

**Jim's Mega Power
House Rules
for Savage Rifts
3rd Draft**

Arcane Protection

—Greater Arcane Protection

Power Points: 2

Range: Smarts x 2

Duration: 5

Success means -4 to hostile powers, -6 with a raise, and provides equivalent to M.D.C. protection.

Banish

—Banish the Horde

Power Points: 6

Range: Smarts x 2

Duration: Instant

The caster targets all summoned entities within a Large Blast Template.

Barrier

—Stalwart Walls

Power Points: +2

Range: Smarts x 2

Duration: 5

In addition to base Hardness of 10, this Mega Power adds 12 M.D.C. Armor to the summoned wall.

Beast Friend

—Exalted Beast Friend

Power Points: +2

Range: Smarts x 2

Duration: 30 minutes

Same as the existing version.

Blast

—Greater Blast

Power Points: +4

Range: Smarts x 2

Duration: Instant

This Mega Power increases the damage by 2d6, which stacks with the Damage Modifier if selected.

Blind

—Greater Blind

Power Points: +2

Range: Smarts x 2

Duration: Instant

As above, but the Vigor roll penalty is made at -2, -4 with a raise. This stacks with the Strong Modifier if applied.

Bolt

—Onslaught

Power Points: +1

Range: Smarts x 3

Duration: Instant

Adds +4d6 to *bolt*.

All Power Modifiers and modifiers for *bolt* are available, including Heavy Weapon (Mega Damage), Armor Piercing, and Damage (+1d6).

Boost/Lower Trait

—Greater Boost/Lower Trait

Power Points: 4

Range: Smarts x 2

Duration: 5/Instant

Same as before, doubles the power's effect, 2 die types with a success, 4 with a raise.

Burrow

—Greater Burrow

Power Points: 6

Range: Smarts x 2

Duration: 5

This Mega Power increases the burrow distance to five times Pace or ten times with a raise.

Burst

—Greater Burst

Power Points: 4

Range: Cone Template

Duration: Instant

This Mega Power increases the damage by 2d6, which stacks with the Damage Modifier if selected.

Clairvoyance

—World Scry

Power Points: 6+

Range: Varies

Duration: 5

This Mega Power works as it does in the Mega Powers List.

Confusion

—Greater Confusion

Power Points: +1

Range: Smarts x 2

Duration: Until the end of the victim's next turn

This Mega Power inflicts a penalty of -2 to the Smarts roll, -4 with a raise.

Damage Field

—Exalted Damage Field

Power Points: 6

Range: Smarts x 2

Duration: 5

This extends the field to MBT and increases damage to 2d6 Mega Damage or 2d8 with a raise. The Damage Modifier increases damage to 2d8 Mega Damage or 2d10 with a raise.

Darksight

—Exalted Darksight

Power Points: 2

Range: Smarts x 2

Duration: One hour

The Mega Power version of this power negates the powers of *blind*, *darkness*, and *invisibility*.

Deflection

—Greater Deflection

Power Points: +2

Range: Smarts x 2

Duration: 5

This Mega Power increases the penalty to hit to -4 or -6 with a raise.

Detect/Conceal Arcana

—Exalted Detect/Conceal Arcana

Power Points: +2

Range: Smarts x 2

Duration: 5/one hour

This Mega Power works as it does in the Mega Powers List.

Disguise

—Mass Disguise

Power Points: +4

Range: Smarts x 2

Duration: 10 minutes

This Mega Power works as it does in the Mega Powers List, expands effect to LBT.

Dispel

—Exalted Dispel

Power Points: 5

Range: Smarts x 2

Duration: Instant/1d6 minutes

This Mega Power works as it does in the Mega Powers List, expands effect to LBT.

Divination

—Communion

Power Points: 10

Range: Self

Duration: One minute

This Mega Power works as it does in the Mega Powers List.

Drain Power Points

—Greater Drain Power Points

Power Points: 5

Range: Smarts x 2

Duration: Instant

The Mega Power version of this power doubles the effect to 2d6.

Elemental Manipulation

—One With the Elements

Power Points: 2

Range: Smarts x 3

Duration: One hour

This Mega Power works as it does in the Mega Powers List.

Empathy

—Exalted Empathy

Power Points: 2

Range: Smarts x 2

Duration: 5

This Mega Power inflicts a -2 penalty to the opposed Spirit roll.

Entangle

—Greater Entangle

Power Points: +1

Range: Smarts x 2

Duration: Instant

The Mega power version of this power increases the penalty to escape by an additional -2.

Environmental Protection

—Life Support

Power Points: +2

Range: Smarts x 2

Duration: One hour

The Mega Power version of this power allows the caster to survive extreme environments, reduces 8 points of damage vs “like sources,” 10 with a raise, and protects against all environmental effects.

Farsight

—Greater Farsight

Power Points: +2

Range: Smarts x 2

Duration: 5

Casting this Mega Power allows the caster to ignore Range penalties and doubles the effective distance of the power to two miles.

Fear

—Greater Fear

Power Points: +2

Range: Smarts x 2

Duration: Instant

The penalty is increased to -2 or -4 with a raise.

Fly

—Swift Flight

Power Points:

Range: Smarts x 2

Duration: 5

The recipient may *fly* at Pace x4 with -1 to be hit by Ranged attacks, or, with a raise, at Pace x8 with -2 to be hit by Range attacks; the penalties do not stack with similar effects such as *deflection*.

Growth/Shrink

—Tiny Yet Mighty

Power Points: +2

Range: Smarts x 3

Duration: 5

This Mega Power works as it does in the Mega Powers List.

Havoc

—Greater Havoc

Power Points: +1

Range: Smarts x 2

Duration: Instant

This Mega Power means the Strength roll to resist is at -2 or -4 with a raise, and targets are knocked back 3d6 inches.

Healing

—Mass Healing

Power Points: +3

Range: Spirit x 2

Duration: Instant

This Mega Power works as it does in the Mega Powers List, a *healing* roll at -2 for selected characters within a Range of Smarts x 2.

Other *healing* Modifiers may be applied, such as *greater healing*.

Illusion

—Greater Illusion

Power Points: +2

Range: Smarts x 2

Duration: 5

This Mega Power increases the size of the illusion to LBT.

Intangibility

—Astral Form

Power Points: 10

Range: Self

Duration: One minute

This Mega Power works as it does in the Mega Powers List.

Invisibility

—True Invisibility

Power Points: 10

Range: Smarts x 2

Duration: 5

This Mega Power works as it does in the Mega Powers List.

Light/Darkness

—Exalted Light/Darkness

Power Points: 10/4

Range: Smarts x 2

Duration: Permanent/10 minutes

This Mega Power works as it does in the Mega Powers List, except that *obscure* is now *darkness*.

Mental Illusion

—Deadly Illusion

Power Points: 6

Range: Smarts x 2

Duration: 5

This Mega Power works as the power illusion does in the Mega Powers List.

Mind Link

—Exalted Mind Link

Power Points: 3

Range: Smarts x 2

Duration: 5

This Mega Power allows the caster to contact allies within Range without a roll, and to broadcast mental messages to all sentient beings within one mile or five miles with a raise.

Mind Reading

—Mind Walk

Power Points: 5

Range: Smarts x 2

Duration: 5 minutes

This Mega Power works as it does in the Mega Powers List.

Mind Wipe

—Exalted Mind Wipe

Power Points: +2

Range: Smarts x 2

Duration: Instant

With this Mega Power, the victim loses up to a day's worth of memory, or up to three days with a raise.

Object Reading

—Theater of the Mind

Power Points: +1/Recipient

Range: Touch

Duration: Special

The caster may be joined in the experience by allies at 1 additional Power Point each so long as they each remain in contact with the object.

Protection

—Greater Protection

Power Points: +1

Range: Smarts x 2

Duration: 5

The Mega Power provides an additional +1 to the Armor from *protection*, +4 with a raise, as well as immunity to non-MDC damage, magical or otherwise.

Puppet

—Mind Control

Power Points: 6

Range: Smarts x 2

Duration: One/Five minutes

This Mega Power works as it does in the Mega Powers List.

Relief

—Mass Relief

Power Points: 2

Range: Smarts x 2

Duration: Instant

This Mega Power works as it does in the Mega Powers List, except for the change in the name.

Resurrection

Power Points: 30

Range: Touch

Duration: Instant

Per SWADE, this is a standalone power. In Savage Rifts, this is a Mega Power that uses the rules per the *Powers & Mega Powers List* entry for *greater healing* and is available only to Necromancers and characters with Arcane Background (Miracles) who have the Master of Magic Edge.

Jim's note: in my opinion, using the resurrection power from SWADE as written would subvert the Blaze of Glory rules and the Death & Defeat Table from TLPG.

Shape Change

—Greater Shape Change

Power Points: Special

Range: Smarts x 2

Duration: One minute

This Mega Power works as it does in the Mega Powers List.

Sloth/Speed

—Exalted Sloth/Greater Speed

Power Points: +1

Range: Smarts x 3

Duration: 5

This Mega Power works as it does in the Mega Powers List for whichever aspect of the power is cast.

Slumber

—Greater Slumber

Power Points: +2

Range: Smarts x 3

Duration: One hour

The target will not wake from loud noises, only from an active and deliberate external attempt to awaken.

Smite

—Greater Smite

Power Points: +2

Range: Smarts x 2

Duration: 5

This Mega Power works as it does in the Mega Powers List.

Sound/Silence

—Exalted Sound/Silence

Power Points: +1

Range: Smarts x 10

Duration: 5

The opposed tests against the caster are made at -2.

Speak Language

—Mass Understanding

Power Points: 2

Range: Smarts x 2

Duration: 10 minutes

This Mega Power works as it does in the Mega Powers List.

Stun

—Greater Stun

Power Points: +1

Range: Smarts x 3

Duration: Special

The penalty to resist the effect is at -2 or -4 with a raise.

Summon Ally

—Force Multiplication

Power Points: +2 per ally

Range: Smarts

Duration: 5

This Mega Power works as it does in the Mega Powers List.

Telekinesis

—Exalted Telekinesis

Power Points: 10

Range: Smarts x 3

Duration: 5

This Mega Power increases the Strength to $d12+1$ or $d12+2$ with a raise. Consult the Super Strength Table in the TLPG for more.

Teleport

—Greater Teleport

Power Points: 4

Range: Smarts x 2

Duration: Instant

*Jim's Version which Jim's Players
Do Not Like So Much*

This Mega Power increases the distance the recipient or target may be *teleported* to 24 inches or 48 inches with a raise, and the roll to resist being *teleported* is at -2.

Teleport

—Greater Teleport

*STB's Version as Previewed
on Facebook*

Power Points: 5

Range: Special

Duration: Instant

Greater teleport extends the Ranges to 20” (40 yards) or double that with a raise. The caster may affect up to 5 targets at no additional Power Point cost.

Modifiers

- **Additional Distance (+5):** For every 5 additional ISP or PPE spent, the caster may extend the range by another 20” (or double that with a raise).

Wall Walker

—Greater Wall Walker

Power Points: 4

Range: Smarts x 2

Duration: 5

This Mega Power works as it does in the Mega Powers List.

Warrior's Gift

—Greater Warrior's Gift

Power Points: +3

Range: Smarts x 2

Duration: 5

This Mega Power grants two Combat Edges.

Zombie

—

Power Points:

Range:

Duration:

This power is not available in
Savage Rifts.