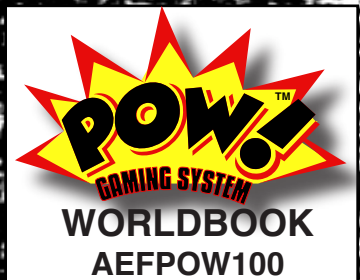
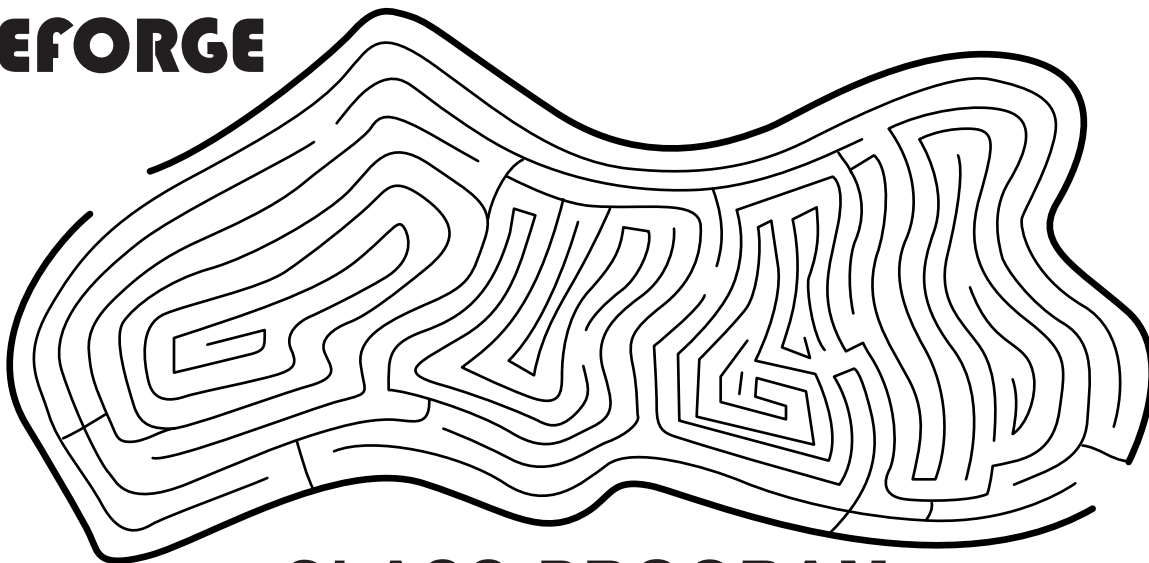


power girl





CLASS PROGRAM

NAME Power Grrrl ADDRESS 357 South St.
 SCHOOL Metro City HS CLASS Tons of it. !)

	TIME	PERIOD 1	PERIOD 2	PERIOD 3	PERIOD 4	PERIOD 5	PERIOD 6	PERIOD 7	PERIOD 8	PERIOD 9
	FROM TO...									
MONDAY	Introduction - 1					Credits and Thanks				
	About Power Grrrl 2, The Game Moderator 3, Game Mechanics 4, Creating a Character 5					Power Grrrl concept, Power Grrrl logo, Writing, Editing, Maps and Design - Michael Fiegel				
TUESDAY	Specials - 6					PDW! logo - Kenshiro Aette				
	Agility 7-9, Brawn 10-12, Cognition 13-15					Conceptual Art - Lazarus Ray Berry, Tsai Cheng, Carlos Cruz				
	Damage 16-18, Energy 19-21, Fellowship 22-24					Additional material - Corey Mosher, Sylvia Gimenez, Jeri Pleskow				
WEDNESDAY	Master List of Specials 25					Intro. Adventure - James Stubbs & Michael Fiegel				
	Buying Stuff - 26					Additional Editing, Playtesting & Feedback - Sandy Antones, Terri Dawbiggint, Max Hattner				
	Mall Map 27, Quick Clique Picks 28-29					Special Thanks - Iconoclast, RPG.net, #Fark, Daidido				
THURSDAY	Weapons 30-31, Armor 32, Other Stuff 33					Guide to Illustrations				
	Moderator Section - 34					Pal Anderson: p. 29, Inside Back Cover				
	Power Grrrl Setting 35, Maps 36-37					http://www.aeforge.com/artists/pal/				
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	Awards and Rewards 45					http://www.AbeAodish.com/				
	The Official Power Grrrl FAQ 46-55					Lazarus Ray Berry: pp. 30, 31, 33				
SATURDAY	Introductory Adventure - 56-61					http://electricorange.keenspace.com/				
	Fifty Plots to Steal - 62-63					Shane Campos: pp. 4, 6, 8, 9, 12, 15, 18, 20, 23, 38				
	Character Sheet - 64					http://poopdog.deviantart.com/				
						D.J. Coffman: pp. 2, 7, 10, 13, 16, 19, 22, 39, 40, 41				
						http://www.djcoffman.com/portfolio/				
						Rocco Comisso: Front Cover				
						http://www.aeforge.com/artists/rocco/				
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						http://www.garydupuis.com/				
						Power Grrrl: various doodles				
						http://www.powergrrrl.com/				
						Naomi Nawak: pp. 42, 43				
						http://www.naomisae/				
						Amanda Robbins: pp. 56, 57, 58, 60, 61				
						http://www.dreamsincolor.net/				
						Jennifer Rodgers: Back Cover				
						http://www.jenniferrogers.com/				

Introduction

Yesterday, you saved the city from an alien invasion. After breakfast, you single-handedly captured two wanted supervillains and defeated a double handful of robotic assassins. But that's nothing compared to the biggest challenge that lies before you on this fateful day, worse than aliens and robots and villains all put together – Gym class.

Welcome to the world of Power Grrrl, where teen heroes battle evil supervillains in a world where youth equals power. You'll face off against the deadliest bad guys imaginable, honing your secret Super skills to precision, all the while trying to maintain at least a passing Grade Point Average.

Power Grrrl is not a game in and of itself; this is a POW! Worldbook, designed for use with the POW! Core Rules, freely available at the aethereal FORGE website (<http://www.aeforge.com/pow/>). POW! is designed to be fast and fun, something you can learn how to play in just a few minutes. Once you know the basic rules, you can use them with any of the POW! Worldbooks... like this one.

If you don't have a copy of the POW! rules in front of you, don't let that stop you. While the core rules are necessary for playing the game, there's no reason why you can't enjoy reading about Power Grrrl anyway.

Be forewarned – you might not find what you expect. Power Grrrl heroes are not the sort of Super heroes you read about in most comic books. And they're definitely not the type of hero you'll see in the movies. They're not even old enough to vote! But in the world of Power Grrrl, it's teens who have the powers. Once they turn 18, it's a downhill spiral into the world of the mundane. That means it's up to you to help save the world from evil while you still have power. And secondly, well... X-Ray Vision. High school locker room. Do the math.

The heroes you play are just ordinary teens trying to cope in a world where adults, school and villains are all doing their best to make life incredibly sucky. Sure, being able to fly, knock down walls and control the forces of nature is a lot of fun, but when you boil it all down, what this game is really all about is learning that obeying your parents and doing homework is in your best interest.

On second thought, skip that. Let's go knock down some walls. Strap on your bookbags (you don't want them falling off in the middle of a fight!) and get ready to plunge into the totally cool world of Power Grrrl!

Optional - Theme Night

Why limit your fun to just the game? Rent one of these DVDs and pop it in before, during or after the game!

Aqua Teen Hunger Force
Danger Mouse
Ghostbusters
Jem and the Holograms
Josie and the Pussycats
Power Rangers
Power Grrrl
Sailor Moon
The Superfriends
Teamo Supremo
The Tick

Bionic Six
Fantastic Four
Kim Possible
Misfits of Science
Mystery Men
Powerpuff Girls
Rocket Power
Scooby Doo
Tank Girl
Teen Titans
Voltron

Getting Started

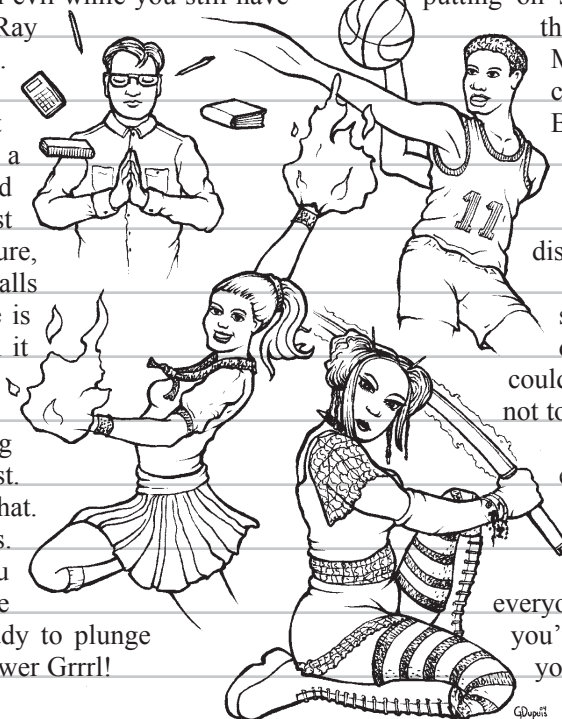
If you're in the mood for food, now might be a good time to call for pizza delivery. It'll take about 45 minutes to arrive, and by then you'll have rolled up characters, begun to play and be ready for some nourishment. While someone calls, everyone else can gather what's needed to play. Make sure you have:

- *The Power Grrrl Worldbook (what you're reading)*
- *The POW! Core Rulebook*
- *Two six-sided dice (at least)*
- *Pencil and paper (best if sharp and blank)*
- *Character Sheets*
- *Assorted beverages and/or snacks as needed*

If your group doesn't get distracted, you might try putting on some girl-band music, since it fits the mood quite well. Try Kittie, Minx or Veruca Salt, or dig out the cassettes and pop in Joan Jett and the Blackhearts. As long as whatever you choose isn't too loud, it'll probably help set the mood. You want to supplement your experience, not distract the players.

Before playing you should also select a Moderator. This could be decided well before the game, or it could be chosen just before you play. Try not to spend too much time on it.

After you pick a Moderator, everyone else will have to create characters. This should take no more than 15 minutes, but if it takes a bit longer because everyone is having fun, that's OK. Once you've got characters and a Moderator, you're all ready to get started playing.



About Power Grrrl

Power Grrrl, Teen Super Hero

When people talk about Power Grrrl, they can be talking about one of three different things. The first is the original cartoon series. Second is the Power Grrrl Worldbook. Third is the character herself.

Power Grrrl, Legendary Cartoon

The Power Grrrl cartoon precedes the Power Grrrl RPG Universe by many years. Loved dearly by fans and praised by critics, it was an unfortunate victim of the anime glut which spat out hundreds of cartoons on television.

Buried in bad slots, and moved around the schedule on a weekly basis, Power Grrrl had the sad fate of going for its entire run without ever attracting a large fan base like some of its more well-known competitors. Few can remember the many characters they've seen over the years; fewer still can remember that Power Grrrl existed.

With that in mind, just about everything you'd ever want to know about the Power Grrrl cartoon can be found in the Official Power Grrrl FAQ, reprinted in its entirety at the end of this Worldbook. This FAQ has been updated to bring it into closer alignment with this book, in the hopes that this will help bring the Power Grrrl phenomenon to a wider audience.

Those who've seen Power Grrrl know what the fuss is about, and this game is designed with them in mind. For those who never got the chance to experience Power Grrrl, let this be your introduction.

Power Grrrl, Worldbook

The world of Power Grrrl is very much like our own world, ninety minutes in the future and ninety degrees to one side. The world borrows heavily from the "real world" but skews things just enough to be different, as in the case of Power Grrrl's home, a dead ringer for a town in the Pacific Northwest.

Mostly, things are what the world might be like if good-hearted teens wielded more power (financial and physical): skies are cleaner, there are fewer cars on the road and many more bicycles, there are fewer guns on the streets, no school shootings, no drug deals behind the gym. Our world, only nicer. Which isn't to say that bad things don't happen. They do; difference is, there's heroes around to fix things when they go wrong.

For many more specific differences, see the Game Mechanics and Moderator sections of this Worldbook.

Within the scope of this Worldbook, Power Grrrl is a real live person, a Super hero that your characters might interact with, or might only hear about, depending on where in the world your little adventures are happening. She's at the center of the Power Grrrl universe, and if there's an earth-shattering event taking place, you can pretty much bet that she and her friends will either be trying to stop it, or else will somehow be the cause of it.

Or, depending on the circumstances, both.

Power Grrrl is a very real girl, the world's most famous Super heroine, a teenage blonde-haired, blue-eyed high-schooler dressed in pink and white armor. Her Super powers include great strength and agility, a tremendous ability to recover from heavy trauma, and an extreme fondness for incredibly large weapons, often as much as twice her size. Guns, rocket launchers, oversized swords, huge baseball bats – if it looks too big to pick up, she's probably going to pick it up.

It goes without saying that she's definitely not your typical Super hero. She's not the sort to swoop out of the air and rescue a kitten from a tree; more likely, she'd blow the tree up with a rocket launcher and catch the kitten as it fell. Or, if that didn't work like she planned, then she'd at least buy you a new kitten.

She's good like that.

No matter what, Power Grrrl is a shining example for all Super heroes of the teen persuasion, whether they're boys or grrrls like her. She's a tough, gritty, no-nonsense sort of Super hero who stands for what's right and always gets the job done. But underneath it all, she's still just a teenager at heart, and she's just perfectly happy to go to the mall with friends, hang out after school and talk about boys, or play with makeup when she's not busy saving the world.

Your characters would do well to follow in her footsteps, and if things go your way, you just might end up fighting evil by her side one day.

However, don't assume that just because the game is named after her that she's going to save your bacon every time. Power is a busy girl, and there's lots of evil to fight all around the world.

As you will no doubt soon discover, one way or another.



The Game Moderator

Role-Playing The Moderator

To keep things on track and to help manage the game, your Power Grrrl game will need a Moderator. The Moderator is nominally in charge of the game, and acts as the primary storyteller, describing the action.

The Moderator is also the one who's in charge of most of the Non-Player Characters (NPCs), who are basically all the other people, good and bad, that the characters will meet during the course of the game session.

However, this is not to say that the Moderator should be doing all the hard work; in a pinch, the Moderator should feel free to hand an NPC's stat sheet to any of the players and say "Would you role-play this guy? Thanks." By cooperating in such a way, the pace of the game can be kept moving along at a steady clip, and no one will get bored because one person is trying to do all the funny voices all by himself.

For obvious reasons, the Moderator is usually the person who knows the most about the rules and has the most experience playing the game. However, more important than knowing all the rules is being able to make things up on the fly, and generate rulings, on the spot, when discrepancies or disagreements arise. The Moderator must be imaginative enough to come up with creative experiences for the characters, as well as fair-handed when making decisions involving them.

It's not easy maintaining control in a game where everyone's playing a rebellious teen with Super powers, but it can be done. And when it's done well, it can help make the game more enjoyable for all concerned. Above all else, the Moderator's job is to make sure that everyone is enjoying the game. If everyone is having fun, the game's a success, even if the plot's gone all crazy.

In a Power Grrrl game, the Moderator usually does not play the role of an active PC, but he or she might consider playing a "wise advisor" type character who can drift in and out of the action as needed, without stepping all over the player characters while they try to figure things out for themselves. This can be anything imaginable, but is usually something fairly silly in one way or another, allowing people to mentally remove that character from the normal flow of events. If you can't decide on your own, pick something from the following list, or roll 2d6:

- 2 A disembodied voice (possibly a ghost?)
- 3 A talking cat
- 4 Short monk spouting cryptic sayings
- 5 A talking tree (or the spirit of the same)
- 6 The School Principal/Guidance Counselor
- 7 A fairy godmother (or father)
- 8 A retired super-hero (i.e. anyone over 18)
- 9 A reformed villain
- 10 A mysterious hooded figure
- 11 A Leprechaun (or any tiny magical being)
- 12 A magical amulet (or other device)

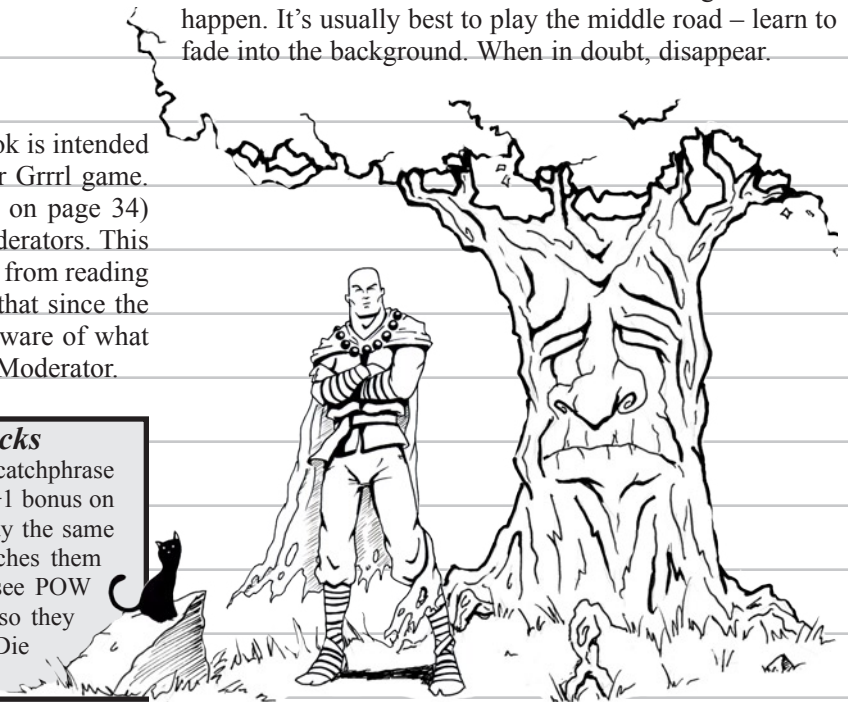
The trick to playing a character while Moderating is to let the players do all the thinking. The Moderator already knows what's coming next, so it would ruin the surprise if his character managed to leap into the fray before everyone else, every single time. On the other hand, it's no fun for anyone if you play the martyr all the time, having your character suffer the wrath of whatever bad thing is about to happen. It's usually best to play the middle road – learn to fade into the background. When in doubt, disappear.

The Moderator Section

The material in the first part of this Worldbook is intended for use by everyone participating in a Power Grrrl game. The second half of the Worldbook (starting on page 34) is material that is intended primarily for Moderators. This does not mean that players must be forbidden from reading anything in that section. It could be argued that since the characters live within the world, they'd be aware of what was going on to some degree. It's up to the Moderator.

Optional Rule - Pithy Wisecracks

If a character delivers a pun, wisecrack, or catchphrase during or just following an attack, they get a +1 bonus on their next die roll. However, they may not say the same thing twice in one game, and if anyone catches them doing this, they must roll the Die O' Fate (see POW Core Rules) and suffer the consequences. Also they don't get the +1 bonus. You may enforce the Die O' Fate if their saying is a real groaner too.



Additional Game Mechanics

For the most part, the mechanics in the POW! Core Rulebook are all you need to run a Power Grrrl game. But there are some slight peculiarities that help explain how some of the Specials in the following pages work. If you're only going to be playing the game, and not Moderating, then you can probably skip this part (unless you're curious.)

In keeping with the tone of the original cartoon series, the world of Power Grrrl strives to be realistic and consistent, within the confines of its own unique set of physics. Which is to say, characters won't be able to have their eyes fall out of their head and roll around, nor will they have little tears on the sides of their faces when they get upset. Such things are possible in some anime universes, but Power Grrrl is not among that crowd.

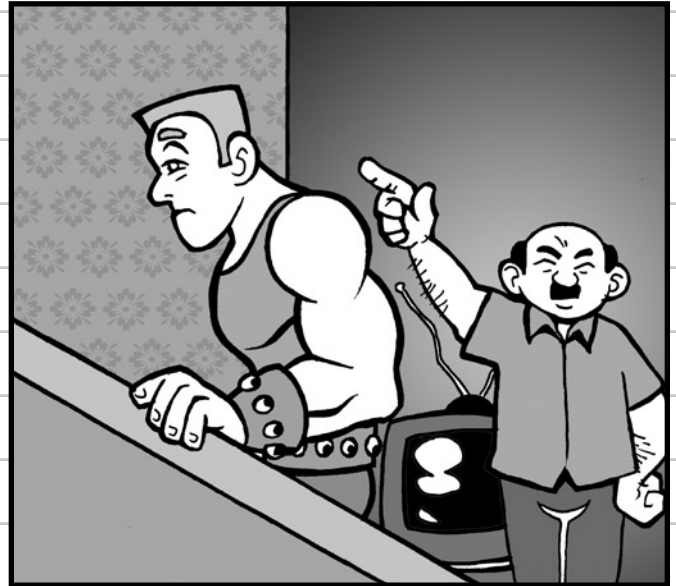
However, Power Grrrl physics are not "realistic" in the sense of our own world; Power Grrrl takes place in a near future timeline on the planet Earth, but it's a future we will never hope to see, because it's just so darn different.

Moderators should see their section of this Worldbook for additional Power Grrrl setting information.

Teen Power - People in the Power Grrrl universe between the ages of 13 and 19 are the ones typically bestowed with Super powers. In general, full onset of powers doesn't begin until age 14 or so, and power starts to diminish around age 18, which gives characters a range of about six years to play with. Once they reach the critical age, their power begins to sputter like a car running out of fuel, and by age 19 or 20 they're completely powerless. This is why so many villains are bitter adults.

Super Speed - A Power Grrrl character normally walks around at a rate of 5 MPH or so (a bit faster than most adults), and can accelerate to a top running speed equal to that amount multiplied by their Endurance. They can maintain this speed more or less indefinitely; being Super heroes, they don't tire easily. Characters with certain Specials can move even faster.

Subjective Gravity - Gravity works differently on different people within the Power Grrrl universe. For ordinary Joes like adults, it pulls with about the same force as it does in our world. But for those with Super powers, it pulls with far less intensity, somehow being altered by the energies that surround a teenager possessed of such power. It's this subjective gravity that allows one to fly (if they have the Special), even though their bones are "really" far too dense. It's also what allows characters to jump farther and higher, run faster, and achieve many of the other fantastic feats they pull off on a daily basis. Exactly how it works is a mystery to the scientists of the Power Grrrl universe; all they know is that it's the way things work.

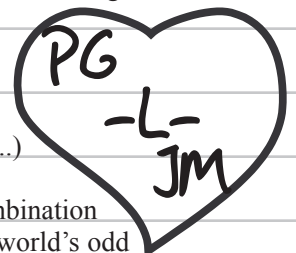


Parental Guidance - While teens are free to run wild all over the bad guys, their parents (and many other authority figures) are not victim to such powers. When mom and dad tell you to do your homework, you'd better do it or you're going to get grounded. Just try using your flame powers in the living room, mister, and I'll send you to your room with no dinner.

Charmed Life - Call it fate, call it karma, call it just getting lucky, from time to time the energies that surround a Power Grrrl hero can help them pull their fat out of the fire when things get bad. The specific circumstances and limitations are up to the Moderator, but in general, Power Grrrl heroes will find it very hard to die. Children and adults can fall victim to many things, but teenagers here are practically immortal.

Beefy Brawn - The amount a hero can carry is based on their weight, increasing exponentially with Brawn:

Score	Can Lift or Carry...
1	Your Character's Own Weight
2	Weight x 2
3	Weight x 4
4	Weight x 8
5	Weight x 16
6	Etc... (x 32, x 64...)



Might As Well Jump - The combination of a hero's Super genes and the world's odd gravity means heroes can leap a vertical height equal to half their height, and horizontally a distance equal to twice their height, from a standing start. With enough room to build up to running speed, they can double these distances. Some Specials can increase this.

Creating a Character

Before you can play, everyone who isn't Moderating will need a character. If in a rush, use the sample characters found in this Worldbook. Otherwise, create new characters using the 5-step system outlined in the POW! Core Rules). The process is as follows:

1. Pick a Name and Describe Your Character
2. Pick Your Statistics
3. Calculate Stat Pools
4. Pick Specials
5. Buy Stuff For Your Character

Aside from the basics, you'll need to take the following into account in the Power Grrrl world:

1. Pick a Name and Describe Your Character

Aside from coming up with a name, description and Size Category (if you're not sure, just put 0 for that), you have the option of picking a different species. In the world of Power Grrrl, nothing says you have to be human.

You can, if your Moderator says it's OK, play anything from a green-skinned alien to a robot to a talking dog. The only restriction is that your choice of species can't do anything that an ordinary human can't do; if you want a talking dog who can fly, you'll have to take the appropriate Special to do so. Your character is also considered a "teen" of its particular species. You might also want to pick a specific age (anywhere from 13 to 18 is allowed) or roll randomly (1d6+12). You could play someone older or younger, but then they wouldn't be a Super hero.

2. Pick Statistics

You start out with 20 Character points to divy up among your six Statistics. This is a fairly high number, since a Stat of 1 is average, and it's easy to be better than average in everything (since you're supposed to be a Super hero, after all). You can spend as many as 5 and as few as 0 points per Stat, but it's usually a good idea to put at least 1 in each. Any remaining points will be used to buy Specials in Step 4, and since that's where all your Super powers come from, you'll definitely want to save points for later.

3. Calculate Statistic Pools

As in the core rules, each pool is equal to the Stat score multiplied by itself (so a stat of 3 has a pool of 9, etc.)

Optional - Best/Worst Subject

What class in school are you best at? Either choose, or roll 2d6 and consult the list below. To find your weakness, pick another or roll 2d6 again and ignore duplicate results:

- | | | |
|---------------|-------------------|--------------|
| 2 - Art | 6 - English | 10 - History |
| 3 - Biology | 7 - Foreign Lang. | 11 - Math |
| 4 - Chemistry | 8 - Geography | 12 - Physics |
| 5 - Computers | 9 - Gym | |

4. Pick Specials

Perhaps moreso than in any other POW! Worldbook, picking Specials for your character is the most important aspect of building out your character. You will be playing a Super hero, so it's important to collect the Specials that you think will best allow you to role-play such a Super being. Without Specials, you can be strong, or fast, or smart, but you won't be able to do anything Super.

There are ten basic Specials for each of the six main Statistics; thus, there are 60 Specials in all to choose from in this book. Each category contains a broad range of Specials, with Point Costs from 1 to 5, so even if you only have a few points to go around, you'll be able to find something that sets you apart from others.

When picking Specials, it's a good idea to pick things that are unique. While it might seem amusing if everyone in your group can control plants, it won't seem as funny when you're trapped in a room without any plants.

Specials can be found starting on page 8.



One thing to keep in mind when choosing Specials is that there are many different ways to combine powers to get similar effects. If you want your character to fly, for instance, you could give her Wings, or a Gadget with propellers, or the power to Control Gravity. Consider all your options, and choose what fits your character best.

5. Buy Stuff For Your Character

The amount of equipment you have to work with depends a great deal on your personal wealth. Roll 1d6, and that's how many hundreds of dollars you have to spend on stuff. If you have the Wealth Special, you also add in the "weekly allowance" due to you based on your Rank. If you like, you can pool your money with the other players so you can all get some nicer things, but it's not necessary.

Equipment is found starting on page 26. Equipment comes in individual pieces or, for more expedience when starting new characters, in "Clique Packs," which include sets of clothing, weaponry and gear that suit individual roles. Buying Clique Packs is faster and more cost-effective; you get everything in the package for less money than if you bought the same pieces on their own.

Specials

Specials are the actions, powers, and abilities that give your character an edge over ordinary people. Your actions will determine if you're a hero, but it's Specials which determine if you're a Super hero.

Specials are arranged alphabetically according to their applicable Stat (Agility, Brawn, Cognition, Damage, Endurance and Fellowship). After the name, you'll see:

Min. Score: Stat score needed to buy the Special. If your Stat is ever reduced below this point, you don't lose the Special, but you can't use it 'til you recover.

Purchase Cost: Cost (during character generation).

Pool Cost: The quantity of Stat pool spent activating the power. If you don't have enough, you can't use it.

Action Cost: Number of actions spent to use the power, as well as the number spent to deactivate the same power. If the number required is more than a character has in a Frame, actions are simply tallied across multiple Frames until enough are reached.

Effect: How the Special actually works.

Upgrade Cost: The cost for the Upgraded version of the Special, if applicable. To upgrade a Special, you must first purchase the normal version of the Special.

Upgrade Effect: What the Upgraded Special can do. Can be an enhancement, or change it altogether.

To use Specials, determine how long it takes to activate the power (based on Action Cost), and spend any Pool Cost. Where applicable, Deactivating a Special takes the same number of actions as Activating it, with no Pool cost.

Choosing Specials

There's no rule that says you must take any Specials at all, but in general, teens in the Power Grrrl universe have at least one or two Specials, so you should pick some that represent your character concept.

Should you wish to randomly determine Specials (whether for a PC or an NPC), consult the list on page 25. Roll 1d6 to determine the Stat, then 2d6-2 for the Special, treating results of "0" as a lack of a Special.

Optional Rule - Flashy Effects

Specials that have a Pool Cost often have a slight drawback – an outward sign that you're using that Special. This is because these powers are so powerful and dramatic, other people can't help but notice what's going on. In some cases, the effect will be obvious; in others, you'll have to come up with something on your own. Your eyes might change color, your skin may turn purple, your hair might flow as if in a strong wind... Be creative!

Adding New Specials

The Specials here only give you the basics, and you should feel free to develop your own explanation for how and why your character has Super powers. Some draw on supernatural origins, others call upon skill and knowledge to give a character an extra edge. It's up to you.

Inevitably, someone is going to say "Hey, I want to make a character who has power over citrus fruit, and can spray jets of superheated Vitamin C at their enemies," and your group will realize that there's no Special to cover that power. Don't let that stop you. You can let reason, good judgment and threatening looks from your friends stop you, but don't let a lack of a Special slow you down.

The POW System is designed to be adaptable. By putting all your character's powers, skills and traits into the same category – Specials – it's easy to plug in a new add-on without disrupting anything else. The Special's particular powers only affect that Special, and the character who uses it. Likewise, if a particular Special (existing or still floating up there in someone's imagination) is causing game balance problems for your group, you can simply strip that one Special out, no harm, no foul.

When designing a new Special, ask the following:

- What's it called?
- What's it do?
- What Stat applies?
- What's the minimum Stat score needed?
- What's the Point Purchase Cost?
- What's the Pool Cost?
- What's the Action Cost?
- What's the Upgrade Cost?
- What's the Upgrade Effect?



Agility Specials

Agility Specials are powers that rely on stealth, maneuverability and speed. Agile characters will tend to be smaller, faster and lighter than others, but there's no reason big characters can't be agile too.

Characters who focus on Agility tend to make good spies, scouts and infiltrators in a Super team. Since they are quick on the draw, they are often the first people into combat, but as they tend to lack in the Brawn and Damage departments, many times they're also the first characters to leave combat.

There are ten Agility Specials to choose from:

Ambidexterity (Minimum 3, Cost 2, Upgrade 1)

This Special gives the character the ability to use both arms (or forelimbs) equally well in combat.

Extra Limbs (Min 3, Cost 3, Upgrade 2)

The character grows an extra pair (or two) of arms or legs, letting them perform more activities.

Heightened Agility (Min 5, Cost 1-5, Upgrade N/A)

As with all the "Heightened" Specials, this one gives the character increased Agility beyond normal human range.

Improved Initiative (Min 2, Cost 1, Upgrade 2)

The character's nerves are hardwired, giving him enhanced reaction times in combat situations.

Morphing (Min 5, Cost 4, Upgrade 2)

The character possesses the fluid-like ability to change shape into anything she can imagine.

Quickdraw (Min 2, Cost 1, Upgrade N/A)

The character has the ability to draw weapons with blinding speed.

Shapeshifting (Min 3, Cost 3, Upgrade 2)

Shapeshifting is easier than Morphing, but with a much more limited range.

Super Speed (Min 2, Cost 1, Upgrade 2)

The character is faster than a speeding locomotive, or anything else he can imagine.

Wallwalking (Min 4, Cost 2, Upgrade 1)

The character is granted the superhuman ability to cling to walls like a bug.

Wings (Min 4, Cost 3, Upgrade 2)

Feathery or leathery, it's up to you what sort of wings you want your character to grow.



Name: Jonnathan Sooth / Jonny B Quik

Size Mod: 0 **Type:** Teen hero

Concept: Super-powered teen track star.

Description: 5'9, 140#, black hair, blue eyes.

Jonny B Quick is a high-school track star with a secret identity. When he's not running races for his school, he's battling crime, using his speed to gain the upper hand over the bad guys.

Stats: A:6 B:1 C:2 D:1 E:2 F:3

Specials: Ambidexterity, Heightened Agility (1), Super Speed - Upgraded

Quote: "Go Jonny, Go Go Go!"

Jonny, built with 20 points, started off with a solid Agility of 5, putting him in the superhuman range. His other Stats were average, with the exception of Fellowship. With 6 points left over, Jonny's player decided to take Super Speed, Upgraded, for a total of 3 points, allowing him to run from 1 to 100 MPH, and anywhere in between. He then took Ambidexterity to help in combat, and spent his last point on Heightened Agility, giving him a score of 6 in that attribute.

Agility Specials

Ambidexterity

Minimum Score: 3

Purchase Cost: 2

Pool Cost: 0

Action Cost: 0 (always in effect)

Effect: The character can wield two weapons at the same time, one per hand. If the weapons are identical (two pistols, two swords, two knives) there is no additional action cost – one action is spent for both attacks (although two rolls must be made). If they are different (a gun and a knife, a knife and a pickle), a second action is spent for the second attack, both actions happening simultaneously without an increase in difficulty. Both actions affect the same target. Obviously, this Special cannot be used if the character has no hands (or limbs capable of grasping).

Upgrade Cost: 1

Upgrade Effect: The character can attack two separate targets, simultaneously, spending one action.

Extra Limbs

Minimum Score: 3

Purchase Cost: 3

Pool Cost: 0

Action Cost: 0 (always in effect)

Effect: The character has an extra matched pair of limbs, with all the benefits and disadvantages thereof. If the extra limbs are arms or tentacles, the character can attack twice per action, provided the attacks are identical in nature (two of the same weapon). Combined with ambidexterity, this allows four attacks with a cost of only two actions. If the limbs are legs, speed and effective melee range is doubled (height x 4). If the character is non-human and has four limbs (or more) normally, this only applies to additional limbs (i.e., a dog with six legs).

Upgrade Cost: 2

Upgrade Effect: The character gains an additional pair of new limbs, identical to the first pair. Effects stack, as above; 3 arms wielding identical weapons can be used to attack simultaneously with only one action, and legs give the character triple range and speed (height x 6).

Heightened Agility

Minimum Score: 5

Purchase Cost: 1 to 5 (1 per point)

Pool Cost: 0

Action Cost: 0 (always in effect)

Effect: Boosts Agility beyond normal range, allowing an Agility of 6 (+1) to 10 (+5). This does not increase the Agility Pool (which caps at 25) – only the Stat itself.

Upgrade Cost: N/A

Upgrade Effect: N/A

Improved Initiative

Minimum Score: 2

Purchase Cost: 1

Pool Cost: 0

Action Cost: 0 (always in effect)

Effect: The player rolls an extra die when generating Initiative rolls (3d6+Agility instead of 2d6+Agility).

Upgrade Cost: 2

Upgrade Effect: The player is extra speedy, and rolls 4d6+Agility for Initiative rolls.

Morphing

Minimum Score: 5

Purchase Cost: 4

Pool Cost: 5

Action Cost: 4

Effect: The character's skin, bones, muscles and organs can be morphed to any shape, taking conservation of mass into account (a human cannot morph into an adult elephant, though he can morph into a baby elephant). The character can slip between bars or slide through a mail slot, however. Note the high action cost; in the event a character does not have enough actions in a Frame to complete a change, the effect spills over into the next Frame.

Upgrade Cost: 2

Upgrade Effect: The action cost is reduced to 1, but the pool cost is doubled, to 10.



Agility Specials

Quickdraw

Minimum Score: 2

Purchase Cost: 1

Pool Cost: 0

Action Cost: 0 (always in effect)

Effect: The player can draw a weapon at any time without spending an action. This applies to melee style weapons and projectiles, as well as non-weapon objects that might need to be pulled out quickly. Putting a weapon away costs an action (though flinging one to the ground doesn't).

Upgrade Cost: N/A

Upgrade Effect: N/A

Shapeshifting

Minimum Score: 3

Purchase Cost: 3

Pool Cost: 5

Action Cost: 1

Effect: Similar to the Morphing Special, except that the character picks a single, specific form that they can transform into at will. The trade-off for limiting the shift to one single form is a lower purchase and Action cost. As with Morphing, the law of conservation of mass applies – the character cannot morph into anything with more or less mass than he has.

Upgrade Cost: 2

Upgrade Effect: The character can choose a second form to shapeshift into, either intermediary (man – werewolf – wolf) or different (man – brick wall – baby giraffe).

Super Speed

Minimum Score: 2

Purchase Cost: 1

Pool Cost: 10

Action Cost: 1

Effect: The player picks a top speed they want their character to travel at. This can be any speed, from “thirty feet per second” to “fifty miles per hour” to “the speed of light,” but must be a figure of distance over time. After spending the Pool Cost and using an Action, the character is moving at that speed, instantly. The character is assumed to be able to navigate around most obstacles, but traveling at the speed of sound while in a sealed room will probably result in that character running into a wall (taking 1 point of Damage for each 5 MPH). For each increment of time that the character moves at this speed, it takes 1 action, although there is no further Pool Cost. Returning to normal speed can be done at no cost with no action used.

Upgrade Cost: 2

Upgrade Effect: The hero is capable of acceleration and deceleration, and can travel at any speed up to maximum.

Wallwalking

Minimum Score: 4

Purchase Cost: 2

Pool Cost: 0

Action Cost: 0 (always in effect)

Effect: The character's hands and/or feet are capable of clinging to vertical surfaces. The way this is achieved is up to the player (suckers, goo, electromagnets, etc.) but the effects are the same: the player can move and fight on walls as if they were standing on flat ground, regardless of height. The character cannot, however, stick to ceilings, and attempting to do so will result in the character immediately falling to the ground, taking 1 Damage per unit of the character's height (e.g., if the character is 5' tall, they take 1 Damage per 5' fallen).

Upgrade Cost: 1

Upgrade Effect: The character can move across ceilings, spheres, etc. as easily as any other walls.

Wings

Minimum Score: 4

Purchase Cost: 3

Pool Cost: 0

Action Cost: 0 (always in effect)

Effect: The hero has a pair of wings each as wide across as she is tall. She can't fly with the wings, but can glide at a rate of her height x 10 per action, descending her height in that same space (so a hero 5' tall can spend 1 action to glide 50', if they are at least 5' up to start).

Upgrade Cost: 2

Upgrade Effect: The character gains an additional pair of wings (i.e., total of 4), or has his single pair double in size. In either case, the net effect is that the character is capable of true flight, and can take off from a standing start. The character can also now buffet attackers with his wings, using an action and doing Damage equal to 1+Brawn.



Brawn Specials

Brawn Specials are those powers and skills which rely on strength, brute force and general pushing, shoving and hitting to do their thing. Characters who rely on Brawn will tend to be larger and broader, but there's no reason a smaller character can't be strong too.

Those whose focus is primarily in Brawn are, for obvious reasons, often the heavy hitters of any Super Team. They're generally not good at stealth or thinking, Agility and Cognition tending to be lower, but their value as power houses makes up for their other flaws.

There are ten Brawn Specials to choose from:

Amplify Voice (Min 2, Cost 2, Upgrade 2)

The character calls on his reservoirs of inner strength to raise a mighty shout.

Burst of Strength (Min 3, Cost 2, Upgrade 3)

The character instantly, but temporarily, gains a great deal of super strength.

Bullrush (Min 4, Cost 3, Upgrade 2)

The character can charge headlong into opponents with devastating effectiveness.

Fists(s) of Steel (Min 3, Cost 2, Upgrade 2)

The character's mighty hardened fists deal out deadly injury to enemies.

Gigantism (Min 5, Cost 3, Upgrade 3)

The character's body can grow to immense proportions, allowing him to tower over his foes.

Heightened Brawn (Min 5, Cost 1-5, Upgrade N/A)

The character is possessed of Brawn far beyond normal human limits.

Leap (Min 2, Cost 1, Upgrade 2)

The character is literally able to leap tall locomotives in a single bound. And buildings, too.

Mule Kick (Min 3, Cost 2, Upgrade 1)

The character's powerful legs are capable of lashing out with lethal force.

Natural Weaponry (Min 2, Cost 2, Upgrade 3)

The character has grown claws, fangs or one of many other nasty things.

Power Punch (Min 4, Cost 5, Upgrade N/A)

The character is able to focus her great strength into one powerful blow.



Name: Manin Brussels / Kerrash

Size Mod: 0 **Type:** Teen hero

Concept: Football captain who loves a challenge.

Description: 6'4, fulla muscle, 250#, black hair and eyes

Manin Brussels is captain of the Champion SHHS Bulldogs, playing in a variety of positions including Defensive Tackle and Punt Returner, in which position he holds the record for the most consecutive returns for touchdowns (57) in state history.

Stats: A:2 B:5 C:0 D:2 E:2 F:1

Specials: Bullrush, Fists of Steel, Leap, Burst of Strength

Quote: "Do you speaka my language!"

Manin, built with 20 points, started off with a Brawn of 5, making him quite a brute. He opted to put more into his physical attributes, leaving Cognition and Fellowship below average. With 8 points left, Manin took Brawn Specials to augment his abilities. Bullrush and Leap allow him to plow through the opposing team to score at will, and Fists of Steel and Burst of Strength give him an extra punch (literally) when things get a little rougher.

Brawn Specials

Amplify Voice

Minimum Score: 2

Purchase Cost: 2

Pool Cost: 4

Action Cost: 0 (Instantaneous)

Effect: The character can create a painful shout. All within a radius equal to 10' per point of Brawn are deafened for 1d6 Frames and take 1 point of undodgeable Damage per point of Brawn. Wearing ear protection will offer some protection, halving (or even negating) the damage.

Upgrade Cost: 2

Upgrade Effect: The shout is so powerful, it produces a wave of energy, capable of knocking individuals of lower Size Categories prone (see the POW! Core Rules), and breaking fragile objects in range (dishes, windows, etc.) Damage is doubled, but range is the same.

Burst of Strength

Minimum Score: 3

Purchase Cost: 2

Pool Cost: 4

Action Cost: 1

Effect: The character can temporarily (but immediately) boost Brawn by a number equal to a d6 roll. This Brawn lasts for a single Frame. The character can spend an additional action and 4 points from her pool to maintain the power for another Frame (etc., 'til out of points). The effects of two Bursts do not stack – the greater result takes effect – but it can be used with other Brawn powers.

Upgrade Cost: 3

Upgrade Effect: As above, but add 2d6 points of Brawn for the same cost (if optional Criticals rules are being used, the ability to “die-double” applies).

Bullrush

Minimum Score: 4

Purchase Cost: 3

Pool Cost: 5

Action Cost: 2

Effect: The character can make a charge attack, thrusting head and shoulders into an opponent. Brawn is treated as 5 points higher than normal for this attack, and any opponent of the same Size Category or smaller suffering damage must roll vs. Agility to avoid being knocked prone (see the POW! Core Rules). Bullrush can only be used once per Frame.

Upgrade Cost: 2

Upgrade Effect: Along with the Bullrush, the character can, at his option, also trample any opponent that has been knocked to the ground, dealing out an additional 1d6 points of Damage with no additional action cost.

Fists of Steel

Minimum Score: 3

Purchase Cost: 2

Pool Cost: 0

Action Cost: 0 (always in effect)

Effect: The character's fists are hard as steel, causing an extra +1 Damage. This is real steel (not figurative), so dealing with metal detectors and rust will be interesting.

Upgrade Cost: 2

Upgrade Effect: The fists gain a feature that applies when the hero attacks using his hands. Damage is in addition to the increase from the normal Special. Choose or roll 2d6:

2-5 Spikes (+1 Damage)

6-9 Blades (+2 Damage)

10-11 Magnetic (+1 Damage to electrical-based foes, metal weapons cannot be dropped/disarmed, other appropriate minor effects)

12 Radioactive (roll 1d6. Foe loses a Stat point from the corresponding Stat (1A, 2B, 3C, 4D, 5E, 6F). Points are regained normally.)

Gigantism

Minimum Score: 5

Purchase Cost: 3

Pool Cost: 10

Action Cost: 1

Effect: The hero can increase mass by two Size Categories (see page 5 of the POW! Core Rules), more than doubling height and weight (specifics are up to the player). Aside from the obvious, this has the effect of boosting Brawn and Damage by 2 points each, and reducing Agility and Cognition by 2 points each, temporarily (muscles adjust; mind and reflexes do not). It lasts until de-activated, or unconsciousness (sleep, combat effects, etc.)

Upgrade Cost: 3

Upgrade Effect: The hero's “default state” is his Gigantic form, and his normal form is four Size Categories smaller, so the hero can “shrink,” in reality going back to normal. Stats affected are Brawn and Damage (-2 each) and Agility (+4); as with the normal version of this Special, it lasts until de-activation or unconsciousness. Note that heroes of a very small size may fall prey to unexpected dangers.

Heightened Brawn

Minimum Score: 5

Purchase Cost: 1 to 5 (1 per point)

Pool Cost: 0

Action Cost: 0 (always in effect)

Effect: As Heightened Agility

Upgrade Cost: N/A

Upgrade Effect: N/A

Brawn Specials

Leap

Minimum Score: 2

Purchase Cost: 1

Pool Cost: 5

Action Cost: 2

Effect: The character's legs, torso and spine have extra muscle, allowing him to jump higher and farther than normal. He can multiply the distance jumped by his Brawn score. See page 5 for rules on normal Jumping.

Upgrade Cost: 2

Upgrade Effect: The hero's leaping is further enhanced, allowing him to increase distance by a factor of 10.

Mule Kick

Minimum Score: 3

Purchase Cost: 2

Pool Cost: 5

Action Cost: 2

Effect: The character's can kick foes with deadly force, adding an extra 2 points of Damage to kick attacks. Any foe of the same Size Category or smaller suffering injury from the Mule Kick must roll against their Agility to avoid being knocked to the ground. If the character is not wearing footwear (at least sneakers or shoes), she subtracts 1 point of Damage from her pool with each successful attack.

Upgrade Cost: 1

Upgrade Effect: The character can literally kick like a mule, and by placing both hands on the ground and lashing out with both feet simultaneously (treated as a normal attack), she can double the Damage caused by that attack. In addition, the character's feet are so tough that she can kick with bare feet without suffering any Damage.



Natural Weaponry

Minimum Score: 2

Purchase Cost: 2

Pool Cost: (see below)

Action Cost: 0 (always in effect) to 1 Frame (see below)

Effect: The character's body is enhanced in some deadly way. The weaponry can be of any sort the player desires, but is permanently fixed in place and cannot be concealed. The player may choose one, or roll 2d6 randomly:

2-5 Fangs (Damage 2+Brawn, biting only)

6-9 Claws (Damage 2+Brawn)

10-11 Horns (Damage 3+Brawn, requires 2 actions)

12 Tail (Damage 1+Brawn, victim must roll an Agility check or fall prone, Difficulty 10.)

Upgrade Cost: 3

Upgrade Effect: The weapon gains an additional feature; choose one or roll 2d6 randomly:

2-6 Retractable (Can be withdrawn into body, at a cost of 1 Full Frame and 2 Pool; revealing it again costs the same amount.)

7-10 Barbed (On a successful hit, victim makes a Brawn check, Difficulty 10. Success means the victim tears away, taking their own Brawn in Damage. Failure means the victim is stuck on the weapon, and can be attacked by any other weapon that round at -5 Difficulty.)

11-12 Venomous (subtract 1d6 from Brawn pool)

Power Punch

Minimum Score: 4

Purchase Cost: 5

Pool Cost: 5

Action Cost: 2

Effect: The character can summon up the strength of a thousand gods for an angry punch. Upon a successful attack, the character rolls 2d6 and adds that amount to the Damage done to his opponent. An opponent of the same or smaller Size Category will be thrown back 10 feet per point of Damage done to him. On a roll of 2 or 12, the character suffers the same amount of Damage to himself (but is not thrown backwards).

Upgrade Cost: N/A

Upgrade Effect: N/A

Cognition Specials

Cognition Specials are skills and abilities that use the power of the mind to operate, whether raw intelligence or psychic power. Characters who rely on Cognition tend to be generally smarter and brainier than other characters, but there's no reason a simpler character couldn't use these.

Smart characters often take the role of party leader, since they're good at directing the activities of other people even if they themselves aren't strong or tough enough to charge into battle.

There are ten Cognition Specials:

Astral Travel (Min 5, Cost 5, Upgrade 5)

The character is able to travel in an intangible spiritual form anywhere, instantly.

Contact Spirits (Min 4, Cost 3, Upgrade 3)

The character can see dead people... and can even talk to them occasionally.

Gadgets (Min 2, Cost 5, Upgrade 5)

The character possesses one or more of those things that creepy aliens and mad scientists love.

Heightened Cognition (Min 5, Cost 1-5, Upgrade N/A)

Check out the big brain on Brad! The character has Cognition well beyond the norm.

Mind Control (Min 3, Cost 4, Upgrade 4)

These aren't the heroes you're looking for... unless you're looking for a hero that can control minds, that is.

Psonics (Min 4, Cost 4, Upgrade 1)

The character can use a powerful shock wave for mental attack and defense.

Second Sight (Min 2, Cost 2, Upgrade N/A)

The character can see what happened, before it has even had a chance to happen in the first place.

Super Vision (Min 2, Cost 3, Upgrade N/A)

The character's vision is supernaturally enhanced, so he can see what no one else can.

Telekinesis (Min 3, Cost 2, Upgrade 5)

The character can move things around with the power of her mind.

Telepathy (Min 3, Cost 4, Upgrade 4)

The hero can communicate with other people without saying or hearing a word.



Name: Job Erylum / Hakuna Mentata

Size Mod: -1 **Type:** Teen hero

Concept: Wheelchair-bound genius fighting evil

Description: 4' , 100#, black hair, black eyes

Job Erylum was born with a disability that left his legs deformed and crippled, but life in a wheelchair was not enough to dampen the abilities of his powerful mind, allowing him to become Hakuna Mentata.

Stats: A:0 B:0 C:5 D:1 E:2 F:2

Specials: Psonics - Upgraded, Telekinesis, Super Vision

Quote: "I've... seen things you wouldn't believe..."

Job, built with 20 points, started off with a Cognition of 5, making him a genius. Being in a wheelchair means he has low Agility, Brawn or Damage, but his Energy and Fellowship are higher to make up for it. With 10 points for Specials, Job started with Psonics, allowing him to blast enemies with his mind; with the upgrade, he can defend himself and his friends. Next he took Telekinesis, which allows him to move himself around (as well as other things). Finally, his Super Vision gives him better night vision, so he can act as lookout for his friends.

Cognition Specials

Astral Travel

Minimum Score: 5

Purchase Cost: 5

Pool Cost: 25

Action Cost: 10

Effect: The hero's mind can instantly travel anywhere she has physically been, with travel taking 2d6 minutes. While Astral, the character cannot be perceived by anyone in physical form, and can use any other Cognition Special (except for Gadgets), if there's enough of a Cognition Pool to do so. The character can remain Astral for as long as desired, though her body is vulnerable. Should the body die when the character is Astral, she becomes a ghost. Returning her mind to her body takes 10 Actions, as above, but requires no further Pool cost.

Upgrade Cost: 5

Upgrade Effect: Rather than simply moving her mind the character can achieve Astral Teleportation, moving her body with the same effect and cost as above. Obviously, in this case there's no need to return to one's body.

Gadgets

Minimum Score: 2

Purchase Cost: 5

Pool Cost: 0

Action Cost: Variable

Effect: The character has a gizmo of strange origin (left by aliens, invented, etc.). Whatever the case, the character knows how to use it, and others can try to figure it out with Cognition checks (Diff. 20). Pick one, or roll 2d6:

- 2-3 **Weapon** (Blaster, light sword, etc.)
- 4-5 **Armor** (Magical, alien or technological)
- 6-7 **Potion** (Dr. Jekyll's Love Potion #9?)
- 8-9 **Tome** (Spellbook, or alien blueprints?)
- 10-11 **Vehicle** (Land, sea, air, or otherwise?)
- 12 **Who Knows?** (It's definitely something...)

Players should work with their Moderators to come up with a set of stats and capabilities for the gadget, customized to be appropriate for the campaign.

Upgrade Cost: 5

Upgrade Effect: The gadget is sentient. It can think and communicate with the hero. This can be audible, telepathic or empathic (feelings only), but in all cases can only be perceived by the gadget's owner. The gadget gets 1d6 points for Stats and 1d6 points for Specials (with the same limitations as characters). Should the Gadget wind up with a Cognition score higher than the character, the Gadget may attempt to control the character's actions and feelings (through conniving or direct mental control, if the Gadget has the appropriate Specials in its retinue.)

Contact Spirits

Minimum Score: 4

Purchase Cost: 3

Pool Cost: 5

Action Cost: 1d6 minutes

Effect: Using prayers, candles, cards, etc., the character can contact non-corporeal entities. Most spirits can be called and spoken to within 1d6 minutes if the character knows a name and basic info. (Moderator discretion).

Upgrade Cost: 3

Upgrade Effect: In addition to being able to summon spirits, the hero can see them with a Cognition check.

Heightened Cognition

Minimum Score: 5

Purchase Cost: 1 to 5 (1 per point)

Pool Cost: 0

Action Cost: 0 (always in effect)

Effect: As Heightened Agility.

Upgrade Cost: N/A

Upgrade Effect: N/A

Mind Control

Minimum Score: 3

Purchase Cost: 4

Pool Cost: 5

Action Cost: 1

Effect: The character can control a single action of a person within sight for each use of this Special. This can range from unlocking a door to jumping off a bridge. The victim can resist with a Cognition check, Difficulty equal to 10 plus the attacker's Cognition.

Upgrade Cost: 4

Upgrade Effect: The victim resists at Difficulty 15+Cog.

Psonics

Minimum Score: 4

Purchase Cost: 4

Pool Cost: 1d6

Action Cost: 1

Effect: The hero psychically blasts a victim within line of sight, draining 1d6 from the victim's Cognition Stat, and draining the same amount from her own Cognition Pool. Anyone below 0 Cognition cannot think clearly enough to do anything except defend themselves from physical attacks. The character can protect herself from Psonics with this Special, reducing the effects by a 1d6 roll.

Upgrade Cost: 1

Upgrade Effect: The character can shield others as well as herself, with a single 1d6 roll applied to all.



Cognition Specials

Second Sight

Minimum Score: 2

Purchase Cost: 2

Pool Cost: 5

Action Cost: 1

Effect: The character has glimpses of future events before they happen, and can thus potentially influence events if there's enough information given in the vision (Moderator discretion). The character's visions are somewhat random and unpredictable; for each use of this Special, roll to see what sort of Sight is Seen:

- 2 **Deja Vu** (Seen it before; +1d6 to next roll)
- 3-4 **Future Shock** (See next Frame's actions)
- 5-7 **Remote Sight** (See now, somewhere else)
- 8-10 **Clairvoyance** (See 1d6 days in the future)
- 11-12 **Prophecy** (Spout cryptic wisdom)

Upgrade Cost: N/A

Upgrade Effect: N/A

Super Vision

Minimum Score: 2

Purchase Cost: 3

Pool Cost: 0

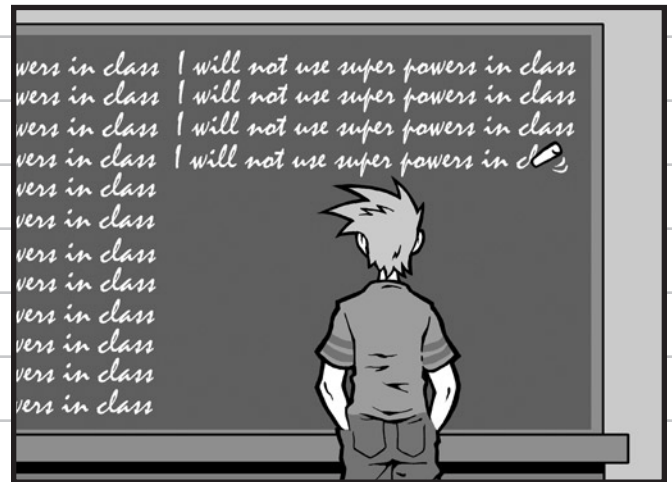
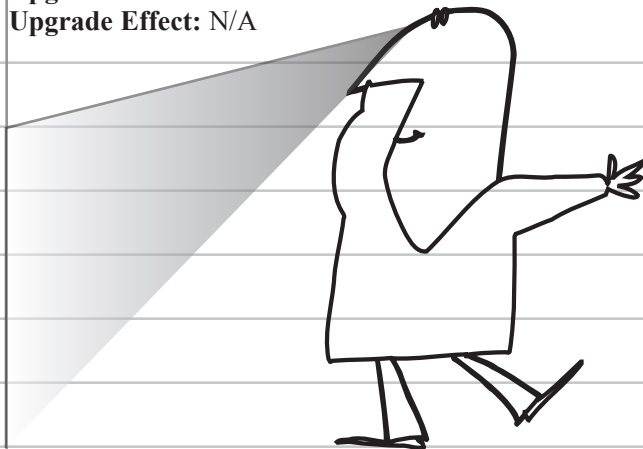
Action Cost: 1

Effect: The character's eyes are modified, enhancing vision in strange and interesting ways. The player can pick any one of the following, or roll 2d6 randomly for two effects (duplicate effects stack for increased effectiveness):

- 2-3 **Infrared** (Can see heat up to 50' in the dark)
- 4-5 **X-Ray Vision** (Can see through anything)
- 6-8 **Enhanced** (+1 to rolls involving vision)
- 9-10 **Aura Sight** (Determine intent, illness, etc.)
- 11-12 **Evil Eye** (Hex others, giving -1 to rolls)

Upgrade Cost: N/A

Upgrade Effect: N/A



Telekinesis

Minimum Score: 3

Purchase Cost: 2

Pool Cost: 2

Action Cost: 1

Effect: The character can move objects smaller than himself merely by using the power of his mind. Objects of the same Size Category as the character can only be moved relatively slowly across surfaces, but smaller objects can be levitated and hurled with enough speed to cause 1d6 Damage to opponents (or more, as appropriate)

Upgrade Cost: 5

Upgrade Effect: The character can hurl other people at will. He can move objects of any Size Category slowly across surfaces, and objects of up to one Size Category larger than himself with great speed through the air.

Telepathy

Minimum Score: 3

Purchase Cost: 4

Pool Cost: 5

Action Cost: 1

Effect: The character can send active thoughts to (and receive them from) any conscious, sentient being within visual range. The "victim" need not have Telepathy to communicate back, since the entire conversation takes place inside the recipient's own head. The telepath can also listen in on passive thoughts without revealing his presence in the victim's mind, although with a successful Cognition check (Difficulty 15) the victim can perceive the intrusion, and shut the Telepath out.

Upgrade Cost: 4

Upgrade Effect: The Telepath's powers are so strong that he can communicate telepathically with anyone he's spoken to before, no matter how far away.

Damage Specials

Damage Specials are powers and skills that rely on a person's toughness, overall health, and ability to soak up injury. Characters with high Damage will tend to be healthier, heartier and tougher than other heroes, but these Specials are open to anyone who meets the basic requirements.

Heroes who focus on Damage as their primary stat are often the "tanks" of the party, charging into battle to delay their foes while others prepare a counterattack. Often they are capable of powerful attacks on their own.

The ten Damage Specials to choose from are:

Adaptation (Min 4, Cost 2, Upgrade 3)

The character's body adjusts to hostile environments like scorching heat, blistering cold or even a lack of air.

Accelerated Healing (Min 3, Cost 3, Upgrade 3)

It's just a flesh wound... at least, it was just a second ago, before it healed.

Channel (Min 2, Cost 3, Upgrade N/A)

The hero can mentally redirect incoming Damage to other Statistic pools.

Energy Absorption (Min 3, Cost 5, Upgrade N/A)

Incoming energy attacks are absorbed and dissipated harmlessly by the character.

Heightened Damage (Min 5, Cost 1-5, Upgrade N/A)

Come on, hit me. I dare ya. The character's Damage is far beyond normal human range.

Invulnerability (Min 5, Cost 2-10, Upgrade N/A)

The character can simply ignore a certain percentage of all incoming Damage.

Natural Armor (Min 2, Cost 3, Upgrade 3)

The character possesses thick fur, scales, armor plates or some other form of protection.

Pain Threshold (Min 3, Cost 1-5, Upgrade N/A)

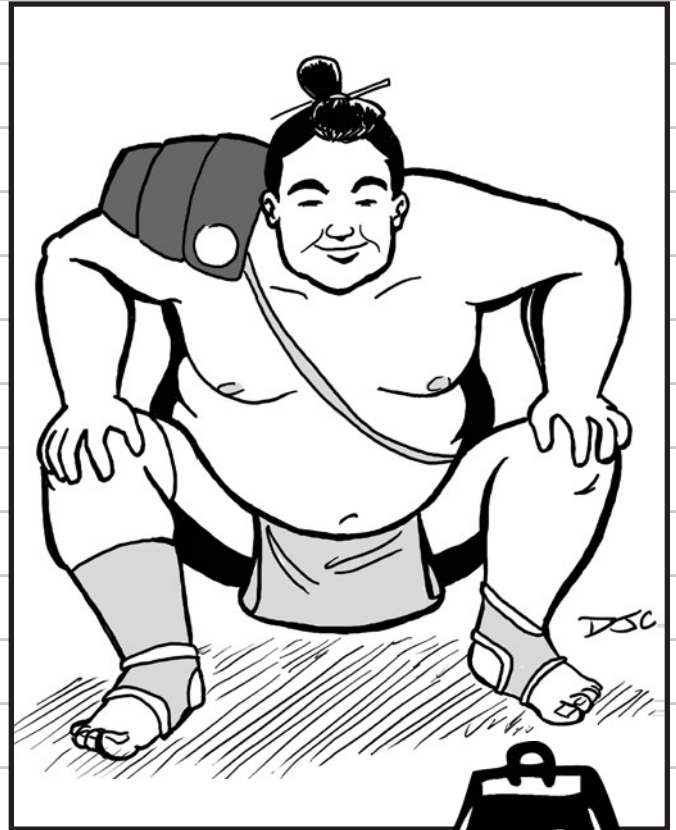
Below a certain point, the character can't feel any pain or Damage whatsoever.

Poison (Min 4, Cost 5, Upgrade N/A)

The character secretes a poison of some sort, but is immune to his own foul effects.

Reciprocity (Min 2, Cost 2, Upgrade N/A)

"An eye for an eye" is this character's credo; a portion of all incoming Damage is returned to the attacker.



Name: Hirohito Wasabi / Forest Glump

Size Mod: 0 **Type:** Teen hero

Concept: Teenage mutant sumo wrestler

Description: 5'6", 400#, brown hair, brown eyes

Hirohito Wasabi was brought into the world as a 20 pound infant, and it was all uphill from there. Ridiculed for his great mass, he soon learned to use his size as a weapon as Forest Glump, sumo hero.

Stats: A:0 B:4 C:1 D:5 E:1 F:0

Specials: Energy Absorption (Kinetic), Pain Threshold (1)

Quote: "Go on, punch me in the stomach. I dare you!"

Glump opted to build out his Brawn and Damage to 5 and 4 points, making him superhumanly strong and tough. Cognition and Energy are merely normal, and Agility and Fellowship are unimportant to him, so they're left at 0. With 10 points left, Glump decided to build on a foundation of Damage Specials, taking Energy Absorption, Kinetic and a Pain Threshold of 2 to allow him to take quite a beating. He also decided to use his bulk to further advantage, purchasing the Brawn Special of Gigantism to get a bit of an extra boost.

Damage Specials

Adaptation

Minimum Score: 4

Purchase Cost: 2

Pool Cost: 10

Action Cost: 1

Effect: The character's body is capable of adapting to dangerous environments. When Damage is caused by the surroundings (being dumped in lava counts, being blasted by a flamethrower does not), the character can adjust his body to survive, ignoring all environmental Damage. This lasts until de-activated, or unconsciousness. Only one adaptation at a time can be in place.

Upgrade Cost: 3

Upgrade Effect: As above, but with half the Pool Cost and a 0 Action Cost (Instantaneous), allowing the character to avoid Damage before it occurs.

Accelerated Healing

Minimum Score: 3

Purchase Cost: 3

Pool Cost: 0

Action Cost: 0 (always in effect)

Effect: The character can heal remarkably fast. Damage is recovered at twice the normal rate (2 Pool points per frame of rest, 2 Stat points per day of rest). The character cannot heal unless resting. This only applies to the Damage Stat and Pool; other Stats and Pools recover at normal rates.

Upgrade Cost: 3

Upgrade Effect: The above holds, but the character also regenerates 1 Pool point per Frame regardless of state of rest, even during heavy combat or activity.

Channel

Minimum Score: 2

Purchase Cost: 3

Pool Cost: 5

Action Cost: 1

Effect: The character can cause trauma to drain from another Stat Pool instead of Damage. After spending the Pool Cost, the player chooses another of her five Stats, and from that point forward any trauma that would normally drain the Damage Pool will instead drain that other Pool. Should the other Pool be completely drained, normal spillover rules apply, and that other Stat will suffer. The character can switch from one Stat to another at will by spending the Action and Pool Costs; should the hero fall asleep or unconscious, the Channel ends automatically. This Special can be used to power other Damage Specials, though it can only fuel itself from the Damage Pool.

Upgrade Cost: N/A

Upgrade Effect: N/A

Energy Absorption

Minimum Score: 3

Purchase Cost: 5

Pool Cost: 1

Action Cost: 0 (always in effect)

Effect: The character picks a type of energy from the following chart (or rolls 2d6 randomly ONCE):

2-4 Light (Lasers, flashbang grenades, etc.)

5-7 Heat (Fire, lava, steam, etc.)

8-9 Electricity (Lightning, tasers, etc.)

10-11 Radiation (Nuclear weapons, etc.)

12 Kinetic (Physical energy)

Upon spending the Pool Cost, all energy of that type will be absorbed harmlessly for a single Frame, causing no Damage or other effect (e.g., light from a bright flash would not cause blindness, etc.)

Upgrade Cost: N/A

Upgrade Effect: N/A

Heightened Damage

Minimum Score: 5

Purchase Cost: 1 to 5 (1 per point)

Pool Cost: 0

Action Cost: 0 (always in effect)

Effect: As Heightened Agility.

Upgrade Cost: N/A

Upgrade Effect: N/A

Invulnerability

Minimum Score: 5

Purchase Cost: 2 to 10 (2 per point)

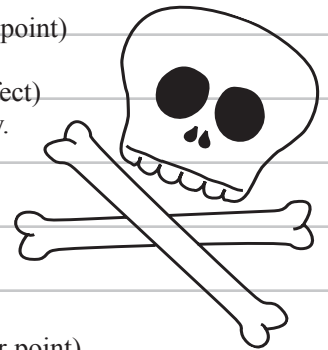
Pool Cost: 0

Action Cost: 0 (always in effect)

Effect: The character is not affected by small amounts of incoming Damage. The purchase cost of 2 to 10 is based on 5 levels (1, 2, 3, 4 and 5); a character with Invulnerability 2 (cost of 4 points) ignores the first 2 Damage from all trauma (2 Damage would cause 0, while 4 Damage would cause 2). Attacks cause no Damage at all if the character's Invulnerability is greater.

Upgrade Cost: N/A

Upgrade Effect: N/A



Damage Specials

Natural Armor

Minimum Score: 2

Purchase Cost: 3

Pool Cost: 0

Action Cost: 0 (always in effect)

Effect: The character's body has natural armor. The character may choose or roll 2d6 randomly ONCE:

2-4 **Heavy Fur/Long Hair** (FR: 1, DR: 10)

5-7 **Thick Skin/Hide** (FR: 3, DR: 20)

8-9 **Spikes/Reinforced Bones** (FR: 2, DR: 50)

10-11 **Armor Plating** (FR: 5, DR: 100)

12 **Energy Field/Aura** (FR: 10, DR: 50)

Treat each of these as normal armor, using the Frame (FR) and Damage (DR) values listed above. When the armor's Damage Rating has been expended, the armor is considered to have worn down, and will provide no further protection until it regenerates, which it will do at a rate of 1d6 points per day.

Upgrade Cost: 3

Upgrade Effect: The armor can be hidden/retracted at will, allowing the character to appear normal. Furthermore, it regenerates at an accelerated rate of 1 point per hour.



Pain Threshold

Minimum Score: 3

Purchase Cost: 1 to 5 (1 per point)

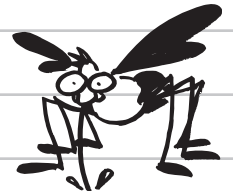
Pool Cost: 0

Action Cost: 0 (always in effect)

Effect: The character can ignore minor Damage. Unlike Invulnerability, damage which exceeds the Pain Threshold causes full damage, and is not reduced (Threshold of 2 ignores Damage of 1 or 2 points, but an attack which caused 3 points would inflict the full 3 on the character).

Upgrade Cost: N/A

Upgrade Effect: N/A



Poison

Minimum Score: 4

Purchase Cost: 5

Pool Cost: 2

Action Cost: 1

Effect: The character's body possesses a potent toxin; the player may choose one, or roll 2d6 randomly:

2-3 **Venom from teeth/fangs** (2d6 Agility trauma)

4-5 **Skin oozes toxin**; (2d6 Brawn trauma)

6-7 **Toxic breath** (2d6 Cognition trauma)

8-9 **Acid spittle** (2d6 Damage trauma)

10-11 **Exploding spores** (2d6 Energy trauma)

12 **Musky spray** (2d6 Fellowship trauma)

The poison is only spread on a successful attack (though the pool cost is spent regardless). Trauma caused is in addition to normal Damage from any attack, if applicable.

Upgrade Cost: N/A

Upgrade Effect: N/A

Reciprocity

Minimum Score: 2

Purchase Cost: 2

Pool Cost: 2

Action Cost: 1

Effect: The character can deal out Damage he receives in like fashion, hurting his attacker without lifting a finger. Upon spending the Pool and Action Costs, a single attacker will receive the same amount of Damage that he inflicts on the character in a single Frame, most armor irrelevant but Specials like Natural Armor, Invulnerability and Pain Tolerance being considered. Since Reciprocity has a Pool Cost of 2, the character will take more Damage than his attacker, and will lose a war of attrition with an equally matched foe.

Upgrade Cost: N/A

Upgrade Effect: N/A

Energy Specials

Energy Specials are truly extraordinary, relying on a character's inner ki, spirit and magic to perform their deeds. Characters with high Energy scores come in all shapes and sizes, tending to drift towards the mysterious and magical in career, but these Specials are open to anyone who meets the basic requirements.

Those who focus on Energy tend to be blasters in a Super team, taking out foes from around the perimeter while their stronger and tougher allies head into the fray. Though powerful, they cannot handle head-on combat.

The ten Energy Specials to choose from are:

Elemental Mastery (Min 5, Cost 5, Upgrade 5)

The character can gain total control over air, earth or water, even summoning elemental forces.

Energy Control (Min 5, Cost 5, Upgrade 5)

The character can wield pure energy's destructive power against her enemies.

Gravity Control (Min 3, Cost 3, Upgrade 5)

The character can easily turn gravity on or off, at will, allowing a wide variety of effects.

Healing Touch (Min 2, Cost 2, Upgrade 3)

With just a simple touch, the character can heal Damage to her comrades.

Heightened Energy (Min 5, Cost 1-5, Upgrade N/A)

Who got the power? The character who has this Special does, since they have Energy beyond human limits.

Intangibility (Min 3, Cost 2, Upgrade 3)

The character can phase out of physical existence at will, becoming impossible to touch.

Invisibility (Min 2, Cost 3, Upgrade 2)

The hero can simply disappear from sight in the blink of an eye.

Paralysis Ray (Min 4, Cost 3, Upgrade N/A)

Blasting them with a ray of energy, the character can make his foes incapable of movement.

Sound Control (Min 3, Cost 2, Upgrade 3)

The hero can adjust the volume controls on life, turning sound up or down.

Wraith Touch (Min 4, Cost 3, Upgrade N/A)

By draining their energy, the character can leave enemies weak and helpless.



Name: Melissa "Missy" Salito / Rat-a-Tootie

Size Mod: 0 **Type:** Teen hero

Concept: Full-time student, part-time pickpocket

Description: 4'6", 100#, black hair, pale skin

Missy Solito is picked on because of her build, but she's learned to hide from those who would do her harm and to get back at them in surreptitious ways, stealing homework, putting tacks on chairs and altering atomic structures to manipulate gravity, light and sound.

Stats: A:3 B:0 C:2 D:1 E:5 F:0

Specials: Invisibility, Sound Control, Gravity Control, Improved Initiative

Quote: "Now you see me, now you don't!"

As Rat-a-Tootie, stealthy superheroine, Missy put the most into Energy and Agility, making her stealthy and capable of manipulating powerful energies. Smart, she took a Cognition of 2, and left Brawn, Damage and Fellowship fairly low. With 9 points left, she decided to focus on stealth, taking Invisibility and Sound Control. Gravity Control gave her the ability to run up walls and "cling" to ceilings, in line with her namesake's own agility, and Improved Initiative, an Agility Special, rounds out her repertoire.

Energy Specials



Energy Control

Minimum Score: 5

Purchase Cost: 5

Pool Cost: 5

Action Cost: 1

Effect: Similar to Elemental Mastery, but rather than a state of matter, the character manipulates energy. The character picks a type of energy or rolls 2d6 randomly:

2-4 Light (Lasers, flashbang grenades, etc., causes hero's Energy in Damage, possibly blinds)

5-7 Heat (Fire, steam, etc., causes 1d6 Damage for 1d6 rounds)

8-10 Electricity (Lightning, tasers, etc., causes 1d6xEnergy in Damage trauma)

11-12 Radiation (Nuclear weapons, etc., causes 2d6 trauma to a random Stat pool. Roll 1d6: 1A, 2B, 3C, 4D, 5E, 6F.)

Energy is formless, so creating a "fire ball" is impossible without something to shape the fire (e.g., take a soccer ball and setting it on fire, then hurl it). Likewise, a "wall" of electricity is impossible without a means to redirect it (e.g., a lightning array between poles). Energy attacks cause Damage as shown above; defenses have FR equal to the character's Energy, DR equal to Energy times itself.

Upgrade Cost: 5

Upgrade Effect: The hero can release her energy in one burst. This costs the entire Energy Pool (at least 5), and causes 1d6 Damage per Pool point to all within 10 feet per point (i.e., if the character has 15 left in his Pool, he must spend all 15 points, causing 15d6 Damage to everyone in 150 feet). This hurts everyone except the character.

Elemental Mastery

Minimum Score: 5

Purchase Cost: 5

Pool Cost: 5

Action Cost: 1

Effect: The character controls a state of matter – solid, liquid or gas. Players may choose or roll 2d6 randomly:

2-5 Air/Sky/Gas (Rainstorm, wall of wind)

6-8 Earth/Stone (Stonethrow, wall of dust)

9-12 Water/Ice/Liquid (Icespray, wall of ice)

Walls, weapons, and projectiles of an element are possible; similar effects can be produced with each element, and have the same Damage (1d6+Energy) and protection (1d6+Energy FR, 1d6xEnergy DR). Attacks last for only a single Action, but defenses (walls, shields, etc.) last until their Damage Rating is exceeded.

Upgrade Cost: 5

Upgrade Effect: The hero animates the element. It costs 1 point of Energy Pool per Frame, and dissipates when destroyed or Energy runs out. It has the following stats:

Type	A	B	C	D	E	F
Air/Thunder	5	1	3	2	4	0
Earth/Stone	2	4	1	5	3	0
Water/Ice	3	2	5	4	1	0

Each does 1d6+Brawn Damage. They cannot speak, but can understand spoken commands and are totally loyal.

Gravity Control

Minimum Score: 3

Purchase Cost: 3

Pool Cost: 5

Action Cost: 1

Effect: The character can manipulate his own gravity field, allowing him to turn it on, off, and adjust it between both extremes. In half gravity, for example, the character can jump twice as far and twice as high, and in zero gravity he can jump up and never come back down. This does not imbue control, however; turning gravity off can offer something similar to levitation, but it does not make the character capable of controlled flight. Also note that "off" is a neutral setting, and not a reversal of gravity (characters turning gravity off will not suddenly fly off into space.)

Upgrade Cost: 5

Upgrade Effect: As above, but the character can manipulate the fields of anyone he touches. Effects last for as long as he maintains contact, or one full Frame.

Energy Specials

Heightened Energy

Minimum Score: 5
Purchase Cost: 1 to 5 (1 per point)
Pool Cost: 0
Action Cost: 0 (always in effect)
Effect: As Heightened Agility.
Upgrade Cost: N/A
Upgrade Effect: N/A

Healing Touch

Minimum Score: 2
Purchase Cost: 2
Pool Cost: 1 or more (see below)
Action Cost: 1
Effect: The character can heal others with a touch, by spending 1 or more points of Energy Pool to restore 1 or more points of Damage Pool. This effect also works on the character himself. The exact amount healed is up to the character doing the healing, but as should be obvious, a character cannot spend more points than he has available to use.
Upgrade Cost: 3
Upgrade Effect: The character can now also heal the Damage Stat by spending points of his own Energy Stat. Since the character can bring people back from negative stat numbers in this way, healing can be treated as resurrection in cases where it's deemed appropriate by the Moderator. The character cannot put himself below 0 in this way.

Intangibility

Minimum Score: 3
Purchase Cost: 2
Pool Cost: 1
Action Cost: 1
Effect: The character can phase in and out of physical form, allowing physical objects to pass through her, and vice versa. While intangible, no physical effect can harm her, and no physical barrier can stop her. Characters stuck inside physical objects when they run out of Energy are not killed, but rather have their Energy and Damage Pools drained to 0, and are ejected from the object at the point they entered it.
Upgrade Cost: 3
Upgrade Effect: The character's intangible body is by default without solid physical form, and she must assume solid form when needed by spending the above Pool and Action costs.

Invisibility

Minimum Score: 2
Purchase Cost: 3
Pool Cost: 1
Action Cost: 1
Effect: The character can turn invisible by turning aside light rays. He can be smelled, heard and felt, but not seen by any normal means.
Upgrade Cost: 2
Upgrade Effect: The character can bestow invisibility on anyone he touches by spending 1 Pool point per person. The effect lasts while contact is maintained, or 1 Frame.

Paralysis Ray

Minimum Score: 4
Purchase Cost: 3
Pool Cost: 5
Action Cost: 1
Effect: The character can shoot a ray of paralyzing energy at an opponent, draining 5d6 from their Agility Pool. If a character is reduced to below 0 Agility, they are unable to move on their own (but can still use non-physical Specials). The affected character can regain points normally.
Upgrade Cost: N/A
Upgrade Effect: N/A

Sound Control

Minimum Score: 3
Purchase Cost: 2
Pool Cost: 2
Action Cost: 1
Effect: The character can tune sound, turning it up and down, on and off at will in a personal sphere. This negates sonic effects, defends against Psonics, and makes the character totally silent. When using the power the character is physically incapable of hearing any sounds.
Upgrade Cost: 3
Upgrade Effect: As Upgraded Invisibility.

Wraith Touch

Minimum Score: 4
Purchase Cost: 3
Pool Cost: 5
Action Cost: 1
Effect: As with Paralysis Ray, except the Stat affected is Brawn, and the character must be touching his victim to drain the Stat.
Upgrade Cost: N/A
Upgrade Effect: N/A

Fellowship Specials

Fellowship Specials appear mundane, but since they rely on the ability to control others, they are potentially more powerful than other Specials. Those with high Fellowship tend to be friendly and outgoing, but they could as easily be skilled manipulators.

Heroes who focus on Fellowship are often either the leaders or the diplomats of a Super team, telling others what to do, or telling non-heroes what to believe.

The ten Fellowship Specials to choose from are:

Alien Friends (Min 5, Cost 5, Upgrade N/A)

Your character has got friends in high places. Really high places, come to mention it.

Animal Empathy (Min 3, Cost 3, Upgrade 2)

Animals love your character, and she loves animals in return, sometimes more than people.

Animation (Min 4, Cost 5, Upgrade N/A)

The character's sense of compassion is so strong that she can bring inanimate objects to life.

Emotion Control (Min 3, Cost 2, Upgrade 3)

The character is able to easily manipulate the emotional responses of those around him.

Heightened Fellowship (Min 5, Cost 1-5, Upgr. N/A)

The character has got a knack for making friends and influencing people.

Lair (Min 2, Cost 1-5, Upgrade 5)

"Welcome to my underground lair. Watch out for the liquid hot magma," says a character with this Special. Maybe.

Plant Control (Min 3, Cost 2, Upgrade 3)

The character who can control plants has got a true green thumb... and tongue, too.

Sidekick (Min 4, Cost 5, Upgrade N/A)

It's always good to have backup, and the character with a sidekick always has someone to count on.

Universal Translator (Min 3, Cost 2, Upgrade 3)

Second language? Pshaw. Your character can understand them all.

Wealth (Min 2, Cost 1-5, Upgrade N/A)

Cha-ching, bling bling. The character with Wealth has extra money and a regular income.



Name: Camilla "Cammie" Webb / The Pied Piperette

Size Mod: 0 **Type:** Hero

Concept: The most popular girl in school

Description: 5'6", 120#, red hair, olive skin

Cammie Webb's Live WebJournal is the most popular site on the Internet in her hometown. Everyone loves to tune in and see what Cammie has to say about anything and everything, and watch her make silly faces in her cam.

Stats: A:2 B:1 C:2 D:1 E:1 F:5

Specials: Emotion Control, Lair (1), Universal Translator, Wealth (2)

Quote: "You're my bestest friend!"

As the Pied Piperette, Cammie uses her popularity to strike fear into the hearts of her enemies, by using the hearts of her friends as a tool for good! Cammie is pretty average in everything except Fellowship, which she excels at. Her wealthy upbringing gives her great Wealth and a Lair (her bedroom, where other heroes can hang out and recover from injuries), and her super charm lets her speak to the hearts of others (Universal Translator) and sway them to her cause (Emotion Control).



Fellowship Specials

Alien Friends

Minimum Score: 5

Purchase Cost: 5

Pool Cost: 20

Action Cost: 0 (always in effect)

Effect: Some people have friends in tall places, but you've got friends who are "out of this world," from another dimension or another planet. Your Moderator should go over the specifics, but at a minimum, you will have a way of contacting your friends should an emergency arise. The Pool Cost is how much it costs to call in a favor, and the time required will vary.

Upgrade Cost: N/A

Upgrade Effect: N/A

Animation

Minimum Score: 4

Purchase Cost: 5

Pool Cost: 25

Action Cost: 2d6 or more (see below)

Effect: The character's friendship is so powerful that she can actually bring her own artwork to true 3-dimensional life. The nature of the art varies, and can range from simple line drawings, to paintings, to sculpture and statuary. The process of animating is quite grueling, and done quickly in an emergency with the proper materials (as simple as a pencil and a brick wall, or as complex as a mound of fresh clay) it takes at least 2d6 actions to get the piece completed. The character pours her soul into the piece, requiring and then draining her entire Fellowship Pool in the process. The capabilities of the Animation should be negotiated between player and Moderator, but as a rule the creation has no Specials, and has a Stats total identical to the character's own (numbers may be redistributed.) Taking more time gives the piece more power.

Upgrade Cost: N/A

Upgrade Effect: N/A



Animal Empathy

Minimum Score: 3

Purchase Cost: 3

Pool Cost: 1

Action Cost: 1

Effect: You've got an uncanny ability to bond with animals, and can understand their behavior on an empathic level. It costs 1 Pool point and 1 Action to interact with an animal for 1 Frame, allowing your character to innately comprehend what the animal is thinking and feeling, and to predict what it might do next and what it's trying to tell you. You can't control animals (that would be wrong), but by predicting what they might do you can often convince them to do the right thing. If you happen to be an animal, this works the other way around too, allowing you to better communicate with people.

Upgrade Cost: 2

Upgrade Effect: You can literally talk to animals, your understanding of their behavior going far beyond mere empathy into a form of low-level telepathy. Of course, animals can't fully grasp the full range of human thought patterns, so most of this communication will be fairly simple, but it's enough that simple commands can be given, and basic conversations held for lengthy periods of time. As above, this works with animals in the opposite way, if you happen to be one.

Emotion Control

Minimum Score: 3

Purchase Cost: 2

Pool Cost: 5

Action Cost: 1

Effect: The character can manipulate the emotions of anyone with a Fellowship Stat of 1 or more, provided that he can see and interact with them. The full range of emotions are available to the character (happiness, sadness, anger, despair, fear, etc.), and the specific effects are left up to the Moderator.

Upgrade Cost: 3

Upgrade Effect: As above, except the character can affect an entire crowd; as many as can be seen and spoken to.

Heightened Fellowship

Minimum Score: 5

Purchase Cost: 1 to 5 (1 per point)

Pool Cost: 0

Action Cost: 0 (always in effect)

Effect: As Heightened Agility.

Upgrade Cost: N/A

Upgrade Effect: N/A

Fellowship Specials

Lair

Minimum Score: 2

Purchase Cost: 1 to 5 (1 per point, max=Stat score)

Pool Cost: 0

Action Cost: 0 (always in effect)

Effect: The character has a private lair of some sort, the size dependent on the Lair score, which is in turn limited by the character's Fellowship. Size is calculated as "Rooms," though a Lair need not have that exact number.

Rank	Rooms	Guests	Size Comparison
1	1	5	Bedroom in Mom's house
2	4	10	1-Bedroom apartment
3	9	20	3-Bedroom two-story house
4	16	30	Medium-sized office space
5	25	50	Full-blown office building

Aside from role-playing, Lairs serve to double the rate of recovery for the character who is lairing there. Friends can also benefit from this increased recovery if there's room for guests (as shown above) – if more are crammed in, they don't benefit. Note that not every character, or their family, gets a Lair by default. Lairs assume privacy, security and seclusion, and not all homes have those things.

Upgrade Cost: 5

Upgrade Effect: The Lair is sentient (i.e., thinks for itself), with Stats all equal to the character's Fellowship. The Lair cannot move or defend itself by default, but if so equipped it can do so. It can also be destroyed, of course.

Plant Control

Minimum Score: 3

Purchase Cost: 2

Pool Cost: 5

Action Cost: 1

Effect: Everyone knows that talking to plants makes them grow better, but you know the reason - plants like being paid attention to. You're such a friend to flora that you can command these supposedly unintelligent things to do your bidding. While you can't make cactuses walk or daisies wield Uzis, you can convince plants to accelerate their growth rates enough to allow them to sway, brush against enemies, entangle feet, cause distracting noise, etc.

Upgrade Cost: 3

Upgrade Effect: You're so darn charismatic that you can convince plants to do the impossible for short periods of time. Under your bidding, flowers, vegetables, shrubs, trees and any living, rooted plant can be made to uproot itself, move around and even actively attack opponents.

All such plants do so with an Agility of 1, with all their other Stats equivalent to their Size Category (minimum of 0 for the purposes of this Special.)

Sidekick

Minimum Score: 2

Purchase Cost: 5

Pool Cost: 0

Action Cost: 0 (always in effect)

Effect: The character has acquired a Sidekick. This can be anything from a pet to a little sister to a fan who just started following them around. Sidekicks have no Specials of their own, and have Stats equal to one-half the character's own, with a minimum score of 0. They are entirely loyal, but will leave if they are mistreated or abused. The Moderator or another player must role-play the Sidekick.

Upgrade Cost: N/A

Upgrade Effect: N/A

Universal Translator

Minimum Score: 4

Purchase Cost: 2

Pool Cost: 5

Action Cost: 0 (always in effect)

Effect: By turning on the charm, a character can effectively communicate with anyone, regardless of language. While the character is not necessarily able to speak the language, their abilities allow them to understand what others are trying to say. This includes communication with animals, plants, computers, aliens, ghosts, etc. As a side effect, the character is good at reading lips, detecting lies, etc.

Upgrade Cost: 3

Upgrade Effect: The character has the ability to speak any language. He will never pass as a native speaker of the language, but can communicate well enough to get by.

Wealth

Minimum Score: 2

Purchase Cost: 1 to 5 (1 per point, max=Stat score)

Pool Cost: 0

Action Cost: 0 (always in effect)

Effect: The hero is blessed with a regular income, through inheritance, the lottery, etc. The amount is based on the Special's Rank, which cannot exceed the Stat score:

Rank	Weekly Funds	Vehicle Access
1	\$1,000	Four-door sedan
2	\$4,000	Foreign Sports car
3	\$9,000	Limousine, with driver
4	\$16,000	Luxury Yacht
5	\$25,000	Private Jet/Helicopter

Note that many adults have this Special, representing the residual benefits of having had the Special as a teen.

Upgrade Cost: N/A

Upgrade Effect: N/A

Master List of Specials

Alphabetical List

	A-Agility D-Damage	B-Brawn E-Energy	C-Cognition F-Fellowship
1. Agility	<ul style="list-style-type: none"> 1. Ambidexterity (Minimum 3, Cost 2, Upgrade 1) 2. Extra Limbs (Min 3, Cost 3, Upgrade 2) 3. Heightened Agility (Min 5, Cost 1-5, Upgrade N/A) 4. Improved Initiative (Min 2, Cost 1, Upgrade 2) 5. Morphing (Min 5, Cost 4, Upgrade 2) 6. Quickdraw (Min 2, Cost 1, Upgrade N/A) 7. Shapeshifting (Min 3, Cost 3, Upgrade 2) 8. Super Speed (Min 2, Cost 1, Upgrade 2) 9. Wallwalking (Min 4, Cost 2, Upgrade 1) 10. Wings (Min 4, Cost 3, Upgrade 2) 	<ul style="list-style-type: none"> Accelerated Healing (Min 3, Cost 3, Upgrade 3) - D Adaptation (Min 4, Cost 2, Upgrade 3) - D Alien Friends (Min 5, Cost 5, Upgrade N/A) - F Ambidexterity (Minimum 3, Cost 2, Upgrade 1) - A Amplify Voice (Min 2, Cost 2, Upgrade 2) - B Animal Empathy (Min 3, Cost 3, Upgrade 2) - F Animation (Min 4, Cost 5, Upgrade N/A) - F Astral Travel (Min 5, Cost 5, Upgrade 5) - C Bullrush (Min 4, Cost 3, Upgrade 2) - B Burst of Strength (Min 3, Cost 2, Upgrade 3) - B Channel (Min 2, Cost 3, Upgrade N/A) - D Contact Spirits (Min 4, Cost 3, Upgrade 3) - C Elemental Mastery (Min 5, Cost 5, Upgrade 5) - E Emotion Control (Min 3, Cost 2, Upgrade 3) - F Energy Absorption (Min 3, Cost 5, Upgrade N/A) - D Energy Control (Min 5, Cost 5, Upgrade 5) - E Extra Limbs (Min 3, Cost 3, Upgrade 2) - A Fists(s) of Steel (Min 3, Cost 2, Upgrade 2) - B Gadgets (Min 2, Cost 5, Upgrade 5) - C Gigantism (Min 5, Cost 3, Upgrade 3) - B Gravity Control (Min 3, Cost 3, Upgrade 5) - E Healing Touch (Min 2, Cost 2, Upgrade 3) - E Heightened Agility (Min 5, Cost 1-5, Upgrade N/A) - A Heightened Brawn (Min 5, Cost 1-5, Upgrade N/A) - B Heightened Cognition (Min 5, Cost 1-5, Upgrade N/A) - C Heightened Damage (Min 5, Cost 1-5, Upgrade N/A) - D Heightened Energy (Min 5, Cost 1-5, Upgrade N/A) - E Heightened Fellowship (Min 5, Cost 1-5, Upgrade N/A) - F Improved Initiative (Min 2, Cost 1, Upgrade 2) - A Intangibility (Min 3, Cost 2, Upgrade 3) - E Invisibility (Min 2, Cost 3, Upgrade 2) - E Invulnerability (Min 5, Cost 2-10, Upgrade N/A) - D Lair (Min 2, Cost 1-5, Upgrade 5) - F Leap (Min 2, Cost 1, Upgrade 2) - B Mind Control (Min 3, Cost 4, Upgrade 4) - C Morphing (Min 5, Cost 4, Upgrade 2) - A Mule Kick (Min 3, Cost 2, Upgrade 1) - B Natural Armor (Min 2, Cost 3, Upgrade 3) - D Natural Weaponry (Min 2, Cost 2, Upgrade 3) - B Pain Threshold (Min 3, Cost 1-5, Upgrade N/A) - D Paralysis Ray (Min 4, Cost 3, Upgrade N/A) - E Plant Control (Min 3, Cost 2, Upgrade 3) - F Poison (Min 4, Cost 5, Upgrade N/A) - D Power Punch (Min 4, Cost 5, Upgrade N/A) - B Psonics (Min 4, Cost 4, Upgrade 1) - C Quickdraw (Min 2, Cost 1, Upgrade N/A) - A Reciprocity (Min 2, Cost 2, Upgrade N/A) - D Second Sight (Min 2, Cost 2, Upgrade N/A) - C Shapeshifting (Min 3, Cost 3, Upgrade 2) - A Sidekick (Min 2, Cost 5, Upgrade N/A) - F Sound Control (Min 3, Cost 2, Upgrade 3) - E Super Speed (Min 2, Cost 1, Upgrade 2) - A Super Vision (Min 2, Cost 3, Upgrade N/A) - C Telekinesis (Min 3, Cost 2, Upgrade 5) - C Telepathy (Min 3, Cost 4, Upgrade 4) - C Universal Translator (Min 4, Cost 2, Upgrade 3) - F Wallwalking (Min 4, Cost 2, Upgrade 1) - A Wealth (Min 2, Cost 1-5, Upgrade N/A) - F Wings (Min 4, Cost 3, Upgrade 2) - A Wraith Touch (Min 4, Cost 3, Upgrade N/A) - E 	
2. Brawn	<ul style="list-style-type: none"> 1. Amplify Voice (Min 2, Cost 2, Upgrade 2) 2. Burst of Strength (Min 3, Cost 2, Upgrade 3) 3. Bullrush (Min 4, Cost 3, Upgrade 2) 4. Fists(s) of Steel (Min 3, Cost 2, Upgrade 2) 5. Gigantism (Min 5, Cost 3, Upgrade 3) 6. Heightened Brawn (Min 5, Cost 1-5, Upgrade N/A) 7. Leap (Min 2, Cost 1, Upgrade 2) 8. Mule Kick (Min 3, Cost 2, Upgrade 1) 9. Natural Weaponry (Min 2, Cost 2, Upgrade 3) 10. Power Punch (Min 4, Cost 5, Upgrade N/A) 		
3. Cognition	<ul style="list-style-type: none"> 1. Astral Travel (Min 5, Cost 5, Upgrade 5) 2. Contact Spirits (Min 4, Cost 3, Upgrade 3) 3. Gadgets (Min 2, Cost 5, Upgrade 5) 4. Heightened Cognition (Min 5, Cost 1-5, Upgrade N/A) 5. Mind Control (Min 3, Cost 4, Upgrade 4) 6. Psonics (Min 4, Cost 4, Upgrade 1) 7. Second Sight (Min 2, Cost 2, Upgrade N/A) 8. Super Vision (Min 2, Cost 3, Upgrade N/A) 9. Telekinesis (Min 3, Cost 2, Upgrade 5) 10. Telepathy (Min 3, Cost 4, Upgrade 4) 		
4. Damage	<ul style="list-style-type: none"> 1. Adaptation (Min 4, Cost 2, Upgrade 3) 2. Accelerated Healing (Min 3, Cost 3, Upgrade 3) 3. Channel (Min 2, Cost 3, Upgrade N/A) 4. Energy Absorption (Min 3, Cost 5, Upgrade N/A) 5. Heightened Damage (Min 5, Cost 1-5, Upgrade N/A) 6. Invulnerability (Min 5, Cost 2-10, Upgrade N/A) 7. Natural Armor (Min 2, Cost 3, Upgrade 3) 8. Pain Threshold (Min 3, Cost 1-5, Upgrade N/A) 9. Poison (Min 4, Cost 5, Upgrade N/A) 10. Reciprocity (Min 2, Cost 2, Upgrade N/A) 		
5. Energy	<ul style="list-style-type: none"> 1. Elemental Mastery (Min 5, Cost 5, Upgrade 5) 2. Energy Control (Min 5, Cost 5, Upgrade 5) 3. Gravity Control (Min 3, Cost 3, Upgrade 5) 4. Healing Touch (Min 2, Cost 2, Upgrade 3) 5. Heightened Energy (Min 5, Cost 1-5, Upgrade N/A) 6. Intangibility (Min 3, Cost 2, Upgrade 3) 7. Invisibility (Min 2, Cost 3, Upgrade 2) 8. Paralysis Ray (Min 4, Cost 3, Upgrade N/A) 9. Sound Control (Min 3, Cost 2, Upgrade 3) 10. Wraith Touch (Min 4, Cost 3, Upgrade N/A) 		
6. Fellowship	<ul style="list-style-type: none"> 1. Alien Friends (Min 5, Cost 5, Upgrade N/A) 2. Animal Empathy (Min 3, Cost 3, Upgrade 2) 3. Animation (Min 4, Cost 5, Upgrade N/A) 4. Emotion Control (Min 3, Cost 2, Upgrade 3) 5. Height. Fellowship (Min 5, Cost 1-5, Upgrade N/A) 6. Lair (Min 2, Cost 1-5, Upgrade 5) 7. Plant Control (Min 3, Cost 2, Upgrade 3) 8. Sidekick (Min 2, Cost 5, Upgrade N/A) 9. Universal Translator (Min 4, Cost 2, Upgrade 3) 10. Wealth (Min 2, Cost 1-5, Upgrade N/A) 		

Buying Stuff

It's important to keep three things in mind when gearing up your teenage Super hero for the first time. First of all, you live in a civilized area. You're not necessarily going to need to buy climbing equipment, flashlights, and trail mix to survive. Secondly, you're a Super hero and you have Super friends, so maybe you can go without buying that fifty feet of rope. Finally, you're a teen, and you'd look dorky if you were carrying around a 10' pole and a torch. So don't equip your hero as if he were a warrior heading off to slay dragons. Equip him as if he were a teen.

Every hero starts out with d6 x 100 dollars in allowance to spend (unless they take a Clique Pack, on pp 28-29, in which case they get what the package says). Characters with the Wealth special also get a week's worth of Wealth.

Gearing Up In-Game

Since you don't live in the middle of the wilderness, there's plenty of access to everyday items all around. You needn't always head down to the Blacksmith to get your hands on weapons you'll need to fight off evil; what you need might be in your back yard.

Consider that back yard, for a moment. Dad's left the hose out, and Mom's got clothing out on the clothesline, both good makeshift ways to tie up bad guys. Over by the vegetable garden, there's a heap of tools and implements that might make good weapons – a hoe, a rake, a shovel, even a weed whacker. Back in the shed, there's bound to be jars full of nails and bolts, spare boards, maybe even a hornet's nest up in the corner that would be a real surprise to villains. And in the garage, of course, there's no end to the tools, flammable liquids and other gadgets accessible to the determined hero. Just ask your parents' permission.

Back at school, there's plenty of stuff to grab in a pinch, too. Every classroom is full of dusty erasers, pencils, pens and other potential implements of distraction and destruction. The Chemistry and Biology labs are full to the brim with cool and dangerous stuff, as is the Janitor's closet. And the Locker Room and Gymnasium are stocked full of baseball bats, volleyball nets, tennis rackets, hockey sticks, football pads, golf clubs, fencing equipment and the like. And that's not counting what's in the Weight Room.

Optional - Role-Playing Opportunity

You need not actually role-play the characters' initial shopping session, but consider it an option. The mall is the perfect place to have new friends meet for the first time, and perhaps battle an enemy who's determined to destroy the shopping mall once and for all, thus giving all your new characters the perfect excuse to fight together to defend common ground. Photocopy the map of the mall on the next page, handing a copy to each player. Or, if you prefer, use a mall map from a local mall.

The Mall

The mall is the absolute center of the suburban teen Super hero universe. Anyone who's anyone heads to the mall to do all their shopping and eat all their meals, and essentially spends as much time there as possible, when not attending class, doing homework or fighting evil. For Player Characters, the mall is also where they get to buy stuff when starting out. While it's pretty obvious who sells what, a bit of clarification may be in order. That said, here's the basic rundown of a character's probable top needs.

Anchor Stores - These are your big boxy department stores which proportionally eat up most of the real estate. Inside you'll find everything from perfume to jewelry, shoes to clothing, christmas cards to housewares, sporting goods to automotive supplies. They run the range from dirt cheap to fairly expensive.

Fashion Stores - These specialize in clothing, and carry little else. They generally cater to men, women or children, or some specialty need, such as leather coats, maternity wear, shoes or lingerie.

Food & Snacks - Teens need to eat, and the mall is a good source of empty calories, whether it's grease-laden crap from the Food Court or candy bars and ice cream from elsewhere. The Food Court is also a good gathering place for teen Super groups – not only is it a central location, but everyone can order whatever they want to eat.

Jewelry & Electronics - What teen hero can do without a cellular phone, handheld computer, digital watch-communicator and GPS receiver? And let's not forget a copy of the latest Top 40 album too.

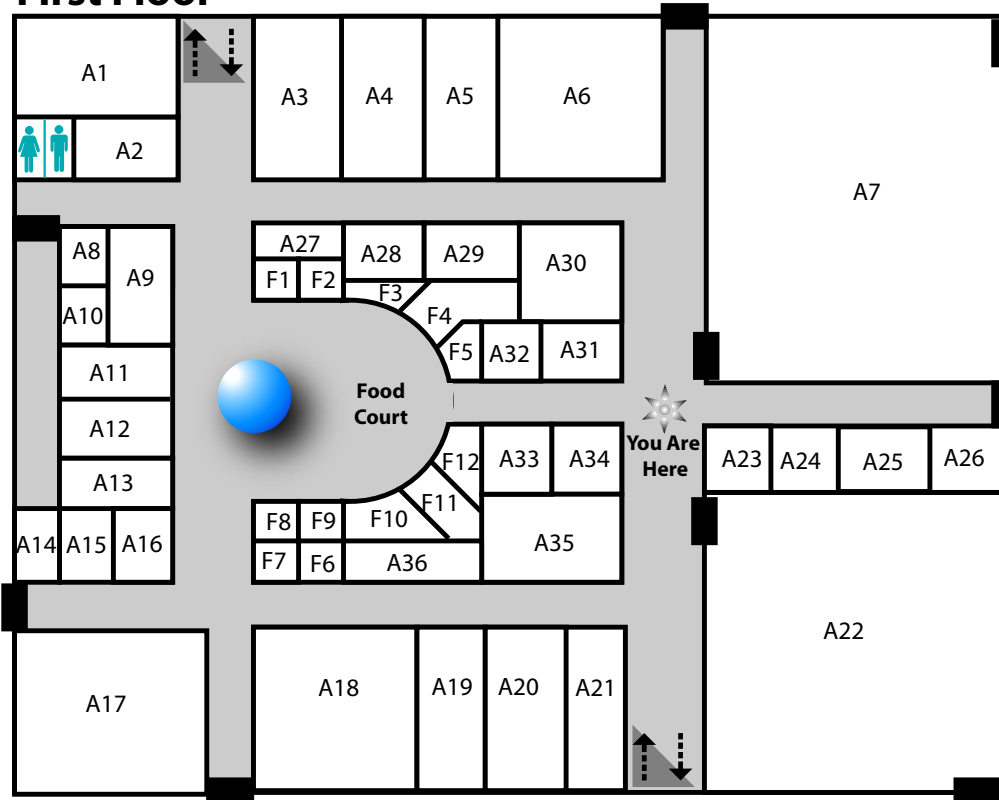
Mall Services - For the most part, Mall Security is seen as an unwanted force (albeit for good), but if the battle gets taken to the mall and the heroes are against the ropes, a little backup will be a welcome sight.

Specialty Stores - For the most part, stores that specialize in custom engraved pens, birthday cards, polished stones and books are going to be avoided like the plague, but you never know when the key to defeating the latest bad guy on the block will be found in one of these little boutiques.

Toys & Sporting Goods - This is about as close as you'll come to actually being able to buy weapons and armor in a shopping mall, but it'll do in a pinch. Consider the potential application of a simple baseball bat, football helmet and skateboard combination. Oh, and of course, there's that store that sells knives and swords.

Welcome to the Galleria Mall

First Floor



ANCHOR STORES

A7 - Lord & Master
A22 - Bullseye

WOMEN'S FASHION

A5 - SheShop
A6 - Antigone & Finch
A13 - Limited XPrezz
A35 - Crevasse
B4 - Rav-R Girl
B12 - Top Topic

MEN'S FASHION

A21 - Teddy Dour
A6 - Antigone & Finch
B8 - Bishou Gent

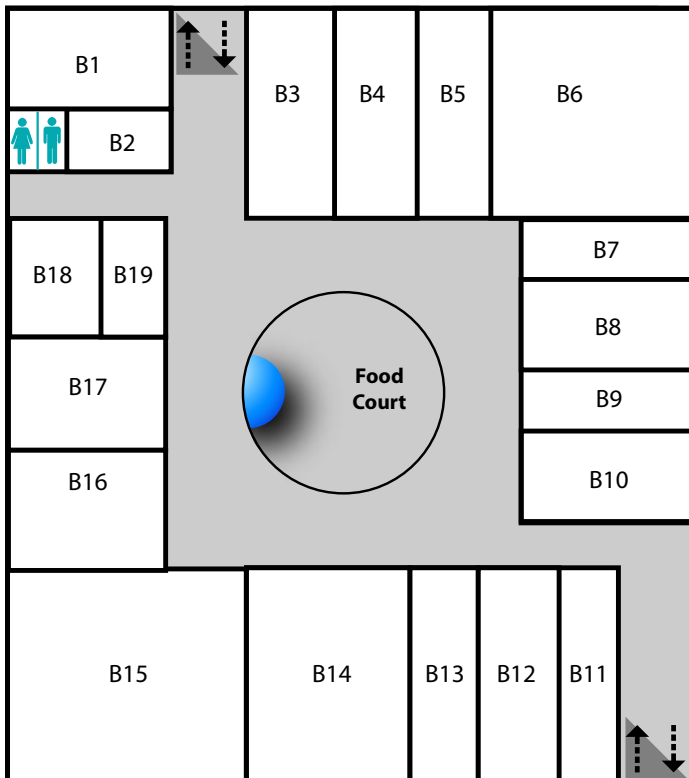
SPECIALTY FASHION

A1 - Frederick's Secret
A11 - Bunnie's Maternity
A14 - Lynne Tux
A25 - Milsop's Leather

KIDS' FASHION & TOYS

A9 - The Toy Shack
B11 - Kidzwear
B13 - The Toybox

Second Floor



MALL SERVICES

A2 - Customer Service
A10 - Mall Security
A27 - Citie Banque
B2 - Customer Service

DINING & FOOD SPECIALTY

A15 - Icy Cones
A17 - Punky Rizzle's Pizza
A34 - World of Candy
B10 - Starluck's Coffee
B15 - Jonnie Sprockets

FOOD COURT

F1 - Chicken Chicken
F2 - Cup-O-Pizza
F3 - Smoothie Hut
F4 - Ninja Burger
F5 - Taco Shack
F6 - Topsy Turvy Pretzels
F7 - Ms. Feldman's Cookies
F8 - Captain Crabbie's
F9 - Hot Doggie
F10 - China Star
F11 - Mama Mia Pizza
F12 - Cajun Critters

HEALTH FOODS & SERVICES

A12 - Vitasup
A36 - Sleep-E-Time Beds
B6 - Druggie Drugs
B19 - 20/20 Optical

FOOTWEAR

A8 - Cobbler Shoe Repair
A29 - Foot Shack
B9 - Shoe Fly

SPORTING GOODS

A18 - Two Minute Mile Sports
B17 - Kutlery Kingdom
B18 - MilSur Military Surplus

JEWELRY

A19 - Clarabelle's Accessories
A30 - JKL Jewelers
A31 - Watch & Listen
B5 - Calisa's Boutique
B7 - Galaxy Jewelers

ELECTRONICS

A4 - GameSenter
A33 - Horizon Wireless
B1 - Video Bonanza
B3 - Ritzy Photography
B16 - 'Lectronic Universe

SPECIALTY RETAIL & GIFTS

A3 - House of Leaves Books
A16 - Nature's Call
A20 - Candles & Crap
A23 - Hall of Cards
A24 - Something New
A26 - Five Minute Beauty
A28 - Sun-a-ware
A32 - 80 Days Travel
B14 - World of Discovery

Quick Clique Packs

These equipment packages are designed to expediate character generation. Rather than pick equipment piece by piece, you can instead just find the Clique Pack that most closely represents your character's fashion sense and go with that.

The packages are numbered 1 to 12, allowing players to roll 2d6 to randomly determine a clique if they can't choose one for themselves. Since you can't roll a 1 on 2d6, that package is reserved for the only "non-clique." Items listed are described in detail on the pages that follow.

(1) Floater

Floater may resemble any or all of the other main cliques, but they choose not to join any, "floating" between cliques like a neutral country. This doesn't mean they're loners; some of them are among the most popular kids in school.

Cash: \$50

Armor: None

Weapon: Swiss Army Knife (1+Brawn)

Stuff: School Uniform, Cheap Cell Phone (with 6 months of free service)



(2) Brain

Brains (also known as geeks, nerds, dweebs, etc.) are often the smartest kids in school. For them, studies come first, and getting good grades is the point of going to school.

Cash: \$20

Armor: None

Weapon: Swiss Army Knife (1+B)

Stuff: School Uniform, GPS Unit, Laptop Computer



(3) Cheerleader

Cheerleaders can be boys or girls, with boys catching girls as they do acrobatics. Supporting the team at events is a key goal.

Cash: \$50

Armor: None

Weapon: Baton (1+B), Pom-Poms (0+B)

Stuff: Cheerleading Outfit, Expensive Cell Phone

(4) Gangsta

Gangstas (aka da boyz, homies, etc.) often come from less wealthy areas of town, and so have an association with a gang. This doesn't mean that they're criminals, only that their first priority is the gang.

Cash: \$0

Armor: Gang Colors

Weapon: Aluminum Baseball Bat (2+B)

Stuff: Bicycle, Cheap Cell Phone



(5) Goth

Goths (aka freaks, shadows, etc.) are fond of dressing in dark clothes to match their outlook on life. Appearance is a top priority.

Cash: \$10

Armor: Either Gothic Lolita or Rivethead

Weapon: Spiked Silver Knuckles (2+B)

Stuff: Silver ankh, makeup kit, hairspray

(6) Jock

For jocks (aka sports), a primary concern in life is playing their sport of choice. Football, baseball, soccer, etc. comes before homework.

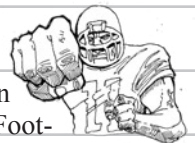
Cash: \$50

Armor: Either Hockey Pads, Lacrosse Gear, Football Pads or Fencing Outfit

Weapon: Hockey Stick, Lacrosse Stick, Wooden

Baseball Bat, (all 2+B) or Fencing Sword (1+B)

Stuff: None



(7) Militia

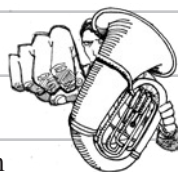
Militias (aka millies, camo kids, etc.) are fond of dressing as if the country were being invaded. Their focus is on security for themselves and friends.

Cash: \$25

Armor: Army Surplus Uniform

Weapon: Tonfa (2+B)

Stuff: GPS Unit, Night Vision Goggles



(8) Musician

Musicians (aka band kids) make music their hobby and career. They're often seen strumming, tooting or plucking an instrument.

Cash: \$50

Armor: None

Weapon: Instrument: Woodwind (1+B), Brass (2+B), Percussion (1+B), String (2+B)

Stuff: School Uniform, PowerPod Music Player, Band Uniform and hat

(9) Politico

Politicos (aka class presidents, young republicans, etc.) are those for whom running the show is most important. They're fond of nailing photos on walls during elections and trying to convince total strangers to vote for them.

Cash: \$100

Armor: None

Weapon: Staple gun (1, 5' range)

Stuff: School Uniform, Digital Camera



Quick Clique Packs

(10) Punk

For punks (aka freaks, wastoids, etc.), school is the last place they want to be. They'd rather be hanging out under the bleachers than sitting in class. Causing trouble seems to be their main goal.

Cash: \$10

Armor: None

Weapon: 2x4 (2+B), Knife, Swiss Army (1+B)

Stuff: School Uniform (sloppy), Shazzap Stun Gun, Can of spray paint or Magic Marker



(12) Suburban Cowboy/girl

Suburban cowfolk are oft rural transplants or country music fans who love to dress the part, wearing hats, boots and spurs. Having a good time is their main goal in life.

Cash: \$50

Armor: Suburban Cowboy Getup

Weapon: None, but can use Spurs (1+B) to kick

Stuff: Digital Camera



(11) Sk8r

Sk8rs (skaters) are all about skating, whether it's inline skating, skateboarding or even snowboarding. Their primary goal in life is pulling off sweet skating tricks, even if it means riding through the halls, hopping over cars in the parking lot, or gliding down stairwells.

Cash: \$25

Armor: Skateboard Pads

Weapon: None, but can use Skateboard (1+B)

Stuff: Inline Skates or Skateboard, Video Camcorder

Adding Cliques

Feel free to create your own Cliques and packages if what you desire doesn't fit here. For example, you might have a Clique based around the Martial Arts ("The Quick Kickers") or the Theatre Club ("The Drama Queens") or the Medieval Re-enactment Club ("Ye Olde Timers").

~~MASH~~

~~City~~

~~Metro City~~

~~Pinkerton~~

~~Maple City~~

~~Smallville~~

~~Career~~

~~Bus Driver~~

~~Teacher~~

~~Game Designer~~

~~President~~

~~Clique~~

~~Punk~~

~~Sk8r~~

~~Gangsta~~

~~Floater~~

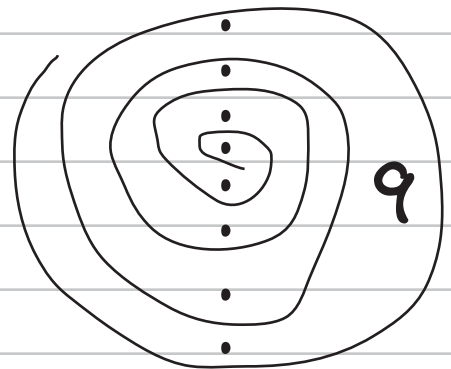
~~Car~~

~~Sports Car~~

~~Limosine~~

~~Pogo Stick~~

~~Hoopty~~



Weapons

Sporting Goods

The weapons listed here are examples of the sorts of things readily accessible in a mall or department store. If a player wants something not listed, just come up with reasonable Damage and cost values.

Keep in mind, however, that Home Despot isn't going to be eager to sell a chainsaw to a 13-year-old, and parents are not going to be happy if their son is running around with a Flamethrower; even if teens get their hands on heavy artillery, it's going to be taken away as soon as responsible adults notice what's going on.

Damage done by a melee weapon is equal to the weapon's Damage value plus Brawn. Damage done by ranged and mechanical weapons uses only the weapon's value unless otherwise specified.

Tools & Hardware

2x4

Damage: 2 Cost: \$2

Description: It's cheap, simple, and powerful, but it'll snap in half if you roll Snake Eyes (double 1's).

Axe

Damage: 2 (also ranged)

Cost: \$25 Range: 15'

Description: A wood-chopping axe, the sort you'd take camping to fend off maniacs. Adds Brawn.

Garden Tool

Damage: 2 Cost: \$25/\$75

Description: Rakes, shovels, hoes, garden ferrets, or any other of the "metal bit at the end of a pole" variants.

Hammer

Damage: 1 Cost: \$10

Description: It's got a flat head on one side and a claw for ripping out nails on the other side. Nothing special.

Saw Blade, Circular

Damage: 1 (ranged) Cost: \$5 Range: 10'

Description: You can throw these like shuriken, but although they look cool they aren't incredibly effective. Adds Brawn.

Sledgehammer

Damage: 2 Cost: \$95

Description: Three feet long, topped with a heavy ceramic head perfect for bashing bad guys. But expensive.

Wrench

Damage: 1 Cost: \$15

Description: A good, solid, heavy chunk of metal good for bashing heads or fixing your plumbing.

Baseball/Softball/Lacrosse Ball

Damage: 1 (ranged) Cost: \$3 Range: 30'

Description: Useful for brushing batters off the plate, or bad guys back where they belong. Adds Brawn.

Baseball Bat

Damage: 2 Cost: \$50/\$200

Description: Lower cost is wood, which breaks on Snake Eyes. Higher cost is aluminum/titanium, which doesn't.

Compound Bow

Damage: 3 (ranged) Cost: \$250 Range: 50'

Description: Used for hunting, totally useless without arrows (see Ammo). Reloading takes 1 Action.

Crossbow

Damage: 3 (ranged) Cost: \$200

Range: 25' Description: Can only be loaded and fired once per Frame, but can be loaded in advance and nocked.

Golf Club(s)

Damage: 1 Cost: \$50/\$500

Description: Lower cost for 1 club, higher for a set of 12 clubs. All clubs snap on Snake Eyes.

Hockey Stick

Damage: 2 Cost: \$40/\$100

Description: Lower cost is for wood, which breaks on Snake Eyes. Higher cost is for a sturdy composite shaft.

Lacrosse Stick (aka Crosse)

Damage: 2 (also ranged) Cost: \$150 Range: 20'

Description: Hit people, or hurl balls as ranged weapons, keeping the same (higher) Damage value. Adds Brawn.

Lawn Darts

Damage: 2 (ranged) Cost: \$35 for 4 Range: 15'

Description: About a foot long, and outlawed by adults in worlds where kids don't have Super powers. Adds Brawn.

Sword, Fencing

Damage: 1 Cost: \$100

Description: Sport fencing swords have dull blades, but can still cause pain and even kill if not used properly.

Tennis Racket

Damage: 1 Cost: \$150

Description: It's not much, but in a pinch it'll be good enough for whacking bad guys in the face.

Weapons

Knives & Swords

Knife, Hunting

Damage: 4 Cost: \$95

Description: About six inches long and razor sharp with a chisel-style tip, this is about as deadly as knives get.



Knife, Swiss Army

Damage: 1 Cost: \$50

Description: Attack your enemies, then trim your nails while you cut small branches too.

Knife, Throwing

Damage: 2 (ranged) Cost: \$25 each Range: 15'

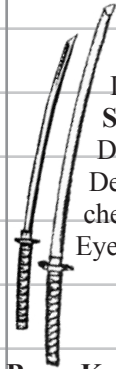
Description: Designed mostly for target throwing, these can be used to dish out Damage to enemies. Adds Brawn.



Sword, Broad

Damage: 7 Cost: \$250/\$1000

Description: Lower cost is for the cheap kind from a mall, which snaps on Snake Eyes. Higher is for the real thing.



Sword, Katana

Damage: 8 Cost: \$150/\$10000

Sword, Wakizashi

Damage: 7 Cost: \$100/\$5000

Description: Lower cost in each case is for the cheap kind from a mall, which snaps on Snake Eyes. Higher is for the real thing.

Martial Arts Gear

Brass Knuckles

Damage: 1 Cost: \$50

Description: Made of brass, these fit over your knuckles.



Nunchaku

Damage: 3 Cost: \$150

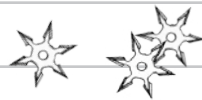
Description: Two wooden sticks linked by a chain.

Shuriken

Damage: 1 (ranged)

Cost: \$10 each Range: 25'

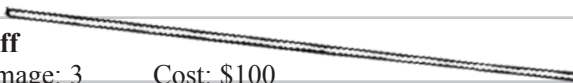
Description: Razor sharp, these tiny throwing stars don't do much Damage, but are a good distraction. Adds Brawn.



Staff

Damage: 3 Cost: \$100

Description: A sturdy wooden pole, about six feet long.



Tonfa

Damage: 2 Cost: \$175

Description: Like a police baton, this is useful for striking blows or parrying enemy strikes.



"Toy" Weapons

Paintball Gun

Damage: 0 (ranged) Cost: \$250

Range: 30' Description: Holds 50 balls.

Causes no Damage unless Specials modify.

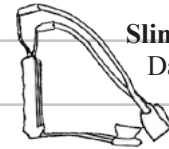
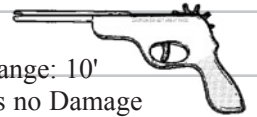
Loading takes 1 Action per clip of 50.



Rubber Band Gun

Damage: 0 (ranged) Cost: \$15 Range: 10'

Description: Holds 24 bands. Causes no Damage unless Specials modify. Loading takes 1 Action per band.



Slingshot

Damage: 1 (ranged) Cost: \$55 Range: 25'

Description: Fires BBs, with less range.

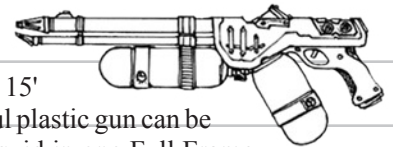
Can be loaded and fired in one Action.

Super Squirter Gun

Damage: 0 (ranged)

Cost: \$95 Range: 15'

Description: This colorful plastic gun can be filled with a gallon of liquid in one Full Frame.



Firearms

.22 Rifle

Damage: 5 (ranged) Cost: \$250 Range: 50'

Description: Generally used for hunting small game. Holds 20 shots. Reloading takes one Full Frame.



BB Gun

Damage: 1 (ranged) Cost: \$150 Range: 40'

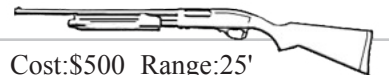
Description: Holds 50 BBs. Reloading takes a full Frame.



Shotgun

Damage: 5-10 (ranged) Cost: \$500 Range: 25'

Description: Fires shot (hits 1d6-2 people, roll for each) or shells. Holds 5 rounds. Reloading takes a full Frame.



Ammunition

.22 Caliber Bullets

Damage: 5 Cost: \$25 for a box of 100 rounds

12 Gauge Shells (Shot)

Damage: 5(Shot) or 10(Shells) Cost: \$25 for 50

Arrows or Crossbow Bolts

Damage: 3 Cost: \$25 for 10 arrows or bolts

Ball Bearings

Damage: 1 Cost: \$25 for a carton of 2000

Paintballs

Damage: 0 Cost: \$10 for a carton of 200



Armor

Every piece of armor has two values: Frame Rating and Damage Rating. Frame Rating is the amount the armor can absorb in a single frame of combat; any Damage above this is taken by the victim. Damage Rating represents the armor's overall total Damage capacity; once this number is exceeded, the armor becomes totally worthless and can no longer absorb any Damage whatsoever.

The items here aren't "armor," but are what's available to your average teen at the mall. In all cases, the default values assume that the character is wearing the helmet option given with each. Choosing not to buy a helmet reduces values by 20%, since many blows are aimed at the head. These values are given in parentheses.

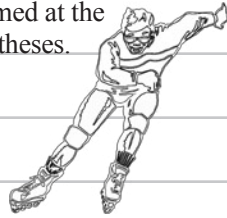
Bicycle/Skateboard Pads

Frame Rating: 3 (2)

Damage Rating: 20 (16)

Cost: \$150 (\$120)

Description: Padding for the hands, knees, shins, elbows and head, offering little overall protection but helping to ward off otherwise deadly blows to the skull and bones.



Gang Colors

Frame Rating: 4 (3)

Damage Rating: 30 (24)

Cost: \$200 (\$160)

Description: Baggy pants, multiple t-shirts, a hooded sweatshirt, a bandana and a gang coat put a lot of fabric between you and foes.



Gothic Lolita

Frame Rating: 4 (4)

Damage Rating: 15 (14)

Cost: \$125 (\$100)

Description: An evil Alice in Wonderland, all lace and ruffles and black makeup. Often topped off with a lace cap, optional.

Rivethhead Costume

Frame Rating: 5 (4)

Damage Rating: 50 (40)

Cost: \$250 (\$200)

Description: What the goth kid in the club is wearing. Heavy Steel-Toe boots, steel shin guards, a heavy oilskin trenchcoat, black jeans and mirrorshades.



Suburban Cowboy Getup

Frame Rating: 5 (4)

Damage Rating: 70 (56)

Cost: \$300 (\$240)

Description: Heavy oilskin duster, big black boots, leather chaps, gloves and spurs, with a ten-gallon hat and a bandana to boot.



Hockey Pads

Frame Rating: 8 (6)

Damage Rating: 100 (80)

Cost: \$500 (\$400)

Description: Heavy gloves, helmet with face shield, shoulder pads, shin pads, jersey and groin protection. Skates optional.



Goalie Pads

Frame Rating: 10 (8)

Damage Rating: 120 (96)

Cost: \$600 (\$480)

Description: As above, but with heavy shin guards, a waffle-style shield for one arm, and a wraparound mask.



Lacrosse Gear

Frame Rating: 6 (5)

Damage Rating: 100 (80)

Cost: \$300 (\$240)

Description: Nearly identical to hockey padding, but with a lighter helmet, lighter jersey, and more flexible gloves.



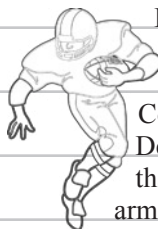
Fencing Outfit

Frame Rating: 4 (3)

Damage Rating: 50 (40)

Cost: \$250 (\$200)

Description: Steel-mesh helmet, white or black canvas/kevlar coat, groin cup and a glove for the sword hand.



Football Pads

Frame Rating: 10 (8)

Damage Rating: 120 (96)

Cost: \$700 (\$560)

Description: A sturdy helmet tops off an outfit that includes shoulder and chest pads, pads for arms and legs, groin protection and a jersey.

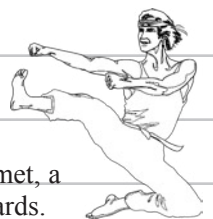
Karate/Sparring Pads

Frame Rating: 4 (3)

Damage Rating: 40 (32)

Cost: \$200 (\$160)

Description: Includes a padded half-helmet, a mouthpiece, padded gloves and shin guards.



Army Surplus Uniform

Frame Rating: 8 (6)

Damage Rating: 80 (64)

Cost: \$350 (\$280)

Description: Made up from old army uniforms, this includes Battle Dress Uniform pants and shirt, heavy combat boots, a heavy camouflage coat and a thick, sturdy nylon/kevlar helmet.

Other Equipment

For the most part, it's safe to assume that every character has access to the basic necessities of life, including a fairly complete wardrobe, clothing to fit various weather conditions, access to food and entertainment, and even basic supplies like flashlights, rope, flare guns and duct tape. If characters find themselves in need, simply use reasonable prices. If you're not sure, jut grab a Sunday paper.

Electronics

Cell Phone

Cost: \$50-100/month

Description: The phone's free, the service isn't. Your phone is also a calculator, pager, text messenger, walkie-talkie, and probably a camera (higher cost).



Digital Camera

Cost: \$250

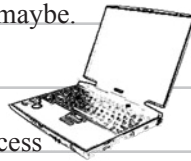
Description: Snap photos and post them on your website for the world to see. Can hold 20 photos; additional memory costs \$50 per 20 photos.



GPS Unit

Cost: \$550

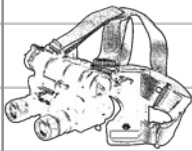
Description: Shows you your current position on a little map. Could be hacked to show enemies, maybe.



Laptop Computer

Cost: \$1500

Description: Comes in colors. Internet access costs \$25/month, but is free, wirelessly, in many areas.



Night Vision Goggles

Cost: \$750

Description: Available at most military surplus stores, these will let you see in the dark. Just watch out for bright light, which can blind.

PowerPod Music Player

Cost: \$500

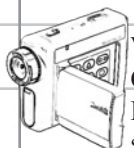
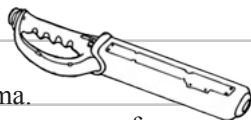
Description: It's expensive, but it'll hold your entire music collection, and it has those cute little white earbuds too.



Shazzap Stun Gun

Cost: \$500

Description: Does no actual trauma. On a successful attack this will stun an enemy for 1d6 Frames (they cannot initiate actions, but can defend from attacks).



Video Camcorder

Cost: \$350

Description: Shoot up to ten hours of video on a single tape. Additional tapes cost \$20 each.

Optional Rule - The Teen Tax

The Governor hates teens, and is trying to pass legislation to outlaw them. In the meantime, he settles for raising taxes to score more of the teen disposable income. If you choose to apply this (perhaps as a way to lead into an adventure), roll 1d6x10 and add that number in dollars to each item cost. That \$20 Spritzzy Beers CD is now \$80!

Outfits

Costume

Cost: \$250

Description: Just because you're a Super hero doesn't mean you have a costume. You want a pair of tights and a cool mask, you're going to have to buy it yourself.



Prom/Semiformal/School Dance

Cost: \$100 (rental)/\$500 (purchased)

Description: Boys get tuxedos, girls get fancy dresses, everyone wears a flower, and at the end everything is resolved at the big showdown.



School Uniform

Cost: \$50

Description: Not only do you have to go school, there's a uniform: a white shirt, black pants, dress shoes and a tie, or a white blouse, blackwatch plaid kilt and saddle shoes.

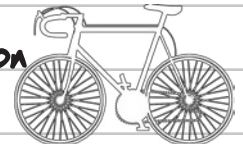


Transportation

Bicycle

Cost: \$350

Description: Two wheels and a sturdy frame. Carries one, though you could sneak someone on the handlebars.



Inline Skates

Cost: \$250

Description: Glide about with ease, leaping over foes. Just don't wear 'em in the mall.



Motor Scooter

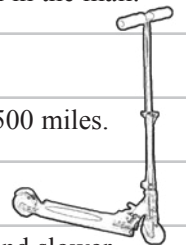
Cost: \$500

Description: Noisy. Runs on batteries for 500 miles.

Scooter

Cost: \$150

Description: As above, but foot-powered and slower.



Skateboard

Cost: \$200

Description: A flat board with four wheels, suitable for gliding about, riding rails, etc.



Moderator Section

All material after this point is intended for the eyes of your group's Moderator. Reading any further could ruin the mystery and fun, of your gaming sessions.

However, these pages need not be completely off limits to players. Some Moderators may want players to be well grounded in knowledge of the world they are operating within, and may make maps and information available for all to read. However, this is up to the Moderator, not the players.

If you've already picked a Moderator, check with him or her first before you read any further than this.

Campaign or One-Shot?

As with any POW! Worldbook, Power Grrrl is designed for use in "Beer and Pretzels" style game sessions, which are generally one or two night affairs stretched over a couple of hours. Much of the Power Grrrl setting material can be ignored if you choose to play in this way. Just crank out some characters and have a good time.

However, you can also run Power Grrrl as a longer campaign, rounding out the material in the section that follows and developing a storyline for characters. One thing to keep in mind is the episodic nature of the genre. Every cartoon or comic book has plots that evolve over several episodes. Events and challenges tend to wrap up neatly at the end of one or two "sessions." Characters may continue on with sub-plots, and villains may often return for revenge, but rarely will any specific threat linger on.

Using the Power Grrrl Setting

The Power Grrrl setting as presented on the pages that follow is based on information gathered from the cartoon series. Very few details were actually presented within the cartoon, however, so the authors of this game have taken the liberty of building upon the broad theories presented, endeavouring to maintain the spirit of the Power Grrrl cartoon while giving game players a solid game setting to work within.

Rules Suggestion - Going Under

When heroes have a Stat reduced below 0, they aren't dead, but they are out of commission to a degree. Here are some suggestions for how to handle this:

Agility: The hero can stumble in search of help, but can't hold items in his hands or avoid blows.

Brawn: The hero can't move at all, unable to lift any weight including that of her own body.

Cognition: The hero is unable to think clearly, and cannot respond to questions or react to stimuli.

Damage: The hero has broken bones and blood loss. He is conscious but every movement is painful.

Energy: The hero feels completely drained and fatigued, and cannot be motivated to do anything at all.

Fellowship: The hero is in a foul mood, snapping and snarling at all around her, including best friends.

Optional - Catch Phrases

Super teens need cool catch phrases to shout at evildoers. Here are thirty possibilities to use for NPCs. Let players come up with their own.

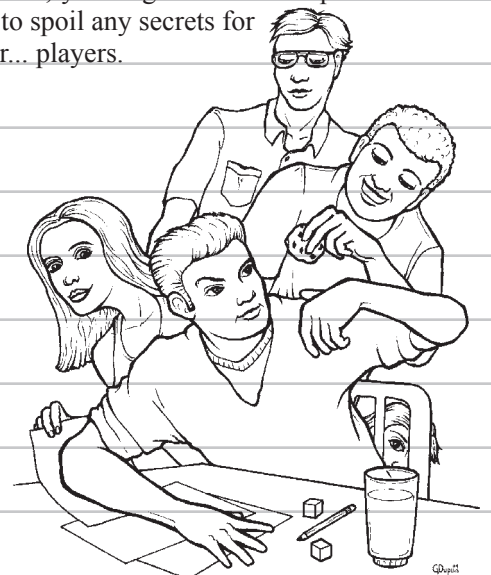
Oh burn!	You got served!	Bigtime Hurtin!
Cowabunga!	Sweetness!	For Great Justice!
Right on!	Only in Kenya!	Wikkity-whack!
Bogus, dude!	To the moon!	Schifty-five!
Poosheeba!	Aye Carumba!	Awesomeness!
And, weeee!	Heavy, man!	In your face!
Tubularity!	Whazzup!	Who's yo daddy?
Ur mom!	What's up now?	Goodnight Irene!
Supah-doopah!	Eeeexcellent!	Evil schmeevil!
Hooah!	Fist, meet face!	Sandbox!

As with the Power Grrrl cartoon itself, the information in this Worldbook is intentionally sketchy. This is because the setting, here and in the cartoon, were based off the "real world." If there's something not covered here, use reality as your guide; mirror what would happen in the real world, or take things a little bit of the beaten path and twist them ninety-five degrees off normal. And above all, have fun.

Using the Power Grrrl FAQ

Starting on page 46, this Worldbook reprints the popular Power Grrrl FAQ which has circulated on Usenet and the World Wide Web for so many years. The net result of dozens of Power Grrrl fans contributing material and information over the years, this is as close to a definitive synopsis of the Power Grrrl cartoon as exists anywhere.

The material within can easily be used to augment your Power Grrrl campaign. For example, you could choose to run adventures based on the actual Power Grrrl cartoon episodes, or you might choose to incorporate some of the Heroes and Villains presented within to surprise your players. In this case, you might wish to keep this section secret, so as not to spoil any secrets for your victims... er... players.



The Power Grrrl Setting

Power Grrrl's world is very similar to our own. People have two arms and two legs, teenagers go to school until they grow up to be adults, when they get jobs and raise their own kids, the sky is blue, grass is green, and so on. But if ordinary things were all there was to the world, it would be a dull place to adventure!

It's the little differences that make all the difference (obviously). And so it's the differences that are summarized on these pages. To fully flesh out the setting, you'll have to fill in the blanks. Fortunately, you've got the real world to draw from, or failing that, a steady supply of anime and super hero cartoons to inspire you.

The information here relates to setting and background; be sure to consult the Game Mechanics page (p. 4) at the front of this Worldbook for additional game material that directly impacts the way the game is played.



It's No Secret

As has been established, all teenagers have super powers. This doesn't mean that all of them take on super identities, but those who do usually don't bother hiding it. Sure, some teens think it's cool to come up with a masked identity, a secret code name and so on, but for the most part everyone can easily figure out that the star hockey player is secretly the Flying Puck of Doom. Power Grrrl herself never hid her identity – her real name is Power, after all – so why should anyone else bother?

Awuu, But Mom...

Authority figures like parents and teachers (at least the non-evil ones) have set down plenty of laws and rules that teens have to follow. If they break the rules (as players will do now and again) there will be consequences: detention, grounding, etc. And since parents and teachers can't be affected by powers, it's easy to enforce punishments.

Here are some of the rules; feel free to adjust or add to this list to better suit your own campaign setting:

- Using powers during school and sporting events is OK, as long as you don't cheat or hurt anyone.
- Absolutely no carrying weapons of any sort into school (of course, there's probably some handily lying about in the locker room anyway...).
- All teens must be indoors before midnight on a school night. You can save the world on Saturday.
- You have to be over 18 to drive passengers around in your car after 9 pm (and have a license too).
- No using the Internet until you've finished your homework, even if you are trying to stop disaster.
- No drinking alcohol, and no smoking (cigarettes are only legal in Canada).

It's Not Easy Being Green

The world is much cleaner than our world since teens can actually have a direct impact on events around them. Factories that pollute the air are quickly shut down, oil spills are cleaned up by Super teens, and so on. This does not mean, however, that everything is a utopia. You should emphasize the fact that the world can be a clean, nice place to live, but it'll take constant vigilance.

Take the automobile. There are fewer cars on the streets, and those are electric or hybrid vehicles that don't pollute. However, evil forces behind the technology are still eager to make a buck, so those cars need frequent battery replacements. Expensive battery replacements.

In fact, it seems that everything requires batteries, and the battery cartels are always pumping out higher-powered, but shorter-lasting batteries for use in these devices. Did your pencil break right before the test? Maybe the pencil battery is dead, so the built-in sharpener isn't working. Is your school desk uncomfortable? Looks like the built-in comfort adjuster isn't working because the battery is dead. Solar powered house left without electricity? The batteries that keep the panels turned towards the sun have died.

Nasty Northern Neighbors

If the make-believe America of Power Grrrl's world is all nice, pretty and clean, it's because their Canadian neighbors have gotten all the bad stuff. Canada is a frozen, blasted wasteland where children toil in dark factories, families melt icicles for drinking water, illegal cigarettes are smuggled across the border, and evil teens flourish.

More on the Canada of Power Grrrl's world can be found in the FAQ. Remember, it's not the real world, and it's all tongue-in-cheek. We know real Canadians are nice, polite and clean. Oh Canada, we stand on guard for thee!

Metro City Map



Metro City is a mid-sized city located in the North-east part of the mythical country that is Power Grrrl's world. Despite the northern climate of the surrounding area, Metro City benefits from a peculiarity of the local weather systems which keeps it moderately warm all year long. Summers are cool and dry, with temperatures averaging 75 to 80, and winters are rainy but warm, with temperatures rarely falling below 50 degrees. It snows in the nearby mountains, but never within the city.

Metro City's population of about 500,000 includes approximately 100,000 individuals under the age of 18, about half of whom (50,000) are teenagers, and thus super powered. Vancouver City, a suburb, has about 10% of that population, divided approximately equally. The area's 55,000 teenagers go to school at one of the area's 35 high schools, ranging from the small, private Hillsgrove HS (about 1000 students) to the overpopulated Vancouver High (about 5000 students).

Orengo State Map



Metro City is located on the Orengo River, a small channel of Orengo Lake, which lies further to the south. Both bodies of water are warm and remain unfrozen year round.

The climate along the coast, some 60 miles to the east, is more variable, with winter gales and storms not uncommon. Not far to the north of Metro City, the Capital Valley enjoys the same temperate climate as the state's largest city, with both Capital City and its northernmost suburb of Springfield seeing 250 days of sun a year.

Approximately 100 miles north of Metro City lies the border with Canada, a bitterly cold land of snow-blashed plains, ice hockey rinks, maple trees and logging operations. Three border crossings exist: Redward, along Highway 90; Coaston, on coastal Highway 111; and Junction City, on Interstate 1, the largest of the three. Aside from these three bridges, crossing the border is nearly impossible, due to the broad, icy Canada River that splits the countries in two.

Bad Guys

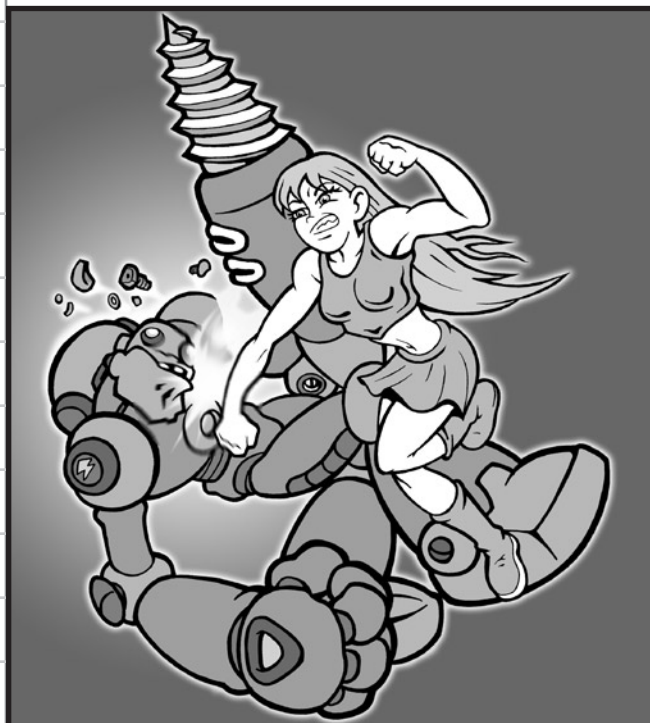
Without villains to battle, your teenage heroes are going to get bored, really fast. Luckily, the world they live in is packed with all sorts of bad guys.

Bad guys come in all shapes and sizes in the Power Grrrl world, but in general they can be divided into six types:

Villainous Adults tend to be naturally stronger and smarter than most Teen Super heroes, having time on their side; when generating their Stats, discard any rolls of 1. Anyone over the age of 20 or 21 is almost certainly bereft of all super powers, which means they don't get any Specials at all. However, they used to have powers, so you should pick a few to establish a background. Some Specials might impact their present situation, even if no longer applicable as powers. For example, an Adult might possess a powerful Gadget, not usable by them unless they kidnap a teen and force them to use it for evil. Lair and Wealth are also possibilities.

Disgruntled Teens are heroes gone bad, normal teens who for one reason or other choose to use their powers for evil instead of good. Perhaps they've come under the influence of a Villainous Adult, or perhaps they're merely misguided and in need of straightening out.

Scary Constructs are creatures like robots, golems and other beasts that are created to serve the whims of their master. While not truly bad, they will do bad things if they are ordered to do so. Often they can be reprogrammed or otherwise manipulated to perform good deeds. Constructs tend to specialize, with one or two Stats of 4 or 5 and the rest low. For every score of 5 they have, another of their Stats must be 0, and for every score of 4, another Stat must be 1. Constructs can only possess Specials for Stats above 4.



Icky Monsters are things that aren't supposed to exist. They include goblins, lizardmen, minotaurs, ogres, ghosts, vampires, werewolves and the rest. Their Stats and Specials vary, but are predictable within a species. If one Vile Creeper possesses the ability to fly, then all Vile Creepers will fly.

Vicious Animals aren't bad. They react by instinct, or, if under the control of a bad guy, according to commands. They tend to have low Cognition, Energy and Fellowship, and higher Agility, Brawn and Damage, according to type – a housecat would not have a high Brawn, but a tiger might.

Forces of Nature are unintelligent events that act as a “bad guy” even though they possess no consciousness. Examples include Hurricanes, Tornados, Earthquakes, Tsunamis, Volcanos, Asteroids and Lightning Storms.

Bad Guy Ranks

Every Villain can be grouped into one of three “ranks,” based on their position in the hierarchy of villains.

Minions are henchmen, pets, guards and the like. They appear in numbers (1d6 per Fellowship), and cooperate to allow them to take on more worthy opponents. Alone, they are easily defeated, but together they pose a challenge. If under the command of a high ranking bad guy, they will generally follow orders, though if things go bad they might surrender.

Dragons are not big lizards. They represent the greatest physical challenge heroes face during the mission. They are Lieutenants, second-in-command to the leader, or the wizardly advisor, or the giant robot who guards the evil mastermind. Dragons must be defeated, head on, by the heroes.

The Big Bad is the villain at the head of the food chain. They are the evil masterminds that plot destruction, sending waves of minions out into the world to do their dirty deeds. Often physically weak, they avoid contact with heroes, fleeing “to fight another day.” Even if they are captured or defeated, they find a way to do evil once more.

Using Villains

When planning an adventure, consider the types and ranks of bad guys. Start with a hierarchy, giving the players a “pyramid” of villains to clamber through as they proceed. Then add some unrelated surprises to keep them guessing. Always remember that POW! is about Action. If your group likes Role-playing then let the heroes talk the bank robbers out of the vault, but in general it's more cool to have the robbers burst out, lasers blasting, forcing the heroes to react.

The villains that follow are listed according to each of the six Stats. True villainous organizations need not adhere to such a structure, but you should at least consider your heroes' strengths when building bad guys, and try to throw a challenge their way. Are your heroes Brawny? An Agile villain might be their undoing.

Bad Guys



Name: Barrel O' Monkeys

Size Mod: -2 **Type:** Minions, Vicious Animals

Concept: Oil-slicked monkeys of doom

Description: 2', 50#, brown oily fur, brown eyes

The army of Dick Chimp, these oil-spattered monkeys emerge from oil barrels, swarming foes by the dozens. Being flammable, they are afraid of fire and easily spooked.

Stats: A:6 B:1 C:0 D:1 E:1 F:1

Specials: Height. Agility 1, Wallwalking

Quote: "Ooo, ooo, ahhhh ahhhh!"

Brawny Villains

Strong guys aren't afraid to fight heroes, rushing into combat. They have the strength to back up their threats.

Possible Plot : The Governor has decided it's time to raise taxes by 8 million percent on all purchases by teens. Can the heroes stop him when they can't afford anything?

Name: Arnold Schwarzenbruinclunkeneggenschmidt

Size Mod: 0 **Type:** Big Bad, Villainous Adult

Concept: Governor of the state, former pro wrestler

Description: 7', 300#, blonde hair, blue eyes, muscular

The most politically powerful enemy a hero will face. Not only is Arnie strong, but he tries to pass legislation to increase taxes on teens, or just outright make them illegal.

Stats: A:2 B:5 C:2 D:4 E:2 F:3

Specials: None (But treat as Lair:4, Wealth:3 from job)

Quote: "Teens have the largest disposable income, and it's time they paid... with their lives!"

Name: Vincent DeVious

Size Mod: 0 **Type:** Dragon, Villainous Adult

Concept: The Governor's fraternal "twin" brother

Description: 4', 150#, bald, black eyes, fat

A failed actor who can never get good roles due to his bad looks, short stature and foul mouth, Vincent gets temporary (and often crappy) assignments from his brother. In his spare time he runs DeVious Fitness.

Stats: A:2 B:5 C:3 D:2 E:2 F:2

Specials: None

Quote: "For the last time, yes, he's my twin!"

Name: Das Ubermen

Size Mod: 0 **Type:** Minions, Disgruntled Teens

Concept: Brainwashed members of DeVious Fitness

Description: 6', 250#, pumped up beyond all logic

Formerly nerds, geeks, misfits and other teen outcasts, these poor kids have been turned into mindless slaves by Vincent DeVious by eating "vitamin supplements."

Stats: A:1 B:8 C:1 D:5 E:1 F:1

Specials: Height. Brawn 3, Bullrush, Power Punch

Quote: "Sprechen sie death?"

Agile Villains

These guys avoid conflict, especially with heroes. They do their best to hide in the shadows, using stealth to avoid being detected and then quickly running away from danger.

Possible Plot: A massive oil spill threatens wildlife, and it's up to the heroes to clean it up. But amidst the mess, they discover it's a plot to raise the price of gasoline!

Name: "W" Tumbleweed

Size Mod: 0 **Type:** Big Bad, Villainous Adult

Concept: Greedy Texas oil magnate, a slippery foe

Description: 6', 130#, black hair and eyes, greasy skin

"Dubba-ya" is head of "W Oil," the world's largest oil company. His sole concern is getting more money. A slippery foe in battle as well as in conversation, he can noodle his way out of the trickiest trap, wiggling and tumbling if cornered in combat, or mumbling his way through a press conference with dizzying, logic-defying sentences.

Stats: A:5 B:2 C:2 D:2 E:2 F:5

Specials: None (But treat as Lair:5, Wealth:5 from job)

Quote: "Never misundereestimate me!"

Name: Dick Chimp

Size Mod: -1 **Type:** Dragon, Vicious Animal

Concept: Dubya's evil pet Chimpanzee

Description: 3', 100#, brown oily fur, brown eyes

Dick is foul-tempered, mangy and probably rabid. He hates everyone, and even bites the hand of his keepers. His favorite tactic is to drop onto the heads of heroes from above as a distraction to allow Dubya to slip away.

Stats: A:8 B:2 C:2 D:2 E:2 F:0

Specials: Height. Agil. 3, Imp. Initiative, Wallwalking

Quote: "Oook, oook."

Bad Guys

Cognitive Villains

Smart bad guys are often the most dangerous. Not only do they think up dastardly plots, but they're bright enough to know when they're losing, so they can run away.

Possible Plot: Madame Maple has become high school principal. Her evil plan - pop quizzes, every day!

Name: Madame Maple
Size Mod: 0 **Type:** Big Bad, Villainous Adult
Concept: Evil Maple Syrup Queen of Canada
Description: 5'5", 125#, red hair, black eyes

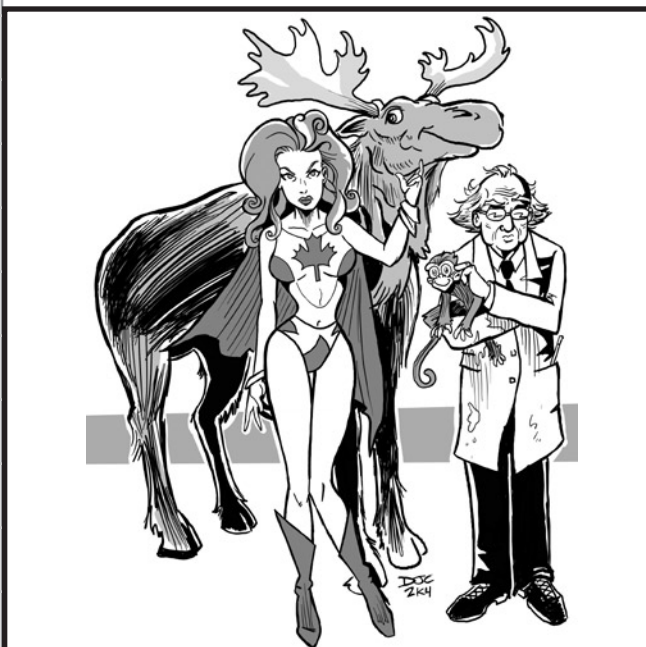
Owner of the biggest syrup company in Canada, Maple hates her job with a passion exceeded only by her hatred of teens. She constantly tries to get better jobs so she can enact overly complex plans. She has a pet Moose, Gordy, and a son, Johnny, who is dating her nemesis, Power Grrrl.

Stats: A:2 B:2 C:4 D:2 E:2 F:0
Specials: None (But treat as Wealth:3 from job)
Quote: "Now Power Grrrl, I shall destroy your hair!"

Name: Dr. Fute
Size Mod: 0 **Type:** Dragon, Villainous Adult
Concept: Failed Inventor turned Evil Mad Scientist
Description: 5'2", 150#, gray hair, gray eyes, confused

Laughed out of 17 colleges, Dr. Fute revoked his citizenship and turned evil. Picking up a bad French accent, he joined Maple, who funds his devices which invariably fail due to some English/Metric conversion snafu or the inconvenient (but cute) interference of his pet monkey Ennui.

Stats: A:2 B:2 C:5 D:2 E:2 F:0
Specials: None (Random Gadgets, each 50% fail rate)
Quote: "Was that 10 'centimeters' or 'centipedes'?"



Name: Computer Bugs
Size Mod: -5 **Type:** Minions, Icky Monsters
Concept: The odd result of Dr. Fute's experimentation
Description: Microscopic
 Created as a by-product of Dr. Fute's experiments, these microscopic bugs swarm around his lab, zapping invaders, occasionally venturing out onto the Internet.
Stats: A:5 B:0 C:1 D:0 E:2 F:0
Specials: Invisibility, Psonics (Upgraded)
Quote: "01101000 01101001 00100001."

Hard-to-Damage Villains

These enemies are able to take quite a beating, and as such they're less likely to run away when challenged by heroes. Their overconfidence is oft the key to turning the tide.

Possible Plot : Jim Slade has finagled a showdown between the world's greatest golf players and his high school golf club. Surely only evil can come of this.

Name: "Big" Jim Slade
Size Mod: 0 **Type:** Big Bad, Villainous Adult
Concept: Failed football star turned golf coach
Description: 6'6", 275#, brown Afro, brown eyes

Jim was an all-star football player for the Chiefs for one single down before he suffered a career-ending injury. Not only was he forced to teach high school gym, but the school he wound up at only had a golf team. He responded by turning his team into an army of Golf Ubermenschen.

Stats: A:2 B:4 C:2 D:5 E:0 F:2
Specials: None
Quote: "The capital of Nebraska is Lincoln!"

Name: Jeremy "Nein" Irons
Size Mod: 0 **Type:** Dragon, Disgruntled Teen
Concept: Star player for the high school golf club
Description: 6'2", 255#, blonde hair, blue eyes

Jeremy has qualified for the team for the past 17 years by failing to graduate. Despite being over 30 years old, he has mysteriously maintained his super powers.

Stats: A:3 B:5 C:0 D:9 E:0 F:0
Specials: Height. Damage 4, Invulnerability 5
Quote: "Three!" (can't count any higher)

Name: The Ubergolfers
Size Mod: 0 **Type:** Minions, Disgruntled Teens
Concept: The strongest high school golf club on Earth
Description: 6'2", 255#, blonde hair, blue eyes

The club are clones of Jeremy "Nein" Irons, though they are all teens. No one notices that they all look alike.

Stats: A:3 B:5 C:0 D:7 E:0 F:0
Specials: Height. Damage 2, Invulnerability 3
Quote: "Two!" (can't count any higher)

Bad Guys

Energetic Villains

Energy-based baddies are wild and unpredictable, readily wielding their energetic powers without fear. Possibly this is because they can escape just by blasting a distraction.

Possible Plot: "L.A." Tess is throwing a concert in Central Park, and all the police get free admission! But who's watching the National Bank, across town?

Name: Nicholas "Monty" Tess

Size Mod: 0 **Type:** Big Bad, Villainous Adult

Concept: Runs Monopower, a giant energy corp.

Description: 5'9", 165#, brown hair, blue eyes

Once a teen who wielded electrical powers, Nicholas Tess was determined to control those forces as an adult. With the help of his daughter he has siezed most of the country's energy, and uses his wealth to control everyone who relies on it. On a whim, he can cause statewide blackouts, disrupt cellular phone access, or turn off the Internet altogether.

Stats: A:2 B:2 C:3 D:2 E:5 F:2

Specials: None (Treat as Wealth:5 from job)

Quote: "Leave your fridge open on hot days, OK?"

Name: Nicole "L.A." Tess

Size Mod: 0 **Type:** Dragon, Disgruntled Teen

Concept: Evil teenage rock star

Description: 5'6", 105#, frizzy blonde hair, blue eyes

The hottest pop teen sensation, Tess dazzles audiences with laser shows and a stellar voice. Subliminal messages in her songs encourage her devotees to purchase her records and use more electricity, at the encouragement of her father.

Stats: A:3 B:1 C:2 D:1 E:5 F:4

Specials: Energy Cont. (Light), Emotion Cont. (Upg.)

Quote: "Shot through the heart, and I'm to blame!"

Name: Static Storms

Size Mod: 5 **Type:** Minions, Forces of Nature

Concept: Dangerous power fluctuations

Description: Swirling clouds laced with lightning

Power fluctuations have made these storms cross the country, zapping people with lightning and causing frizzy hair.

Stats: A:0 B:0 C:0 D:5 E:10 F:0

Specials: Energy Cont. (Electricity), Invulnerability 5

Quote: "ZZZZZZZZZZT!"

Fellowship of the Villains

The most insidious villains are those who use honey-tongued charm and wit to get their way. They can defeat enemies with mere words.

Possible Plot: A rumor has been spreading around school that one of the heroes has acne on their butt! Surely the Mean Girls are behind this.

Name: Carl Willie

Size Mod: 0 **Type:** Dragon, Villainous Adult

Concept: High school sanitation engineer (janitor)

Description: 5'7", 135#, black hair, hazel eyes, lanky
Carl's always been around, pushing a mop, snooping in lockers, listening to gossip and blackmailing students. He generally honors deals he cuts with heroes, but will occasionally go back on his word when it suits him.

Stats: A:2 B:2 C:4
D:2 E:2 F:4

Specials: None

Quote: "50 bucks or I tell the principal what I saw in your locker. No? Ok, how about 100 bucks then?"



Name: Mr. Sully Van Winkle

Size Mod: 0 **Type:** Big Bad, Villainous Adult

Concept: Evil high school guidance counselor.

Description: 5'6", 155#, brown hair and eyes

Never manifesting powers as a teen, Van Winkle was forced to work as a guidance counselor after graduation, dispensing bad advice to teens.

Stats: A:2 B:2 C:3 D:2 E:2 F:5

Specials: None

Quote: "You know, boarding school's not that bad."

Name: The Mean Girls

Size Mod: 0 **Type:** Minions, Disgruntled Teens

Concept: The most popular girls in high school

Description: 5'5", 105#, perfect physical specimens

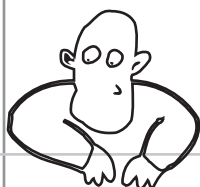
Every girl wants to be them, every guy wants to be with them, and everyone has fallen victim to their evil plots. With a mere word, they can ruin a hero's entire semester. Fueled by rumors gathered by Carl the janitor, they are nearly unstoppable.

Stats: A:1 B:1 C:1 D:1 E:1 F:10

Specials: Height. Fellowship 5, Emotion Cont., Lair:3

Quote: "That is so retro. No, I mean that in a good way. I would never wear it, but it's so you."





Good Guys

In a world packed with villains, it's good to know that not everybody is your enemy. There are plenty of allies available to lend a hand: super-powered teens, adults, animals and even forces of nature.

Types of Good Guys

As with villains, good guys are divided into six types:

Heroic Teens are Super heroes who are on your side. Of course, this doesn't necessarily mean they're your friend, or that they have the same agenda as you.

Authority Figures, like their villainous counterparts, tend to be naturally stronger and smarter than most Teen Super heroes, having time on their side; when generating their Stats, discard any rolls of 1. They also don't have any Specials. However, good-aligned Authority Figures are curiously immune to the Super powers of Heroic Teens. Parents, Teachers, Police and other "good guys" can't be affected by the powers of Super teens.

Icky Monsters are treated just like those described under Bad Guys, but in this case they're on your side. How do you tell the difference between a friendly vampire and one who wants to bite your neck off? Good question. This category might include Extraterrestrials, such as might be contacted with Specials.

Pets, like the animals under Bad Guys, tend to have low Cognition, Energy and Fellowship, and high Agility, Brawn and Damage, according to their type – a poodle would be unlikely to have a high Brawn, but a Pit Bull might have very high scores in all three physical Stats.

Precocious Brats are pre-teens, yet to develop powers, eager to tag along with older, powered heroes. Many of them are Sidekicks (see Specials). In addition to having no Specials whatsoever, Precocious Brats may have no more than 5 points with of Statistics, and none higher than 2.

Weird Forces are unexplained phenomena, unnatural in every regard. Science is unable to determine why, or how, they exist. They might include ghosts or other spirits.

Optional - Report Cards

Super powered teens generally attend school, which means they get graded on their tests, homework and exams. A fun way to see where heroes fit into their class is to "grade" them from time to time.

Have each player roll 2d6 and add their Character's Cognition score, then consult the following chart:

17 - A+	12 - B	7 - C-
16 - A	11 - B	6 - D+
15 - A-	10 - B-	5 - D
14 - B+	9 - C+	4 - D-
13 - B	8 - C	3 - F

A score of 13 or higher indicates that the character made the Honor Roll for that particular semester.

Using Good Guys

Obviously, if you are playing Power Grrrl, you're using good guys – the player characters. Resist the temptation to have non-player character allies swoop in all the time to rescue them, offer advice, or solve problems for them. The first time that the characters are saved by Power Grrrl and her friends, it might be amusing and impressive, but the tenth time in a row that the heroes get bailed out will be rather boring and unexciting.

However, do keep in mind that the majority of the world is populated with "good guys." If the players need help, let them seek it out by looking around them for the right person to give them a hand. If they need a police officer, a lawyer, a doctor, a teacher, or a mime, they should be able to find what they need. But let them do the work; don't spoon feed them, or you'll ruin all their fun.

Heroic Teens (A Super Team)

The characters that follow represent the core super team from the Power Grrrl cartoon. They could make appearances in your own world, or might just serve as an example of the sort of "good guy" team that players might choose to form.

Note that Power Grrrl's Super team is composed of a good balance of powers and capabilities, each of her friends focusing on a different Stat to draw power from.

Name: Power (last name unknown) / Power Grrrl

Size Mod: 0 **Type:** Heroic Teen

Concept: The world's most popular teen hero

Description: 5'5", 125#, blonde hair, blue eyes

Power Grrrl is the best known hero in the world. Font of oversized weapons, she inherited her powers of strength, who was Power Grrrl before her, and will pass the torch to one of her many cousins in years to come, when her powers fade and theirs begin to appear. There has always been a Power Grrrl, and there always will be. And as far as the media is concerned, Power Grrrl is Power Grrrl, no matter what her "real identity" is.

Stats: A:4 B:4 C:1
D:2 E:2 F:1

Specials: Improved Initiative; Super Speed, Upgraded; Burst of Strength, Upgraded.; Leap; Lair 1

Quote: "Do I look fat in this armor?"

Mascot: Elspeth the pink wolf

A:2 B:5 C:2 D:3 E:2 F:1



It's me!

Good Guys

Name: Jessie (last name unknown)
Size Mod: 0 **Type:** Heroic Teen
Concept: Power Grrrl's agile friend
Description: 5'4", 115#, red hair, green eyes
 Jessie is Power's agile friend. She's a big sports nut and is always wearing roller blades, even in school and in the mall, although somehow this never seems to get her into trouble. She doesn't really use weapons or flashy powers, but she is good at rushing quickly into fights and landing powerful punches and kicks on her enemies. She's also got a feisty Irish redheaded temper, and doesn't like when people make fun of her freckles, her skates or any of her friends.



Stats: A:5 B:2 C:2
 D:1 E:3 F:2
Specials: Ambidexterity; Improved Initiative, Upgraded
Quote: "Let's skate!"
Mascot: Freebird the red and blue eagle
 A:5 B:2 C:2 D:1 E:2 F:3

Name: Sandra (last name unknown)
Size Mod: 0 **Type:** Heroic Teen
Concept: Power Grrrl's energetic friend
Description: 5'4", 120#, brown hair, brown eyes
 Sandra is Power's energetic friend. At heart, she is an extrovert who loves to be the center of attention, but strangely she's also very shy, and tends to use her powers to fade from view and run away when people start to focus on her too much. She likes going to parties and is always encouraging her friends to go out with her, but most of the time she ends up disappearing so she can watch her friends have a good time without her.



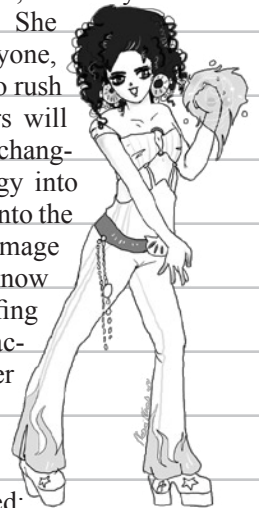
Stats: A:1 B:2 C:1
 D:3 E:4 F:2
Specials: Intangibility, Invisibility
Quote: "I'm out of here!"
Mascot: Neechy the green and brown iguana
 A:2 B:2 C:4 D:3 E:3 F:1

Name: Kim (last name unknown)
Size Mod: 0 **Type:** Heroic Teen
Concept: Power Grrrl's smart friend
Description: 5'2", 110#, black hair, black eyes
 Kim is Power's smart friend. She is also rich, and can afford to build a variety of gadgets that the other girls in the team use from time to time. One gadget she uses for herself quite often is a cloak of invisibility, letting her sneak around invisibly behind the scenes to gather information that the rest of the team can use to strike out at evildoers. Since she also has photographic memory, she can remember quite a bit. This means that she's also the one most likely to hold a grudge.



Stats: A:1 B:1 C:5
 D:2 E:2 F:4
Specials: Gadget (Invisibility Cloak); Wealth 2
Quote: "Now you see me, now you don't!"
Mascot: Bast, the black and purple panther
 A:3 B:3 C:3 D:2 E:3 F:1

Name: Delia (last name unknown)
Size Mod: 0 **Type:** Heroic Teen
Concept: Power Grrrl's tough friend
Description: 5'6", 135#, black hair, brown eyes
 Delia is Power's tough friend. She doesn't take any nonsense from anyone, and is always the first of the group to rush into battle, trusting that her powers will keep her safe. She easily adapts to changing situations and can absorb energy into her hands, harmlessly dissipating it into the ground. She can't dish out much damage on her own, but the bad guys don't know that, and many times Delia's bluffing has saved the day. Her pet Glub accompanies her into battle inside her glass shoes.



Stats: A:2 B:2 C:3
 D:4 E:1 F:1
Specials: Adaptation, Upgraded; Energy Absorp.
Quote: "I'm gonna git you suckah!"
Mascot: Glub the gold and orange goldfish
 A:5 B:0 C:4 D:1 E:3 F:2

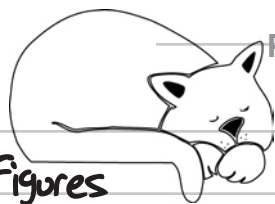
Possible
Names for
Super Team!

Power Squad
 The Super 3k Five
 Power Girls (too close to my name?)

Power Force
 The Hottiez

Super Friends (already taken?)
 Fox Force Five
 Penta Squad

Pentagrams??



Good Guys

Authority Figures

Name: Teacher (Mr. Smith, Ms. Priss, Mrs. Brown,...)
Size Mod: 0 **Type:** Authority Figure
Concept: Your average high school teacher
Description: 5'-6', 120-200#, a little haggard
 If you thought teaching high school students was hard, just try teaching Super powered high school students.
Stats: A:2 B:2 C:5 D:2 E:2 F:2
Specials: None

Name: Police (Officer O'Malley, Sgt. Steve,...)
Size Mod: 0 **Type:** Authority Figure
Concept: Your average cop on the beat
Description: 5'5"-6', 150-200#, a little overweight
 Life as a cop is a little easier in this world, since all the teens take care of the real hard crimes. Still, someone needs to keep an eye on the bad teens...
Stats: A:2 B:2 C:2 D:5 E:2 F:2
Specials: None

Name: Bus Driver (Mr. Skeevey, Ms. McMahon,...)
Size Mod: 0 **Type:** Authority Figure
Concept: Your average school bus driver
Description: 5'-6', 175-250#, a little sleepy
 Lots of teens drive (or fly) themselves to school, which means it's mostly Freshmen with uncontrollable powers that need to take the bus. Oh dear.
Stats: A:5 B:2 C:2 D:2 E:2 F:2
Specials: None

Name: Mom and Dad
Size Mod: 0 **Type:** Authority Figure
Concept: Your parents
Description: 5'-6', 100-250#, a little disappointed
 It's almost not worth having parents, since they tend to get kidnapped by bad guys all the time, requiring rescue, but without them, where would you get dinner?
Stats: A:2 B:2 C:2 D:2 E:2 F:5
Specials: None

Icky Monsters

Name: Greevo XX37
Size Mod: -2 **Type:** Icky Monster
Concept: Stranded alien from the planet Gizank
Description: 2'6", 25#, green skin, purple hair
 Left behind by a raiding party, Greevo has decided that this planet is worth saving after all.
Stats: A:3 B:0 C:5 D:2 E:1 F:4
Specials: Extra Limbs (2), Natural Armor (Fur), Gadgets (Shrink Ray), Universal Translator

Pets

Name: Dog (Puddles, Tippy, Spot,...)
Size Mod: -1 **Type:** Pet
Concept: Loyal mutt
Description: 3', 75#, brown hair, pink tongue
 He's not much of a guard dog, but he'll bark up a storm if bad guys try and break in at night.
Stats: A:3 B:1 C:0 D:3 E:0 F:5
Specials: None

Name: Ferret (Damien, Snowball, Biscuit,...)
Size Mod: -2 **Type:** Pet
Concept: Always wants to play, even when you don't
Description: 1', 3#, brown fur, black eyes
 This little guy is fond of getting into trouble. If there's a hole to be crawled into or something to be knocked over, you can be sure he'll be all over it.
Stats: A:5 B:0 C:0 D:1 E:0 F:5
Specials: None

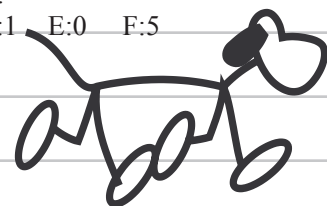
Precocious Brats

Name: Kid Brother (Timmy, Billy, Aidan,...)
Size Mod: -1 **Type:** Precocious Brat
Concept: Your 5-year-old kid brother
Description: 3'6", 50#, blonde hair, blue eyes, dirty
 He's always getting into trouble, and of course, your parents say you're responsible for him.
Stats: A:1 B:0 C:1 D:0 E:1 F:0
Specials: None (yet)

Weird Forces

Name: Ghost (Captain Blood, Princess Leila,...)
Size Mod: 0 **Type:** Weird Force
Concept: Non-corporeal spirit
Description: 5'-6', 0#, vague, wispy appearance
 The spirit mysteriously hovers over the place of its death.
Stats: A:5 B:0 C:0 D:0 E:5 F:0
Specials: Morphing, Upgraded; Intangibility, Upgraded

Name: Tornado (Twister, Cyclone, Windstorm,...)
Size Mod: 5 **Type:** Weird Force
Concept: Run!
Description: Huge swirling gray funnel cloud
 Auntie Em, it's a Twister! Get the cows to the basement and tie down the furniture.
Stats: A:0 B:10 C:0 D:5 E:5 F:0
Specials: Heightened Brawn (5); Invulnerability (5); Elemental Mastery – Air, Upgraded



Awards and Rewards

As explained in the POW! Core Rules, characters should receive solid feedback within the game setting in the form of rewards for their actions. While a heroic sense of accomplishment is adequate for some, most people enjoy when their characters get “stuff” for heroic actions, in the form of loot, reward money, etc.

Choose something appropriate to the group of characters you’re working with. If you can’t decide, you’ll notice that these are numbered from 2 to 12, to allow you to roll 2d6 randomly. The Moderator’s sense of logic should take precedence over a random roll. If you’ve chosen to develop your own world in a different way, feel free to ignore any results which don’t fit.

2 - Transportation. As a reward for getting straight A’s on all her tests, and saving the world from destruction at the same time, the hero’s parents bestow upon her a brand new used car, which will be hers as soon as she gets her driver’s license. And no driving after curfew.

3 - A Mascot. In the aftermath of battle, a small pathetic mewling sound can be heard from within the rubble. Digging it out will reveal a small animal, which will treat the first person it sees as its Mom from then on. Roll 1d6:

- | | | |
|------------|-------------|------------|
| 1 - Kitten | 2 - Hamster | 3 - Puppy |
| 4 - Parrot | 5 - Ferret | 6 - Lizard |

4 - Armor/Clothing. As thanks for saving the world from that meteorite, the hero is presented with a Mall Gift Certificate good for 50 percent off a single article of clothing, or \$250, whichever is less.

5 - Weapons. Now that the bad guys are jailed, it’s time to see what’s inside that bag... It looks like a set of matched swords, each with a gem of a different color in the hilt. And it so happens there’s one for each hero. What would happen if they were used together...

6 - Jewelry. The villain crumbles to dust, dropping a crescent-shaped gem on a gold chain. It appears it could be combined with two others to form a triangle. Perhaps there’s something about this in the Library.

7 - Cold, Hard Cash. As a reward for being honest and turning in that bag of \$1 million in cash, the heroes get to split the reward - 1d6 thousand dollars.

8 - A Job. Now that the town is rid of evil man-eating zombies, it’s on to the real problem – zombie-eating men who’ve been wreaking havoc in the cemetery.

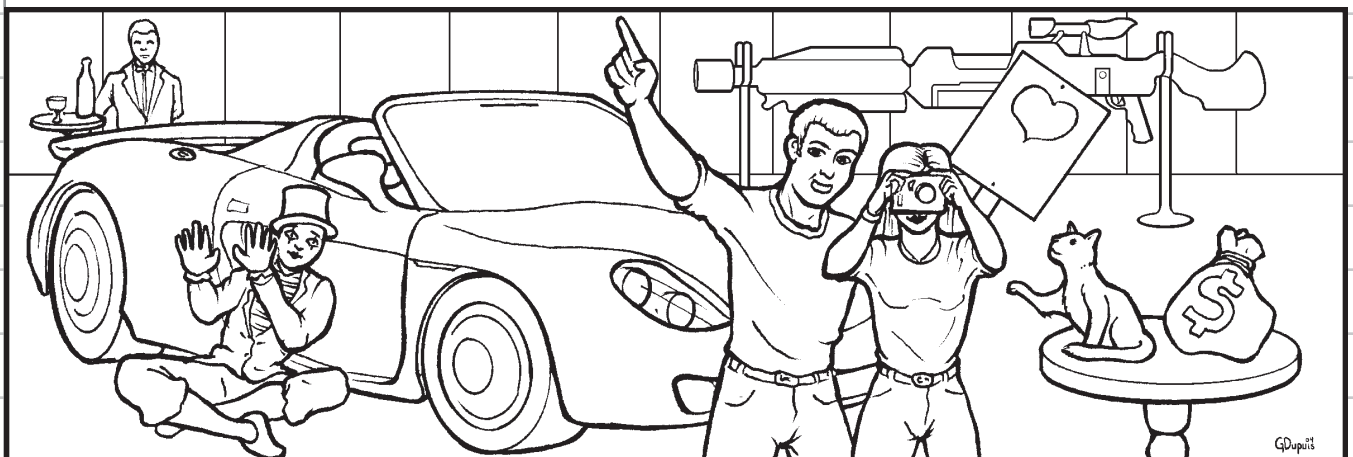
9 - A Career. The hero of the day sure did a good job of cleaning the local park of that giant rodent menace. If she’s looking for a job, the Parks Department has an opening in their sanitation division (Wealth +1). It’s not much, but it just might lead to something big down the road.

10 - A Follower. Someone was watching when you defeated that bad guy using less than noble means. They’re not gonna tell, if you let them join. Roll 1d6:

- | | |
|-----------------------|------------------------|
| 1 - Mayor’s daughter | 2 - Police Chief’s son |
| 3 - Governor’s cousin | 4 - A wandering mime |
| 5 - Local paperboy | 6 - Reformed bad guy |

11 - Press. It’s only a week since the group saved the world, but already they’re on the cover of Time, People and Newsweek, and now The Tonight Show wants to book them. Looks like a trip to Hollywood.

12 - Keys to the City. The heroes are given an official seal listing their accomplishments, and will have a statue erected in their honor in the middle of Central Park (beside the 37 other statues of heroes already there, in the aptly named Heroes Garden). Stop by tomorrow so the artist can take your measurements.



The Official Power Grrrl FAQ

The Official



0.0 Index

- 1 - General information
- 2 - Show and character information
- 3 - Episode guide

0.1 Legal Stuff

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0.2 FAQ History

The most current official version of this FAQ can always be found at: <http://www.powergrrrl.com/faq>

Changes and additions:

- 2.0 - Many fixes, cleaned up for the RPG!
- 1.1 - Many typo fixes, a few factual errors fixed.
- 1.0 - Lots of typo fixes, character info, more history.
- 0.9 - The first public release of this FAQ. Very rough!

0.3 FAQ Warning

This file contains blatant Power Grrrl spoilers (information that can ruin the surprise if you haven't seen a specific episode). You've been warned. If you don't want to read spoilers, don't read any further.



1.1 What is Power Grrrl (the cartoon)?

Power Grrrl is a cartoon about a teenage super-hero who lives in 21st century America, battling supervillains and generally doing super things. The original Power Grrrl pilot ran in September of '95. The series was then picked up by a different station and ran for four seasons, from '95 to '98, starting with episode 2 in early October. Power Grrrl episodes have been running in syndication on other stations since '98, and all 4 seasons currently run in syndication on stations all around the world (though the episodes don't always air in their proper order). There are no plans for a 5th season, but rumors of a Power Grrrl movie abound.

1.2 What is Power Grrrl (the role-playing game)?

A company called aethereal FORGE licensed the concept for Power Grrrl from Daikido in order to produce a role-playing "Worldbook" for their POW! Gaming System. A version of this FAQ will even appear in the first edition of that game; in fact, you could be reading it at this very moment! Pretty cool!

1.3 How come I never heard of Power Grrrl?

For some reason, a lot of people don't seem to even know Power Grrrl exists, which is a shame, since it's such a great cartoon. There isn't any one answer to this question. In some cases, some local stations didn't pick up the cartoon due to content issues, or because they didn't think it would be a success. Other stations picked it up, but ran it at stupid hours like at 5 am on Sunday mornings. Other times it was pre-empted by infomercials. Many times it was just run opposing other, more popular anime-style cartoons. As for when and where Power Grrrl runs, we're working on a definitive list. If you can't seem to find it, ask your friends, or call your cable company and see if they carry it.

1.4 What are the lyrics to the Power Grrrl theme?

The Power Grrrl "theme song" was first featured in episode 2. The pilot had a different song without words, but when it was re-aired, it featured the familiar lyrics:

(refrain)

Go! Go! Go, go, go, go!

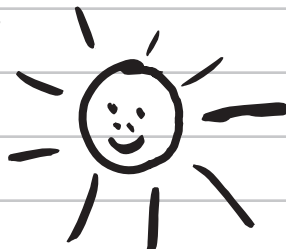
Go, go Power Grrrl! You're pretty tough.

*When evil comes around,
you'll smash 'em to the ground!
You'll kick 'em in the tail,
but you'll never break a nail!*

(refrain 2x)

*When bad guys raid the place,
you'll show your pretty face!
You'll throw 'em outta there,
then brush your pretty hair!*

(refrain 3x)



The Official Power Grrrl FAQ

1.5 Where can I get Power Grrrl (videos/toys/etc)?

The original Power Grrrl episodes were sold on laserdisc last year, but due to quality issues most of them were recalled before they even shipped, and are now a rarity - check the online auction sites. There are rumored to be plans for reissue of all 79 episodes (including Seasons 3 and 4) sometime late next year. Stay tuned.

Due to licensing disputes, other Power Grrrl merchandise is unavailable, except for the Power Grrrl Worldbook for the POW! System, © 2004 aethereal FORGE.

1.6 I want to write Power Grrrl fanfic. Is that cool?

Definitely! The creators of Power Grrrl have always been supportive of their fans, and they encourage people to use characters and concepts from the show in unique and interesting ways. Their only stipulation is, of course, that you're not allowed to make a profit. So while you can write a story and post it on your website, or on a newsgroup, you can't sell it, since that would be stealing their copyright.

A number of Power Grrrl fans have made up their own websites about the show, and some of them have even attended conventions dressed up like their favorite characters. You can find links and pictures on the official Power Grrrl website, at <http://www.powergrrrl.com>

1.7 Is there really a Power Grrrl movie script?

If there is, it's a fan creation; the creators of the Power Grrrl show have publically denied the existence of any official script, either in a cartoon or a live-action format. Considering the current state of contract negotiations between creators, animators and production companies, it seems unlikely that a Power Grrrl movie is even a possibility, but I suppose we can all keep our fingers crossed.

2.1 Who is Power Grrrl (the character)?

Power Grrrl is a teen hero who lives in 21st century America, battling evil supervillains and bad hair days. She uses all sorts of gizmos to defeat her enemies, and has some cool friends too. Her biggest enemy is the evil Madam Maple, who uses a nasty syrup gun to mess up Power Grrrl's hair.



Power Grrrl's real name is... Power.

Yup. Her first name is legally Power. Her last name is never revealed. Exactly how she got this unique name is never discussed, but since several of her friends are named "Liberty" and "Justice," it's been surmised that in the time when Power Grrrl lives, these are common names for girls. It's also possible that she was named because of her powers, which she inherited from her mom.

That's right - Power's mom had powers too, but she died shortly after Power was born (explained in the pilot). Power Grrrl has no siblings, just a dad whose name is Steve. She has cousins, but their powers are not discussed.

Power's age is only mentioned once, in the Season 3 episode "Sweet Sixteen." Obviously, projecting backwards gives us a reasonably accurate age range. Depending on which episode you're watching, she's anywhere from 14 years old (Season 1) to 17 years old (Season 4).

Power Grrrl's vitals look like this:

Name: Power Grrrl (Season 1: Episode 1)
Birthday: April 1
Likes: Shopping, dying her hair pink
Dislikes: School
Strengths: Super strength and speed
Weaknesses: Vanity
Mascot: Elspeth, the pink wolf (3:8)

2.2 What sort of powers does Power Grrrl have?

Power Grrrl is super strong, super fast, can jump really high and she has super-fast recovery powers. She can't fly or shoot lasers, but she's still pretty tough!

2.3 Where do teens get their powers from?

Power's powers are discussed in the pilot, "Roots." The gist of it is that Power's mother had the same powers, and when Power Grrrl came of age, her powers became clear to her. During season 1, she becomes accustomed to her powers, and gains some new ones, but by the season 2 she's pretty much the Grrrl she always will be.

It's always been rumored that in the world of Power Grrrl and her friends, all teens (and only teens!) have Super powers, but it's never discussed why or how. Perhaps it's genetic, or perhaps it's aliens, or maybe a government experiment. In any case, this facet of the Power Grrrl world was never mentioned in the TV series. No one knows and it's never brought up. It's just the way it's always been!

2.4 If teens are super, why don't they rule the world?

Lots of reasons. First of all, their powers only last for a few years. Secondly, they have to go to school and do homework. Third, they have to follow laws made by adults. And finally, as has been made clear in the cartoon series, authority figures are immune to their powers!

2.5 Where does Power Grrrl live?

Power Grrrl lives in an imaginary part of the United States that resembles the Pacific Northwest. Several episodes have her travelling by car to places that resemble Montana, Wyoming and California. This puts her in a mythical Washington or Oregon, though we never really know. Her hometown of Pinkerton does not really exist, and the state and country she lives in are never actually mentioned.

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2.5.1 When does Power Grrrl live?

The level of technology displayed in the cartoon (hovercars, lasers, etc) places Power Grrrl sometime in the 21st Century, but no dates are given in any episodes, so pinpointing an exact decade is difficult. Most fans agree that she lives sometime between 2000 and 2010.

2.6 Who are Power Grrrl's friends?

Jessie is Power Grrrl's agile friend. She is good at rollerblading and all sports, and is very fast in combat.

Name: Jessie (3:3)
Birthday: July 15
Likes: Shopping, make-over parties
Dislikes: Homework
Strengths: Super good roller blader
Weaknesses: Allergic to peanuts
Mascot: Freebird, the bald eagle (3:18)

Kim is Power Grrrl's smart friend. She is good at remembering things and she has an invisibility cloak.

Name: Kim (3:4)
Birthday: January 23
Likes: Music, the color blue
Dislikes: Boys
Strengths: Photographic memory
Weaknesses: Math
Mascot: Bast, the black & blue panther (3:4)

Sandra is Power Grrrl's energetic friend. She is shy but likes parties, even though she fades from view at them.

Name: Sandra (3:6)
Birthday: August 04
Likes: Parties, Boys
Dislikes: Split ends
Strengths: Cooking
Weaknesses: Does not like to run
Mascot: Neechy, the green iguana (3:7)

Delia is Power Grrrl's tough, hard-to-damage friend. She can absorb energy and adapt to tough conditions.

Name: Delia (3:7)
Birthday: February 15
Likes: Shopping, Movies
Dislikes: Gym class
Strengths: Superior singing voice
Weaknesses: Inability to memorize lyrics
Mascot: Glub, the orange goldfish (3:15)

2.7 Who are Power Grrrl's enemies?

Power Grrrl and her friends have many enemies, as you might expect, but there are only two major ones who keep coming back over and over: Madame Maple and Dr. Fute, and their pets, Gordy the Moose and Ennui the monkey.

2.7.1 Who is Madame Maple?

Madame Maple is Power Grrrl's most hated enemy, appearing in 10 different episodes, more than any other villain. Being an adult, she has no official super powers, but she is pretty darn smart, and almost manages to foil the Power Grrrl gang a few times before she's ultimately defeated by friendship, loyalty and the American Way. She speaks with a Canadian accent.

Name: Madame Maple (1:3)
Powers: Being Canadian (none)
Likes: Opera music, donuts and hockey
Dislikes: Freedom, purity and friendship
Weaknesses: The American National Anthem
Weapons: Maple gun
Outfit: Red and white, maple leaf logo
Mascot: Gordy the Moose (1:3)
Home: Vancouver, Canada

2.7.2 Who is Gordy?

Gordy is Madame Maple's moose. He can't talk, and it's doubtful he can even think, but he always manages to show up just in time to pull Madame Maple out of the clutches of our heroes.

2.7.3 Who is Dr. Fute?

Dr. Fute is a more eclectic supervillain, appearing in a few random episodes. He operates out of underground labs, all of which look alike. Since the episodes he is in all take place in geographically separate areas yet his plans take place from his bases, it is assumed he has several. Dr. Fute always speaks with a French accent.

Name: Dr. Fute (2:15)
Powers: Being French-Canadian (none)
Likes: Stinky cheese, world domination
Dislikes: Madame Maple
Weaknesses: Always surrenders
Weapons: Freeze ray
Outfit: White lab coat, green sneakers
Mascot: Ennui, the monkey (2:17)
Home: Le Grande Fromage, Canada

2.7.4 Who is Ennui?

Ennui is Dr. Fute's monkey. He likes to chitter at Dr. Fute, who apparently can understand him. He also has a bad habit of getting into the middle of Dr. Fute's experiments, ruining them at the last moment.

2.8 Why do they keep making fun of Canada?

The jokes about Canada (and France) in Power Grrrl are not any more serious than Bugs Bunny making fun of Germans, or Bart Simpson making fun of Australia. They're just jokes. Madame Maple is Canadian, so her country gets the brunt of the jokes. That's all. It's all in good fun.

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One thing to keep in mind is that Power Grrrl's world is not really our world; where she lives, for example, all of Canada is a frozen wasteland, the Pacific Northwest is really the Northeast, and the border between the two countries is a broad river clogged with chunks of deadly ice. None of that's real, so it's safe to assume that maybe the jokes aren't all serious either.

3.1 How many episodes are there, really?

According to Power Grrrl's creators, there are officially 80 episodes of Power Grrrl, 20 per season running for a total of 4 seasons. However, for some reason episode 3 of Season 1 has never aired. This means that there are technically only 79 episodes, including the pilot. Discussion of the infamous "lost episode" can be found later in this FAQ.

3.2 What is the best episode?

Of course, this is an entirely subjective thing, so it's impossible to give a simple answer to this question. One could argue that the pilot episode, with its simple plot and more traditional animation style is the purest, and thus the best, but then again later episodes showed a more mature style of animation that was certainly more technically sound.

From a plot standpoint, certainly Season 3 was when the show's storyline peaked, with the introduction of some sorely needed new characters and some new enemies as well. Of course, there are those who feel that these were the worst episodes, partly because of the commercial ties that inevitably followed.

Critics seemed to enjoy Season 4 the best, since it featured mature plotlines and serious subjects, something that set it apart from the crowd. But it was too late, and no amount of acclaim could save the show.

So the answer is, the best episode is your favorite one! In case you need to be reminded, plot summaries of each Power Grrrl cartoon appear on the following pages.

3.3 Why is Power Grrrl different in later episodes?

Power Grrrl has several different appearances in various episodes of the cartoon, as well as even more variations in the various advertisements that have appeared. This is because so many people have animated the show!

To start with, Power Grrrl was animated by a team of Korean animators, who gave the character a more anime-tinged appearance, with larger eyes, bigger hair, tighter costumes and flashier effects. Other anime conventions (teardrops to represent embarrassment, people running in mid-air, etc.) were also present in the cartoon in these earliest episodes.

Starting with season 2, however, Power Grrrl took on a decidedly older appearance. This was due to the fact that several key animators (most notably K. Shiro and A. Michaels) left the project for contractual reasons. A new mostly American animation team, headed by relative unknown J. Saaven, took over, and the rest is history.

There are some who prefer season one's more youthful, anime-like appearance, but the general consensus is the change was for the better. Here's a comparison:

Season 1



Season 2-4



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3.4 Episode Guide

Season 1:

1 - Roots - (Pilot episode) Power Grrrl's first adventure begins when she enters a bank to open up a savings account and the bank is robbed. Nervous and scared, Power Grrrl discovers that she has super strength, speed and healing powers. She foils the bank robbery and opens her savings account successfully. The flashbacks in the hour-long episode show Power Grrrl's mother as a vague, shadowy figure who dies when Power Grrrl is very young. This is the only time we see or hear about her mom, who isn't named. This episode is usually run in two half-hour segments.

2 - Power Grrrl - Power Grrrl's second adventure takes place where most of her future adventures will: at school. On her first day of school Power Grrrl is teased mercilessly by some older (and apparently adult, and hence powerless) upperclassmen, and she defends herself by using her powers. Clearly, even at this early stage the creators of the show had decided that Power Grrrl would not have a secret identity, as she reveals herself to her entire school.

3 - Untitled (The Lost Episode) - When Power Grrrl activated her powers in the first two episodes, her hair turned bright pink. In Episode 4 and on, her hair stays blonde except for a pink streak which is always with her. It is rumored that there is a "missing episode" which explains this shift. Note that without this episode, there are only 19 episodes in the first season.

4 - Halloween Hijinks - Power Grrrl attends a party with some friends, dressed for the first time in the pink and white costume which will become her trademark. Despite the fact that she insists she's not in costume, she wins first place for "silliest costume." When she "activates" her powers, her hair becomes streaked with pink, instead of turning all pink as it did in episodes 1 and 2. At times in the future, she maintains this streak for the entire episode, so it is not necessarily an indication that she is using her powers.

5 - The Freshmen - Power Grrrl must battle a group of goth freshmen girls with witchlike magical powers. Though it is assumed that Power Grrrl is a Freshman herself in the first season, she refers to herself twice in this episode as a "Sophomore." At the start of the second season, however, Power Grrrl is just starting her Sophomore year!!! The show's creators have not explained this discrepancy, and it is assumed to have been a continuity error which was later cleared up. David C. from Osaka points out that "It is possible maybe that Power Grrrl is only saying she is a Sophomore to seem older, when she is really a Freshman and is only pretending to be a Sophomore?"

6 - The Stroll - Power Grrrl misses her school bus and has to walk, which turns out to be a good thing for a kitten trapped in a tree. Or is it? The kitten turns out to be an evil kitten which destroys Power Grrrl's furniture and clothes. Dressed in a shredded blouse, Power defeats the evil feline and declares "All cats are evil."

7 - Chem Lab - Power Grrrl's chemistry lab becomes a deathtrap when an evil chemistry teacher gives the girls an experiment which fills the room with a cloud of gas. Power Grrrl manages to smash the windows open and rescue the students, defeating the evil teacher.

8 - In The Pink - A typical Power Grrrl adventure, noteworthy only because at the end of the episode, Power Grrrl signs her name with only two "r"s! In this one, Power Grrrl battles the first of what will become many bad hair days, while also facing a Math test and a bunch of evil dogs from hell. She defeats the dogs, gets her hair in order, and fails the Math test. "Oh well," she says, "three out of four ain't bad." Notable Quotables: PG - "I don't have time to save the world - I have to wash my hair."

9 - Moose - The football guys laugh as Moose, their star linebacker, pummels the wimpier students into submission. It takes Power Grrrl to stop him. Unable to tolerate being beaten up by a girl, Moose quits football and leaves the school.

10 - The Dawnriders part 1 - Power Grrrl meets a group of alien bounty hunters and helps them track down an escaped alien bad guy. This was the first "two-parter," not counting the pilot, which is sometimes run as two half-hour episodes. (cliffhanger)

11 - The Dawnriders part 2 - Power Grrrl discovers that the escaped alien bad guy is really the good guy, and the bounty hunters are actually the bad guys. She teams up with the escapee and helps him defeat the "real" bad guys. (cliffhanger resolution)

12 - Mess - Power Grrrl can't go to a concert because her dad wants her to stay home and clean her room. Power Grrrl somehow manages to convince the band to perform in her room while she cleans, leaving 50 thousand fans stranded at the stadium without a band. Power Grrrl is forced to clean the stadium up after the rioters trash it, and learns a little bit about selfishness and responsibility.

13 - Blind Date - Power Grrrl's first date is a flop, with predictable silly jokes and puns. Jeff, her boring date, takes her for fast food and miniature golf, then tries to steal a kiss. She plants a fist in his face and sends him packing.

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14 - Bad Hair Day - Power Grrrl has to get to school for a biology test, but she's all out of conditioner! She scrambles madly around the house and around town, but all the stores are closed! Returning home, she checks the calendar and discovers that it's a holiday - she doesn't have school at all. She goes back to bed. Notable Quotables: PG - "I need a small controlled plague to solve my problems."

15 - Checkmate - Power Grrrl is sucked into a giant video chess game, where she battles the evil black king and his minions a la Alice in Wonderland. She wins, despite the fact that the creators of the show obviously know nothing about the rules of chess (eg. pawns moving diagonally, knights progressing in a J formation instead of an L, a King that can move all the way across the board at once, etc.)

16 - The Phantom of the Football Field - The cheerleaders are in a tizzy because an evil ghost is haunting their locker room. How will they ever be able to shower without the ghost seeing them? Power Grrrl goes undercover, and uncovered, in a (heavily-edited) shower sequence and discovers that the ghost is Moose, the linebacker she defeated in episode 9 (Trivia: this makes Moose the first recurring villain character). She defeats him again wearing only a towel (pink, of course).

17 - Royal Flush - The school gets a new evil janitor who rigs all the toilets to spray water onto unsuspecting school-girls. Power Grrrl tracks him to his underground lair and defeats the "King of Slime" in hand-to-plunger combat. Notable Quotables: PG - "Ick! Yuck! Pool!"

18 - Detention - Power Grrrl is late for class and gets detention. It seems to take forever...then Power realizes that it IS taking forever. The evil detention monitor has used a time control device to stop time, trapping Power in detention forever! Luckily, she defeats the monitor and breaks free of the time control device. Unfortunately, she still has to serve real detention the next day.

19 - Mayday! - It's the first day of May, and everyone is going to the carnival at school. When the rollercoaster goes rolling out of control, and the ferris wheel topples over, Power has to save the day and find out who's behind the dastrdly deeds.

20 - Finals - Power Grrrl faces her biggest challenge yet: final exams! She keeps hoping for an evil bad guy to come tear her away, but to no avail! She has to sit and do all her exams. Luckily, she passes them all and graduates to her sophomore year of high school.

Season 2:

1 - School Daze - Power Grrrl begins her Sophomore year of high school with a bang when she fights an evil hypnotist who has turned all the teachers to zombies using the PA system. This is the first episode drawn by the new animators, using storyboards by the first animation team.

2 - Tryouts - Power Grrrl tries out for the cheerleading squad and some school sports, but she's so good that they all want her to be on the teams. Even the boys teams want her to play. She decides not to play any sports because she can't make up her mind, and who has time for sports when you have to battle evil, anyway?

3 - The Blahs - Power Grrrl is bored. Incredibly bored. She has the whole weekend to do whatever she wants, but she can't think of anything to do. And no wonder! Looking in a mirror, Power Grrrl spots some evil little blobs hovering around her - the dreaded Blahs! She battles the Blahs off by inviting her friends over to play Twister. Though some of these friends bear a close resemblance to her "team-mates" who are introduced in Season 3, they are never named, and are generally thought to be considered different girls altogether.

4 - A Visit From Aunt Flo - Did not air in the U.S. or Canada, for obvious reasons. Power Grrrl becomes a woman when she gets her period for the first time. Exactly why this was addressed in a cartoon is unknown, especially since Power is thought to be 14 or 15 years old at this point.

5 - The New Boy - Power Grrrl meets and flirts with a new boy at school named Edgar. There is some dispute as to whether or not Edgar is actually Johnny Maple, the son of Madame Maple who appears in later episodes. The character is drawn the same and the voice is the same, though Edgar seems more stupid than truly evil. The episode ends when Edgar finally decides he wants to date Power, and she decides she's bored with him and wants the captain of the football team instead.

6 - Leaf Me Alone - Madame Maple's first appearance. Controversial due to the number of Canadian jokes prevalent in the episode. Maple is "killed" at the end of the episode, but a breeze blows a maple leaf onscreen at the very end, foreshadowing a return in the season 3.

7 - Power Off - Power Grrrl discovers that her power has been cut off. In fact, the power for the entire neighborhood is cut off. How will she blow dry her hair before it becomes frizzy? She discovers the culprit - an evil band of squirrels who are chewing through electrical wires - and defeats them in time to save the day, and her hair.

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8 - Art (Class) of Noise - Power Grrrl is trying to draw a picture in art class, but the racket from the music class next door is driving her crazy! She and the music students go back and forth with a series of pranks until the bell rings and class is dismissed. Power gets an F for her art project since she didn't finish it.

9 - Cruisin' For a Bruisin' - Somehow, Power Grrrl manages to snag a trip on a cruise ship with her father in the middle of the school year. This is not explained. However, the hijinks aboard the ship when a stowaway starts setting fires are good for a few laughs.

10 - The Lost Girls - Power Grrrl discovers a lost tribe of mud-covered girls on a desert island, rescues them from a volcano, and teaches them about conditioning their hair. All this despite the fact that they had planned to sacrifice her to their volcano god. Despite the fact that this takes place on an island and Power is on a cruise ship in 2:9, there is no definite connection between the two episodes. Rumors of another "lost" episode between 9 and 10 (dubbed 9.5, or "Shipwrecked", have never been proven and are discounted by most fans). The fact is, continuity was never a strong point of Power Grrrl.

11 - Double Trouble - Looking into a mirror one morning, Power Grrrl hits her head and is confronted with her evil twin. Can she defeat her evil self.. especially when her twin is smarter and more liked than she is? You bet!

12 - The Bet - Power Grrrl bets a friend that she will score higher on a test. She spends a whole week studying for the test. The teacher gets sick and the test is cancelled, and everyone receives a 100. Since she didn't score "higher", and everyone got the same score, she has to cut her hair. She has short hair for the next 4 episodes, and then it inexplicably returns to full length.

13 - Hickory Dickory - On her way home from school, Power is assaulted by the high school cheerleading squad, and she instantly knows something is amiss. There's something different about the squad; they're evil! After stealing the squads pom-poms and incapacitating them, she tracks the source of the evil to an evil villain: Khaz the Wooden Idol! Power burns down his bamboo hideout, but unfortunately, Khaz escapes.

14 - Animation Nation - Power Grrrl, after eating too much ice cream before bed, enters a dream where she becomes a cartoon and battles her favorite cartoon characters. The episode runs randomly through several battle sequences until Power wakes up, gets a glass of water and realizes she already is a cartoon.

15 - Food Fight - While getting ready for school in the morning, Power Grrrl discovers that her favorite cereal is inexplicably missing all the marshmallowy bits! At school, her friends are acting very strange, listening to the teacher and enjoying their homework. Power traces this behavior to Dr. Fute, who has engineered a "boring pill" and slipped it into the town's breakfast cereal supply. Power confronts him at the cereal plant where, after a battle, she knocks him into the preparation vat. The episode ends here. (One week later, Power Grrrl cereal with evil doctor marshmallow bits was released).

16 - Babysitting Blues - After staying out too late at the mall, Power Grrrl is grounded by her parents and forced to spend Saturday night babysitting her next-door neighbor's toddler while her parents go out to have fun! The toddler is abducted by Madame Maple, who hopes to get Power grounded for the rest of her life and out of her hair. Power tracks Maple to a junkyard, where she has to battle scary dogs to save her precious little babysitting charge.

17 - The Carnival - Power Grrrl saves her town from an evil carnival. Her hair is back to normal length, a fact that becomes important when some evil monkeys decide to pull on it. (Although Dr. Fute does not appear in this episode, Ennui, his future mascot, does appear. There's no solid connection, but after this point, Ennui always appears with Dr. Fute.)

18 - Something Fishy - Dr. Fute returns to torment Power's little town once again. More boring than ever, the evil doctor has reduced the towns food supply to sushi and sushi alone! Power, who hates sushi, tracks down Dr. Fute to his island hideaway to stop the madness. At the end of the episode, Power throws Fute to his doom, into the cold ocean. (Thanks to Paradox for this summary!)

19 - Dancing Days - At a high school dance, Power meets James, and she falls for him right there. The suave dancer shows her a good time, but ends up disappearing by the end of the episode. For the first time, Power loses some of her pep. (Thanks to Paradox for this summary!)

20 - The Mall (cliffhanger) - Power Grrrl is trapped in a mall after dark, and must fight her way out through an assortment of enemies. She "discovers" a pink set of magic armor in a toy store in the mall as the episode ends. Not so coincidentally, Power Grrrl armor appears on toy store shelves in some cities two weeks after this episode's original airdate.

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Season 3:

1 - The Mall part 2 (cliffhanger resolution) - Power Grrrl escapes from the mall with her brand new pink armor, which gives her additional strength and protection, but does tend to make her a bit more clumsy. It also means she has to spend more time picking out her wardrobe every morning; not just anything goes with bright pink armor!

2 - The Return of Madame Maple - At the beginning of the episode, while Power walks home, a maple leaf blows on screen, right in front of Power. She doesn't notice it, but when she checks her mail, she finds a very disturbing letter, Madame Maple has returned, and she is holding James (2:19) prisoner! Power sets out to rescue James, but is confronted by hoards of Maple's new minions. Power is overwhelmed, and captured. But once inside Maple's treehouse, Power manages to escape, and she frees James and takes him with her. The ending shot is of Maple cursing.

3 - Jessie - Power Grrrl meets a new friend named Jessie when they both get detention for not handing in their school homework. Lucky for them, because an evil electrician is installing secret hidden cameras in the girl's locker room. Power and Jessie bust him in the act, and show him that it's not nice to pick on girls... especially when those girls are super heroes who can really kick your butt when they want to. This is the first in a series of episodes which introduce Power Grrrl's new friends, running through Episode 8.

4 - Kim - Power Grrrl meets Kim, a new transfer student. Visiting Kim's house, the two are doing homework when evil birdmen descend and attack. Together, the two and their pets defeat the birdmen. Notable Quotables: Kim - "Oh no, you did *not* just touch my cat. Oh you so did not just do that. You are *so* dead." The fact that Power Grrrl apparently hates cats (1:6) is evidently lost to the new animation team, who show Power hugging Kim's panther.

5 - Luck - Power Grrrl battles an evil leprechaun. She is referred to as a Junior for the first time in this episode, which means her Junior year of school began between episode 2 and 4. There is some dispute as to whether or not "Luck" ran out of order, considering the introduction of Power's friends and mascots through Episodes 3-8 of this season.

6 - Sandra - Power meets Sandra when the two are asked to cook for a school lunch. Power can't make toast without burning down the entire kitchen, but Sandra is a real wizz at it, and they succeed in whipping up spaghetti. Only one problem... someone has slipped some sleeping substance into the sauce, and now the entire school has fallen into a deep sleep! Sandra and Power must figure out who's responsible and find the antidote before the final bell rings.

7 - Delia - Power Grrrl and her friends wander into a neighborhood Kid's Club to enter a karaoke contest where they all sing their hearts out and do their best (which isn't very good). Madame Maple shows up and sings an opera song which entrances the judges and makes them want to give her first place. All seems lost, until suddenly, a new girl appears on stage and sings even better than Madame Maple did - it's Delia, Power Grrrl's newest friend. Together they defeat Madame Maple and save the day.

8 - Elspeth - Power Grrrl rescues a pink wolf from poachers and adopts her as a pet. Elspeth toys appear on shelves a few days later. Notable Quotables: PG - "Hah! This armor is laserproof, wastoid. Try again. (laser efx). Oh no! Look what you did to my HAIR! Noooooooooo! (kicking butt efx)"

9 - Report Card Armageddon - The ever-sneaky and evil Madame Maple unleashes a horde of gigantic robots upon the nation's capital the night before Power Grrrl's algebra midterm. Our heroine is faced with a terrible choice: study and pass her exam, or save the world, flunk her exam and be - gasp - grounded!

10 - Best Friends - With the whole gang now in place halfway through the third season, things start to take a turn in this episode, which starts the trend of featuring all five Power Grrrl gang girls together at some point in the show. Here, they mostly hang out and do each other's hair, but there's a minor skirmish at the end with an evil pizza delivery girl. According to many fans, this episode marks the point at which the show started down a darker (and lower quality) path.

11 - Kitty City - (cliffhanger) Often cited as evidence that not everything was doom and gloom after 3:10, Kitty City takes the girls back into comedy territory, when they discover a cat up a tree and do their best to get it down safely. Moments later, they discover another cat up a tree... and then another, and another. Pretty soon, it's become obvious that all of the cats in the entire city are stuck up in trees, and Dr. Fute and his evil monkey sidekick are behind the evil scheme.

12 - Up A Tree - (cliffhanger resolution) Power and her friends split up to cover more territory, trying to rescue cats from trees all around town. Power Grrrl, once again displaying her dislike of felines, decides to skip out on saving the cats once she's out of sight of her friends... which turns out to be a good thing, when she spots Ennui and follows him to Dr. Fute's laboratory. Calling the other girls for backup, they all defeat his evil plot to overrun the city with rats.

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13 - The Concert - Power Grrrl and friends attend a rock concert. This episode features two original songs by a certain Seattle rock band that are unavailable anywhere else. For once, nothing bad happens; just as little things start to go wrong and the girls get ready to spring into action, everything resolves itself, and they get to enjoy the concert.

14 - Sugar N' Spice - Power Grrrl bakes a batch of cookies, and all her friends suddenly turn evil! The evil Bakerman has laced the cooking flower with a weakening powder, and all across the city, good heroes are turning bad. Only Power Grrrl and Elspeth can save the day, by spreading sunshine and happiness across town.

15 - Flood - A flood threatens Power Grrrl's high school. She saves the day, despite the fact that her hair gets wet (and needs conditioning!) and her blouse is soaked through. This is the first episode with Delia's goldfish, Glub.

16 - Sweet Sixteen - A dark, but critically acclaimed episode in which Power Grrrl battles a real life menace - an abusive boyfriend. Scenes cut before airing which (allegedly) showed some adult themes give parts of the episode a choppy feel, but overall the episode's message of empowerment shines through. Though Eddie, the abuser, has the same voice as Johnny Maple, the character is drawn differently, and it is believed the two are different characters.

17 - Crosscheck - Maple challenges the Power Grrrl gang to a nighttime hockey game, with them on one team and an army of snowmen on the other. Power and team win the game, 5 to 4, when the other team melts as dawn breaks.

18 - High Flyers - Power Grrrl, it turns out, is afraid of flying because she saw a plane crash on the news and thinks it might happen to her next. But she and the other girls desperately need to get to the other side of the country to help save the city from an earthquake. Will Jessie's mascot Freebird and the others convince Power that flying is fun?

19 - Final Straw - On the last day of school, Power Grrrl discovers that she's taken the last straw from the school cafeteria. How will all the students in line behind her manage to drink their milk without straws? And who's behind this dastardly plot to destroy the world's supply of straws? It's Dr. Fute, and it's up to Power to stop him before it's too late. (Sponsored by the Association of Dairy Suppliers.)

20 - Dance the Night Away - Power Grrrl and her friends celebrate the end of school by heading out to a club to do some dancing. When a new villain turns all the records into hellish Disco albums, Power and crew must stop him from creating a real life Disco Inferno!

Season 4:

1 - Head of the Class - Power Grrrl's first day of her senior year, and she has to battle Bertha, an evil gym teacher mutant minion of Madame Maple. After a hair-raising battle in the shower room, which leaves Power soaked to the bone, she stuffs the evil teacher in a locker and wins the day.

2 - Pretty Maids All in a Row - Power and her friends are doing some gardening to relax. But an evil gardener has sprayed their roses with a solution that brings them to life, and Power and friends are in a thorny situation. Every rose has its thorn, but will Power Grrrl have her day?

3 - Shy Boy (cliffhanger) - It's surprising to some that one of the most popular characters in the series, Johnny Maple (evil son of Madame Maple) never appeared in the cartoon until early in its fourth season. Here, he appears as a lonesome, picked-on goth boy who wears trenchcoats and facial piercings and mostly keeps to himself. When he's assaulted by jocks after school, Power and her friends spring to the rescue, and it soon becomes clear that Power is going to try to get herself a new boyfriend. Only at the very end is it revealed that Johnny is the son of Power's nemesis.

4 - Sticky Situation (cliffhanger resolution) - Johnny and Power go on their first date, and trying to be nice and congenial, he invites her back to meet his mother. When Power sees Madame Maple, the two start to brawl, and it will take all of young Johnny's powers to break them up before they kill each other, and destroy the entire city.

5 - Up a Creek - Power Grrrl and friends go on a white-water rafting trip with their classmates, and a freak storm sends dozens of students spilling into the drink. It'll take some quick thinking from the Power gang to save everyone from the waterfall that's coming up quite rapidly.

6 - DWI - A rather dark episode in which Power Grrrl's heroic attempts to rescue a car careening out of control fail, and she watches as two teens plummet off a cliff to their deaths. Told in flashback as Power Grrrl attends the funeral of the two students. A cheap attempt to capitalize on the critical success of "Sweet Sixteen," this episode merely comes off as preachy and overdone to some, quite heart-rending to others. It shows Power Grrrl's human side.

7 - Dolly Llama - A truly bizarre episode in which Maple conspires to rid the world of the next generation of super heroes by stealing all their toys (including their dolls) and replacing them with animals. When thousands of children are sent fleeing from their bedrooms by an enraged stampede of spitting llamas, only Power Grrrl and her friends can restore order, and their dollies.

The Official Power Grrrl FAQ

8 - Cloud Nineteen - In a hint at what's to come, Power is forced to rescue a girl who loses her super powers on her 21st birthday... while she's in the middle of flying through the air. Power not only has to defeat the evil mosquito-beasts that were chasing her, but has to come to grips with the fact that she, too, is going to be an adult soon.

9 - Virtual Insanity - Power and her cohorts go to a video arcade to blow off some steam, and become trapped in a virtual reality video game in which they're forced to battle each other, as well as a host of electronic enemies. Who can save them? How about Johnny Maple!?

10 - The Unicorn - Power Grrrl is called upon to save the last of the unicorns from Madame Maple. Her ability to tame and ride the unicorn proves her purity and power, (and buries a few particularly nasty rumors about the missing scenes in 3:16). This is the first of a five-episode time-travel arc, although it's not clear exactly where a fantasy unicorn fits into history, or why the girls are traveling through time (for this reason, some suggest that 4:11 should actually have aired first, but in all instances 4:10 was shown before it, so it's listed in that order here).

11 - Blast to the Past - The second part of the time-travel arc (arguably the first) features Power Grrrl and her four best friends spinning wildly into history in order to keep Madame Maple from changing things around. Will they be too late to stop her plan from unfolding? Will Canada win the Revolutionary War?

12 - When in Rome... (cliffhanger) - From Colonial times to Ancient Rome, the girls track down Madame Maple to prevent her from burning down the city. They all don togas and do their best to fit in (failing miserably, since none of them speaks Latin), and are in the midst of battling a great fire when they suddenly remember their history, and realize that Madame Maple is just trying to delay them. Why?

13 - Call Me Al (cliffhanger resolution) - The girls put two and two together and realize that they're a few years off; Madame Maple is actually in Macedonia, trying to assassinate Alexander the Great. The girls are sure they can stop her... if only they knew where Macedonia was. Notable Quotables: Kim - "She's in Macedonia!" PG - "She's in a big furry elephant?" Kim - "No, not in a mastodon!"

14 - The Garden of Eden - Power Grrrl travels back in time to visit Adam and Eve. Clever arrangement of tree limbs and bushes conceals the obviously naked Adam and Eve. Power Grrrl is (predictably) unable to save Eve from temptation, and stands in the rain as a storm rolls in to end the episode. The message: You can't change the past to erase

past evils, so just do the best you can. The last of a five-episode time travel arc which ends, somewhat weakly, with the girls just popping back into their own time, without any clear resolution or defeat of Maple.

15 - The Prom - Power Grrrl goes stag to her prom, unable to get a date. She winds up saving the day when Madame Maple attacks and is crowned queen of the prom. As it turns out, Madame Maple's son Johnny also attends, and he and Power share a dance under the spotlights (but not, as some have claimed, a kiss).

16 - Finality - Final exams are upon everyone, and they've all got a bad, bad case of senioritis. Nobody can seem to get up the energy to study... and they soon discover that it's because Dr. Fute is aiming an evil mental inhibitor ray at their city. They know they can defeat him... but with his ray turned on, how will they ever figure out how?

17 - The Picnic - A somewhat silly episode that stands out among the other, more serious "final five." Power Grrrl and her pals go on a picnic, where they are set upon by swarms of cybernetic ants. They'll have to shrink down to miniature size to battle this menace face-to-face, ending in a showdown with Auntie Ant.

18 - Goodbye - All the girls happily announce the name of the college they're going to, all of them prestigious schools in other states. Power Grrrl discovers that she was rejected from everywhere... which seems funny, when colleges she didn't even send applications to are also rejecting her. Maple is behind the scheme, and Power must face her alone.

19 - Varsity Blues (cliffhanger) - Having finally defeated Madame Maple once and for all, Power Grrrl discovers that she's been accepted to Kegger College (a major party school) and Harbard University. Johnny, her evil boyfriend, is going to Kegger; Dad, of course, is pulling for Harbard. What's a superheroine to do?!

20 - Commencement (cliffhanger resolution) - Power Grrrl graduates from high school. Is this the last episode? Will Power Grrrl go to college? And since she'll be becoming an adult now, what's to become of her and her super friends? Are they doomed to mediocrity now? Mostly a collage of scenes from Seasons 2 and 3.



Power Grrrl is not really a trademark of Daikido. It is a trademark of aethereal FORGE. Daikido is imaginary. So is Power Grrrl, for that matter. Just in case you didn't figure that out already.

Introductory Adventure

This episode is intended to serve both a simple one-night, one-shot adventure, or an introduction to a longer campaign. Should you wish to fit things in to your own world, only a few details need to be changed (the names of the two schools, for example).

Likewise, the map below is provided with the intent of giving you everything you need to run this as a simple one-shot adventure. If you've got a different school in mind, feel free to swap in your own map. None of the events that take place in this adventure rely on this map. If you've got a school with a gym and a nearby field, you're set.

Feel free to add a few random events between the segments shown. Roll 2d6 and consult the chart:

2-3 - Pop Math Quiz!

Quick, what's 12 times 11 times 4 plus 15 minus 7? Etc.

4-5 - 1d6 Rabid Squirrels attack!

A2 B1 C0 D1 E2 F0 Specials: None

6-7 - Principal catches you causing trouble!

Write a 100 word essay on why you're sorry.

8-9 - 1d6 Students start a fight!

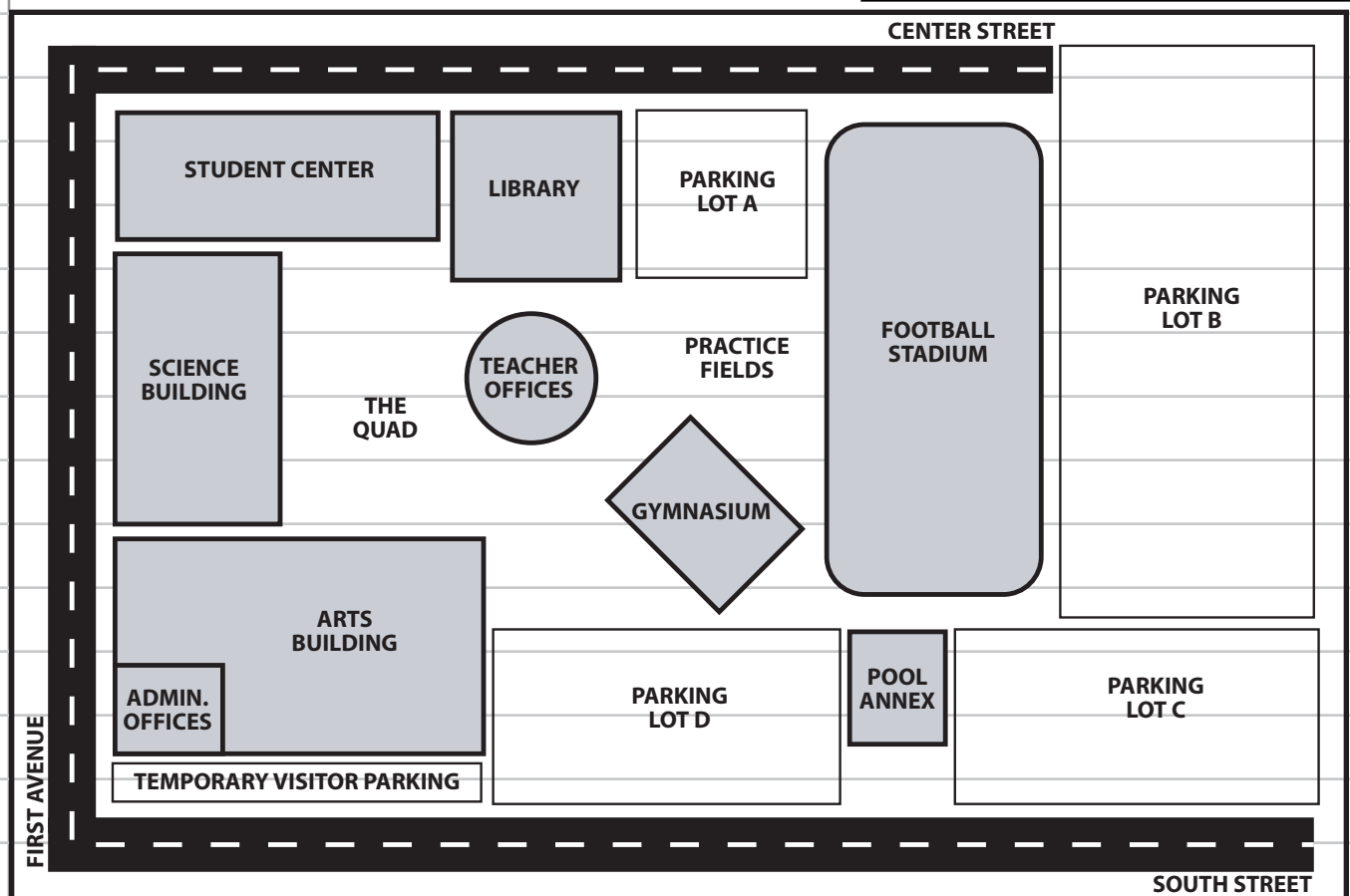
Random powers shoot all over! Will the heroes get involved?

10-11 - KTHX School Radio Call-In Contest!

Win a date with a cheerleader! Just answer 3 trivia questions.

12 - Boiler Room explosion!

Hot steam (1d6 Damage) fills a hallway. Sabotage?



Introductory Adventure

The Big Stink

by James Stubbs and Michael Fiegel

School Spirit

The adventure begins where so many adventures do for our heroes – at high school. It's early fall. School's been in session for a few weeks, and it's likely that all the heroes already know each other. Perhaps they have classes together, or maybe they live in the same neighborhood. Feel free to give them a few moments to get in character, and then lay down the theme with an announcement over the PA, courtesy of the school radio station, KTHX.

“Attention all students. Please report to the school auditorium for the Pep Rally.”

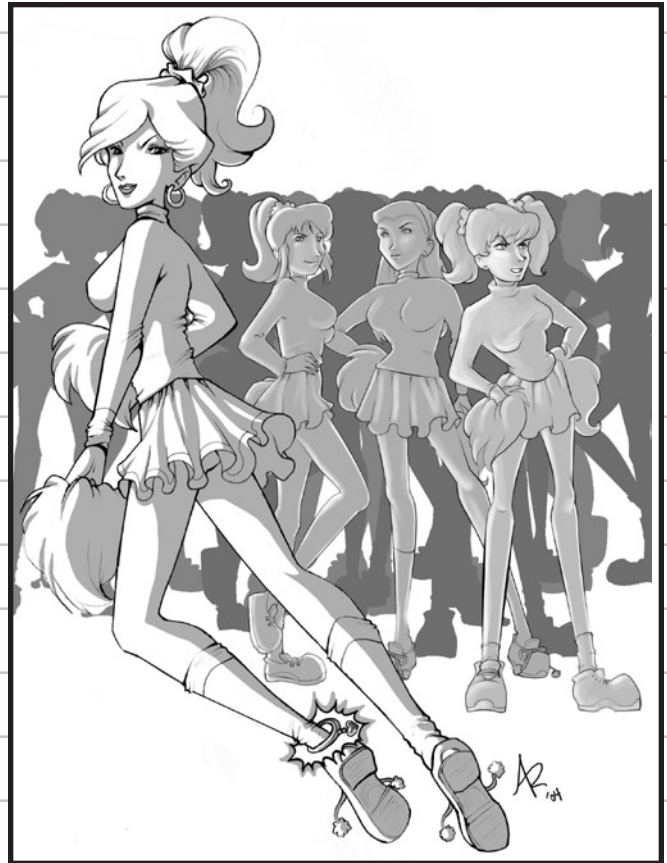
No one really wants to be at the Pep Rally, but everyone has to go. Students file to the bleachers and take seats, Freshmen in the front, Seniors in the highest rows, from where they can throw spitballs down at the underclassmen. After a few minutes of mayhem, the Principal Simmons, steps out and addresses the crowd, pausing at appropriate times when she expects the student body to cheer.

“Good morning students. You know what time it is? That's right, it's time for the big game. Excitement is running high here at Redfern High School. Our school football team, the Redfern Foxes, is coming off of their fifth straight win and their opponent for homecoming is a bitter rival, the evil Wingate Badgers. I, for one, expect a total slaughter this evening when our team takes the field and beats the Badgers. But they can't do it without your help! Let's show Wingate our school spirit by cheering along with our Redfern Cheerleaders!”

The KTHX DJ cues up Duran Duran's "Notorious," and 12 cheerleaders rush into the gym and begin an absolutely amazing, and quite racy, dance routine. All the cheerleaders are blessed with an abundance of Agility and Fellowship, and use their Specials (Enhanced Agility, Emotion Control, etc.) to make the crowd react with wonder and delight.

Halfway through, a 13th cheerleader descends from a rope lowered by several members of the football team. The rope stops halfway and she feigns concern, then shrugs and lets go of the rope. As everyone gasps, she tumbles and cartwheels to the ground and lands with a flourish as the song ends. Instantly, the lights in the auditorium go out and a single spotlight pins her to the floor. There is silence for a moment, and then fireworks erupt all around the auditorium. The entire student body erupts into applause.

This is Kimberly Jackson, head cheerleader.



Name: Kimberly Jackson

Size Mod: 0 **Type:** Dragon, Disgruntled Teen

Concept: Redfern Head Cheerleader

Description: 5'5", 100#, blonde hair, green eyes

Agility: 6

Specials: Ambidexterity, Heightened Agility (1)

Brawn: 1

Specials: None

Cognition: 1 (3, granted by anklet)

Specials: Telekinesis - Upgr., Mind Control - Reversed

Damage: 2

Specials: None

Energy: 1

Specials: None

Fellowship: 3

Specials: Emotion Control, Upgr.; Wealth (3), Lair (2)

Kimberly embodies the true stereotype of the cheerleader - pretty, popular and snobby to the extreme. Her behavior is even more obnoxious as the big homecoming game nears, fueled by the "Go Foxes" and "Beat Wingate!" banners that adorn the school hallways. Her self-importance knows no bounds. She isn't above stealing a boyfriend, spreading nasty rumors or saying nasty things to a person's face. Her anklet grants her the ability to levitate, but also controls her mind (see "*Behind the Cheers*").

Introductory Adventure

Calling Dr. Sinister

Getting Involved

As the Pep Rally continues the cheerleaders, led by Kimberly, will attempt to lead the audience in cheers:

“2, 4, 6, 8, who we gonna decimate? Wingate!”

“How funky is a chicken? How loose is a goose?”

“Redfern rules, Wingate drools!”

“Gimme an R, Gimme an E... What’s that spell?”

Anyone who does not seem inclined to participate in the cheering is not showing enough spirit, and the cheerleaders will have none of that. Aside from a few random students, the primary target of Kimberly’s attention will be the player characters. If they’re not cheering, they should be. If they are, they’re not doing it loud enough. Etc.

By the time the Rally is over, Kimberly will be infuriated with the heroes for ruining things (especially if they’ve caused a ruckus involving her, but even if they’ve done nothing at all; Kimberly is petty). On their way out of the Rally, Kimberly and a gaggle of cheerleaders will storm over and demand apologies. Whether they apologize or not, she’ll declare that it’s not good enough that they’re sorry, and they can make it up by doing her homework for the next two weeks. She then storms off.

Kimberly’s harassment will go on through the day, in and outside of classes. She will spread rumors, ransack lockers, trip people, and so on. Should the heroes decide to get rough with the cheerleaders, they will find that they’re a force to be reckoned with (see below). At any rate, teachers will quickly break up any disturbance on campus, giving detention to any non-cheerleaders involved.

Name: Missy, Lizzy, Chrissie, Lindsey, Mindy, Bambi, Megan, Tiffany, Ashley, Crystal, Madison, and Amanda
Size Mod: 0 **Type:** Minions, Disgruntled Teens
Concept: Redfern Cheerleaders
Description: Various, all thin, athletic and gorgeous

Agility: 5

Specials: Ambidexterity

Brawn: 1

Specials: None

Cognition: 1

Specials: None

Damage: 1

Specials: None

Energy: 1

Specials: None

Fellowship: 3

Specials: Emotion Control, Upgraded; Wealth (1)

Kimberly’s squad backs her up in her behavior out of fear of being ostracized from the clique. Some of these girls are just as mean as she is but most follow her bidding out of misplaced loyalty or a need to be popular.

Sometime after school (after detention, if they received it), one of the heroes will notice a cell phone left on the ground. It has been left on, and is open to a “to do” list.

“Kidnap rival mascot for Dr. Sinister. Win competition. Profit?”

With the big homecoming game tonight, it shouldn’t be too difficult to figure out who is to be kidnapped... but who is this Doctor and who is the owner of the phone?

The simplest solution is to check the address book on the phone. It contains all of the members of the cheerleader squad! Calling one of the numbers will get the phone picked up by the person they called. Gratitude shouldn’t be expected and the cheerleader answering will accuse the characters of probably using the phone to make long distance calls. If the PCs are smart, they’ll figure out that the phone belongs to Kimberly.

Everyone knows that the cheerleaders always hang around outside the girl’s bathroom near the football field. Kimberly and four of her flunkies are there smoking illegal Canadian cigarettes. If the characters hide themselves within earshot, they will hear Kimberly discussing the plan to kidnap Jeff Berman, aka Brutus the Badger, during the halftime show.



Introductory Adventure

As Kimberly tells it, several of the girls are to carry Pep Rally banners to convince the crowd that this everything going on is only a part of the show, or a prank. Once Kimberly and the girls grab Brutus, they're to get him into a van owned by one of her "friends." Brutus will be taken a bit out into the country and dropped off to find his own way home in such a stupid costume. Kimberly assures everyone that they will be even more popular if this works because of their daring joke against Wingate High School.

The characters could attack Kimberly and her girls, but this would be unwise. The only things that the heroes have on their side are suspicions, and Kimberly and her squad will quickly deny any wrongdoing. After all, Kimberly is the only one who knows the details of the plan (see "*Behind the Cheers*") – everyone else thinks this will be a harmless practical joke. If need be, they can also provide "witnesses," other members of the cheerleading squad, who are willing to provide alibis and vouch that the accusations against them are false.

Even if the heroes can get an authority figure to believe them, any disciplinary action will have to wait until Monday, as the big game is tonight.

Unsportmanlike Conduct

The heroes' major concern at this point should probably be that Kimberly and her cheerleading cronies are now onto them. It won't take long for Kimberly to realize her phone (whether returned or not) contained incriminating evidence. If they weren't before, the heroes are now enemies. As such, they can expect three of Kimberly's "boyfriends" to attack after school.

Name: Jason Werner, Todd Smith and Blaine Carney
Size Mod: 0 **Type:** Minions, Disgruntled Teens
Concept: Redfern High School Football Kickers
Description: 5'6", 175#, brown hair, brown eyes

Agility: 2
 Specials: Improved Initiative
Brawn: 4
 Specials: Burst of Strength, Mule Kick
Cognition: 1
 Specials: None
Damage: 3
 Specials: None
Energy: 1
 Specials: None
Fellowship: 0
 Specials: None

Kimberly promised three of her "boys" a date if they rough up the people who insulted her. Everything she told them was a lie, but it is sufficient to induce an attack.

Behind the Cheers

Kimberly is never satisfied with being good in anything - she has to be the **best** and isn't above cheating or using deceit to get her way. Her latest object of obsession is the Regional Cheerleading Championship, which she **must win**.

To this end, she has acquired an anklet from Doctor Sinister, who she met at the annual cheerleading car wash when he brought the Sinistermobile in for a waxing (and an opportunity to ogle the cheerleaders). He promised her that it could boost her already considerable agility but conveniently neglected to tell her that it would also allow him to implant overwhelming mental suggestions into her mind.

Sinister's plan is to use Kimberly to capture Jeff Berman during the homecoming football game. Jeff, a complete dork, is also known as Brutus the Badger, the mascot for rival Wingate High School. Sinister hopes to experiment on Berman in the hopes of being able to artificially replicate super powers. He assumes that having the young man abducted by cheerleaders will lead most people to assume that it is a non-threatening prank that will buy him enough time to run some tests and collect samples of Berman's DNA and blood.

Sinister doesn't plan to hurt the teen, aside from a few needle pokes, but nobody else knows this. The larger concern is stopping Sinister's evil plans. If he can give himself super powers, then it means any adult could theoretically possess powers as well, and this would change the balance of power for the entire world! Fortunately, his plot is probably doomed to fail. Even if he gets Berman's DNA, his experiments will most likely give him nothing but an extreme case of flatulence.

Jason, Todd and Blaine will do anything to go out with Kimberly. Right now they're just "Hi-Bye" Boyfriends, which means they can say "Hi" and "Bye" to Kimberly in the hallway. If she's in a good mood, and not too busy, sometimes she'll even reply in kind.

The three use strength and speed to gang up on opponents, shouting out awful (and inappropriate) slogans as they plow into and kick the player characters around:

"The put down, the kick is up. (POW!) It's good!"

"Two minutes for unnecessary roughness!"

"Looks like you're going on injured reserve!"

"Intentional grounding... of your face!"

If the heroes lose, they are merely left beaten up and warned not to bother Kimberly any more – or else. If word gets out that they were beaten up by football field goal kickers, they'll be humiliated to boot.

If the heroes win, and interrogate their assailants, they will learn that Kimberly was behind the assault. If the heroes severely injure one of these attackers, they'd better make sure that nobody is a witness! All three boys are players on the football team... and sabotaging the team's chances to win, regardless of justification, is not taken well among the other students or the rest of the team.

Introductory Adventure

Homecoming



The crowds for the game start arriving early, with kickoff only two hours after school lets out. Teachers, coaches, students and parents are all present, but even if the heroes try to reveal the big plot going on, nobody will listen. If they persist, the detention hours begin to rack up. The heroes are scolded for lack of team spirit and told to sit.

The Foxes take a big lead going into halftime (it is a close game if the boys that attacked the PCs were injured, as field goals and extra points are missed).

Kimberly and her squad do nothing suspicious during the first half except flirt with some of the players on the sidelines or sneak off for a smoke. If the characters attempt to approach them they are surrounded by football players and escorted to their seats. If things get rough, guards will show up and escort the characters out of the stadium.

Halftime Show

As players head for the locker rooms at halftime, the Redfern marching band takes the field and Brutus the Badger begins his antics in front of the away crowd. The cheerleaders come onto the field carrying banners and begin to skip towards him. One of the girls grabs Brutus in a "hug" at Kimberly's nod.

Suddenly, a noxious cloud erupts from the badger costume and the squad staggers back choking. Jeff Berman's gynophobia has triggered The Battlin' Skunk. As the girls scatter, he hops about, frantically brushing himself off and screaming about "cooties," "hives," "the unsanitary conditions of feminine hands" and "the skunk is loose!" He is in freak-out mode.

Name: Jeff Berman / Brutus the Badger / Battlin' Skunk
Size Mod: 0 **Type:** Hero
Concept: Wingate Badgers Mascot
Description: 5'2", 150#, brown hair, brown eyes, stinky

Agility: 2
 Specials: None
Brawn: 1
 Specials: None
Cognition: 2
 Specials: None
Damage: 4
 Specials: Poison (musky cloud, 2d6 Fellowship)
Energy: 1
 Specials: None
Fellowship: 2
 Specials: None

As Brutus the Badger, Jeff Berman delights fans, able to hide his shyness behind a mask. But unknown to female PCs and Dr. Sinister, Berman suffers from gynophobia. He freaks out when a girl gets too close to him, causing him to become The Battlin' Skunk... with a stench that makes the boy's locker room seem like daisies. Each Frame, anyone within smelling distance takes 2d6 Fellowship Pool trauma; anyone reduced below 0 cannot use Fellowship Specials, and is covered in stink, meaning others will refuse to help them or speak to them in any way. Covering one's nose eliminates the damage.

Name: Security guards
Size Mod: 0 **Type:** Authority Figures
Concept: Security guards
Description: 6', 175#, black hair, gray eyes, frowns

Agility: 3
 Specials: None
Brawn: 3
 Specials: None
Cognition: 2
 Specials: None
Damage: 3
 Specials: None
Energy: 2
 Specials: None
Fellowship: 2
 Specials: None

Although they're adults without powers, these guards know how to deal with unruly teens. As authority figures, they are immune to super powers.

Introductory Adventure

Push Comes To Shove

This would be comical if it wasn't for the sudden appearance of two giant robots from the trees that border the football field. The robots smash through the Wingate bleachers, scattering screaming people everywhere as they demolish the seating. If the attack on the rival team's spectators doesn't goad the heroes into action, let the robots stride towards their own bleachers (possibly containing their parents, friend's parents or significant others).

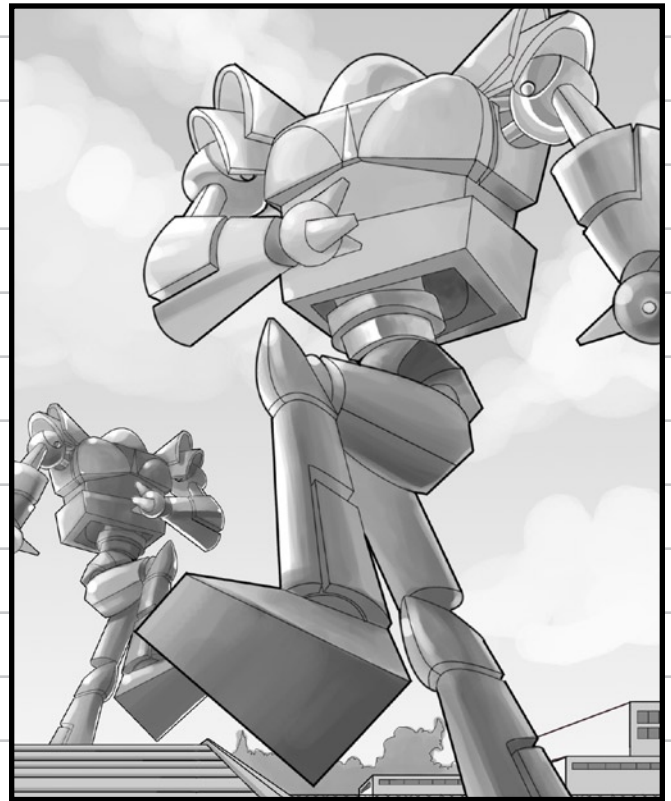
The robots ignore the cheerleaders on the field, having been programmed to avoid anything with pom-poms.

Throughout the ruckus, Berman is a menace to himself and a hindrance to anyone else who happens to be around him. He is good at striking ridiculous poses and spouting really cheesy superhero catchphrases but not much else.

As the battle against the robots rages on, the cheerleaders recover and, using their banners as makeshift masks, capture Brutus the Badger at the command of Kimberly. The characters can see the still-reeking mascot being manhandled towards a waiting van. An overweight man in glasses, overcoat and a gas mask stands at the open door, holding a remote control. It's Dr. Sinister.

If the heroes attempt to intervene in the abduction of Brutus, Kimberly will use her sway over the rest of the cheerleaders to get them to attack the PCs. They are all willing to do what she says but after going through recent events, they're a little gunshy. They just wanted to be popular – not hospitalized. At the first amount pain done to them, they will either surrender or run away.

Kimberly, on the other hand, is completely under the sway of Dr. Sinister's anklet and will fight until she is taken down or the anklet is destroyed.



Wrapping Things Up

If Dr. Sinister escapes with Jeff Berman, the mad doctor will attempt to devise some way through his experiments to grant super powers to an adult – an advantage he would be sure to use to seek revenge upon the heroes for almost foiling his plan. As suggested in "*Behind the Cheers*," this is unlikely to work, but the players need not know that.

Even if he has to leave Berman behind, Dr. Sinister will cut his losses and escape to fight another day. He always gets away. Even if the characters stop his van, they will open it up to find Berman inside, and Sinister mysteriously gone. He will remain an enigma and will hold a grudge against anyone who thwarted his plans.

Kimberly is left to her own fate. She has served her purpose as a pawn and is now being sacrificed. She will be little help for information, as she doesn't know that the anklet is the cause of what happened to her (it will no longer function in any capacity, its interior electronics having been disrupted by Dr. Sinister as he drove away). Regardless, Kimberly will be put into detention for abusing her authority over the cheerleading squad, most likely with at least a few of the player characters.

Whether they win or lose, the heroes have gained the enmity of the school's head cheerleader, as well as members of the football team and possibly several teachers to boot, all for trying to do the right thing.

Welcome to high school.

Name: Giant robots

Size Mod: 5 **Type:** Dragons, Scary Constructs

Concept: Dr. Sinister's Robotic Minions

Description: 30', 10 tons, steely skin, red glowing eyes

Agility: 1

Specials: None

Brawn: 10

Specials: Heightened Brawn (5), Power Punch

Cognition: 0

Specials: None

Damage: 5

Specials: None

Energy: 1

Specials: None

Fellowship: 0

Specials: None

These behemoths sport giant sledgehammers for hands. They destroy anything that isn't a cheerleader, but are reckless, as they are designed for diversion, not brains.

Fifty Plots To Steal

Adventures in Babysitting - The heroes are babysitting (perhaps some are being sat) when a friend calls from across town, in need of a ride. The babysitters must pile into their cars, along with the kids, and drive across town to help. And that's when the fun (i.e., danger) begins.

Aqua Teen Hunger Force - The characters are Super powered teens, but none of them are human! Rather, they're incarnated objects, trying to live in a world that treats them like freaks.

American Graffiti - It's just a few short hours before the old crew has to split up and head off to college, and it's time for one last cruise around town. But evil is afoot, and our heroes, with the waning super powers of their late teen years, will have to rely on each other to survive.

Bill & Ted's Excellent Adventure - An adult from the future, riding in a super-powered time-traveling device, arrives to collect super powered teens from throughout history, uniting them to save the future from certain destruction.

The Breakfast Club - Uh-oh. Five teens from different cliques are forced to deal with their differences when they all get Saturday detention, helping one another to dodge the principal and the janitor as they try to entertain themselves.

Bring It On - The cheerleading squad, champions for three years, discover that all their cheers were stolen from another school. Now they must use their Super powers and their own ingenuity to discover who stole the secrets, and come up with new cheers for the competition.

Buffy the Vampire Slayer - A nearby town is suddenly overrun with vampires, zombies and other undead creatures from below. Our heroes must band together to track down the head vampire.

But I'm a Cheerleader - Parents think some of the town's teens are turning to evil. The lot of them are shipped off to a camp for reformed youth, only to discover that the camp is actually a front designed to turn good teens bad!

Charmed - The heroes are all related (sisters, cousins, etc.), with magical powers inherited from their grandparents. They must cope with the forces of evil and learn to get along with each other under the same roof to boot.

Captain Planet - A group of teenagers are bestowed with the Super powers of nature by a mysterious force, each of them representing a different element. Together they do battle against those who would harm the environment.

Clueless - The most popular sophomores in high school decide to play a game of matchmaker, hooking up teachers and other students. Some of their matches go awry however - some Super powers do not go well with others, like fire and water - and it's up to the heroes to sort things out.

Dream a Little Dream - After an accident, the minds of several adults are trapped within the dreams of some teenagers. These wise mentors must sort out the problems within the teens' lives before they can undo the damage and return to their own bodies.

Election - It's time for the annual school elections. One teen girl will do anything to win the post of class president, including turning to evil deeds. It's up to the heroes to stop her.

Escape to Witch Mountain - Orphaned youngsters with Super powers are on the run from a government agency which wants to experiment on them. Can the characters help these wayward youth escape? And is it the right thing to do?

The Facts of Life - A group of teens in a boarding school learn about life, love and growing up under the tutelage of their wise headmaster. Of course, since they have super powers, she also sends them on secret missions from time to time.

Felicity - Spurred on by destiny (perhaps romantic in nature), the characters have spurned the plans laid down for them by their parents and transferred to college in a far off state. With their Super powers on the wane as they get older, they don't have much time to sort out their lives, and find themselves.

Ferris Bueller's Day Off - A teenage slacker decides to take the day off school, convincing a group of his friends to come with him as they explore the city, attend a baseball game, etc. In hot pursuit are his older sister and the school principal, who's determined to catch him red-handed.

Footloose - After an accident involving teens, evil adults have banned dancing, music, and all fun, and instituted a curfew on all the teens in town. Can our heroes convince the mayor to let them dance?

Freaky Friday - All the world's teens switch bodies with one of their parents, resulting in Super powered parents with the minds of teens, and ordinary teens with the minds of adults. All heck will break loose when the bad adults learn that they've got Super powers again.

The Goonies - The neighborhood our characters live in is about to be sold off to an evil land developer. Can they use the treasure map they've found to make their way to a secret pirate's lair, laden with traps, and recover the jewels found within?

The Greatest American Hero - Aliens drop off Super powered gadgets that give super powers to a teen (or a group of teens). However, these gadgets don't come with an instruction manual, so it's up to the group to figure out how things work as they try to fight evil at the same time.

Heathers / Mean Girls - One of the members of a popular clique in school starts pulling away from the group, fed up with their prissy ways. Is she being manipulated by her dark, shady (and possibly evil?) new boyfriend? Reverse the situation, and our heroine is now trying to infiltrate the same group, at the encouragement of her new friends.

Invader Zim - Earth has been invaded! The problem is that this alien has taken on the guise of a human teen, and only our super group is aware of his existence. Can they thwart his plans and convince the world that he exists?

Jem and the Holograms - A Super-powered band does its best to save orphans, defeat evil and put on rock concerts at the same time, using powers bestowed on them by magical earrings and a strange holographic mentor.

Joan of Arcadia - A teen is convinced that she's speaking with a greater power. Exactly who it is, and what they want her to do, is hard to figure out. Can the characters help her? Or is one of them (or all of them) suffering from the same fate?

Fifty Plots To Steal

Kim Possible - A group of Super teens works for a secret government agency which sends them on hi-tech and top-secret missions around the world, defeating evil in its many forms.

The Lost Boys - The “bad boys” in town are a group of evil Super-powered teens who’ve found a way to artificially prolong their teenage years, and hence their powers. Can the heroes discover their secret and clean up the town?

Meatballs - The cast of characters are the staff and campers at a summer camp. Rollicking good hijinks ensure until the evil camp across the lake challenges the good kids to a summer showdown.

Midnight Madness - Teams of students (jocks, cheerleaders, nerds, etc.) are sent on a scavenger hunt around the city, led on by a mysterious “Game Master.” Led from clue to clue, they explore all the city’s hot spots in search of the prize. Is this “Game Master” a friend or foe?

A Nightmare on Elm Street III: Dream Warriors - Teens are losing sleep on Elm Street, and it turns out an evil spirit is haunting them. Using powers granted to them in their dream state, a group of heroes must band together to survive.

One Crazy Summer - A teen cartoonist, with the power of Animation and the help of his friends, comes to the assistance of another teen, whose home is in danger of being torn down by rich, evil developers.

Power Puff Girls - An experiment has resulted in Super powered toddlers! Despite small stature, these tiny heroes battle evil in their own cute way.

Pump Up The Volume - Teens are being expelled from school by an evil principal bent on raising the school’s test scores. Only a teen with a pirate radio station (and our heroes) can sort out the mystery.

Real Genius - The smartest teens are selected to work on a secret program. Little do they know that a villain is behind the work, and their research is meant for weapon development.

Red Dawn - The country has been invaded (possibly by Canada!) and it’s up to a ragtag group of teenagers shouting “Go Foxes!” to hold off the enemy forces and defend their home town.

Revenge of the Nerds - The characters are outcasts, the “nerds” of the high school, perhaps because of their Super powers. Can they rise above prejudice and prove their worth to the rest of the school at the end-of-year carnival?

Rookie of the Year - A broken arm (or other illness) triggers the latent Super powers in a pre-teen early, making him a star athlete before he’s even entered high school. Will he be up to the challenge?

Scooby Doo - A group of teens and their talking dog drive around in a van, solving mysteries around the state. Since they’re all older teens, they know their powers will be fading, so they’re doing what they can to fight the bad guys while they still can.

Sixteen Candles - One of the characters (or perhaps all of them) is turning 16, the year which marks the height of their powers. Yet everyone in town seems to have forgotten it’s their birthday.

Some Kind of Wonderful - A tomboy, in love with her best friend, must help him win the girl of his dreams, and defeat that girl’s Super-powered ex-boyfriend, all while confronting her own feelings.

10 Things I Hate About You - Everyone wants to date the most beautiful girl in school, but her dad won’t let her date until her sister also finds love. The result is a tangled mess of dates and mixups.

Urban Legend - Someone is re-enacting urban legends in real life, horrifying teens and adults alike. A group of friends must sort out who’s responsible before they fall victim to a myth.

Voltron (or Power Rangers) - Teens are chosen to pilot five robotic beasts, which when combined can form a giant robot of immense power. Unfortunately, the bad guys have their own giant robots.

Wayne’s World - A public access TV show just for teens is taken over by a corporation, bent on twisting the show’s message to serve their own agenda. Can they be stopped before it’s too late?

Weird Science - Two teens create the perfect girlfriend with their computer. She wields Super powers of her own!

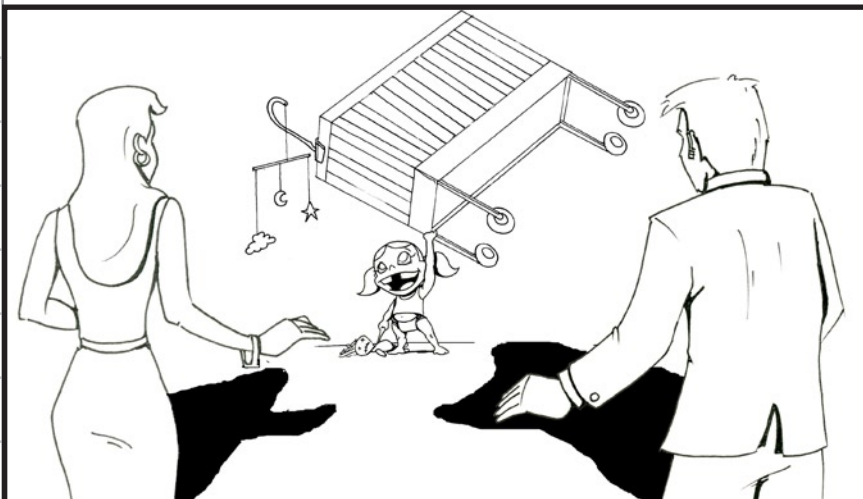
Willy Wonka & The Chocolate Factory - The candy factory holds a contest, and the characters are holding the golden tickets on opening day. Will their tour of the factory be full of wonder, or danger?

X-Men - The Super powered teens are contacted by an agency that teaches them to master their powers in service of good. Evil teens do their best to destroy the school so they can take over the world.

You Got Served - A group of evil Super powered teens from a rival neighborhood challenges the characters to a “power off” in which they each try to outdo the other in flashiness and style (without destroying the city in the process!)

Young Guns - A rowdy bunch of teens roam from town to town, enforcing their own brand of justice as they rid the world of the evil forces that did them wrong.

Zapped - A Freshman finally develops a Super power – telekinesis – and begins using it to pull pranks on girls. When his powers go out of control, it’s up to our heroes to stop him.





Player Name:

Player Experience:

Character Name:

Description:

Character Experience:

Concept:

Size Mod:

Worldbook:

STATISTICS *(Max/Current)*

SPECIALS

Agility: ____ / ____

○ ○○○ ○○○○○ ○○○○○○○ ○○○○○○○○○

Brawn: ____ / ____

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Cognition: ____ / ____

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Damage: ____ / ____

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Energy: ____ / ____

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Fellowship: ____ / ____

○ ○○○ ○○○○○ ○○○○○○○ ○○○○○○○○○

Name

Stat / Min

Pool

Action

EQUIPMENT

(cont. on back)

Useful Information

Multiplication Table

1	2	3	4	5	6	7	8	9	10	11	12
2	4	6	8	10	12	14	16	18	20	22	24
3	6	9	12	15	18	21	24	27	30	33	36
4	8	12	16	20	24	28	32	36	40	44	48
5	10	15	20	25	30	35	40	45	50	55	60
6	12	18	24	30	36	42	48	54	60	66	72
7	14	21	28	35	42	49	56	63	70	77	84
8	16	24	32	40	48	56	64	72	80	88	96
9	18	27	36	45	54	63	72	81	90	99	108
10	20	30	40	50	60	70	80	90	100	110	120
11	22	33	44	55	66	77	88	99	111	121	132
12	24	36	48	60	72	84	96	108	120	132	144

Multiply	By	To Obtain
Acres	43,560	Square feet
Acres	4047	Square meters
Centigrams	0.01	Grams
Centiliters	0.01	Liters
Centimeters	0.3937	Inches
Centimeters	0.01	Meters
Centimeters	10	Millimeters
Centimeters/sec	0.03281	Feet/sec
Degrees (angle)	60	Minutes
Degrees (angle)	0.01745	Radians
Degrees (angle)	3600	Seconds
Feet	0.3048	Meters
Gallons	3.785	Liters
Gallons, Imperial	1.20095	U.S. gallons
Gallons, U.S.	0.83267	Imperial gallons
Gallons, water	8.3453	Pounds of water
Grams	0.03527	Ounces
Inches	25.4	Millimeters
Liters	0.2642	Gallons
Meters	3.281	Feet
Meters/sec.	196.8	Feet/min.
Meters/sec.	3.281	Feet/sec.
Meters/sec.	39.37	Inches/sec.
Miles	5280	Feet
Miles	1.609	Kilometers
Miles	1760	Yards
Miles/hr.	1.609	Kilometers/hr.
Millimeters	0.03937	Inches
Ounces	28.340527	Grams
Pounds	0.4536	Kilogram
Tons (long)	1016	Kilograms
Tons (long)	2204	Pounds
Tons (short)	907.18486	Kilograms
Tons (short)	2000	Pounds
Yards	0.9144	Meters

Metric System Prefixes

Deci = 0.1	Mega = 1,000,000	Tera (T) = 10^{12}
Centi = 0.01	Kilo = 1,000	Giga (G) = 10^9
Milli = 0.001	Hecto = 100	Nano (N) = 10^{-9}
Micro = 0.000001	Deka = 10	Pico (P) = 10^{-12}

10^{-1} , 10^{-2} , 10^{-3} , etc. denote 0.1, 0.01, 0.001, etc.
 10^1 , 10^2 , 10^3 , etc. denote 10, 100, 1000, etc.

Angles

1 circle = 2π radians = 360 degrees
 1 radian = 57.3 degrees
 1 degree = 0.01745 radians

Geometric Figures

r = radius $\pi = 3.14159$ D = diameter
 Circle, area = $D^2 \times 0.7854 = \pi r^2$
 Circle, circumference = πD or $2\pi r$
 Sphere, area = $\pi D^2 = 4\pi r^2$
 Sphere, volume = $D^3 \times 0.5236 = 4/3\pi r^3$
 Triangle, area = $1/2$ altitude \times base
 Cone, volume = area of base $\times 1/3$ altitude
 Trapezoid, area = $1/2$ (sum of parallel sides) \times altitude
 Pyramid, volume = area of base $\times 1/3$ altitude

Physical Constants

Avogadro's number $N_A = 6.0221367 \times 10^{23}$ /mol
 Electronic charge $e = 1.6027733 \times 10^{-19}$ C
 Faraday constant $F = 9.6485309 \times 10^4$ C/mol
 Molar volume ideal gas, STP $V_m = 0.02241410$ m³/mol
 Plank's constant $h = 6.6260755 \times 10^{-34}$ J \cdot s
 Speed of light $c = 2.998 \times 10^8$ meters/sec
 Speed of sound (in air at sea level) = 1100 ft/sec

Conversion Factors

1amu (Atomic mass unit) = $1.6605402 \times 10^{-27}$ kg
 1 Å (Angstrom) = 10^{-10} m
 1 L (Liter) = 1 dm³ = 10^{-3} m³
 1Pa (Pascal) = 1 kg/(m \cdot s²)
 1 atm (Atmosphere) = 1.01325×10^5 Pa = 760 mmHg (torr)

Velocity

1 in/sec = 0.0254 meter/sec
 1 ft/sec = 0.3048 meter/sec
 1 ft/minute = 0.00508 meter/sec
 1 mile/hr = 0.4470 meter/sec
 1 kilometer/hr = 0.2778 meter/sec
 1 meter/sec = 3.281 ft/sec
 1 meter/sec = 196.9 ft/min
 1 meter/sec = 2.237 mi/hr
 1 meter/sec = 3.60 km/hr



Combat

- Step 1** - Determine Initiative. (Agility Stat + 2d6); highest goes first
Step 2 - Choose Actions. (Energy Stat = # of Actions per Frame)
- Attack (melee) an opponent in range (your character's height).
 - Attack (ranged) an opponent within your weapon's range.
 - Actively Defend against one opponent's attack.
 - Change a weapon or object in hand with another.
 - Use an object (drink a potion, throw a grenade, etc.).
 - Move up to twice your height (round up) in any direction.
 - Use a Special.
 - Use all Actions for Full Frame activity (Moderator discretion)
- Step 3** - Make Check. (Agility Stat, plus 2d6, compare to Difficulty, which = Target Agility + Modifier).
 +5 - Easy; target is surprised or unaware
 +10 - Average, typical modifier
 +15 - Target is actively dodging (costs 1 action)
- Step 4** - Determine Damage. (Weapon modifier + Brawn).
Step 5 - Reduce Armor (if any), Pools and Damage (or other Stats).
Step 6 - If Stat would go below 0, make a 1d6 Stat Save. If the result is greater than the Stat, reduce to 0. Otherwise, reduce normally.

Character Creation

- Step 1** - Pick Name And Basic Concept.
Step 2 - Pick Your Statistics (6 statistics, 0 to 5 points)
Step 3 - Calculate Statistic Pools (Stat multiplied by itself).
Step 4 - Pick Specials.
Step 5 - Buy Stuff.

Statistic Checks

- Step 1** - Determine Difficulty.
- 0 - Infantile - A baby could do it, blindfolded.
 - 5 - Easy - Technically failure is possible, but it's unlikely.
 - 10 - Average - Chances of success are close to 50/50.
 - 15 - Hard - Success is not assured, the action quite difficult.
 - 20 - Impossible - Luck or cooperation will be required.
- Step 2** - Determine appropriate Stat.
Step 3 - Make Check (Stat, plus 2d6, compare to Difficulty)
Step 4 - Reduce Stat (if applicable).
Step 5 - If Stat would go below 0, make a 1d6 Stat Save. If the result is greater than the Stat, reduce to 0. Otherwise, reduce normally.

To Do!

- * Math homework
- * Clothes shopping
- * Save the world

