

unlimited scope comes at a price: the power modifier and associated Talent are both very expensive.

Cosmic Talent

15 points/level

Cosmic Abilities

Any advantage can be a Cosmic ability, as long as it has the Cosmic modifier. When creating a god, the GM should consider forbidding abilities that oppose the deity's sphere of influence; e.g., no fire blasts for a sea god. Since *most* advantages remain available, this doesn't lower the cost of Talent.

Note that a "Cosmic Power" advantage appears as part of Modular Abilities (p. B71). In some settings, that trait totally *replaces* this power, and cosmically powerful entities simply wish abilities into being as needed. In others, the two options coexist. The GM decides which is the case in his campaign.

Power Modifier: Cosmic, +50%. This is the *basic* modifier. An attack with a more expensive version of Cosmic must pay the difference between +50% and the full cost of that enhancement.

DARKNESS

Sources: Divine, Elemental, Spirit ("Shadow Control"), or Super.

Focus: Shadow.

This is the power to create and control shadow. Its effects range from blotting out light to letting the wielder *become* a shadow. Some adept users can even conjure semi-material shadows to attack enemies. Darkness power is usually a form of direct control (Elemental and Super), but it could also represent the favor of dark gods (Divine) or a rapport with animate shadows (Spirit).

Darkness Talent

5 points/level

Darkness Abilities

Allies (shadow beings), with Summonable; Control (Light); Create

(Light), with Destruction (+0%); Dark Vision; Illusion, with Visual Only; Invisibility; Modular Abilities with Limited, Darkness (-15%) and Physical; Night Vision; Obscure, against Ladar or any type of vision; Protected Power; Protected Sense (Vision); and Shadow Form.

Afflictions must be Vision-Based, and have Disadvantage (Bad Sight or Blindness) or Negated Advantage (Dark Vision, Night Vision, etc.). Innate Attacks represent conjured shadows that deliver blows or a chilling touch. Any damage type is possible. All such attacks require Area Effect, Mobile, and Persistent, and either Bombardment or Homing.

Power Modifier: Darkness. The advantage belongs to the Darkness power. This modifier is typically Divine (-10%), Elemental (-10%), Spirit (-25%), or Super (-10%), and may be both Elemental *and* Super.

DEATH

Sources: Divine, Magical ("Necromancy"), or Spirit.

Focus: Death and the dead.

This power deals with every aspect of death: corpses, ghosts, and curses that steal the victim's life force. It's most common among worshippers of gods that rule death or the underworld (Divine), wizardly necromancers (Magical), and those who command ghosts or death spirits (Spirit). Many regard Death power as evil, but this isn't automatically true – see *Evil* (p. 127) for that.

Death Talent

5 points/level

Death Abilities

Allies (undead), with Summonable; Alternate Form (any undead template); Channeling, with Specialized, Ghosts (-50%); Detect, for dead bodies, ghosts, undead, etc.; Leech, but *not* with Steal (Other Score); Medium, with Specialized, Ghosts (-50%); Protected Power; Racial Memory; Unaging; and Unkillable.

Attacks must be lethal Afflictions – usually Coma, Heart Attack, or Disadvantage, Terminally Ill – or Toxic

Attacks. All must have one of Malediction, Melee Attack, or Sense-Based. The GM *might* allow Afflictions with Advantage, Alternate Form that can raise corpses as undead.

Power Modifier: Death. The advantage belongs to the Death power. This modifier is most often Divine (-10%), Magical (-10%), or Spirit (-25%).

DIMENSION TRAVEL

Sources: Divine, Magical ("Gate Magic"), Psionic, Spirit, or Super.

Focus: Parallel realities.

Dimension Travel deals with contacting and journeying to other realities. The number and nature of such realms depend on the setting; this power is most valuable in backgrounds with *many* planes of existence. Dimension Travel is common among wizards who study dimensional gates (Magical) and holy folk who can traverse the domains of gods or spirits (Divine or Spirit). Supers settings often feature parallel worlds, and some supers can move between these using psionics (Psionic) or direct "dimension control" (Super).

Dimension Travel Talent

5 points/level

Dimension Travel Abilities

Affliction, with an Advantage enhancement that inflicts Insubstantiality or Jumper; Channeling (Parallel Universes); Clairsentience, with World-Spanning; Detect, for extradimensional phenomena, world-jumpers, etc.; Insubstantiality; Jumper (World), almost always with Interplanar; Medium (Parallel Universes); Protected Power; Snatcher; but *not* with Creation; and Telecommunication (Telesend), with World-Spanning.

Power Modifier: Dimension Travel. The advantage belongs to the Dimension Travel power. This modifier is usually Divine (-10%), Magical (-10%), Psionic (-10%), Spirit (-25%), or Super (-10%).