamina when causing a pregnancy. Even 1 success on the roll means that the nova’s partner will give birth to healthy identical twins – 4 or more successes indicates healthy identical triplets! The children will also be latter-generation novas. If their mother is a nova herself – otherwise, they will be first-generation novas. For best results, the nova’s partner should be a nova herself with two levels of the Fertility enhancement. The nova should also tell his partner about this beforehand – otherwise, he risks being skinned alive, horsewhipped, or strangled by his justifiably irate sweetheart!

Note: Depending on how your Storyteller decides this enhancement should function, female novas with both Fertility and the Adaptability enhancement may need to resume a regular diet of healthy food and drink for the duration of the pregnancy. The details of a “healthy diet” may vary for nova mothers-to-be with the True Omnivore enhancement or the Altered Diet body modification. Just imagine the weird food cravings they could get! To heck with pickles and ice cream – what if such a pregnant nova started craving uranium?

This enhancement is permanent, and ordinarily has no quantum point cost. The exceptions to this have already been noted above.

Hard Target

Given the fact that many novas have erupted in the midst of all-out gun battles, it’s no surprise that some of them have developed physiologies that are much less vulnerable to the effects of bullets and projectiles than the typical nova. While they still don’t like getting shot, they’re

much more capable of giving their hapless attackers some well-deserved comeuppance.

System: The nova automatically soaks all damage from mundane firearms and projectiles as bashing damage. Weapons that are designed to breach armor – such as military antitank rifles and guns that fire hypercore rounds (see **Aberrant: Brainwaves** for details) can inflict lethal damage on the nova, but do so at the cost of their armor-penetration capability. This has no effect on energy blasts and other esoteric attack forms, of course. This enhancement is permanent, and has no quantum point cost.

Nanotech Resistance

Prerequisite: Adaptability enhancement

With DeVries’ introduction of nanotech-based chemical weapons onto the battlefields of the Nova Age, it became glaringly obvious that countermeasures were needed. While some novas (typically the Mega-Intelligent) redoubled their efforts into researching nanotechnology, others were forced to take a more visceral approach to the problem – literally!

System: The nova’s immune system is capable of resisting the effects of nanotech-based chemical weapons (such as Nanokill – see **Aberrant: Brainwaves** for details) just like any other toxin, disease, or drug. The nova gains +6 soak or resistance dice vs. nanotech weapons, and reduces their effective Virulence Rating by -[the nova’s Mega-Stamina]. This enhancement is permanent, and has no quantum point cost.

Rebound

While novas with Mega-Stamina are much more likely to remain conscious under adverse conditions than other novas (and baselines, of course), novas with this enhancement can take the proverbial licking and keep on ticking. This has proven to be a subtle but effective edge in combat situations...

System: The nova simply cannot be rendered dazed or unconscious (see **Aberrant** core book, pg. 249). While she may become too badly damaged to move, she is always alert and aware of her surroundings. This enhancement is permanent, and has no quantum point cost.

Relentless

Some novas with Mega-Stamina have such extreme amounts of “get up and go” that they make other novas seem like out-of-shape couch potatoes. Needless to say, this enhancement was a major factor in the banning of novas from competition in baseline sporting events – marathons, in this case.

System: The nova can travel without any need of rest or nourishment, allowing her to cover fantastic distances without pause as long as she stays in motion. This applies to all forms of physical movement (including the Flight and Hyper-Movement powers); but not to using vehicles, teleportation, or the Warp power. This is permanent, and has no quantum point cost – provided that the nova keeps moving!

Robust

Novas with Mega-Stamina are easily more able to deal with injuries overall than Joe Sixpack – but some of those novas take that ability a good deal farther. Those nova have developed physiologies so resistant to injury that they’ve become the favorite subjects of MD’s eager to be published in *JAMA* or *Nature*. (That’s assuming that they can get those novas to cooperate, which isn’t as easy as it was before 2008..)

System: The nova’s hyper-tough flesh grants him an additional [Mega-Stamina] health levels of each type – excepting “Dead”, for obvious reasons. This enhancement is cumulative with the Diehard enhancement and the Body Modification: Extra Health Levels. This is permanent, and has no quantum point cost.

Rugged

Prerequisites: Mega-Stamina 6+, 2 levels of the Resilience enhancement

Novas who develop the upper levels of Mega-Stamina (Mega-Stamina 6 or more) often develop certain inherent resistances to injury that are literally beyond anything that could be considered human.

System: A nova can have up to 5 levels of this enhancement, with the benefits described below.

- Any bashing damage taken by the nova is halved before soak. The nova gets + [Mega-Stamina / 2] additional dice on all rolls to resist the effects of one type of physiological damage (such as blood loss).
- Any bashing damage taken by the nova is halved before soak. Any lethal damage taken by the nova is halved before soak. The nova gets + [Mega-Stamina] additional dice on all rolls to resist the effects of one type of physiological damage (such as blood loss).
- Any bashing or lethal damage taken by the nova is halved before soak. The nova is immune to the effects of one type of physiological damage (such as blood loss). The nova gets + [Mega-Stamina / 2] additional dice on all rolls to resist the effects of one type of physical damage (such as damage taken from falls).
- Any bashing damage taken by the nova is quartered before soak. Any lethal damage taken by the nova is halved before soak. The nova is immune to the effects of one type of physiological damage (such as blood loss). The nova gets + [Mega-Stamina] additional dice on all rolls to resist the effects of one

type of physical damage (such as damage taken from falls).

- The nova soaks all bashing damage as Stun damage. Any lethal damage taken by the nova is quartered before soak. The nova is immune to the effects of one type of physiological damage (such as blood loss). The nova is immune to one type of physical damage (such as damage taken from falls).

This enhancement is permanent, and has no quantum point cost.

Sanitized Metabolism

Some novas with Mega-Stamina develop metabolisms that function so efficiently that they are *totally* clean. Aside from the obvious social benefits of superhuman cleanliness, these novas are clean enough to work in sealed factory environments (“clean rooms”) without a containment suit. Oddly enough, this enhancement is becoming increasingly common among Japanese novas and those novas influenced by Japanese culture.

System: These novas don’t sweat excessively, nor do they leave behind any kind of dander or biological residue – a bonus for covert operatives! Such novas don’t develop things like unsightly skin problems or bad breath. Waste products (if any are produced) are minimized, sanitized, and deodorized. What little body odor the nova has will invariably be pleasant. In game terms, the nova gets an additional [Mega-Stamina +1] dice on all rolls where superhuman cleanliness could be a factor. This is permanent, and has no quantum point cost.

Second Wind

Even for novas, getting into a fight when you’re not at your best is not a good idea. Some novas with Mega-Stamina have developed this enhancement in order to help minimize this risk.

System: In combat (or in similarly stressful situations), the nova can roll Mega-Stamina + Endurance to temporarily ignore any and all unhealed damage taken; operating as if she were at her full health levels for the duration of the fight. Any damage taken during the fight is subtracted from the nova’s “phantom” health levels first – the inflicted damage and the phantom health levels both dissipate at the end of the fight. If the nova takes enough damage to use up all of her phantom health levels, she will then take damage as normal.

Spark of Life

Prerequisites: Mega-Stamina 6+ and the Health enhancement.

While all novas who attain the upper range of Mega-Stamina enjoy an obscenely high quality of physical health, those who develop this enhancement become literal fonts of vitality. Living things seem to thrive in their presence (save for harmful germs and parasites), and injuries heal with uncanny speed under their ministrations. Novas who manifest this ability sometimes develop

superhuman medical skills as well, reflecting an aptitude for the healer's arts.

System: The nova heals all non-aggravated damage taken as if it were 1 wound level less, and may share his superhuman vitality by means of his touch if he is in perfect health. (This requires more-or-less constant care of the patient on the nova's part, though.) If the nova has the Biomanipulation or Healing powers, he can heal aggravated damage taken by others as if it were non-aggravated AND gets a difficulty bonus of -2 on power rolls involving healing, growth, creation, and positive change. (This bonus doesn't apply for rolls to positively affect bacteria and viruses – what's positive for a germ can be lethal for humans!)

The downside of this is that novas (and other beings) capable of draining the life-energy of others will get twice the energy from the nova than they would from other novas – which could make a nova with this enhancement a valued commodity in the eyes of some rather unpleasant novas...

This enhancement is permanent and usually has no quantum point cost.

Steady

Due to subtle alterations of the inner ear, novas with this enhancement are unaffected by vertigo and motion sickness. These novas are the ones who can sail a ship through the roughest of seas without losing a single member of the crew – or (with Mega-Dexterity) can perform extended acrobatic feats for hours on end without getting sick.

System: The nova is immune to motion sickness and vertigo of all kinds, even those induced by drugs or quantum (and psionic) powers. This enhancement is permanent, and has no quantum point cost.

Tough

Prerequisites: Two levels of the Resilience enhancement and either four dots of Armor or three dots of Invulnerability (physical attacks)

Some novas with superhuman Soak ratings are nigh-invulnerable to human-level attacks. (Refer to the "Puny Human" rule – **Aberrant** core book, pg. 240 – for the details.) Accordingly, some novas are even more invulnerable, as they can shrug off some of the attacks made on them by other novas!

System: The nova can use the "Puny Human" (Puny Nova?) rule against nova-level attacks. If the nova's soak subtracts twice the amount of the attacker's damage effect, the attacker may not even roll his one die in hopes of attaining a single damage success. This enhancement is fairly useless without several dots of the Armor and/or Invulnerability powers, of course. This is permanent, and has no quantum point cost.

Unyielding

Prerequisites: Two levels of the Resilience enhancement and two dots of Armor

Some novas take the notion of physical toughness a bit too literally – their flesh has become tough enough to make anything that comes into violent contact with them shatter or even pulverize on impact! This subtle edge has ended many a fight as it started – nothing cows an opponent quite like having her attack prove to be ineffectual, especially if the lesson is driven home by a little pain (in the case of bare-handed attacks).

System: If the nova's soak subtracts twice the amount of the attacker's damage effect, the weapon or body part in question breaks harmlessly (to the nova, anyway) on her skin. Handheld weapons will shatter, while bullets will be powdered due to their high velocity. Punches and kicks will result in the attacker's offending body part suffering the damage of her own attack, although novas with either Armor or Invulnerability (physical attacks) can soak this damage as per normal.

MEGA-PERCEPTION ENHANCEMENTS

Analytic Scent

A nova with this enhancement has developed his sense of smell to superhuman levels. Aside determining distinctive odors for just about anything he encounters, the nova can sniff out poisons, drugs, and explosives (among other things) with unequalled accuracy. Some novas with this enhancement have done quite well working as "super-noses" in the perfume and wine industries – or as narcotics agents.

System: The nova can determine distinctive odors for just about anything he encounters and can differentiate between (and recognize) people, places, and things by scent alone. The nova can distinguish the component scents (and therefore the ingredients) of a given odor with near-perfect accuracy. If the Storyteller decides a substance is present only in trace quantities, she may require a Perception or Awareness roll to allow the nova to detect it. The nova can also roll Perception to determine the emotions of a person via their scent. The nova gains a minimum of +3 extra dice when making any Perception roll based on scent, including use of the Bloodhound enhancement. Finally, the nova can halve any penalties relating to darkness by scenting other beings around him.

This enhancement is always on and costs no quantum points to use.

Disaster Sense

For years, scientists around the world have acknowledged the ability of animals to sense impending natural disasters – earthquakes, tidal waves, and volcanic eruptions have all triggered erratic behavior in many kinds of animals days before any humans

even noticed the danger. Novas with this enhancement have recovered this ability from the evolutionary dustbin and have raised it to new levels of sensitivity and accuracy.

System: The nova gains + 3 automatic successes on all Perception rolls involving her current environmental conditions. She can also roll Mega-Perception as an automatic action to sense any impending natural disasters that will occur in her current locale up to [Mega-Perception x 2] days in advance. One success means the nova learns that a natural disaster is going to occur in the near future. Each additional success beyond the first grants one of the following types of data: the exact time of the disaster, the exact location (aka the danger zone), and the exact nature of the disaster. The nova always retains control over how she applies her extra successes from the Mega-Perception roll.

This enhancement is always on and costs no quantum points to use.

Insight

While Mega-Perceptive novas are great at noticing everything around them, they're not necessarily great at retaining that data – if the nova deems something unimportant, he's likely to forget about it. Needless to say, that can prove embarrassing at best – at worst, that can be downright lethal. A nova with this enhancement is less prone to that problem, as he has a limited ability to review any data he perceives.

System: The nova can make a Mega-Perception roll to gain a mental image of something he had previously dismissed as not being important. When used in conjunction with certain abilities (Investigation is only the most obvious example), this grants + 1 die per success as the nova reviews his data. **Note:** This bonus is doubled if the nova also has the Recorder (Mega-Intelligence) enhancement.

This enhancement costs 1 quantum point to activate, and lasts for the duration of the task.

Introspection

A nova with this enhancement has developed superhuman insight into the ulterior motives that underlie people's actions – both her own and those of others. Once she determines what makes a given person "tick" psychologically, she can use that knowledge to her best advantage in just about any situation.

System: If the nova knows the Nature of a given person, she gains + 3 automatic successes on any rolls made to take action against that person. Since she knows what makes the target tick, she is better able to predict that person's actions and act effectively against him. This enhancement can be used in just about any form of person-to-person conflict – sword duels to the death, social oneupsmanship, and

seduction attempts are all equally viable. This enhancement is always on and costs no quantum points to use.

Lifesense

Some Mega-Perceptive novas have learned how to perceive the "life force", for lack of a less-corny term, of the lifeforms around them. This effectively functions as a "life radar", letting the nova detect and possibly identify anything alive that's within [Perception + Mega-Perception] x 20 meters of his position.

System: By spending 1 quantum point, taking an action and making a Perception roll; the nova can sense the health levels of other living things. One success reveals the location and size of a given lifeform, while 2 or more successes let the nova identify the lifeform with increasing degrees of detail and determine its relative health. Once activated, this enhancement lasts for the rest of the scene.

Parabolic Hearing

Novas with this enhancement have essentially "telescopic hearing" – by focusing in on a given location, they can hear sounds from incredible distances. They can also hear sounds so faint as to be inaudible.

System: The nova spends a quantum point to activate this enhancement for [Perception + Mega-Perception] turns. While doing so, the nova gains an additional 3 dice on any roll related to hearing. (This is cumulative with Hyperenhanced Hearing.) The nova can "magnify" sounds (to his own hearing) by a factor of 10 for each dot of Mega-Perception the nova has. (x100 at Mega-Perception 2, x1000 at Mega-Perception 3, and so on.) The nova can also automatically home in on the source of any sound he can hear without a roll. Use of this enhancement can negate range penalties if used with the Sonar function of Hyperenhanced Hearing, and also negates difficulty penalties for striking at novas with the Sizemorph (Shrink) power.

Psi Sensitivity

Prerequisite: either Quantum Attunement or Psychic Awareness (from **Aberrant: Brainwaves**)

A nova with this enhancement has developed the ability to perceive subquantum energies. While other novas wouldn't know psionics from persimmons, this nova instinctively senses the differences (and the problematic interactions) between quantum and subquantum energies. **Storyteller Note:** Given Max Mercer's establishment and leadership of Project Pandora, one can be sure that a nova with this enhancement who doesn't keep the existence of psionics "under wraps" will come to his attention sooner or later...

System: The nova can automatically sense any psionic power used against her or in her presence as visible effects. If the nova is targeted by a psionic power, she can make an Awareness roll to sense the identity of her attacker (against the psion's Wits + Mode rating). The nova can also scan psionic beings by making a

Medicine roll; this allows the nova to sense the rough level of Psi possessed by her subject and determine whether the subject's suffering from psionic dysfunction. With three or more successes, the nova may determine the Aptitudes and Modes of her subject.

The automatic function of this enhancement has no quantum point cost, but the scanning function costs one quantum point per turn to use.

True Intent

A nova with this enhancement has developed a near-psychic insight into the intent behind the actions of a person she observes. With only a few moments of watching, the nova can sense why the subject is performing a certain action, what the subject intends to do, and what the subject hopes to achieve. Aside from using this to avoid would-be assailants, crooks and stalkers, novas with this enhancement can also blow the cover of espionage agents and paparazzi with the greatest of ease.

System: The nova can roll Perception to determine the motivations, plans, and goals behind the actions of a given subject. One success reveals the basic intent of the subject's actions and the basic motivation behind his actions. Additional successes reveal increasingly detailed data about the subject's intentions, goals, etc.

This enhancement costs one quantum point to use.

Example: Simon DeHavilland is a newly-erupted teen nova from Ottawa, and a mastermind with the ability to manipulate spacetime among his many other quantum gifts. One evening in the summer of 2009, he's driving down a lonely stretch of the highway and minding his own business when he notices four guys in a red pickup truck about 40 meters behind him. Taking a closer look at them in his rearview mirror, he notices that they're all burly rednecks who don't look happy. Since Simon has Mega-Perception 5 and True Intent, he easily senses that they're members of the Church of Michael Archangel, heavily armed, drunk and out looking for some trouble to shoot – and as far as they're concerned, he qualifies. Fearing for his life, Simon goes all out and maxes his Warp power. After the truck vanishes, Simon heads home and decides to sign up for the student exchange program he's been offered. Japan certainly seems safer than Canada right now...

Ninety years later, puzzled scientists from McMurdo Base find a well-preserved red pickup truck sitting in an ice cavern 100 meters below the surface of the Antarctic glacier, complete with four deep-frozen bigots...

Void Sense

Baseline humans are a product of their environment – and one thing that nearly all of them require in order to function psychologically in a microgravity environment is a

local vertical. Without something to orient themselves to, untrained baselines (and many novas) become hopelessly disoriented, nauseated, and terrified before losing control of their body functions. For most, only astronautics training can alleviate this. Mega-Perceptive novas with this enhancement have no such troubles. Much like Adaptability lets a nova survive without air, food, and water; this enhancement lets the nova adapt mentally to a truly three-dimensional environment without any applicable “up” or “down”. While a nova doesn't actually *need* this enhancement to operate in space, he'll never do as well as a nova with Void Sense.

System: The nova gains + 3 automatic successes on any rolls involving space navigation or maneuvering in microgravity or other environments where there's no real “up or down”. He also doesn't suffer any penalties that result from not having a local vertical to orient himself with, and is wholly immune to vertigo.

This enhancement is always on and costs no quantum points to use.

(Note: For game purposes, untrained baselines and novas are at +3 difficulties on all rolls when in space without a local vertical to orient themselves with. This can be alleviated with the 1-point Merit “Space Rat” – this Merit *can* be earned with experience points to reflect a week or two of training, and is open to baselines, novas, psiads, daredevils, and the rest of the zoo. Novas with the Void Sense enhancement for Mega-Perception cannot have and do not need this Merit.)

MEGA-INTELLIGENCE ENHANCEMENTS

Black Mind

Baseline humanity has always practiced espionage – some call it “the world's second oldest profession”. Governments and corporations worldwide have lived or died by their ability to gather useful information about their enemies, rivals, and allies. This is no different in the Nova Age – novas with this enhancement are intelligence analysts without compare, as they can squeeze vital information out of even the most trivial-seeming sources. Of course, the existence of these novas can neither be confirmed nor denied...

System: The nova gains + 3 automatic successes on all espionage-related rolls. (That's mainly the Tradecraft and Analysis abilities, as written in **Aberrant: The Directive**.) The nova can also roll Intelligence as an automatic action to recognize actionable intelligence* upon first noticing it. Finally, this enhancement adds a difficulty penalty of + [Mega-Intelligence] on all attempts to penetrate the nova's Cipher background – basically, the nova uses this enhancement in “cleaning up” his own data – and paper-trails.

Note: The nova must have the Cipher background for that last benefit to apply, and also is of little use if the nova's information is already on file somewhere. The effects of this enhancement are

cumulative with Clandestine Mentality (Mega-Wits). This enhancement is permanent, and has no quantum point cost.

(*Actionable Intelligence: For those of you lacking **Aberrant: The Directive**, which defines this as “information of immediate use after collection without needing analysis”.)

Chemical Genius

A nova with this enhancement is a virtuoso when it comes to applied chemistry. Aside from coming up with all sorts of new materials (does “Vitrium” ring a bell?), the nova gains a certain edge on the urban battlefield. Given a well-stocked janitor’s closet, the nova can become a one-person chemical warfare factory.

System: The nova gains + 3 automatic successes on all rolls involving chemistry. (This includes power rolls for Molecular Manipulation, Molecular Authority, Matter Creation, and Creation Ex Nihilo.) The nova can also roll Intelligence as an automatic action to instantly recognize the potential uses and/or hazards of any nearby substances. This enhancement is permanent, and has no quantum point cost.

Cold Logic

Mega-Intelligent novas are old hands at logical thinking, but they can still let their emotions and hysterics cloud their reasoning. Not so for a nova with this enhancement – while he still has emotions like anyone else, he’s terrific at keeping his emotions from coloring his logic. Since he’s one of those much-referred to “cooler heads”, this enhancement is of particular benefit in crisis situations. One slight problem is that while the nova can maintain his detachment when thinking about most subjects, he can’t really do so when the subjects are himself and/or those people he cares for. (A few novas have learned how to correct that, however.) Another problem is that the nova’s “cold fish” dispassion can easily be mistaken for an actual lack of emotions (namely the “Cold” aberration from **Aberrant: Brainwaves**), which can lead others to doubt his sanity.

System: The nova gains + [Mega-Intelligence] automatic successes on all rolls where dispassionate clarity is a benefit – detecting lies, for example. It is possible to buy a second level of this enhancement, allowing the nova to regard himself and/or the people he cares for with the same detachment as everything else. This can be of much help when others are attempting to use the nova’s loved ones against him – instead of suffering from bouts of anguish and self-recrimination, the nova can act with his full efficiency and do his best to rescue his loved ones from whatever predicament they’ve been put in.

This enhancement is permanent, and has no quantum point cost.

Cryptic

Mega-Intelligent novas, by their very nature, have developed intellectual capabilities beyond that of any baseline human who has ever lived. This makes such novas seem very strange and difficult for even the brightest of baseline geniuses to understand. A nova with this enhancement has further developed her intellectual capabilities to the point where even other Mega-Intelligent novas have serious difficulties when they attempt to understand her reasoning, ideas, and activities. Needless to say, baselines would find a nova with this enhancement to be just about incomprehensible.

System: The nova’s reasoning, ideas, and plans are extremely difficult for beings of lesser intelligence to comprehend. Others must roll Mega-Intelligence against the nova’s [Mega-Intelligence +1] to make any sense at all of her reasoning, ideas, and plans. Those who fail the roll will be utterly unable to figure out her goals, methods, and activities. Baselines and novas lacking Mega-Intelligence automatically fail this roll.

This enhancement is always in effect, and costs no quantum points to use.

Geometric Savant

For a nova with this enhancement, using geometric equations in real life is as easy as walking down the street. No matter whether the problem is computing orbital trajectories, performing multiple-surface deflection shots, or sinking all the balls on a pool table with a single shot, the nova can handle it.

System: The nova gains + 3 automatic successes on all rolls involving applied geometry – such as ballistics and many kinds of trick shots. This enhancement is permanent, and has no quantum point cost.

Ingenuity

A nova with this enhancement is a literal font of imagination (even by Mega-Intelligent standards), and is not restricted to the narrow channels of thinking evinced by too many baselines and novas alike.

System: The nova gains + [Mega-Intelligence] automatic successes on any roll that could benefit from augmented creativity and inventiveness (most artistic and scientific tasks), as well as rolls for creating new inventions. This is cumulative with all other Mega-Mental enhancements.

This enhancement is permanent, and has no quantum point cost.

Intuitive Deduction

Mega-Intelligent novas, by definition, are capable of finding connections between seemingly unrelated pieces of information that would otherwise elude even the most erudite baseline skilled in deduction. Novas with this enhancement take that a step further, as they can take those connections they discover and use them to

chart effective courses of action towards a chosen goal with but a few minutes of thought.

System: The nova chooses a goal to work towards, takes a turn to indulge in some silent thinking, and rolls Intelligence. For each success on the roll the Storyteller grants the nova some insight (typically words of advice or hints at secret knowledge) into the right way to achieve her goal. **Note:** This does NOT reveal the easiest, most popular, or most politically correct way for the nova to achieve her goals – only the *best* way. This enhancement costs 1 quantum point to activate and requires 1 turn of uninterrupted thought.

Mental Prodigy: Psychology

Witnessing the skills of a Psychological Prodigy would have Freud eating his heart out with sheer envy, if that dirty old man were still alive. Figuring out the functioning (and malfunctioning) of other people’s minds is child’s play for a nova with this enhancement. He can analyze the psyche of a given subject with only a few minutes’ worth of conversation – her thought patterns, motivations, and mental Flaws (or mental aberrations) might as well be on open display as far as this nova is concerned. The nova can provide counseling and therapy on the level of a skilled practical psychologist – if the nova actually has formal training in psychology (a specialized field of the Medicine Ability), he’s even better.

System: Whenever the nova is involved in situations or problems concerning psychology and/or mental dysfunction, the player may make an Intelligence roll. For each success achieved, he may roll an additional die when making Medicine (Psychology) rolls and any other rolls related to those tasks.

This enhancement costs 1 quantum point to activate; the effects and bonuses received last for a minimum of an hour, and possibly longer (at the Storyteller’s discretion).

Mental Prodigy: Xenology

A nova with this enhancement is a genius when it comes to alien lifeforms – in some cases, the nova may actually relate better with alien sapients that he does with baseline humans! Aside from making the nova an excellent candidate for First Contact (and subsequent diplomatic relations), his genius also applies to every possible facet of alien life – xenobotany, xenoecology, xenozoology, xenosociology, you name it!

System: Whenever the nova is involved in situations or problems concerning extraterrestrial life forms, and/or nonhuman terrestrial sapients, the player may make an Intelligence roll. For each success achieved, he may roll an additional die when making Xenology and Xenorelations rolls and any other rolls related to those tasks.

This enhancement costs 1 quantum point to activate; the effects and bonuses received last for a minimum of an hour, and possibly longer (at the Storyteller’s discretion).

Organized

You’ve no doubt heard about someone like this – the guy who’s so “anal-retentive” that he sorts his M&M candies by color before eating them? The woman who likes to categorize everything she owns as if it was a collection of museum specimens? A nova with this enhancement has taken this human gift for organization and structure to superhuman levels. Organizational tasks that normal people would find mind-numbingly boring are second nature to such novas, who make excellent accountants and comptrollers for companies.

System: The nova gains + 3 automatic successes on all rolls for tasks involving organization (and/or subtle disorganization), and can perform such tasks in less than half the time it would take a baseline to do so.

This enhancement is permanent, and has no quantum point cost.

Recorder

While all Mega-Intelligent novas enjoy augmented memory, a nova with this enhancement has taken that quality and become a sentient recorder of whatever data she can perceive. While not as focused as Eidetic Memory, Enhanced Memory, or Speed Reading, this enhancement nevertheless provides a definite edge in situations where the nova has to acquire massive amounts of information in very little time. Some novas have used this (in tandem with certain cyberkinetic techniques) to upload their experiences directly onto the OpNet. While current technology limits these recordings to audio/visual only, it’s a sure thing that somewhere a nova genius is hard at work at perfecting a full-sensory Virtual Reality interface...

System: The nova can record all information that she perceives with perfect clarity and instant recall. Actual comprehension of the recorded data can wait until the nova has some time to think through her recorded data. Aside from making the nova into a living data recorder, this enhancement solves some of the problems of both the Eidetic Memory (recalling memorized data quickly) and Enhanced Memory (permanent data retention) enhancements. The nova can also record messages in her memory for later retrieval, and gains + [Mega-Intelligence] automatic successes on all uses of the Speed Reading enhancement.

Note that if the nova lacks the other enhancements mentioned above, she doesn’t get the bonuses.

This enhancement is permanent, can be switched on or off at will, and has no quantum point cost.

Wayfarer

Given the globe-trotting lives many novas end up leading, it should come as no surprise that they face certain difficulties in

their journeys that others don't even consider. Aside from the extra attention they get from their status as celebrities, the use of quantum powers brings up certain questions. How does one fly to another country without being flagged down by the local air force? How does one smuggle five young orphans (who also happen to be latent novas) out of mainland China without attracting the attention of the Heaven Thunder Triad, who are always looking for more nova bodies to process into lucrative nova-derived drugs? And even if you do manage to get the kids away from the Triad, how do you get them past the customs agents and the local INS? How does one avoid Directive agents, or even nosy paparazzi? A nova with this enhancement has an intuitive understanding of both the problems faced by traveling novas and how best to evade those problems. Some novas have used this to become superhuman smugglers – whether they run Underground Railroads for innocent people or funnel black market items to First World nations has been left to their individual consciences.

System: The nova automatically reduces all rolls made by others to track, intercept, or waylay him (and/or his cargo while traveling by [Mega-Intelligence] successes. This enhancement is permanent, and has no quantum point cost when used by the nova himself. If the nova wants to use this with a group of travelers or a cargo, he must spend 2 quantum points to protect the group or cargo for the duration of their journey. (The nova must also accompany the group or cargo in order to provide his protection.)

MEGA-WITS ENHANCEMENTS

Autopilot

Sometimes the ability to leave a scene quickly can mean the difference between life and death, especially when given that some novas have a habit of getting into quantum battles on a regular basis. A nova with this enhancement has essentially developed an autopilot system in his brain, which lets him make an escape no matter how badly hurt, drugged, drunk, or deeply asleep he is. Nova aviators beware: Some police departments *will* file charges for Flying While Intoxicated...

System: The nova can roll Wits as an automatic action to use an appropriate power and travel to a predetermined locale even when Incapacitated, drugged, asleep, or unconscious. Of course, that's assuming the nova has sufficient quantum points to make the journey, is willing to trust to luck that he'll actually make it to his destination, and that he's not worried about being followed. Flight is the power most commonly used with this enhancement, although it works just as well with Teleport and Transmit. This

enhancement is permanent, and has no quantum point cost beyond that of the power used to travel.

Autoprogrammer

While some Mega-Witty novas have developed superhuman control over the workings of their bodies (the "Mind Over Matter" Mega-Wits enhancement from **Aberrant: Brainwaves**), others have learned how to control their own minds. A nova with this enhancement can literally reprogram his mind as he desires.

System: The nova can control and alter his own psychological "programming" with a Wits roll. Aside from letting the nova rewrite his social and cultural conditioning at will, this also allows him to prevent or ensure certain actions on his part. This grants + [Mega-Wits] automatic successes on all rolls for tasks like staying within a chosen acting role or resisting Mega-Social attempts to influence the nova's actions.

Note: This enhancement does not allow the nova to change his Nature (or Archetype, if the nova is a Terat) with a simple Wits roll, but it is possible if the Storyteller decides that the nova has the motivation to change himself on such a basic level. Here's a fairly workable rough guideline: treat changing the nova's Nature as having the same experience cost as buying a dot of Willpower at [6 – the nova's Mega-Wits, minimum of 1] dots. The nova's player is also obliged to take pains in showing how the nova has changed via better-than-average roleplaying.

This bonus can also apply towards keeping secrets (the equivalent of placing data in a protected file), although it isn't cumulative with the effects of the Clandestine Mentality enhancement.

This enhancement is permanent, and has no quantum point cost.

Born Warrior

Mega-Witty novas with this enhancement have not only developed an innate sense of combat that normally comes only from experiencing (and surviving) enormous amounts of live combat, but have taken that sense to superhuman levels. Their fighting reflexes are far sharper than the proverbial razor's edge, and they're used to making life-or-death decisions in nanoseconds.

System: The nova gains several benefits from this enhancement. First, he can roll [Mega-Wits] dice for Initiative and apply the preferred result (usually the highest). The nova also gains a permanent + [Mega-Wits] bonus to his Initiative. (This is cumulative with Enhanced Initiative, Enhanced Reflexes, etc.) This enhancement is essentially a quantum-augmented version of the Combat Veteran Merit – the nova cannot have both. This enhancement is permanent, and has no quantum point cost.

Clandestine Mentality

A nova with this enhancement has a gift for the nonacademic aspects of espionage. These novas are the ones who can operate in the shadowy arena of covert operations with the greatest of ease.

System: The nova gains + [Mega-Wits] automatic successes on certain rolls for dealing with espionage agencies and other organizations; namely spotting their agents, detecting their operations, and avoiding their notice. This also applies to planning, noticing, and countering intrigues; and for keeping secrets.

This enhancement is permanent, has no quantum point cost, and is cumulative with Black Mind.

FTL Reactions

This is the mental counterpart to FTL Reflexes, and allows novas to react fast enough mentally to travel at relativistic and/or superluminal speeds with much less trouble than their slower brethren. Those novas who possess FTL Reflexes as well as this enhancement can traverse interstellar distances as easily as Joe Sixpack could walk the length of an empty field.

System: A nova with this enhancement suffers only half the penalties (round up) on rolls for moving at relativistic and/or superluminal speed. If the nova also has FTL Reflexes, she will suffer no penalties whatsoever. This is permanent, and has no quantum point cost. It's also fairly useless for novas incapable of moving at relativistic and/or superluminal speeds.

Note: Novas with this enhancement (but who lack FTL Reflexes) will have reduced penalties on all rolls made for maneuvering at speeds of near-C and greater. The penalty is +6 difficulties at relativistic speeds, and +8 difficulties at superluminal speeds. Novas with both FTL Reflexes and FTL Reactions have no additional penalties for moving at relativistic and/or superluminal speeds whatsoever.

Instant Reaction

When the situation has gotten hairy and every second counts, a nova with this enhancement outshines even other Mega-Witty novas with her quick thinking.

System: The nova gains + [Mega-Wits] automatic successes on all rolls involving an instant mental reaction. Good examples would be: guessing how to safely disarm a nuclear warhead three seconds before it explodes, fast-talking a security guard, and ad-libbing one's way through a live OpNet interview.

This enhancement costs one quantum point to activate, and lasts for the duration of the task.

Integration

A nova with this enhancement has completely integrated her memory and mental capacity, making it impossible for most beings to surprise and/or ambush her.

System: The nova can neither be surprised (and suffers no penalties derived from surprise), nor can she be ambushed by any being with a Mega-Wits score lower than

her own. This doesn't work against novas with Mega-Wits equal to or greater than the nova's own score – in that case, roll for surprise with a bonus of 3.

This enhancement is permanent, and has no quantum point cost.

Mind Restoration

A Mega-Witty nova with this enhancement has developed a form of mental regeneration. It's a lot like restoring lost data and software on a computer from backup files, and has proven quite a nasty surprise to those people (novas and otherwise) who use the mental alteration of others as a preferred tactic.

System: The nova can roll Wits as an automatic action to fully restore any memories she might have lost (typically via brainwashing techniques or telepathic memory alteration) and repair any damage or alterations inflicted on her mind (read: personality alterations and mental flaws/aberrations induced by others). The nova doesn't have to make a conscious decision to create her mental "backup files" – like a worm drive, it's always recording.

Note: This enhancement does not affect any alterations the nova might choose to make to her own personality, memories, or mental processes; nor does it affect any mental aberrations that the nova might develop from gaining too much permanent Taint.

This enhancement costs 1 quantum point per use, but the effects are more or less permanent.

Prudence

Over the course of human civilization, the quality erroneously known as "common sense" has proven time and time again to have excellent survival value. While rare in the extreme, some novas have taken this quality and developed it to superhuman levels. The innate practical, everyday wisdom of a nova with this enhancement lets her avoid making stupid and/or obvious mistakes even when her judgment is impaired by mental powers and/or drugs. She can also judge the value of both any memes she comes across and any possible courses of actions that she (or others) might take, and extrapolate their consequences.

System: The nova can avoid making stupid and obvious mistakes (no roll required) even while under the influence of mental powers and/or drugs. The nova can also instinctively sense the value of a given meme or course of action; and automatically understands *why* it is worthwhile, trivial, or flat-out stupid. Finally, the nova can automatically deduce the possible consequences of a given meme or course of action. In all three cases, the nova's player may ask the Storyteller for advice in any situation that could possibly be solved through uneducated intuitive reasoning. Note that since this enhancement is a quantum-augmented version of Common Sense, the nova can't have (and has no need for) that Merit. This enhancement is permanent, and has no quantum point cost.

Sentinel

In any world not populated entirely by pacifistic saints, the ability to pick up on potential problems and/or threats through sheer intuition alone has always been a blessing. Novas with this enhancement have taken this to superhuman levels, as they intuitively know when something is out of place and deserves their attention upon first noticing the thing in question. Some novas use this to become excellent bodyguards and investigators, while others use this intuitive vigilance to safeguard themselves and their associates.

System: The nova gains +3 automatic successes on rolls to notice things, beings, or events that are either out of place or seem wrong to him and deserve his attention.

This enhancement is permanent, and has no quantum point cost.

Wily

A nova with this enhancement has an innate flair for lateral thinking. Her ability to look at things from multiple perspectives and to question and reassess existing assumptions often lead the nova to find workable solutions to problems that leave other Mega-Witty novas stumped.

System: The nova gains + [Mega-Wits] automatic successes on any roll that could benefit from the use of lateral thinking. This enhancement is permanent, and has no quantum point cost.

Wrecker

Novas with this enhancement have an undeniable gift for the destabilization (and preventing the destabilization) of both concepts and other people. While some of these novas restrict themselves to ruining and/or protecting deserving targets, others can and have used this to wreak sheer havoc with the both the lives of other people and society as a whole. Indiscriminate and unethical use of this ability is likely to prove yet another reason for the upcoming Aberrant War.

System: The nova gains + [Mega-Wits] extra dice on any roll made to destroy (or prevent the destruction of) nonphysical things. Examples of possible targets include reputations, governments, political campaigns, relationships, scientific theories, other peoples' careers, religions, and so on.

This enhancement costs 1 quantum point to activate, and lasts for the duration of the nova's attempt to destroy a chosen target.

MEGA-APPEARANCE ENHANCEMENTS

Ageless

Mega-Beautiful or Mega-Handsome novas with this enhancement don't seem to have an actual age like most folks – they simultaneously display both the vigor of youth and the polish of maturity. These novas are never considered to be either too young or too old by their admirers – they're always “just right”.

System: Other people must roll Mega – Perception vs. the nova's Mega-Appearance +1 to accurately estimate the nova's age. Baselines and novas lacking Mega-Perception automatically fail that roll. One interesting wrinkle is that the nova's behavior can easily augment or negate the effects of this enhancement – if the nova acts in a juvenile or mature manner, others will assume that she *is* either juvenile or mature and treat her accordingly. Please note that the Storyteller is always within her rights to forbid this enhancement to novas whose typical appearance is either younger than the late teens or older than late middle age. This enhancement is permanent, and has no quantum point cost.

Anticipatory Visage

Novas with Mega-Appearance are already adept at looking like whatever other people want to see, but novas with this enhancement take that ability to a whole new level. Such a nova can appear to be anyone that a given person (or group of persons) expects to see, via a psychic illusion and possible shapeshifting on the nova's part. Some novas have taken this even farther, and are able to make people hear them say what they're expected to say – a few can pass off props as legitimate identifications and papers!

System: At its basic level, this enhancement lets the nova appear as whomever the subject(s) most expects to see in his current situation – the subject must roll Mega-Perception vs. the nova's Mega-Appearance +1 to see through this ruse. The nova can buy a second level of this enhancement to make his subject(s) hear whatever the nova says as what the subject(s) expect to hear. A third level of this enhancement lets the nova pass off the appropriate props as items his subject(s) would expect to be presented with – badges, official forms, licenses, and so forth.

One problem with this enhancement is that the basic level doesn't function through security cameras and the like, unless the nova also has either the Copycat enhancement or the Shapeshift power. In this case, the nova can shapeshift into the form of the person his subjects expect to see with no extra quantum point cost.

No matter how many levels of this enhancement the nova possesses, this enhancement costs 1 quantum point to use and lasts for either the entire scene or until the nova decides to switch it off.

Friendly Face

Something about the face of a nova with this enhancement reminds everyone of someone they like, causing complete strangers to be well-inclined to him because of that. Even if the nova attempts to explain their mistake to them, other people will still treat him well because of his supposed resemblance.

System: The nova gains + 3 automatic successes on all appropriate (read: non-hostile) Social-based rolls involving strangers. This is cumulative with other non-hostile Mega-Social enhancements. This enhancement is permanent, and has no quantum point cost.

Identity Shield

A nova with this enhancement has developed the near-inexplicable ability to prevent people from recognizing that the nova's multiple identities are in fact the same person. No matter how flimsy the precautions the nova takes to differentiate the appearances of his multiple identities (if the nova actually takes any precautions aside from a change of clothing), most people simply won't be able to make any connection between them.

(The best-known examples of novas with this enhancement include Kal-El/Clark Kent/Superman from DC Comics and Tsukino Usagi/Sailor Moon from the Sailor Moon anime series.)

System: Other peoples must roll Mega-Perception vs. the nova's Mega-Appearance +1 to recognize that two or more of the nova's multiple identities are actually the same person. Baselines and novas lacking Mega-Perception automatically fail the roll. Even the nova's close friends and relatives won't make any connection between the nova's multiple identities. The nova may use this enhancement to protect up to [the nova's Mega-Appearance] of his multiple identities.

Of course, no rolls are necessary to make a connection between the nova's identities if the nova blows his cover in some manner. (This can either be deliberate – like coming out and telling one's significant other and/or parents about one's "secret identity"; or accidental – like changing from one identity to another while one's nosy sister looks on from inside the bedroom closet.)

This enhancement is permanent, and has no quantum point cost.

Metamorph

This ability is the perfect counterpart to the Copycat enhancement, as it allows the nova to alter the small details of her body to duplicate those of another person without changing her actual appearance. Used in tandem with Copycat, this allows the nova to perform a near-perfect mimicry of a given person.

System: The nova can rolls Mega-Appearance to alter the small details of her body – the nova's fingerprints, retinal patterns, voiceprint, scent, and DNA are just a few of the identifying details that may be changed in order to mimic another person. Each success on the Mega-Appearance roll adds a +1 difficulty penalty on all rolls made to pierce the nova's disguise. The nova must either be in the presence of the person to be duplicated, or must have the appropriate scans or medical scans of that person's small details for this enhancement to function. The changes take less than a second to make. Metamorph costs 1 quantum point to activate, and the changes last for a scene. Metamorph doesn't let the nova add or remove anything from her physical form – Metamorphs with aberrations such as Vestigial Limbs or Scales had best learn the Shapeshift power.

Natural Style

Everyone knows about somebody who's a real clothes horse – you know, the folks who can make the most horrid outfits look ravishing and never get their zippers stuck? Certain Mega-Beautiful or Mega-Handsome novas have developed the same ability, making them the darlings of the fashion world. A nova with this enhancement can expect many offers from fashion designers to become a literal supermodel.

System: The nova's bonus Style dice from his Mega-Appearance are doubled. Also, the nova never suffers from mundane clothing problems. This enhancement is permanent, and has no quantum point cost.

Objet d'Art

While all Mega-Beautiful or Mega-Handsome novas exhibit superhuman appeal, a nova with this enhancement looks like he or she has just stepped out of the cover of a paperback romance novel. Such a nova is unparalleled on the dating scene, and could theoretically land anyone he or she wants. These are also the novas who end up receiving marriage proposals from people they've only just met at cocktail parties. They have to deal with obsessive suitors (Can you say stalkers? Sure you can!) and the unrequited love of hordes of teenage groupies. And then there's the jealousy of those folks who end up being the nova's romantic rivals! In short, these novas have interesting social lives – the sort that makes excellent fodder for soap opera writers.

System: Certain details of the nova's appearance will have strong romantic significance for those people attracted to the nova's gender. Put simply, they will notice things about the nova that a dispassionate observer would miss entirely – the color of the nova's eyes, the way the nova's hair moves when blown by the wind, and so on. This grants the nova + [Mega-Appearance] automatic successes on any roll where being romantic and attractive to people who are attracted to the nova's gender would benefit the nova. This enhancement is permanent, and has no quantum point cost.

Rapture

A nova with this enhancement has developed superhuman attractiveness that is literally devastating. These novas have the kind of appeal only felt for rock stars or celebrities by their most devoted (obsessed?) fans.

System: The nova can make people who are attracted to his or her gender fall into a stupor with only a smile (and a quantum point). The nova's targets must roll Mega-Stamina at + [the nova's Mega-Appearance] difficulties to avoid swooning in rapture. Treat targets of this enhancement as having been Dazed – (see **Aberrant** core book, pg. 249) – in game terms, the only real difference between swooning and being dazed is that swooning isn't accompanied by bashing damage.

This enhancement affects everyone who can see the nova (line-of-sight), costs 1 quantum point to use, and can only be used once per turn.

Splendor

It's an established fact that people have let the attraction they feel for beautiful people cloud their better judgment. A nova with this enhancement knows this well, as his or her beauty can make those attracted to his or her gender react favorably towards the nova – even in hostile situations!

System: The nova gains +3 automatic successes on all Social rolls for dealing with people that are attracted to the nova's gender, who must also roll Willpower at +2 difficulties to attempt to harm the nova. The nova's less savory admirers may try to harm the nova in attempting to gain possession of him or her – or as part of that possession. This enhancement is permanent, and has no quantum point cost.

Timeless

Something of a counterpoint to Appearance Alteration, this enhancement allows the nova's beauty to transcend all superficial, cultural, and temporal notions of what's considered attractive or "cool". Such a nova would be equally attractive to people of the correct orientation anywhere on the planet.

System: The nova can ignore any and all Appearance-based penalties derived from superficial, cultural, and temporal notions of what's considered to be beautiful. The nova's looks don't change in the least. This enhancement is permanent, and has no quantum point cost.

Universal Appeal

Prerequisite: Two or more dots of the Shapeshift power

A nova with this enhancement retains his superhuman beauty (if sometimes in a weird way) no matter what form he assumes. While often provoking commentary on the nova's personality, this can provide a number of unexpected

benefits – most beings don't feel threatened by something they consider beautiful.

System: The nova's Mega-Appearance and most enhancements will apply in whatever nonhuman form the nova takes (unless the nova wishes otherwise), be it animal, alien, plant, mythological beast or inanimate object. Mega-Appearance enhancements dependent on sexual appeal are never "carried over" by this enhancement, for obvious reasons. This enhancement is permanent, and has no quantum point cost.

MEGA-MANIPULATION ENHANCEMENTS

Calm

Novas with this enhancement are masters at talking large numbers of people out of unthinking panic and other forms of the mob mentality. Aside from making them invaluable for crowd control, these novas can easily find employment in disaster relief agencies such as the International Red Cross – there's nothing like a food riot to screw up relief efforts in famine-stricken regions.

System: The nova can calm up to [Mega-Manipulation] novas/Inspired (and masses of baselines). Make a contested Mega-Manipulation + Subterfuge roll against the target's Willpower. Use an averaged Willpower score for groups consisting of novas or the Inspired, and a flat value of 4 for groups of baselines. The nova also gets +3 automatic successes on this roll if he's trying to calm them in order to sincerely help them. Note that the people the nova wishes to affect must be able to both hear and understand his speech for this enhancement to work. Novas with this enhancement often develop Telepathy for that very reason...

It is possible for the nova to purchase multiple levels of this enhancement. Doing so only increases the number of other novas/Inspired the nova can affect – 2 levels lets the nova affect [Mega-Manipulation x 2] novas or Inspired, and so forth. A nova can only have a total number of levels of this enhancement equal to his Quantum or Mega-Manipulation score, using whichever is lowest.

This enhancement costs 1 quantum point to activate, and lasts for the duration of the scene.

Clarity

Not much gets past a Mega-Manipulative nova – they're rarely taken in by mundane attempts to manipulate their feelings and opinions. Novas with this enhancement have heightened this resistance to a frightening degree, allowing them to shrug off the effects of novas with Social Mega-Attributes and/or powers that control people's minds or emotions. These novas are the ones who give shrieking nightmares to marketing executives on Madison Avenue and around the world.

System: The nova can use his Mega-Manipulation dice to resist both Mega-Social enhancements and mind/emotion control powers. An interesting side effect of this is that the nova can automatically detect the true motives behind any lies, deceptions, or malarkey others attempt to pass off on him. By spending a quantum point and saying something appropriate that contradicts the Mega-Social/power effect (or lie/deception/malarkey), the nova can share this protection with everyone who can hear and understand him. Telepathic contact can easily substitute for audible speech in this case.

This enhancement costs no quantum points to activate, although sharing this protection with others does cost 1 quantum point and lasts for the duration of the scene.

Compelling

Whatever other gifts Mega-Manipulation gives the nova, they are still just as potent when the nova is recorded. Videotape, holographic storage and similar media all convey the nova's superhuman guile.

System: The nova can be recorded while using Manipulation-related Abilities. They apply with full strength when shown to audiences elsewhere: Targets must resist the successes the nova achieves, just as if they were present when the nova used her power.

(This is the Mega-Manipulation equivalent of Almost Live, and is cumulative with both that enhancement and Screen Presence from Mega-Charisma.)

Delicacy

At one time or another, everyone's heard about the denial-prone king who always kept a spear by his throne to kill any messengers who dared to bring him bad news. While this response to ill tidings is still found among some people in the 21st century (although it's been toned down a bit), a nova with this enhancement needs not worry about any retribution caused by bearing bad news.

System: The nova gains +3 automatic successes on all Social rolls that involve telling people what they don't want to hear and having them accept what he tells them without either developing hard feelings towards the nova or suffering serious emotional pain.

This enhancement is permanent, and has no quantum point cost.

Dissimulator

A nova with this enhancement is a master of double-talk and the confidence job. This nova is the one who can bluff everyone into thinking that she's exactly what she claims to be, as long as she doesn't try to actually *use* the skills she says she has. Otherwise, it's pretty much a cakewalk.

System: The nova gains +3 automatic successes on all Subterfuge rolls to masquerade as an instant authority on anything, as far as any observers are concerned. Other novas with both Mega-Perception exceeding the nova's Mega-Manipulation and who have actual expertise in the nova's professed field can automatically see through this deception. This works regardless of the nova's appearance at the time – even if the nova shows up in a circus clown suit (complete with greasepaint and neon-blue wig), she could easily pass herself off as an agent of the National Security Agency with just her body language and attitude.

This enhancement is permanent, and has no quantum point cost.

Dissuasion

Mega-Manipulative novas are excellent at using their guile to defuse potentially lethal (if not outright disastrous) situations. Those novas with this enhancement are even better at talking themselves out of a tight spot, as they can hold off would-be assailants long enough to either escape or call on their allies for combat support. While this has to be used strategically to be effective, it can defuse many a quantum battle before it happens – a definite plus when one is in the middle of a population center.

System: When in combat or even just threatened, the nova may roll Mega-Manipulation (and spend a quantum point) as an automatic action. The nova must be able to speak in a language her foes can understand, but the concept doesn't have to be any more complex than "Are you sure you want to do that?". The nova's foes may not initiate hostile action against her for 1 turn per success on the Mega-Manipulation roll, provided that she and her allies likewise don't engage in hostilities against them. If the nova's foes are attacked by anyone, this effect wears off and the nova's foes can resume their attack.

This enhancement costs 1 quantum point to activate and lasts until either the nova's foes are attacked or the end of the scene, whichever comes first.

Enigma

Agencies in both intelligence and law enforcement depend on psychological profiling to capture their quarry. A nova with this enhancement is therefore their worst nightmare, as the workings of his mind are just about impossible for baseline humans to comprehend and difficult even for other novas.

System: The nova can conceal his psyche and Nature from being analyzed with an automatic action (no roll required). Others must roll Mega-Perception against the nova's [Mega-Manipulation +1] to tell what he is thinking (without the use of Telepathy), or to figure out the workings of the nova's mind via psychological analysis and profiling. Those who fail the roll will be utterly unable to comprehend the nova's mentality, psychological drives and weaknesses, etc. Baselines and novas lacking Mega-Perception automatically fail this roll. This enhancement is always in effect, and costs no quantum points to use.

Scold

While all Mega-Manipulative novas have a way with words, a nova with this enhancement can use words alone to inflict epic tongue-lashings. The target of the nova's harangue collapses into a shivering wretch, becoming especially disconsolate when onlookers begin siding with the nova against him.

System: Roll the nova's [Mega-Manipulation + Subterfuge] against the target's Willpower—if the nova wins, his haranguing overwhelms the target with feeling of guilt and remorse. The target is thus reduced to an apologetic, groveling whelp for the duration of the scene, and possibly longer. The target will be unable to take any aggressive action against the nova and is largely incapacitated. The target can make a Willpower roll to recover at a difficulty penalty of [the nova's Mega-Manipulation +1] once the scene is over — otherwise, this effect will last for up to [Mega-Manipulation] days. Use of this enhancement also encourages any listeners to take the nova's side and believe the accusations he's made against the target. Listeners can resist this by rolling Mega-Perception against the nova's [Mega-Manipulation +1], although at a difficulty penalty equal to the number of successes the nova made on his initial Mega-Manipulation roll to use this enhancement. If the nova's accusation is untrue, this will wear off in [the nova's Mega-Manipulation] days — otherwise, it's more or less permanent.

This enhancement requires 1 quantum point to activate, with the durations described above.

Silver Tongue

A nova with this enhancement is a born spin doctor and PR man. People tend to believe what she says, no matter how inane her conversation or how incredible her stories.

System: The nova gains a difficulty bonus of - [Mega-Manipulation] on all Social-based rolls that depend on glib assurances. This enhancement is always in effect, and costs no quantum points to use.

Slippery

Mega-Manipulative novas can be con artists of unparalleled skill, but a nova with this enhancement can con a mark well enough that the mark usually won't ever realize he's been had for years afterwards.

System: Victims of the nova's trickery must make a resisted roll against the nova's [Mega-Manipulation +1] to even realize that they've been manipulated after the fact. Baselines automatically fail this roll without Inspired aid. This enhancement is always in effect, and costs no quantum points to use.

Ultimatum

A nova with this enhancement has refined his ability to use Mega-Manipulation in combat. By dictating the actions of his opponents, the nova can gain a definite edge in combat situations.

System: Roll the nova's Mega-Manipulation against his foes' Willpower — if successful, the nova can deliver a pair of options ("Either come and get me or run like the cowards you are!" seems to be a favorite) to his foes, who must comply with one or the other and may take no action that you haven't specified. This enhancement costs 1 quantum point to activate.

MEGA-CHARISMA ENHANCEMENTS

Amiable

Mega-Charismatic novas excel at befriending other people, but the appeal of a nova with this enhancement is truly a wonder to behold. Aside from being able to befriend all but the most antisocial people, these novas can temporarily defuse the rage and hatred of hundreds of baselines by their charm alone. Nova employment agencies spare no expense to retain these novas, so that they can defuse protests and demonstrations that turn violent — or could be inconvenient for their client.

System: The nova gets +3 automatic successes on all Social rolls involving friendly interaction with other people. The nova can also charm entire raging mobs with a Charisma roll — 1 success turns hostility into cautious neutrality, while 2 or more indicates increasing degrees of friendliness on the part of the erstwhile rioters for up to [the nova's Mega-Charisma] days.

Note that the nova MUST behave in a friendly and non-hostile manner for either function of this enhancement to function — it doesn't supersede common sense, just prejudice and bigotry.

If the nova has 5 or more dots of Mega-Charisma, he can purchase a second level of this enhancement (granting +6 automatic successes instead of only +3).

The automatic successes provided by this require no quantum points to use. Charming masses of rioting people costs 1 quantum point, and lasts for the duration of the scene.

Anodyne

Prerequisites: Mega-Charisma 6+ and the Soothe enhancement.

Novas who develop the upper ranges of Mega-Charisma are unquestionably some of the most likable people on the planet. Novas with this enhancement take this to an extreme — they seem to light up any room they enter, and can make your day cheerier and more hopeful just by showing up! The reason for this is that these novas have become living fonts of psychological vitality. This effect makes the stress and mental damage of the people around them seem to instantly melt away in their presence (if only for a

little while). Needless to say, others (nova and baseline alike) find these novas to be extremely pleasant company. Novas who manifest this ability sometimes also develop superhuman skills in psychology and mental therapy, reflecting their aptitude for ensuring the mental health of those around them.

System: The nova gains +3 automatic successes on rolls involving positive social interaction (read: friendly, non-hostile, and non-violent), and can function at his top psychological capacity indefinitely. He can also recover from permanent mental disorders (but not mental aberrations, unfortunately) as if they were temporary and is immune to both despair and depression. (This is mental fortitude, not polyannaism – novas with this enhancement are no more and no less perceptive of their circumstances than any other nova.) If the nova has the Telepathy power, he can repair permanent mental traumas (read: mental disorders, certain flaws such as addictions, and Willpower loss – again, this can't affect mental aberrations) as if they were temporary AND gets a difficulty bonus of -2 on power rolls involving beneficial telepathic effects. The nova's presence is enough to temporarily dampen the mental traumas and stress of all beings within 10 meters of the nova – this is assumed to be always "on", but can be switched off as an automatic action.

There is a downside to all of this, however: people with either Willpower scores of 4 or less or who suffer from mental disorders (including mental aberrations!) are at risk of becoming psychologically dependent on the mental trauma/stress dampening field emitted by a nova with Anodyne. Such characters must make a Willpower roll for every three consecutive hours spent in the nova's presence. While gaining even one success means the character has maintained control of him- or herself, failing the roll means that the character must spend a temporary Willpower point and flee the nova's presence or become addicted (as the 2-point Flaw from the **Aberrant Player's Guide** to the nova's presence. Those who botch the Willpower roll are automatically addicted.

Note: While the mental trauma/stress dampening field of a nova with Anodyne does not lessen the effects of mental aberrations in any way, Tainted novas still find this effect to be very pleasant. It doesn't help them as much as it provides a psychological "high" that they can become addicted to quite easily. For this reason, novas with Anodyne risk acquiring many unwanted friends...

This enhancement is permanent and usually has no quantum point cost.

Assimilation

Mega-Charismatic novas tend to be masters at getting along with other people. Novas who develop this enhancement take it a step further, as they instinctively know how best to "fit in" and function effectively in even the

most foreign of cultures. In short, these novas never suffer from "Ugly Tourist Syndrome".

System: The nova gets +3 automatic successes on rolls for "fitting in" with unfamiliar societies and cultures, and can ignore any and all difficulty penalties derived from cultural differences. While she cannot conceal any obvious racial differences with this enhancement, this allows her to successfully mimic the behavior and mannerisms of the locals. One wrinkle is that the locals with whom the nova interacts will consider her to be "one of them" for up to [the nova's Mega-Charisma] days, despite any evidence to the contrary.

This enhancement costs 1 quantum point to use, and lasts for an entire 24-hour period.

Bardic Gift

Many novas in the performing arts have amazed people worldwide with their works of superhuman virtuosity. A nova with this enhancement has a flair for the performing arts that's simply incredible.

System: The nova gains + [the nova's Mega-Charisma] automatic successes on all Social rolls involving the performing arts (music, singing, dance, acting, etc.) The nova may also make a Charisma roll to have her performance evoke any emotions she desires in her audience through sheer artistic merit. This is not direct manipulation, like the Emotion Manipulation power – it works through the same psychological inputs that baseline performers have used for centuries. This enhancement costs 1 quantum point to activate, and lasts for the duration of the performance. Any emotions evoked by the nova's performance will remain with the audience for a while afterwards, just like the effects of any other good performance.

Beguiling

Everyone knows about someone like this – the hunks and babes who are so attractive that their admirers are effectively turned into blithering idiots upon catching sight of them. A nova with this enhancement has a quantum-enhanced version of that ability, making them all the more devastating in the social arena.

System: People who are romantically/sexually attracted to the nova function with either reduced Intelligence or Wits (chosen when this enhancement is taken) when interacting socially with the nova. Subtract [the nova's Mega-Charisma] from both the subjects' Mega-Intelligence or Mega-Wits AND the base attribute – the Mega-Attributes can be reduced to nil, while the base attributes can only be reduced to a score of 2. The subjects also lose the benefit of the Common Sense Merit, if any of them even have it to begin with. Once the subjects leave the nova's immediate presence (where she can't be easily perceived), they will return to normal mental function after [the nova's Mega-Charisma /2] turns have passed.

It's possible for the nova to buy a second level of this enhancement, so that she affects both the effective Intelligence

and Wits scores of her subjects. This enhancement is permanent (but can be switched on and off at will) and has no quantum point cost.

Example: Daedelus League nova Carmelita Sanchez has Mega-Charisma 5, the Beguiling enhancement (affecting Wits), and a large number of admirers. An old boyfriend of hers from college by the name of Professor Walter DuBois has recently erupted, gaining Mega-Wits 4 and increased self-confidence among his other gifts; and has decided to try and reestablish his love affair with Carmelita. Managing to meet with Carmelita after a joint NASA/Daedelus League-sponsored seminar at NYU, Walter decides to sound her out on reviving their relationship. But as he catches sight of her, he feels butterflies in his stomach... (Carmelita's Mega-Charisma completely eliminates Walter's Mega-Wits, and leaves him with an effective Wits score of 2.) Reduced to the mental level of a baseline, all he can manage to do is exchange mild pleasantries with Carmelita, who's delighted to tell her old college buddy about her engagement to Dr. Matthew Connors. Later that night, Walter decides to drown his sorrows at the Blackburn Hotel...

Candor

Novas with this enhancement are capable of radiating a sincerity that many politicians and spin doctors would kill to have. Ironically enough, it wouldn't do them much good – this ability is dependent on the honesty of the nova. While it's great for getting truthful statements accepted at face value, it's pretty much useless for perpetrating deceptions, spin-doctoring, and political campaigns.

System: The nova gains +3 automatic successes on all Social rolls involving honesty on her part. She can also have a statement of hers automatically accepted at face value – no matter how inflammatory – as long as the nova is truly being honest. This enhancement is permanent and has no quantum point cost.

Carte Blanche

Even for Mega-Charismatic novas, social mores can be major stumbling blocks when interacting with baseline society – the Middle East stands as a prime example of a largely nova-hostile culture. A nova with this enhancement has little need to worry about the locals and their ideas of propriety, as even the most reactionary and hidebound of them would be unwilling to confront the nova about her nonconformity.

System: The nova can safely ignore the social mores of the culture she is currently in as long as she's polite and not unduly belligerent. Others must roll Willpower against the nova's [Mega-Charisma +1] to even think about criticizing, harassing, or abusing her for deviating from the local social mores. Those who fail the roll won't react with irritation and hostility, instead accepting the nova's behavior as harmless

eccentricity. Baselines automatically fail this roll. This enhancement is permanent and has no quantum point cost.

Dolor

Novas can make for truly intimidating foes, as many members of the Directive could attest. A nova with this enhancement has raised intimidation to an art form, as he can make crowds of baselines cower with his glare.

System: The nova can cow up to [Mega-Charisma] Inspired beings and entire raging mobs of the non-Inspired into fleeing his vicinity in fear, shame, and submission. For Inspired beings, roll the nova's Mega-Charisma against the Willpower of his targets. Scaring off the non-Inspired only requires a simple Mega-Charisma roll. 1 success indicates that the nova's subjects retreat from the area and will refuse to return for [the nova's Mega-Charisma] hours. 2 or more successes indicate that the subjects won't return until they have concrete evidence that the nova has left the area. This enhancement costs 1 quantum point to activate.

Dragon Gaze

Ever see a bird freeze in dreadful fascination as it stares at a snake? A nova with this enhancement has developed much the same ability, as she can petrify a chosen victim with fear by locking gazes with him.

System: The nova makes a contested Mega-Charisma roll against the target's Willpower. If the nova gains at least two successes on the roll the target will remain effectively paralyzed with fear until the scene ends; unless the target is even slightly physically disturbed by someone or something (an insect landing on the target's face would be sufficient), or hostile action is taken against him.

This enhancement costs 1 quantum point to activate, and can only affect one victim per use.

Endearing

Mega-Charismatic novas can easily charm the socks off most people, sometimes literally! A nova with this enhancement takes that charm a bit further, as he can inspire lasting feelings of friendship and affection for him in even the most prejudiced and hostile people, given sufficient time and social interaction.

System: If the nova desires, people who interact with him socially must roll Willpower against [the nova's Mega-Charisma +1]. Those who fail the roll will be unable to feel prejudice and hostility towards the nova for the duration of the scene – instead, they'll be puzzled and begin questioning those hateful feelings. If the nova engages in civil, nonhostile social interaction with the subjects, any feelings of prejudice and hostility they might have had will be replaced by a growing sense of friendship (and affection, in the case of subjects who are attracted to the nova's gender). These feelings will be made permanent (unless the nova is insincere in his attempt to befriend the subjects or does something horrible later on to change their feelings about him) if the nova can engage the

subjects in [11 - the nova's Mega-Charisma] further turns of positive social interaction.

This enhancement costs 1 quantum point to use, and is cumulative with the Amiable enhancement.

Gall

Novas with this enhancement have the audacity to stand up to anyone, be it a naughty kid or Divis Mal. This isn't brash, foolhardy behavior – these novas are still polite. They simply are more likely to be respected by those whom they confront; regardless of their relative strength, power, or influence.

System: The nova gains +3 automatic successes for any roll that involves a display of backbone and/or forthrightness – including any roll made to resist Mega-Social enhancements and Razor Wit* (Mega-Wits). This enhancement is permanent and has no quantum point cost.

(* See **Aberrant: Brainwaves** for details.)

Inclusion

This enhancement is very similar to the Mr. Nobody enhancement of Mega-Appearance, and is just as valuable when a nova doesn't want to attract attention to himself. It paradoxically makes the nova seem to be mundane and nonthreatening to others – a big plus in diverting suspicion away from oneself. Novas with this enhancement are often found working in the espionage trade.

System: The nova rolls Mega-Charisma to infiltrate a chosen group, who will think of him as a long-term (if dull) member of their group. Infiltrating a group comprised only of baselines requires just 1 success. Mixed groups and groups comprised of only daredevils/paramorphs or aliens require 2 successes to infiltrate. Groups with either psiads/psions or stalwarts/novas require 3 successes to infiltrate. Note that the less the nova has to say or do while infiltrating a group, the easier time he'll have evading detection as an infiltrator. This enhancement costs 1 quantum point to activate, and lasts for the duration of the infiltration.

Mystique

Ever since N-Day, novas have always been considered to be larger than life by the common people, who see them as being far more dramatic or "cool" than any baseline could ever be. A nova with this enhancement capitalizes on that idea; she's the "coolest of the cool", always appears to be in control, and is totally suave.

The downside of this is that some people will mistake the nova's mystique for arrogance and react negatively towards her, especially if they see her as a rival – or worse, a romantic rival...

System: The nova gains +3 AS on all Social rolls where failure would be embarrassing for her. The nova also cannot botch Social rolls (botches are treated as simple failures), is

immune to minor embarrassing mishaps, and is incapable of making social blunders and *faux pas*. Finally, the nova's aura of "coolness", power, and self-confidence makes most people respect her upon catching sight of her. (Subjects must roll Willpower against the nova's Mega-Charisma +1 to resist this).

This enhancement is permanent and has no quantum point cost.

Perfect Poise

Mega-Charismatic novas never get their feathers ruffled, exhibiting superhuman poise and charm in even the most trying situations. A nova with this enhancement takes that capability further, making her just about unflappable, even in the most apocalyptic of situations.

System: The nova gains +3 automatic successes both on rolls for staredowns (a form of the Intimidation ability) and Social rolls involving poise, grace, and composure. The nova is wholly immune to panic and is incapable of showing discomfort, shock, or surprise. The nova also gains [Mega-Charisma] extra dice in any situation where maintaining a "poker face" would be of benefit to the nova. This enhancement is permanent and has no quantum point cost.

Screen Presence

Whatever other gifts Mega-Charisma gives the nova, they are still just as potent when the nova is recorded. Videotape, holographic storage and similar media all convey the nova's superhuman charm.

System: The nova can be recorded while using charisma-related Abilities. They apply with full strength when shown to audiences elsewhere: Targets must resist the successes the nova achieves, just as if they were present when the nova used her power.

(Yes, this is the Mega-Charisma equivalent of Almost Live, and is cumulative with that enhancement.)

Trustworthy

A nova with this enhancement apparently has a master spin doctor acting his guardian angel – both the nova and his actions will be presented in the best possible spin where his audience is concerned.

System: Roll [the nova's Mega-Charisma +1 against the target's Willpower] to instantly gain the trust, goodwill, and friendship of anyone who notices the nova – the nova's targets will see him as a "good guy" and will not willingly attack him. Also, the nova's targets will always see the nova and his actions in the best possible light and will feel that the nova had good reason for them. This doesn't coerce the nova's targets in any other way, nor does it supersede common sense.

This enhancement costs 1 quantum point to activate, and lasts for the duration of the scene. Note that the nova always appears trustworthy even when he's not actively using this enhancement, in much the same manner as Awe-Inspiring.

Universal Charm

While Mega-Charismatic novas are famous for getting along with just about anyone on Earth; a nova with this enhancement can get along with just about anyone, period! Such a nova can socially interact well with any form of sapient being they encounter, no matter if it's a Zep scientist or Joe Schmoe from Cleveland.

System: The nova's Mega-Charisma and most enhancements are equally effective against any type of sapient being. Mega-Charisma enhancements dependent on

sexual appeal can't be used with most alien races, for obvious reasons. (The only exception to this is the "weird-looking human" variety of aliens portrayed in the various *Star Trek* tv/movie series and the *Lum*Urusei Yatsura* manga/anime series.) The nova also gains a -[Mega-Charisma] difficulty bonus on all social rolls for interacting with aliens, baseline humans, tainted or high-Chrysalis novas, psions, daredevils, etc.

This enhancement is permanent, and has no quantum point cost.

NEW QUANTUM POWERS

Arcane

Level: 2

Quantum Minimum: 4

Dice Pool: Intelligence + Arcane

Range: Self

Area: N/A

Duration: Permanent

Effect: Information about the nova becomes increasingly difficult to remember and record.

Multiple Actions: Yes

Description: This specialized form of Information Manipulation makes any and all information about the nova nearly impossible to retain in either the long-term memory of living beings or the various forms of data storage technologies. This isn't invisibility – the nova merely becomes unable to be remembered in any detail as long as she is absent or not actively attempting to draw attention to herself. The nova's features will slip away from the memory of those who see her, and she never seems to be caught on video. Her records will simply disappear, and people will not recognize her name or simply assume that discussions are about someone different. Witnesses won't be able to give accounts more detailed than "That guy... or was it a girl? Whatever!" If the nova gets directly involved in combat or draws attention to herself (usually by using her other quantum powers), she will lose all benefits of this power for the duration of the conflict or scene. Fortunately, the benefits resume just as soon as she exits the locale – when combined with the Cipher and/or Alternate Identity backgrounds, it allows a nova to become a real "woman (or man) of mystery"!

In game terms the nova adds (Quantum + power rating) extra successes to any Stealth rolls she makes, and her foes automatically lose the same number of successes from any Perception and Investigation rolls they make concerning the nova. At power ratings of 6+, the nova cannot be detected or recorded by mundane technology and/or methods (outside of combat) unless she wants to be. (**Storyteller Note:** Quantum devices, Trinity-era biotech and Inspired superscientific gadgets are *never* considered to be mundane!) At 7+, all records of the nova are destroyed by accident almost immediately after being made and non-Inspired beings who aren't close friends or family of the nova must make a Willpower roll (at standard difficulty) to remember her at all!

This power is permanent and costs no quantum points to maintain. It is normally considered to be functioning at all times, but the nova can turn this power off at will to let others see her as she truly is. One problem with this power is that other novas with Information Manipulation can use that dice pool (Quantum + power rating) to block the successes of this power on a 1:1 basis for the nova's Stealth rolls and their own Perception rolls. Investigation rolls are still penalized, since those rolls depend on having the available evidence... which has likely been hopelessly lost or long since tossed out with the trash.

This power cannot affect any memories and recorded information about the nova that predates the point in time at which he or she gained this power. If Arcane was purchased at character creation, consider that point in time to be the nova's eruption. If purchased via earned experience, the point in time will be when the nova first manifested this power (bought the first dot of Arcane). Also, the effects of this power do not cover the time when the nova is either engaging in combat or using "flashy" quantum powers – subtle uses of quantum powers CAN be masked by Arcane.

[**Note:** This power is also available as a technique of the Information Manipulation power.]

Extras: Affects Novas (novas with Information Manipulation cannot negate the effects of this power), Variable Effect (the nova can set up "barriers" between her identities, penalizing all attempts to discover and/or expose the link between the nova's public and private personas. This is jokingly known as the "Sailor Scout" effect among those novas who were [or still are] anime fans – and is fully cumulative with the effects of the *Identity Shield* Mega-Appearance enhancement. Alternatively, she can "fine tune" this power with regards to whom this power affects. This Extra can be bought more than once – see the **Aberrant Player's Guide**, pg. 120).

Body Modification

Additional modifications to those listed on page 184 of **Aberrant**:

- **Advanced Chromatophores:** (2 nova points/ 4 experience points, prerequisite: Chromatophores) The nova has developed superior control over the chromatophores in his skin,

hair, and visible tissues. The nova can alter his tissue colorations to any hues he desires, and can produce two-dimensional patterns that are equivalent in clarity and precision to modern computer graphics. If the nova also has Bioluminescence, he can effectively become a living video display screen.

- **Brachiator:** (1 nova point/ 3 experience points) The nova's musculoskeletal structure has been subtly augmented, allowing her to swing on vines and move among the branches of trees with the greatest of ease using only her arms (and/or her other grasping limbs). The nova gets a +3 dice bonus for all rolls for acrobatics, climbing, and primate-style athletics. The nova's brachiation speed is equal to her ground speed (Walk, Run, and Sprint), and is handled similarly. (**Note:** Tainted novas with this body modification sometimes develop physiques like those of monkeys or gibbons. Aside from the obvious difficulties, such novas can expect constant ridicule from many Teragen sympathizers for being "devolutionary".)

- **Efficient Digestion:** (1 nova point/ 3 experience points) The nova's digestive system is hyperefficient, making the most of anything he consumes and effectively reducing his appetite to baseline levels. (FYI, normal humans can only metabolize 25% of the caloric energy derived from the food they consume. A nova with this Body Modification has a metabolization rate of about 95%, by way of comparison.) Aside from reducing the nova's food expenses, it also makes it easier to pass oneself off as a baseline if one happens to be one of the "stealth novas".

- **Enhanced Vocal Organs:** (2 nova points/ 4 experience points) The nova's larynx, tongue, and palate have all been subtly augmented, granting her a +3 dice bonus on all rolls involving signing or mimicry. The nova can also make two vocalizations at once, and her vocal range encompasses both the ultrasonic and infrasonic frequency bands. It's possible to buy a second level of this body modification – in that case, the nova gets a +6 dice bonus on all rolls involving signing or mimicry and can make four vocalizations at once.

- **Hyperstrong Skeleton:** (3 nova points/ 6 experience points) The nova's bone tissue has been augmented to make them stronger and more resistant to damage in some way. (The details are best left to the player.) This grants him a +3 dice bonus on close combat damage, and gives him six extra soak *only* against any damage that would otherwise result in bone fractures. (If someone tries to crush the nova like a walnut, this would apply. If someone tries to simply slice the meat from his bones like a psychotic butcher instead, he's out of luck.) It's

possible to buy a second level of this body modification, in which case the dice bonus and extra soak bonus are doubled.

- **Micromanipulators:** (3 nova points/ 6 experience points) In some manner (often by using microscopic tendrils), the nova can physically manipulate microscopic objects. The Electromagnetic Vision (Mega-Perception) enhancement is required for the nova to make effective use of this body modification, unless the nova buys two levels of this body modification. The bonuses and effects of this body modification are fully cumulative with the Fine Manipulation (Mega-Dexterity) enhancement. With one level, the nova gains a +3 dice bonus on rolls for microtasks; and could perform microsurgery, assemble microbots, or paint a portrait on a pinhead. With two levels, the nova gains a +6 dice bonus on rolls for microtasks; and manipulate objects on the nanoscale level. Also, the nova's micromanipulators can function as atomic force microscopes, negating the need for the Electromagnetic Vision enhancement.

- **Nictitating Membranes:** (2 nova points/ 4 experience points) The nova has inner "third eyelids" that provide a bonus of + (the nova's Stamina) dice on rolls to resist eye irritants such as dust or tear gas and visual interference from things like flash grenades and optical forms of the Strobe power. The third eyelids don't impede the nova's vision in any way, but they can look a bit weird to others. Their appearance is completely up to the player – different versions of this modification can be beautiful, artificial-looking, or disgusting. The nova may open or close his nictitating membranes as an automatic action and without a roll.

- **Prehensile Hair:** (3 nova points/ 6 experience points) The nova can alter the length of her hair at will and animate its strands. The nova's hair is at least as strong as steel wires and can slash, pierce, grapple and garrote her opponents with ease (Strength + 4 bashing or Strength +2 lethal damage, use Dexterity + Brawl or Martial Arts to attack). The nova can also use her hair to pick up and manipulate things, using her hair as an extra arm. If the nova also has Mega-Dexterity, she can "split" her hair into multiple limbs – for each dot of Mega-Dexterity past the first, she gains an effective extra limb. Each "hair-tendrill" has a maximum length of 2 meters, although this length can be increased by 2 meters for every additional nova point or three experience points spent. As a side bonus, the nova can automatically style her hair at will.

NEW ABERRATIONS

Low-Level Aberrations

- **Sex Object** (Mega-Appearance): The nova is simply too attractive for his/her own good. Upon first meeting the nova, people attracted to members of the nova's gender must roll Willpower to avoid becoming lust-stricken by the nova and treating him/her as a sex object. The victim also suffers a penalty on the Willpower roll equal to the nova's Taint-derived penalty on rolls for social interactions with baselines. (If the victim is alone with the nova in a private setting, the roll is made with an additional +1 difficulties.) Those who succeed on the Willpower roll may act as they please. The actions of those who fail the roll will vary with their individual personalities – unabashed staring, deciding to stalk the nova, or simply acting like a blabbering idiot are all good possibilities. Those who botch the roll will seek to become intimate with the nova ASAP, although their tactics will vary with individual personalities, as noted above. Novas who develop this aberration often encounter jealousy from potential romantic rivals, for obvious reasons. When added to the difficulties of social interaction with someone who's determined to either become your significant other or get into your pants, it's not hard to understand why many such novas become recluses.

- **Surreality** (Mega-Appearance): Other people (including other novas!) will tend find a nova who develops this aberration to be irresistibly fascinating. (Victims must make a resisted Willpower roll vs. the nova's Mega-Appearance to resist, with a difficulty penalty equal to the nova's Taint-derived penalty on rolls for social interactions with baselines.) If a victim succeeds on the Willpower roll, he or she may act as he or she pleases. If they fail, people will stare at the nova and attempt to strike up conversations at inappropriate times in hope of getting to know the nova better. Worse still, criminals and other people of a less savory nature will always choose the nova over other potential targets for their illicit acts.

Medium-Level Aberrations

- **Heartthrob** (Mega-Appearance/Charisma): The nova is absolute dynamite when it comes to infatuating those people attracted to members of the nova's gender. The problem is that the nova is like this all the time, and can't turn off his or her sex appeal... (This should be restricted to novas with the Seductive

Looks and/or Seductive enhancements.) In game terms, any and all extra successes the nova may gain via the Seductive and/or Seductive Looks enhancements are effectively doubled for seduction rolls (not persuasion – the nova's victims will tend to hear only what they want to from the nova). The downside of this is that the bonus is applied to ANY action of the nova's that could be seen as seductive by his/her victims (Storyteller's decision). Also, the Storyteller will kindly make all Seduction rolls for the nova's player, and doesn't have to inform the player about it beforehand. Novas with this aberration will often have no idea that they've won a victim's affections – until the victim makes some moves of her/his own...

- **Object of Desire** (Mega-Appearance): Something about the nova makes people want to possess him or her. Upon first meeting the nova, people attracted to him or her must make a resisted Willpower roll vs. the nova's Mega-Appearance. The victim also suffers a penalty on the Willpower roll equal to the nova's Taint-derived penalty on rolls for social interactions with baselines. Failing the roll means that the victim will see the nova as a commodity or treasure to be owned instead of as a person with his or her own desires and needs. (Just think of how certain rich folk manage to acquire their "trophy spouses", and how those spouses are treated after they've been landed.) The form that the ownership takes will vary with individual victims – some might settle for signing the nova to a contract or hauling off the nova to a wedding chapel, while others may take the idea of owning the nova all too literally... The nova's victims will be very possessive of him or her, and they will go to great lengths in order to either establish or retain their control over the nova.

- **Romantic Irresistibility** (Mega-Charisma): A nova with this aberration has a dangerous knack for making people attracted to members of the nova's gender fall in love with him or her without any warning. If such a person makes eye contact with the nova, she/he must make a resisted Willpower roll against the nova's total dice pool for Seduction. The victim also suffers a penalty on the Willpower roll equal to the nova's Taint-derived penalty on rolls for social interactions with baselines. The number of net successes gained by the nova determines the degree of love-sickness the victim develops. One success indicates a mild crush, while 5 or more indicates a haunting obsession. The victim will have no reason (at first) to believe that his or her feelings for the nova aren't genuine – depending on how things develop with the nova, they may soon actually become genuine! This effect is impossible for the nova to predict or guard against, and occurs without any warning (read: the Storyteller has total control over when, where, and with whom this happens. This is best used for purposes of subplot or

pure mischief on the Storyteller's part!). Novas who develop this aberration soon find that their social lives will rival the most convoluted soap-opera plots ever to grace the schedules of daytime television.

- **Shifting Features** (Mega-Appearance): A nova with this aberration has partially lost control over the appearance of his body. The nova suffers from a shifting in his body weight, mass, and tissue colorations that is virtually unnoticeable from minute

to minute, but can radically alter his features over the course of a few hours. While the changes are gradual, they are constant – the nova will look different enough within 24 hours to make him unrecognizable as the same person on the basis of visual recognition. This unsettles baselines (and many novas), resulting in the nova suffering an additional +2 difficulty penalty on all Social rolls beyond making a first impression.