

ABERRANT DIRECTORY

Edited by:
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Attributes and Related Abilities

Strength

Brawl
Might
Throwing

Aberrant, pg. 134
Aberrant, pg. 136
Aberrant, pg. 136
Players Guide, pg. 87

Dexterity

Archery
Athletics
Drive
Firearms
Gunnery
Heavy Weapons
Legerdemain
Martial Arts
Melee
Pilot
Ride
Stealth

Aberrant, pg. 134
Players Guide, pg. 87
Aberrant, pg. 135
Aberrant, pg. 136
Aberrant, pg. 136
Players Guide, pg. 87
Players Guide, pg. 87
Aberrant, pg. 136
Aberrant, pg. 136
Aberrant, pg. 137
Aberrant, pg. 137
Players Guide, pg. 87
Aberrant, pg. 137

Stamina

Endurance
Resistance

Aberrant, pg. 134
Aberrant, pg. 137
Aberrant, pg. 137

Perception

Artillery
Awareness
Investigation
Navigation

Aberrant, pg. 134
Players Guide, pg. 88
Aberrant, pg. 137
Aberrant, pg. 137
Players Guide, pg. 88

Intelligence

Academics
Analysis
Bureaucracy
Computer
Demolitions
Engineering
Gambling
Intrusion
Linguistics
Medicine
Occult
Science
Survival
Tradecraft

Aberrant, pg. 135
Aberrant, pg. 137
The Directive, pg. 55
Aberrant, pg. 137
Aberrant, pg. 137
Players Guide, pg. 88
Aberrant, pg. 137
Players Guide, pg. 88
Aberrant, pg. 137
Players Guide, pg. 88
Aberrant, pg. 137
ReignofEvil.com, pp. 19-21
Aberrant, pg. 138
Aberrant, pg. 138
The Directive, pg. 55
Aberrant, pg. 135
Aberrant, pg. 138
Aberrant, pg. 138
Players Guide, pg. 88
Aberrant, pg. 138
The Directive, pg. 55
Players Guide, pg. 88
Weave (unavailable to Psiads) Players Guide, pg. 82

Wits

Arts
Biz
Meditation
Rapport
Shadowing
Tactics
Weave (unavailable to Psiads)

Aberrant, pg. 135
Aberrant, pg. 138
Aberrant, pg. 138
Players Guide, pg. 88
Aberrant, pg. 138
The Directive, pg. 55
Players Guide, pg. 88

Special

Thought Discipline

The Directive, pg. 55

Appearance

Disguise
Intimidation
Style

Aberrant, pg. 135
Players Guide, pg. 88
Aberrant, pg. 138
Aberrant, pg. 138

Manipulation

Diplomacy
Hypnosis
Interrogation
Seduction
Streetwise
Subterfuge

Aberrant, pg. 135
Players Guide, pg. 88
Players Guide, pg. 89
Aberrant, pg. 138
Players Guide, pg. 89
Aberrant, pg. 138
Aberrant, pg. 138

Charisma

Animal Training
Carousing
Command
Etiquette
Instruction
Perform

Aberrant, pg. 135
Players Guide, pg. 90
Players Guide, pg. 90
Aberrant, pg. 139
Aberrant, pg. 139
Players Guide, pg. 90
Aberrant, pg. 139

Backgrounds

* = available to Psiads

*Allies

Aberrant, pg. 139; Players Guide, pg. 76

Attunement

Aberrant, pg. 139; Players Guide, pg. 77

*Backing

Aberrant, pg. 140; Players Guide, pg. 78

*Cipher

Aberrant, pg. 140; Players Guide, pg. 78

*Contacts

Aberrant, pg. 140; Players Guide, pg. 79

Dormancy

Aberrant, pg. 141; Players Guide, pg. 80

*Equipment

The Directive, pg. 53

Eufiber

Aberrant, pg. 141; Players Guide, pg. 80

*Favors

The Directive, pg. 54

*Followers

Aberrant, pg. 142; Players Guide, pg. 83

*Influence

Aberrant, pg. 142; Players Guide, pg. 83

*Mentor

Aberrant, pg. 142; Players Guide, pg. 84

Node

Aberrant, pg. 143; Players Guide, pg. 84

*Rank

The Directive, pg. 54

*Resources

Aberrant, pg. 144; Players Guide, pg. 86

Other Traits

Aberrations

Aberrant, pg. 151; Players Guide, pg. 91

Allegiance/Affiliation Aberrant, pg. 129; Players Guide, pg. 151

Archetype

Teragen, pg. 118

Chrysalis

Teragen, pg. 120

Merits & Flaws

Players Guide, pg. 68

Nature

Aberrant, pg. 127

Psi

Players Guide, pg. 59

Qualities

Aberrant, pg. 134; Players Guide, pg. 90

Quantum

Aberrant, pg. 146

Specialties

Aberrant, pg. 136; Players Guide, pg. 91

Taint

Aberrant, pg. 148

Willpower

Aberrant, pg. 144

Mega-Attributes and Related Enhancements

* = available to Psiads

Mega-Strength

Crush Aberrant, pg. 156
 Irresistable Force Aberrant, pg. 157
 Lifter Players Guide, pg. 101
 Precision Aberrant, pg. 157
 Quantum Leap Players Guide, pg. 101
 Shockwave Aberrant, pg. 157
 Thrower Aberrant, pg. 157
 Thunderclap Players Guide, pg. 102

Mega-Dexterity

Accuracy Aberrant, pg. 158
 Catfooted Aberrant, pg. 158
 Enhanced Movement Aberrant, pg. 158
 Fast Tasks Aberrant, pg. 158
 Fine Manipulation Players Guide, pg. 102
 Flexibility Aberrant, pg. 159
 Omnidexterity Players Guide, pg. 102
 Perfect Balance Players Guide, pg. 102
 Physical Prodigy Aberrant, pg. 159
 Rapid Strike Aberrant, pg. 159

Mega-Stamina

Adaptability Aberrant, pg. 160
 Durability Aberrant, pg. 161
 Hardbody Aberrant, pg. 161
 Health Players Guide, pg. 103
 Immovable Object Players Guide, pg. 103
 Regeneration Aberrant, pg. 161
 Resiliency Aberrant, pg. 161
 Tireless Players Guide, pg. 103

*Mega-Perception

*Analytic Taste/Touch Aberrant, pg. 161
 *Blindfighting Aberrant, pg. 162
 *Bloodhound Aberrant, pg. 162
 *Body Awareness Brainwaves, pg. 43
 *Electromagnetic Vision Aberrant, pg. 162
 *Fast Sense Players Guide, pg. 103
 *High-End Electromagnetic Scan Aberrant, pg. 163
 *Holographic Awareness Brainwaves, pg. 43
 *Hyperenhanced Hearing Aberrant, pg. 163
 *Psychic Awareness Brainwaves, pg. 43
 Quantum Attunement Aberrant, pg. 164
 *Sensory Editing Brainwaves, pg. 44
 *Sensory Organ Players Guide, pg. 103
 *Synesthesia Brainwaves, pg. 44
 *That Creepy Feeling Players Guide, pg. 103
 *Ultrapерipheral Perception Aberrant, pg. 164

*Mega-Intelligence

*Analyze Weakness Aberrant, pg. 165
 *Compartmentalized Mind Players Guide, pg. 104
 *Discerning Mind Brainwaves, pg. 48
 *Eidetic Memory Aberrant, pg. 165
 *Enhanced Memory Aberrant, pg. 166
 *Fast Learner Brainwaves, pg. 48
 *Inventive Genius Brainwaves, pg. 48
 *Mathematical Savant Aberrant, pg. 166
 *Linguistic Genius Aberrant, pg. 166
 *Mental Prodigy Players Guide, pg. 104
 *Administrative Brainwaves, pg. 48
 *Computers Aberrant, pg. 167
 *Engineering Aberrant, pg. 167
 *Financial Aberrant, pg. 167
 *Investigative Aberrant, pg. 167
 *Medical Aberrant, pg. 167
 *Scientific Aberrant, pg. 167
 *Strategic Players Guide, pg. 104
 *Tactical Aberrant, pg. 167
 *Self-Analysis Players Guide, pg. 104
 *Speed Reading Aberrant, pg. 168
 Taint Resistance Aberrant, pg. 168
 *Total Concentration Brainwaves, pg. 49

*Mega-Wits

*Artistic Genius Aberrant, pg. 168
 *Enhanced Initiative Aberrant, pg. 169
 *Foresight Brainwaves, pg. 51
 *Group Awareness Players Guide, pg. 105
 *Human Nature Players Guide, pg. 105
 *Hypercognition Brainwaves, pg. 51
 *Lie Detector Aberrant, pg. 169
 *Mind Over Matter Brainwaves, pg. 52
 *Multitasking Aberrant, pg. 169
 *Natural Empath Aberrant, pg. 169
 *Quickness Aberrant, pg. 169
 *Razor Wit Brainwaves, pg. 52
 *Redirection Players Guide, pg. 105
 *Synergy Aberrant, pg. 170
 *Unfazeable Brainwaves, pg. 52

*Mega-Appearence

*Almost Live Aberrant, pg. 170
 *Appearance Alteration Players Guide, pg. 105
 *Awe-Inspiring Aberrant, pg. 171
 *Blind Bewitchment Aberrant, pg. 171
 *Copycat Players Guide, pg. 105
 *Face of Terror Aberrant, pg. 172
 *First Impression Aberrant, pg. 172
 *Mirroring Players Guide, pg. 105
 *Mr. Nobody Aberrant, pg. 173
 *Seductive Looks Aberrant, pg. 173

*Mega-Manipulation

*Conflicting Accounts Players Guide, pg. 106
 *Creeping Paranoia Players Guide, pg. 106
 *Hypnotic Gaze Aberrant, pg. 174
 *Overwhelming Question Players Guide, pg. 107
 *Persuader Aberrant, pg. 174
 *Trickster Aberrant, pg. 174
 *The Voice Aberrant, pg. 174

*Mega-Charisma

*Center of Attention Aberrant, pg. 175
 *Commanding Presence Players Guide, pg. 107
 *Dreadful Mien Aberrant, pg. 175
 *Inspiration Players Guide, pg. 107
 *Natural Agitator Aberrant, pg. 176
 *Perfect Guest Players Guide, pg. 107
 *Seductive Aberrant, pg. 176
 *Soothe Aberrant, pg. 176

Powers

Superscript denotes Power Level

Subscript denotes Quantum Minimum

* = available to Psiads

Aberration Transfer ² ₃	Teragen, pg. 125
Extras: Permanency	
Absorption ² ₁	Aberrant, pg. 182
Extras: Extended Effect; Energy Magnet	
* Animal/Plant Mastery ² ₁	Aberrant, pg. 182; Players Guide, pg. 109
Extras: Nature Mastery; Micro-life	
* Armor ² ₁	Aberrant, pg. 183
Extras: Superheavy Armor	
* Bioluminescence ¹ ₁	Aberrant, pg. 183; Players Guide, pg. 109
Extras: Increased Spectrum; Monochromatic	
Bio-manipulation ³ ₆	Worldwide Phase I, pg. 113
Body Manipulation	Worldwide Phase I, pg. 113
Form Manipulation	Worldwide Phase I, pg. 113
Growth	Worldwide Phase I, pg. 113
Health Manipulation	Worldwide Phase I, pg. 113
Extras: Affect Microbes	
* Body Modification ^{N/A} ₁	Aberrant, pg. 184; Players Guide, pg. 109; Teragen, pg. 130
Bodymorph ² ₃	Aberrant, pg. 185; Teragen, pg. 130
* Boost ² ₂	Aberrant, pg. 186
Extras: Extended Effect; Extra Attributes; Other Person	
* Bounce ² ₁	Project Utopia, pg. 140
Extras: Momentum Transfer; Negate Lethal Damage	
Chimeric Aberration ² ₃	Teragen, pg. 126
* Claws ¹ ₁	Aberrant, pg. 186
Extras: Kinetic Discharge	
Climatic Supremacy ⁵ ₈	Players Guide, pg. 130
Clone ³ ₅	Players Guide, pg. 63, 110
Extras: Extra Clones; Mental Link	
Consciousness Supremacy ⁵ ₈	Players Guide, pg. 131
Create Consciousness	Players Guide, pg. 131
Enforce Consciousness	Players Guide, pg. 132
Groupthink	Players Guide, pg. 132
Mental Block	Players Guide, pg. 133
Muse	Players Guide, pg. 133
Suppress Consciousness	Players Guide, pg. 133
Extras: Omni-Intelligence	
Creation Ex Nihilo ⁶ ₁₀	Players Guide, pg. 138
Crosstime Travel ⁴ ₆	Players Guide, pg. 121
Extras: Affects Others; Exotic Worlds	
* Cyberkinesis ³ ₄	Aberrant, pg. 187; Players Guide, pg. 110
* Alter Data	Aberrant, pg. 187
Animation ₆	Players Guide, pg. 110
* Control	Aberrant, pg. 187
* Fool	Aberrant, pg. 187
* Initialize	Players Guide, pg. 110
* Opening	Players Guide, pg. 110
* Overload	Aberrant, pg. 188
Possession ₆	Players Guide, pg. 110
* Reprogram	Aberrant, pg. 188
Synchronization ₆	Players Guide, pg. 110
* Tag	Players Guide, pg. 110
Extras: Branding; Network Effect	
* Deflect/Redirect ¹ ₁	Teragen, pg. 126
Extras: Catch	
Density Control ² ₃	Aberrant, pg. 189; Players Guide, pg. 111
Extras: Full Control; Affects Others; Extreme Density	
Disease Authority ⁴ ₆	Players Guide, pg. 122

Diagnosis	Players Guide, pg. 123
Pestilence	Players Guide, pg. 123
Sterilization	Players Guide, pg. 123
Disimmunize ² ₃	Teragen, pg. 127
Disintegration ³ ₅	Aberrant, pg. 190; Players Guide, pg. 111
Extras: Prolonged Effect	
* Disorient ² ₁	Aberrant, pg. 190
* Disrupt ² ₃	Aberrant, pg. 190
Extras: Extra Power	
* Domination ² ₃	Aberrant, pg. 191
Extras: Telepathic; Parasitic Possession	
Ecological Supremacy ⁵ ₈	Players Guide, pg. 127
Acquisition	Players Guide, pg. 128
Adaptation	Players Guide, pg. 128
Extinction	Players Guide, pg. 128
Mutation	Players Guide, pg. 129
Speciation	Players Guide, pg. 130
Spontaneous Generation	Players Guide, pg. 130
* Elemental Anima ³ ₄	Aberrant, pg. 192; Players Guide, pg. 111
* Alter Temperature	Aberrant, pg. 193
* Blast	Aberrant, pg. 193
* Elemental Shield	Aberrant, pg. 193
* Enhance/Diminish	Aberrant, pg. 193
* Lethal Blast	Aberrant, pg. 193
* Movement	Aberrant, pg. 193
* Shaping	Aberrant, pg. 194
* Wall	Aberrant, pg. 194
Extras: Personality Imprint; Selective Anima	
Elemental Authority ⁴ ₇	Players Guide, pg. 123
Purification	Players Guide, pg. 123
Transmutation	Players Guide, pg. 124
Storm	Players Guide, pg. 124
Elemental Mastery ³ ₅	Aberrant, pg. 194; Players Guide, pg. 111
Animation	Players Guide, pg. 111
Attraction	Players Guide, pg. 112
Blast	Aberrant, pg. 195
Crush	Aberrant, pg. 195
Excitation	Players Guide, pg. 112
Imprison	Aberrant, pg. 195
Lethal Blast	Aberrant, pg. 195
Phase Change	Players Guide, pg. 112
Plasma Conversion	Players Guide, pg. 112
Propel	Aberrant, pg. 195
Shield	Aberrant, pg. 195
Sphere	Aberrant, pg. 195
Storm	Aberrant, pg. 196
Suffocate	Teragen, pg. 130
Extras: Extended Range; Personality Imprint; Selective Memory	
* Empathic Manipulation ² ₂	Aberrant, pg. 196
Entropy Control ³ ₄	Aberrant, pg. 196; Players Guide, pg. 113
Bioentropic Vortex	Players Guide, pg. 113
Bioentropy Storm	Aberrant, pg. 197
Breakdown	Aberrant, pg. 197
Entropic Front	Players Guide, pg. 113
Entropic Shield	Aberrant, pg. 197
Failure ₆	Players Guide, pg. 113
Point of Attraction ₇	Players Guide, pg. 114

Powers

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Point of Failure	Players Guide, pg. 113	
Probability Corruption	Aberrant, pg. 198	
Quantum Poltergeist	Teragen, pg. 130	
Serial Order	Players Guide, pg. 113	
Stability₆	Players Guide, pg. 113	
Synchronization₇	Players Guide, pg. 114	
Extras: Entropic Threshold; Entropic Selectivity		
*ESP₃	Aberrant, pg. 198	
Extras: Distant Scan		
Flight²₁	Aberrant, pg. 198	
Extras: Underwater		
*Force Field²₂	Aberrant, pg. 199; Players Guide, pg. 114	
Extras: Wall; Projection		
Geological Supremacy⁵₈	Players Guide, pg. 133	
Gravity Control³₄	Aberrant, pg. 199	
Gravitic Blast	Aberrant, pg. 199	
Gravitational Field	Aberrant, pg. 199	
Gravitic Flight	Aberrant, pg. 200	
Gravitic Shield	Aberrant, pg. 201	
Gravitokinesis	Aberrant, pg. 201	
*Healing³₄	Aberrant, pg. 201; Players Guide, pg. 115	
Extras: Detox		
*Holo²₁	Aberrant, pg. 201	
Extras: Extra Sense		
Homunculus³₄	Aberrant, pg. 202; Players Guide, pg. 115	
Extras: Detachable Organs		
Hypermovement²₁	Aberrant, pg. 203	
Extras: Extra Mode		
*Hypnosis¹₁	Aberrant, pg. 203	
*Immobilize²₁	Aberrant, pg. 204	
Extras: Supertough; Intangible		
*Immolate²₂	Aberrant, pg. 204	
Extras: Variable; Aggravated		
Information Manipulation³₅	Players Guide, pg. 115	
Coherence	Players Guide, pg. 115	
Disinformation	Players Guide, pg. 115	
Information Void	Players Guide, pg. 115	
Steganography	Players Guide, pg. 115	
Translation	Players Guide, pg. 116	
Transposition	Players Guide, pg. 116	
Extras: Extended Duration		
*Intuition¹₁	Aberrant, pg. 205	
Invisibility²₁	Aberrant, pg. 205	
Extras: Enhanced Effect		
Invulnerability²₁	Aberrant, pg. 206	
Extras: Broad Category		
*Luck¹₁	Aberrant, pg. 206	
*Magnetic Mastery³₄	Aberrant, pg. 207; Players Guide, pg. 116	
*EMP	Aberrant, pg. 207	
*Magnetic Blast	Aberrant, pg. 208	
*Magnetic Field	Aberrant, pg. 208	
*Magnetic Levitation	Aberrant, pg. 208	
*Magnetic Shield	Aberrant, pg. 208	
*Magnetic Storm	Aberrant, pg. 208	
*Magnetize	Aberrant, pg. 208	
*Magnetokinesis	Aberrant, pg. 208	
Extras: Permamagnetism		
Matter Chameleon³₅	Aberrant, pg. 209; Players Guide, pg. 116	
Extras: Selective Chameleon		
Matter Creation³₅	Aberrant, pg. 210; Players Guide, pg. 116	
Extras: Specialization; Template		
*Mental Blast²₃	Aberrant, pg. 210	
*Mirage²₃	Aberrant, pg. 211	
Molecular Authority⁴₆	Players Guide, pg. 124	
Molecular Manipulation³₅	Aberrant, pg. 211; Players Guide, pg. 116	
Animation	Aberrant, pg. 212	
Destruction	Aberrant, pg. 212	
Molecular Alteration	Aberrant, pg. 212	
Second Skin	Aberrant, pg. 213	
Shapeshift	Aberrant, pg. 213	
Extras: Combined Manipulation; Template		
Momentum Control³₄	Players Guide, pg. 116	
Momentum Rotation	Players Guide, pg. 117	
Momentum Swap	Players Guide, pg. 117	
Momentum Transformation	Players Guide, pg. 117	
Node Spark³₅	Teragen, pg. 127	
Nova Proxy²₃	Teragen, pg. 128	
Extras: Surrogate Pool		
Planck Scaling⁶₁₀	Players Guide, pg. 139	
*Poison²₁	Aberrant, pg. 213; Players Guide, pg. 118	
Extras: Projectile; Relapse		
*Premonition²₁	Aberrant, pg. 214	
Extras: Others		
*Pretercognition³₄	Aberrant, pg. 215; Players Guide, pg. 118	
Extras: Moving Vision; Viewpoint; Shared		
*Psychic Link¹₁	Players Guide, pg. 64	
Extras: Extra Link		
*Psychic Shield¹₁	Aberrant, pg. 215	
Extras: Extra Mind		
Quantum Authority⁴₇	Players Guide, pg. 125	
Quantum Duplication	Players Guide, pg. 125	
Quantum Diffusion	Players Guide, pg. 125	
Quantum Imposition	Players Guide, pg. 126	
Quantum Intensification	Players Guide, pg. 126	
Quantum Reduction	Players Guide, pg. 126	
Quantum Awareness⁴₆	Players Guide, pg. 126	
Direct Awareness₈	Players Guide, pg. 127	
Quantum Bolt²₁	Aberrant, pg. 216	
Extras: Extra Energy Type; Supercharge		
Quantum Construct³₄	Aberrant, pg. 216; Players Guide, pg. 118	
Extras: Longevity; Self-Awareness		
Quantum Conversion¹₁	Aberrant, pg. 217	
Extras: Extra Energy Type		
Quantum Forgery²₃	Teragen, pg. 128	
Extras: Total Forgery		
Quantum Imprint³₄	Aberrant, pg. 218; Players Guide, pg. 118	
Extras: Enhanced Imprint; Multiple Targets; Range		
Quantum Inferno⁶₁₀	Players Guide, pg. 139	
Quantum Leech²₂	Aberrant, pg. 218	
Extras: Energy Siphon		
Quantum Regeneration²₃	Aberrant, pg. 219	
Extras: Double		
Quantum Supremacy⁵₈	Players Guide, pg. 135	
Quantum Enhancement	Players Guide, pg. 135	
Quantum Synchronization	Players Guide, pg. 135	

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Quantum Transformation	Players Guide, pg. 135
Quantum Vampire ² ₃	Aberrant, pg. 219
*Sensory Shield ¹ ₁	Aberrant, pg. 220
*Shapeshift ³ ₄	Aberrant, pg. 220
Shroud ² ₁	Aberrant, pg. 221
Extras: Sensory Deprivation Field; Semisolid	
Silence ¹ ₁	Project Utopia, pg. 141
Sizemorph (Grow) ² ₁	Aberrant, pg. 222
Sizemorph (Shrink) ² ₁	Aberrant, pg. 222; Players Guide, pg. 118
Extras: Full Power; Super-Shrinking	
Spatial Manipulation ³ ₅	Teragen, pg. 128
Askew	Teragen, pg. 129
Platform	Teragen, pg. 129
Ripple Shield	Teragen, pg. 129
Spatial Shock Wave	Teragen, pg. 129
Warp Body	Teragen, pg. 129
*Strobe ² ₁	Aberrant, pg. 223
Extras: Sensory Deprivation Wave	
*Stun Attack ² ₁	Aberrant, pg. 223
*Telekinesis ² ₂	Aberrant, pg. 224
*Telepathy ² ₃	Aberrant, pg. 224
Extras: Surreptitious; Channeling	
*Teleport ² ₂	Aberrant, pg. 225
Extras: Blind Safe Teleport; Combat Teleport	
Temporal Manipulation ³ ₅	Aberrant, pg. 226; Players Guide, pg. 118
Accelerate Time	Aberrant, pg. 227

Age Alteration	Aberrant, pg. 227
Delayed Blow	Teragen, pg. 131
Delayed Damage	Teragen, pg. 131
Dilate Time	Aberrant, pg. 228
Internal Clock	Aberrant, pg. 227
Stop Time	Aberrant, pg. 227
Extras: Sliding Time	
Time Travel ⁵ ₈	Players Guide, pg. 136
Time Warp	Players Guide, pg. 137
Mental Projection	Players Guide, pg. 138
Physical Projection	Players Guide, pg. 138
Time Bubble	Players Guide, pg. 138
Extras: Asynchronous Time; Asynchronous Location	
Weaknesses: Only into past/future (3); Fixed timeframe/duration (2)	
*Transmit ² ₂	Project Utopia, pg. 141
Extras: Broadband; Incontiguous	
Universe Creation ⁶ ₁₀	Players Guide, pg. 140
*Warp ³ ₃	Aberrant, pg. 228; Players Guide, pg. 118
Extras: Selective Permeability	
Weather Manipulation ³ ₄	Aberrant, pg. 229; Players Guide, pg. 118
Alter Temperature	Aberrant, pg. 229
Lightning Bolt	Aberrant, pg. 229
Weather Alteration	Aberrant, pg. 230
Windriding	Aberrant, pg. 230
Extras: Extended Range; Sustained Decay	

Body Modifications

Adhesive Grip (2np/4xp)	Aberrant, pg. 184
Chromatophores (1np/3xp)	Aberrant, pg. 184
Dispersed Organs (3np/6xp)	Players Guide, pg. 109
Extra Limbs (1np/3xp)	Aberrant, pg. 184
Extra Health Levels (1np/3xp)	Aberrant, pg. 184
Gills (1np/3xp)	Aberrant, pg. 184
Nematocysts (3np/6xp)	Teragen, pg. 130

Second Brain (2np/4xp)	Players Guide, pg. 109
Slimy Skin (2np/4xp)	Teragen, pg. 130
Spines (2np/6xp)	Aberrant, pg. 184
Subdermal Senses (1np/3xp)	Players Guide, pg. 110
Tendrils (1np/3xp)	Aberrant, pg. 184
Webbed Hands/Feet (1np/3xp)	Aberrant, pg. 184
Wings/Patagia (3np/6xp)	Aberrant, pg. 184

Extras

Aggravated	Aberrant, pg. 231
Area	Aberrant, pg. 231
Armor Piercing	Aberrant, pg. 231
Burning	Aberrant, pg. 231
Cloud	Aberrant, pg. 231
Delayed	Teragen, pg. 131
Explosion	Aberrant, pg. 231
Homing	Aberrant, pg. 231
Impervious	Aberrant, pg. 231
Increased Duration	Aberrant, pg. 231
Increased Range	Aberrant, pg. 231
Mastery	Players Guide, pg. 119
Merged	Players Guide, pg. 119
MIRV	Aberrant, pg. 231
Range	Aberrant, pg. 231
Reduced Quantum Cost	Aberrant, pg. 231
Reflexive	Players Guide, pg. 119
Spray/Jet	Aberrant, pg. 231
Sustained	Worldwide Phase II, pg. 24
Trigger	Teragen, pg. 131

Note: see also individual power descriptions for power-specific Extras.

Weaknesses

Area	Players Guide, pg. 141
Damage	Players Guide, pg. 141
Dice Pool	Players Guide, pg. 141
Duration	Players Guide, pg. 141
Linked Powers	Players Guide, pg. 142
Multiple Actions	Players Guide, pg. 141
Range	Players Guide, pg. 141
Sensory Basis	Players Guide, pg. 142
Target Restrictions	Players Guide, pg. 141

Strengths

Area	Players Guide, pg. 143
Damage	Players Guide, pg. 143
Duration	Players Guide, pg. 143
Multiple Actions	Players Guide, pg. 143
Range	Players Guide, pg. 143
Supplementary Senses	Players Guide, pg. 143

Misc. Power-Related Notes

Creating and Altering Powers	Aberrant, pg. 178
Extras	Aberrant, pg. 230; Players Guide, pg. 96
Maxing Powers (Special Maneuvers)	Aberrant, pg. 147
New Power Techniques	Players Guide, pg. 98
Player-Defined Powers	Players Guide, pg. 97
Same Power, Different Name	Players Guide, pg. 97
Special Effects	Players Guide, pg. 96, 108

Natures

Analyst	Aberrant, pg. 127	Explorer	Aberrant, pg. 128
Architect	Aberrant, pg. 127	Follower	Aberrant, pg. 128
Bravo	Aberrant, pg. 127	Gallant	Aberrant, pg. 129
Bureaucrat	Aberrant, pg. 127	Hedonist	Aberrant, pg. 129
Caregiver	Aberrant, pg. 127	Jester	Aberrant, pg. 129
Conniver	Aberrant, pg. 128	Judge	Aberrant, pg. 129
Critic	Aberrant, pg. 128	Leader	Aberrant, pg. 129
		Martyr	Aberrant, pg. 128
		Paragon	Aberrant, pg. 128
		Rebel	Aberrant, pg. 129
		Survivor	Aberrant, pg. 129
		Thrillseeker	Aberrant, pg. 129
		Traditionalist	Aberrant, pg. 129
		Visionary	Aberrant, pg. 129

Optional and Variant Rules

Creating Aberrants in <i>Trinity</i>	Aberrant, pg. 103
Cross-Matching Attributes and Abilities	Aberrant, pg. 107
Extra Successes	Players Guide, pg. 99
Godhood by Favor	Players Guide, pg. 99
Maxing Out	Players Guide, pg. 100
No Dot Specialties	Players Guide, pg. 90
NPC Extras	Aberrant, pg. 252
Playing Elevated Novas	Teragen, pg. 134

Pooling Attributes	Players Guide, pg. 65
Pooling Bonus Points	Players Guide, pg. 65
Puny Human...	Aberrant, pg. 240
Where's the Juice?	Players Guide, pg. 66
Specialties for Nova Points	Players Guide, pg. 66
Super-Science	Year One, pg. 109
Varying Nova Traits	Players Guide, pg. 65
Vehicles as "Extras"	Aberrant, pg. 279

Aberrations

Low-Level (4 to 5 permanent Taint)

Aberrant Eyes (Ears/Nose/Skin Tongue)	Aberrant , pg. 151; Brainwaves , pg. 44
Absent-Minded	Players Guide , pg. 93
Albinism	Players Guide , pg. 92
Androgynous	Players Guide , pg. 92
Anima Banner	Aberrant , pg. 151
Attention Deficit Disorder	Brainwaves , pg. 52
Bad Temper	Players Guide , pg. 93
Black Thumb	Players Guide , pg. 94
Bulging Muscles	Aberrant , pg. 151
Colored Skin	Aberrant , pg. 152
Disturbing Voice	Players Guide , pg. 92
Eufiber Rejection	Players Guide , pg. 94
Eye of the Beholder	Brainwaves , pg. 44
Feeding Requirement	Aberrant , pg. 152; Players Guide , pg. 92
Fur/Feathers	Players Guide , pg. 92
Glow	Aberrant , pg. 152
Hairless/Bald	Players Guide , pg. 92; Brainwaves , pg. 49
Impulsive	Brainwaves , pg. 52
No Sense of Humor	Brainwaves , pg. 49
Obsession	Players Guide , pg. 93
Phobia	Players Guide , pg. 93
Poor Sense	Players Guide , pg. 92
Scales	Players Guide , pg. 92
Unearthly Beauty	Aberrant , pg. 152
Voyerism	Brainwaves , pg. 44

Medium-Level (6 to 7 permanent Taint)

Aberrant Eyes	Aberrant , pg. 151
Allergic Reaction	Aberrant , pg. 152; Players Guide , pg. 92
Amnesia	Players Guide , pg. 93

Analytical	Brainwaves , pg. 49
Antennae	Brainwaves , pg. 45
Bad Luck	Players Guide , pg. 95
Big Head	Brainwaves , pg. 49
Bipolar Disorder	Players Guide , pg. 93
Bug Eyes	Brainwaves , pg. 45
Cold	Brainwaves , pg. 49
Delusions	Players Guide , pg. 93
Distractable	Brainwaves , pg. 45
Dumbo Syndrome	Players Guide , pg. 95
Energy Emission	Aberrant , pg. 152
Enlarged Eyes/Ears	Brainwaves , pg. 45
Feeding Requirement	Aberrant , pg. 152; Players Guide , pg. 92
Flashbacks	Players Guide , pg. 93
Fragile	Players Guide , pg. 92
Hermaphrodite	Players Guide , pg. 92
Hormonal Imbalance (Lust)	Aberrant , pg. 152
Hormonal Imbalance (Rage)	Aberrant , pg. 152
Masochism	Players Guide , pg. 93
Mega-Bitch	Brainwaves , pg. 53
Mental Disorders	Aberrant , pg. 152
Mood Swings	Brainwaves , pg. 53
Multiple Personality Disorder	Players Guide , pg. 93
Nervous Tic	Brainwaves , pg. 53
Obsessive/Compulsive Disorder	Players Guide , pg. 94
Paranoia	Players Guide , pg. 94
Sadism	Players Guide , pg. 94
Seizures	Players Guide , pg. 94
Sensitive	Players Guide , pg. 92
Sexless	Players Guide , pg. 93
Sexual Aberrations	Players Guide , pg. 94
Twisted Limbs	Aberrant , pg. 152
Uncontrollable Power	Players Guide , pg. 95

Uncontrolled Transformation	Players Guide , pg. 95
Vulnerability	Aberrant , pg. 152; Players Guide , pg. 95

High-Level (8 or more permanent Taint)

Aberrant Eyes	Aberrant , pg. 151
Allergic Reaction	Players Guide , pg. 92
Contagious	Aberrant , pg. 152; Players Guide , pg. 96
Extra Sensory Organs	Brainwaves , pg. 45
Feeding Requirement	Aberrant , pg. 152; Players Guide , pg. 92
Hardened Skin	Aberrant , pg. 152
Hyde Syndrome	Players Guide , pg. 96
Jinx	Players Guide , pg. 96
Megalomania	Aberrant , pg. 153; Players Guide , pg. 94
On Edge	Brainwaves , pg. 53
Oozing Skin	Aberrant , pg. 153
Permanent Power	Aberrant , pg. 153; Players Guide , pg. 96
Radioactive	Aberrant , pg. 153
Rampant Synesthesia	Brainwaves , pg. 45
Schizophrenia	Players Guide , pg. 94
Second Self	Aberrant , pg. 153
Sensory Dysfunction	Players Guide , pg. 93
Sheer Hideousness	Aberrant , pg. 153
Sloughed Flesh	Aberrant , pg. 153
Sociopathic	Brainwaves , pg. 49
Supersensitive	Brainwaves , pg. 45
Taint Bleed	Players Guide , pg. 96
Transparent Skull	Brainwaves , pg. 50
Vestigial Body	Brainwaves , pg. 50
Vestigial Limbs	Aberrant , pg. 153
Vulnerability	Players Guide , pg. 95

Merits & Flaws ^{Superscript denotes value}

*Acute Sense ¹	Players Guide , pg. 69
*Addiction/Compulsion ⁽⁻²⁻⁴⁾	Players Guide , pg. 71
*Ambidextrous ¹	Players Guide , pg. 69
*Amnesia ⁽⁻³⁻⁵⁾	Players Guide , pg. 75
*Bad Vibe ⁽⁻¹⁻³⁾	Players Guide , pg. 76
*Blind ⁻⁶	Players Guide , pg. 71
*Combat Paralysis ⁻³	Players Guide , pg. 74
*Concentration ¹	Players Guide , pg. 71
*Costume Fetish ⁻¹	Players Guide , pg. 72
*Deaf ⁻³	Players Guide , pg. 71
*Debt ^{(1-3) or (-1-3)}	Players Guide , pg. 75
*Dependant ⁻⁴	Players Guide , pg. 76
*Dependence ⁽⁻¹⁻⁷⁾	Players Guide , pg. 70
*Devotion ²	Players Guide , pg. 72
*Disability ⁻³	Players Guide , pg. 71
*Disfigured ⁻³	Players Guide , pg. 71
*Enemy ⁽⁻¹⁻⁷⁾	Players Guide , pg. 76
Eufiber Attuned ⁽¹⁻³⁾	Players Guide , pg. 76
Eufiber Rejection ⁻²	Players Guide , pg. 76
*Flashbacks ⁻³	Players Guide , pg. 74
*High Pain Tolerance ³	Players Guide , pg. 72
*Huge Size ⁴	Players Guide , pg. 69
*Internal Compass ¹	Players Guide , pg. 71
*Intolerance ⁻¹	Players Guide , pg. 72
*Iron Will ⁶	Players Guide , pg. 72
*Lame ⁽⁻²⁻⁴⁾	Players Guide , pg. 71

*Lightning Calculator ²	Players Guide , pg. 72
*Low Pain Threshold ⁻³	Players Guide , pg. 75
*Lusty ⁻¹	Players Guide , pg. 72
*Minority ⁻¹	Players Guide , pg. 75
*Mute ⁻²	Players Guide , pg. 70
*Natural Leader ¹	Players Guide , pg. 75
*Obsession ⁻²	Players Guide , pg. 73
*One Eye ⁻²	Players Guide , pg. 70
*Overconfidence ⁻¹	Players Guide , pg. 72
*Overwhelmed ⁻²	Players Guide , pg. 74
*Pacifist ^{-1 or -4}	Players Guide , pg. 73
*Paraplegic ⁻⁶	Players Guide , pg. 71
*Phobia ⁻²	Players Guide , pg. 74
*Photographic Memory ³	Players Guide , pg. 72
Quantum Recovery ⁽¹⁻³⁾	Players Guide , pg. 76
*Secret ^{-1, -3, or -5}	Players Guide , pg. 75
*Sexy ¹	Players Guide , pg. 75
*Short ⁻¹	Players Guide , pg. 70
*Speech Impediment ⁻¹	Players Guide , pg. 70
*Speed Reading ²	Players Guide , pg. 72
Taint Resistant ⁵	Players Guide , pg. 76
*Time Sense ¹	Players Guide , pg. 72
*Trademark ⁻¹	Players Guide , pg. 73
*Uneducated ⁻⁵	Players Guide , pg. 75
*Vengeful ⁻²	Players Guide , pg. 74
*Weak Sense ⁻¹	Players Guide , pg. 70

* = available to Psiads

Unified Point Chart

Creation Points

Trait	Points
Attributes (1 st /2 nd /3 rd)	7/5/3 (Psiad: 6/4/3)
Abilities	23
Backgrounds	7
Willpower	3
Quantum (or Psi)	1

Bonus Points (15)

Trait	Cost per dot
Attribute	5
Ability	2
Specialty (max. 3 per Ability)	1
Background	1
Willpower	2
Quantum (or Psi)†£	7
Initiative	1

Nova Points (30) (Psiad: 12)

Trait	Nova Point Cost
Mega-Attribute*£	3
Enhancement*	3
Quantum (or Psi)*†£	5
Quantum Power (Level 1)*£	1
Quantum Power (Level 2)*£	3
Quantum Power (Level 3)*£	5
Quantum Power (Level 4)*§	7‡
Quantum Power (Level 5)*§	9‡
Quantum Power (Level 6)*§	12‡
Quantum Pool§	½
3 Attribute dots§	1
6 Ability dots§	1
5 Background dots§	1
Willpower dot§	1

Experience Points

Trait Increase	Cost
Attribute	current rating x 4
Ability	current rating x 2
Background	current rating x 2
Mega-Attribute*£	current rating x 5
Quantum Power (Level 1)*£	current rating x 3
Quantum Power (Level 2)*£	current rating x 5
Quantum Power (Level 3)*£	current rating x 7
Quantum Power (Level 4)*§	current rating x 9
Quantum Power (Level 5)*§	current rating x 12
Quantum Power (Level 6)*§	current rating x 15
Willpower	current rating
Quantum (or Psi)*£	current rating x 8
Quantum (or Psi) Pool	3 per dot
Initiative	current rating

New Trait

Trait	Cost
Ability	3
Specialty (max. 3 per Ability)	1
Background	2
Enhancement*	5
Mega-Attribute*	6
Quantum Power (Level 1)*	3
Quantum Power (Level 2)*	6
Quantum Power (Level 3)*	9
Quantum Power (Level 4)*§	12
Quantum Power (Level 5)*§	15
Quantum Power (Level 6)*§	18

Chrysalis Experience Points

Trait Change	Cost
Taint (temporary)	1 per point removed
Taint (permanent)	10 per point removed
Aberration	5 per mental Aberration transformed
Background (Attunement, Dormancy and Node only)	current rating
Mega-Attribute†	current rating x 3
Quantum Power (Level 1)†	current rating x 2
Quantum Power (Level 2)†	current rating x 3
Quantum Power (Level 3)†	current rating x 5
Quantum Power (Level 4)†	current rating x 7
Quantum Power (Level 5)†	current rating x 9
Quantum Power (Level 6)†	current rating x 12
Quantum	current rating x 4
Quantum Pool	2 per dot

New Trait

Trait	Cost
Background (Attunement, Dormancy and Node only)	1
Enhancement†	3
Mega-Attribute†	3
Quantum Power (Level 1)†	2
Quantum Power (Level 2)†	3
Quantum Power (Level 3)†	5
Quantum Power (Level 4)†	7
Quantum Power (Level 5)†	9
Quantum Power (Level 6)†	12
New Extra for existing Quantum Power†	½ normal

* Can be bought as tainted traits; tainted traits cost half the normal cost per dot (round up), but they impose one point of permanent Taint per dot so purchased. A tainted Level 1 power costs one nova point per two dots purchased.

† Only Mega-Attributes (and their enhancements) and Powers (and their Extras) tied to a character's Archtype or aberrations, or Quantum-related Powers can benefit from this reduced cost. Otherwise, use the normal experience point costs.

‡ Quantum is normally limited to 5 dots at character creation. Costs for Level 4, 5 and 6 powers are given for creation of high-powered NPCs.

§ Psiads may not spend nova points on Psi Pool, Attributes, Abilities, Backgrounds, or Willpower. Psiads cannot use Level 4, 5 or 6 powers.

£ Psiads may not purchase more than 5 dots in Psi, nor can they purchase more than 2 dots in any Mega-Attribute or Power.

Extras

The cost of Extras is dependent upon the Quantum score of the nova:

Quantum 1-5: Adding an extra to a Level 1 or 2 power increases the level of the power by one for purposes of purchasing the power. So, a Level 2 power purchased with an Extra costs five nova points (or three nova points if bought tainted) per dot. An extra cannot be added to a Level 3 power by a nova of Quantum 1-5.

Quantum 6+: A nova can now buy one or more Extra for a power without changing its quantum power level, at the same cost as a dot of the power at its current level (one nova point for Level 1, three nova points for level 2, etc.). The following chart shows the number of Extras required to raise a power to the next higher level, based on the nova's Quantum:

Quantum	L1	L2	L3	L4	L5
6	2	2	2	1	N/A
7	3	2	2	2	N/A
8	4	3	2	2	1
9	5	4	3	2	2
10	6	5	4	3	2

Exception: Mastery. Each level of Mastery always raises the power's effective level by 1, even if the nova's Quantum score allows regular Extras without level change. However, quantum cost for using the power is determined by the level of the power *before* adding Mastery.

Note that Extras count as levels of a power for purpose of buying techniques – that is, someone with three levels of a power and two Extras can buy a total of five techniques.

Gaining Extras with Experience: A character may "upgrade" her powers by purchasing an extra later in the game. The cost of doing so is equal to the total difference between the experience point costs of all the dots without the Extra and the cost of all the dots with the Extra, calculated as if the character had used experience points to purchase the power "from the ground up". A character may halve this cost by taking a point of permanent Taint at the time the Extra is purchased. Extras that don't raise the power to a new level cost the same as a single dot of the power at its current level: one nova point or three experience points for Level 1, three nova points or five experience points for Level 2, etc.