

Savage Worlds [SWADE] Arcane Background & Power Guide

v 1.1

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Disclaimer: Ultimately if an edge/power fits your character theme/flavor, that is always the best choice (and you really can't go wrong with 95% of the edges/powers in the book). I don't purport to be an expert by any means, just someone who has played a lot of SW games with every pc having some type of AB. Opinions may vary, so please take this guide as it's intended, as helpful (hopefully) but subjective advice.

INTRODUCTION

The purpose of the guide is to rate the ABs, power edges and powers and give advice from an optimization stand point. Character's with ABs are generally very edge/advance hungry and usually don't have more than 6-8 powers, so hopefully this guide provides some usefulness for newer players (or a different perspective to vets) when picking edges and powers.

Some things are harder to rate, as they are very campaign and GM dependent and I will try to call these out when appropriate. Also, just because I may give something a lower ranking, doesn't mean that it is not a powerful option in the right circumstance, just that it might not be universally strong for every build/setting.

RATING GUIDE

A: This edge/power is one of the best and is universally useful. Generally it will dominate one of the 'pillars of play' (combat, social,exploration), or be good in multiple categories. Even if it has some minor drawbacks, its power or versatility makes it top tier.

B: A very solid edge/power that may have some drawbacks or more limited usefulness that keep it out of the top tier.

C: Either an ok edge/power or one that has a major drawback or very specific use that won't come up often. These can still be very strong picks depending on specific builds or campaign settings.

D: A very weak edge/power. Generally avoid unless taking it for a very specific reason or flavor.

F: Avoid completely. Either completely useless or in some cases actually makes your character worse if used.

ARCANE BACKGROUNDS

There isn't much to rate ABs on as they mostly play the same in vanilla SW. Their biggest difference comes in their specific edges (each gets one). The starting powers and starting power points are mostly balanced against each with Weird Science slightly ahead, but having its own unique drawback. Note that all power's ranges (besides self and touch) in the game use your Smart die, so this gives a slight edge to Magic and Psionics as their perspective skills are also linked to Smarts, and so will naturally and usually have longer ranges.

POWER EDGES

Artificer [C]

Arcane devices can be very useful in the right situations but generally it is usually much cheaper (and more flexible) to cast powers on multiple characters using the *additional recipients* modifiers. Even from an action economy standpoint, it's better for you just to spend one action to buff the party then everyone casting things like *boost trait* or *protection* individually. The strength of this edge comes from nova-ing attack powers and if you often have party members splitting up for espionage or scouting type adventures.

This edge is much better if you have a large PP pool so Gifted and Weird Science have a slight leg up here. Honestly this one is hard to rate as the use one can get out of this edge can be so different depending on the campaign and the party's play style. A whole separate guide can be written just on this one edge.

Carl Note: This is a good edge if the party tends to be separated at times. I know this is rare in fantasy but could be often in other genres.

Channeling [C]

One of the 6 power point edges. Channeling isn't bad per se, there are just many other PP-related edges I would take before. Relying on possible raises to get any benefit makes it more circumstantial, and depending on your game, if you have a lot of time to rest between combats then it loses out even more compared to the PP edge or the Rapid Recharge edge. On the flip side, if your game has little time to rest between encounters (it takes at least an hour) and few bennies, this can be worth it.

Now there is a possible powerful combination with the Extra Effort edge, that would auto refund a point when you use extra effort to get a raise, but it's questionable whether its RAI or not. If your GM allows it, then it becomes an A rank edge along with Extra Effort.

Carl Note: I think it is the most useful in games with minimal time to rest between encounters and where bennies might be limited as well. I don't know if it is even a C.

Concentration [B]

Concentration is an interesting case as it can be very good or not that useful depending on your power selection and playstyle. It is **very** strong if you use a lot of buffs on your party and with some out of combat utility powers. With how maintaining powers works, you will get a lot out of this if you like to buff multiple characters at once (to maintain powers, you have to spend 1 pp per affected character). This can also be good for things like *fly* or *shapechange* if you like using them out of combat for things like scouting or exploration. Note that this doesn't work as well with debuffs, as you will generally be killing the creatures within the allotted durations.

Extra Effort [A]

The unique edge for *Gifted*. Being able to spend PP **after** you have rolled is marvelous. This edge is good for pretty much any power in the game and is utterly fantastic with debuff powers by either forcing an extra -2 on raises to resist them (that can stack with mods like strong and fatigue) or employing a worse condition (like bound) that also makes it harder to get out of.

Gadeteer [C]

Oh boy, the magical Macgyver. I have a special place in my heart for this and Mcgyver as I love that kind of character, but this edge falls a little short. While you have some of the best versatility with this edge, taking an entire turn, the 3 point limit, and forcing a -2 on the weird science roll really keep this lower. This is pretty useful for out of combat utility powers (darksight, light, speak language etc.) but often you are better off just taking the *New Powers* edge in its place. This edge is much better if you are the only caster (or if there is another with a limited power set), as it allows you to cover more ground.

Holy/Unholy Warrior [D] [B: Gish/Paladin]

The unique edge for Miracles. The only power edge that doesn't actually affect your powers/PP in any way (beyond the cost). Converting PP for soak rolls isn't bad in itself, it's just that compared to other options it falls a little short. This would have been much better if it let you convert PPs to extra toughness when attacked.

Also, the usefulness of this edge is really only good for a certain type of playstyle, that of a tank or frontliner. While getting some ability to affect your soak rolls for a caster is good, hopefully if you are more of a caster that isn't specced for melee then you aren't the one in the frontlines getting targeted. In a more modern setting with guns this is a little better, but I would still look to other edges first.

Carl Note: Many holy warriors might have the Healing power anyway for handling the aftermath.

Mentalist [B]

The unique edge for Psionics. +2 on opposed rolls is extremely potent, but unfortunately there aren't actually that many opposed roll powers in the game and the good debuffs are not opposed either. *Puppet* (mind control) used to be the standout combo with this, but *puppet* was nerfed in this edition, so it's not as powerful as it used to be. Even though I gave it a B, I would still

probably pick this every time playing a pisonic, but not right away, as most of the good opposed powers are veteran or above.

New Powers [A?]

A strange one to rate, as I feel like it's mostly a given. You should probably take this at **least** once, as more powers equals more versatility, and versatility is good. Often this gets taken at Novice and then at veteran/heroic + ranks, as so many good edges open up at Seasoned. Using this for a different trapping is generally a poor choice, but in games where synergy is used a lot it might be worth it if you use a lot of attack powers.

Power Points [A]

I pretty much recommend that you **always** take this at creation or novice rank. Honestly most of the time you are gonna want to take this at every rank, at least until you get a pool of 20-25 pp. So many other edges work better with a larger pool, and you can just do so much more with powers when you spend more. Depending on how your game handles combat frequency, the usefulness of a maxed out pool is less when you have time to rest between fights.

Power Surge [D]

Generally the joker-edges across the board are pretty bad because of how unreliable they are. This one is even worse in that even if you get a joker, you might not get any or much use out of it if your PP pool is full or nearly full. This one can be worked in if you have Level Headed/Imp Level Headed and Quick, but it's something that I would only take **after** those three and when I had a larger PP pool and more expensive powers.

Rapid Recharge/IMP Rapid Recharge [B]

This one's usefulness can vary a lot depending on how your GM runs their game. In games with long rest between combat, then obviously this is less useful and vice versa. Still, most of the time the basic version is a solid pick. This is one of the edges that is better to take **after** you have taken the Power Points edge one or two times

Soul Drain [F]

Oh soul drain, why have you forsaken me. This one is bad, like really really bad. Taking fatigue for more PP is most of the time a horrible idea, especially in that it will decrease your chances of actually casting all your powers in the future! If you are low on PP, you always have the option to short, which is something you already have the ability to do without spending a precious advance. Also you can spend a bennie, so Luck/Great luck is a wayyyyy better choice than this. There are so many other options to take for your PP recovery that you should consider before this. I guess if you want to be the ultimate magical edgelord then this fits, but that's a choice. A bold choice...

Wizard [B or D, depending on setting/GM]

The unique edge for Magic. Another edge that's effectiveness varies greatly depending on your setting or GM playstyle. In a game with monsters that have a lot of vulnerabilities [mostly fantasy) or if your GM loves to use synergy a lot, then you will see more use out of this edge and

it can be quite effective. In most other cases though, you will rarely be able to use this. Also, this edge is really only effective with the attack powers and some defensive/control powers like *barrier* or *protection*. Even in games with a lot of synergy/vulnerabilities, the 1 pp cost and limited power application keep it from being top tier. I highly recommend talking to your GM before taking this to inquire whether it will be useful or not.

Luck/Great Luck [B]

While not actually a power edge, I thought it's inclusion here was useful because of the new rule in SWADE where you can trade a bennie for 5 PP. While an excellent edge for any type of build/setting, if you are wanting to take this for its PP recovery, it's better to take this after you have taken the PP edge once or twice. While this has the benefit of versatility and they both give you '5 PP' to use, the PP edge increases your maximum PP pool, which is much more useful in the long run because of resting/recovery.

UNIVERSAL MODIFIERS

Universal modifiers are an awesome addition to powers. Most of these really don't need rating or explanations, but it's here for brevity's sake. These can often be forgotten about, if this tends to happen to you (it does me), I find it helpful to write the most used ones in my powers along with the other mods. Most of these mods are much better to be used when affecting a larger number of targets, as it's often not worth the PP cost on a single mook.

Armor Piercing [C]

This is mostly a trap option for the instant damage powers. Armor piercing is good on weapons but not on instant powers that cost PP. Unless you are metagaming, usually you are not going to know how much armor a given NPC has, especially in the first rounds of combat. AP 2 is generally a pretty safe option, while I would never go to AP 6 as most armor in a lot of settings caps out at 4. Also by nature of raises and explosions, you could have easily wasted the point(s) by getting a huge damage roll. Power points are not unlimited and in APs place you could have used the **damage** mod or **lingering damage** as rolling more dice is a safer bet. If you really need to take down a tough boss that you know has high armor and have the PP to spend, then it can be worthwhile.

Where this can be good is with the *damage field*, *smite*, and *barrier* (with the **damage** mod). Since those have durations you are getting a lot more bang for your buck and all are in need of some extra potential damage.

Fatigue [A]

Fatigue is a fantastic debuff to put on another power. Fatigue can be put on powers that do damage or are resisted, so unfortunately powers like *blind* and *reduce trait* don't work (as they are recovered from not resisted). For 2pp, I don't think it's worth it to put on instant damage powers (since it will only last a turn), especially with *bolt* or other single target powers.

Glow [C]

Glow is only useful in very circumstantial situations. Often if you are fighting in a scene with illumination penalties, you will want to use a power or device to get rid of them. But if that's not available to you, then this is an option I guess.

Shroud [A]

Shroud is an absolutely fantastic buff for only 1PP. Giving both a +2 stealth and a -1 hit penalty is fantastic and is usable both in and out of combat. Throwing this on *deflection*, *invisibility* or *silence* is really good as you are stacking its advantages. Really it's good on any buff, especially when cast on your whole party.

Heavy Weapon [-]

Doesn't need much explanation. When you need it, it's essential. It's expensive so be sure you know the target has heavy armor first.

Hinder [C]

An ok debuff, but pretty situational. Obviously better against melee, but can help slow down enemies from getting away. The best use is putting this on sloth to maximize the slowness. Not worth it to put it on instant powers at all.

Hurry [B]

Better than **hinder**. Pace is very good for everyone, but especially your melee. I would use this more situationally as **shroud** is just so good.

Lingering Damage [B]

This one can be brutal. You want to use this when you are using the most amount of damage dice, so it's good to add onto *blast* and *burst* when you use the **damage** mod. Absolutely avoid using with anything that uses d4s.

Range [B]

Another straightforward mod. When you need it's great. Movement is pretty low in SW and running is very unreliable, so this is an awesome way to get your powers off in large, varied maps or when you want to stay in cover. It is rather expensive though, so better to use on things that affect multiple targets or that have a duration with range. Note that it only increases the distance of the listed 'Range' value not any other ranges. As an example, it would increase the range of teleport on who you can target, but not how far you can teleport them.

Selective [A]

Another straightforward mod. This is such an awesome mod to have, increasing your flexibility in casting all type of offensive powers with AoEs.

POWERS

As for powers, they will be rated in relation to their type. It's hard to compare a damaging power with a buff, or a defense power with a utility power etc. Higher rating will mean that the power is effective for what it intends to do. I have 8 categories that I put powers into, and some powers will have multiple categories. I will list the categories under the power names from the type that it fits the most to least;

- **Buff:** Powers that directly increase the capabilities of you and your allies.
- **Control:** Powers that hinder or manipulate your enemies in some way
- **Damage:** Powers that cause direct damage to enemies.
- **Debuff:** Powers that lower your enemies capabilities directly.
- **Defense:** Powers that directly make it harder for you and your allies to take damage or be affected by enemies.
- **Minion:** Powers that enable you to control a minion
- **Mobility:** Powers that affect how you move throughout the game world
- **Utility:** A catch all for powers with misc abilities, healing type powers are here as well

Also, the rank requirements of powers are also considered, you will get less time to play them and the New Powers edge becomes harder to fit in at Seasoned as so many other good edges are unlocked at that rank.

SD: If I put an 'SD' next to a rating that means its setting dependent and will only apply for certain types of settings/games. I will rate them with the assumption you are using them in an appropriate setting. In settings where they are not appropriate expect the rating to usually change to a D (or even a F).

When I am making a character, I usually like to have a good mix of power categories so I always have options, no matter the situation or pillar of play.

Arcane Protection [C] SD

Defense

A power that's usefulness will vary *greatly* depending on your setting/GM. In a game where you face a lot of enemies with powers this is a solid C, as it's not as university good as some of the other defensive powers. In games where enemies with powers are infrequent or rare, then obviously you won't get much use out of it, but it will still be useful occasionally as if you have powers then the assumption is that *some* enemies will as well. I recommend discussing with your GM first if you have any doubts.

Banish [C] SD

Damage, Control

Another power that's usefulness will vary greatly depending on setting. If your setting has other planes and extra planar creatures to at least a moderate amount, then this can be a good pick. If such creatures are rare or non-existent, then I wouldn't recommend picking it up. Extra planar creatures are generally quite tough and/or have special abilities or resistances that make

damaging them difficult, so this is a very good way to directly affect them. Rolling against Spirit is ok, better than Vigor.

One thing to note is that while the power doesn't kill them if it incapacitates them (they return to their native plane and can return later to cause you grief), if you say use this to soften them up with a few wounds and then you or an ally incapacitates them with a normal attacks, then that rule wouldn't necessarily apply. This is a power that I highly recommend you talk to your GM about before taking.

Barrier [B]

Control, Damage, Utility

While maybe not the *best* control power (it's still really good), it makes up for with sheer versatility. Wall spells are a classic in rpgs, and you can replicate all of them with just this one power. While the damage mod is pretty low, it's just icing on the cake when enemies are being damaged on their turns (look at adding the **fatigue** mod here) You can get very creative with power (especially with the **shaped** mod), and I have seen it used for everything from plugging a hole in a sea lab to keeping people safe from an avalanche. This is also one of the few non-pure damage powers that can greatly be affected by trappings (and the Wizard edge).

That any break along the wall instantly ends the power (even a hole in a 60 foot wall) is the main reason it's not A rank. Still hardness 12 (with the mod) makes it tough to get through, although in a more modern or future setting with stronger weapons, this will be a weaker option. Seasoned also puts this back a step.

Beast Friend [C] SD

Minion

One of the three Minion powers. This power could be rated higher but because the animals aren't actually summoned, but rather have to be found in the world keeps it rather niche (I would have loved to see a 'summon' mod here). On the plus side it has a good duration, a Novice rank and beasts can generally be rather varied and so this power can fit many different situations like combat, scouting, information gathering or as distractions. Obviously a game that takes place primarily in the wilderness with a lot of beasts I would pump this up to B rank. Another power I highly recommend you talk to your GM about before taking.

Blast [A]

Damage

One of the four pure damage powers. Even though this is more expensive than *Bolt* and *Burst*, it is still the best. Fireball is a classic for a reason. A fully charged *Blast* at the right time can absolutely devastate a combat encounter. The **selective** mod can be put to great use here as well, if your party is being surrounded or attacked with a lot of frontline fighters. The **lingering damage** mod is really good as well, mostly when you use the **damage** mod combined (as you want the most d4s possible). This power can get very expensive, a fully modded blast with lingering damage will cost a whopping 8 PPs, but will do 4d6+4d4 in a LBT if you get a raise!

Blind [A]

Debuff

One of the best debuffs in the game. The vast majority of enemies rely on sight (even ones with infravision) so this will affect most to all enemies you come against. -4 to *all* actions requiring sight is extremely potent, affecting things beyond attacking you and your allies, most notably to vehicle maneuver rolls and enemies casting powers (as you must be able to see your targets).

Successfully casting this automatically applies it for one turn before they get to recover, and it takes a raise or two separate successes to fully get out of it if they were at -4. It has the **strong** mod, and no duration which means you don't have to maintain it. Its biggest drawback is that it uses Vigor to recover (which is generally a strong stat for enemies).

Bolt [B]

Damage

One of the four pure damage powers. Extremely cheap and available from the get go. Since it has a good range (Smarts x2) and doesn't suffer any range modifiers, this can be a really good sniper option when using the **range** mod to double or triple. Magic and Weird Science have a plus here, as their Smarts will generally be a larger die, and the Wizard edge definitely makes the Magic AB the best user of this. Even with all these advantages, often you could get by with a bow or a gun and a shooting of a d6 to save PP for more potent powers.

Boost/Lower Trait [A]

Buff/Debuff

One of the most versatile powers in the game. Being able to both increase or decrease any trait (attributes or skills) is insane. This power is also great to use limitations with; **aspect**, **personal**, and things like just skills or attributes are a great easy way to make the power cheaper.

Boost: Boosting is generally better than lowering as you usually know what the die is for the selected trait and so don't waste a raise. For attributes, most of the time you will want to buff Vigor and sometimes Spirit for defensive purposes, but Strength can sometimes be good for damage if you have a lot of melee or for out of combat utility. Skills can fit any situation, but look for boosting Fighting not just for offense but also for defense as it will increase parry.

Lower: Lowering is a bit weaker than Boosting as sometimes you might target a Trait that is already a d4 or a d6, thus not getting your full or partial efficacy out of the casting. Still as a debuff, it has the **strong** mod, and works like blind as it's not opposed and always gets a round where it works before the enemy gets a chance to resist, and with no duration no need to maintain. It also targets Spirit, which is better than targeting Vigor. It has the **additional recipients mod** instead of the **area effect** mod, but if you use the **aspect** limitation to make it lower only, you will generally get the same amount of enemies for the same price as the **area effect** mod. In a caster heavy party, lowering Spirit or Vigor is a great way to soften enemies up for follow up powers (low Spirit also makes it hard for targets to recover).

Burrow [A]

Mobility, Utility

Burrow is an excellent power that is often underappreciated. As a pure mobility power it isn't the best but it has a lot of other versatility. For one it's very cheap and a novice power, and its usefulness will never become less as you gain higher ranks. It can be very good for defense as well as enemies can't target you and your allies at all under the ground (unless they have similar power). It is also very good for stealth and allows melee sneak attacks which are actually quite hard to pull off normally. Finally the **power** mod allows it to get through most substances, making it a much cheaper pseudo-replacement for both the *Intangibility* and *Invisibility* powers. Its main drawback is that it can only be used when you are some type of solid surface, but that is 90% of the time in most cases.

Burst [C]

Damage

One of the four pure damage powers. It is one point cheaper than *Blast* but the cone template is inferior to the blast template. Since they are both Seasoned I find it very hard to justify taking this over *blast*, especially with *blast* you can use the **range** mod. It's still not a bad choice, as sometimes it can be a cheaper way of getting the same amount of enemies, but that is an exception, not a rule.

Confusion [D]

Debuff

Confusion is almost the weakest of all the debuff powers. No strong modifier and that it only lasts one round makes it very weak. It is cheap, which is its only saving grace, but what you make up for in PP you lose in action economy as enemies are only affected for a short period of time. I mean for just one more point I can cast *Blind* or *Entangle* with the same burst template. Also there are a bunch of ways to give Distracted and Vulnerable, as it's already a free option anyone can do as a test.

Damage Field [D] [Gish: B]

Damage

One of the four pure damage powers. This is by far the worst one for casters, with the lowest damage and usefulness. It is very expensive and with no way to increase the radius, it has limited coverage. Automatic damage is good however, and if you spend the extra 2pp for the **damage** mod to make it 2d6, it's not bad.

Where this power can be very good, is with a melee build, especially one who pumps Taunt and takes the Provoke and Rabble Rouser edges, forcing enemies to come close and take damage or target your allies with negatives. This power works best when you are the one moving adjacent to enemies, as enemies on their turn can just attack and then move away. Look to adding **fatigue** here, and it will become a pseudo debuff.

Darksight [C] SD

Utility

Darkness penalties can be very harsh and are quite frequent in most games, and this power eliminates them. It's very cheap and pretty straightforward and has a very good duration of one hour. Now if you are in a fantasy game with low light vision and magical items, or future settings with cybernetics and the like, this obviously will lose its efficacy. However, even in a setting with light devices, being able to see in the dark without having a noticeable beam of light is still useful. Note that this doesn't help with stuff like fog and its very limited use puts it firmly in the C rank.

Deflection [A]

Defense

One of the three pure defense powers. Between this and the *Protection* power, *Deflection* just slips ahead in a general sense. -2/-4 to hit is very strong and can be combined with things like the Dodge edge. Honestly if you have to pick between this or *Protection*, it's better to go with the one that stacks with things that you have already taken. If you wear heavier armor, have a good toughness from high Vigor or edges like Brawny, *Protection* is better. If you have stuff like Dodge Combat Acrobat, Block, and wear a shield, *Deflection* is the way to go. Look to using the **shroud** universal mod here, as stacking those negative hit mods is very strong.

Detect/Conceal Arcana [B] SD

Utility

Another one that is rather setting dependent. Obviously in settings with a lot of powers including devices, you will get a lot out of this. In a fantasy setting this becomes much more potent. Generally *Detect* is better than *Conceal*, making this a very strong contender for the **aspect** limitation. One of the strongest parts of detect is that it allows you to see through invisibility and magical darkness, which can be very pivotal in fighting other arcane users. It is a cheap power with some good out of combat versatility as well, putting it firmly in a B- rating.

Disguise [B]

Utility

Illusion powers are always some of my favorites as they allow a free and creative approach to many problems. Anyone who played ttrpgs for long enough will see the power that magical disguise can offer players in many situations. They are a great way to both get out and into all types of trouble and hijinks. This power is pretty cheap at 2 pp as well and has a good duration of 10 minutes. It does have some drawbacks however, mainly that it has no mods that include an option to change your voice to match the disguise. This requires skill and edge investment to make a deceptive PC that can fully utilize this power.

Dispel [C] SD

Utility

Dispel is another power that usefulness is highly dependent on the amount of arcane in the world(both users and devices). Even in heavy power settings, it's not something that you will

want to cast a lot of time. Its best use is in more of a healing roll, ending a negative effect on you or an ally. For its other uses it falls a little short, disrupting an enemy requires you to be on hold, which in most cases it would be better to just attack the enemy mage with damage or debuff first (also there is no guarantee that are gonna cast a power in the round). The **power** mod for devices is also rather weak, with an extremely short duration. Finally, the -2 to affect other types of ABs is harsh (make sense thematically), making games where one type of AB is the only one or is wayyy more dominant punches it up to a B- rank. Still in a power heavy game with multiple PCs with ABs, I would want at least one of them to have it.

Divination [C]

Utility

Divination is a good power but as one of the three powers in the game with a Heroic requirement makes it fall behind in the ranks. Many games don't even get to legendary or even if they do, the campaign is wrapping up and a lot of the investigation/info gathering has already been done. Still I love how it is written, the flavor is great, has great RP opportunities and it is very useful in many types of games. This is one of the four 'info-gathering' powers, and i would put it firmly into the #2 spot.

Drain Power Points [F]

Debuff, Buff

The worst power in the game. First of it is a Veteran power, and it shouldn't be. The best part of the power, that of recovering PP is very hard to accomplish. First, it only drains 1d6, which is very unreliable. A static amount (maybe based on how much you have spent) or something like a 1d6+1 would have made this better. Second, there is a chance the enemy doesn't have the amount you rolled on the die. Third, you only get PP back if you rolled a raise on the opposed roll (opposed rolls are harder to get raises on). What this means is that often you spend 2pp on the power and there's a good chance you might not get anything back or even affect the enemy at all or not that much. Finally the -2 rule on affecting other ABs from your own (similar to *dispel*), really hurt this. Pretty much all of the time your action is better spent casting a different 2 PP debuff (like *lower trait* or *blind*) or attack.

Elemental Manipulation [B]

Utility, Damage

Elemental Manipulation is what I refer to as an 'open' power, one that's application is very broad in affecting the game world, fueled by your creativity. I love these types of powers, as they allow you to do a lot with one power. For damage, this power is very poor and I would assume you have other ways to damage that would be better than this. In combat, it is much better to use this for tests (which can work really well with synergy), than damage. Out of combat is where this really shines. I have seen many people just see the listed examples and write this power off, but they are surely missing out. I do wish the range was larger, and that is one of its biggest drawbacks. Look at using limitations here, so you can get the +1 to rolls and using shorting (eliminating the -1 for a net roll) you have a pseudo-cantrip where you don't have to spend any PP on using it. I will list a couple of more examples than the book (there are so many);

- **Air:** Rattle or open windows, help cushion a fall, blow sand or loose debris into faces, blow up coats to make pickpocketing easier, move light objects,
- **Earth:** Make crude objects, repair earthen walls and structures, carve messages into the earth or rocks, create steps
- **Fire:** Help make a fire hotter for crafting, make minor shapes in flames, change the color of fire, create steam for distractions or cleaning, heat up rocks or pinecones for a distraction
- **Water:** Make simple objects from ice, walk on water, use to instantly clean objects, make it easier to move large objects, create slippery puddles,

Empathy [B]

Buff, Utility

Empathy is a strange one, one of the only buffs that requires an opposed roll. This power is very good with a face caster, but that is a combo that requires advance investment across multiple fields. Static bonuses in this game are very powerful, and a +2 to all social skills is very good. Where it falls short is of course on the opposed roll and there is no way to affect multiple targets. Still it is a cheap, novice power that is very useful for a face. I consider this one of the four 'info-gathering' powers, as it lasts longer than *mind reading* but can be used in a similar way with clever role playing (you are able to read surface thoughts). The bonus to riding is strange as often the duration of the power isn't long enough to affect a chase or travel, but it does help generally with interacting with animals.

Entangle [A]

Control, Debuff

The best control power in the game. This power has so much going for it; 2pp cost, novice rank, the **strong** mod, no maintained duration, and a potent condition. Bound/Entangled is better as a device than doing it through grappling, which is what you get here. The best part is that it automatically affects the target, and in comparison with powers like *blind* and *lower trait*, the enemies do not get a free roll to try and escape and rather have to use an action.

Just applying entangled applies distracted which makes it harder for enemies to escape. Holding enemies in place is devastating for melee users, and while not as bad for ranged, it at least keeps them from getting cover. I have seen this power pretty much end combat encounters. Look to using the **selective** mod here as well. It's only drawback is that it is weak to being attacked, so for me the **strong** mod is almost required here.

Environmental Protection [B] SD

Buff, Defense, Utility

Normally I would rate a power that provides protection from environmental hazards and the like as a C rank as it's not something that you encounter all the time in most games. This power however has a lot of different uses. Being able to protect from a certain damage trapping is great as well as things like providing oxygen in space or underwater. All these things considered if you are in a game with a more modern setting that only takes place in a single city or something similar, this power loses most of its uses. In a science fiction game that visits a lot of planets,

this would be a go to for me. Another power I would talk to your GM about if uncertain. I highly recommend you pick up the Concentration edge with this.

Farsight [D]

Utility

I like the idea of this power, but in function it falls flat. While seeing up to a mile away is cool, it is pretty circumstantial. Most of the time you are taking this for the halved ranged penalties, but that you have to get a raise for this to work makes it unreliable. Also it's a Seasoned power that costs 2pp, so everything stacked up doesn't look good. While most people think of a sniper for this, a throwing build would get the most out of it as throwing has abysmal ranges.

Fear [D]

Control, Debuff

The worst control power in the game. No **strong** mod and no free turn puts this behind other similar powers. Even compared to *confusion* this falls behind as it is more expensive and not as reliable. Against extras this is better as Panicked is an ok condition (still not that good). Against wild cards this really falls short. Now the Fear table can be absolutely devastating, but against PCs. Against NPCs most of the results are not that good. Giving a NPC a phobia hindrance is funny but not very useful. Heart attack is obviously the best result, but very unlikely to ever be rolled. I would take *confusion* over this most of the time. For me, this is almost a better power for out of combat utility, clearing an area of NPCs so the party can get up to shenanigans.

Fly [A]

Mobility

Its flight. Flight is good. Very good. Increasing your pace really makes this one of the best. It does lose some points though, being a Veteran power and being rather pricey. Even in a sci-fi setting you will get a lot of use out of this (unless jetpacks are common). I highly recommend you pick up the Concentration edge with this.

Growth/Shrink [B/C]

Buff/Debuff, Utility

Another interesting power as its applicability really depends on your gm ruling if you can target objects or not. If they allow it, it becomes an 'open' power with a lot of flexibility and a solid B rank. If not, its usefulness does lower but it is still a good power. Being Seasoned and rather expensive, it's definitely a power I would wait to take until you have a larger PP pool, as it really has an impact when you maximize shrinking or growing. In combat it's obviously a good way to get more damage against or to debuff a very tough, large opponent.

It's interesting as both aspects can be used as a buff or a debuff. A weak enemy wizard who is hard to hit can be a good target to grow, so you can take advantage of size penalties. Shrinking your dodgy shooter or caster to -2 size makes them very hard to hit. Out of combat it has good utility as well. Shrinking is very good for stealth and recon, making you or an ally very hard to spot and able to get into a lot of places. Still it is very expensive and with no way to affect multiple targets, I would recommend taking other similar powers before this. Note, because of

the usual large investment of PPs spent, it is much better to use as a buff most of the time. Because of how opposed rolls work, as long as you had rolled at least a 4, but the enemy resists, you lose all of your PP that you spent for no gain (unlike failing to roll a 4 or above).

Havoc [B]

Control, Debuff, Damage

A fun, often undervalued power. Being able to use a MBT or a cone template for free (or a LBT for only 1 pp!) is absolutely fantastic and makes it extremely flexible for a lot of situations. That enemies get Distracted before attempting to resist is fantastic, meaning if you use **fatigue**, it will apply before the resist roll! On top of that it has the **strong** mod, making it the hardest power in the game to resist if fully modded. Where it loses some steam is that hurling away enemies is only going to be effective sometimes, mostly when taking advantage of terrain (not as good for totm). Do not take this for damage, as it is too low and circumstantial to rely on. This power is absolutely devastating against flying opponents, more reliable but less effective than *stun*.

Healing [A]

Utility

Its magical healing which is leagues better than skill based healing. It has a lot of other options, such as getting rid of permanent injuries, poison, and disease, so it is a rather comprehensive power. That it works with the Healer edge is utterly fantastic. If healing is a mainstay of your build, then you want that edge plus a very large PP pool, so take the PP edge every rank. Its only real drawback is that it can't heal multiple characters at once and that it is at touch range, so most of the time you will use this out of combat.

Carl Note: Already an A but nothing says anything about only once per turn so with the Healer edge MAP can help more than one person.

Illusion [B]

Utility, Control

The ultimate 'open' power. As any vet of ttrpgs knows, illusions can be very powerful and really reward clever roleplaying. You use this mostly for out of combat shenanigans, but while not recommended because of the cost, it can be used in combat for tests and for some control. Where this loses some points is there is no mod for a larger area, as well as a damage-lite option like its SPC counterpart. Being a novice power you can have fun with this power for the entire campaign and it never loses efficacy at higher ranks. One thing to note is that it really can't be used as a disguise or to obscure people (as there is already powers for that), so expect to either not be able to use it that way at all, or for it to be very easy for enemies to see through and in limited circumstances (such as not moving) for disguises.

Intangibility [D]

Utility, Defense

One of four Heroic rank powers. It's a power I really want to like but there are just other alternatives that do most of it cheaper. As a defensive power, it does prevent all normal attacks from affecting to you so is a good "Oh S***" button for those moments. BUT, magical attacks

and weapons affect you just fine as well as you not being to do anything in the real world (including casting magical powers) makes this a poor defensive option in most cases.

It is better as an utility power, being able to get into pretty much anywhere is fun. However, as I pointed out before, *burrow* with the **power** mod pretty much accomplishes the same thing in a majority of situations. It doesn't make you invisible, so you can still be spotted as well as being very expensive with no way to cast on other recipients tank it in the ratings.

Invisibility [B]

Utility, Defense

One of the most expensive powers in the game when you cast it on multiple targets (3pp for each!). Since it's Seasoned I highly recommend you take it later when you have a larger PP pool and other PP related edges. This power has two main uses; out of combat stealth and as a combat defense power. For stealth; *burrow*, *silence*, and *shrink* can be used as a cheaper replacement at times. For defense, deflection and *arcane protection* is also a cheaper alternative. Still the -4 or -6 are much greater than *shrink*, *arcane protection* and *deflection*, as well as *invisibility* protecting party members from enemy powers. One thing to note is that once in combat, enemies will be able to know where you are, so don't expect to be hidden from them past the first round.

Light/Darkness [C]

Utility/Control

While not quite as good as *darksight* for eliminating illumination penalties, *light* has some extra utility by being able to attach to objects. Still just for illumination penalties, *darksight* is vastly superior and will be actually much cheaper most of the time as it has a longer duration. In a party of four, *darksight* would cost 4PP to last an hour, while *light* with the **mobile** mod would cost 5pp for just half that duration or 10 pp for the same! Where this power shines (sorry) is in its ability to also cast *darkness*. *Darkness* is an ok control power, but it's cheap (even more so with **aspect**).

There is an interesting combination when you combine *darkness* with *darksight/detect arcana* that copies an op tactic from another *cough* popular role playing game, allowing you to attack those in the darkness without penalties. Now there is no official answer if *darksight* lets you see through 'magical darkness' and I have seen conflicting answers from those in the community, so be sure to clear it with your GM first before trying.

Mind Link [B]

Utility

Mink link is cheap, novice, excellent range, good duration, and is useful in many out of combat situations. Instant communication between the whole party is very good in social and stealth/scouting scenes. Because of the chance of your allies being affected by another ally's wound, I recommend you drop this immediately before or on the first turn of combat. Even in modern and sci-fi settings with communication technology, it is still useful as telepathic communications can't be overheard or hacked by anything and can't be noticed except with a

detect arcana. One thing to note is that it targets 2 characters with just the base casting, so when maintaining I would rule that you count two targets as one, but this isn't confirmed either way so be sure to clear with your GM beforehand.

Mind Reading [C]

Utility

This is one of the four 'info gathering' powers. Getting one truthful answer is good, but there are plenty of ways though clever roleplaying and skill or use of the *empathy* power that can accomplish the same. That they split off reading surface thoughts to *empathy*, really hurts this power's usefulness. A major disadvantage is the target knowing that you are doing this, unless getting a raise, makes it very unpredictable and risky to use in any type of non direct interrogation circumstance, I really wish it was a mod instead. The whole power could have benefited from some additional mods to expand its use. Regardless of the above, in interrogations it is a guaranteed way of knowing if something is truthful or not, and if you employ some 'persuasive' tactics with your fists, they might take a negative to their resist roll.

Mind Wipe [B]

Utility, Control

As a base power, mind wipe is pretty circumstantial. The minute casting and requirement that the target must be held in place (because they could just leave the range), really limits its applicability. Good for interrogations and that is pretty much it. The strength of this power lies in its mods. The **fast cast** mod fixes the above issue, allowing it to be used in a plentiful amount of situations. The true strength of this power however is with the **edit** mod. Adding this mod almost makes it an 'open' power. It becomes an amazing single target control spell quite unlike anything else in the game except maybe *puppet*. Being able to rewrite memories from 30 minutes to several hours is very powerful, allowing things like manipulating enemies to attack other npcs, rushing off to some other place, convincing npcs you are a trusted friend, the list goes on and on. Theoretically the duration could be permanent (as long as something doesn't challenge the memory), so you can get a lot of bang for your bucks. Still its single target only, veteran ranked, and can get expensive when adding all of the mods together, keep it from being top tier.

Object Reading [A]

Utility

One of the four 'info-gathering' powers, and the best. Honestly this power is almost OP, especially in investigation style games, that can just wreck mystery narratives. It can pretty much replicate most of what you can do with *mind reading*, for example you could ask a target whether they killed someone or you could just object read their necklace or the murder weapon for the same result and without an opposed roll. Adding on the **strong** mod could potentially solve mysteries from centuries earlier. Seasoned but relatively cheap at 2 PP makes this a power that will always have a use (outside of a pure combat game).

Protection [A]

Defense

One of three pure defense powers. Refer to the *deflection* section for more details. One thing to note is that while *protection* seems cheaper than *deflection*, you absolutely want to use the **more armor** mod and maybe the **toughness** mod which caps its cost out at 3pp. If you are a melee gish, look to the **hurry** mod here, as extra pace is always valuable for melee characters.

Puppet [B]

Control, Utility

Puppet aka mind control was really powerful in the last edition but they [rightly] nerfed it a little bit in swade. Mind control is a very powerful and versatile power, but its efficacy in combat can be very GM dependent on how they treat the caveat of “harm himself and those he cares about”. The really good thing about it is even on just a success, you can completely eliminate someone by just telling them to stay still or run away. Getting the raise is not that good as it seems, as all it allows you to do is command them to hurt themselves or someone they care about, which then gives them another free roll, where they can actually break out of it, so this is not usually recommended.

This has many uses out of combat, but it has the standard 5 round duration which can make it expensive to maintain when controlling a target for longer periods of time. Note that it doesn't state anything about their ability to talk, so getting a controlled target to tell you information might or might not be allowed by your GM since it copies another power, *mind reading*, and generally you can't completely replicate a power with a different one. Being veteran, an opposed roll with no **strong** mod, and is rather expensive on groups keeps it from top tier.

Relief [B]

Utility

Relief, healing's bastard little brother. A very underrated power, as I have not seen many people take it. Absolutely fantastic for any healer/support build, and a good power overall. It is extremely cheap at 1pp and gets rid of multiple conditions that are quite common at the same time! Fatigue is just as brutal as wounds, and stunned can be a death sentence for a PC. I would never cast this for someone who is just shaken. Finally, unlike *healing* you get the **additional recipients** mod, which can come really into clutch when an enemy caster launches a **fatigue** *stun* on the party. Note that technically the Healer edge doesn't work with this, but you can always work something out with your GM ahead of time, like with a unique limitation.

Resurrection [B]

Utility

Another hard one to rate properly, as it does one thing, but that one thing that is hugely impactful. The final of the four Heroic powers, this is gonna come on very late in the game when PCs have already had a good chance to die already. The good thing is that the power can rez a PC that dies up to a year normally, or 10 years with the **power** mod, so you will most likely have a chance to rez a fallen ally even if they died at the beginning of the campaign (as long as you have their corpse). It's very expensive, almost prohibitively so, and no matter what AB you have, if you are allowed and want this power, take the Power Points edge every rank.

Note that while it states the duration is 'instant' it actually takes 4 hours to cast. The -8 to the roll is devastating, so the Healer edge is absolutely recommended before trying (confirmed to work by Clint), as well as a stack of bennies (most holiest of edges, Elan is also recommended here). That you need a mostly intact corpse, and there is no mod that regenerates lost body parts also hurts it here. Still a mainstay for a Healer character, just make sure to plan ahead for it.

Carl Note: Not sure it is a B because how late in the game. Also, since it can work on dead a long time after the injury...why not goto the local temple where someone has it :) Standard trope in D&D :)

Shapechange [B] SD

Utility, Buff

Let me say upfront, shape changing abilities are a personal favorite of mine. Another power that usefulness and power can vary between types of settings. Core SWADE has a very small bestiary, and so unless your GM adds a lot of creatures (that she shares with you) or the setting you are using has extra beasts, this power's versatility can vary. In some cases it can become an A rank power if the setting has particularly large beastairy with powerful creatures. There are really two functions for this, out of combat utility and combat. I will break them down separately.

Utility: The main reason that most will take this power. As I stated with *beast friend*, even with the limited beasts in SWADE you have a good spread of abilities. One power allowing multiple movement types, speeds, senses etc. is very good. The biggest drawback of this beside the limited selection is the poor duration. Five rounds is horrible for an out of combat power to use like this, and the power is actually quite expensive from the get go. The Concentration edge is pretty much required here if you plan to take this power and use it this way.

Combat: Using this for combat can be a viable option but requires a good amount of planning and investment. You might think that just tanking your physical stats to pump your mental is good, but a lot of edges you will want to take require certain ability thresholds. Before taking combat edges, be sure to look at the beasts you have available and see what they have. Initiative edges, Dodge/Block, Elan, and Assassin are interesting picks here. Intimidation builds can pair very well with the Menacing edge.

Another go to edge is the Martial Artist/Brute line, but some GMs might rule that they don't apply to your shape changed forms (vs a race with the claws ability) so be sure to check beforehand. Martial Artist is generally better as Brute requires a high Strength requirement which is a stat that I would personally dump with this kind of build (while Agility is still good when not shape changed). Note that going this route will make beasts with Claws your preferred choice, so again settings with more beasts with claws will have better time. Lastly, Miracles and Gifted's edges have a leg up here. Holy Warrior will provide a good way to tank damage with an ability you should be able to use while shape changed. For Extra Effort, getting the raise is very good as it will pump Strength and Vigor.

Carl Note: Maybe use a house rule idea to make it 5 minutes (hours?) out of combat and 5 rounds in.

Sloth/Speed [A: Special, see below]

Control/Buf

Another split power that is very interesting. I will describe the two aspects separately.

Sloth: *Sloth* is just an ok control power. Halving speeds is pretty meh, the action to move definitely makes it better. It otherwise functions like the other good control/debuff powers; it works on the first turn automatically, has the **strong** and **area effect** mods, and no maintained duration but enemies get to roll Spirit for free to get out. Even with those things its effects are lacking. Against any non melee is pretty much useless, and even against melee you could cast *blind*, *lower trait* or *entangle* for the same cost. It does have some utility in slowing peeps down you are trying to chase, but entangle could do the same thing. On its own I would give it a C rank.

Speed: Basic *speed* is a decent buff. Doubling both base pace and running, as well as getting rid of the run penalty can come in handy sometimes, and is pretty good on your melee character or with encounters on large maps. If this is all it had it would be ranked probably as a B taken together with *sloth*. Why does it get an A then? Its special mod, **quickness**. Getting rid of a multi-action penalty is absolutely a game changer in combat, especially when cast on the whole party. This is by far the best combat buff in the game. Because *sloth* is so middling, I recommend considering using the **aspect** limitation for *speed* only. **Quickness** should be the main reason you take this power, with the added pace a nice bonus.

Slumber [C]

Control

A power that I feel is often overvalued. On paper the long hour duration with no free rolls seems promising but for combat there are some issues, since “Very loud noises” (and someone spending an action) gives a roll to wake. I would expect gunshots, metal clanging on metal, shouting etc. are all likely to happen in a combat encounter, but what your GM considers could vary, so a good thing to discuss. Since there is no **strong** mod, it's not something that can be relied on. Also anyone being directly attacked I would expect would wake instantly.

Out of combat it has some good uses, especially in stealth/infiltration type encounters. The problem when trying to sleep a group is that if even one resists, they could raise the alarm and blow the whole thing. Again, the lack of the **strong** mod really hurts here. Still, it can be a useful power, especially if you are playing a character that doesn't like violence, or one who likes sneaking. The fatigue mod is good here, as it will make it much harder for foes to wake.

Smite [C]

Buff

On its own, smite is an ok buff. If you want a good buff spell to cast on your party, there are a lot of better options. Where smite can be really strong is on builds that spec for ROF, multi actions

etc.. For ranged, a large magazine with rof 2+, edges like Rock and Roll! and Rapid Fire can be very good here. For melee, edges like Frenzy/Improved Frenzy, Double Fisted and Ambidextrous really have an impact. This power really fits a gish or an 'arcane archer' type of build. Take the **touch** and **personal** limitation for a +1 on the roll making it very consistent. A +2 or +4 might not seem very impactful, but that can often be the difference between shaken and a wound. Look to using the **armor piercing** mod here if your weapon doesn't have any AP.

Sound/Silence [B]

Utility, Buff, Control

The last 'double' power. On paper it may not look like it has much going on, but it is a very good and cheap power for out of combat stealth, infiltration and exploration type encounters. It can be quite versatile. I will break the different aspects down separately.

Sound: This is basically a minor version of *illusion*. It can be a very good distraction, but that it allows you to mimic any known voice opens up a whole bunch of shenanigans. It has an insane range, the biggest in the book but its huge failing is its instant duration. It is very cheap though, and if used with *aspect* it becomes a pseudo-cantrip. They mention tests here, but I would almost never use it for that, as that is something you could do with creative skill use.

Silence: Silence can be used both as buff or as some minor control. As a buff it's a very cheap semi-replacement for invisibility, for only 2 PP, it can apply a -4 or an automatic failure on notice to hear for your whole party (as long as they stick together). If your party needs to split up, there is a mod for that as well. **Shroud** is really good here for only 1pp. Casting it on enemies isn't usually that helpful, I mean a guard who suddenly loses all sound will know something is up. It can be good if you need to stop said guard from raising the alarm however or to disrupt communications.

Speak Language [C] SD

Utility

Another extremely hard one to rate, as it's so setting dependent and GM dependent. First and most obviously, if your setting only has like one or very few languages this will be useless. Even in settings with multiple languages, your GM might not employ them that much or the setting rule, Multiple Languages is in effect, taking away a lot of its thunder. But if a large amount of different languages are frequently encountered and can act as a detriment, this power completely wrecks that part of the game. This is the kind of power that might make you feel guilty for using it when another PC has taken the Linguist edge. It's extremely cheap, and even getting a basic success does 95% of what you want the power to do.

One way in which I recommend this power even outside a language heavy game is if you have taken the *disguise* power and plan on using it a good amount. There is nothing crappier than building a character around deception and disguise only to have the bandit hideout speak in Russian or Orcish or whatever.

Stun [B]

Control

While Stunned is a very good (bad for its victims) condition, overall the power isn't as reliable as other similar ones simply because there is no **strong** mod and enemies get to resist before it takes effect. Also, while Stunned completely locks an enemy down, its recovery is easier to get out of than the other good debuff/control powers. They have nerfed stunned a little bit, so now distracted only lasts for one round (instead of the whole time), making it easier to recover. Also recovery checks are made at the start of the turn and use Vigor, which is generally a strong stat for NPCs. Finally, when you get a success on your recovery, you are mostly fully recovered (just vulnerable), unlike things like bound (from *entangle*) going to entangled. Still, it completely locks down any type of enemy, but it's something I would recommend using maybe after the enemy has been softened by another power or test, making it easier to stick. The **fatigue** mod is absolutely brutal here.

Summon Ally [B]

Minion

The second of the three minion powers. There are really two distinct parts to this power which I'll call 'conjure construct' and 'simulacrum' (mirror self). I will review them separately below;

Conjure Construct: This is mostly worse than *beast friend*. It has a horrible duration for a pet power of 5 rounds, there is no way to summon more than one at a time, and the stats for attendant and bodyguard are pretty bad. Sentinel is pretty good, it's tough, its skills are decent, but it only becomes available at Heroic and is quite expensive. For the others, their low skills and by nature being an extra they will miss way more than they will hit. The biggest strength is that this is the only minion power that can actually be summoned, so you can expect to use them everywhere. Being constructs, they can endure environments that the party can not, and combined with **flight** and **mind rider**, the attendant can be a decent scout. There is some utility that you can switch some skills around, but that is very inconsistent and GM dependent, as well as being low skills, I wouldn't count on it too much.

Simulacrum (mirror self): Oh boy, here is where the real meat is. One of the best abilities in the game if you are built right for it. You will want a large PP pool and a high casting stat to really take advantage of this. Having buffs, non-opposed/resisted debuffs/controls powers (*entangle*, *lower trait* etc.) and ranged damage powers like *bolt* and *blast* in your repertoire work really well here. Alternatively this works really well for a magical shooter, since they will have your same non magical equipment and don't need to hit a higher target than 4 most of the time. There is definitely a good option here of waiting to take this power until Veteran and put a limitation on it of using only mirror self.

Telekinesis [A? See Below]

Control, Utility, Damage

Telekinesis has always been one of my favorite flavors of powers. It is so versatile in its application and use. Definitely another 'open' power, it has a good amount of options to use in

both in and out of combat. The issue here is how the power is written, it is very nebulous on how it actually functions. This is by far the power that gets most questions asked about it by players and GMs alike. I have seen the most arguments from the community and straight contradictory answers from devs! In summary a lot of the viability is the power will be based on your GM's ruling, below I will list the most common question and what I would say is RAI based on either dev answers or my personal opinion and that of the consensus of the community that I have read.

1. Can you activate the power and use it in one action? I.e., Casting the power and immediately getting to use it to pick something up?
 - a. Yes. The biggest consensus I have seen indicates this (this is what I would rule as GM), but I have seen both Ron and Clint of PEG contradict each other here (Clint thinks it's 2, Ron thinks it's 1).
2. What is the maximum weight I can affect? Is it calculated based on the carry weight or the max weight in the encumbrance rules? Would encumbrance penalties apply if it's max weight?
 - a. It is most certainly max weight (carry weight x4). Carry weight would mean you have 80 or 100 lbs at the most, which would directly contradict all the text about carrying yourself or others. I do not believe encumbrance penalties should apply, as this doesn't make sense thematically or mechanically based on how it is written, as you would pretty much always be over the carry weight.
3. If the target of my telekinesis is released or dies, does the power end?
 - a. No. You just need to spend a new action on a new target (dev confirmed).
4. Can I use it on multiple targets per turn?
 - a. Yes, but each one would use a unique casting of the power and multi actions to use (dev confirmed).
5. Can I bash a target multiple times in an action if I have the movement to do so?
 - a. No, 1 bash per action.
6. When using a tool to control a melee weapon, is it one or two actions to move it and attack with it in the same round.
 - a. Only 1. If controlling it when you first activate the power, refer to question 1, but I would still rule only 1 action.

That's just the main questions I have seen/can think of, I'm sure there are more. As you can see if your GM rules opposite to what some I have listed here, the power's potency will fall dramatically. All in all it's a powerful combat power against a single foe, both as a control effect and for damage. Falling damage is brutal, and if you have a high Smarts you can move an opponent 10 to 12 inches in one round, which is 5d6+5 or 6d6+6, not too shabby! You can also drop targets into deadly environmental effects, which is what teleport can do. This power has a lot of out of combat uses as well, allowing for a lot of creative ways to overcome challenges and interact with the game world. Its main drawbacks are that it's expensive at 5pp and seasoned.

Teleport [C]

Mobility, Control

One of the four mobility powers. One of my favorite Super Powers Companion powers falls a little short here. Mainly because it requires an action (which makes sense on how the rules work) to basically move and only lasts for that one action keeps its usefulness down. Now don't get me wrong, it absolutely has its uses. It is a good way to get out of trouble from powerful enemies, control effects like entangled/bound, or to get to hard to reach places. But, a lot of time you can just use other means to accomplish the same thing. To get out of melee, you can always spend an action to Defend or use an offensive power. To reach somewhere remote, powers like *fly*, *wall walker*, *telekinesis*, or *shapechange* can do the same thing for multiple rounds. If this had a duration similar to *telekinesis* or some additional mods would have been much better. A mod to make it a free action, or a mod to increase the range (similar to the traverse mod from the SPC) would have really been useful here.

Teleport Foe: This mod requires its own section. This was greatly nerfed in swade as it can be a powerful effect. It is now very dependent on having a build that works with it, and I would not recommend a run of the mill caster to employ it. Requiring that you be both adjacent and that it requires a MAP on both the fighting roll and on an opposed arcane roll make it hard and risky to pull off. Just by the nature of having to roll twice where you can fail makes it punishing, a bonus on your arcane roll if you got a raise of the Fighting would be nice here. If you want to employ this, you will need a good Fighting die (at least a d8) and edges like Calculating (good with Level Headed) to help with the arcane MAP. Mentalist from psionics is really good here as well.

Wall Walker [D]

Mobility

The final of the four mobility powers. The worst of the lot, let's start with its pros. It's Novice, so it can be used before *fly*, *teleport* and *telekinesis* to get up obstacles or stay out of reach. At 2pp (and 1pp for **additional recipients**) it's cheaper as well.

Ok now for the cons. It's 2pp, and it should really be 1pp. Its effects are pretty circumstantial and only getting half pace on just a normal success sucks here. *Burrowing* with the **power** mod can be used in a lot of the same situations and is much more useful power overall. Also once you get *fly*, this power almost becomes useless (it's only saving grace being cheaper), as it can apply to way more situations with a faster pace. Finally it mentions a +4 bonus on "being forced to climb or hang onto a surface". Now I understand hanging on; gusts of wind, sudden flood etc., that all makes sense. But a bonus to climbing boggles me, I mean the whole point of the power is that you don't have to worry about climbing vertical or horizontal surfaces, you should never have to roll for climbing. Something to discuss with your GM for sure. Even with the above, If this was the only mobility type power available to me, I would strongly consider taking it, as it does open a bunch of new opportunities and tactics. For a magical infiltrator type of character in a primarily city/urban game this would bump to a C.

Warrior's Gift [B]

Buff

A very good buff, but mostly limited to combat encounters, keeps it out of top tier. The worst thing about this power is the mental bookkeeping of remembering that you and your allies now have access to this power. This might not be an issue, but I have seen in play the new edge gets forgotten when trying to keep track of all of your abilities. There are definitely some more powerful options here and a lot of them can be very dependent on your party's composition and already taken edges. Since it is limited to only combat edges, many of the good ones will already be taken by the characters that fit their build. A party with a heavy focus on melee will benefit from frenzy, but if there is only one true melee PC, it's better to pick something that can apply to multiple PCs. I will list some interesting, notable picks below;

Level Headed/Improved: The best use of this power. This is good on any party composition, and even if half the party already has one or both, it is still really good to cover the rest. The d8 Smarts will keep this out of reach for many combat builds and winning initiative is huge in SW, because it changes every round and allows way better flexibility in regards to holding. Level Headed is one of the edges that gets better the more PCs that have it, as your chances of getting a joker greatly increase.

Dodge/Imp Dodge: Another good combo on any character in more modern games with guns/explosives or power heavy games. The d8 agility will keep it out of reach on the less combat heavy PCs in the party.

Steady Hands: An edge that is very circumstantial and often not picked in most games. A great edge to give to the whole party during chases, eliminating a huge drawback or the use of the Steady maneuver.

Dead Shot/Mighty Blow: Generally these edges are pretty bad even if built out for initiative (see Power Surge), but they can be very good here. The best use is for you to use it on another PC when they get a joker. Because they go on hold, having them wait until after your turn to get a massive damage increase is great.

Zombie [A] SD

Minion

The final minion power and by far the most powerful. First let's talk about cons. It's Veteran which absolutely sucks if you are making a necro pc, more because I want the flavor from the get go. Its setting dependent only because it will vary how much raising undead is looked down upon or hunted to the ends of the earth. This would be an A+ rank power, but in most cases there will be some type of restriction or hindrance on bringing your new rotting undead buddy with you in all places. Finally, similar to *beast friend*, the zombies are not summoned but have to be found, but luckily combat is a very good way to 'procure' some flesh reagents. Those drawbacks aside, this power has sooo many things going for it.

Duration: The best duration of all the minion power at 1 hour but the real treat here is the **permanent** mod. This is absolutely fantastic and being able to drop at will, means you can always cycle through until you get more powerful or useful subjects. Because they are permanent, they can do things like keep guard all night, build things without needing to stop, or go on long scouting (with the **mind rider** mod). You can also spend the time to equip them with arms and armor. Note that it is always better to summon as many as you want/can afford at the same time. Three zombies summoned at once will only be 5pp permanently invested vs three summoned separately will cost 9pp permanently invested!

Zombies: The zombies are pretty good and have all of the same special abilities that the constructs do from summon ally (with a headshot drawback). The big difference is that they retain their physical skills, so you can get a good range of skills that are useful in and out of combat. In a Rifts game, I used this power to summon a zombie from the slain corpse of a robot armor pilot, since none of us had piloting! The best part is just the sheer number of extras you can have on the field, greatly increasing your chances of them hitting enemies. Note that it will depend on your GM ruling, but they should be able to retain their arms and armor, the **armed** and **armor** mods are there for ones without equipment. The raise on the arcane roll effect is ok (summon ally is better), look to Vigor as a good way to make them tougher.

Zombie animals: One of the strongest parts of the power that really stretches its versatility. This is basically beast friend, allowing you to get a wide array of abilities and stats. Killing a bird and rezzing it with **mind rider** makes an excellent long term or permanent scout. Another thing that is heavily setting dependent, you can have some really tough beasts. Getting larger sizes is also very good, giving more wounds that are able to use the zombie ability of ignoring 1 wound penalty.

Carl Note: Consider asking GM about the "Born a Hero" setting rule to help with this flavor.