

Power Icons

Icon parts

The heraldry of a power icon contains the following parts-

- The Charge
 - The unique image that represents the name of the power
- The Field
 - The power type
- The Ordinaries
 - The duration
- The Supporter
 - The target
- The Subordinaries
 - The range
- The Helm
 - If it uses Endurance

Power Types

- Adjustment = plus and minus symbols
- Attack = fist
- Automaton = zeroes and ones
- Body = body profile (hero symbol)
- Defense = shield
- Mental = eye of horus
- Movement = running legs
- Sense-Affecting = wavy lines
- Sensory = eyes
- Size = elephant silhouette
- Special = asterisks
- Standard = nothing

Duration

- Constant = wavy line
- Instant = nothing
- Persistent = double straight line

Target

- Area = hexes
- Self Only = body silhouette (hero symbol)
- Target's DCV = shield

- Target's DMCV = black square
- Target's OCV = sword

Range

- Self = body silhouette (hero symbol)
- Varies = question mark
- Yes = parabola
- Yes/LOS = line connected to an eye symbol
- Yes/x10m = Roman numeral for ten

Endurance

- Each END point = black teardrop
- Each 5 END points = white teardrop

Powers

Power Name	Power Type	Duration	Target	Range	END	Description of Icon	Icon
Absorption	Adjustment	Constant	Self Only	Self	N	sponge	
Aid	Adjustment	Instant	Target's DCV	No	Y	bandaid	
Barrier	Standard/Defense	Instant	Area	Yes/x10m	Y	wall	
Blast (vs PD)	Standard/Attack	Instant	Target's DCV	Yes/x10m	Y	brick filled explosion	
Blast (vs ED)	Standard/Attack	Instant	Target's DCV	Yes/x10m	Y	white filled explosion	
Cannot Be Stunned	Special/Automaton	Persistent	Self Only	Self	N	stun symbol over battery	
Change Environment	Standard/Attack	Constant	Target's DCV	Yes/x10m	Y	stylised raincloud	
Characteristics	Standard	Persistent	Self Only	Self	Varies	characteristic symbol	
Clairentience	Standard/Sensory	Constant	Area	Yes/x10m	Y	three eyes	
Clinging	Standard	Constant	Self Only	Self	N	spider	
Damage Negation	Standard/Defense	Persistent	Self Only	Self	N	OCV symbol crossed out	
Damage Reduction	Standard/Defense	Persistent	Self Only	Self	N	small OCV symbol, less than sign, OCV symbol	
Darkness	Standard/Attack/Sense-Affecting	Constant	Area	Yes/x10m	Y	black cloud	
Deflection	Standard/Defense	Instant	Target's OCV	Yes/x10m	Y	bullet ricochet	
Density Increase	Standard/Body	Constant	Self Only	Self	Y	weight	
Desolidification	Standard/Body	Constant	Self Only	Self	Y	ghost	

Power Name	Power Type	Duration	Target	Range	END	Description of Icon	Icon
Dispel	Standard/Attack	Instant	Target's DCV	Yes/x10m	Y	wand	
Does Not Bleed	Special/Automaton	Persistent	Self Only	Self	N	body symbol crossed out	
Drain	Adjustment/Attack	Instant	Target's DCV	Yes/x10m	Y	drain	
Duplication	Special/Body	Persistent	Self Only	Self	N	two body silhouettes (hero symbols)	
Endurance Reserve	Special	Persistent	Self Only	Self	N	teardrops over car battery	
Enhanced Senses (Hearing Group)	Special/Sensory	Persistent	Self Only	Self	N	ear	
Enhanced Senses (Mental Group)	Special/Sensory	Persistent	Self Only	Self	N	eye of horus	
Enhanced Senses (Radio Group)	Special/Sensory	Persistent	Self Only	Self	N	antenna	
Enhanced Senses (Sight Group)	Special/Sensory	Persistent	Self Only	Self	N	eye	
Enhanced Senses (Smell/Taste Group)	Special/Sensory	Persistent	Self Only	Self	N	nose	
Enhanced Senses (Touch Group)	Special/Sensory	Persistent	Self Only	Self	N	hand	
Enhanced Senses (Unusual Group)	Special/Sensory	Persistent	Self Only	Self	N	see below	
... Active Sonar	Special/Sensory	Persistent	Self Only	Self	N	bat ear	
... Enhanced Perception	Special/Sensory	Persistent	Self Only	Self	N	binoculars	
... High Range Radio Perception	Special/Sensory	Persistent	Self Only	Self	N	radio tower	
... Infrared Perception	Special/Sensory	Persistent	Self Only	Self	N	eye looking at black square	
... Mental Awareness	Special/Sensory	Persistent	Self Only	Self	N	eye looking at eye of horus	
... Nightvision	Special/Sensory	Persistent	Self Only	Self	N	eye looking at crescent moon	
... Radar	Special/Sensory	Persistent	Self Only	Self	N	radar screen	
... Radio Perception	Special/Sensory	Persistent	Self Only	Self	N	antenna and ear	
... Radio Perception/Transmission	Special/Sensory	Persistent	Self Only	Self	N	antenna and ear and mouth	
... Spatial Awareness	Special/Sensory	Persistent	Self Only	Self	N	grid	
... Ultrasonic Perception	Special/Sensory	Persistent	Self Only	Self	N	bat ear and ear	
... Ultraviolet perception	Special/Sensory	Persistent	Self Only	Self	N	eye looking at white square	

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Entangle	Standard/Attack	Instant	Target's DCV	Yes/x10m	Y	web	
Extra-Dimensional Movement	Movement	Instant	Self Only	Self	Y	the Labryinth	
Extra Limbs	Special/Body	Persistent	Self Only	Self	N	two right arms	
Faster-Than-Light Travel	Movement	Constant	Self Only	Self	N	spaceship	
Flash	Standard/Attack/Sense-Affecting	Instant	Target's DCV	Yes/x10m	Y	lightning symbol	
Flash Defense	Special/Defense	Persistent	Self Only	Self	N	Apple symbol	
Flight	Movement	Constant	Self Only	Self	Y	wings	
Growth	Size/Body	Constant	Self Only	Self	Y	sprout	
Hand-to-Hand Attack (HA)	Standard/Attack	Instant	Target's DCV	No	Y	fist	
Healing	Adjustment	Instant	Target's DCV	No	Y	firs aid symbol	
Images	Standard/Attack/Sense-Affecting	Constant	Area	Yes/x10m	Y	television	
Invisibility	Standard/Sense-Affecting	Constant	Self Only	Self	Y	dotted outline of body	
Killing Attack (HTH)	Standard/Attack	Instant	Target's DCV	Varies	Y	knife on fist	
Killing Attack (Ranged)	Standard/Attack	Instant	Target's DCV	Varies	Y	knife on archery symbol	
Knockback Resistance	Special/Defense	Persistent	Self Only	Self	N	ball and chain	
Leaping	Movement	Constant	Self Only	Self	Y	trampoline symbol	
Life Support	Standard	Persistent	Self Only	Self	N	oxygen tank	
Luck	Special	Persistent	Self Only	Self	N	dice	
Mental Blast	Mental/Attack	Instant	Target's DMCV	Yes/LOS	Y	OMCV symbol	
Mental Defense	Special/Defense	Persistent	Self Only	Self	N	DMCV symbol	
Mental Illusions	Mental/Attack	Instant	Target's DMCV	Yes/LOS	Y	saw lady in half	
Mind Control	Mental/Attack	Instant	Target's DMCV	Yes/LOS	Y	puppet	
Mind Link	Mental	Persistent	Target's DMCV	Yes/LOS	N	two brains connected	
Mind Scan	Mental/Sensory	Constant	Target's DMCV	Yes	Y	brain on radar screen symbol	
Multiform	Standard/Body	Persistent	Self Only	Self	N	person and animal silhouettes	
No Hit Locations	Special/Automaton	Persistent	Self Only	Self	N	sphere	

Power Name	Power Type	Duration	Target	Range	END	Description of Icon	Icon
Power Defense	Special/Defense	Persistent	Self Only	Self	N	shield with a plus one	
Reflection	Standard/Attack	Instant	Target's DCV	Self	Y	mirror	
Regeneration	Special	Persistent	Self Only	Self	N	plus blood teardrop	
Resistant Protection	Standard/Defense	Persistent	Self Only	Self	N	riveted metal plate	
Running	Movement	Constant	Self Only	Self	Y	running legs	
Shape Shift	Standard/Body	Constant	Self Only	Self	Y	evolution diagram	
Shrinking	Size/Body	Constant	Self Only	Self	Y	fly silhouette	
Skills	Special	Constant	Self Only	Self	N	skill symbol	
Stretching	Standard/Body	Constant	Self Only	Self	Y	rack	
Summon	Standard	Instant	N/A	No	Y	pentagram	
Swimming	Movement	Constant	Self Only	Self	Y	swimming symbol	
Takes No STUN	Special/Automaton	Persistent	Self Only	Self	N	stun symbol crossed out	
Telekinesis	Standard/Attack	Constant	Target's DCV	Yes/x10m	Y	floating swarmi	
Telepathy	Mental	Instant	Target's DMCV	Yes/LOS	Y	mind meld	
Teleportation	Movement	Instant	Self Only	Self	Y	Star Trek teleport	
Transform	Standard/Attack	Instant	Target's DCV	Yes/x10m	Y	frog	
Tunneling	Movement	Constant	Self Only	Self	Y	tunnel	

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