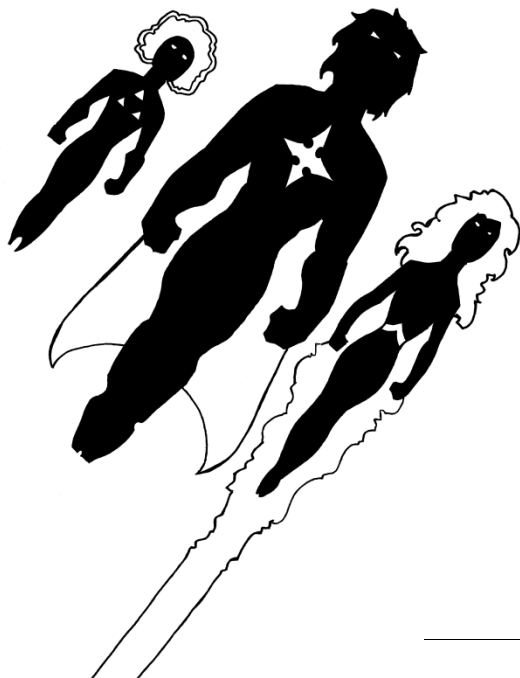


ABSOLUTE POWER



A Sourcebook For

SENTINELS OF ECHO CITY

OLD SCHOOL SUPERHERO RPG

by Michael T. Desing

Based on work by Gygax,
Arneson, Holmes, Moldvay,
Mentzer, et al.

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INTRODUCTION

This resource expands the rules for character creation presented in the core rules for *Sentinels of Echo City*, expanding the number of options for players. This resource is fully compatible with the Core Rules; it does not change or necessarily supplant those rules. You can use either the character generation rules in the core book or these rules at your table and be fully compatible.

This book includes all of the character building rules from *Sentinels of Echo City* as well as new content. Have fun!

LICENSING

- All original content in this book, including all art as well as the city of Echo City and its denizens, is released under an **Attribution Share-Alike Creative Commons License**. You are free to take, re-mix, and re-use all original content herein, as long as you give credit back to me. Please note “based on *Sentinels of Echo City* by Michael T. Desing” in any derivative work you create.
- **The core game engine** and its mechanics are released under the *Open Game License* (see Appendix B).

PATREON

You can support this game, and all of my creative endeavors, by signing up as a patron at www.patreon.com/mtdaa. You will receive exclusive content, high-quality image scans, and behind-the-scenes updates.

Thanks to my current patrons: Eric N, Mark M, Lloyd R, Keith K, Ron E, Jim C, Erik T, Volker J, Jason, Elaine, Chris & Brigid H.

1: KEY CONCEPTS

THE SUPER

As a player, you take on the role of a super-powered character in the game world, a **SUPER**. The game assumes that your heroic persona was born with or developed superhuman abilities that set him or her apart from the common ilk.

ATTRIBUTE SCORES

Range	Descriptor	Modifier
0-1	Impaired	-3
2-3	Feeble	-2
4-5	Poor	-1
6-7	Typical	+0
8-9	Above Average	+1
10-11	Good	+2
12-13	Excellent	+3
14-15	Remarkable	+4
16-17	Incredible	+5
18-19	Amazing	+6
20-21	Monstrous	+7
22-23	Unearthly	+8
24-25	Cosmic	+9
26	Supreme	+10

Your character's definition emerges first from six primary **attributes** that govern many aspects of play. You begin by randomly rolling your six attributes, ending up with scores between 3 and 18 in each attribute.

With a rating of **14 or better, you have a superhuman attribute**; you may be able to do things normal mortals cannot.

ATTRIBUTES EXPLORED

Attribute	This Attribute Measures	The Modifier Confers a Penalty or Bonus to...
Strength (STR)	Your physical might	- Attack rolls unarmed or with melee/thrown weapons - Damage rolls while unarmed or with melee weapons
Intelligence (INT)	Your innate intellect and reason; creative problem solving	- Your initial roll for Resources
Power (PWR)	Your innate ability to channel energy	- Damage rolls with some elemental and energy powers - Opposing FEAT rolls to resist some of your traits
Dexterity (DEX)	Your physical coordination	- Armor Class - Attack rolls with missile weapons and ranged powers
Constitution (CON)	Your physical toughness/fortitude	- Hit Points rolled each level
Charisma (CHA)	Your appearance, leadership, and personality	- Opposing FEATS to resist traits that manipulate, control or influence others



SUPERHUMAN ATTRIBUTES

On your character sheet, you should check the box for any attribute rated at superhuman levels (14 or better). Expanded clarification on the impact of superhuman attribute ratings follow:

SUPERHUMAN STRENGTH

With Standard Strength (up to rating 13), you can attempt to lift objects of up to 1,000 lbs. Any object you are able to lift, you are also able to throw up to 10' per your STR rating. With STR 13, you could conceivably lift an object of up to 1000 lbs, and any object you lift you can conceivably throw up to 130'. It is possible, as one of the strongest normal humans on the planet, that you can use leverage and considerable luck to flip a motorcycle and send it bounding 130'. It would be very, very difficult, but it's within the realm of possibility in this game.

With Superhuman Strength (rating 14 or better), you can conceivably lift anything. Any standard object you lift (up to 1000 lbs.), you are able to throw up to 100' per your STR rating; any superhuman weight you lift (over 1000 lbs.), you are able to throw up to 10' per your STR rating. With STR 20, you can throw a mailbox up to 2,000', and can throw a car up to 200'.

SUPERHUMAN CONSTITUTION

With Standard Constitution (up to rating 13), you can hold your breath for a number of rounds equal to your CON rating, making checks each round thereafter. With Superhuman Constitution (rating 14 or better), you can hold your breath for a number of turns equal to your CON rating, making checks each turn thereafter. With CON 10, you can hold your breath for 10 rounds without needing to make a check, while with CON 20, you can hold your breath for 20 turns (over 3 hours) before you need to start making checks to continue holding your breath.

2: CHARACTER CREATION

Whether you want to play a hulking brute who beats down foes with his fists, or a flying elemental who hurls flaming bolts, a noble mutant mind controller who strives to protect his friends, or a rugged street fighter with superhuman reflexes who seeks fame and glory, this section provides a framework for your character. You have three options for making a character. A character sheet appears on pages 19-20.

1. PREPARED CHARACTERS

The core rules, game supplements, and player forums already have a wide range of available playable characters you can immediately use in your game. In addition, Appendix A (page 55) includes a roster of level one supers for your use, modeled on popular superhero archetypes. Prepared characters are best when you have limited time or the scenario requires a specific set of abilities. Sometimes, it might be fun to put aside your custom characters for a game session and play prepared characters in an offbeat scenario.

2. POOL BUILDING

Instead of building a super using the rules outlined below, your Game Master may instead allow you to build a character based on your concept, or modeled on an existing hero from comics or movies. In these cases, you start with a pool of points to spend and a number of traits to select. Pool building works best when you know exactly what kind of character you want to make.

- ◆ You begin with 50 + 3d6 points in attributes
- ◆ You begin with 2d4 traits of your choice.

3. RANDOM CHARACTER GENERATION

The most fun option, but the one giving you the least control, is the pool building option. This is best for firing up your creativity, and will likely guide you into character concepts that you may never have come up with otherwise, but which can still be a blast to play (and sometimes even more fun than 'another' variation on a popular super).

HIGHER LEVEL?

Instead of level 1, it could be fun to have each hero start at a random level, rolling 1d4+1 at creation for starting level. Ask your GM first!

RANDOM CHARACTER GENERATION STEPS

A. Roll for an **ORIGIN**. Your origin tells how you got your powers, and provides a special bonus.

ORIGINS (ROLL 1D8)

Roll	Origin
1	ALTERED HUMAN. You were once a normal human, but something happened to change that. After assigning your attribute scores, take +1 to one attribute (your choice) and take +1 to your FEAT rating.
2	ARTIFACT. Your powers and abilities are largely tied to a device you found, inherited, discovered, or were granted. This may be magical, alien, or technological. Take +1 starting trait.
3	CONSTRUCT. You were not born, but you were made. You may have been brought to life by magic, built in a factory, or engineered in a lab. Take +1d6 to your hit points.
4	CYBORG. You are still human. Mostly. However, you have had several technological upgrades granting you special abilities. These may be in a suit you put on, or may be hard-wired into your nervous system. Take +1 to your armor class.
5	MUTANT. You were born with your powers and abilities, although they may not have appeared until recently. Take +2 to your FEAT rating.
6	OUTSIDER. You are not human, but are instead from somewhere else. You may be from a hidden land on earth, another planet, or even another realm. Start one level higher.
7	EXCEPTIONAL HUMAN. You do not have super powers, but instead rely on training, abilities and gear. When rolling for attributes, roll 2d6 instead of 3d6, with a maximum rating of 13 in any attribute; when rolling for traits, roll 1d4 for categories instead of 1d20. You begin with one bonus profession (table 2).
8	SYNTHESIS. You have two of the origins above. Roll 2d6 (re-roll one of the dice if they give the same result) and combine the two origins. You get the better of two bonuses instead of adding them together; if one origin grants +1 to your FEAT modifier and the other grants +2 to your FEAT modifier, you take +2 (the better of the options) not +3 (the two combined).

B. Roll for TRAITS. This includes all of your powers and abilities not directly tied to your primary attributes. You will have 2d4 traits. Roll first for the total number of traits; then, roll for each trait category. Record these on your **CHARACTER SHEET** (page 19). Trait descriptions are listed in alphabetical order, starting on page 28.

For each trait, roll 1d20 for the category of trait, and then roll the appropriate die (depending on which category) for the specific trait.

1. QUALITIES (ROLL 1D10)

Roll	Result	Roll	Result
1	Burglary	6	Gadgeteer
2	Companion	7	Leadership
3	Contacts	8	Pilot
4	Determination	9	Sneak
5	Driver	10	Wealth

2. PROFESSIONS (ROLL 1D12)

(* = take +1 to starting Resources)

Roll	Result	Roll	Result
1	Art	7	Law*
2	Business*	8	Medicine*
3	Culinary	9	Military
4	Education	10	Science*
5	Engineering*	11	Social Work
6	History	12	Technology*

3. GEAR (ROLL 1D6)

Roll	Result	Roll	Result
1	Body Armor	4	Vehicle
2	Shield	5	Weapon, Melee
3	Utility Belt	6	Weapon, Trick

4. SIMPLE COMBAT (ROLL 1D4)

Roll	Result	Roll	Result
1	Counter Attacks	3	Pummel
2	Martial Arts	4	Sharpshooter

5. SUPERHUMAN COMBAT (ROLL 1D6)

Roll	Result	Roll	Result
1	Armor Piercing	4	Shockwave
2	Bleeding Attack	5	Snare
3	Ki	6	Stun

6. DEFENSE (ROLL 1D6)

Roll	Result	Roll	Result
1	Force Field	4	Reflection
2	Immunity	5	Regenerate
3	Invulnerability	6	Resist

7. ADAPTATIONS (ROLL 1D8)

Roll	Result	Roll	Result
1	Air Supply	5	Non-Living
2	Amphibious	6	Quickness
3	Immortality	7	Serial Immortality
4	Large	8	Wall Crawling

8. ALTERATIONS (ROLL 1D4)

Roll	Result	Roll	Result
1	Elongation	3	Plasticity
2	Growth	4	Shrinking

9. CHANGE (1D8)

Roll	Result	Roll	Result
1	Alter Ego	5	Mimic
2	Animal Forms	6	Multiplicity
3	Chameleon	7	Phasing
4	Invisibility	8	Shape Change

10. ELEMENTAL (ROLL 1D6)

Roll	Result	Roll	Result
1	Blast	4	Control Energy
2	Bolt	5	Energy Body
3	Burst	6	Energy Solidification

11. CHANNEL (ROLL 1D6)

Roll	Result	Roll	Result
1	Absorption	4	Drain
2	Boost	5	Matter Conversion
3	Disintegrate	6	Nullify

12. MENTAL COMBAT (ROLL 1D6)

Roll	Result	Roll	Result
1	Mind Blast	4	Shout of Inspiration
2	Mind Bolt	5	Shout of Intimidation
3	Mind Shield	6	Telekinesis

13. MENTAL MANIPULATION (ROLL 1D10)

Roll	Result	Roll	Result
1	Charm	6	Hypnotize
2	Confusion	7	Illusion
3	Emotion Control	8	Mind Control
4	ESP	9	Possession
5	Fear	10	Telepathy

14. MOVEMENT (ROLL 1D8)

Roll	Result	Roll	Result
1	Burrowing	5	Flight
2	Climbing	6	Leaping
3	Gliding	7	Levitate
4	Hyperspeed	8	Swingline

15. TRAVEL (ROLL 1D4)

Roll	Result	Roll	Result
1	Blink	3	Teleport
2	Dimension Shift	4	Time Travel

16. NATURAL (ROLL 1D6)

Roll	Result	Roll	Result
1	Animal Control	4	Natural Attunement
2	Communicate	5	Plant Animation
3	Control Weather	6	Poison

17. SUPERNATURAL (ROLL 1D6)

Roll	Result	Roll	Result
1	Healing	4	Magic
2	Hex	5	Sorcery
3	Life Tap	6	Summon

18. INTUITIVE (ROLL 1D6)

Roll	Result	Roll	Result
1	Danger Sense	4	Object Reading
2	Detect	5	Precognition
3	Luck	6	Remote Sensing

19. SENSORY (ROLL 1D6)

Roll	Result	Roll	Result
1	Enhanced Senses	4	Sensory Shield
2	Night Vision	5	Sonar
3	Sensory Attack	6	X-Ray Vision

20. SURGE (ROLL 1D6)

Roll	Result
1	Attribute Surge. Select one of your six attributes and take +1d4 to the rating, you have a starting max rating of 22.
2	Talent Surge. You take an additional talent.
3	Temporary Surge. You have the ability to increase one attribute. This might be Rage (page 44) or a trait you develop that works in a similar way, increasing attributes in play based on circumstances you work out with your GM.
4	Roll twice, ignoring a result of 20.
5	Create a new trait.
6	Your character dies, overwhelmed by too much energy surging through his system. Start again.

TRADING TRAITS. You may elect to trade 2 traits you don't want for 1 trait you do. Choose from the list.

In addition, you may elect to take 1 **DRAWBACK**. If you do this, you take either +2 to one attribute score (after balancing, see step D), or you take one extra trait of your choice.

DRAWBACKS (ROLL 1D12)

1. **ALLERGY, MINOR.** When within 30' of the allergen, you suffer a -2 penalty to all actions, checks and FEATS.
2. **ALLERGY, MAJOR.** When within 30' of the allergen, you suffer a cumulative -1 to STR, PWR, DEX, and CON (minimum rating of 2 in each), Armor Class (minimum rating of 10), and FEATS (minimum modifier of +4) per round, for as long as you are near the allergen.
3. **BAD LUCK.** On a natural roll of 1 or 2 on an action, you automatically fail, and may fumble (see the core rules page 20).
4. **COMPLEX.** You have a psychological weakness, such as a fear or particular anxiety. When in a situation that triggers your complex, roll a FEAT or take -2 to all action rolls, checks, and FEATS for 1 turn.
5. **DEPENDENCY.** You must do something on a regular basis. Once your threshold is passed (usually 1 day), you take a cumulative -1 to all rolls per hour until you meet the needs of your dependency.
6. **DEPENDENT.** Someone or something needs you, and you must make yourself available when the dependent calls, or you lose a number of XP equal to your level.
7. **ENMITY.** Someone or something hates you, hunts you, pursues you, and wants you destroyed. This creature or force should be something far beyond your ability to defeat it.
8. **OBSESSION.** You cannot help yourself but to engage in some behavior or quirk. Any time you are faced with a situation that triggers your obsession, you must roll a FEAT (modified at the GM's discretion) or abandon all else to meet the needs of your obsession.
9. **SECRET.** You must keep a terrible, embarrassing, or sensitive secret. Often, this secret takes the form of an identity that you must protect. If your secret is ever exposed, you lose 25 XP x your level.
10. **SMALL.** You are exceptionally small. Instead of using 1d6 to roll hit points, you roll 1d4.
11. **SUSCEPTIBLE.** You are especially vulnerable to an energy or attack type. When this energy or attack type is used against you, you take -4 to FEATS and/or armor class, and you suffer +1 damage per die rolled of the type. Select a logical susceptibility based on your traits, or roll randomly for an energy (page 26). Other possible susceptibilities include magic or mental powers.
12. **VOW.** You have taken a vow to always, or to never, do something. Any time you break your vow, you lose 10 XP x your level.

C. Roll for ATTRIBUTE SCORES. Roll 4d6 and keep the best three results. Alternately, roll 3d6 and re-roll 1s (as an exceptional human, roll 3d6 and keep the better 2 or roll 2d6 and re-roll 1s).

D. ASSIGN the six scores to attributes as desired (based largely on your traits). You can adjust these scores if needed: for every 2 points you give up, you get 1 point back. You cannot decrease an attribute score below 6 in this way, and you cannot increase an attribute score beyond 18. As an exceptional human, you cannot increase scores beyond 13. Record these scores, and the applicable **modifiers** (page 2), on your character sheet. Remember to put a mark in the box for any attribute rated 14 or better.

E. ROLL 1D6 FOR HIT POINTS. Remember to modify this by your CON modifier. Re-roll any result of 3 or less. Record this on your character sheet (alternately, roll 1d4+2 for hit points every level, modified by your CON modifier).

F. DETERMINE YOUR FEAT MODIFIER. You have a FEAT modifier of 6 + your Level Modifier, possibly modified by your origin. Record this on your character sheet.

Your **Level Modifier** (LM) is one half your level, rounded up. Your LM sets your base bonus to all attack rolls and your base modifier to FEATS. See the chart on page 2 for more information on Level Modifiers.

G. ROLL FOR A TALENT. Record this on your character sheet. At level one, and at every even-numbered level thereafter, you earn a new **TALENT**. Select from any talent listed, or roll randomly.

TALENTS (ROLL 1D20)

(* = you may take this talent more than once)

1. **ENEMY**. Add your Level Modifier to all rolls when interacting with this enemy and his or her agents/servants/minions. You take this bonus to attack rolls, damage rolls, FEATS and checks when the enemy or his servants are directly involved.
2. **EXPERTISE***. Take +1 to one attribute.
3. **FOCUSED**. Take +10% to all experience points you earn.
4. **FORTITUDE***. Take +5 hit points.
5. **FOUND WEAPONS***. Take +1 to the die type when you use found weapons; i.e. 1d6 becomes 1d8.
6. **IMPROVED CRITICAL**. Increase your critical range by +1; on a natural roll of 19 or 20, you score critical damage.
7. **IMPROVED DICE***. For one trait, increase the die type by +1. If you have a trait that deals 1d6 base damage, you can use this talent to increase the die to 1d8.
8. **IMPROVED RANGE***. Increase the range increment for one of your traits to the next benchmark.
9. **INITIATIVE**. Take +4 to initiative FEAT rolls.
10. **IRON WILL**. You are immune to fear-based traits and always make *morale* FEATS. (Note: This has greater application for non-player characters than player characters, who typically do not roll morale). In addition, you are allowed to roll a FEAT each round after reduced to 0 hit points or less. If successful, you continue on for one more round. You may continue to fight on, as long as you make a FEAT roll every round, up to a number of rounds equal to your CON modifier, even beyond wounds that would normally kill you.
11. **LONER**. You are exceptional when you fight on your own. When fighting solo, you get +1 Resolve point per turn and earn +10% XP.
12. **PARTNER**. You are at your best when teamed up with one other super. When with your designated partner, you get +1 Resolve point per turn and earn +10% XP.

13. **PHOTOGRAPHIC MEMORY.** You are able to remember the exact details and specifics of every event from your life. Usually, no roll is required, but for any INT check regarding something you might have encountered in your life, make the INT check at +4.
14. **PROWESS*.** Take +1 to your FEAT rating.
15. **SECOND WIND.** Once per turn, recover 1d6 + your Level Modifier hit points as a free action. You may do this a number of times per day equal to your Level Modifier.
16. **SUNDERING.** Make a simultaneous melee attack against all targets within 5' with every attack with your primary melee attack.
17. **SURPRISE STRIKE.** Take +1d6 to damage on surprise attacks in melee combat.
18. **TEAM PLAYER.** You operate at peak efficiency when you work in a larger group, with two or more other supers. When fighting with your team, you get +1 Resolve point per turn and earn +10% XP.
19. **TOUGHNESS.** Take +1 to your Armor Class rating.
20. **TWO-HANDED FIGHTING.** You may attack with two hands in melee combat; either you join your fists for a mighty blow, or you wield a weapon two-handed. When attacking two-handed, take a +1 shift to the die type you use to roll damage.

H. DETERMINE YOUR ARMOR CLASS (AC), based on your powers and abilities, modified for DEX.

Armor Class = 10 + Level Modifier + DEX Modifier + other bonuses

I. DETERMINE YOUR COMBAT RATINGS, based on your attributes and traits. Most attacks are at a base bonus of Level Modifier + STR modifier (for melee attacks) or LM + DEX modifier (for ranged attacks). A **strike** is an unarmed melee attack; all supers can land a strike that deals 1d4 + STR modifier damage; the *pummel* trait improves this die.

J. DECIDE ON YOUR VIEWPOINT, and record this on your character sheet. In most games, the expectation is that all supers are heroic in their viewpoint. Ask your GM if you aren't sure what is allowed.

VIEWPOINT

Your viewpoint indicates your general ethos. The viewpoints include:

- ◆ **HERO**. You value fairness and honesty. You feel that life should be protected, and would consider sacrificing your life to defend others. You generally respect others, and expect them to respect you as well. You value law and justice. Most people would perceive your ethos as 'good'.
- ◆ **NEUTRAL**. You try to deal in fairness and honesty, but you know that you cannot always trust others. You extend respect to those worthy of it. Most common people are neutral, trying to do good most of the time, but rarely considering exceptional sacrifices for others.
- ◆ **VILLAIN**. You feel that lying and cheating are acceptable in order to get what you want. You value your own life more than the lives of others. Most people would perceive your ethos as 'evil'.

K. DETERMINE YOUR RESOURCES. Roll 2d6 for your starting **RESOURCES** rating, adding your INT modifier. Resources allows you to invest in vehicles and bases for your character. See the Core Rules for options for spending resources. At level 1, you don't start with anything yet, but your resources may allow you to upgrade soon.

RESOURCES RATINGS

Rating	Description
0-1	Destitute: you have no money, and are probably homeless
2-3	Poor: you have only the most meager of resources
4-5	Struggling: you pay the bills – barely
6-7	Middle Class: you manage to keep it all together
8-9	Comfortable: you pay your bills and have a little left over
10-11	Affluent: you are able to afford anything you need
12-13	Well Off: you are able to afford considerable luxuries
14-15	Wealthy: you are a millionaire
16-17	Rich: you are a multi-millionaire
18-19	You possess the wealth of a small country
20-21	You possess the wealth of a major country
22-23	You possess the wealth of a planet like earth
24-25	You possess the wealth of a solar system

L. DETERMINE YOUR RESOLVE. **Resolve** is a unique ability possessed only by supers (and the worst villains) that allows you to perform exceptional deeds. You have a number of resolve points each turn equal to your Level Modifier. Your resolve gives you a number of opportunities each turn to do something special. When you spend a resolve point, you either take a bonus to a roll, or attempt a stunt.

◆ When you use a resolve point to **TAKE A BONUS**, you roll 1d6 and add the result to any roll you have already made that round. Resolve allows you to push a little harder, lift a little more, or strike a little more forcefully. Resolve allows you to temporarily push your powers and abilities beyond their normal limits. If you barely fail a STR check, almost hit with your attack, or roll low for damage, resolve can help.

◆ When you use resolve to attempt a **STUNT**, you do something special and unusual, something beyond the defined scope of your powers and abilities. Suggested stunts appear in the core rules.

M. SELECT A PURPOSE and record this on your character sheet. Your character's purpose is his or her greater calling, mission, goal, objective or passion. The purpose is the thing that drives your character to undertake adventures and explore the world.

After any encounter where you take a step towards accomplishing your purpose, take 1 bonus experience point.

A Good Purpose:

- ◆ Provides a motivation for your character to keep adventuring and/or to join a group.
- ◆ Is active; it makes you work to accomplish it (starts with the word 'to').
- ◆ Is difficult to accomplish. You should spend your entire career trying to fulfill your purpose.
- ◆ Motivates role-playing opportunities. Your character's purpose largely shapes his actions and reactions in a variety of situations.

SAMPLE PURPOSES (ROLL 1D10)

1. To be respected as the greatest superhero who ever lived.
2. To bring law and justice over every corner of this city.
3. To wipe out/eradicate ____ (a criminal empire, an alien race).
4. To avenge the death of or to honor the memory of someone I loved.
5. To make up for a mistake from my past.
6. To protect/champion a particular place, group, or idea.
7. To fight until every criminal has been brought to justice.
8. To get my vengeance against ____ (I don't know what he did, but it was BAD).
9. To live life on the edge, making every moment of my life worth the story it tells.
10. To get rid of the curse of these powers, and to live a normal life.

N. DECIDE ON A MONIKER AND AN IDENTITY. Your **MONIKER** is your character's superhero name, while the **IDENTITY** is his or her given name. Your Moniker should somehow tie to your powers and abilities. In addition, consider your character's background, profession, and life before becoming a super.

CHARACTER PROGRESSION

Level	XP Required	Hit Dice	Level Modifier
1	0	1d6	+1
2	100	2d6	+1
3	250	3d6	+2
4	500	4d6	+2
5	1,000	5d6	+3
6	2,000	6d6	+3
7	3,500	7d6	+4
8	7,500	8d6	+4
9	15,000	9d6	+5
10	30,000	10d6	+5
11	50,000	11d6	+6
12	100,000	12d6	+6

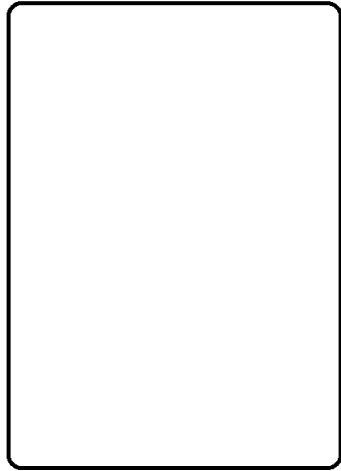
New characters begin the game at level 1 with 0 experience points (XP). You earn XP from defeating foes, completing missions and performing deeds. When you earn 100 XP, you advance to level 2, earning the abilities of a level 2 character and increasing your hit points by +1d6.

TIERS

The 12 levels of progression break down into three basic tiers. These are useful breakpoints in considering the scope of your super and his or her relative power among the super-powered community.

- ◆ **STREET LEVEL** (levels 1-4) includes low-level heroes with emerging abilities.
- ◆ **SUPERHERO** (levels 5-8) includes ‘typical supers’, and is considered the average range for most super-powered characters. Most super-powered characters in comics and movies fall into this range.
- ◆ **CHAMPION** (levels 9-12) includes the most powerful characters: supers and villains whose actions often shape the fate of the world.

OFFICIAL CHARACTER RECORD FOR



MONIKER

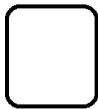
IDENTITY

ORIGIN

VIEWPOINT

CHARACTER ICON OR DRAWING

LEVEL

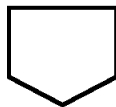


LM



COMBAT

ARMOR CLASS



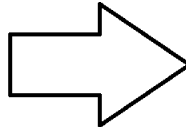
RESOLVE



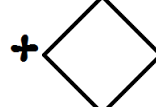
HIT POINTS



MOVE



FEAT MODIFIER



RESOURCES



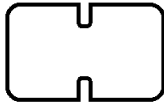
ATTACK TYPE

TO HIT

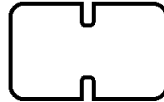
DAMAGE

RANGE

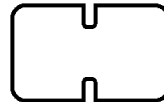
STR



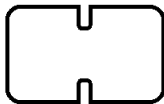
INT



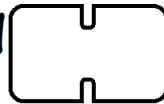
PWR



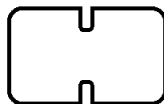
DEX



CON



CHA



TRAITS

TALENTS

DRAWBACKS

PURPOSE

EXPERIENCE

IN PLAY: CHARACTER CREATION

I am playing in a game with random character generation, where we are going to start at higher level. I roll $1d4+1$ for level and get $2+1=3$. I'll be playing a level 3 character to start with.

A. I roll $1d8$ for origin and get 1. My character will be an altered human, taking +1 to one attribute and +1 to my FEAT rating.

B. I roll $2d4$ for number of traits, and get $3+2=5$.

- ◆ For the first trait, I roll $1d20$ [11: Channel] then $1d6$ [6: Nullify]. Based on the description for Nullify, I roll $1d4$ for range [2: 60'].
- ◆ For the second trait, I roll $1d20$ [12: Mental Combat] then $1d6$ [1: Mind Blast]. Based on the description for Mind Blast, I roll $1d4$ for range [1: 30'].
- ◆ For the third trait, I roll $1d20$ [18: Intuitive] then $1d6$ [6: Remote Sensing].
- ◆ For the fourth trait, I roll $1d20$ [7: Adaptations] then $1d8$ [8: Wall Crawling].
- ◆ For the fifth trait, I roll $1d20$ [20: Surge] then $1d6$ [3: Temporary Surge].
- ◆ I could trade some of these traits, but I decide not to. I will, however, take a drawback to pick up one more trait.
- ◆ For the drawback, I roll $1d12$ [6: Dependent]. I can figure out the specifics later.
- ◆ For the bonus trait, I roll $1d20$ [6: Defense] then $1d6$ [3: Invulnerability]

C. It's time to roll for attribute scores. My GM has me roll $4d6$ and keep the best 3 for each. I roll: [6/4/4/2 = 14]; [5/5/2/1 = 12]; [6/3/2/1 = 11]; [6/6/3/3 = 15]; [6/5/3/2 = 14]; [5/4/3/3 = 12]. Excellent!

D. I have some decisions to make. I need high PWR (several of my traits are linked to that), but everything else is fair game. I'm thinking with the wall crawling to go with a bug-themed character, so I want to increase STR and DEX to superhuman levels as well. I end up with:

STR 14 (+4); INT 12 (+3); PWR 15 (+4)
DEX 14 (+4); CON 12 (+3); CHA 11 (+2)

I still get a +1 to an attribute from being an altered human, so I take +1 to PWR, moving it to 16 (+5).

E. For hit points, my character is level 3, so has 3d6 hit points. However, the CON 12 grants +3 per level, so I take a total bonus of +9 to hit points at level 3. I roll [5/3/2]. I get to re-roll the 2s and 3s, and get 6/4 instead, for a total starting hit points of 24 (5+6+4+9).

F. For FEAT modifier, I start with 6, add +2 (the Level Modifier at level 3) +1 (for being an Altered Human). My total starting FEAT modifier is +9.

G. For my character's talents (I started with 1 at level 1, and earned another at level 2), I roll randomly and get 7: Improved Dice and 13: Photographic Memory. I'm not sure where to put the improved dice yet.

H. Armor Class is going to be 10 (base) +2 (Level Modifier) +4 (DEX modifier), for a total AC 16.

I. My character primarily attacks with the Mind Blast, but needs a physical attack as well. I still have that improved dice talent, so I'm going to use that to increase unarmed melee damage from 1d4 to 1d6, so my character can deal decent damage with a fist (due to pretty good STR). That gives a melee strike of +6 to hit (+2 from LM, +4 from STR) with damage of 1d6+4 (from STR).

J. My character is a hero, of course!

K. Rolling for Resources, I get 3+1 on the dice, +3 from INT, for starting Resources of 7. My character is middle class.

L. My character's Resolve is 2, from the Level Modifier.

M. I decide to roll for a Purpose, and get 10: my character views the powers as a curse, and seeks to get rid of them!

N. And now it's the hardest part! I have to pick a name and identity. Fortunately, I've been thinking about this as I created the character, and know where I want to go with it. Since my character is level 3, I start with 250 XP. I note that on my character sheet.



LADYBUG (HERO 3)

Mercy Lewis; High School Student; Altered Human; Resources 7

AC 16; HD 3d6 (hp 24); Move 40'; FEAT +9;

Strike (+6/1d6+4) or Mind Blast (2d6 damage/30'/5x per turn)

STR 14 (+4); INT 12 (+3); PWR 16 (+5)

DEX 14 (+4); CON 12 (+3); CHA 11 (+2)

Traits: Mind Blast; Nullify; Regenerate; Remote Sensing;
Temporary Surge; Wall Crawling

Talents: Improved Dice (Strike); Photographic Memory

Drawback: Dependent

Mercy is a high school student who volunteered to take part in a clinical trial involving the healing properties of ladybug bio-receptors, as it paid \$500. She did this to help support her younger brother, since their parents are deceased. The trial went horribly wrong, leaving her in a coma for several weeks. When she awoke, she had been awarded a large settlement (in a trust fund). A few weeks later, she started to develop superhuman abilities from the trials. She now fights as Ladybug.

Her temporary surge grants +2 to her DEX (and +1 to AC) whenever she is reduced to half of her hit points or fewer (10 or below). Her remote sensing allows her to see through the eyes of any ladybug, anywhere in the world.

3: TRAITS

Traits are unique powers and abilities that distinguish super-heroic characters from each other. While most traits are available only to super-powered characters, some are available to common people; additionally, many 'super powers' are normal abilities that have been enhanced to a superhuman level. Most characters can run – but only supers can run at speeds exceeding the fastest vehicles. Therefore, all powers and abilities are grouped together under the umbrella of 'traits', and all work in the same fundamental way.

TRAIT LISTINGS

Traits are listed alphabetically, starting on page 28. A listing includes:

The Trait Name (the maximum range in feet). A description of how the trait works, how long it lasts, and any special restrictions or effects. A power or ability without a specific duration happens in the round it is used and ends immediately. If a FEAT is allowed, modifiers to the FEAT and how the FEAT changes the effectiveness of the power/ability will be listed as well.

Note about range for powers/abilities; these will be ineffective against a target beyond its listed range.

Descriptions are left intentionally open-ended; players and GMs are encouraged to be creative in how and where spells are used.

Throughout, CL stands for **Challenge Level**, the rating of a creature or monster. A character always has a CL equal to his level. Many powers and abilities require no roll to hit; many automatically succeed, striking the target or going off in the area desired.

LIMITATIONS

Many powers/abilities will include an option for one or more limitations; by taking a limitation to a power or ability, you increase its effectiveness or potency. Specific limitations are listed with powers/abilities as applicable. The GM may allow you to take other limitations that are not listed here, based on how you would like a power to work. Some sample limitations include:

- ◆ **INCAPACITATION.** Using this trait puts exceptional strain on you. Each time you use the trait, you must roll a FEAT or be stunned and unable to act for 1d6 rounds.
- ◆ **HARMFUL.** Each use of the trait actually harms you. You suffer 1d6 hit points of damage each time this trait is used. You cannot neutralize this damage via invulnerability, resistance, or the like.
- ◆ **LACK OF CONTROL.** Every time you attempt to use this trait, you must make a standard PWR check at -4. If you succeed, you use your trait normally; if you fail, you lose your action this round, but may try again next round.
- ◆ **LIMITED APPLICATION.** Your trait only works within a narrower field of circumstances than normal for the trait. A charm that only works on men, a holy bolt that only affects the truly guilty, or a force field that only blocks metals would all have limited application.
- ◆ **POWER SOURCE.** Your trait requires some form of power source for it to work, and without access to that it ceases to function until you regain access to the source.
- ◆ **RECHARGE.** It takes time for the trait to re-charge before it may be used again. You can set the recharge for 1d6 turns, although it may be longer, at the GMs discretion.
- ◆ **SELF ONLY.** This is a trait that normally works on yourself and on others, but you elect to only use this trait on yourself.
- ◆ **OTHERS ONLY.** This is a trait that normally works on yourself and on others, but you elect to only use this trait on others.
- ◆ **TOUCH.** This is normally a ranged trait, but you elect to require a touch (no additional attack roll is usually required, although you must be in melee range).

ENERGIES

Many traits are tied to a specific element or energy. When indicated, roll on the table on the next page to find out which element/energy applies.

ENERGIES (ROLL 1D10)

Roll	Element/Energy
1	Cold; Frost
2	Darkness; Shadow
3	Earth; Stone; Geo-forces
4	Electricity; Lightning
5	Flame; Heat
6	Kinetic Energy
7	Light
8	Magnetism; Ferrous Metals
9	Radiation; Nuclear Energy
10	Sound; Sonic Energy

VARIABLE RANGE

Some traits are listed as having ‘variable range’. This means that different supers have different base ranges for the trait. One super may be able to establish telepathy only with creatures within 30’, while a different super with telepathy is able to communicate with another creature anywhere on the same planet. You roll once for variable range at character creation; this is always the range for your trait.

VARIABLE RANGES

Roll	Range
1	Up to 10’ per level
2	Up to 100’ per level
3	Up to 1 mile per level
4	Up to 10 miles per level
5	Up to 100 miles per level
6	Anywhere in the world, regardless of level

ROLL FOR RANGE

Many traits list the range as $1d4 \times 30'$. This means that the range is different for each hero who takes the trait. When you take this trait, roll $1d4$ and multiply the result by $30'$, giving you a range of $30'$, $60'$, $90'$ or $120'$ for this trait. This is always your range for this trait.

FEATS TO RESIST TRAITS

Many traits force the foe(s) to roll a FEAT to resist your trait. The target for the FEAT is set at target 20, often forcing a penalty equal to your applicable attribute modifier. A foe attempting to resist your *mind control* takes a penalty to the roll based on your CHA modifier. If you have CHA 7, the foe rolls a normal FEAT (target 20). If you have CHA 17 (a +5 modifier), the foe rolls at -5. If you had CHA 5, the foe would roll at +1.

OPTIONAL RULE: VARIABLE TRAIT RATINGS

Many traits are tied to an attribute, using the attribute modifier as the default rating for the trait. However, if your GM approves, roll 1d6 for your rating instead of using the attribute modifier. For example, *invulnerability* allows you to neutralize a number of points of damage equal to your CON modifier. Alternately, you could have invulnerability with a random rating of 1d6 when you take the trait.

MOVEMENT TRAITS

Some traits grant a bonus to your base movement rate. Use the table below to convert the rating to a movement in feet per round.

MOVEMENT RATES

Rating	Movement	Equivalent
1	100'	10 miles per hour
2	250'	25 miles per hour
3	500'	50 miles per hour (car on a highway)
4	1,000'	100 miles per hour (car top speed)
5	2,500'	250 miles per hour (race car)
6	1 mile	600 miles per hour (helicopter)
7	2 miles	1,200 miles per hour (jumbo jet)
8	5 miles	3,000 miles per hour (combat jet)
9	10 miles	6,000 miles per hour (cutting edge jet)
10	25 miles	15,000 miles per hour (missile)
11	50 miles	30,000 miles per hour (space shuttle)
12	100 miles	60,000 miles per hour (deep space probe)

ALPHABETICAL LISTING OF TRAITS

ABSORPTION (self). You can 'soak up' an energy or force, converting this into healing. Instead of suffering damage, you recover hit points from this energy equal to the damage you would have suffered. Ignore invulnerability or applicable resistances; you automatically recover the full amount of damage, up to your maximum hit points. Select an energy type that you can absorb, or roll on the chart on page 26.

AIR SUPPLY (self). You can survive without air for a number of hours (instead of rounds) equal to your CON rating.

ALTER EGO (self). You have two forms, a super form and a 'normal' form. Roll up your normal form as a second character of level 1, rolling 2d6 for each of your six attributes. When you take this trait, roll 1d4 for how many rounds it takes you to change forms. Your alter ego has a level equal to your primary character's Level Modifier.

AMPHIBIOUS (self). You can move and breathe underwater as easily as above the waves.

ANIMAL CONTROL (1d4 x 30'). Once per turn, you may use 1 action to attempt to control a natural animal. The animal rolls a FEAT to resist, taking a penalty equal to your CHA modifier. If the FEAT fails, you take control of the animal for 1 turn; it will understand you completely, obeying your every command. If you take a limitation to one type of animal, take +4 to control that animal type.

ANIMAL FORMS (self). You can assume a number of different animal forms each turn equal to your LM. It takes 1 round to change forms, and you stay in a form as long as you desire, or until at hp 0. You keep your hit points when you change forms. Your animal forms are built on any natural creature 1 CL lower than your level. As a hero 5, you can assume the form of any animal of up to CL 4. If you take the limitation restricting you to one animal form, that form is the same CL as you are.

ARMOR PIERCING (self, linked to another trait). Your linked attack bypasses the first points of a foe's invulnerability equal to your LM; at level 5 (LM 3), you ignore the first 3 points of a foe's invulnerability with the applicable attack.

BLAST (1d4 x30'). Use 1 action to emit a blast of energy dealing Level Modifier d6 damage in a straight line directly in front of you, measuring the length of your range. You may do this a number of times per turn equal to your PWR modifier. Roll for the type of energy you blast (see page 26). As a hero 5 with PWR 15 and *ice blast*, you may emit an ice blast 4 times per turn that deals 3d6 damage. All creatures in the area of effect are hit automatically, but may roll a FEAT for half damage.

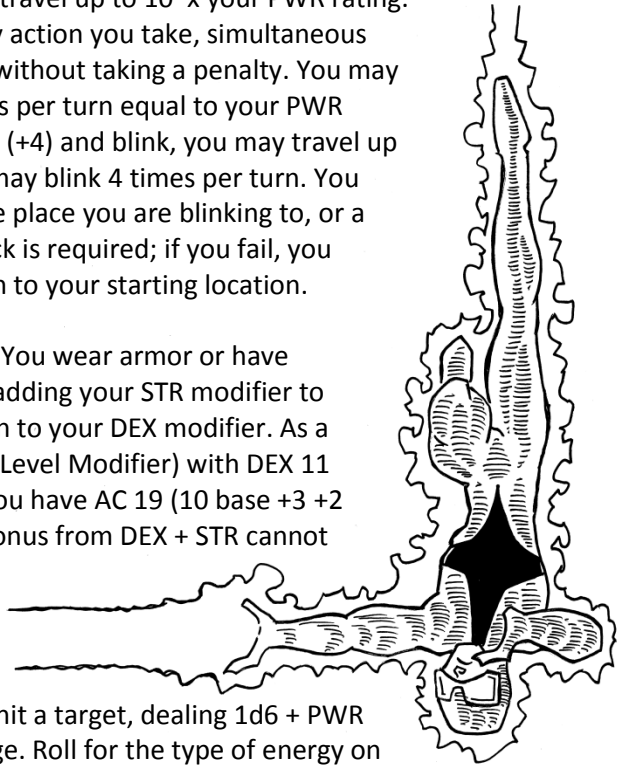
BLEEDING ATTACK (linked to an existing attack). You have an attack that causes damage after a successful hit. Living creatures struck with the linked attack type must roll a FEAT at -4 or suffer a bleeding wound. Your bleeding attack deals an additional 1d6 per round, for a number of rounds equal to your Level Modifier. This ignores *invulnerability*, dealing full damage each round. Any one foe will only be affected by your bleeding attack once per turn.

BLINK (self) You are able to instantaneously travel short distances across space. You may travel up to 10' x your PWR rating. You may blink on every action you take, simultaneous with the other action, without taking a penalty. You may blink a number of times per turn equal to your PWR modifier. With PWR 14 (+4) and blink, you may travel up to 140' per blink, and may blink 4 times per turn. You must be able to see the place you are blinking to, or a superhuman PWR check is required; if you fail, you cannot blink and return to your starting location.

BODY ARMOR (self). You wear armor or have armored adaptations, adding your STR modifier to Armor Class, in addition to your DEX modifier. As a hero 5 (+3 bonus from Level Modifier) with DEX 11 (+2) and STR 14 (+4), you have AC 19 (10 base +3 +2 +4). Note: your total bonus from DEX + STR cannot exceed +10.

BOLT (1d4 x 30').

Use 1 action to make a ranged attack roll to hit a target, dealing 1d6 + PWR modifier energy damage. Roll for the type of energy on page 26. You may do this as often as desired.



BOOST (1d4 x 30'). Once per turn, you are able to increase the attributes of yourself or one other living creature by your PWR modifier. When you take this trait, roll 1d6 for which attribute you are able to affect. Ex: If you have PWR 17 (+5) and roll 2, you are able to increase the INT of one creature within 30' once per turn by +5. This lasts for 1 turn. You can elect to boost your own attributes. If you take the self-only or touch limitation, take +1 to the bonus you confer. If you elect to have this trait affect any attribute, you *boost* any attribute you select by your PWR modifier -2.

BURGLARY (self). You are able to do things that burglars can do: pick locks, disarm traps, and pilfer small items without people noticing. Whenever you attempt an act of *burglary*, roll a FEAT against the difficulty of the object/situation, or against the contested FEAT of the foe, as appropriate. While picking a high-security lock may require a FEAT against target 20 (at -4 because of the challenge of the lock), an effort to swipe someone's ID card requires a contested FEAT against the foe's *sense* FEAT.

BURROWING (self). You are able to move through earth and stone at half of your normal move rate.

BURST (1d4 x 30'). You are able to throw a ball of energy up to range. This explodes in a 20' radius, dealing damage to all creatures in the area of effect. You have a pool of 1d6s equal to your level + your PWR modifier; you may use up to your level d6 with each burst you throw. For example, as a hero 4 with PWR 18 (+6) and *burst of cold*, you have a pool of 10d6 points of burst damage available per turn, but you may use no more than 4d6 on any one attack.

All creatures within the area of effect may roll a FEAT to take half damage. If you take the *point blank* power limitation, increase the die by +1 to 1d8.

CHAMELEON (self). You are able to use 1 action to change the color of your skin, worn clothing, and carried items to appear as the same color, texture, or pattern as the nearest surface. When you do this, you gain the *sneak* trait while near the same or a similar surface. If you already have *sneak*, you take +4 to sneak attempts while your chameleon trait is activated. You may use this as often as desired, and may turn it off as a free action.

CHARM (1d4 x 30') Once per turn, attempt to use 1 action to force a living human-like creature to roll a FEAT to resist, taking a penalty equal to your CHA modifier. A creature who fails views you as a close friend, obeying reasonable commands. Based on their intelligence, creatures are allowed a new FEAT every hour (INT 13+), day (INT 10-12), week (INT 8-9), month (INT 6-7), or year (INT 5 or less). *Charm* drops if you attack the charmed creature. A creature who makes the FEAT is unaffected.

CLIMBING (self). You are able to climb vertical surfaces at your full movement rate, with no action roll required.

COMMUNICATION (self). You are able to communicate with one type of creature or object. Decide this based on your other traits. Some examples include animals, sentient creatures (allowing you to speak all formal languages), or technology (allowing you to speak with technological devices).

COMPANION (self). You have a companion that follows you on your missions. Unlike a sidekick (see the Core Rules), this is a follower that does not share in XP. This may be a pet, robot assistant, or other creature. The companion is played as a second character, rolls *morale* FEATS with a bonus equal to your CHA modifier, and has a CL equal to your Level Modifier. If the companion dies or is lost, it will be replaced at the beginning of the next game session. Your companion is fiercely loyal to you.

CONFUSION (1d4 x 30'). At will, you may use 1 action to attempt to confuse one living creature within range. The target rolls a FEAT to resist, taking a penalty equal to your PWR modifier. If the target makes the FEAT, the creature is immune to your *confusion* for the rest of the turn. If the target fails, it acts in one of these ways:

CONFUSION RESULTS (1D4)

Roll	Action
1	Attack the hero's allies for 1d4 rounds, then roll again.
2	Attack the creature's own allies for 1d4 rounds, then roll again.
3	Do nothing for 1d4 rounds, then roll again.
4	Wander away for the rest of the turn.

CONTACTS (self). You have one or more allies that you can call upon for aid. When you attempt to use your contacts, explain what you are trying to do, and make a CHA check. The GM will grant a bonus of up to +4 (if you ask for something relatively easy) or a penalty of up to -4 (if you seek a huge favor). In general, the GM will only allow you to call upon your contacts once per game session.

CONTROL ENERGY (1d4 x 30'). This flexible and open-ended talent allows you to manipulate, shape, form, or create one type of energy. Roll on page 26 for the type of energy you can *control*. You can do several things with your *control*:

- ◆ Increase or decrease the intensity of the energy as a PWR check, based on the intensity. See the Core Rules for intensities.
- ◆ Replicate another trait (that you can logically justify) by spending a resolve point.
- ◆ Use this energy to perform a stunt (requiring a resolve point only if the stunt is particularly powerful or unusual).

Note: Because *control* is so flexible, the GM should be liberal in allowing you to try creative and unusual things with this power.

Example: Barnburner has PWR 16 (+5) and *flame control*. The GM allows him to light and extinguish candles without rolling, but has to make a superhuman check (at -4 to the roll) to snuff out the flames consuming a burning warehouse. After doing this, he realizes that the fire was set by a villain. He quickly erects a wall of flame to hedge the villain back. He just wants to create a simple wall, so the GM allows this without the use of a resolve point, and has Barnburner roll a PWR action; he gets $9+16=25$. This equates to a common intensity, but at the high end; the GM rules that the wall deals 3d6 damage to anyone trying to cross it, and it will burn for a number of rounds equal to Barnburner's PWR modifier (5 rounds).

CONTROL WEATHER (around yourself). You may attempt to use 1 action to control the weather within a number of miles equal to your level. Make a PWR check, modified based on the severity of weather change you want to enact. Weather changes typically last for 1 turn. Moderate changes (light snow on a cold day) require standard checks, while extreme changes (a blizzard on a warm day) require superhuman checks.

COUNTER ATTACKS (self). Any time a foe rolls a natural 1 on an attack against you, you take an immediate bonus action against that foe.

DANGER SENSE (1d4 x 30' radius around you). You are allowed an automatic *sense* FEAT (target 20), taking a bonus equal to your PWR modifier, whenever potential danger moves within range; if successful, you detect the presence and general direction of the danger.

DETECT (1d4 x 30'). Once per turn, use 1 action to detect the presence of one energy, element, or force. Examples include *detect magic*, *detect evil* and *detect mutants*. In general, this will be successful, but energies that are shielded or hidden may require a successful PWR check.

DETERMINATION (self). When you use a resolve point, you roll 1d8 instead of 1d6; you also have 1 extra resolve point per turn.

DIMENSION SHIFT (self). Once per turn, you may use 1 action to travel to an alternate reality. You must make a PWR check. On a failed check, you cannot travel to that reality for at least 2d6 days. On a natural 1, you are cast into a random dimension, and your dimension shift power stops working for 2d6 hours. Each additional creature you take with you imposes a cumulative -2 to the check.

DISINTEGRATE (1d4 x 30'). Once per turn, you may attempt to completely obliterate an object or creature within range. Roll a PWR check against the material strength of an inanimate object (see Core Rules); living targets roll a FEAT to resist, taking a penalty equal to your PWR modifier. Note that heroic characters cannot use *disintegrate* against other living creatures without suffering considerable penalties (see Core Rules). In general, you cannot affect creatures or objects larger than about 10'x10'x10'; you could disintegrate part of the wing of a jumbo jet, not the full jet (unless you attempt a stunt).

DRAIN (1d4 x 30'). Once per turn, you may attempt to *drain* (diminish) one attribute of a living creature within range. The target rolls a FEAT to resist, taking a penalty equal to your PWR modifier. If the target fails, the target loses a number of points from the affected attribute equal to 1d6 + your PWR modifier for 1 turn. Roll 1d6 for the attribute you are able to drain during character creation.

DRIVER (self). While all adult characters are assumed to be able to drive simple vehicles, you are able to drive vehicles in combat. When making a combat driving roll, make a DEX check, limited by the control of the vehicle (see Core Rules).

ELONGATION (self). You are able to stretch to reach objects up to a distance of 10' x your PWR modifier. You can land melee strikes against creatures within this range, and you can travel this distance with a single action.

EMOTION CONTROL (1d4 x 30'). Use 1 action to force a living target within range to roll a FEAT to resist, taking a penalty equal to your CHA modifier. If the target fails, you control the target's emotions for the rest of the turn. While you cannot control the actions of the target, you may make the target more susceptible to suggestions (and the use of your CHA) depending on how you manipulate the target's emotional responses.

ENERGY BODY (self). You are composed of or encased in one type of energy. Roll for the energy on the table on page 26. You deal bonus damage equal to your PWR modifier with all unarmed attacks; all those striking you in melee combat suffer damage equal to your PWR modifier.

ENERGY SOLIDIFICATION (1d4 x 30'). Use 1 action to create solid objects out of one type of energy. You can create a suit of armor for yourself (granting + PWR modifier to AC for 1 turn), a melee weapon (acting as a found weapon dealing +1d6 that lasts for a number of rounds equal to your PWR modifier), or a physical object like a wall, bridge or barrier. An object has AC 10 + PWR modifier, and your PWR modifier d6 hit points. With PWR 16 (+5), an object you create has AC 15 and soaks 5d6 damage before falling. A barrier blocks physical attacks from both without and within, although mental attacks continue to work normally, bypassing the barrier. Roll for the hit points of your object every time you create one.

ENHANCED SENSES (self). You take a bonus to *sense* FEAT rolls equal to your PWR modifier. If you limit this to one sense, you take +4 when applicable; limiting this to 2 senses gives you +2.

ESP (1d4 x 30'). Use 1 action to 'hear' the thoughts of one living, intelligent creature within range for up to 1 turn. Unwilling targets roll a FEAT to resist, taking a penalty equal to your PWR modifier, to prevent you from reading thoughts.

FEAR (1d4 x 30'). Use 1 action to force a living target in range to roll a FEAT to resist, taking a penalty equal to your CHA modifier. On a failed FEAT, the target succumbs to his or her greatest fears for 1 turn. Targets will either turn and flee (1-3 on 1d6) or fall to the ground writhing in horror (4-6 on 1d6). A target who makes the FEAT to resist is immune to your *fear* for the rest of the turn.

FLIGHT (self). You are able to fly, traveling up to your flight move with each action. You have a flight speed equal to your PWR modifier; with PWR 15 (+4), your flight speed is 1,000' per action; you can travel up to half of this (500' in this case) and still attack at -2. See movement rules in Core Rules. Note that if you have multiple actions per round (for example, from quickness), you can travel your *flight* on each action; a character with *flight* 4 (1,000') and *quickness* could travel 2,000' (about 1/3 of a mile) in one round!

FORCE FIELD (1d4 x 10' radius around yourself). Once per turn, use 1 action to construct a barrier that has AC 10 + PWR modifier, and which has your PWR modifier d6 hit points. With PWR 16 (+5), your *force field* has AC 15 and soaks 5d6 damage before falling. The *force field* blocks physical attacks from both without and within, although mental attacks continue to work normally. Roll for the hit points of your *force field* every time you create one.

GADGETEER (self). Once per turn, you may use 1 action to activate a gadget that you have been tinkering with, allowing you to replicate a power or ability one time (and then the device burns out). You may do this a number of times per day equal to your INT modifier. When you activate your gadget, you can replicate any other trait, using your INT in place of the required attribute. A helmet that allows you to control minds will allow you to use INT (instead of CHA) to control a target's mind one time (as the trait), and then burn out completely.

GLIDING (self). You have a limited form of flight. You can glide along air currents, using them to travel through the air. You are limited to manipulating current wind speeds. Typically, you will travel no more than 100' per round, although with a strong wind you can travel up to 250' per round. You may be required to make a DEX check to glide against a strong wind or to push yourself to glide more quickly than current air patterns would normally allow.

GROWTH (self). Use 1 action to grow to larger sizes; you take a bonus to STR, CON and to hit points based on your PWR modifier. With PWR 14 (+4), you take +4 to STR, +4 to CON, and +4 to hit points when you activate your power. Your bonus is the additional height (in increments of about 3') that you grow; growth +4 makes you about 12' taller. You cannot exceed a rating of 25 in any attribute, regardless. You remain in the larger size as long as desired, or until reduced to hp 0.

HEALING (touch). Use 1 action to restore 1d6 + PWR modifier hit points to a living creature. You can do this a number of times each turn equal to your Level Modifier. Alternatively, you can use 1 of your *healing* attempts to cure a malady, sickness, or disease. This may require a PWR check, as determined by the GM.

HEX (1d4 x 30'). Use 1 action to inflict a minor form of curse on another living creature within range. The target rolls a FEAT to resist, taking a penalty equal to your PWR modifier. On a failed FEAT, the target takes a penalty equal to your PWR modifier to all rolls for 1 turn. You may do this a number of times per turn equal to your Level Modifier, but may only affect any one foe once per turn. A creature who makes the FEAT is immune your *hex* for the rest of the turn.

HYPERSPEED (self). You are able to run quickly, traveling up to your *hyperspeed* movement with each action. You have a running speed equal to your PWR modifier (see page 27); with PWR 15 (+4), your running speed is 1,000' per action; you can travel up to half of this (500' in this case) and still attack at -2. See the Core Rules. Note that if you have multiple actions per round (for example, from *quickness*), you can travel your *hyperspeed* on each action; a character with *hyperspeed* 4 (1,000') and *quickness* could travel 2,000' (about 1/3 of a mile) in one round!

HYPNOTIZE (1d4 x 30' Once per turn, attempt to use 1 action to force a living human-like target to roll a FEAT to resist, taking a penalty equal to your CHA modifier. A target who fails goes into a state of hypnotism, obeying your simple prompts. You can use your hypnotism to do any one of the following, as you choose:

- ◆ **Mesmerize.** You force the target to stand transfixed for up to 1 turn.
- ◆ **Plant a Suggestion.** You plant a command that will be acted out at a later time, under specific circumstances. When the circumstance happens, the target rolls another resist FEAT (using the same target, modified by your CHA). If the target fails, the target goes back into a hypnotic state for up to 1 turn, or until your command is followed through.
- ◆ **Put to Sleep.** You cause the target to fall to sleep for 1d6 turns.

A target who suffers damage while hypnotized immediately comes out of the hypnotic state.

ILLUSION (1d4 x 30'). Use 1 action to create an illusion of an object, creature, or effect of your imagining. You can do this a number of times each turn equal to your Level Modifier. All targets roll a FEAT (taking a penalty equal to your PWR modifier), to see through the deception. Those who fail believe your *illusion* is real, and react accordingly. Your illusions cannot actually deal damage or affect others directly. Those who know you cast illusions may take +2 to FEATS, but are still subject to their effects.

IMMORTALITY (self). You are an immortal creature. You age very slowly, and will never die from old age. You take +2 to FEAT rolls against poisons, diseases and other natural sicknesses.

IMMUNITY (self). You are completely immune to attacks of one elemental or energy type, never taking damage from it. Roll on page 26 for the type of energy you are immune to.

INVISIBILITY (self). Use 1 action to turn yourself and all worn or carried items invisible. An invisible creature remains invisible until he or she attacks. An invisible creature takes +12 to *sneak* FEATS; those attacking an invisible creature take -4 to hit rolls.

INVULNERABILITY (self). You soak (ignore altogether) the first damage you take from every attack, equal to your CON modifier. With CON 12 (+3), you ignore the first 3 points of damage suffered from any attack or situation. This applies per attack (not per round), and applies after all other factors are considered.

KI (self). Ki gives you a pool of points each round equal to your PWR modifier. You may apply these points to your Armor Class (vs. one attack), one FEAT roll, one attack roll, or one damage roll, as needed. For example, with PWR 14 you have 4 points in your Ki pool. In one round, you may use 2 points to improve a FEAT result from 18 to 20 (making a FEAT you would have otherwise failed), 1 point to increase your AC vs. one attack (making an attack that hit you by 1 point now miss), and 1 point to damage on a successful strike (you hit, so didn't need the last point there; so you saved it for damage). This pool refreshes every round, but unused points do not carry over.

LARGE (self). You are exceptionally large. Instead of using 1d6 to roll hit points, you use 1d8.

LEADERSHIP (any ally who can hear or see you). Each of your allies, once per turn, may take a bonus to one action, resist or result roll equal to your CHA modifier. With CHA 14 (+4), you grant each of your allies +4 to one roll each turn, based on your *leadership*. This can be true even if you are communicating from far away.

LEAPING. You are able to travel great distances when you leap, up to 10' x your STR rating with 1 action; with STR 20, you leap up to 200'.

LEVITATE (self). You are able to float in the air, moving at half your normal movement rate.

LIFE TAP (1d4 x 30'). Use 1 action to emit a pulse of energy that deals damage to a foe, healing yourself in the process. Make a ranged attack roll against a living creature, dealing 1d6 + PWR modifier damage; if successful, you recover the same number of points that you force the target to lose. You may do this a number of times per turn equal to your Level Modifier. For example, if you deal 10 points of damage, but the target soaks 4 with his *invulnerability*, you deal and recover 6 hit points.

LUCK (self). You are exceptionally lucky, able to re-roll any natural roll of 1. You must accept the second roll result, even another 1.

MAGIC. You are able to cast magical spells. Use the spell rules from *Saga of the Splintered Realm* (available for free from rpgnow), based on your level. You cast spells as a Magic User of the same level, taking a bonus for INT as outlined in those rules.

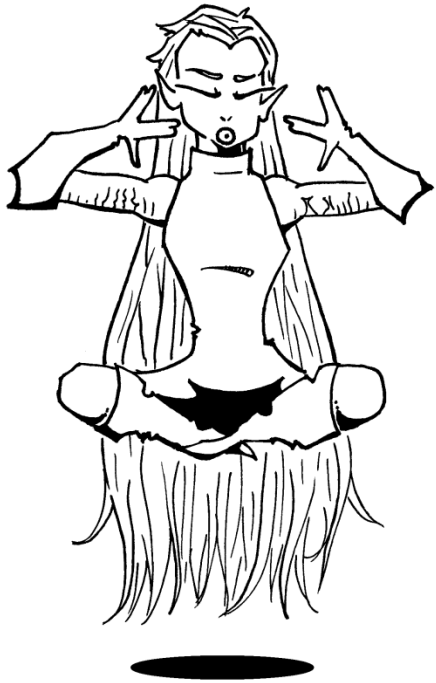
MARTIAL ARTS (self). You are exceptionally gifted or trained in melee combat. Take +2 to all attack rolls in melee combat, either with melee weapons or while unarmed.

MATTER CONVERSION (touch). You are able to use 1 action to transform one specific element into another specific element. The most popular application of this is converting lead into gold, but you can select any two types of matter you want. You must make a PWR check to convert the matter; small amounts require a standard check, while larger quantities (typically more than your own mass) require a superhuman check. You may only attempt to convert matter once per turn.

MIMIC (1d4 x 30'). You are able to use 1 action to mimic (copy) an attribute or trait of another living creature within range. The target rolls a FEAT to resist, taking a penalty equal to your PWR modifier. On a failed FEAT, you gain the attribute at the rating, or the trait (using your attribute ratings). You may mimic up to your Level Modifier attributes/traits at any one time. By taking the touch only limitation, increase the total number of attributes/traits by +1.

MIND BLAST (1d4 x30'). Use 1 action to emit a burst of mental energy dealing Level Modifier d6 damage in a straight line directly in front of you, measuring the length of your range. You may do this a number of times per turn equal to your PWR modifier. As a hero 5 with PWR 15 and *mind blast*, you may emit a mind blast 4 times per turn that deals 3d6 damage. All living creatures in the area of effect are hit automatically, but may roll a FEAT for half damage.

MIND BOLT (1d4 x 30'). Use 1 action to launch a mental strike against a living target within range. The target rolls a FEAT to resist, taking a penalty equal to your PWR modifier; on a failed FEAT, the target suffers 1d6 + your Level Modifier damage. You need to see the target, but *mind bolt* will bypass force fields and other barriers.



MIND CONTROL (1d4 x 30')
Once per turn, attempt to use 1 action to force a living human-like target to roll a FEAT to resist, taking a penalty equal to your CHA modifier. A target who fails follows your every command, becoming a mindless automaton under your control. Based on their intelligence, creatures are allowed a new FEAT every hour (INT 13+), day (INT 10-12), week (INT 8-9), month (INT 6-7), or year (INT 5 or less). *Mind control* drops if you attack the creature. A creature making the FEAT is unaffected.

MIND SHIELD (self). You are especially resistant to mind attacks and mind control. Against any mental attack or power, you take +4 to FEAT rolls to resist, and you automatically take half damage.

MULTIPLICITY (self). Once per turn, you may use 1 action to create many duplicates of yourself. You generate a number of duplicates equal to your PWR modifier when you activate this trait. Each of your duplicates possesses all of your attributes and traits (except the power to create more duplicates). Each of your duplicates has 1 hit point, and disappears when it suffers 1 point of damage. Those attacking you must roll a *sense* FEAT (target 20) as a free action in order to find you; otherwise, they will attack one of your duplicates first.

NATURAL ATTUNEMENT (self). You have an attunement with the natural world. Roll a FEAT to identify plants or animals you interact with, or to track creatures through natural settings.

NEMESIS (self). You become more effective as you fight a specific foe, learning that foe's strengths and weaknesses, taking a cumulative bonus each round, up to your PWR modifier. In the first round of combat, you take no bonus. Each round thereafter, take a cumulative +1 until you reach your maximum bonus. For the rest of this combat, and any time you face that specific foe in the future, you take the bonus. The bonus applies to attack rolls, FEAT rolls against that foe's powers and abilities, and to Armor Class against that foe's attacks.

For example, you have *nemesis* and PWR 13 (+3). In a fight with the vampire Al-Vadak, you take +0 in the first round, +1 in the second round, +2 in the third round, and +3 in each round thereafter. Any time you fight Al-Vadak again, you start at a +3 modifier. Against any other vampire, you start at +0 again, and must learn that new foe's particular strengths and weaknesses.

NIGHT VISION (self). You are able to see in the dark as well as in normal light.

NON-LIVING (self). You are not a living creature. You are immune to poisons, diseases, and toxins; you do not need to eat, sleep or breathe.

NULLIFY (1d4x30'). Once per turn, you can use 1 action to temporarily render one of the traits of another creature inert. The target rolls a FEAT, taking a penalty equal to your PWR modifier. On a failed FEAT, the target's trait is 'turned off' for 1 turn. You cannot affect attributes like STR, or traits like a profession, but only superhuman traits. You select the trait you want to affect each time you attempt to *nullify*.

OBJECT READING (touch). You can use 1 action to touch a physical object and 'read' its history, discerning its owner/users, as well as significant events that it has been involved in. Gathering general information and key events may require a standard PWR check, while discerning minor details will require a superhuman PWR check.

PHASING (self). Once per turn, you can use 1 action to enter a phase form, altering your density. While phased, you gain *invulnerability* equal to your PWR modifier, and you use your PWR modifier in place of your STR modifier for melee attacks and damage, if PWR is better. You may roll a PWR check to move through solid objects, depending on their material strength (see the Core Rules). You keep all of your attributes and traits when you phase. You return to normal form at the end of the turn, and must re-activate phasing next turn if you want to use it again.

PILOT (self). You are able to pilot all air and space vehicles; you are also able to operate such vehicles in combat. When making a combat pilot roll, make a DEX check, limited by the control of the vehicle (see the Core Rules).

PLANT ANIMATION (self). Once per turn, you may use 1 action to animate plants to fight on your behalf. Plants have a CL equal to your Level Modifier, and you call forth a number of plants equal to your PWR modifier. As a hero 6 with PWR 16 (+5), you animate 5 plants, each of CL 3. Create the statistics for your plants ahead of time so you know what you summon (see sample plants in the Core Rules, page 107). Plants you summon remain for up until 1 turn.

PLASTICITY (self). You can shape your body into any number of useful, flexible objects, including hang gliders, bouncing balls, air balloons, and other objects. You can also move through narrow openings or into tight spaces. Roll a PWR check when you attempt to use your plasticity to do something extraordinary: While turning yourself into a parachute for 1 character to use or sliding under a parked car may give you +4 to a standard check, carrying a jumbo jet to the ground safely or slipping through the head of a needle may require a superhuman check at -4.

POISON (self). One of your attacks injects a poison on a successful hit. The target rolls a FEAT to resist, taking a penalty equal to your PWR modifier. If failed, the target suffers your PWR modifier d6 damage. With PWR 13 (+3), you force targets to roll a FEAT at -3, suffering 3d6 damage if they fail. A target can only be affected by your poison once per turn, immune for 1 turn on a successful FEAT. You may use *poison* a number of times per turn equal to your Level Modifier.

POSSESSION (1d4 x 30'). Once per turn, use 1 action to attempt to take control of another human-like creature within range. The target rolls a FEAT to resist, taking a penalty equal to your PWR modifier. If the target fails, your body disappears (moving into the astral plane) as you take control of the body of your target. You maintain your own INT, but take on all other attributes and traits of the target. You may continue to possess the target for as long as you desire, but the target is allowed a new FEAT at the beginning of every turn. A target who successfully resists is immune for the rest of the turn.

PRECOGNITION (self). This trait operates beyond the abilities of its wielder to control. Once every 1d6 days, the character receives a vision of some future event. The circumstances of the appearance of the vision differ from person to person, although this often comes as a dream during sleep.

When the vision comes, the character must roll an INT check. On a failed roll, the character remembers only snippets, fragments of images of what may come. On a successful standard INT check, the character sees some thread, or some specific details of an event to come. On a successful superhuman INT check, the character sees a clear vision of a time soon to come, knowing specific details, often including places, dates, and times for this event.

In all cases, precognition gives a glimpse of what will happen should things continue exactly as they are. As soon as the character takes some action based on the vision, history changes and the event may or may not come to pass. Should the character elect to do nothing as the result of his or her vision, the event will come to pass as it was seen.

NOTE: Precognition is a great way to give hooks for missions, and as the GM you can control how much information is revealed to give players motivation to set out on adventures.

PROFESSION (self). You are an expert in a particular field. Whenever you attempt to roll a check in your field, you do so at +4. For example, as a scientist with INT 11, you make INT checks regarding science at +15. A *profession* can be any area of expertise.

PUMMEL (self). You deal improved damage with unarmed attacks. Roll 1d6 for the damage die for your strikes: 1-2 = 1d6; 3-4 = 1d8; 5-6 = 1d10. Usually this reflects fists and/or kicks, but may reflect another physical attack like a tail swipe or head butt.

QUICKNESS (self). You take one bonus action each round; you can use this bonus action to attack, move, or perform another act. This is a second full action, working as any other action.

RAGE (self). A number of times per day equal to your LM, you are able to enter a state of fury. This is a free action, and your rage lasts for 1 turn. While so enraged, you take +1 to STR and CON, and take + level hit points. You cannot choose to leave combat once you activate your rage.

REFLECTION (self). You are able to reflect physical attacks back upon foes, even those that successfully hit you, as a free action. You may attempt to reflect a number of attacks each turn equal to your Level Modifier. When you attempt to reflect an attack, roll a PWR check against the original attack roll result; if successful, you reflect the attack back, and the original attacker becomes the defender against the attack, using your PWR check result. You may attempt to reflect a natural 20.

REGENERATE (self). You recover a number of hit points every round equal to your CON modifier. With CON 15 (+4), you recover 4 hp at the end of every round. This is true even when you are at negative hit points; however, you can still die.

REMOTE SENSING (self). You are able to piggy back on one of the five senses (decide when you get this trait) of a known creature on the same planet. Use 1 action to make a standard PWR check (for a creature within 100 miles) or a superhuman PWR check (for a creature beyond 100 miles). If successful, you are able to experience that sense alongside the target for 1 turn. For example, with remote vision, you are able to see through the target's eyes for up to 1 turn. The target is allowed a FEAT to resist, modified by your PWR modifier. The target who makes the FEAT blocks you, and is aware of your attempted intrusion.

RESIST (self). You take +4 to FEATS to resist, and automatically take half damage against, a particular energy. Roll on page 26 for the type of energy you have resistance to.

SENSORY ATTACK (1d4x30'). You have an attack that causes targets to temporarily lose one of their senses. Targets affected by your sensory attack must roll a FEAT (modified by your PWR modifier) of lose access to the sense, taking -4 to all FEATS involving that sense for 1d6 hours.

SENSORY SHIELD (self). You take + 4 to FEAT rolls to resist attacks targeting your five senses.

SERIAL IMMORTALITY (self). You cannot be killed: at least, not permanently. Any time you 'die', you are reborn at the beginning of the next turn, at full health. You will be disoriented for 1d6 rounds as you get your bearings. Work out the specific details of how and where you are reborn with your GM (Where do you appear? Wearing what?).

SHAPE CHANGE (self). Use 1 action to alter your appearance to look like another creature of the same general size and shape. Those who have no reason to question you will assume you are the creature you imitate, but those with reason to suspect the deception may roll a *sense* FEAT, taking a penalty equal to your CHA modifier, to see through your disguise. This lasts as long as you desire; you maintain all of your attributes, talents, and traits.

SHARPSHOOTER (self). You are exceptionally skilled with ranged weapons. You take +2 to attack rolls with ranged weapons, and you add your DEX modifier to damage rolls. This works only for ranged weapons like guns, bows and energy rifles, not for ranged traits.

SHIELD (self). You carry a shield, or have some sort of shield-like device or energy, that improves your Armor Class while you use it. Roll 1d4+1 for the AC bonus you receive from this shield. Sometimes, a shield will also double as a melee weapon (see page 51). You cannot attack with two hands while using a shield (unless the shield is the weapon).

SHOCKWAVE (1d4x30') You use 1 action to clap your hands together, emitting a powerful shockwave that deals damage to all targets in a straight line, up to the range. Deal 1d6 + STR modifier damage to all targets automatically. Targets may roll a FEAT for half damage.

SHOUT OF INSPIRATION (1d4x30'). Once per turn, shout as a free action. When you shout, grant all living allies in range a bonus to their next roll (whatever type of roll that is) equal to your CHA modifier. This bonus must be used within 3 rounds or it is lost.

SHOUT OF INTIMIDATION (1d4x30'). Once per turn, shout as a free action. When you shout, force all living foes of lower level than you are with range to roll a *morale* FEAT, modified by your CHA, modifier or turn and flee for 1 turn. With CHA 13, you force targets to roll the FEAT at -3.

SHRINKING (self). Use 1 action to shrink to a very small size; you keep all of your attributes and traits; you are just really, really small. Up to PWR 13, you shrink to a few inches; measure your movement in inches instead of feet; at PWR 14+, you shrink to microscopic size; measure your movement in millimeters. You return to full size at will, or when reduced to 0 hp.

SNARE (1d4 x 30'). Use 1 action to attempt to *snare* a target within range. The target rolls a FEAT to resist, taking a penalty equal to your PWR modifier; on a failed FEAT, you snare the target in place for 1 turn; the target must use 1 action and make a STR check to break free of your *snare*; only characters with superhuman STR may break your *snare*, and they must roll a check, target 30 taking a penalty equal to your PWR modifier.

SONAR (1d4 x 30' radius). You are able to 'see' in all directions, out to the trait's range, at all times. Take a bonus equal to your PWR modifier to *sense* FEATS. You may get a bonus to *sense* FEATS from both *sonar* and *enhanced senses*, adding the two bonuses together.

SORCERY (self). You are able to manipulate mystical forces to create a wide range of effects. You may use your sorcery to mimic any other trait as a spell. You may cast a number of spells each turn equal to your Level Modifier. Your range and effectiveness are always set at the lowest available for that trait (unless you have the spell power talent). This means that the base range for all spells is 30'; flight is 100'; etc.

When you attempt to cast a spell, explain the trait you are copying with your spell, and roll a superhuman PWR check at +4. If successful, you cast the spell, wielding the trait as described. Two talents are also available for those with the sorcery talent:

- ◆ **SPELL CASTING.** With the sorcery trait, you have one extra spell casting slot per turn (a total of your Level Modifier +1).
- ◆ **SPELL POWER.** With the sorcery trait, you take +1 to the range and effectiveness for traits that have scaled or random qualities. For example, your base range with most ranged spells would be 60' (instead of 30'), or your flight would be 250' (instead of 100').

SNEAK (self). You are able to move about undetected. Roll a FEAT vs. either your foe's *sense* FEAT or a situational DT (example: the security camera's effectiveness) to move about undetected.

STUN (1d4x30'). Once per turn, use 1 action to attempt to *stun* another living creature within range. The target rolls a FEAT to resist, taking a penalty equal to your PWR modifier. If the FEAT fails, you stun the target for 1d6 rounds, and the target is unable to act. A target who makes the FEAT is immune to your *stun* for the rest of the turn.

SUMMON (self). Once per turn, you may use 1 action to summon one or more creatures to help you out. You automatically summon one or more creatures with a total CL equal to your level (see Core Rules). Summoned creatures appear within 30', remain for a number of rounds equal to your PWR modifier, and will serve you without question. You should select a specific type of creature that you summon (i.e. bats, undead, giant insects, elementals).

SWINGLINE (self). You are able to use 1 action to generate a swingline, traveling a short distance. Your swingline takes you your PWR modifier x30' with 1 action. With PWR 14 (+4), your swingline always allows you to travel up to 120' in any direction on 1 action.

TELEKINESIS (1d4 x 30'). Use 1 action to manipulate objects at range, using your PWR in place of STR. With PWR 14 or better, you can perform deeds of superhuman strength with your telekinesis. Add your PWR modifier to your attack rolls (typically rolling 1d20 + Level Modifier + PWR modifier to hit), and your base damage is 1d6 + PWR modifier with a telekinetic attack.

TELEPATHY (variable range, see page 26). You are able to use 1 action to open communication with another living creature within range. An unwilling target may roll a FEAT to resist, taking a penalty equal to your PWR modifier, to refuse contact. A target who rolls a successful FEAT blocks your *telepathy* for 1 turn.

TELEPORT (variable range, see page 26). You may use 1 action to *teleport* to a place you can see, or with which you are familiar. You automatically *teleport* successfully on your own, but may travel with one target on a successful PWR check (target 20). Unwilling targets roll a FEAT to resist, taking a penalty equal to your PWR modifier.

TIME TRAVEL (self). Once per turn, you may move through time, arriving at a destination you select. You must roll a successful superhuman PWR check to time travel. A fumble (natural 1) on a time travel check sends the character into an alternate timeline where the event changed as the character desired - but so did many other things. The world the character knew may be vastly different. It should prove almost impossible to return to his native timeline.

NOTE: Time travel should be included in your game with great care. Time travel, by its nature, changes reality, giving an automatic 'do over' for events. Some Game Masters may restrict time travel from their games altogether. However, if time travel is allowed, it should automatically come with at least one, and possibly several, restrictions on its use.

UTILITY BELT (self). You have a belt (or satchel, bag, cape, bandolier... you get the idea) that is full of cool stuff. Your belt has 3d4 of the items below. Re-roll duplicate results. Your *utility belt* refreshes whenever you have the chance to return home and re-stock (typically once per adventure). With one of your talents, you can elect to add 1d4 additional items to your utility belt.

NOTE: As an optional rule, instead of rolling for each item in your belt, you can instead roll a check each time you need an item. See page 50.

UTILITY BELT ITEMS (ROLL 1D20)

(* = usable only one time)

1. **1 Vial of Acid.** This deals 2d6 damage and ignores all protection or invulnerability (excepting *resistance to acid*). Glass, by its nature, ignores acid damage. Can be placed with a successful melee attack, or hurled as a thrown weapon.
2. **1d4 Bolas.** You can throw these up to 30', forcing a target to roll a FEAT or be tripped and bound in place for 1 round.
3. **1d4 Sets of Caltrops.** Each set can be dropped in a 10' square area, dealing 1d6 damage to any creature moving over them, and cutting movement in half for 1 turn.
4. **1 Ear Shield.** Gives you +4 to FEAT rolls to protect your ears from being overwhelmed or attacked. Requires 1 round to put on.
5. **1 EMP Device*.** Roll at +15 to disable an electronic device hit for 1 turn. Can be placed with a successful melee attack, or hurled as a thrown weapon.
6. **1 Eye Shield.** Gives you +4 to FEAT rolls to protect your eyes from being overwhelmed or attacked. Requires 1 round to put on.
7. **1 Fire Extinguisher*.** Roll at +15 to put out a flame with a radius of up to 10'. Range 30'.
8. **1d4 Flares.** Forces targets within 30' to roll a FEAT or be blinded for 1d6 rounds (taking -4 to all actions). Emits bright light (60' radius) for 1 turn. Can be hurled as a thrown weapon.
9. **1d4 Flash Pellets.** Use 1 action to set off a flash pellet, forcing all other creatures within 30' to roll a FEAT or be stunned for 1 round, unable to act and taking -2 to AC and FEAT resist rolls.
10. **1 Inhibitor*.** Forces the target to roll a FEAT or turns 'off' one superhuman attribute or trait (wielder's choice) for 1d6 rounds. Can be placed with a successful melee attack, or hurled as a thrown weapon.
11. **1d4 Micro Grenades.** Use 1 action to throw one of these up to 30'. Each pellet explodes for 3d6 damage, affecting all targets in a 10' radius of the explosion. Targets may roll a FEAT for half damage.
12. **1d4 Energy Grenades.** As micro grenades above, but dealing energy damage instead. Roll for an energy on page 26.
13. **1 Vial of Pepper Spray*.** Spraying this forces the living target within 10' to roll a CON check or take -2 to all rolls for 1 turn.

14. **1 Re-Breather.** You can breathe underwater or in a hostile environment for up to 1 hour.
15. **1 Vial of Repellent*.** Spraying this forces the living target within 10' to roll a CON check or turn and flee for 1 turn.
16. **1 Siren*.** Forces targets within 30' to roll a FEAT or be deafened for 1d6 rounds (taking -2 to all actions). Shatters glass and other breakables within 30' at +15.
17. **1d4 Smoke Pellets.** Use 1 action to set off a smoke pellet, allowing you to make one immediate *sneak* FEAT (if you don't have *sneak*) or take +4 to a *sneak* FEAT (if you have *sneak*).
18. **1 Taser*.** Use 1 action to force a target within 30' to roll a FEAT or be stunned for 1d4 rounds.
19. **1d4 Tracking Devices.** With 1 action, and on a successful contested FEAT, you are able to attach a tracking device to a foe without the foe noticing (the target adds any *sense* bonuses).
20. Double the quantity of one item in your utility belt.

OPTIONAL RULE: FEATS FOR UTILITY BELT AND TRICK PIECE CHECKS

The rules assume that you are going to amass and keep track of a specific assortment of items for your utility belt, or of your supply of trick pieces for a weapon. However, you can instead have a random assortment of items in your inventory. In this case, declare what item you are looking for each time you try to use something new, and roll a FEAT. If successful, you find the item and can use it; if you fail the FEAT, that item is not in your supply, and is not available to you until you have a chance to re-supply. You can continue to 'look for' multiple pieces, continuing to find additional items with each successful FEAT. Each game session, this re-sets, and you start rolling checks for each item from the beginning.

For example, you are fighting a flame-using foe. You check to see if you have a cold arrow in your satchel, and make a successful FEAT. You draw and fire a cold arrow. You can do this as many times as you continue to make successful FEATS; once you fail a FEAT, you realize you have used up all of your cold arrows, and must switch to something else.

VEHICLE (self). You start with a cool vehicle! Make an initial Resources roll at +4 to determine the value of the vehicle you begin with. Design the vehicle as you desire, based on the value you roll.

WALL CRAWLING (self). You may move along walls and ceilings at your normal movement rate.

WEALTH (self). You have access to richness others can only dream of. Roll 1d6 and add this to your initial Resources roll (with a minimum rating of 14).

WEAPON, MELEE (self). You carry a unique melee weapon that allows you to deal bonus damage. Roll 1d6 for the damage die for this weapon: 1-2 = 1d6; 3-4 = 1d8; 5-6 = 1d10. This becomes the damage die you roll every time you use this weapon. You also add your STR modifier to damage with this weapon.

There is a 1 in 4 chance this weapon may also be thrown; a thrown weapon may strike a creature up to 10' away per point of STR, and automatically returns to your hand at the end of the round.

WEAPON, TRICK (1d4 x 30'). A trick weapon is a ranged weapon (or set of ranged weapons) that deals damage. Examples include a special bow, a satchel of darts, or a collection of boomerangs. Attack with this weapon at your normal attack modifier + your DEX modifier. Roll 1d6 for the base damage type for the weapon: 1-2 = 1d6; 3-4 = 1d8; 5-6 = 1d10. You may attack with this base attack at will, using 1 action to attack. You have as many of the base weapon/ammo as you need.

You also have a variety of specialty trick ammunition/pieces that you can use as needed. Roll 2d4 for the number of trick pieces, and roll on the next page for each piece. Re-roll duplicate results. Your supply of trick pieces refreshes when you have a chance to re-stock (usually once per adventure). With one of your talents, you can elect to add 1d4 new pieces to your collection.

NOTE: As an optional rule, instead of rolling for each piece, you can instead roll a check each time you need an item. See page 50.

X-RAY VISION (1d4 x 30'). Use 1 action to see through solid objects. You cannot see through objects made of or coated with lead.

TRICK PIECES (ROLL 1D12)

Roll	Item
1	1d4 Acid Pieces. On a successful hit, deals 2d6 damage, ignoring all protection, resistance, invulnerability (excepting resistance to acid). Glass, by its nature, ignores acid damage.
2	1d4 Armor Piercing Pieces. These ignore the first 5 points of the target's invulnerability rating altogether.
3	1d4 Cold Pieces. On a successful hit, emits a burst of cold, dealing 4d6 cold damage in a 5' radius and freezing nearby objects. Targets may roll a FEAT for half damage. If hitting a flaming object, roll at +15 to put out a flame with a radius of up to 10'.
4	1d4 EMP pieces. On a successful hit, roll at +15 to disable an electronic device hit for 1 turn.
5	1d4 Fire Pieces. On a successful hit, bursts into flame, dealing 4d6 fire damage in a 5' radius and setting flammables ablaze. Targets may roll a FEAT for half damage.
6	1d4 Flare Pieces. On a successful hit, force targets within 30' to roll a FEAT or be blinded for 1d6 rounds (taking -4 to all actions). Emits bright light (60' radius) for 1 turn.
7	1d4 Inhibitor Pieces. On a successful hit, forces the target to roll a FEAT or turns 'off' one superhuman attribute or trait (wielder's choice) for 1d6 rounds.
8	1d4 Rope Line Pieces. On a successful hit against AC 10, you anchor a rope line to a distant object up to weapon range distance; you can travel to over the line at your movement rate.
9	1d4 Snare Pieces. On a successful hit, deals normal damage and forces the target to roll a FEAT or be bound and unable to move, needing 1d4 rounds to get free of the binds. Those with STR 14+ get free as a minor action.
10	1d4 Sonic Pieces. On a successful hit, forces targets within 30' to roll a FEAT or be deafened for 1d6 rounds (taking -2 to all actions). Shatters glass and other breakables within 30' at +15.
11	1d4 Stun Pieces. On a successful hit, deals normal damage and forces the living target to roll a FEAT or be stunned for 1d4 rounds.
12	1d4 Tracking Pieces. On a successful hit, deals normal damage and also places a tracer that allows you to follow the target. The target may roll a <i>sense</i> FEAT (at -4) to notice the tracker.

4: CHARACTER ADVANCEMENT

Every time your character advances a level, he or she improves in significant ways. Some of these improvements take place every level, some take place at every even-numbered level, and some take place at every odd-numbered level.

EVERY LEVEL

- ◆ Add 1d6 + your CON modifier to your total hit points, adding this to your previous total.
- ◆ Optional: Roll to see if your Resources change (see below).
- ◆ Make a Resources roll if you want to purchase new items or upgrade existing items (see the Core Rules).

AT EVERY EVEN-NUMBERED LEVEL (2, 4, 6, 8, 10, 12)

- ◆ Take a new talent, modifying any abilities affected by that talent.

AT EVERY ODD-NUMBERED LEVEL (3, 5, 7, 9, 11)

- ◆ Increase your Level Modifier by +1,
- ◆ Improve all abilities affected by your Level Modifier (Armor Class, FEAT modifier; To Hit modifiers).
- ◆ Improve all talents affected by your Level Modifier.

CHANGING RESOURCES (OPTIONAL RULE)

While the default assumption of the game is that Resources remain the same, you can elect to roll to see if resources change every time you earn a new level of experience.

When you level up, make an INT check (target 20). If you succeed, take +1 to your Resource rating. If you fail, you stay where you are. If you botch (natural 1), you lose 1d4 points from your Resource rating. If you roll a natural 20, or roll a total result of 30 or better, you take +2 to your Resources rating. This allows some steady growth over time, with periods of nothing, and chances of a bad day at the office.

If, through role playing, you have demonstrated an effort to improve your character's Resources, take up to +4 to this roll (as determined by the GM). If, through role playing, you have made errors or engaged in activities that could hurt your income, take up to -4 to this roll (again, at the GMs discretion).

CHANGING RESOURCES IN PLAY

Zealot moves to level 2, and is allowed to roll to increase his Resources rating. The GM thinks about his activities during level 1; there were two times where Zealot called in sick to work in order to go about solving crimes, and a third time he missed work entirely because he was unconscious in an alley after a particularly bad day. The GM decides he has to take -4 to this roll; he rolls a natural 1. The GM decides that the penalty carries over, taking an extra -1 from the 1d4 roll. Zealot rolls a 4 on the die, for a -5 to his Resources rating. He loses his job, and is evicted from his apartment for failing to keep up with the rent. Zealot is now a homeless superhero (his Resources have fallen from 8 to 3), and now lives in a homeless shelter in a church basement.

He decides during level 2 to try and get a job washing dishes just to make ends meet and get back on his feet. When he gets to level 3, the GM notes that he's been making an effort to get to work, and intentionally took a few overtime shifts. The GM grants +4 to his Resources roll at level 3; Zealot rolls 17 on the die, modified to a 21, + his INT 9 is a total result of 30. The GM gives him +2 to his Resources rating, moving to 5. He now can afford a cheap apartment, and is being given more hours at work. He is allowed to work many late mornings and early afternoons, freeing up his evenings and nights for his work as Zealot.

APPENDIX A: CHARACTER ARCHETYPE BUILDING

You can use these characters as presented, or change them as you desire. Each is a new hero, built on 60 attribute points with 4 traits. You can move attribute points, swap traits, take drawbacks, and select new talents to customize these starter heroes as you want.

BRICKY (HERO 1)

Brad Hart; Former Wrestler; Altered Human; Resources 7

AC 13; HD 1d8 (hp 18); Move 40'; FEAT +8; Strike (+7/1d10+6)

STR 19 (+6); INT 4 (-1); PWR 6 (-)

DEX 10 (+2); CON 16 (+5); CHA 6 (-)

Traits: Invulnerability; Large; Shockwave; Pummel (1d10)

Talents: Fortitude

Purpose: "Gimme something to break!"

A giant with a soft heart, Bricky often volunteers with sick children.

FIREBALL JUNIOR (HERO 1)

Chad Hills; Fashion Model; Altered Human; Resources 11

AC 14; HD 1d6 (hp 8); Move 40' (fly 250'); Bolt (+4/1d8+6/60')

STR 6 (-); INT 6 (-); PWR 18 (+6)

DEX 12 (+3); CON 10 (+2); CHA 8 (+1)

Traits: Alter Ego; Bolt (1d8); Energy Form; Flight (250')

Talents: Second Wind

Purpose: "To save the world and look hot while doing it."

An accident gave Fireball Junior his powers, but he already had his fiery attitude.

GLYPH (HERO 1)

Crystal Quest; Arcane Researcher; Artifact; Resources 11

AC 13; HD 1d6 (hp 8); Move 40'; FEAT +7; Magic Bolt (+3/1d6+6/60')

STR 6 (-); INT 8 (+1); PWR 18 (+6)

DEX 10 (+2); CON 10 (+2); CHA 8 (+1)

Traits: Bolt of Magic (1d6; 60'); Hex (60'); Levitate; Sorcery;
Profession (Arcane Researcher)

Talents: Focused

Purpose: "Shield the world from mystical forces that would harm it."

When she opened the scroll of elder sorcery, the symbols from the scroll became tattoos on her skin, imbuing her with control of mystical forces.

PSION (HERO 1)

Mary Warren; College Student; Mutant; Resources 6

AC 12; HD 1d6 (hp 7); Move 40'; FEAT +9; Mind Bolt (1d6+5 damage/60')

STR 6 (-); INT 8 (+1); PWR 16 (+5)

DEX 8 (+1); CON 8 (+1); CHA 14 (+4)

Traits: Levitate; Mind Bolt (1d8/60'); Mind Shield; Telekinesis

Talents: Focused

Purpose: "To protect my friends."

Born with mind powers, Psion is a very private and shy girl.

PACER (HERO 1)

Chaz Marker; Professional Stunt Man; Mutant; Resources 7

AC 16; HD 1d6 (hp 8); FEAT +9; Move 500'; Strike (+2/1d6+1)

STR 8 (+1); INT 6 (-); PWR 14 (+4)

DEX 16 (+5); CON 10 (+2); CHA 6 (-)

Traits: Hyperspeed (500'); Quickness; Pummel (1d6); Sneak

Talents: Second Wind

Purpose: "To save the world and have fun doing it!"

A showoff by nature, Pacer loves living life in the fast lane.

TEMPLAR (HERO 1)

Edwin Hibbins; Museum Curator; Cyborg; Resources 12

AC 15; HD 1d6 (hp); Move 40' (fly 100'); FEAT +7; Sword (+5/1d8+4)
or bolt (+1/1d6+4)

STR 14 (+4); INT 6 (-); PWR 14 (+4)

DEX 6 (-); CON 14 (+4); CHA 6 (-)

Traits: Bolt (1d6); Body Armor; Invulnerability; Weapon, Melee
(Sword 1d8)

Talents: Improved Critical

Purpose: "To smite evil wherever it arises"

Wearing a suit of modern armor, Templar follows the code of chivalry.

VIGILANCE (HERO 2)

Ahana the Blue; Adventurer; Outsider; Resources 8

AC 15; HD 2d6 (hp 22); FEAT +7; Move 40'/Fly 250'; Strike (+6/1d8+5)

STR 16 (+5); INT 6 (-); PWR 6 (-)

DEX 10 (+2); CON 14 (+4); CHA 8 (+1)

Traits: Determination; Flight (250'); Invulnerability; Pummel (1d8)

Talents: Fortitude; Toughness

Purpose: "To defend the beauty of this world."

Visiting from another world, Vigilance sees herself as earth's helper.

APPENDIX B: OPEN GAME LICENSE VERSION 1.0A

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