

MONSTER SPECIAL ABILITIES (I)

	Attack Type	Examples	Effects
1-2	Baleful Effect	poison, petrification, life drain	<p><i>Recovery penalty.</i> Whenever the subject leads an attack, anyone injured or taken out suffers the special ability skill level (at least -1 shift penalty) to skill checks for healing, recovery and/or to be alive after the conflict.</p> <p>This attack type defaults to melee range but <i>may</i> have throwing weapon range.</p>
3-4	Rapid Maneuver	flight, teleport, leap, sprint	<p><i>Avoids missile fire.</i> When the subject leads the skill check, use the special ability either in place of dodge, or as a +1 shift bonus fighting defensively against ranged weapons.</p> <p>The subject <i>might</i> also bypass terrain window dressing shift penalties when leading the attack.</p> <p>Subjects using flight or teleport <i>might</i> also maneuver directly between extreme and close ranges in one round.</p>
5-6	Alternative Maneuver	swimming/aquatic, burrowing, snow/sand/mud walker, brachiation, wall crawler, shapeshifting	<p><i>Avoids terrain penalties.</i> The subject bypasses window dressing shift penalties when leading the attack.</p> <p>Burrowing <i>might</i> let the subject tunnel to engage at close range. Wall crawling <i>might</i> give a shift bonus to hide checks (ie., for an ambush from above).</p> <p><i>Shapeshifting</i> lets the subject make a skill check to change to a form that can perform any one type of rapid maneuver or alternative maneuver. The new form may have a lower generic conflict skill level.</p>
7-8	Charge	headbutt/gore, over-run/trample	<p><i>Extra damage on first melee round.</i> When the subject advances to close range and leads a successful first-round melee attack, it deals an extra (+1) level of damage.</p>
9	Regeneration	fast healer, self-repairing	<p><i>Recovery between scenes.</i> The subject automatically makes a healing check between scenes where time passes (ie., not a follow-up scene).</p> <p>A player character's group NPC with regeneration who is disabled but still alive <i>might</i> also return to active duty after succeeding on a healing check between scenes.</p>
10-11	Protection / Hard to Hit	tough/rubbery hide, armor plating, shield, force field; also blinking, phasing, optical displacement	<p><i>Armor equivalent.</i> Whenever dealing damage to the subject, ask a yes-no question at the special ability skill level: "does the special ability stop/avoid the blow?" If yes, the special ability absorbs the level of damage.</p> <p>Normally, protection absorbs just one level of damage per conflict: Optionally, treat this special ability as a chained question (see p.53).</p>

MONSTER SPECIAL ABILITIES (II)

	Attack Type	Examples	Effects
12	Concealment	chameleon, invisibility	<p><i>Stealth and non-detection.</i> For an attempted ambush, the subject only rolls sneak twice: Once for the advance maneuver to close range, once to succeed in the ambush.</p> <p>The subject can either use the special ability skill level in place of sneak or hide skill checks, or has a +1 shift bonus to sneaking and/or hiding.</p> <p>Invisibility <i>might</i> also include the hard to hit benefit described above.</p>
13-14	Senses	heightened sight/hearing/smell, dark vision, spectrum vision, life sense, vibration sense	<p><i>Notice.</i> The subject can use the special ability in place of notice skill checks, or has a +1 shift bonus to relevant notice/detection rolls.</p> <p>The subject <i>might</i> also bypass window dressing shift penalties when leading the attack.</p> <p>The subject <i>might</i> also automatically succeed at some forms of notice at either medium or close range.</p>
15	Immunity: X	physical, blunt, edged, piercing, fire/heat, acid, electricity, cold, mental, radiation, breathing, metal, magic, holy...	<p><i>Unaffected by X.</i> The subject cannot be taken out by an attack if anyone in the opposing group uses that attack type. The opposing group must limit its conflict skill check only to those members who can affect the subject.</p>
16-18	Melee Attack	claws, jaws, stinger, spiked tail, horns (or more exotic)	<p><i>Attack bonus.</i> When the subject leads the melee attack, the group gets a +1 shift bonus.</p>
19	Blast Attack	breath weapon, baleful aura (choose attack type & window dressing)	<p><i>Additional damage.</i> When the subject leads the conflict, the special ability can deal a multiplier up to its skill level in levels of damage (see p.84-85 on flexible use of powers). The attack is either at melee or throwing range; it causes damage to both sides engaged in melee. The subject has a -1 shift penalty for each extra level of damage attempted.</p>
20	Restraining Attack	tentacles, coils, paralyzation, rooted feet, mental control, webbing	<p><i>Hold.</i> When the subject leads the attack, it may restrain a target in addition to (or instead of) doing damage. To escape, the group can make an appropriate opposed skill check instead of conflict. If successful, the restrained person is free and no damage is dealt; an escape attempt failure (usually) deals damage to the restrained target.</p> <p>The group can choose to press the attack and ignore any restrained member(s).</p> <p>The special ability <i>might</i> be limited by the number of times it can be used in a conflict.</p>