

If the attack succeeds, the target may defend . . . if he knows he's being attacked. An attack that suddenly comes bouncing around a corner is effectively a surprise attack. An attack from in front of the target that bounces around and hits him from behind or above isn't, but it still gives -1 to defenses *per bounce*. The victim knows he's being attacked, just not from what angle.

Reduce the damage rolled for the attack – or the level of Affliction, Binding, etc. – by 10% per bounce (round down). For a Follow-Up attack, only the carrier is weakened. Don't worry about damage to the bouncing surfaces, though. That's no more relevant than DR and HP were in the first place.

In battles between heroes who can see each other, the GM may reduce this rule to its fundamentals: -2 to hit, -1 to defend, and -10% to damage per bounce.

## DEFENDING WITH POWERS

Defensive advantages – Damage Resistance, Mind Shield, Resistant, etc. – are nearly always passive. The possessor doesn't have to “use” them to enjoy their protection. In the absence of limitations, they work *all the time*.

Buying such a trait as part of a power changes *nothing* – it protects against everything the “wild” advantage does. For instance, Damage Resistance that belongs to a power stops both mundane and powered attacks, and does so regardless of its power modifier or that of the attack (unless one of the power modifiers is Cosmic). Modifiers can change this, of course: a defense with Limited is effective against only *some* attacks, penetration modifiers (Follow-Up, Malediction, Sense-Based, etc.) often let attacks bypass DR, and so on.

In heroic settings, though, individuals with powers often enjoy a broad mastery of their power that transcends its specific abilities. They can bend the usual assumptions, taking control of normally passive defenses in order to defend actively, perhaps even using *non*-defensive abilities to blunt attacks. These rules cover

“power defenses” like this. Work out Power Dodge, Power Parry, and Power Block ahead of time and record them next to the associated abilities on the character sheet.

As with mundane active defenses, power defenses get +1 for Combat Reflexes, +2 for All-Out Defense (Increased Defense), and are unavailable to a fighter who makes an All-Out Attack or doesn't know he's under attack. Power defenses *aren't* mundane defenses, though. A hero can attempt a Power Block and a mundane block on the same turn, has no penalty on future parries if he tries a Power Parry, and *can* attempt a Power Parry during a Move and Attack. No one may use more than *one* power defense per turn, however.

These rules *don't* apply to abilities with the Active Defense limitation. Such abilities use the rules under *Active Defense* (p. 112) instead.

### Power Dodge

If a switchable movement ability or physical transformation is *instantaneous* – either in its unmodified form or due to Reduced Time (p. B108) or Reflexive (p. 109) – the user might be able to use it to evade attacks. This is only possible if the GM feels that activating the ability would cause the attack to pass harmlessly *around* or *through* the defender. Treat this as a dodge, but roll against the following score instead of Dodge:

**Power Dodge = Basic Speed + 3 + Talent/2**

Drop all fractions. Standard Dodge modifiers apply, *except* those for Acrobatic Dodge, bad footing, dodge and drop, encumbrance, posture, relative height, retreating, and shield DB.

Success means the attack doesn't affect the defender at all. Failure means it hits before his ability goes off. Either way, the ability activates. *Exception:* If using *Crippled Abilities* (p. 156), a critical failure means the ability fails completely, in addition to the usual effects of a critically failed defense roll.

Treat a Power Dodge as an active use of the ability for all purposes: detection, FP cost (if any), Limited Use, etc. A physical transformation

leaves the defender in altered-body form. On his turn, he can opt to switch back or remain in that form.

Whether a Power Dodge is better than an ordinary dodge depends on the situation and the ability. It can sometimes avoid attacks that a standard dodge couldn't hope to avoid. Examples include:

*Insubstantiality:* Success means the attack passes right through. This works against *everything* – even area-effect, cone, and explosion attacks. But if the attack has Affects Insubstantial, the Power Dodge is worthless.

*Morph:* A successful dodge means you change shape in such a way that the attack passes over, under, through, or past you. Specify the details; for instance, “I become a mouse and drop under the attack” or “I turn into a giant donut so that the attack passes through the hole.”

*Permeation:* Only allowed if you're standing on a surface you can permeate. Success means you sink into the ground and the attack passes over you.

*Shadow Form:* Success means you become a shadow on the ground, wall, etc., before the attack hits. This lets you dodge in many situations where movement is impossible.

*Shrinking:* Success lets you shrink *away from* or *under* the attack without ducking or sidestepping. This permits a dodge even when restrained.

*Warp:* This advantage has specific rules for evading attacks (see p. B98). Use those *instead* of a Power Dodge.

### Power Parry

An Innate Attack can sometimes knock aside or “shoot down” another Innate Attack, much as one melee weapon can parry another. This is a Power Parry. It's normally only possible in two situations:

1. If the defending and attacking powers share a focus, the defender can exploit his control over the focus to weaken the attack. This is regardless of *source*. For instance, two opponents with Heat/Fire power can use their attack abilities to defend against one another . . . even if one is a priest with a Divine power and the other is a wizard with a Magical power.