

# POWER TRAPPINGS (I)

## Instructions

These optional rules for power trappings cover special effects for melee and ranged attack powers. Use these rules to give your power users special effects, or tweak the effects to suit your setting. Certain high-tech power trappings like radiation, gravity, or vacuum/pressure may not be present in your game: re-roll irrelevant results or map them to a different trapping. Each power trapping is also window dressing to use the power in unconventional ways (see power manipulation rules, p.77 sidebar; or unconventional powers use, p.85 sidebar).

## Additional Keywords

“Countered by:” If anyone in the opposing group has a countering power and participates in their side’s attack roll (the opposing group’s power user does not need to lead), then the opposing group’s power trapping automatically loses any special effects. The group can still do damage.

*For example: The player character’s group leads a successful attack with an air mage. The foe group includes a fire-breathing dragon. As long as the fire-breathing dragon participates in the foe group’s attack, the foe group automatically cancels the air mage’s push/pull special effect. The same happens in reverse: If the fire-breathing dragon leads a successful attack, as long as the air mage participates in the conflict the baleful effect of the dragon’s fire is nullified.*

“Immunity:” See also appendix 9 on monster special abilities. If the target is immune to a certain type of damage, it cannot ever be taken out by any attack where that damage type participated in the roll. Sometimes you may need a judgement call whether certain types of creatures should have immunity, or at least a shift bonus or penalty against a type of attack.

*For example: A fire mage now leads the attack against our fire-breathing dragon. The dragon may not be totally immune to fire. But if the dragon leads the opposing side, that should probably qualify for at least an arbitrary +1 shift bonus against the fire mage-led attack.*

“...cannot multiply damage,” and “...without support never do damage:” Some types of powers do no damage when used by themselves. If you are using optional rules for power manipulation, these powers can draw on damage level multiplier rules, but only to deliver non-damaging special effects.

*For example: The player may have a gravity mage lead the attack, using power manipulation to triple damage in a gritty setting. That grows the total from one level of damage to three levels of damage. If the gravity mage’s attack has participating allies, the attack can deal one level of damage and restrain two more targets; but without allies to participate and deal damage in the attack, the gravity mage’s only option is to restrain up to three targets.*

As a final note: To use a special effect on a large beast/monster successfully requires overcoming its total damage levels in one attack.

## POWER TRAPPINGS (II)

	Attack Type	Special Effects
1	Acid/Chemical	<b>Persistent:</b> +1 shift bonus when leading successive attack rounds after the first. <b>Baleful:</b> When leading a successful attack, -1 shift penalty for the target to recover or still be alive after the conflict. <i>Countered by water. Extra -1 shift penalty to manipulate with finesse (i.e., selective effect).</i>
2	Air/Cold	<b>Push/pull/slow:</b> When leading a successful attack, target(s) that take a level of damage are also (or instead) pulled/pushed between close/medium range, or are frozen in place. <i>Countered by heat/fire or air. Air powers cannot multiply damage, only special effects.</i>
3	Boosting	<b>Generic bonus:</b> +1 shift bonus when leading attacks. <i>Boosting powers provide a shift bonus to the ally group, and do not use damage multipliers.</i>
4	Darkness / unholy	<b>Lightbane:</b> When leading attacks, +1 shift bonus if the opposition includes light/holy members; damage must be assigned to light/holy target(s) within range first. <i>Some light/holy entities may have Immunity. Unholy/non-living creatures are unaffected.</i>
5	Debilitate (blind & deafen)	<b>Disable:</b> After leading a successful attack, target(s) that take a level of damage may instead have their senses deprived, left disabled but unharmed. <i>Blindness does not affect subjects that don't use sight. Cannot multiply damage, only special effects. Debilitating powers that lead an attack without support never do damage.</i>
6	Draining	<b>Generic penalty:</b> -1 shift penalty to opposition when leading attacks. <i>Draining powers inflict a shift penalty on a foe group, and do not use damage multipliers.</i>
7	Earth/stone	<b>Restrain:</b> When leading a successful attack, target(s) that take a level of damage may instead be restrained. Restrained target(s) cannot take actions until freed by participating in a successful skill check in conflict to escape the restraint instead of attacking.
8	Electricity	<b>Ironbane:</b> When leading the attack, +1 shift bonus if the opposition has any armored/metal targets; damage must be assigned to armored/metal target(s) within range first. <i>Countered by water. Extra -1 shift penalty to manipulate with finesse (i.e., selective effect).</i>
9	Gravity	<b>Restrain/ground:</b> When leading a successful attack, flying target(s) suffer a level of damage; other target(s) may instead be restrained. Restrained target(s) cannot take actions until freed by participating in a successful skill check to escape instead of attacking. <i>Gravity powers can multiply damage against flying targets. Against ground targets, gravity powers without support never do damage and do not multiply damage, only special effects.</i>
10	Heat/fire	<b>Baleful:</b> When leading a successful attack, -1 shift penalty for the target to recover or still be alive after the conflict. <i>Countered by air/cold.</i>
11	Light/holy	<b>Darkbane:</b> When leading attacks, +1 shift bonus if the opposition includes any dark/unholy members; damage must be assigned to dark/unholy target(s) within range first. <i>Some darkness/unholy power users may have Immunity. Holy/light and non-living creatures are not affected.</i>

## POWER TRAPPINGS (III)

	Attack Type	Special Effects
12	Mental/psychic	<b>Restrain:</b> When leading a successful attack, target(s) that take a level of damage may instead be paralyzed. Restrained target(s) cannot take actions until freed by participating in a successful skill check in conflict to escape the restraint instead of attacking. <i>Countered by mental/psychic. Mental/psychic powers that lead an attack without support never do damage. These powers cannot multiply damage, only special effects. Mindless or alien creatures have Immunity.</i>
13	Metal	<b>Bash:</b> +1 shift bonus to lead skill checks that break things (e.g., weapon, armor, restraints). <i>see entries for sonic, electricity and magnetism on how these trappings may affect metal.</i>
14	Plant/wood	<b>Restrain:</b> When leading a successful attack, target(s) that take a level of damage may instead be entangled. Restrained target(s) cannot take actions until freed by participating in a successful skill check in conflict to escape the restraint instead of attacking. <b>Disarm:</b> Alternatively, a level of damage destroys a target's wooden weapon (this may trigger a -1 penalty shift for conflict; see sidebar p.72 on unarmed opponents). <i>This power trapping cannot be used without plants/woods window dressing in the scene.</i>
15	Poison	<b>Baleful:</b> -1 shift penalty for anyone taken out by this attack to recover or still be alive after the conflict. <i>Certain types of creatures may have Immunity, or receive a shift bonus against poison.</i>
16	Radiation	<b>Baleful:</b> -1 shift penalty for anyone taken out by this attack to recover after the conflict. However, there is no shift penalty on the roll to determine whether subject is still alive.
17	Sonic	<b>Pierce/deafen:</b> +1 shift bonus when leading the attack against crystalline targets, including ice and most metals. Target(s) that take a level of damage may instead be deafened, which has no direct effect on their ability to participate in the conflict. <i>Sonic powers do damage against, and can multiply damage against crystalline targets. Against other targets, sonic powers that lead an attack without support never do damage. Sonic powers cannot multiply damage, only special effects.</i>
18	Telekinesis / magnetism	<b>Push/pull:</b> When leading a successful attack, target(s) that take a level of damage are also (or instead) pulled/pushed between close and medium range. <b>Disarm:</b> Alternatively, a level of damage disarms/destroys a target's metal weapon (this may trigger a -1 penalty shift; see sidebar p.72 on unarmed opponents). <i>These powers cannot multiply damage, only special effects. Telekinesis and magnetism require weapon-like objects in the scene to do damage if they lead an attack without support. Magnetism special effects can only affect metal wearing/wielding targets.</i>
19	Vacuum / pressure	<b>Persistent:</b> +1 shift bonus when leading successive attack rounds after the first. <i>Countered by vacuum/pressure.</i>
20	Water/ice	<b>Push/pull:</b> When a water power leads a successful attack at close range, target(s) that take a level of damage are also (or instead) pushed away to medium range. <b>Restrain:</b> When an ice power leads a successful attack, target(s) that take a level of damage may instead be encased. Target(s) cannot take actions until freed by participating in a successful skill check in conflict to escape the restraint instead of attacking. <i>Countered by heat/fire. Water powers that lead an attack without support never do damage. Water powers cannot multiply damage, only special effects.</i>