POWER SET

TRANSLATION

- ❑ Detect Lie
- ❑ Indecipherable
- ❑ Understand Body Language
- ❑ Understand Code
- ❑ Understand Sign Language
- ❑ Understand Spoken Language
- ❑ Understand Unusual Communication
- ❑ Understand Written Language

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POWER

DETECT LIE

Action: Standard/Reaction.
Trigger: Verbal communication the character can understand.
Duration: Instant.
Range: Varies.
Effect: When someone communicates in an active form the character can understand—verbally, telepathically, using sign language and so on—the character can make an Ego check against the communicator's Ego defense.

On a success, the character knows if the communicator is lying. On a Fantas-

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tic success, they also know (if possible) why the communicator is lying.

This power does not allow the character to know the truth, although they may be able to figure it out by detecting lies. Also, it only works on communicators who know they are lying. If they believe what they are saying—even if it is wrong—no lie can be detected.

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POWER

INDECIPHERABLE

Action: Passive.

Duration: Permanent.

Range: Varies.

Effect: The character has constructed an internal language that only they can understand. They think in this language entirely, and when they communicate with others, they are translating from that language. This effectively renders them immune to telepathic powers like Mind Reading or Mind Interrogation, as anyone trying to read their mind cannot understand this unique language.

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POWER

UNDERSTAND BODY LANGUAGE

Action: Standard.
Duration: Instant.
Range: Line of Sight (up to 200 spaces).
Effect: When the character encounters a culture for the first time, they can make a Logic vs. TN 13 action check to puzzle out its body language. If they already know any other version of the culture's language, they have an edge.

On a success, they understand and can emulate the body language. On a Fantastic success, they permanently understand and can use it and never need to make a check for it again.

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This covers not only any potential full-body language used by an alien species but also the body language of species that use other forms of communication. With such species, understanding their body language allows the character to understand more than the target's words might communicate, such as whether a person is aggressive, shy, anxious, reckless and so on.

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POWER

UNDERSTAND CODE

Action: Standard.

Duration: Instant.

Range: Line of Sight (up to 200 spaces).

Effect: When the character encounters an unknown code for the first time, they can make a Logic vs. TN 13 action check to puzzle it out. If they already know any other version of the language the code is based on, they have an edge.

On a success, they understand and can communicate in the code. On a Fantastic success, they permanently understand and can use it and never need to make a check for it again.

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Digital data communication is considered a form of code, and the character can use this power to understand such data too.

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POWER

UNDERSTAND SIGN LANGUAGE

Action: Standard.

Duration: Instant.

Range: Line of Sight (up to 200 spaces).

Effect: When the character encounters an unknown sign language for the first time, they can make a Logic vs. TN 13 action check to puzzle it out. If they already know any other version of the language, they have an edge.

On a success, they understand and can sign in the language. On a Fantastic success, they permanently understand and can use it and never need to make a check for it again.

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POWER

UNDERSTAND SPOKEN LANGUAGE

Action: Standard.

Duration: Instant.

Range: Earshot (approx 100 spaces).

Effect: When the character encounters an unknown spoken language for the first time, they can make a Logic vs. TN 13 action check to puzzle it out. If they already know any other version of the language, they have an edge.

On a success, they understand and can speak the language. On a Fantastic success, they permanently understand and can speak it and never need to make a check for it again.

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POWER

UNDERSTAND UNUSUAL COMMUNICATIONS

Action: Standard.

Duration: Instant.

Range: Earshot (approx 100 spaces) or Line of Sight (up to 200 spaces).

Effect: When the character encounters an unknown form of communication for the first time—one that doesn't depend on hearing, vision or code—they can make a Logic vs. TN 13 action check to puzzle it out. If they already know any other version of the communication, they have an edge.

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On a success, they understand and can use that form of communication. On a Fantastic success, they permanently understand and can use it and never need to make a check for it again.

This works with forms of communication that include other senses, like scent, touch, taste and so on.

3 RANK

POWER

UNDERSTAND WRITTEN LANGUAGE

Action: Standard.

Duration: Instant.

Range: Line of Sight (up to 200 spaces).

Effect: When the character encounters an unknown written language for the first time, they can make a Logic vs. TN 13 action check to puzzle it out. If they already know any other version of the language, they have an edge. On a success, they can read and write the language. On a Fantastic success, they can permanently read and write it and never need to make a check for it again.

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