

Custom Tiny Supers Powers

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Contents

1 Disclaimer/License	3
2 Powers	4
2.1 Elemental Control: Ice (1)	4
2.2 Elemental Control: Ice (2)	4
2.3 Elemental Control: Ice (3)	4
2.4 Multiplicity (1)	4
2.5 Multiplicity (2)	4
2.6 Multiplicity (3)	4
2.7 Illusion (1)	4
2.8 Illusion (2)	5
2.9 Illusion (3)	5
2.10 Mind Control (1)	5
2.11 Mind Control (2)	5
2.12 Mind Control (3)	5
2.13 Telepathy (1)	5
2.14 Telepathy (2)	5
2.15 Telepathy (3)	5
2.16 Pheromones (1)	5
2.17 Pheromones (2)	5
2.18 Pheromones (3)	5
2.19 Channel Spirits (1)	6
2.20 Channel Spirits (2)	6
2.21 Channel Spirits (3)	6
2.22 Sensory Deprivation (1)	6
2.23 Sensory Deprivation (2)	6
2.24 Sensory Deprivation (3)	6
2.25 Precognition (1)	6
2.26 Precognition (2)	6
2.27 Precognition (3)	6
2.28 Spectrum Vision (1)	6
2.29 Spectrum Vision (2)	6
2.30 Spectrum Vision (3)	6
2.31 Life Detect (1)	7
2.32 Life Detect (2)	7
2.33 Life Detect (3)	7
2.34 Dream Walking (1)	7
2.35 Dream Walking (2)	7
2.36 Dream Walking (3)	7
2.37 Somnification (1)	7
2.38 Somnification (2)	7
2.39 Somnification (3)	7
2.40 Astral Projection (1)	7
2.41 Astral Projection (2)	8
2.42 Astral Projection (3)	8
2.43 Poison (1)	8
2.44 Poison (2)	8
2.45 Poison (3)	8

Chapter 1

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Chapter 2

Powers

2.1 Elemental Control: Ice (1)

You can do an Ice Blast (as per Tier One Blast). You also gain the ability to freeze anything you touch. As an Action, you may deal 1 Cold damage to someone (or something) at Close Range.

2.2 Elemental Control: Ice (2)

You can summon a shield made of ice. While you have the shield, you gain the benefit of the Shield Bearer Trait. You also gain Tier One Immunity: Cold.

2.3 Elemental Control: Ice (3)

Your Ice Blast can now be used as equivalent to Tier Three Snare (or Tier One Blast). Your Tier Two Elemental Control: Ice Power now grants you immunity to intense cold.

2.4 Multiplicity (1)

You can split into two identical copies of yourself that can act independently. Your Stress Capacity is split evenly between both copies, however. An odd number of Stress Capacity allocates the extra point to the “original” copy. Both copies have all of your abilities except this one. The copies must recombine within 3 days by touching each other or risk being permanently separate. After 3 days but before a week has passed, you may make a Test with Disadvantage to recombine. If the test fails or a week has passed, the copies are permanently separate and lose all Multiplicity Powers. If the copies fail to recombine (due to time passing or one dying), they regain their full Stress Capacity after 1 week. Thoughts and memories are unique to a copy until they recombine, after which memories are reassimilated. In other words, copies do not share minds or memories.

2.5 Multiplicity (2)

You can now split into three copies of yourself. All Stress Capacity is split evenly between all three copies.

2.6 Multiplicity (3)

You can now split into four copies of yourself. All Stress Capacity is split evenly between all four copies.

2.7 Illusion (1)

As an Action, you may create a detailed illusion limited to one sense and one target. For example, you can make someone see a person at the other end of a hallway, or smell your grandmother’s famous cookies. While an illusion may cause an amount of pain, they cannot directly cause damage.

The GM rolls a Save Test for anyone who might shrug off the illusion.

2.8 Illusion (2)

Your Tier One Illusion Power can now affect up to three senses on up to three targets.

2.9 Illusion (3)

Your Tier Two Illusion Power can now affect all five senses and up to five targets.

2.10 Mind Control (1)

Choose a target. This target must make a Save Test. If they succeed, they lose an Action on their next turn and are frozen in place until then. If they fail, you may give them a single command to perform as the first Action of their next turn. Commands to directly inflict self harm will automatically be ignored.

2.11 Mind Control (2)

You gain Tier One Mind Reading and Tier One Invisibility, but only against opponents you have successfully used you Tier One Mind Control on within the past 24 hours.

2.12 Mind Control (3)

The Save Test for your Tier One Mind Control ability is now made with Disadvantage. A success on the Test causes the Target to lose two Actions on their next turn, while a failure allows you to give commands for the first two Actions on their next turn.

2.13 Telepathy (1)

Choose one medium: words (received/understood as though hearing them), emotions, and images. You can mentally transmit that medium to a single person as far as one room away (up to 40 feet). This power alone cannot be used to read minds, but recipients can *choose* to respond.

2.14 Telepathy (2)

Your Tier One Telepathy power can now target up to 3 people, across a city block. You may choose a second medium to be able to use with the first.

2.15 Telepathy (3)

Your Tier One Telepathy power can now target up to 5 people, across an entire city. You may choose another medium to use with the others.

2.16 Pheromones (1)

Gain advantage on rolls to persuade members of the opposite gender.

2.17 Pheromones (2)

Attack a single target at Close or Near Range; if it hits, they cannot attempt to harm you for three rounds or until you Attack them, whichever comes first.

2.18 Pheromones (3)

Gain Tier Three Mind Control against the target of your Tier Two Attack.

2.19 Channel Spirits (1)

You are able to communicate with the invisible spirits of the deceased.

2.20 Channel Spirits (2)

You are now able to see the spirits of dead people.

2.21 Channel Spirits (3)

You are now able to channel the spirits of others. You may take on up to two Traits or two Tiers of Powers from the person you are channeling. The channeling process is exhausting and can only be used once per day.

2.22 Sensory Deprivation (1)

Choose one of the five senses. You may make a Melee Attack against that target. On a success, the target is completely deprived of that sense, until they make a successful Save Test at the start of their next turn.

2.23 Sensory Deprivation (2)

You can now deprive the sense you've chosen from anyone within line of sight, using a Ranged Attack. The Save Test to shrug off the effects is now made with Disadvantage.

2.24 Sensory Deprivation (3)

You may choose a second sense to deprive people of. You no longer have to make an Attack to affect someone.

2.25 Precognition (1)

You gain the Vigilant Trait. When you Evade, you succeed on one more number (i.e. on a 4, 5, or 6 instead of 5 or 6).

2.26 Precognition (2)

You now gain an extra die for Save Tests. Tests at Disadvantage become Standard Tests and Standard Tests gain Advantage.

2.27 Precognition (3)

You can sense danger just before it happens. You always count as having Evade, even against surprise attacks.

2.28 Spectrum Vision (1)

Choose one of: X-Ray, Infrared, Ultraviolet. X-Ray allows you to see hard, dense objects through softer, less dense materials. Infrared allows you to see heat signatures. Ultraviolet allows you to see better underwater and in fog and rain, as well as see anything that would be revealed by a black light. You can clearly see in your chosen spectrum at a range of 20 feet, or approximately within the same room as you.

2.29 Spectrum Vision (2)

The range of your Tier One Spectrum Vision ability extends to 50 feet, or approximately to the far end of the next room over.

2.30 Spectrum Vision (3)

The range of your Tier One Spectrum Vision ability extends to 100 feet, or approximately the length of an average building.

2.31 Life Detect (1)

You can sense the presense of other living things within 20 feet of you. You are unable to pinpoint their exact location using this ability, but are aware of the general area they are in. This includes stealthed or invisible people.

2.32 Life Detect (2)

Your Tier One Life Detect ability's range extends to 100 feet. You can pinpoint the exact location of living things within 20 feet.

2.33 Life Detect (3)

You can pinpoint the exact location of any living thing within range of your Tier Two Life Detect Power.

2.34 Dream Walking (1)

You may enter a sleeping person's dreams at Close Range. You retain only your Traits inside the dream, not any powers (GM discretion may allow powers tied directly to your physical form).

2.35 Dream Walking (2)

Your Tier One Dream Manipulation now works at Far Range. You may retain all Traits and one level of each Power, including Powers gained through levels in other Powers.

2.36 Dream Walking (3)

You can now bring up to 3 others into another's dream. You retain all of your Traits and Powers; you may choose a tier of Dream Walking to describe whether anyone you bring with you retains their powers, on an individual basis. For example, you may bring an ally at full power (Tier 3) and a person you don't trust without any Powers (Tier 1).

2.37 Somnification (1)

You can cause others to fall asleep with a touch. If the target is unwilling, you must successfully make a Melee Attack first. The target may make a Save Test each Round it is asleep to attempt to wake up. The Save Test counts as an Action.

2.38 Somnification (2)

You may now cause others to fall asleep at range. You may make a Ranged Attack to cause someone to fall asleep. Your Tier One Melee ability now prevents the target from making Save Tests for 2 rounds.

2.39 Somnification (3)

You may now target up to 3 people with your Tier Two Somnification Power.

2.40 Astral Projection (1)

You can astrally project from your body. While projecting, your projection has the effects of Tier One Invisibility, Tier One Phasing, and Tier One Flight. Your body remains where you projected, vulnerable and effectively comatose. You may also enter another person's body while projected. While inhabiting another's body, you may communicate with them as though using Tier One Telepathy: Thoughts. You may also attempt to take control of the body you are inhabiting, but you may be thwarted by a successful Save Test with Advantage.

2.41 Astral Projection (2)

You can see and trap others' astral projections. The trap is equivalent to a Tier Two Snare, but a successful Save does not reduce the projection's movement. Your Tier One Astral Projection possession ability is now resisted using a Standard Save Test.

2.42 Astral Projection (3)

You can now cause others to astrally project, as per Tier One Astral Projection. You must make a successful Melee Attack to cause unwilling targets to project. Your Tier One Astral Projection possession ability is now resisted by a Save Test with Disadvantage.

2.43 Poison (1)

Your Melee attacks now poison their targets. Poison does 1 damage at the end of the target's turn and lasts until they make a successful Save Test at the beginning of their turn.

2.44 Poison (2)

Your Tier One Poison effect's Save Test is now made at Disadvantage. You gain Tier One Immunity: Poison.

2.45 Poison (3)

You now exude a poisonous aura. All people in Close Range of you take 1 damage per turn until they move to Near or further range (or you move away from them).