SuperLite

SuperLite is a game of four color comic book action. It's based on Greywulf's excellent Microlite version of the d20 system. The core of its superpower system is borrowed from the classic FASERIP ranking system. Using this ranking system has the happy side-effect of making the game kinda-sorta compatible with write-ups available from a large number of classic superhero RPG supplements. Unless otherwise noted, assume all rules are as per Microlite20.

Stats

There are 3 stats : **Strength** (STR), **Dexterity** (DEX) and **Mind** (MIND). Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

Stat bonus = (STAT-10)/2, round down.

Classes

SuperLite only uses one class: Hero.

Heroes begin at level 1 and start with superpowers (see below). A Hero starts with the total of their attributes (STR + DEX + MIND) in HP, plus 1d6 per level.

Skills

As per Microlite20. You may choose one skill to be at LVL+3, otherwise skill rank = LVL.

Contests

Occasionally, two or more characters will directly compete with another outside of a combat situation. Perhaps they're chasing each other, maybe they're debating a topic, etc. It all boils down to the following:

- One character is the Hunter, one is the Prey.

- There are 10 points of Lead. If the Lead increases to 10 or higher, the Prey wins. If the Lead reaches 0, the Hunter wins. The Lead usually starts out at 5, but the GM can decide to use a different number as starting Lead if one side has an advantage.

- Both sides make skill checks each round. Usually these skill checks will be versus static DC's, representing maneuvers.

  The highest successful skill check total wins 1 pt of Lead, either towards the Hunter's or the Prey's advantage**.**

Depending on what these maneuvers are, additional benefits or penalties may accrue in the following round.

If neither skill check passes, the Lead remains unchanged and additional unpleasant effects may ensue as expected for a failed skill roll of that type (crashing, falling, losing the audience's interest, whatever).

If only one side fails their check, one or more extra points of Lead may accrue to the other side depending on how badly the roll failed by.

Risky Maneuvers: For a DC penalty, you can attempt to change the Lead in one attempt by 2 or more points. Describe what you're doing, then take a +5 DC penalty for every extra point of Lead you want. Failure will usually have pretty serious consequences.

Combat

If HP reaches 0, characters are knocked out. Unlike stock Microlite, death does not happen unless the attacker specifically states that as a goal.

Roll d20 + DEX bonus for initiative order. Everyone can do one thing each turn; move, attack, use a superpower, etc.

Attack bonus = Dex bonus + Level
AC = Dex bonus + 1/2 Level (rounded down)
Psychic Attack Bonus = Mind bonus + Level
AC for Psychic Attacks = Mind bonus + 1/2 Level (rounded down)

Unlike Microlite20, STR does not add to melee attack rolls, only DEX. In addition, SuperLite does **not** use iterative attacks.

Add attack bonus to d20 roll. If higher than your opponent's Armour Class (AC), it's a hit. Natural 20 is automatically a critical doing maximum damage. A natural 20 also affects the power level a super power will fire at (see the section on super powers for more on this).

Dodge. You can forgo your next attack at any time and dodge out of the way. Roll d20 + Dex + Phys. The total is your effective AC until your next attack comes up. If it's lower than your real AC, well, you zigged when you should've zagged. The GM may modify your check by +2 or -2 (or more) to reflect the amount of cover in the area and how the local terrain affects your mobility.

Grab. Make a hit roll on your target. If successful, the target and attacker make opposed Phys+Str rolls. If the attacker wins, the target is grappled and loses his Dex bonus to AC. If the target wins, the grapple fails. Every time the target's action comes up he can make another opposed roll to either throw off the grapple or reverse the grapple. Every time the attacker's action comes up, he can do something, such as inflict unarmed damage, strip an item from them, or move or throw the target somewhere (potentially also doing unarmed damage). It's the GM's judgment call if an action is reasonable or not.

Healing. Characters recover their Strength score in HP per day as long as they get full bed rest and treatment.

Level Advancement

Encounter Level = Hit Dice of defeated foes, or the given EL for the trap, situation, etc. Add +1 for each doubling of the number of foes. e.g.: 1 4th level super villain = EL4. A super villain team of 5 L4 villains = EL6.

Add up the Encounter Levels (EL's) of every encounter you take part in. When the total = 10 x your current level, you've advanced to the next level. Reset the total to 0 after advancing.

Each level adds:
+1d6 to Hit Points
+1 to all attack rolls
+1 to all skills

If the level divides by three (i.e. level 3, 6, 9, etc.) add 1 point to STR, DEX or MIND. Stats that have been replaced by superpowers are not affected. If you don't want to add a point to a stat, you may add +5 HP.

If the level divides by five (i.e. level 5, 10, 15, 20, etc) you can choose one of the following benefits:

- **Acquire a Signature Move.** Name and describe one Signature Move. Whenever you perform that move, you gain +1 to hit and effect and another +1 to hit and effect for every 5 levels you've attained (i.e. a 15th level character would be at +4). Every time you take this, it applies to a different Signature Move.

- **Advance one power by one rank**, with a maximum of Unearthly.

- **Add +1 AC permanently.**

- **Add 10 points to your HP.**

- **Knowledge.** Your experience has taught you about one enemy or common situation (Nazis, fighting fires, robots, whatever). +4 to all non-combat skill rolls in a situation where your knowledge may apply. You also gain a +2 bonus in combat during situations under those circumstances. You can apply this bonus to to hit rolls, damage, AC or initiative, but only one at a time. Every time you take this, it applies to something different.

Hero Points

Characters begin each session with 3 Hero Points . Each Hero Point can be used in several ways:

- Add +5 to any roll, but only before the GM declares the results of the roll.

- Add +5 to AC for one round.

- Recover half your lost hit points instantly. You spend your current action catching your breath.

- Bring your character back from the dead...in the next adventure.

- Advance a power (see the super powers section).

Except in a few specific circumstances (such as advancing powers), only 1 Hero Point can be spent on a given action.

Recovering Hero Points

- Every time your character does something particularly impressive or achieves a goal of some sort, the GM may award one or more Hero Points.

- Every time you roll a natural 20, you gain 1 Hero Point.

- Every time you start a new session, the Hero Point pool is fully refreshed. Any unused Hero Points from the previous session will be lost.

Don't hoard your Hero Points--they're meant to be used!

Super Powers

The spirit of this system is improvisation. If you have a choice of several ways to resolve a rules situation, always pick the one that resolves fastest or with the most entertaining or surprising consequences. Hand wave anything that will slow the game down or make things less fun. Seriously.

Creating A Superhero

When you create a character, answer the following questions:

1. From where does your power arise?

Know that not only will this show where your power comes from, it can also show how it can be taken from you.

2. What is(are) your greatest weakness(es)?

Your Achilles' heel. The GM will decide what happens to you when this is called into play.

It can also be a psychological trait or something your character cares about greatly in addition to the usual raft of weird frailties superheroes are often saddled with.

Every time a weakness comes into play, the GM may award you a bonus Hero Point, which may be used later.

3. Call your power something appropriate. The answer to this question is often called your "power set".

Now choose a few things your powers let you do. Anywhere from 2-5 would be appropriate. These will be your starting powers.

Example: Superman.

1. As a son of Krypton, I gain my powers from the light of the yellow sun.

Presumably, this means his powers will be linked to the yellow sun--take that away and he becomes a normal.

2. My greatest weakness is Kryptonite.

The GM decides that exposure to the nasty green stuff will nullify all his powers and reduce both of his physical stats to 1, with the expected effects on calculated HP.

3. Son of Krypton.

- **Faster than a speeding bullet**
- **More powerful than a locomotive**
- **Able to leap tall buildings in a single bound**

More on this in the next section.

Beginning Ranks

Each power is given a Power Rank. The power scale goes (from low to high) Feeble, Poor, Typical, Good, Excellent, Remarkable, Incredible, Amazing, Monstrous, Unearthly, Shift-X, Shift-Y, Shift-Z, Class 1000, Class 3000, Class 5000, Beyond on the classic Marvel scale.

Each rank is associated with a bonus. These are summarized (along with other useful bits of information) on the big Power Chart at the end of this document and on the chart below.

Rank	Bonuses	Creation Cost
Fb	-10	0
Pr	-5	0
Ty	0	0
Gd	+5	1
Ex	+10	2
Rm	+15	3
In	+20	4
Am	+25	5
Mn	+30	6
Un	+35	7
SX	+40	--
SY	+45	--
SZ	+50	--
C1K	+55	--
C3K	+60	--
C5K	+65	--
Beyond	+90	--

Your starting powers are automatically at Typical (+0). You have 10 points; each point raises one power one level. No powers may be bought over Unearthly (+35).

It's helpful at this point to **note down one or two things that each power lets you do**. Sometimes one thing will be enough, as with super strength. If you list too many uses under a power, you might consider breaking the power into multiple entries.

Things To Think About When Buying Powers

- **Powers can replace statistics.** If you replace STR, the power at the listed rank bonus becomes your stat (i.e. Unearthly +35 Super Strength = 80 STR). In other words, double the rank bonus plus 10 = the new stat value.

If you replace Dex or Mind take the value listed under the Mod column on the Power Chart, double it and add ten. In other words, Incredible Superspeed lists a 6 under the Mod column, 6 x 2 + 10 = 22 Dex. If this is lower than your rolled Dex, use your rolled Dex.

Be sure to recalculate HP if a stat is replaced in this manner. Also note that even though these powers replace an ability score, they are still considered superpowers and should be noted separately—it's still useful to know that your high Dex comes from a Monstrous level of Superspeed or that your character has Amazing Strength.

• **Narrow/Useless Powers.** Some powers are necessary to a character's concept but are, shall we say, less than optimal. Nobody wants to be the poor guy who has to spend 5 points just so they can breathe underwater. Likewise, some powers are very narrow in application. Immunity to fire, for example, doesn't come up that often. If a power is narrow, or relatively useless, 1 pt gives you Monstrous rank. 2 pts gives you Shift X and 3 pts gives you Class 1000. Subtract 1 pt from these costs if it only applies in a **very** rare situation or is a notably useless power (such as water breathing).

• **Gadgets.** You can declare any of your powers to be items. They can be separate (e.g. a utility belt filled with gadgets) or all features of one item (say, a power suit). Items automatically gain one power rank but they can be broken, stolen, or lost. An item's material strength is equal to its highest power rank.

Example: Norse Storm Hammer Guy is immensely strong (Monstrous Strength), can summon storms at Incredible level, fly at Typical speeds and travel to other dimensions with Typical skill. The player decides that his storm summoning, flight and dimensional travel should all come from an intimidatingly large hammer. Their values increase to Amazing, Good and Good, respectively. The hammer's material strength is Amazing, should anyone attempt to break it.

If you want your gadget to be made of sterner stuff, you can expend a point to increase its material strength by 2 ranks. Starting gadgets may not exceed Unearthly rank, but their material strength can.

As an alternative, **you can declare that your character has access to a great number of gadgets, but can only use one at a time.** In that case, the power rank of any given gadget will be 1 point less than what you spent, but you get any

number of gadgets...but only usable one at a time and only if you could plausibly have brought the gadget with you/concealed it on your person until the perfect moment. These gadgets would all have a material strength of their final power rank.

Example: The Dark Avenger is famous for having a utility belt filled with gadgets of every variety. For 3 pts, he can have an Excellent rank utility belt. Whether a given item is an Excellent gas bomb, an Excellent motorcycle or an Excellent pair of night vision goggles is up to whatever the player needs at any given moment.

• **Powers as skills.** Some heroes are so good at something that it can't be natural. Martial arts, detective work, languages or science are all possibilities. In those cases, take the skill as a power. You gain half the power's rank (rounded down) as a bonus to all skill checks in that power's realm. For these purposes, Typical rank gives a +1 bonus, Poor is worth nothing and Feeble actually penalizes rolls by -2.

If the skill is something that could conceivably give bonuses to multiple rolls simultaneously, then you have to choose how to split your points at the beginning of your action in a round.

Example: The Dark Avenger has an Incredible +20 level of skill in the martial arts. He can split his +10 bonus (20 pts, divided by 2) in any number of ways in combat: +5 to hit, +2 to damage, +3 to AC. Or perhaps +1 to hit, +9 to damage and +0 to AC, etc.

Continuing The Superman Example...

Son of Krypton

• **Faster than a speeding bullet.** Remarkable (+15) Superspeed, gives equivalent DEX of 20 (mod 5 x2 + 10), allows you to perform certain actions 50 times faster (see the Prog column of the Power Chart) and boosts ground movement to Remarkable rank. 3 pts.

• **More powerful than a locomotive.** Monstrous (+30), gives STR of 70. 6 pts.

Decides to add one more power here, under this effect: Good (+5) Armor from tough skin. 1 pt.

• **Able to leap tall buildings in a single bound.** Typical (+0) Flight. 0 pts, but usually boosted to Remarkable by the Superspeed.

If you were a rules stickler, you'd probably make the character pay for running and flight speed separately. It's the GM's call, but leniency is a good policy, as long as it fits the character's concept.

Example Number Two:

The Dark Avenger, Costumed Crime Fighter

- **Utility Belt.** The Dark Avenger has a nearly endless array of crime-fighting gadgets. All of his gadgets are Excellent (+10) rank, and are composed of Excellent material. 3 pts.

- **Master Detective.** The Dark Avenger has Remarkable (+15) detective skills. He gains a +7 on any skill rolls involving detective work, examining crime scenes or constructive paranoia. 3 pts.

- **Martial Arts Master.** Incredible (+20) fighting ability. Gives the Dark Avenger +10 points to split amongst attack, AC, damage and tumbling rolls. 4 pts.

Using Superpowers

Almost all superpower use falls into the same pattern: Describe, Roll To Hit, Roll For Effect.

1. Which power are you using?

2. Describe it and what you want to do with it. If it's not a cut and dried case, this is the point where you and the GM will decide how the power works. See the section on "Common Effects And Actions" for some guidelines.

3. The GM assigns mods depending on how reasonable/appropriate the description is to the problem.

4. Roll to hit if the action you're attempting is targeting something elusive. Rolling to hit is a standard combat to hit roll, with all the usual bonuses and penalties.

A natural 20 on this roll means that you automatically roll a 20 on step #5.

5. If the power hits, roll for effect. To determine the effective power rank, roll 1d20 + Power Rank + modifiers. Refer to the DC column on the Power Chart. Round your total down to the next lowest threshold. This is the effective Power Rank you achieved.

If the power's rank is reduced to less than Feeble, the power fizzles.

Example #1. *Your cosmic power ring gives you the Remarkable (+15) ability to make objects out of force fields. You want to throw a force bubble around your mortal enemy, The Crimson Plague. After successfully making a ranged attack roll, you roll a 13 on d20 for effect. 13 (the d20 die roll) + 15 (from your power ring) = 28 = Remarkable rank.*

The Crimson Plague will need to break through a Remarkable barrier to escape.

Example #2. *Davey Jones is attempting to send Manhattan to the watery depths. He has Monstrous (+30) control over water. Since he plans on flooding the city with a massive tidal wave, the results will be an attack on all objects in the city and a lot of drowning people.*

Manhattan gets a -14 size modifier (from the modifier table following the Power Chart), but since this is a fairly extreme application of power, the GM doubles that to -28.

Davey Jones rolls 1d20 and gets a 14. 14+30-28 = 16, for a Good result. Everything in Manhattan takes Good (+5) damage from the flooding. The GM rules that living creatures will "merely" have to make swim checks (this is a comic book universe after all) if they're in harm's way. Hope everyone remembered to bring a life preserver...

If it's not dramatically important, then you can assume a roll of ten on the effect roll. Most movement falls under this category.

Using Normal Abilities Against Superpowers

Sometimes, a situation will arise when someone with no superpowers could reasonably affect something with a power rank. For example, trying to overcome a force field with your own strength or using your normal senses to detect an invisible girl...

In cases like that, roll for effect as normal, but instead use the bonus from their most appropriate attribute. In some situations, skill bonuses can also be applied.

Example: Captain O'Malley has been imprisoned by Gluemaster in a blob of rubbery goo of Good strength. To resist, O'Malley rolls 1d20, plus his Str bonus of +2. He totals 8, which is Poor. The good cop isn't going anywhere tonight.

Common Effects And Actions

The following situations are intended as guidelines on how to handle superpower effects. Not all situations will be or can be covered. **When in doubt, just pick a column on the Power Chart that returns numbers that look close to what you're looking for and run with it**—in the end, the important thing is that game play not be slowed down.

Oftentimes when confronted with a new situation, you can pick a similar mechanic and then base the result off that. Your character wants to use his laser blast to blind his opponents without hurting them? Use the mod column instead of damage to give them a penalty on all skill and attack rolls for a short period of time.

Your villain wants to use his magnetic powers to wrap a superhero in steel rebar? Sounds similar to how a force field works, only the material strength will act as a barrier to keep the hero in, rather than keep damage out.

If it's **somewhat different** from the power's usual uses (using weather manipulation to zap someone with lightning), then you might rule that the power is at -1 or -2 ranks for that purpose. You can also require several more skill rolls and extra time as the hero concentrates on getting it "just right".

If it's **very different** than the power's usual uses (using weather manipulation to fly), you'll want to refer to the section on learning new uses for your powers (Advancing Powers, at the end of this document).

Attacking, Inflicting Damage With Powers. A typical attack will do 1d6 + the effective power rank bonus in damage. Armor can subtract from this number (see Defense). The minimum is zero damage.

Attacking, Hitting Things With Other Things. Sometimes, you may want to attack multiple targets at once by throwing a big object at them (or merely swatting them with it).

To do so, you have to have the object in hand, which means you'll have to use an action to pick it up. Then make an attack roll vs the area you're attacking (usually AC 10, plus range modifiers)—if successful, you do damage to all opponents in the area targeted in an area proportional to the size of the object (i.e. if you want to swat a small crowd of evil-doers, you'd better have an object at least the size of a house at hand).

The damage done is equal to 1d6 + your effective strength rank. If the effective strength rank is greater than the material strength of your weapon it may break it (see Breaking Things), but it still does damage to the targets.

The GM may allow the targets a chance to make a saving throw for half damage, if he deems they have the movement capability to get out of the way of the object. If they are very fast and roll very well on their save, they make take no damage at all.

Breaking Things. In order to break an object, you must target it (sometimes at a penalty on your to hit roll, varying depending on its size) and beat its material strength (for sample material strengths, see the table below).

If you do so, it's damaged. Hit it again, exceeding its material strength, and it's destroyed. If you exceed the material strength by two ranks or more on the initial attack, it goes straight to destroyed.

Use common sense--if it's a really big object and your attack is relatively small in size, then you just make a hole or render it nonfunctional rather than pulverizing the object.

If a gadget has been hit hard enough to be damaged (either because it has been directly targeted or simply because it is in the way of an attack) 1d3 of the gadget's powers will be reduced by 1d6 ranks each. If a power drops below Feeble rank, then that power is destroyed. Gadgets are repaired automatically after each session, unless there's a good plot reason not to do so.

Rank	Some Sample Material Strengths
Fb	Paper
Pr	Plastic
Ty	Rubber, soft metals
Gd	Brick, light metals
Ex	Concrete, iron, bulletproof glass
Rm	Reinforced concrete, steel
In	Solid stone
Am	Granite
Mn	Diamond, super heavy alloys
Un	Adamantium
C5K	Neutronium

Defense. Defensive powers work in one of several ways. Either your power works like **body armor**, a **force field** or **gives a bonus to your AC.**

Depending on the way your power's described, it might not work at full value against certain types of damage, if at all. For example, metal skin may be great against physical attacks, half value against energy attacks and worthless against electricity.

Defense, Body Armor. Body armor subtracts from any damage you take, with a minimum of 0 points taken. It works at 1/2 rank all the time, rounded down. For the

purpose of rating body armor, Typical power ranks have a full bonus of +3, Poor as +1. Feeble defensive powers have no effect.

You can also perform a **total defense**—your character hunkers down and braces himself for damage. It's the only thing you can do in an action save move slowly, but you get to use your full rank as armor.

Defense, Force Fields. Force Fields usually need to be turned on before they start protecting you.

They can work either like Body Armor or they can be expanded to protect a greater area. When expanded (usually to radius = the Prog column in meters as a maximum), they act like a bubble composed of a material of the same strength as your effective power rank.

If the attack is greater than the FF's material strength, the shield goes down and the targets inside are vulnerable and potentially take the excess damage, depending on the situation. If a FF goes down it can't be reestablished for another 1d3 rounds, but it can be reverted to Body Armor on the next action.

Defense, AC Bonus. Some powers make the target harder to hit. While active, use the power rank's bonus from the mod column of the Power Chart as a bonus to AC. The mod column bonus may also be used to modify the roll when performing the Dodge combat maneuver.

Mind Control. After hitting with a psychic attack roll, roll the effective power rank and compare to the highest defensive power active on the target, as long as it would reasonably apply to the situation. Failing that, use the most appropriate stat bonus plus the most appropriate skill to resist (usually Mind + Subt or Knowl). If there's any doubt which is more appropriate, then use the highest total.

Give the defender a +5 bonus if it's something they're not usually inclined to do. If it's something that's completely against their nature, give them +10. The target gets to roll to resist every round. Each following attempt is at an additional +1. If you fail to mind control a target and try to mind control them in the same way again later that encounter, they get an additional +1 for each extra attempt.

Power vs Power. There are going to be some situations where two superheroes will go head to head, using their powers directly against one another. For example, a villain with magnetic control might try to use his power to throw a school bus off a tall cliff while a hero with telekinesis tries to stop him from doing so.

In cases likes this, you can do a quick roll between the characters—1d20 + power rank + appropriate modifiers, with the highest effective power rank winning. A tie means the characters are deadlocked and must roll again next round.

For more involved situations, make it a Contest, as noted under the Skills section on page 1.

For very stressful situations (and the school bus example would qualify), each participant takes 1d6 damage from fatigue and stress for every round they participate in the struggle.

Pushing Powers. You can always use a power at its own rank level. If you need to push your abilities, you have to roll for it. Pushing is a free action and can be combined with other actions, as the GM permits.

You can only attempt to push a power to one rank higher and every round you successfully do so, you take 2d6 damage. It is, however, possible to exceed an Unearthly rank in this manner.

Pushing a power requires a Mind roll vs DC 15. You can add +4 to this roll by taking another +2d6 points of damage, or +8 by taking +4d6 damage.

Example: You have Amazing weather control but for one round, you need to push it to Monstrous. You have a Mind of 13 (+1). Roll 1d20 + 1 (your Mind) vs DC 15. If successful, you take 2d6 damage but can extend your power much farther.

If you **fail** a Push roll, your power is at -2 ranks until you take an action to catch your breath and regroup.

Throwing Things/Jumping/Knockback.

To throw something, your lifting power (strength, telekinesis, whatever) must be greater than the weight of the object you are throwing. To find out how far they fly, count up the number of ranks your lifting power is in excess of the object's weight. Count down that many ranks on the Progression column on the Power Chart from the top. Multiply that number by 1 meter. A successful to-hit roll may be required to get the subject of your toss anywhere near the target.

Example: Norse Storm Hammer Guy has a Monstrous strength. Spying an enemy fleeing across the aircraft field, he grabs one of his team mates and throws him at the enemy. His teammate has a Typical weight. Monstrous is 6 ranks over typical. Looking 6 columns down on the Progression column, he finds a multiplier of 50. He can toss his friend a total of 50 meters.

Jumping is a similar situation, except that you are throwing yourself. Use your own weight to calculate distance. Again, a to-hit roll may be useful.

Knockback. Fights between very powerful combatants can be dramatic—a successful hit may cause the target to go flying backwards quite a distance. On a successful hit, treat knockback as a throwing attempt, except subtract 2 from the number of ranks over the target's weight. Use the **effective** strength of the attack instead of the attack's listed ranks. Body armor, force fields and other such defenses have no effect on knockback unless the defender is braced for it.

Some attack powers aren't appropriate for knockback—for example, psychic powers, a lot of martial arts abilities and so on—none of these tend to cause significant knockback in comic books. The GM is the final arbiter on this.

Example: Norse Storm Hammer Guy belts a robot with his hammer. NSHG has a Monstrous strength and the robot weighs 200 kg (Good rank). Normally, his attack strength is Monstrous, but he rolls well, getting an Unearthly result. Unearthly is 6 ranks greater than Good. Subtracting 2, that's 4 levels of knockback, or 10 meters.

Transmutation. Transmutation involves changing something from one form to another: lead into gold, people into bunnies, cars to carrots, whatever. You can only transmute up to your power rank on the weight column on the Power Chart.

Transmutations that affect people must last for a set amount of time--refer to the duration table below the Power Chart at the end of this document for some sample durations. If it's a minor transformation, use the number listed. If it's a major transformation, double the modifier. If the target is inanimate, the duration is as long as the plot requires (no duration penalty required).

After hitting with an attack roll, roll the effective power rank and compare to the highest defensive power active on the target, as long as it would reasonably apply to the situation. Failing that, use the most appropriate stat bonus plus the most appropriate skill to resist (usually Str+Phys). If there's any doubt which is more appropriate, then use the highest total. Objects resist with their material strength rank.

Advancing Powers

You can advance your powers in several ways.

You can gain **new applications of your power** or you can **upgrade the scope** of your current powers.

For example, if your core power is a cosmic ring that lets you form objects out of force fields and blast enemies, a reasonable new application of your power would be to dazzle enemies with flashes of light, or perhaps flight. Turning yourself into a donkey might be out of the realm of possibility, though.

*Likewise, if one of your powers is turning yourself into electricity and traveling along phone lines, you could attempt to expand your power's scope so that you could travel along **any** conductive surface.*

In order to attempt to expand your powers, you must attempt them in an adventure and succeed on a Mind roll: first, you spend 1 Hero Point. Roll 1d20 + Mind and compare on the table below to see if you have the willpower to push yourself beyond your limits. You can spend another Hero Point to get a bonus on this roll.

DC 5	Fail
DC 10	-3 ranks
DC 15	-2 ranks
DC 20	-1 rank

If you succeed, the new power works and at a power rank equal to the most similar power you already possess, modified by the result on the table above. If that would mean the resulting power would be less than Feeble in rank, then the attempt fails.

If you're expanding the scope of your powers, then a simple Mind roll vs DC 15 succeeds (after spending the Hero point) and your power remains at the same rank.

If you do this successfully 3 times (usually over successive adventures), then you officially have that power permanently. Add it to your sheet, using the most recent result as your new power's rank.

You can also **upgrade the rank of your power** as per the section on Level Advancement earlier.

GM permission is necessary to gain any powers above Unearthly—the gap in power between Unearthly and Shift-X is significant enough that it may be somewhat unbalancing to the campaign.

The Power Chart

Rank	Bonus	DC	Mod	Prog	Weight	Flying Speed	Running Speed
Fb	-10	0	0	1	25 kg	50 kph	Normal running speed
Pr	-5	5	1	2	50	100 kph	50 kph
Ty	0	10	2	5	100	150 kph	75 kph
Gd	+5	15	3	10	200	250 kph	100 kph
Ex	+10	20	4	25	400	400 kph	150 kph
Rm	+15	25	5	50	1 ton	600 kph	200 kph
In	+20	30	6	100	10 tons	800 kph	300 kph
Am	+25	35	7	250	50 tons	1000 kph	400 kph
Mn	+30	40	8	500	75 tons	Mach 1	600 kph
Un	+35	45	9	1,000	100 tons	Mach 5	800 kph
SX	+40	50	10	10k	250 tons	Escape velocity	Mach 1
SY	+45	55	11	25k	500 tons	Relativistic	Mach 5
SZ	+50	60	12	50k	1000 tons	Light speed	Mach 10
C1K	+55	65	13	100k	Chunk of continent	Light years per day	Escape Velocity
C3K	+60	70	14	500k	Small planet	Light years per hour	Relativistic
C5K	+65	75	15	1million	Large planet	Light years per minute	Light Speed
BYD	+90	100	20	1billion	Off the scale	Off the scale	Off the scale

Modifiers to roll:

Range

0	Up to a city block (free)
-2	A few miles
-4	Across the city
-6	Across the state
-8	Across the continent
-10	Orbital/intercontinental
-12	To the moon
-14	Across the solar system
-16	Light years
-18	Across the galaxy
-20	Intergalactic

Area of Effect

-2	2 targets, close together
-4	A small group
-6	A large group
-8	A house
-10	Neighborhood
-12	A town
-14	A city
-16	A state
-18	A country
-20	A planet

Double these mods if something extremely dramatic/draining is happening (e.g. attempting to engulf a planet with fire).

Duration

-2	Several seconds
-4	Several minutes
-6	Several hours
-8	Several days
-12	Several weeks
-14	Several months
-16	Several years
-18	Centuries
-20	Indefinite

Whether or not a duration is required depends largely on the situation, desired effects and description of the power.