SOURCE FLAW CORRECTION

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Both Better Mousetrap 3e and Metahuman Martial Arts 3e contain a different version of the Source flaw. Better Mousetrap 3e’s account was published first, and the Metahuman Martial Arts 3e was intended to add some new details brought up during feedback. Unfortunately, something got lost between the two so that the newer version seemed mostly different and missed some of the original version’s key points.

Here, you’ll find attached the intended, revised version.

**Source**

−1 or −2 cost per rank

The power only works when you have exposure or access to, or contact with, a particular Source to draw from. Essentially, you are the conduit that controls the power, but you do not yourself contain or possess it. Examples include another person, electricity, scrap metal, sunlight, or being on the ground. Your power doesn’t work without this Source or the necessary exposure.

Mechanically, this is a shorthand variation of the Limited flaw that somewhat crosses over with the Power Loss complication.

At the Gamemaster’s discretion, an incredibly rare Source counts as a −2 modifier.

You may apply Area, Reach, or Increased Range to this flaw rather than to the effect itself to determine how close you need to be to your Source to access it. Yes, this means that applying Perception Ranged directly to a Source flaw effectively turns it into a +1 extra.

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