



SUPER POWERS COMPANION

SWC2



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Dedicated to Stan Lee. Excelsior!

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HEROES

There are few settings as popular or as exciting as those of the super heroes. From the shadowy pulp champions of the past to the complicated villains and vigilantes of the present, this Companion provides you with additional rules, new Edges and Hindrances, common gear, and a megaton of customizable super powers!

This first chapter shows you how to construct your brave hero or fiendish villain—or “super.” Let’s get started!

MAKING CHARACTERS

Before you start sorting through super powers, it helps to answer a few questions, such as: How did your character get her powers? Is there a “theme” to them? What sort of powers does she have? What moves her to do what she does?

Answering these questions will help you pick Traits, Edges, Hindrances, powers.

Once you have your idea, make a character using the usual *Savage Worlds* rules with a few exceptions:

Race

Humans begin play with a free Edge of their choice, and must meet the requirements of the Edge as normal. Other races—undead, constructs, or even aliens from other worlds—are also possible, but you’ll create those with the appropriate super powers so that you can tailor your race exactly as you

see it. Just like humans, custom races get a Free Edge of their choice at the beginning of play and must also meet the requirements of the Edge as normal.

You might also consider using the racial abilities system found in *Savage Worlds* or the *Science Fiction Companion* if a race is particularly common in your setting.

Traits

Traits are figured as usual. All skills from the *Savage Worlds* rule book are allowed in a supers campaign unless your GM says otherwise. If you’re running supers in a Victorian setting, for example, it wouldn’t make much sense to have Knowledge (Computers).



HEROES

Super Karma

Super powered characters are larger than life, with faults and responsibilities as great as their miraculous powers. For this reason, supers may take one additional Major Hindrance during character creation. This can be used normally, or to grant them 5 extra Power Points at Pulp and Street Fighter level, or 10 for Four Color heroes and up (see **Campaign Power Levels**, below). These bonus points do *not* increase the character's total for purposes of determining his **Power Limit**—see below.)

CAMPAIGN POWER LEVELS

Super heroes and villains start with all their powers up front. The number of Power Points characters get depends on the Power Level of the GM's campaign:

Pulp Heroes are mostly normal men and women with a few low-key powers, like the Shadow. Their foes range from shadowy manipulators to grisly killers to mad scientists leading armies of crude robots.

Street Fighters are supers who mostly tackle criminals, bank robbers, and gangs. Their foes are usually after money or revenge, and threaten cities rather than countries or the world.

Four Color characters are powerful super beings who take on city-wide menaces. Most wear colorful costumes and are well-known by the public. Four Color heroes have powerful arch-nemeses who often gang up against them, or rule large and well-funded organizations made up of specialized lieutenants and legions of loyal minions.

Heavy Hitters are the most powerful of the planet's heroes. They're the first line of defense against megalomanaical world-conquerers, invading aliens, natural disasters, and legions from Hell.

Cosmic champions may be a match for Heavy Hitters, but most also have the ability to travel and survive deep space. Battling planetary threats is routine—campaigns usually feature threats to a system, a reality, or life itself.

| CAMPAIGN POWER LEVEL | |
|----------------------|--------------|
| Level | Power Points |
| Pulp Heroes | 15 |
| Street Fighters | 30 |
| Four Color | 45 |
| Heavy Hitters | 60 |
| Cosmic | 75 |

After play begins, advances may be used normally for Traits and Edges. The Power Points and New Power Edges are not available.

Power Limit

Supers may not spend more than one third of their Power Points in a power (use the total after all Modifiers are accounted for). A Street Fighter hero, for example, can have up to 10 points in a single power, so he could buy 4 levels of *attack*, *melee*, for 8 points, and still have 2 points left over to buy the Multiple Attacks Modifier (10 points total).

This maintains the particular flavor of a campaign so characters in a "Street Fighters" setting aren't running at the speed of light, for example.

RISING STARS

In some comics, heroes start with a few powers and learn more as they mature. This is especially appropriate if the supers are younger individuals.

Heroes in these types of campaigns start with a certain number of Power Points depending on the Power Level of the campaign.

Rising Stars may take the Power Points Edge (no more than once per Rank as usual) to add 5 additional points to their existing abilities, or new ones (there is no New Power Edge).

| CAMPAIGN POWER LEVEL | |
|----------------------|----------------------|
| Level | Initial Power Points |
| Pulp Heroes | 5 |
| Street Fighters | 10 |
| Four Color | 20 |
| Heavy Hitters | 30 |
| Cosmic | 50 |

Power Limit: Characters may never spend more than their Initial Power Points in any power (total, after all Modifiers are accounted for).

NEW HINDRANCES

Alien Form (Major)

Your character is completely alien in appearance: a glowing ball of energy, an amoeba with tentacles, a large floating brain, and so on. He suffers -4 to Charisma, and his physiology is nearly impossible for humanoids to figure out. Healing rolls made to help the hero are made at -4. Numerous roleplaying instances should also be a major challenge as well—he can't get into restaurants, wear a flak jacket, fit into a car, and so on, as defined by his odd shape.

Your alien's form may grant him special perks, but these must be bought as powers. If a glowing ball of energy wants to be able to pass through walls, for example, take the *intangibility* power. In other words, if your character doesn't have a power, his form doesn't grant it to him "for free," no matter how you describe it.

Allergy (Major/Minor)

Your character suffers an aversion to a common condition or substance, such as water, fire, cold, sunlight, etc. Exposure to that substance (generally within six feet of it) inflicts a -2 penalty to all your character's Trait rolls as a Minor Hindrance.

As a Major Hindrance, your hero suffers a -4 penalty to all Trait rolls and his Pace is halved. This continues while exposed and for 2d6 rounds after the substance is removed or shielded somehow.

Dependency (Major)

The creature must consume or have contact with some sort of relatively common substance periodically. Creatures from water-based worlds, for example, might need to immerse themselves in water one hour out of every 24 while a vampire might need a pint of blood each night.

If the character doesn't have the required contact, she suffers Fatigue each day until Incapacitated. A day after that, she perishes.

Each hour spent recovering with the appropriate substance restores a level of Fatigue.

Dependent (Major)

It may not be an intrepid reporter or a loyal butler, but your character has some person to which he is completely devoted and will do anything to protect. This may be his wife or girlfriend, one of his children, a minion, or even a pet.

The Dependent is a Novice Rank character and, while scrappy in her own right, just isn't up to par with the rest of the party. For whatever reason, this doesn't stop the Dependent from getting involved—often. She constantly requires saving, reveals team secrets, or otherwise causes your champion no end of grief. Of course, every now and then, the friend might just save the hero's life, but such instances should be rare.

If the Dependent ever dies, your hero is grief-stricken until he gets reasonably permanent justice...or revenge! This might mean putting a villain in jail or—for a villain—defeating a hero in a painful and elaborate death trap. Justice doesn't have to be truly permanent—just long and lasting rather than fleeting and temporary.

Until then, the affected character receives only one Benny at the beginning of each game session (but Luck and other bonuses apply normally).

Distinctive Appearance (Minor)

Your super's appearance is somewhat different from others of his race (a blue-skinned human, a talking gorilla, etc.), and is relatively easy to spot, even out of costume. This makes the character easier to track down and pick out of a crowd and can even cause troublesome social problems among his own people.

The appearance must be present in and out of costume to count as a Hindrance—all supers are distinctive in costume.

Gimmick (Major)

Your character must change clothes, get angry, drink blood, summon mystical energy, swallow a pill or potion, or otherwise perform some task (taking at least one action) to access his powers—all his powers.

Whatever the case, the hero can be prevented from using his powers if he cannot enact his "gimmick." The hero cannot use any of his powers—or Edges or Traits bought with Power Points—without it.

Two Characters: If your super hero transforms into a completely different person, both “characters” should be made separately, with the “normal” person created as a normal Novice character. Advances gained through play may be added to either form, but not both.

Monologuer (Major)

Some villains are known for gloating over their foes when they should be killing them, and some heroes can’t resist a chance to lecture or chastise evil-doers.

Any time the character’s Action Card is a Club, he must make a Smarts roll at –2 or spend his action announcing his opponents’ doom, making excuses for his failures, reveling in his success, or scolding those around him for their misdeeds. The talkative character may only take free actions during his monologue.

Mania (Minor / Major)

The character has a serious and negative mental illness of some kind, such as the lack of empathy toward others or a psychopathic compulsion to cause harm. Both reduce Charisma by 2 to those who know of it. A Minor Mania occurs infrequently or isn’t often likely to get the character killed. A Major Mania is a more-or-less full time obsession with serious consequences if caught or discovered.

Out Of My League (Minor)

A character with this Hindrance may not spend more than one fifth of his total Power Points in any one power (instead of the usual one-third). He still has the same number of points; they just have to be divided between more powers. See page 4 for more on **Power Limits**.

Power Negation (Major)

Exposure to a certain substance or condition robs your hero of all his super powers, including Edges and Traits bought with Power Points. Near contact with the substance causes the hero to make a Vigor roll each round. If the roll is failed, his Pace is

reduced to 1 and he suffers Fatigue that can cause death. This continues while exposed and for 2d6 rounds after the substance is removed or shielded somehow. A level of Fatigue is recovered every minute after the substance is removed.

The substance should be relatively uncommon or avoidable, such as gold, holy ground, or immersion in water. Very rare substances—chunks of your alien’s home planet, lotus flowers—are possible as well, but foes *will* eventually discover it.

Ruthless (Minor/Major)

The character will do most anything to accomplish her goals. As a Major Hindrance, she’ll harm anyone *and* everyone who gets in her way. As a Minor Hindrance, she stops short of true harm to anyone except those who directly oppose her.

Terminally Ill (Major)

Your character suffers from a terminal and incurable illness and will die soon. At the beginning of every game session, draw a card. A face card means your hero’s symptoms are acting up this session. Whatever the specifics may be, he suffers a –1 penalty to all his Trait rolls this game.

A Joker means your hero is about to die. At some point in the game session, preferably after accomplishing an important goal or an act of personal redemption, he dies. The Game Master should always give a dying hero a few last rounds of action to commit some noble sacrifice.

Weakness (Major/Minor)

Your character is more susceptible to a specific **Power Type** (see page 21), such as ice and cold, fire and heat, radiation, magic, darkness, light, air, sound, and so on.

He suffers +4 damage when hit by an attack of that type, or –4 to resist other types of effects.

As a Major Hindrance, the hero or villain is incredibly vulnerable to the **Power Type** and should avoid it at all costs. He still resists at –4 but damage is doubled.



NEW EDGES

Some Edges are restricted or changed in a supers campaign, while a few new ones are listed below.

Restricted Edges: Any other version of Arcane Background, Arcane Resistance, Gadgeteer, Holy Warrior, New Power, No Mercy, Power Points, Rapid Recharge, Soul Drain, and Wizard.

Altered Edges: Champion, Mentalist, and Mr. Fix-It are available with no Arcane Background as a Requirement.

BACKGROUND EDGES

Arcane Background (Super Powers)

Requirements: Novice

This Edge replaces the version from *Savage Worlds* in a supers campaign and is a free Edge (on top of the usual free Edge for being human). It grants a number of Power Points equal to the Power Level of the campaign (see **Campaign Power Levels**, page 4).

No arcane skill is required. Super powers work “at will” and require no roll unless the specific power says otherwise. See page 17 for more information on activating and using powers.

The Best There Is

Requirements: Novice, Arcane Background (Super Powers)

This hero has one very potent power. Her Power Limit with one power is half her maximum Power Points, rounded up. See page 4 for **Power Limits**.

COMBAT EDGES

Combat Sense

Requirements: Seasoned, Fighting d8+, Notice d8+

The super has the perception, skill, and agility to handle multiple foes. Opponents halve any Gang Up bonuses against him (round down).

Improved Combat Sense

Requirements: Veteran, Combat Sense

Opponents gain no Gang Up bonus against this warrior.

Mastery

Requirements: Novice, Arcane Background (Super Powers)

One of the hero’s powers, chosen when this Edge is taken, ignores the –2 penalty when using Power Tricks (or the target does not gain a +2 to resist)—see page 10.

Take the Hit

Requirements: Novice, Vigor d10+

These bruisers are good at rolling with punches, are lucky, have fate on their side, or are perhaps just really tough. They add +2 to Soak rolls made to eliminate wounds.

LEADERSHIP EDGES

Team Leader

Requirements: Novice, Smarts d8+

Team leaders excel at getting people to work together like the idiomatic well-oiled machine. If a character with this Edge is present when a Cooperative roll is made, the lead character does not have to be designated beforehand. The participant with the highest total is automatically considered the lead.

SOCIAL EDGES

Dynamic Duo

Requirements: Novice, Arcane Background (Super Powers), Spirit d8

The hero chooses one other specific character. When assisting this partner in a successful Combined Attack, he adds +2 points of damage per power level, and 3 points with a raise (see **Combined Attacks**, page 8). This Edge may be taken multiple times to apply to additional allies.

If the partner should die or leave the campaign, the hero may, with the Game Master’s permission, choose a new team member to replace him. This should usually take place after the two fight together for a battle or two.

Team Player

Requirements: Novice, Spirit d6

Team players fight like well-oiled machines when standing beside their trusted allies. A Team Player counts as an additional adjacent ally for purposes of determining Gang Up bonuses. This still cannot exceed the normal maximum Gang Up bonus of +4.

SETTING RULES

Blood & Guts, Born a Hero, Fanatics, Heroes Never Die, and Joker's Wild are all standard Setting Rules in supers campaigns, as are the new Setting rules below.

COMIC BOOK COMBAT

The epic fights of comic books require a few changes to the basic combat rules:

Combined Attacks

Heroes and villains can combine their attack powers for truly spectacular results. (Combining a non-attack power with an attack uses **Synergy** instead, see page 9.)

To combine attacks, the heroes tell the Game Master their plan. If she approves, the "lead" character (the one rolling damage) spends a Benny. To affect a target with Heavy Armor, the lead character must inflict Heavy Weapon damage.

The group acts on the slowest participant's Action Card (the faster characters should go on Hold until the last hero's card comes up). The supporting characters make normal attack rolls as their action using a skill connected to their contributing power (Shooting for ranged powers, Fighting for close combat, Throwing if the lead character is hurled at the target to make a melee attack, or whatever best fits the narrative).

Assuming the lead character is successful with his own attack, each supporting ally adds +1 to his damage total per power level in their relevant ability, or +2 with a raise.

***Example:** Two fire blasters, a super strong brick, and a scrapper (the lead) combine attacks against a heavily armored giant robot. The two blasters have five levels in ranged attack and roll their Shooting. One gets a normal success against the target (adding +5 damage) and another gets a raise (+10 damage). The super strong hero (8 levels) then makes a Throwing roll to hurl the scrapper at the target and gets a raise, adding +16 damage. The lead character has a Str+5d6 melee attack. His Fighting roll is successful, so he rolls Str+5d6 and adds (5+10+16=) +31 points of damage to his total! The robot is turned into a pile of junk.*

Finishing Move

Super heroes and villains are notoriously hard to kill. Wild Cards with Arcane Background (Super Powers) are immune to Finishing Moves. Instead, helpless heroes and villains suffer the effects of the Drop (opponents gain +4 to attacks and damage against them).

Knockback

Any super powered attack causing 20 points of damage or more to a normal-sized foe causes the target to fly backwards 2d6". The damage threshold is 10 for Small and Tiny targets, 30 for Large, 40 for Huge, and 50 for Gargantuan. This occurs whether the attack is Soaked or not.

Targets fly in a direct line unless the attacker makes a Called Shot at -2 to choose the direction of the knockback. If the victim hits an object, he takes 1d6 damage for

every 2" of knockback generated. Inanimate objects along the path, such as walls, trees, or vehicles, are automatically hit, but characters get an Agility roll at -2 to avoid flying heroes unless they're caught unaware. Those who don't get out of the way suffer a d6 damage for every 2" of knockback as well.

Synergy

Sometimes a power might work particularly well in a given situation, or in tandem with another power. A character dowsed by a water controller, for example, might take additional damage from an electrical attack right after, or a villain subjected to a particularly personal and terrifying *illusion* might suffer a penalty when resisting the *fear* power. This is called Synergy.

If two powers affect a target in the same round (and only in the same round—this is comic book combat, after all), the Game Master might decide they have Synergy. The first power works as usual. The second gains a +2 effect modifier that's added to damage or the active skill roll, or used as a negative modifier in case of powers like resisting *fear* or *paralysis*.

Sometimes powers might create negative Synergy as well. If a villain with fiery blasts hits a hero who's just been dowsed by water, for example, reduce the damage (or effect for passive powers) by 2.

Unarmed Defender

Attackers ignore the Unarmed Defender rule in supers campaigns.

DEATH & DEFEAT

In comic books, heroes and villains are often defeated, disappear, or beaten into unconsciousness, but they very seldom die.

Heroes who would otherwise perish by the regular *Savage Worlds* rules are Defeated instead. Draw on the **Defeat Table** should your character meet such a terrible fate.

Back From the Dead

Even when heroes and villains die in comics they rarely *stay* dead. If a player wants to bring a dead character back rather than make a new one, he and the GM simply need to work up an appropriate story, and perhaps allow the rest of the team to be the ones who somehow rescue the fallen comrade from the cold hands of Death.

DEFEAT TABLE

| Card | Result |
|------------|--|
| 2 | The Death of...: The character dies a tragic death. Her friends should prepare eulogies and read them aloud when the hero or villain is eventually laid to rest. |
| 3–5 | Marked: The hero is Exhausted (see below) and permanently wounded. The GM and player can work together to determine the most likely injury based on the circumstances of his defeat, but it should result in a Major Hindrance such as One Arm, One Eye, or One Leg, or the loss of an Edge, a Trait step, or two Power Points worth of abilities. The injury may not be healed through normal means (restoration could occur as the result of some epic quest or being, however). |
| 6–10 | Exhausted: The character is Exhausted from the mental and physical trauma of his defeat. This Fatigue can only be restored after 1d6 days regardless of other powers or abilities. |
| Jack Queen | Fatigued: The character is Fatigued for 1d6 days from the mental and physical trauma of his defeat. This Fatigue can only be restored after 1d6 days regardless of other powers or abilities. |
| King | Down But Not Out: The hero picks himself up and carries on after the encounter is over. |
| Ace | Not Today: The hero retains his wounds but stabilizes and is no longer Incapacitated. |
| Joker | Transformed: The character "dies" (or perhaps disappears), and is Exhausted as above. When she returns, however, she has changed in some drastic way. The player may completely reconfigure her Power Points, perhaps as a dark reflection of her former self, or even an "ascended" form depending on her nature or background. |

Returning heroes are weakened by the experience for a while (1d6 game sessions, known only to the Game Master), and receive a single Benny at the beginning of each session. This is modified by other Edges, Hindrances, or abilities as usual, and *can* result in no Bennies per session (combined with the Bad Luck Hindrance, for example).

POWER STUNTS

Creative heroes and villains often use their amazing abilities in unusual ways, such as using fire to cauterize a wound or building a temporary suit of armor from ice. These are called Power Stunts.

This effectively grants a hero a temporary use of any other power, as long as it makes sense as an extension of the original ability. A character with *super attribute (Strength)*, for example, could make a ranged *attack* with the Cone Template to represent slamming his hands together, or a character with *swinging* and a web trapping might use his webbing to create a parachute for three rounds of *flight*.

The cost is a Benny, which grants a one-use effect of any instant power (such as an attack), or three rounds of any passive power. The number of Power Points in the temporary power must be equal to or less than the original (including any Modifiers).

POWER TRICKS

When a power affects a target, either as an attack or a resisted effect, a hero may use any of the Power Tricks below by describing the action and taking a -2 penalty to the active skill (or the victim adds +2 to his resistance roll if there is no active roll on the part of the attacker, like *fear*). If successful, the power works as usual and the Trick chosen from the list below is triggered as well.

Any effect may be used at any time with a good rationale and the Game Master's permission—a character doesn't have to choose the same effect each time. Exactly how it works is a matter of description. Lower Defenses might mean encircling the target in smoky blackness via *energy control (darkness)* so that he can't see incoming attacks. A radiation blast (ranged *attack*) might cause dizziness (Lower Trait for Agility) or weakness (Vigor). Or an *earthquake* might

setup a villain for a follow-up ranged attack. It's all in the description.

- **Delay:** The victim must trade his current Action Card with the next character lower than him (he can't trade with a character on Hold). If the victim already acted this round, the trade occurs on the following round unless the target gets the Joker (which negates the effect).
- **Lower Defenses:** The target's Parry is lowered by 2 until his next action. This is simply a different way to successfully perform the Trick maneuver (see *Savage Worlds*), so it does not stack with a regular Trick.
- **Lower Trait:** One of the target's attributes and all linked skills suffer a -2 penalty on his next action.
- **Setup:** Allies get a +2 bonus against the victim until his next action.
- **Slow:** The target's Pace is halved on his next action.

SUPER STRENGTH

It's often handy to know just how much characters with *super attribute (Strength)* can lift or how much damage the school bus causes when they bash it over someone's head. The **Superhuman Strength Table** shows how much weight super strong heroes can lift while the **Heavy Weaponry Table** lists the damage of different types of objects by weight.

A villain with d12+7 Strength, for example, can lift up to 20 tons. If he picks up a tank (16 tons), he causes his Strength of d12+7, plus another d12+8 (or 2d12+15).

Characters with Brawny can multiply the numbers by 1.6 for the effects of that Edge. A hero may throw an item under his load limit with a Range of 3/6/12. Items less than half max weight can be thrown at 6/12/24.

Strength over the human maximum is on a different scale than the normal d4 through d12+2. The **Superhuman Strength Table** defines the Load Limits and Maximum Weight liftable for higher Strength values.

Heavy Weapons: Heavy weaponry damage adds to *attack, melee* if the character has the Stackable Modifier. With Str d12+4 and a 4d6 Stackable attack, a hero with a 200 pound boulder causes an amazing 2d12+4d6+5 damage.

SUPERHUMAN STRENGTH

| Strength | Load Limit | Max Weight |
|----------|------------|------------|
| d4 | 20 | 80 |
| d6 | 30 | 120 |
| d8 | 40 | 160 |
| d10 | 50 | 200 |
| d12 | 60 | 240 |
| d12+1 | 100 | 400 |
| d12+2 | 250 | 1000 |
| d12+3 | 500 | 1 ton |
| d12+4 | 1000 | 2 tons |
| d12+5 | 2500 | 5 tons |
| d12+6 | 2.5 tons | 10 tons |
| d12+7 | 5 tons | 20 tons |
| d12+8 | 12.5 tons | 50 tons |
| d12+9 | 25 tons | 100 tons |
| d12+10 | 50 tons | 200 tons |
| d12+11 | 125 tons | 500 tons |
| d12+12 | 250 tons | 1000 tons |



HEAVY WEAPONRY

Heroes and villains can throw or bash their foes with heavy items, using the world around them as weapons. These items fall apart after only a few uses (GM's call), but can cause massive damage in the hands of a super powered brawler.

Note: Anything of 1000 pounds or more is generally considered a Heavy Weapon.

| Example | Weight | Damage |
|---------------|---------|-----------|
| Parking Meter | 50 | Str+d10 |
| Large rock | 100 | Str+d12 |
| Boulder | 200 | Str+d12+1 |
| Lamp post | 400 | Str+d12+2 |
| Large Tree | 1000 | Str+d12+3 |
| Statue | 1 ton | Str+d12+4 |
| Car | 2 tons | Str+d12+5 |
| Truck | 4 tons | Str+d12+6 |
| City Bus | 8 tons | Str+d12+7 |
| Tank | 16 tons | Str+d12+8 |

Double tonnage for each point of Strength above d12+8 (so d12+9 is 32 tons, etc).

GEAR

With the advent of super-intelligent gadgeteers making all manner of hyper-advanced equipment, it's inevitable such devices would advance the general technological state of the world. Indeed, there are many advanced technologies available on the black market and by certain high tech companies—if the price is right.

All modern gear found in *Savage Worlds* can be found in most supers settings at standard prices. Some new gear is listed in this chapter as well.

The Game Master should decide what's available in her setting, perhaps drawing from other resources such as the *Savage Worlds Science Fiction Companion* for high tech gear, or even the *Savage Worlds Horror Companion* for a campaign centered around monstrous heroes and villains.

The Game Master should also decide *where* these items are available. Can pulse rifles be purchased at any gun store, or are they only found on the black market or in large military organizations?

Very high tech or items of alien origin might be off-limits to most. Supers who possess such devices might be wanted by the authorities or have to keep it secret (or disguised). They are also likely the target of nefarious villains who would like to use such gizmos to their own ends.

Unless supers are registered with the government, most are still usually subject to national laws—such as bans against fully-automatic rifles. Such laws are almost always extended to blasters, explosives, flamethrowers, and similar “military” grade weaponry.

If you're unclear what might be legal in your campaign world, ask the Game Master. Of course, vigilantes or those who operate in more gray areas rarely care about such things.



PERSONAL EQUIPMENT

Auto Grapnel: This pistol-gripped climbing device sports 80 yards of super-fine nylon line strong enough to support 400 lb of weight. Its spear-headed tip can be fired into rock-hard surfaces or wrapped around outcroppings where it attaches for a secure hold. Once the user is confident in the grapnel's hold, he can activate the winch action and hang on for the ride.

The auto grapnel has a range of 10/20/40, while the line itself is 100 yards long. The winch allows the wielder to be pulled along at a rate of 10" per round. (5 lb, \$600)

Binoculars: High-end binoculars provide magnification up to 500×, including a digital readout of distance and compass direction. A button press also provides low light or infravision (eliminating illumination penalties). Binoculars add +2 to vision-based Notice rolls to see things at a distance.

Boosters: Boosters are drugs, nanites, or other artificial enhancements typically given street names that reflect their effect. "Red Rage," for example, might be a red pill that enhances Strength. "Clarity" might be a protein-building nanite that improves Smarts for a short while.

Boosters increase one attribute two die types for five minutes. Effects are not cumulative.

When the drug wears off, the user must make an immediate Vigor roll. A raise means there is no additional effect, while success means the hero suffers a level of Fatigue. Failure incurs two levels of Fatigue and the hero must make a Spirit roll. If that roll is failed, the character becomes addicted. He gains the Habit (Major) Hindrance. This can be bought off by sacrificing an Advance and—in roleplaying terms—therapy, rehab, or some other cleansing process.

Fatigue incurred from boosters can cause death, and recovers at the rate of one level per hour.

Boosters are usually illegal or at least regulated in most settings.

Commlink: This covers any type of voice-activated communications device that can be worn on the ear, throat, or collar, or held in the hand. It has a range of one mile on its

own, or can tap into broadcast channels such as cellular, satellite, or internet services for near-infinite range. (1 oz, \$100)

Laser Sight: Adds +1 to Shooting, but is not cumulative with a scope. (1 lb, \$50)

Nullifier Shackles: The bane of powered beings everywhere, nullifier shackles are a catch-all term for any sort of binding that negates the wearer's super powers. They have an innate Toughness of 14. (1 lb, \$6000)

Rebreather: A face mask and small oxygen tank provides two hours of breathable air. It also adds +2 to Vigor rolls made to resist gaseous toxins. (1 lb, \$250)

Rocket Packs: Rocket packs are backpack devices that allow users to hover or fly. Standard models are Pace 24, Climb 0, and use the Piloting skill. Fuel is expensive for the rocket packs, approximately \$50 per hour of flight (maximum five hours). (30 lb, \$25,000)

Scope: Scopes may be mounted on rifles or other long-arms. When using the Aim maneuver, the character adds an additional +2 to Shooting rolls against targets at Medium, Long, or Extreme Range (see below). For 3× the price, the scope also includes low light and night vision, which can be activated as a free action and eliminates all illumination penalties.

In addition to the benefits above, scopes add +2 to Notice rolls made to view things at a distance. (1 lb, \$300)

Stealth Suit: These lightweight, cushioned, jet-black body suits add +2 to Stealth rolls. (5 lb, \$600)

EXTREME RANGE

Firearm ranges are intentionally kept short to best fit the table-top experience, but most firearms can fire much farther with a little effort.

A shooter who takes the Aim maneuver may sacrifice the +2 bonus to instead fire at Extreme Range (up to 4× a weapon's Long Range), at a -8 penalty.

Extreme Range may only be used with Shooting, not Throwing.

ARMOR

All armor types from the *Savage Worlds* core rules are available, plus the additions below. High tech supers campaigns might also include armor types from the *Science Fiction Companion* as well. Unless noted otherwise, characters benefit only from the highest armor value worn.

Body Armor: This lightweight material can be worn under normal clothing with little inconvenience. It adds +4 Armor and negates up to 4 points of AP from ballistic attacks (but not energy or melee). (4 lb, \$200)

Combat Armor: These suits include a full jumpsuit, helmet, load-bearing harness for a backpack or other gear, boots, and gloves. The vest (5 lb, \$300) and helmet (2 lb, \$100) may also be worn separately. Combat armor adds +6 Armor and negates up to 4 points of AP from ballistic attacks (but not energy or melee). (12 lb, \$800)

Riot Shield: Riot shields like those typically given to the police or paramilitary troops act as large shields (see *Savage Worlds*). Modern composite materials add +4 Armor versus ranged attacks instead of the +2 provided by those of earlier eras. (5 lb, \$150)

CLOSE COMBAT WEAPONS

All the close combat weapons listed in *Savage Worlds* are available in a supers campaign, and may be greatly enhanced by any one (and only one) of the upgrades below.

Power Packs: Most of the weapon enhancements require “power packs.” They continually recharge using a combination of kinetic motion, ambient radiation, and even body heat, but can burn out. On a 1 on the Fighting die, the power pack burns out and the weapon has no power until it is replaced, requiring an action. Each power pack costs \$50 and weighs 1 pound. The weight of each enhancement below includes one attached power pack.

| Modification | Weight | Cost |
|--|--------|-------|
| Chain / Vibro Blade: Any bladed weapon, such as a sword or axe, can be fitted with a rotating chain of diamond-edged blades, or made to vibrate at extremely high frequencies. Chain or vibro blades are extremely loud, but add +1d6 damage and AP +2 to the weapon’s basic statistics. Unpowered, the blade is a normal weapon of its type. | +2 | \$500 |
| Energy Weapon: A weapon with a blade of pure energy or high frequency vibration. It increases the weapon’s damage by one die type and grants +4 AP in addition to any other special abilities of the base weapon. Energy weapons have no minimum Strength limitation and count as a Heavy Weapon. They are unusable when unpowered. | +1 | \$500 |
| Molecular Blade: Edged weapons such as daggers or swords can be given a monofilament, “molecular,” or extremely thin edge, making them far sharper than usual. This gives the weapon +2 damage and adds half its damage die type in AP (+2 AP for a d4, +4 AP for a d8, and so on). Molecular blades require no power. | — | \$500 |
| Power Weapon: The weapon contains a variable burst of energy that’s released on impact. It adds +1d6 to the character’s damage. With a raise on the attack roll, the character’s damage is a d10 instead of a d6. Power weapons function as their base type when drained of energy. | +1 | \$500 |
| Stun Charge: Blunt weapons can be rigged to deliver a stunning charge of energy. After a target is hit by the weapon (including a Touch Attack), resolve damage. Then the victim must make a Vigor roll or fall prone and Incapacitated. At the start of each subsequent action, he makes a Vigor roll to revive. Success means he revives but is Shaken for the round and can recover on the next as usual. A raise means he revives instantly and is not Shaken. An unpowered stun weapon does normal damage. | +1 | \$500 |

RANGED WEAPONS

Most ranged weapons listed in *Savage Worlds* should be available in a typical supers campaign. If the society or a particular foe is advanced enough, weapons from the *Science Fiction Companion* might be available as well.

Pulse Weapons

“Pulse blasters” are comic-book style energy weapons used by police, corporate, criminals, or supers. All versions can cause double damage by “focusing the charge” (a free action), but if a 1 is rolled on the Shooting die while doing so, the high tech weapon hits any **Innocent Bystanders** as usual (see *Savage Worlds*) then malfunctions and must be repaired (one hour, Repair –2) or replaced. All may cause lethal or nonlethal damage.

| | Range | Damage | RoF | Shots | Min Str | Weight | Cost |
|---------------|----------|--------|-----|-------|---------|--------|-------|
| Pistol | 10/20/40 | 2d6 | 1 | 24 | — | 2 | \$500 |

Notes: AP 2. Power packs cost \$20 and weigh .25 pounds each.

| | | | | | | | |
|------------|----------|-----|---|----|---|---|--------|
| SMG | 10/20/40 | 2d6 | 3 | 24 | — | 2 | \$1000 |
|------------|----------|-----|---|----|---|---|--------|

Notes: AP 2. Power packs cost \$20 and weigh .25 pounds each.

| | | | | | | | |
|--------------|----------|-----|---|----|----|---|--------|
| Rifle | 20/40/80 | 3d6 | 1 | 24 | d6 | 6 | \$1500 |
|--------------|----------|-----|---|----|----|---|--------|

Notes: AP 4, Heavy Weapon. Power packs cost \$30 and weigh .5 pounds each.

| | | | | | | | |
|----------------------|----------|-----|---|----|----|----|--------|
| Pulse Gatling | 20/40/80 | 3d6 | 3 | 48 | d6 | 12 | \$100K |
|----------------------|----------|-----|---|----|----|----|--------|

Notes: AP 4, Heavy Weapon, Snapfire. Power packs cost \$50 and weigh 1 pound each.

| | | | | | | | |
|---------------------|-------------|------|---|----|----|-----|--------|
| Pulse Cannon | 100/200/400 | 3d10 | 3 | 24 | d6 | 200 | \$500K |
|---------------------|-------------|------|---|----|----|-----|--------|

Notes: Full-auto (but ignore recoil penalties when mounted), AP 10, Heavy Weapon. Power packs cost \$20 and weigh .25 pounds each. Additional power cores cost \$500 and weigh 10 pounds.

Special Weapons

| | Range | Damage | RoF | Shots | Min Str | Weight | Cost |
|---------------------|----------|---------|-----|-------|---------|--------|--------|
| Foam Thrower | 10/20/40 | Special | 1 | 6 | — | 400 | \$2000 |

Notes: This riot-control and containment weapon fills an area equal to a Small Burst Template with quick-hardening foam. Anyone caught in the area of effect must make an Agility roll versus the Shooting result or be caught. The foam is permanent until a solvent is applied or it suffers one wound (Toughness 10, blunt or cutting attacks only). For two shots (charges) per attack, the area affected is a Medium Burst Template, and for three shots it's a Large Burst Template.

| | | | | | | | |
|----------------|---------|---------|---|---|----|----|-------|
| Net Gun | 5/10/20 | Special | 1 | 1 | d6 | 10 | \$500 |
|----------------|---------|---------|---|---|----|----|-------|

Notes: Fires a super-strong, lightweight net. With a successful hit, the target is entangled. He suffers –2 to all actions and cannot move. He may try to break free with an Agility or Strength roll at –2. The net is Toughness 10, cutting attacks only.

| | | | | | | | |
|----------------------|----------|---------|---|---|---|---|------|
| Nullifier Gun | 12/24/48 | Special | 1 | 4 | — | 5 | \$1M |
|----------------------|----------|---------|---|---|---|---|------|

Notes: Typically given to paramilitary forces who must deal with super beings, this weapon fires a ray or projectile that temporarily renders super powers inert. When hit, a target must make a Vigor roll or lose all super powers for 1d6 rounds.

| | | | | | | | |
|-----------------|---------|---|---|----|---|---|-------|
| Stun Gun | 5/10/20 | — | 1 | 12 | — | 1 | \$300 |
|-----------------|---------|---|---|----|---|---|-------|

Notes: When a target is hit, he must make a Vigor roll or be stunned. Failure means he's Incapacitated. At the start of each subsequent action, he makes a Vigor roll to revive. Success means he revives but is Shaken for the round and can recover on the next as usual. A raise means he revives instantly and is not Shaken.

SPECIAL AMMUNITION

Police forces, vigilantes, and villains have a few additional options when it comes to ammunition for their weapons.

| Type | Weight | Cost | Notes |
|---------------|--------|------|---------------|
| Meta-Stoppers | 1/5 | x20 | Heavy Weapon. |

Notes: Meta-Stoppers are high tech rounds designed to take down super powered beings. Exactly what they're made of depends on the campaign, though most have cores of advanced metals augmented by "super science." They make any round a Heavy Weapon. Meta-Stoppers can be bought for any conventional ammo type (including arrows and quarrels) at 20 times the regular cost.

| | | | |
|----------------|---|---|-------------------|
| Rubber Bullets | — | — | Nonlethal damage. |
|----------------|---|---|-------------------|

Notes: Rubber or "mercy" bullets allow a firearm to cause nonlethal damage. They lose all AP bonuses, and have the same weight and cost as the weapon's normal rounds.

VEHICLES

For an extensive list of modern vehicles, see *Savage Worlds* or the *Science Fiction Companion*.

Armored Personnel Carrier

This is a typical troop transport for comic book militaries or evil super groups. It has a driver and two gunners, and can accommodate up to 12 additional passengers.

Acc/TS: 5/15; **Toughness:** 36/30/24 (23/17/11); **Crew:** 16; **Cost:** \$435K

Notes: Amphibious, Heavy Armor, Sensor Suite, Sloped Armor, Targeting System

Weapons:

- **2x Pulse Gatling:** Range 20/40/80, Damage 3d6, RoF 3, AP 4, HW.

Assault Tank

A tank typical of a comic book military or evil super group.

Acc/TS: 5/10; **Toughness:** 57/45/33 (42/28/18); **Crew:** 4; **Cost:** \$2M

Notes: Heavy Armor, Sensor Suite, Tracked

Weapons:

- **Pulse Cannon:** Range 100/200/400, Damage 3d10, RoF 3. 4x extra power cores.
- **2x Pulse Gatling:** Range 20/40/80, Damage 3d6, RoF 3, AP 4, HW. 4x extra power packs each.

Mini-Sub

Atlanteans or para-military groups might use these fast-moving underwater vessels to carry troops, sabotage shipping, or wage war. This version has a pulse Gatling for surface work, torpedo tubes with 8 torpedoes, and

room for up to 8 passengers in addition to the pilot and gunner.

Acc/TS: 5/10; **Toughness:** 27(16); **Crew:** 2+8; **Cost:** \$617K

Notes: Heavy Armor, Sensor Suite, Targeting System

Weapons:

- **Pulse Gatling (when surfaced):** Range 20/40/80, Damage 3d6, RoF 3, AP 4, HW. 4x extra power packs.
- **8xTorpedoes:** Range 150/300/600, Damage 4d10, RoF 1, AP 40.

Team Transport Repulsorlift

Any good super team must have the means to respond to local threats quickly. This fast, light, and maneuverable transport carries up to eight heroes with 3000 cubic feet for cargo.

Acc/TS: 50/140; **Toughness:** 24(15), **Crew:** 1+7; **Cost:** \$98K

Notes: Anti-grav, Climb 2. (The vehicle flies using "repulsorlift" tech such as anti-gravity or hyper-efficient thrusters.)

Weapons: None

VEHICLE NOTES

Sensor Suite: Various sensors negate illumination penalties and add +2 to Notice rolls made to detect targets up to a range of 500 yards.

Targeting System: An integrated system connects to the vehicle's weapons to compensate for movement, range, and the like. This negates up to four points of Shooting penalties when firing the vehicle's weapons.

POWERS

On the following pages are dozens of powers for daring heroes and nefarious villains, along with Modifiers that allow even further customization. Here's how to read and use them:

Cost: The price of each power is listed in parentheses after its name. A "level" means each time the power is taken. Taking *super attribute* five times, for example, means the hero has five levels in it.

Trappings: These are suggestions for what a power might look like or how it's acquired. Most have no specific game effects, but a Trapping like Fire still has a chance to ignite flammable objects (see *Savage Worlds*). Other effects may occur in particular situations if the Game Master decides it's so.

Power Modifiers: Negative power Modifiers like **Requires Activation** limit a power, reducing both its cost and utility every time the power is used. All powers cost a minimum of 1 Power Point regardless of Modifiers.

Positive power Modifiers add to a power and provide greater flexibility. These Modifiers are optional every time the power is used—you're never required to use them.

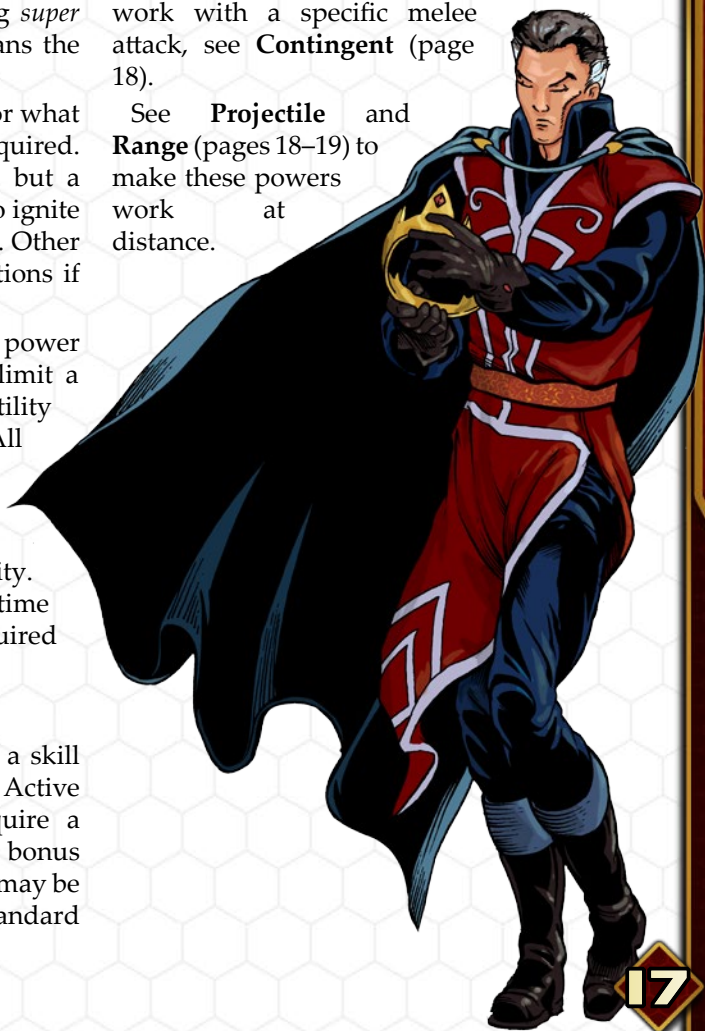
Activation

Most passive powers don't require a skill roll to activate; they're always on. Active powers, such as *attack*, *ranged*, require a Shooting or Throwing roll and grant bonus damage for a raise as normal. Powers may be also be used in the same round as a standard multi-action.

Touch Attacks: Any power that works via a Touch Attack also affects a target via a successful unarmed attack, *attack*, *melee*, or a weapon attack if the power is built into a weapon using the Device Modifier.

Apply damage first, then resolve the power as usual. If the power can only work with a specific melee attack, see **Contingent** (page 18).

See **Projectile** and **Range** (pages 18–19) to make these powers work at distance.



GENERIC MODIFIERS

Most powers have specific Modifiers that expand or narrow their usage in exchange for a higher or lower cost, but there are a few Modifiers that apply to many abilities.

Modifiers may be combined. *Stun* might be Contingent on a *ranged attack* with a high tech pistol (a Device), for example.

Modifiers may never take a power's cost below 1.

Contingent (-1/-2)

A Contingent power is triggered on the activation or success of another "primary" power.

For -1 point, the Contingent power is only triggered when the primary power is activated. If *toughness* is linked to *altered form*, for example, the character cannot use *toughness* without changing her form.

For -2 points, the Contingent power is activated only with the *success* of the primary power. Super Vigor might activate only after a villain successfully uses *decay* on a foe, for example.

In either case, if the primary power is deactivated or negated, all Contingent powers are as well. Permanent abilities that are always on, such as *ageless*, cannot be Contingent.

Device (-1/-2)

If the powers are derived from a wearable item that's hard for a foe to remove, such as a suit of armor, mask, helm, or mystical wristband, reduce the cost by 1.

If the item is hand-held and thus can be dropped or disarmed—such as a magic staff or firearm—reduce the cost by 2.

Note that unless it says otherwise, a power purchased as an item never works for other characters no matter what they're called or appear to be.

Limitation (-1/-2)

Some powers only work in certain situations, or on certain types of targets. A Minor Limitation, such as only being able to use *animal control* on mammals, reduces the power's cost by 1. A Major Limitation, such as only being able to control aquatic creatures, reduces the cost by 2.

Limitations can also be used for powers that prohibit the use of others that would normally be allowed. For example, a character who cannot fly while his *armor* is activated has a Minor Limitation. If his *flight* renders all his powers inoperative, a Major Limitation might be in order depending on how many other powers he has.

The nature of the campaign should also be taken into account. If a hero's attacks can't affect anyone wearing the color green, for example, it's likely Minor. If the main foes of the campaign wear green, however, it's a Major Limitation.

Projectile (+1)

This Modifier can be used with any Touch Attack power, such as *copycat*, *decay*, *ensnare*, *fear*, *infection*, *paralysis*, or *poison*.

Projectile ties this power to one of the hero's *ranged attack* powers. A successful hit with the *ranged attack* activates the linked power in place of its damage. Resolve the linked power from there.

For example, Arrowhead has a tangle arrow (*ensnare*) tied to his bow's *ranged attack*. When he fires the tangle arrow and hits his target, he resolves *ensnare* rather than rolling damage.

Note that Projectile is either/or—the attacker must decide before he fires whether he's causing damage as usual or using the Projectile.

Ranged Touch Attack (+2)

This Modifier can be applied to any power that requires a Touch Attack. When taken, the character can use the power at a range of 12". The Touch Attack is replaced by a straight Fighting roll if the trapping summons some sort of force or material at the spot of the attack (like grasping hands, swirling spirits, or poisonous fauna).

The Touch attack is replaced by Shooting or Throwing if the trapping involves firing or hurling some sort of missile such as spitting venom, tossing a grenade, or firing beams from one's hand or eyes.

Requires Activation (-1)

Passive powers such as *armor* or *absorption* are considered a hero's natural state and are always on. With this Modifier, the hero must first activate the power as a free action.

If taken by surprise, for example, the power isn't active and has no effect.

This reduces the cost of the power by 1.

Requires Activation has no effect on active powers, such as *flight* or attacks, since those require actions to perform already (whether a roll is required or not).

Once activated, the power remains in effect until the hero decides to drop it. The power also deactivates if the character is Incapacitated, knocked unconscious, or otherwise cannot consciously maintain it.

Slow to Activate (-1)

The hero must charge up a power before it can be used. This requires a full action during which he may do nothing else besides free actions. If the power is normally always active, he should take **Requires Activation** as well.

Once activated, the power remains on until the super wishes to deactivate it. This might mean taking off a suit, calming down, or transforming back into human form, for example.

If all a hero's powers are Slow to Activate, he should use **Gimmick** instead (see page 5).

Switchable (+2)

This Modifier allows a character to switch between different powers or sets of powers.

Create each power independently. The most expensive is the "primary" power. Add +2 points for each additional power (or set) it can switch to.

The alternate power sets may be created with as many Power Points as the primary (not counting the Switchable Modifier). These points aren't actually spent and don't subtract from the hero's overall Power Points—they're just an alternate use of the same points.

Switching between powers or sets is a free action, but can only be done once per round.

Switchable powers can't use the Requires Activation Modifier, but Slow to Activate may be taken for the primary.

Example: Psi-Clops has a basic ranged attack worth 8 points (5d6 damage). He pays the Switchable Modifier on that power for 2 extra points. He can create a secondary ability up to the attack's base points (8), and switch to it as a free action. He decides to create an armor piercing version of the same ability—3d6 damage, AP 8 (8 points). This doesn't cost him 8 points—it reallocates the original 8 points at the cost of a round's delay in combat.

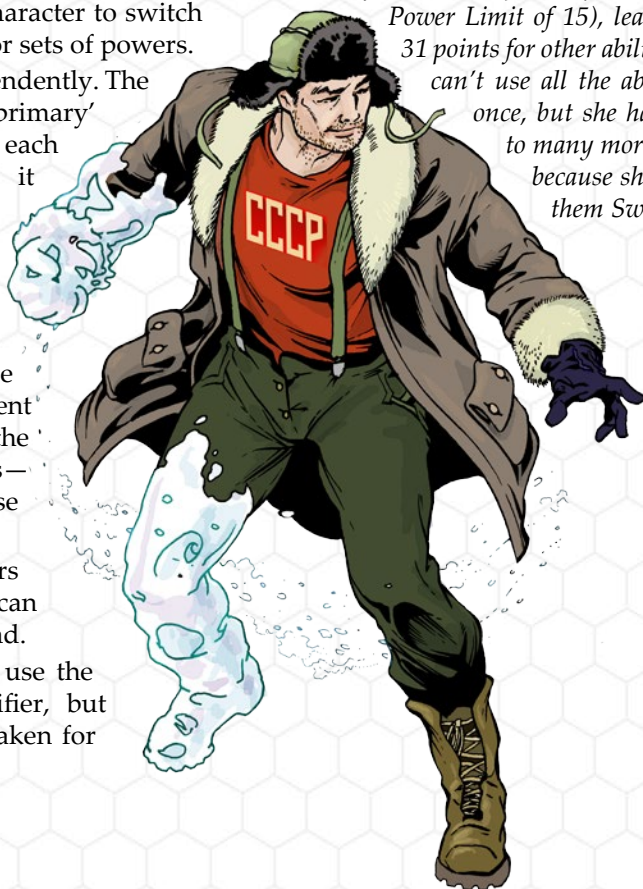
Example: The Archaeologist draws on ancient artifacts for her powers. She has the Arrow of Artemis, the Hammer of Thor, and Ankh of Isis.

The Hammer grants a 10 point melee attack. The Archaeologist makes that her primary power and adds 4 more points to cover the Arrow and the Ankh.

She creates a 10 point ranged attack for the Arrow, and a 10 point healing power for the Ankh.

She can switch between them each round, perhaps uttering ancient summons and incantations to please the relics' namesakes.

The Archaeologist has 45 Power Points total (her Campaign Level is Four Color). These three Switchable powers cost only 14 of her 45 total points (just under her Power Limit of 15), leaving her 31 points for other abilities. She can't use all the abilities at once, but she has access to many more powers because she's made them Switchable.



POWERS

Absorption (2)

Trappings: Waves of energy, body of reflected matter, magic.

The character can absorb, negate, or even channel a specific kind of matter or energy.

Choose one type of matter or energy from the **Power Types** (page 21). The character makes a Vigor roll when wounded by that energy type. Each success and raise eliminates a wound. (Though it works the same, this is not a Soak roll.)

Modifiers

- **Matter / Energy Master (+5):** The character can absorb all types of matter or energy (pick one, or both if it's taken twice). He still absorbs one specific type as above, but may absorb other types with a Vigor roll at -2.
- **Reflection (+4):** Damage is directed back toward the source, as long as the source is within the character's line of sight. Every wound absorbed causes a wound to the original attacker.
- **Transference (+2):** Each wound negated increases Strength or Vigor one step for the next five rounds.

Ageless (1)

The hero isn't affected by the aging process, or powers or effects that reference aging.

Modifiers

- **Very Old (+1):** The character is already quite old, increasing his life experiences so that he adds +2 to most Common Knowledge rolls. Additional points in skills are recommended but not required.

Altered Form (3)

Trappings: Body composed of a particular matter or energy, elasticity, stretching.

The hero has a morphable body of a particular type of energy or matter, chosen from the **Power Types** (page 21). This is his normal, full-time state—take Requires Activation if he's normally human and must shift into his *altered form*.

The hero can stretch or contort his body into basic shapes, raising or lowering his effective Size by 3. This isn't actual mass, however, so he doesn't gain or lose Toughness.

Altered heroes have no vital organs (or they're very resistant, protected, or hidden).

Called shots have no effect on them. They also take only half damage from falling or collisions, both of which can only Incapacitate—not kill them.

Modifiers

- **Grapple (+1):** A hero with a matter Power Type can easily entwine his limbs around foes, granting him +2 to Grapple attacks.
- **Reach (+1/Level):** The super can stretch his limbs, granting +1 Reach per level in this Modifier.
- **Replenish (+3):** If the hero contacts an identical, substantial, and inanimate source of his Power Type, he may spend an action to make a Vigor roll. A success heals a wound, or two with a raise.
- **Viscous (+1):** The morpher can flatten, ooze, or otherwise push herself through all but hermetically sealed openings. The amount of time this takes is up to the Game Master, the diameter of the opening, and the material the character is composed of.

Animal Control (2/Level)

Trappings: Jungle folk, animal characteristics, high tech devices, charms.

The hero has the ability to mentally control and communicate with natural animals up to one mile distant.

The character can control a number of creatures equal to his level in this ability. Two creatures with a Size of -3 or -2 count as one, and a creature of Size -1 or 0 counts as one. Larger creatures count as one plus their Size. A lion (Size +2) counts as three creatures, for example, while a rhino (Size +4), counts as 5.

Rats, insects, and smaller creatures may be controlled as swarms. Medium-sized swarms can split, use a Medium Burst Template, and count as two creatures. Small swarms (Small Burst Template, cannot split) count as 1.

The character can communicate with the animals under his command, but the beasts are ruled by instinct and tend to have very short memories. They might remember that "two-legs" passed by their home recently, but wouldn't likely recall any significant details about them.

Hostile Animals: If a beast (or swarm) is already enraged, the controller must make an opposed Spirit roll to control it (at -2 if it's already engaged in combat). This requires an action.

POWER TYPES

Powers like *energy* or *matter control* require the player to choose a particular type of energy or matter the power uses or affects. These are called "Power Types," and the usual categories you can choose from are listed below. Players and Game Masters may also add any additional types as needed for particular characters.

Energy: Cold, Darkness, Electricity, Fire/Heat, Kinetic, Light, Magnetism, Mental, Radiation, Sound, Wind.

Matter: Air, Biological (Animal/Human tissue), Earth/Stone, Force or Solid Light, Metal, Plant, Water.

Power Tricks & Trappings

Different types of energy and matter don't have specific effects (as they have in previous editions of this book). This lets you imagine a *wider* variety of effects using the Power Tricks on page 10. When using these as extensions of your power's Trapping or Power Type, think of the *effect* you want rather than "what radiation should do."

Using *matter control* (Biological) to manipulate insects, for example, might distract a foe to reduce his Parry (Lower Defenses), aggravate him and reduce his Smarts (Lower Trait), hinder his actions with a buzzing swarm (Delay), or set him up for an ally's attack (Setup). Best of all, this can be determined on the fly rather than locked into a power via a specific and inflexible effect.

Even the same narrative might produce different results. Imagine a cold-based power that creates a patch of slippery ice. It could reduce an opponent's Agility as he tries to keep his balance (Lower Trait), Slow his Pace to half, Delay him, or lower his resistance so that the next attack has additional effect (Setup).

Modifiers

- **Animal Companion (Special):** The animal(s) is a unique creature and a Wild Card. The cost is twice the normal base cost to control it. If the creature is slain, a replacement can be found or trained in 1d6 game sessions—or as the result of an adventure or quest designed by the GM.
- **Summonable (+4):** The animal(s) can be summoned (including replacements) and dispelled as an action. The creatures appear within 12" of the hero.
- **Super Powers (Variable):** Add Power Points at normal cost to create animals with super powers.
- **Telepathic Link (+1):** The super can talk with animals via telepathy. They understand his basic instructions, and he can read their primary emotions.

Aquatic (2)

Trappings: Atlantean heritage, amphibious, sealed systems, gadgets.

The character is native to and can breathe in water. He doesn't have to make Swimming rolls to avoid drowning when in water and adds +2 to all Swimming rolls. While in the water, his Pace equals his Swimming skill.



Armor (1/Level)

Trappings: Body armor, hardened skin, a shell, powered suits.

Your character gains 2 points of *armor* each time this power is purchased, to a maximum of 10 levels (+20 *armor*). This could represent mystical armor, power armor, or some other source of protection.

Armor covers the entire body and protects against all attacks, including area effect attacks. The power does not stack with regular armor, such as chain mail or Kevlar. The character takes the highest value instead.

Modifiers

- **Hardy (+3):** The character is so tough only the most serious damage can harm him. If he is Shaken, additional Shaken results have no effect.
- **Heavy Armor (+4):** The *armor* is considered Heavy Armor, and can only be damaged by Heavy Weapons.
- **Partial Protection (-1/-2):** Gaps in protection allow the *armor* to be bypassed. For -1 point it requires a Called Shot at -6; for -2 points the armor only covers the torso and Called Shots bypass it at -2. Area effect attacks bypass the *armor* as usual.

Attack, Melee (2/Level)

Trappings: Claws, rock hard fists, summoned energy weapon, "super" martial arts.

Your character has a powerful melee attack that applies to one Fighting roll per round. Each level adds +1d6 to unarmed attack damage, to a maximum of +5d6. A fighter with a d8 Strength, for example, causes d8+1d6 unarmed damage with one level in this ability.

The power does not stack with hand weapons.

Attacks can switch between lethal and nonlethal freely.

Modifiers

- **Armor Piercing (+1):** Every point put into this Modifier gives the attack an AP value of 2, allowing it to bypass that many points of *armor*.

- **Focus (+3):** By taking no other actions (including movement), the super may bypass and ignore the Armor of inanimate objects and vehicles (not people or the armor they wear). If a super with this ability attacks a tank with a Toughness of 77 (60), for example, he ignores the 60 points of Armor and attacks its base Toughness of 17.

- **Heavy Weapon (+1):** The attack counts as a Heavy Weapon.

- **Lethal (-1):** The supers' attacks are inherently deadly. He can attempt a nonlethal attack but suffers the standard -1 penalty to the attack roll.

- **Multiple Attacks (+2):** The power's damage may be applied to all Fighting rolls made in a round.

- **One Arm (-1):** The character's melee attack can only be performed with one arm (or limb). It can be used with Frenzy or Sweep, but not off-hand attacks or multiple attacks granted by other powers.

- **Reach (+1):** Your hero's natural attacks have a Reach of 1". This Modifier may be purchased multiple times to further extend his reach.

- **Stackable (+2):** Your hero's damage may be stacked with hand weapons.

A super with a great sword (Str+d10 damage) and one level in *attack, melee*, for instance, does Str+d10+1d6 points of damage.

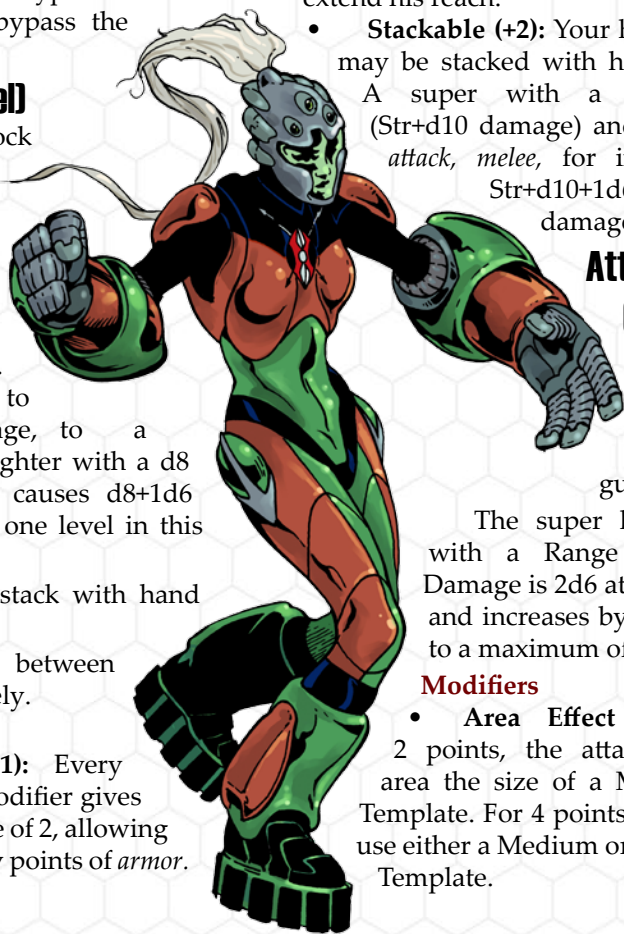
Attack, Ranged (2/Level)

Trappings: Bolts, blasts, fire, water, high tech guns.

The super has an attack with a Range of 12/24/48. Damage is 2d6 at the first level, and increases by 1d6 per level to a maximum of 6d6.

Modifiers

- **Area Effect (+2/+4):** For 2 points, the attack affects an area the size of a Medium Burst Template. For 4 points the hero may use either a Medium or a Large Burst Template.



- **Armor Piercing (+1):**

Every point put into this Modifier gives the attack an AP value of 2, allowing it to bypass that many points of armor.

- **Cone (+0/+1):**

For no points, the attack must use the Cone Template (extending out from the super). Targets may avoid the attack with an opposed Agility versus Shooting test. For 1 point, the attack can switch between the Cone Template and other uses as usual.

- **Enhanced Damage (+4):** For +4 points, the attack uses d10s for damage.

- **Focus (+3):** By taking no other actions (including movement), the super may bypass and ignore the Armor of inanimate objects and vehicles (not people or the armor they wear). If a super with this ability attacks a tank with a Toughness of 77 (60), for example, he ignores the 60 points of Armor and attacks its base Toughness of 17.

- **Heavy Weapon (+1):** The attack counts as a Heavy Weapon.

- **Lethal (-1):** The supers' attacks are inherently deadly. He can attempt a nonlethal attack but suffers the standard -1 penalty to the attack roll, and damage is reduced a die type.

- **Range (+2/+4):** The Range increases to 24/48/96, or 50/100/200 for 4 points.

- **Rate of Fire (+3/Extra Shot):** The hero can fire an extra missile each action, up to a maximum Rate of Fire of 5. There is no penalty for these extra attacks.

- **Requires Material (-1/-2):** The character attacks by hurling, throwing, or manipulating matter of some sort. If the material isn't within Short range, he cannot use this power. For -2 points, the hero must be in contact with appropriate matter to make his attack.



Awareness (+3/+5)

Trappings: Radar, sonar, Zen training.

Your hero ignores any and all obscurement penalties (darkness, fog, *invisibility*, etc). Cover penalties for solid objects still apply normally.

For 5 points, the character can sense all around him, negating all attackers' Gang Up bonus against him.

Broadcast (2)

Trappings: High tech devices, machine men, big braces.

The hero can tap into radio and television broadcasts as long as there's a connection to the network within one mile. Connecting to an encrypted transmission requires a Smarts roll at -2.

Modifiers

- **Manipulation (+2/+4):** The character can also manipulate sounds and images. For +2 points, he can transmit any audio or video exactly as it appears. He may also transmit his own voice without speaking. For 4 points, he can create electronic images or sounds, mimicking popular news anchors, pop stars, or super heroes as long as he has studied that person before.

- **One Channel (-1):** The character can only tap into (or manipulate if that Modifier is taken) one channel at a time. He must make a Smarts roll to connect to the desired channel (at -4 if encrypted).

- **Range (+1):** The hero can tap into networks up to 100 miles distant.

Burrowing (2)

Trappings: Earth control, transform to sand.

Burrowing characters can tunnel through earth at half Pace (and may "run" as well).

A *burrowing* character may tunnel on her action and erupt from the ground at any point within her *burrowing* Pace the same round if desired. Earth typically acts as

Heavy Armor, Toughness 10, and if the burrower remains near enough to attack, requires a Notice roll at -6 to detect.

Burrowers strike by erupting from beneath their opponents and taking them by surprise. When this occurs, the *burrowing* character makes an opposed Stealth roll versus the target's Notice. If the burrower wins, she gains +2 to attack and damage that round, +4 if she gains a raise. If the target wins and was on Hold, he may attack just as the burrower erupts from the ground.

Solid rock, metal, and other hard substances stop the tunneler cold.

Modifiers

- **Pace (+1):** The digger can tunnel through rock, metal, and other hard substances at his full Pace.

Chameleon (3)

Trappings: Malleable form, illusionary appearance.

This power allows the character to assume the appearance of another being or animal. The character cannot emulate someone more than two Size levels different from himself.

Someone familiar with the original target gets a Notice roll at -2 to detect that something is off (but even then only after short range interaction). Clever roleplaying and intimate questions might also see through the disguise as well.

Chameleons do not gain any of the target's abilities or Traits—only his appearance. A *chameleon* with the *copycat* super power can be very convincing!

Modifiers:

- **Inanimate Object (+3):** The character can assume the shape of inanimate objects. The form assumed cannot vary from the character's size by more than 50%.
- **Voice (+2):** Your *chameleon* can emulate voices as well. The mimicry is perfect enough to fool voice identification devices. Combined with an assumed form, this Modifier increases the Notice roll allowed to detect the *chameleon* to -4.

Construct (8)

Trappings: A robot, cyborg, mass of wires.

This character is a living automaton, cyborg, robot, statue, or android. Most are products of alien technology, weird science, or the supernatural. Player character *constructs* have emotions and can feel fear. Their emotions are often complex, however, and many quest for "true life."

Constructs add +2 when attempting to recover from being Shaken, don't need to breathe, and are immune to disease and poison. Wild Card constructs ignore one point of wound penalties as well—they may not feel pain but they're still affected by the damage.

Constructs do not heal wounds normally, and cannot recover wounds from the Healing skill or power. Repair is used instead. Each Repair roll requires tools and spare parts (-2 modifier without tools, another -2 without spare parts) and 1d6 hours work.

Copycat (1/Level)

Trappings: Natural, adaptive physiology, fast learner, prodigy.

This power allows the character to mimic any one other super power of a character she hits with a successful Touch Attack. The maximum point value of the power is equal to her level in this power. The power copied must be identical to the original in all ways, including all Modifiers and trappings.

Copycat cannot mimic powers from devices or the *invent* and *super sorcery* powers (nor powers duplicated by them).

Copied powers last for one hour.

Modifiers

- **Range (+2):** The mimic can copy powers from anyone she sees in action (GM's call, but usually at least a couple of rounds of fighting and the use of the power to be copied)—but must make a Smarts roll at -4 as an action to do so. (Roll once for all powers with the Versatility Modifier.)
- **Devices (+2):** The power can copy device effects as well, usually by



creating a similar item somehow—from metal, magic, or even tangible illusions. The character can also mimic powers gained through *invent* but not the *invent* power itself.

- **Duration (+3):** The power is retained until a new one is copied.
- **Magician (+2):** The character can copy *super sorcery* powers.
- **Nemesis (+1):** The power has the opposite Trapping as the target, if it exists. The GM has final say over the new Trapping but should give preference to one representing a weakness or vulnerability of the target.
- **Overly Accurate (-2):** In addition to copied powers, the character also gains any physical Hindrances of the target as well. This includes any Hindrances that directly affect power use (such as the Gimmick Hindrance).
- **Uncontrolled (-2):** The character automatically mimics the powers of any person she touches (or who touches her), and contact with a character with no powers removes all copied powers.
- **Versatility (+1/+2):** For +1 point, the character may copy multiple powers of a single target as long as the total cost is not greater than her level in this power. For 2 points, the character can copy multiple powers of different targets, choosing which powers she wants to keep and which to drop (as long as the total points don't exceed her level in *copycat*).

Damage Field (3/Level)

Trappings: Fiery aura, radiation, cold, spikes.

This power creates a dangerous aura or field of some kind around the character. Choose a **Power Type** from the table on page 21.

The damage field must be activated (a free action). Once on, it remains that way until the character decides to shut it down or is Incapacitated.

At the end of the character's movement in a round, every adjacent character suffers 2d6 damage, plus a d6 per level in the power (to a maximum of 6d6). *Damage field* does not cause damage to those the character passes during his movement.

Modifiers

- **Armor Piercing (+1):** Every point put into this Modifier gives the attack an AP value of 2.
- **Heavy Weapon (+1):** The damage counts as a Heavy Weapon.
- **Medium Template (+3):** Everyone within a Medium Burst Template centered on the character suffers the damage.
- **Permanent (-2):** The character can't turn his damage field, even if he wants to!
- **Selective (+2):** The character can control who is affected by her power.

Danger Sense (2)

Trappings: ESP, premonitions, uncanny senses.

The character detects and senses danger. He gets a Notice roll to detect hidden dangers, and on a raise starts the first round of an ambush or surprise attack on Hold. (This is a superior version of the Danger Sense Edge and doesn't stack with it.)

Decay (4)

Trappings: Rust, corrosion, rot, acid.

This truly terrible power destroys matter. Each full round spent in contact with a substance destroys 10 pounds of matter.

Harming living beings requires a Touch Attack. If successful, victims must make a Vigor roll or suffer a wound. Extremely thick clothing (up to Armor +1) absorbs a wound the first time the character is hit (unless circumvented via a Called Shot), and Armor +2 or more absorbs two. After that, the clothing or armor is effectively ruined.

Modifiers

- **Midas Touch (-2):** The character can't turn off his power. Everything he touches (except himself) with his bare hands begins to *decay*.
- **Rapid Decay (+2):** Each time this Modifier is chosen, the amount of matter destroyed in a round doubles. It has no additional effect on living beings.
- **Strong (+1):** Vigor rolls are made at -2.

Deflection (1/Level)

Trappings: Swirling winds, mystic shields, fast reactions, "sixth sense."

This handy power deflects incoming attacks. Each level applies a -1 penalty to all ranged attack rolls made against the character. The maximum penalty is -10.

Deflection does not stack with penalties from other powers (use only the highest if a character has more than one power-based attack penalty).

Modifiers

- **Protector (+1/+2):** For 1 point, the character can apply his *deflection* power to one person adjacent to him as a free action. He loses the benefit of the power while he does so. For 2 points, the character can divide his levels of *deflection* between himself and all adjacent characters as a free action.

Doesn't Breathe (2)

Trappings: Alien life forms, elementals, immortals.

The super doesn't breathe. She isn't affected by inhaled toxins, can't drown, and doesn't suffocate in vacuum (this doesn't protect her from the cold of a vacuum, however—see *resistance* for that).

Doesn't Eat (1)

Trappings: Immortals, dimensional being.

The being doesn't need sustenance of any kind and ignores the effects of Hunger (see **Hazards** in *Savage Worlds*). Hunger may not necessarily mean human food.

A robot who needs occasional energy or a zombie who needs occasional meat still "eats." A vampire might have *doesn't eat* and still have the Dependency Hindrance for blood. In that case it ignores typical Vigor rolls for hunger but must deal with the more dire effects of Dependency.

Doesn't Sleep (1/2)

Trappings: Predatory senses, advanced beings.

The super needs half the normal amount of sleep as humans. For two points, she never sleeps. This can be particularly useful when far from the concrete jungle and in a *real* one.

Duplication (3/Level)

Trappings: Dimensional twin, homunculus, illusions, future selves.

Characters possessing this ability can create copies of themselves as an action. Each level allows for an additional "clone." The copies don't have the *duplication* power, or any power used to gain it such as *copycat*, *invent*, or *super sorcery*. The copies created are Extras

even if the "parent" is a Wild Card and are completely under the creator's control.

Duplicates are always slightly off. Perhaps they don't sweat, don't cast shadows, or have some other "defect." Those who make a Notice roll at -2 can determine if a particular dupe is the real character or not. Note that foes don't instantly spot the original—they simply can tell whether or not a particular dupe is real or not.

The duplicates may be dispelled at the super's whim and automatically vanish if the "original" is Incapacitated.

Modifiers

- **No Tell (+1):** Duplicates look more like the original. Notice rolls are made at -4 to tell a duplicate from the original.
- **Promotion (+2):** If the original character is killed while a duplicate survives, the duplicate becomes the new Wild Card "parent" but cannot use his *duplication* power for 1d6 days.

Earthquake (2)

Trappings: Tremors, sonic vibrations, hi-tech "thumpers."

Earthquake allows a character to create a small rend in the earth that can stun and entrap foes. The crack is a shallow (two feet deep or so) crevice which races 12" from the super in a straight line. Every target in the line of attack must make an Agility roll or be Shaken. Those who are Shaken are stuck in the crack and cannot move until they become unshaken.

Modifiers

- **Depth (+3):** The trench is much deeper—up to 5" (10 yards). Those who fall in suffer 3d6+3 damage.
- **Earthshake (+3):** The character can also cause a circle of earth to tremble and shake. The size of the tremor is equal to a Large Burst Template, positioned up to 24" distant from the creator. All those within must make an Agility roll or be Shaken. Normal buildings within the area of effect generally suffer significant damage. Hardened buildings suffer minor damage at best, but might be breached if the power is repeated for several minutes.
- **Trigger (+1):** If this power is used at the heart of a fault-line, such as deep within the earth at a tectonic plate, and the character has this Modifier, the results

can be catastrophic. Roll a d6 when this is attempted (no more than once per game week). On a 6, a real earthquake is triggered. The size of the earthquake and its extent depends on the fault line, but is generally a d4+3 in intensity on the Richter scale and affects a d20 x 10 mile radius from the epicenter.

Elasticity-See Altered Form

Energy Control (5)

Trappings: Body of energy, devices, magic.

Energy control allows a super to manipulate any one form of energy chosen from the **Power Types** (page 21).

The controller can manipulate enough energy to fill a Medium Burst Template up to 12" distant. As a free action, he can perform and maintain minor effects appropriate to his power type—summoning a cool breeze, lighting or extinguishing a small fire, providing light in darkness, and so on.

More intense *energy control* effects are divided into Control, Damage, and Nullify.

Control: With a Smarts roll and an action, the controller can drain oxygen, increase or decrease the temperature, summon darkness or intense light, or otherwise make the environment within his zone of control distracting or extremely uncomfortable. This inflicts a -2 penalty to Trait rolls within the area of effect until his next action (-4 with a raise). This is a more intense version of the **Lower Trait Power Trick** (page 10), and doesn't stack.

Damage: *Energy control* can be used to injure targets by striking them with force, surrounding them with dangerous energy, dehydrating their bodies, and so on. The controller may use an action to make a Spirit roll. If successful, everyone within the area of effect suffers 2d6 damage. (For a more powerful attack, take the *attack, ranged power* separately.)

Nullify: With a Spirit roll and an action, the controller can completely contain or otherwise negate the selected energy type in a Medium Burst Template. Extremely intense sources of energy might inflict a -2 or -4 penalty as determined by the Game Master. If the roll is successful, the energy causes no harm to

those inside. Direct attacks of the same type that enter or occur within the protected area do half damage (round down).

Modifiers

- **Area Effect (+2):** The power affects everything in a Large Burst Template instead of a Medium.
- **Master (+5):** The controller may affect all forms of energy, but only one type at once.
- **Range (+2):** The controller's range is extended to 24".
- **Selective (+2):** Without this Modifier, *Energy control* affects everything within. With it, the controller decides who gains the protection, gets hit, etc.

Ensnare (3)

Trappings: Glue bomb, vines, electrical net, handcuffs, spider webs, sorcerous bindings.

This power allows the super to restrain his target with some sort of binding material, such as energy, ropes, vines, or webbing.

Ensnaring a victim is a Fighting roll against an adjacent foe. If the attack is successful, the victim is bound and suffers a -2 penalty to Pace and skills linked to Agility and Strength until freed. With a raise, the binding fully restrains the target, who cannot make any physical action except to try and break free.



In either case, the target may make a Strength or Agility roll at -2 to escape. A raise allows the victim to break free and act in the same round.

Modifiers

- **Area Effect (+2/+4):** For 2 points, the snare affects everyone in a Medium Burst Template. For 4 points the hero may use either a Medium or a Large Burst Template.
- **Very Strong (+2):** The binding material is very tough. Those caught by it make their Strength or Agility rolls at -4 to escape.

Explode (2/Level)

Trappings: Bombs, radioactive form, gathering energy.

Your character has the unusual ability to *explode*! His own body is either unaffected or reforms immediately afterwards.

The hero must first “prime” himself by standing still and taking no other actions for one round. At the beginning of his next action, he explodes for 2d8 damage, plus a d8 per level (to a maximum of 6d8) in a Medium Burst Template.

Modifiers

- **Fatigued (-2):** The character is Fatigued after exploding (four hours to recover; can cause Incapacitation but not death).
- **Heavy Weapon (+1):** The damage counts as a Heavy Weapon.
- **Large Template (+1):** Explode uses the Large Burst Template instead of the Medium Burst Template.

Extra Actions (3/Level)

Trappings: Super speed, adrenaline surge, super-analytical mind, temporal control.

This power allows a hero to take one additional action per round with no multi-action penalty. He could take two actions at no penalty, for example, or three actions at -2 to each. It does *not* affect movement—see the *speed* power for that.

Extra actions may be taken multiple times, though the Game Master has final say on how it can be used. If the action relies on a device, for example, it may not be able to work as fast as the hero (though the hero might use multiple devices, of course). For weapons with a Rate of Fire, most can only be doubled in a single round regardless of the user’s abilities. Melee weapons and most powers can be used every action.

Modifiers

- **Fast Action (+2):** The hero can perform longer duration feats more quickly. Any single action taking multiple rounds can be performed in a single action. Actions requiring minutes to perform are done in rounds, and actions requiring hours are done in a like number of minutes. This has no effect on normal or free actions, nor anything requiring interaction with others since they can’t keep up (unless they have this Modifier as well).

Extra Limbs (3/Level)

Trappings: Tentacles, tail, robotic arm, extra-dimensional manifestation.

Your character has an additional prehensile limb of some sort. He can take an additional physical action with it every round, and he does not suffer multi-action or off-hand penalties while using it. He may also assign *extra limbs* to take a sustained action, such as grappling someone.

Each level in *extra limbs* grants an additional limb (and action).

Modifiers

- **Reach (+1):** The extra limbs have Reach +1 each time this is taken.

Fear (3)

Trappings: Cold stare, horrible visage, dark cowl.

Some characters are so menacing they cause Fear checks in all who see them.

Fear must be activated to work, but is a free action and affects all foes (or neutral bystanders) within 12”. Even those who are permanently terrifying must yell, scream, glare, or otherwise “activate” the power.

No foe may be affected more than once per scene.

Modifiers

- **Scary (-2):** The effect is permanent or inherent and subtracts 2 from the character’s Charisma.
- **Terror (+2):** The Fear check is made at -2 if the character is particularly frightening in some way.

Fearless (2)

Trappings: Constructs, horror-themed characters, daredevils.

The character is completely immune to Fear checks.

Flight (2-20)

Trappings: Wings, jet packs, alien abilities.

Your super can fly. The more points put into the power, the faster he can move. Climb is 0, but can be improved (see below).

The number listed under Attack Penalty is the modifier foes suffer when trying to attack the flier when he's moving at this speed. Surprise attacks against the character when he's at rest suffer no such penalties.

These penalties are relative and only work in one direction. Faster characters ignore the penalties of everyone of equal speed or below. Slower characters use the difference between their penalty and their target (so a hero at Pace 48 has a -6 penalty to hit a foe moving at Super Sonic Speed rather than the standard -8).

Flight does not stack with penalties from other powers (use only the highest if a character has more than one power-based attack penalty).

Modifiers

- **Climb (+1/Level):** Each level in this Modifier increases Climb by 2, to a maximum of +6.

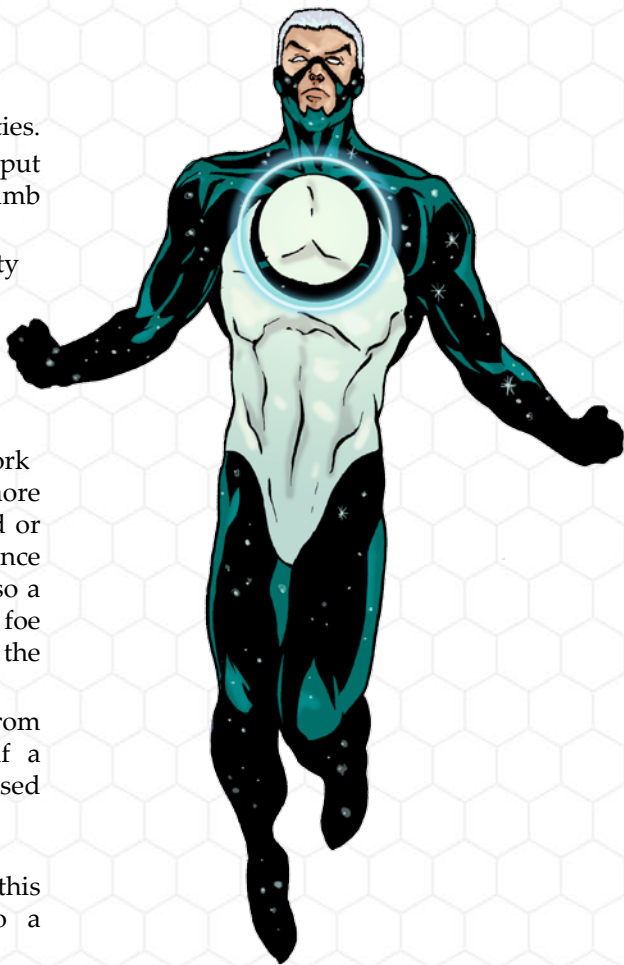
FLIGHT TABLE

| Points | Speed | Attack Penalty |
|--------|-----------------------------|----------------|
| 2 | Pace | 0 |
| 4 | 2 x Pace | 0 |
| 8 | 4 x Pace | -1 |
| 10 | Pace 48 (120 mph) | -2 |
| 12 | Pace 96 (240 mph) | -4 |
| 15 | Sonic Speed (Mach 1) | -6 |
| 18 | Super Sonic Speed (Mach 2+) | -8 |
| 20 | Near Light Speed | -10 |

Force Control (2/Level)

Trappings: Pure energy, force fields, tangible illusions.

This power allows a character to create and control a tangible force that can lift objects, form shapes, or bind enemies. The Strength of the field is d10 initially, and each additional level in the power adds a further die step. This is its damage if used to attack, how much it can lift, and so on, just as if it



were a character's Strength. The controller uses Fighting to attack with it, and can reach up to 12" distant.

The force can form rough shapes—giant hammers, fly swatters, scoops, and so on. Fine manipulation (creating a key or a Fabergé egg) isn't possible with this power.

Multiple uses of the power may be used at once with multi-action penalties.

Modifiers

- **Area Effect (+2):** The power affects everything in a Medium Burst Template. If used to attack or Grapple, make one roll versus everyone within rather than as separate actions. Each of the targets resist that total separately. Area Effect does not apply to the Force Field Modifier (below).
- **Force Field (+3):** The controller creates a sheath or bubble of airtight protective energy. As long as they are within her range, she may protect a number of individuals up to her level, providing each with +1 Toughness per level in *force control*.

This requires intense concentration, so the controller suffers -1 per force field created or maintained in a round to all other actions. If she is Shaken or wounded, she must make a Spirit roll or drop all fields (automatic if she's Incapacitated).

- **Heavy Weapon (+1):** If used to attack with its Strength, the force counts as a Heavy Weapon.

- **Range (+2):** The power's reach is 24".

Gifted (2)

Trappings: Well-read, robotic, hyper-intelligent, photographic memory or reflexes.

The character ignores the -2 penalty when making unskilled rolls.

Growth (3/Level)

Trappings: Growth pills, words of power, mutated metabolism.

Growth allows a character to become larger, increasing his Size and Strength. It takes one entire action to grow or return to the character's normal Size. The super may increase his Size by less than allowed if he wants.

Each time *growth* is purchased it adds +1 to Size, which is added directly to Toughness and adds one step to the character's Strength.

Between Size +4 to +7, the character is considered Large, at +8 to +10 he's Huge, and at +11 and higher he's Gargantuan. See *Savage Worlds* for specific effects. If using miniatures, Large characters occupy a 2" square, Huge 3", and Gargantuan 4" plus another inch square per additional level.

Modifiers

- **Big Fists (+1/+2):** For +1 point, the character ignores the -2 attack penalty against smaller targets when Large and reduces the -4 penalty for Huge to -2. For 1 more point, she ignores the full -4 attack penalty when Huge.

Smaller opponents still get the bonus to attack her.

- **Fast Growth (+2):** The character can grow or return to normal size as a free action.

- **Long Stride (+2):** When the character is Large, her Pace is doubled. When Huge, her Pace is doubled again (4x Pace total). The Running die is unaffected and this Modifier doesn't stack with the *speed* power; use the higher Pace.

- **Monster (-2):** The user can't turn this power off; he is always this Size. This gives him a -2 to Charisma, makes him much easier to spot or track, and makes it difficult to find gear the proper size.

Healing (5)

Trappings: Mystical glow, miraculous touch, blessed, advanced technology.

Your character can heal herself and others of wounds and Fatigue with a touch. To do so, the healer decides to heal either wounds or Fatigue (these are two separate uses of the ability). Then she must contact the patient and make a Spirit roll as an action with a penalty equal to the victim's number of wounds if any—there is no penalty for Fatigue.

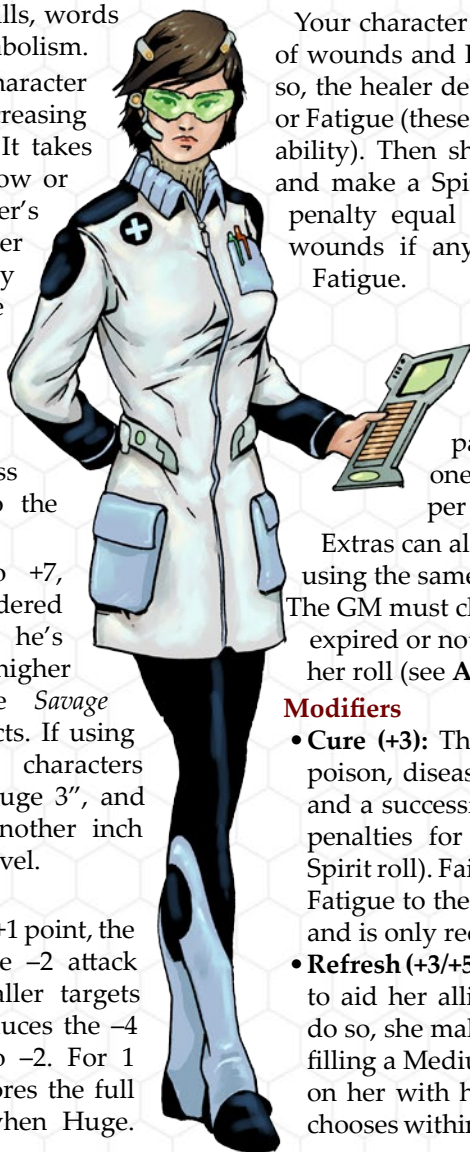
Failure means the healer suffers a level of Fatigue that can only be recovered after an hour has passed. Success eliminates one level of Fatigue or wounds per success and raise.

Extras can also be returned to action using the same process outlined above. The GM must check to see if an Extra has expired or not before the healer makes her roll (see **Aftermath** in *Savage Worlds*).

Modifiers

- **Cure (+3):** The character can negate any poison, disease, or sickness with a touch and a successful Spirit roll (applying any penalties for the disease/poison to the Spirit roll). Failing the roll causes a level of Fatigue to the healer that can cause death and is only recovered after 24 hours.

- **Refresh (+3/+5):** This ability allows a healer to aid her allies in the heat of battle. To do so, she makes a Spirit roll as an action, filling a Medium Burst Template centered on her with healing energy. Anyone she chooses within the template automatically



recovers from being Shaken. For 5 points, the healer uses a Large Burst Template.

- **Restoration (+2):** The character can heal permanent crippling injuries. This requires a Healing roll at -4 (minus any current wounds of the target) and may only be attempted one time per injury by this character (a different healer could try again).
- **Resurrection (+8):** The ultimate healing ability is the power to raise a character from the dead. In the comics, everyone comes back from the dead unless the death was part of a hero's origin. This Modifier just shortens the wait. The deceased must have been dead no longer than 24 hours and the body must be reasonably intact. Resurrected characters return to life unwounded but Exhausted. It takes an hour to recover each level of Fatigue.

Heightened Senses (1/Level)

Trappings: Animal senses, mutation.

The character has extremely powerful senses. Choose one of the enhanced senses below for each level in the power. All instances of *heightened senses* stack with the Alertness Edge, but not with each other.

- **Eagle Eyes:** The character can see details twice as far as most members of his species. Range penalties are halved (-1 for Medium -2 for Long, -4 for Extreme range).
- **Infravision:** The character can see heat sources. He halves darkness penalties against targets with heat signatures (or lack thereof in normal environments). If he also has Low Light Vision, he ignores all illumination penalties.
- **Low Light Vision:** The character can see in Dim and Dark conditions, but not in total darkness. If he also has Infravision, he ignores all illumination penalties.
- **Perception:** The hero has a highly developed sense of detection. He adds +2 to Notice and Investigation rolls made to find clues or notice details.
- **Super Sense:** +2 to Notice with one sense (can be taken once for each sense).
- **Tracking:** Your hero has a keen sense of smell, giving him a +2 to Tracking rolls.

Modifiers

- **Spatial Sense (+2):** Your hero has a special sense (smell, hearing, x-ray vision, bioelectrical sensors, etc) that allows him

to perceive through solid objects and even other characters.

As an action, he may make a Notice roll at -4 through up to six feet of almost any material (see below). If attacking a target through an object (see Obstacles in *Savage Worlds*), he suffers the same -4 penalty to his attack roll as well as the standard multiple action penalty.

Finally, each version of this power has some relatively common material (or situation) that blocks it, such as lead for x-ray vision, overpowering scents for an incredible sense of smell, or extreme noise for super hearing.

Illusion (2/Level)

Trappings: Sorcery, mind tricks, holograms.

Illusion allows your character to create imaginary images and sounds. The *illusions* cannot actually affect the real world, but can pretend to. An imaginary monster might "pick up" a real car, but in truth, the car is just "blotted out" while a false one is hurled by the beast. The *illusion* must cover the "removed" object, and cannot mimic true invisibility.

The range of illusion is sight, and the total volume is a 4" (8 yard) diameter sphere, plus an additional inch (2 yards) per level in the power.

Modifiers

- **Film Quality (+1):** Cameras and microphones detect and record the *illusions*.
- **Obscurement (+2/+4):** The *illusion* may be used to darken or otherwise obscure vision. For 2 points, it inflicts a -2 penalty to all rolls dependent on vision made within. For 4 points, it inflicts a -6 penalty. The super is immune to his own *illusions*, but others (including allies) are not. This isn't *actual* darkness, so low light and other types of vision enhancements don't reduce the penalty.
- **System Shock (+2):** The *illusion* may attack one target per level of the power each round. It automatically "hits" and each target affected must make a Smarts roll or be Shaken. A second Shaken result from an *illusion* doesn't cause an actual wound, but those who roll a 1 on their Smarts *do* suffer a wound from the shock to their system.

- **Targeted (-1):** The *illusion* affects the mind rather than creating tricks of light. Any character who wishes to “disbelieve” a particular *illusion* can make an opposed Smarts roll as a free action on her turn. If successful, she can detect what is real and what is false and is immune to the power for the rest of the encounter.

Immune to Poison/Disease (1)

Trappings: Aliens, genetic modifications, filters.

The character is completely immune to poison or disease. The power can be taken twice to resist both—including the *poison* and *infection* powers.

Infection (3)

Trappings: Sickening touch, swarm of flies, aura of corruption.

The character infects foes with a magical or extremely fast-acting disease via a Touch Attack. Completely sealed armor protects from *infection* Touch Attacks, but regular fabric and the like do not.

If the attack is successful, the target must make a Vigor roll. Failure means he’s infected (see below), success means there is no effect this time, and a raise means the defender is immune to this attacker’s *infection* for the rest of this encounter.

An infected victim suffers an immediate level of Fatigue. On his next action, he must make a second Vigor roll. With a raise, there is no further effect and he is immune to any further effects of this particular attacker for the rest of the encounter. Success staves off any further effects this round, but the victim must roll again on his next action. Failure incurs another level of Fatigue.

Fatigue can lead to death. One Fatigue level is recovered every day (halved with medical attention).

Modifiers

- **Carrier (-1):** The character cannot “turn off” her ability to transmit disease. She must wear a hazard or sealed suit at all times or risk infecting her friends. She suffers a -2 Charisma with those aware of her “Typhoid Mary” status.
- **Contagious (+2):** Infected persons can pass the *infection* to anyone who comes in skin contact with them, requiring the same Vigor roll to avoid the effect.

- **Strong (+1):** Vigor rolls to resist *infection* are made at -2.

Intangibility (5)

Trappings: Mist or energy form, a ghost, out of phase, a swarm of insects.

Intangibility makes the character unable to affect or be affected by physical and energy attacks or objects. The super can walk through walls or other barriers but cannot affect the physical world while intangible.

Turning *intangibility* on or off requires a Spirit roll and is an action.

While intangible, any items the character carries also become intangible and do not function. Other beings carried by the character do not become intangible and are dropped.

If the hero becomes corporeal “inside” someone or something, both she and her victim suffer damage. A hand causes 1 wound to each, an arm causes 2 wounds, both arms causes 3 wounds, and the whole body causes 4 wounds.

Vulnerabilities: Some attack forms still affect the intangible character (depending on her trappings). If a character chose mist form as her trapping, for example, the GM might decide that fire or wind-based trappings still affect her normally. Similarly, a ghost might be affected by magical or spiritual attacks. Magical or psychic attacks should almost always affect incorporeal creatures.

Modifiers

- **Phase (+5):** The character can phase in long enough to take a single action (such as an attack) and immediately phase back out again. This requires a single Spirit roll to successfully phase in and phase back out (or vice-versa). An opponent can hit the character while solid by being on Hold and interrupting his action.
- **Permanent (-2):** The character is permanently *intangible*. She must make a Spirit roll to affect the physical world (such as that required by Phase). Whenever she fails such a roll, she suffers Fatigue that can lead to Incapacitation and can only be recovered after one hour. Besides the obvious roleplaying issues, she can only heal with natural healing or via supernatural means (such as powers).
- **Reflexive Control (+2):** The hero has an instinctive reaction when becoming

corporeal inside a target or if someone attempts to become corporeal inside her. She makes a Vigor roll in such cases, reducing the damage done by one wound for each success and raise.

- **Tag Along (+2):** The character can make intangible as much as she can carry in items, or up to two other willing individuals by holding hands or carrying them in her arms. Her Spirit roll is made at -2 to do so and failure causes a level of Fatigue that can cause Incapacitation and is recovered at the rate of one level per hour. The heroine can take no other actions besides movement while carrying others.

Interface (2)

Trappings: Robots, cyborgs, laptops, “jacking in.”

Your hero can interface with electronic gadgets, giving him much greater access to their inner workings than others. He gains +4 to rolls involving the use of computers or other electronics.

Modifiers

- **Code Breaker (+1):** The super can open electronic locks, bypass security systems, and override other similar protection devices without any tools. This requires a Lockpicking roll modified for the quality of the lock. The character can even try if unskilled and normally not allowed an attempt, and still adds the +4 bonus for *interface*. It takes 1d6 rounds to bypass a system or half that (round down) on a raise.

Invent (2/Level)

Trappings: Super genius, advanced education.

This impressive ability allows an inventor to create one-off devices that duplicate any other power in this book. A character must have a minimum Smarts of d10, a Knowledge (Engineering) of d10, and a Repair skill of d10 to take this power.

The inventor can create a device that mimics any power in this book. He cannot use the Limitation Modifier for it being a device—that’s already assumed—but he can use other Limitations as usual.

The cost of the power duplicated can never be greater than the creator’s level of *invent*. The inventor can make several devices as long as he has the Power Points in *invent* to pay for them. A super with *invent* at level 10 could have two 4-point devices and a third 2-point device, for example.

The device invented requires 10 minutes times its original cost to assemble. The devices created are permanent, but can be disassembled for “parts” to make a new device (thereby freeing up the Power Points to *invent* something new).

Devices may be given to other heroes, but Trait rolls made to use them are made at -2 as only the inventor truly understands his jury-rigged creations.

Modifiers

- **On The Fly (+3):** This Modifier allows the inventor the chance to change her powers quickly. As an action, the character can make a Repair roll to attempt to switch her levels from one power (or powers) to a single other power. She suffers a -1 penalty to the roll for every level devoted to the new power. If she fails, she not only fails to get the new power but loses the powers being changed as well. If the inventor rolls a 1 on her Repair die (regardless of the Wild Die), she is Shaken from a glitch or feedback from the device.



Invisibility (4/Level)

Trappings: Cell alteration, stealth suit.
The character and all his gear become cloaked and difficult to see.

Invisible beings leave some tell-tale trace of their presence, whether it's a shimmer, a smell, footsteps, etc., so foes get a Notice roll at -2 per level to detect them if given some reason to do so, or if the invisible character closes within 5" (10 yards). If the invisible character does something obvious like attack or stand in the rain, the penalty to attack is halved and no Notice roll is necessary to detect their presence.

Attacks made against invisible heroes suffer a -2 penalty per level, to a maximum of -6 (use only the highest penalty if a character has more than one power-based attack penalty).

Modifiers

- **Permanent (-2):** The character is always *invisible*. Besides the obvious roleplaying issues, such as finding an Incapacitated, invisible ally or the difficult of personal relationships, those who try to heal him suffer a -4 penalty since his wounds can't be seen.
- **Personal (-2):** The supers' *invisibility* doesn't cover gear. He must be *au natural* to gain the full effect. Carrying any object counts as an obvious action for purposes of being noticed.
- **Projection (+4/+6):** The hero can project her *invisibility* field. For +4 points, she can share her power with one adjacent person as an action each round. For +6 points, she can share with one adjacent person as a free action each round, or up to six other adjacent allies as a normal action each round. This Modifier cannot be taken with Personal.

Jinx (2)

Trappings: Evil eye, curse, black cat.
Enemies constantly suffer minor slips, misfires, and other mishaps when your hero's in action.

Any foe making a direct action against your character—whether an attack, Test of Wills, or other action—suffers a mishap if his skill die is a natural 1, regardless of Wild Die. When this occurs, the foe's weapon malfunctions, he slips and falls, a super villain's power fails, and so on. The exact

effect is up to the Game Master, but should usually cause the foe to miss his turn at the very least.

Modifiers

- **Improved Jinx (+2):** Foes suffer misfortune on a roll of 1 or 2 on their Trait die.

Leaping (1-5)

Trappings: Massive strength, springs, thick legs.

Your character may actually be able to leap tall buildings in a single bound. The number of points in this power determines how far he can jump as a free action.

The leaper ignores falling damage for heights up to his vertical distance (unless bound or otherwise prevented from landing on his feet).

| LEAPING TABLE | | |
|---------------|--------------------|----------------------|
| Level | Vertical Distance* | Horizontal Distance* |
| 1 | 2" | 4" |
| 2 | 4" | 8" |
| 3 | 8" | 16" |
| 4 | 16" | 32" |
| 5 | 32" | 64" |

*Table-top inches. Double these numbers for yards.

Modifiers

- **Bounce (+1):** The character has learned to bounce off vertical surfaces to climb higher than he might otherwise. He may scale any height as long as he has an opposing wall within half his horizontal distance to bounce off of.
- **Death From Above (+1):** If combined with a Fighting attack, the leaper may add his level to any damage caused at the end of his jump.

Malfunction (3)

Trappings: Electromagnetic pulse, hexes, bad luck.

The character can cause technological devices to fail by picking a target within 12" and making a Spirit roll, minus the modifiers below. If successful, the device malfunctions in some way. Simple to moderately complex devices just stop working. Complex devices lose a random subsystem, determined by the Game Master.

Particular sub-systems of complex devices can be selected as well. This incurs a further -2 penalty on the device. Causing a tank's gun to *malfunction*, for example, is a total modifier of -6 (-4 for complex device, -2 for a subsystem).

Modifiers

- **Area Effect (+2):** *Malfunction* affects everything in a Medium Burst Template.

MALFUNCTION TABLE

| Penalty | Device |
|---------|--|
| 0 | Simple (can opener, handgun, bow) |
| -2 | Moderate (laser rifle, car transmission, microwave oven) |
| -4 | Complex (tank, shielded military hardware, alien technology) |

Matter Control (2/Level)

Trappings: Concentration, magic, mutant powers, *altered form* of similar matter.

The character can manipulate a particular type of matter chosen from the **Power Types** on page 21.

The range of the power is 12", and its Strength for pushing, binding, lifting, basic attacks and the like is equal to d10 plus a die type per additional level in *matter control*. Use the **Superhuman Strength Table** (page 11) to figure out how much weight can be manipulated.

Shape: The character can shape as much matter as his power can lift in a round as an action. Component and nonsolid shapes—such as a sculpture of metal parts or a Barrier of sand (see below)—may be maintained at the cost of concentration (-1 to all other actions), but collapse the moment the super moves out of range or drops concentration. Solid, altered matter retains its new form normally. Created matter that is not maintained consciously begins to dissolve immediately.

Barrier: If used as a cage or barrier, the material has a Toughness of 10 plus an additional point per additional level in *matter control*. It doesn't matter if the Barrier is made of

MATTER CONSTRUCT

The construct's Strength is equal to the controller's Strength in *matter control*. Constructs must stay within the controller's range or fall apart.

Attributes: Agility d6, Smarts d4(A), Spirit d6, Strength (Special), Vigor d8

Skills: Fighting d6, Notice d6, Throwing d6
Cha: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 8(2)

Special Abilities:

- **Armor +2:** The construct is made of solid or malleable matter.
- **Construct:** +2 to recover from being Shaken; does not breathe; immune to poison and disease; ignores one level of wound penalties; no additional damage from Called Shots.
- **Flight:** 6", Climb 0. The controller can manipulate the matter as if it could fly.
- **Natural Weaponry:** Str+d10. The construct has fists or "weapons" of matter. The weapons have no special abilities regardless of form.
- **Size:** Increase Size (and therefore Toughness by 1 for each of the controller's levels (Strength is already accounted for)).





glass or feathers or stone—its Toughness is a reflection of the controller's power with it rather than material strength.

Modifiers

- **Constructs (+3):** The controller can give a semblance of life to constructs made of his chosen material. Each time this Modifier is purchased creates a Matter Construct (see the sidebar on page 35). Alternatively, he may swap a single construct for a Medium swarm of lesser constructs that split into two small swarms when wounded. See *Savage Worlds* for swarm statistics.
- **Master (+5):** The controller may affect all forms of matter, but only one type at once.
- **Range (+2):** The controller's range is extended to 24".
- **Requires Material (-2):** The character cannot create matter and must have a source of it within range to use his power.

Mind Control (5)

Trappings: Concentric rings of energy, mesmerism, voodoo dolls.

The power to control minds is perhaps the ultimate psionic ability. With it, the mentalist can contact and control another mind within 12" by making an opposed Smarts roll as an action. With success, the target becomes a puppet under the character's control.

This requires intense concentration, so the controller suffers -1 to all other actions. If she is Shaken or wounded, she must make a Spirit roll or lose control (automatic if she's Incapacitated, sleeps, rendered unconscious, etc).

Controlled victims may make another contested Smarts roll to resist any time he's forced to do something anathema to his personality, such as walk off a cliff or attack a loved one (Game Master's call). Success means the character resists for the round and performs no action, while a raise allows him to break free of the controller's grip entirely. (Of course the controller can use the power on this victim again on his next action.)

If a controller also has *telepathy*, he has a mental link of infinite distance with his victim. The subject may now venture outside the controller's range of 12" and can mentally relay any information the controller requires.

Modifier

- **Memory Alteration (+2/+4):** For +2 points, the controller can manipulate the victim's

memories so that he does not remember what he did while under *mind control*. For 2 additional points, the controller can alter the target's memories so he believes he did something else during that time of his own choice.

- **Multiple Minds (+2):** The mentalist can attempt to control another mind each time this Modifier is taken. This does not incur any additional concentration penalty, and attacking multiple minds does not count as a multi-action (though other actions do).

Mind Reading (3)

Trappings: Concentration, mystical glow.

Mind reading allows a character to read another's thoughts. This is an opposed Smarts roll with a range of 12".

Failure results in a level of Fatigue for the mind reader that requires an hour to recover.

Success detects the target's surface thoughts, and a raise reveals a single short memory (no more than 5 minutes) or known facts about one specific subject in the same amount of time. Regardless of the result, the target is aware that someone is in his head. Reading a person's mind without being noticed applies a -4 penalty to the roll, but the target is only aware if the mind reader rolls a 1 on his Smarts die.

Modifier

- **Memory Mastery (+3):** The mind reader can not only read memories but also alter and repair them. This requires an opposed Smarts roll as if reading the mind (including Fatigue for failure). If successful, the character can remove a short memory. With a raise the mind reader can completely change the memory or remove a longer memory (up to an hour). If repairing a memory (one changed due to this power, *mind control*, or perhaps lost to trauma), the mind reader recovers a short memory or a part of a longer one (5 minutes maximum again) on a success, or the entire lost memory on a raise. If the memory was altered by someone else, the mind reader is opposed by the Smarts of the one who changed it. The target may roll his own Smarts as a Cooperative Roll to either side of the contest (depending on whether he wants to reveal or keep the original memory hidden).

TYPICAL MINION

The Game Master should tailor the minion's profile to fit the situation. The henchmen of a villain from the ocean depths, for example, are likely *aquatic*.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Notice d6, Shooting d6, Throwing d6

Cha: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Gear: The master can equip his minions however he likes. Summoned minions arrive as they were last equipped, though generally restricted to personal items.

- **Mind Rider (+3):** The hero can see, hear, taste, touch, and feel through the senses of someone she's in contact with. This requires absolute concentration, so no other actions are possible while doing so.

Minions (2/Level)

Trappings: Uniformed thugs, a gang.

Any good villain has loyal minions, while the greatest heroes are often accompanied by brave (or mercenary) underlings.

Each level in *minions* provides one loyal sidekick under the player's control. Unlike normal allies gained through roleplaying, minions are replaced if lost (with any earned advances) after 1d6 days. The replacement may be hired, built, summoned, or the original might be returned to life depending on specific trappings and events.

Modifiers

- **Summonable (+4):** The master can summon her minions via warpgate, magical portal, rapid transport, etc., as an action. They arrive within 1d4+1 rounds within 12" of the summoner, and are equipped as suits their role (warriors have swords and chain mail, thugs have guns and knives, etc).
- **Super Powers (Variable):** Each point spent on this Modifier grants one Power Point to every minion. These may be spent on super powers as usual.

Negation (4)

Trappings: Devices, magic, parasitic touch.

This handy power allows your hero to negate a foe's Traits (and powers with the Leach Modifier).

With a successful Touch Attack, the negator chooses a skill or attribute and makes an opposed Spirit roll with the target. Success reduces the Trait a die type for each success and raise (to a minimum d4).

As an action, the affected character may make a new opposed Spirit roll each turn to shake off the *negation*. The stolen abilities return automatically if the negator is Incapacitated.

Modifiers

- **Full Spectrum (+5):** The character affects all of the target's Traits (or powers if he also has Leach) instead of just one.
- **Leach (+5):** The negator can negate a power instead of a Trait. If the target character is more powerful than the negator (GM's call, but generally has more Power Points), he adds +2 to his Spirit roll to resist.

Paralysis (3)

Trappings: Poison touch, fetid breath, tendrils

A successful Touch Attack causes the victim to make a Vigor roll if the power's trapping is physical, Smarts if it's mental, or Spirit if it's a matter of will (the Game Master and player should decide this when the power is first taken, based on its Trapping).



If the victim fails the roll, he's Incapacitated. On his following turns, the paralyzed victim makes a Vigor (or Smarts or Spirit) roll to revive. With a raise, he revives and may act normally. With success, he revives but is Shaken.

Modifiers

- **Strong (+1):** The victim's Vigor (or Smarts or Spirit) rolls are made at -2.

Parry (1/Level)

Trappings: Claws, mystic shields, fast reactions, "sixth sense."

Your character's Parry increases by +1 each time this power is taken, to a maximum of +10. This doesn't stack with penalties from other powers (use only the highest if a character has more than one power-based attack penalty).

Modifiers

- **Deflect (+4):** If the hero is armed with a weapon, shield, or other solid item and is hit with a ranged attack, he can sacrifice his next action (or come off Hold) to deflect the attack using his *parry* ability. This requires an Agility roll for thrown weapons or -2 versus firearms, energy weapons, or powers, and -4 versus bursts, double-taps, or three-round bursts. Area effect attacks may not be deflected. If the roll is successful, the attack is harmlessly redirected and misses. With a raise, it hits any available target of the character's choosing within 12". Roll the attack's base damage, ignoring any raises on the original roll.

- **Protector (+1/+2):** For 1 point, the character can apply his *parry* power to one person adjacent to him as a free action. He loses the Parry bonus for himself while he does so. For 2 points, the character can divide his levels of *parry* between himself and all adjacent characters as a free action.

Plant Control-See Matter Control

Poison (3)

Trappings: Venom, coated blades, filth.

Poison causes instant Fatigue, or (with the Lethal Modifier) death. (For paralyzing *poison*, use the *paralysis* power instead.)

Poisoning someone requires a successful Touch Attack. If successful, the victim must

roll Vigor or be poisoned and suffer a level of Fatigue. This is recovered after one hour. Multiple attacks can cause additional Fatigue that leads to Incapacitation, but not death.

Hardened or sealed armor protects from *poison* touch attacks, but regular fabric and the like do not.

Modifiers

- **Knockout (+3):** The *poison* causes a mild coma or unconsciousness. Each round after being poisoned, the victim must make a Vigor roll as a free action. Failure means he's knocked out for 2d6 hours. Success means he must roll again the following round, and a raise means he has fought off the *poison* is immune to this attacker's *poison* for the rest of the encounter.
- **Lethal (+5):** This works just like Knockout, except that if the roll is failed, the character perishes.
- **Strong (+1):** The victim's Vigor rolls (and any Healing rolls made to treat him) are made at -2.

Possession (8)

Trappings: Ghosts, soul swapping.

This terrible ability allows a super-powered being to push a target's soul out of his body so that he may inhabit it himself.

To do so, the possessor must be within sight and 24" of his target. He and his target then make opposed Spirit rolls. If the possessor succeeds, he has control over the target for one action. With a raise, he controls him as long as he maintains concentration (-1 to all other actions). Range to the possessor is ignored once the victim is controlled so he may be moved out of sight or over great distances as desired.

The controller's own body is completely helpless during this time, so it's best to leave it in a hidden place or protected by a friend.

The victim may make an opposed Spirit roll to break free anytime the possessor is Shaken or wounded. If the possessor's body is wounded, his spirit snaps back to it and frees the target.

Victims of *possession* are fully aware of their actions while controlled (though memories might be erased with the *mind control* power).

Modifiers

- **Memories (+2):** The possessor has access to all the victim's memories.

Regeneration (2/Level)

Trappings: Powerful undead, mutant healing factor, magic.

Whether through self-knitting flesh and blood or advanced technology, your character heals in an amazingly short amount of time.

At level 1, your character makes natural healing rolls every day. At level 2, he rolls every hour. At level 3, he rolls every 10 minutes. At level 4, he rolls every minute, and at level 5 (the maximum), he makes natural healing rolls every round.

Modifiers

- **Recovery (+1):** Your hero halves recovery time for Fatigue.
- **Regrowth (+2):** Your hero can recover even from serious traumatic damage. Treat all permanent injuries as temporary.

Resistance (1/5/10)

Trappings: Other powers that control or affect the Power Type.

Your hero is resistant to a particular type of damage or effect chosen from the **Power Types** (page 21). For 1 point, this grants her +4 Toughness against damage of that type, and +4 to rolls made to resist opposed rolls or effects of that type. She's generally immune to all but the most intense background effects (but not attacks) of the Power Type as well. A fire controller could enter a burning building at no risk, for example, but still burns should she end up in lava.

For 5 points, the character gets +4 to resistance rolls as above, but suffers half damage versus the particular damage type (instead of gaining +4 Toughness). She's also immune to all but the most extreme background effects. The fire controller would be unaffected by lava but not direct exposure to the sun, for example.

For 10 points, the hero resists the damage type completely. A super with resistance to fire takes no damage from attacks with a fire Trapping of any kind, and could literally ignore heat equivalent to the sun.

Space: To survive in space, a hero needs 1 point of resistance to air (for the vacuum), cold, fire/heat, and radiation for a total cost of 4 points. He still needs some way to breathe (or no need to breathe), and he cannot move without *flight* or some other form of propulsion.

Shape Change (Variable)

Trappings: Totem animals on a necklace, shamanism, morphability, magic.

The character can change into another creature (or resume her original form) as an action. (To change into other people, see the *chameleon* power.)

The number of points in the power determines the maximum size of the creatures she can change into. For 4 points, the character can change into any animal of Size 0 or smaller. Each additional point adds +1 to the maximum Size (11 points in *shape change* allow the hero to change into any animal of Size +7 or smaller).

Clothes and other personal possessions are assumed into the creature's shape, but cannot be used (so worn armor provides no benefit). Carried objects such as weapons are dropped.

The hero retains her own Smarts, Spirit, and linked skills while in the animal's form. She gains the animal's Agility, Strength, Vigor, senses, and special abilities. She also gains the animal's skills, or retains hers if they're higher.

Supers in animal form can't speak and can't use any device their form can't manipulate (GM's call).

Powers: The super retains her other powers while in animal form, unless the form prevents her from using them for some reason.



The super gets any "natural" powers of her chosen shape, but not supernatural or magical abilities, nor any ability not directly tied to the animal's form. She gets a dragon's power, size, wings for flight, and claws, for example, but not its breath weapon.

If changing into an alien or mythological creature with powers, the super may use additional Power Points beyond the Size of the creature for supernatural or magical abilities. For example, a character with 18 points in *shape change* could become a dragon for 12 points (Size +8), and then have 6 points left to buy fiery breath (*attack, ranged*).

Modifiers

- **Speech (+2):** The super can speak in her animal form. Since most animals don't have appropriate vocal folds, this usually means some sort of magic or technological trapping.
- **Swarms (+2/+4):** The super can transform into a swarm of smaller creatures. The swarm fills a Small Burst Template for +2 or a Medium Burst Template for +4.

Shrink (4)

Trappings: Shrinking pills, magic words, mutated metabolism.

This power allows the hero to become smaller while retaining his normal strength. The character can shrink down to about a tenth his normal height (between 6 inches and one foot), making him Small (see *Savage Worlds*). The shrinker is generally more difficult to detect as well (-2 to Notice rolls).

While the character has his normal Strength, he is easier to hurt, suffering -2 to Toughness when shrunk. Shrinking or growing back to normal size requires an action to perform. A character cannot use *shrink* and *growth* at the same time.

Modifiers

- **Density (+1):** The character's Toughness is not reduced when shrunk.
- **Microscopic (+4):** The character can become the size of a germ. In this form he cannot generally affect or be affected by the normal world. Even poison gas doesn't affect him at this size, though diseases might manifest as gigantic monsters. On the plus side, he can enter most any place completely unseen (even most "airtight" facilities offer no obstacle), travel through the human body (a la *Fantastic Journey*), and so on.

- **Quick Change (+1):** The character can *shrink* (or *unshrink*) as a free action. If he grows during a Fighting attack, he can apply his momentum to the strike, adding +4 to the damage result.
- **Tiny (+4):** The character can shrink down to an inch or less in size. The modifier to attacks increases to +4/-4 as does the penalty to Notice him (-4). Toughness suffers an additional -2 penalty.

Speak Language (1)

Trappings: Devices, surface mind reading, latent skills.

Your hero can speak any language. If it's one he's never heard before, he becomes conversational in minutes and fluent in a few hours.

Modifiers

- **Written Word (+1):** He can read and write any language as well (after brief exposure for those without some sort of data or reference access).

Sidekick (5)

The hero has a Wild Card sidekick under his control. Build the character normally for your Campaign Power Level, but with two-thirds the starting Power Points (Pulp sidekicks get 10 points, Street Fighters 20, Four Color 30, Heavy Hitters 40, and Cosmic 50).

The sidekick advances as usual, but receives 1 less XP than usual per session.

Speed (Variable)

Trappings: A blur of motion, powerful legs.

Your character can run at incredible speeds based on the number of points put into it, as shown below.

The number listed under Penalty is the modifier foes suffer when trying to attack the speedster, assuming he's actually in motion.

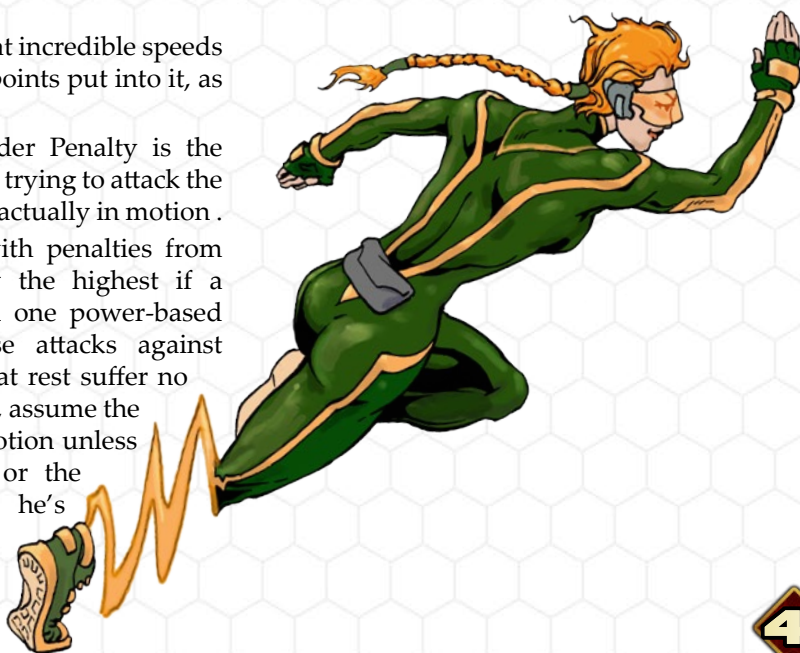
Speed doesn't stack with penalties from other powers (use only the highest if a character has more than one power-based attack penalty). Surprise attacks against the character when he's at rest suffer no such penalties. In combat, assume the speedster is always in motion unless he's bound, entangled, or the player specifically says he's stopped moving.

SPEED TABLE

| Points | Speed | Attack Penalty |
|--------|-----------------------------|----------------|
| 2 | 2 × Pace | 0 |
| 5 | 4 × Pace | -1 |
| 7 | Pace 48 (120 mph) | -2 |
| 10 | Pace 96 (240 mph) | -4 |
| 12 | Sonic Speed (Mach 1) | -6 |
| 15 | Super Sonic Speed (Mach 2+) | -8 |
| 18 | Near Light Speed | -10 |

Modifiers

- **Blinding Reflexes (+2):** The hero reacts so quickly she can potentially avoid area effect attacks. Unless caught unaware, she can make an Agility roll vs the attack result. If successful, she moves just outside the closest edge of the explosion (as long as it is within her normal movement).
- **Catch and Throw (+2):** Your hero can catch ranged weapons that miss him and hurl them back instantly. Catching a thrown projectile such as a rock or spear doesn't require a roll. Arrows and other muscle-powered projectiles require an Agility roll. (Bullets can only be caught if the hero has Sonic Speed or greater, and requires an Agility roll at -2.) Throwing the missile back is a normal Throwing roll as a free action with a range of 3/6/12. Thrown weapons such as spears cause their normal damage. Bullets, arrows, and the like cause their normal damage.



- **Pummel (+1):** Your character can pummel a foe with a multitude of quick strikes. This is a normal Fighting attack consuming the speedster's entire action (no other actions or movement allowed). If the pummel is successful, add the penalty others need to hit the speedster to his damage roll (add +6 to damage with Sonic Speed, for example, +8 for Super Sonic Speed, etc.).
- **Surface Tension (+1):** This Modifier requires a minimum of Sonic Speed. With it, the character can run across water or even up and down the sides of buildings. The speedster cannot stop moving or he will sink or fall.
- **Vibrate (+5):** The speedster can vibrate his molecules so fast he can actually pass through solid objects. This is particularly difficult, so the hero can only move up to 6" (12 yards) per round regardless of his Pace, and automatically gains a level of Fatigue each round it's maintained. The character may never stop inside an object, and must have Near Light Speed to take this Modifier.
- **Whirlwind (+2):** By running in a tight circle (the size of a Large Burst Template or smaller), every creature within must make a Strength roll or be sucked into a miniature whirlwind and thrown into the air. Place all figures 1d10" away from their current position in a d12 direction (read it like a clock face). Creatures or objects weighing over 300 pounds are not tossed, but suffer a -2 penalty until the whirlwind stops or they move out of it, which requires a Strength roll at -2. This tactic consumes the speedster's entire action.

Storm (3)

Trappings: Thunder and lightning.

The very atmosphere trembles at your character's whims. With this power he can both summon and dispel storms. 1d6 rounds after activating *storm*, a small tempest appears overhead, or an existing storm is dispelled.

The *storm* is 10 miles in diameter. The power only works outdoors. In areas where storms do not typically exist (the desert), summoning a *storm* requires a Spirit roll at -4, and may only be attempted once per week.

When a *storm* is created, the rain reduces visibility to 24", extinguishes most normal fires (but not super-powered fires) within 1d10 rounds, and only volatile materials still have a random chance of catching fire from flame-based attacks.

Storm conditions inflict a -1 penalty to most actions from slipping, difficulty hearing, and so on. The Game Master must decide which actions are affected (Tests of Will, Soak rolls, and other "passive" rolls are generally unaffected).

Modifiers

- **Downpour (+1):** The rain is very heavy and comes down in thick sheets. Visibility is reduced to 12", and the ground becomes very slick. Deep puddles form quickly, and raw earth turns to slippery mud. Anyone running in the mud must make an Agility roll or fall prone and become Shaken.
- **Gale Force (+1):** The super can focus the *storm* into a small but powerful blast once per round by making a Spirit roll. She then places a Large Burst Template anywhere within 24". All those within must make a Strength roll or be knocked prone and Shaken.
- **Lightning Strike (+3):** The character can call down a bolt of lightning from a *storm* to strike a single target. This requires a Spirit roll, which acts as the character's attack skill. Powers, Edges, and other abilities that generally subtract from ranged attack rolls subtract from the Spirit roll as well. Damage from a lightning strike is 3d10, and it is considered a Heavy Weapon. It has no range modifier (but the target must be within sight).

Stun (2)

Trappings: Electrical attack, mild toxin, mind lash, deafening siren.

Stun allows the hero to make a Touch Attack against a single target. If the attacker wins, the victim is Shaken. If the attacker wins with a raise, the victim is stunned.

Stunned characters are Incapacitated, but automatically make a Vigor roll each round to revive (Smarts if the *stun* has a mental Trapping). Success means they revive but are Shaken for the round and can recover on the next as usual. A raise means they revive instantly and are not Shaken.

Modifiers

- **Area Effect (+2/+4):** For +2 points, *stun* affects all targets in a Medium Burst Template. For 4 points, the character can also affect a Large Burst Template if she wishes.
- **Selective (+2):** If the heroine has the Area Effect Modifier, Selective allows her to decide which targets within the burst template are affected.

Super Attribute (2/Step)

Trappings: Uncanny reflexes (Agility), massive brain (Smarts), power armor (Strength), religious conviction (Spirit), incredible constitution (Vigor).

This power increases a chosen attribute one step per level. Derived statistics, such as Toughness, round down, so that a d12+1 Vigor produces a Toughness of 8.

Each level in *super attribute* also raises the attribute's maximum a like amount.

Each attribute is considered a separate power, and Modifiers affect them individually.

Modifiers

- **Not Today (+2):** Once per session, the character can substitute the *super attribute* for any other attribute roll (not skill rolls). A super strong character might use Strength to Soak damage (grabbing the attacker's fist as it comes in) or a super intelligent one might use Smarts to break free of an *ensnare* (finding the thread that unravels the whole thing).

Super Edge (2/Level)

Trappings: Extraordinary training or background, extension of super powers.

Each level of this power grants the character any one Combat Edge allowed in the setting—regardless of its requirements (except other required Edges—a character still has to have Frenzy before taking Improved Frenzy, for example).

Note this power cannot grant other types of Edges (Background, Social, Legendary, etc.).

Super Skill (1/Step)

Trappings: Natural genius, software programs, intensive training.

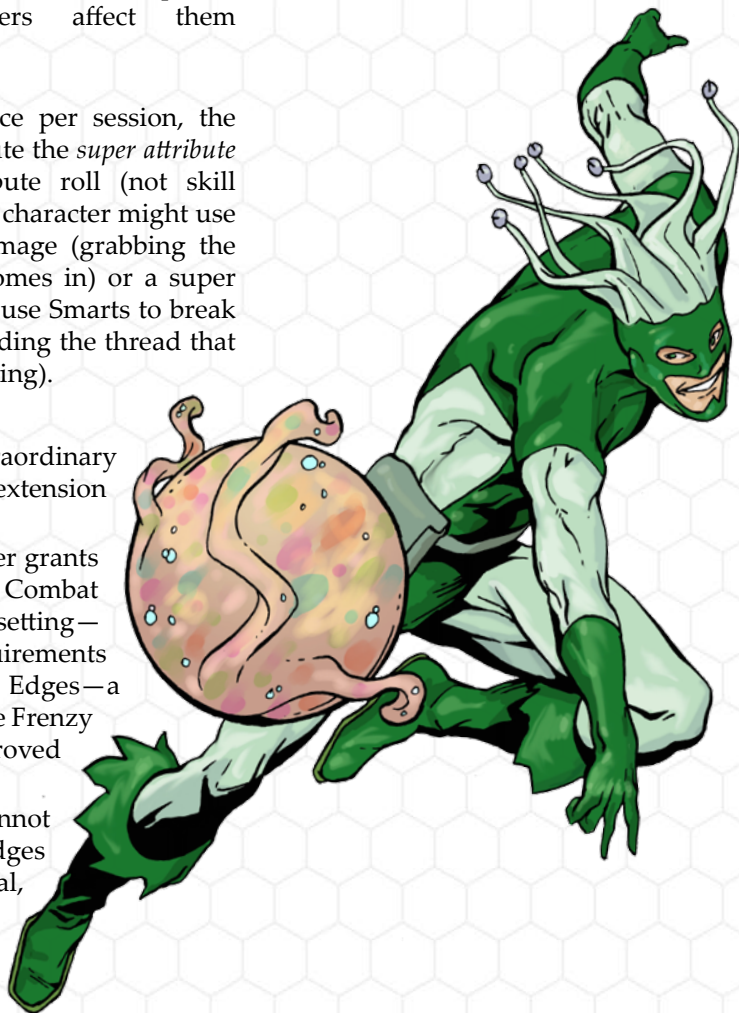
Super skill buys or increases a skill (and its maximum) by 1 step per point. This reflects extreme training, talent, or supernatural enhancement of some sort.

Super skill counts as a single power regardless of the number of skills affected.

Super Sorcery (2/Level)

Trappings: The character is a wizard, priest, or magic-user. She might get her powers innately, from old books, or she might channel them from some more powerful beings.

Note: This power is for true super sorcerers. Magicians with a few constant “spells” should be made by taking specific powers instead.



Super sorcerers control powerful eldritch energies that allow them to do nearly anything with a little preparation and time. The strength of a super sorcerer lies in her flexibility. She can manipulate raw magic itself instead of focusing on only a handful of spells.

Super sorcerers must have the Spellcasting skill (linked to Smarts) at d8 or higher, a Smarts of at least d8, and Spirit of d8 or more.

Each level of *super sorcery* gives the character 1 Power Point she can use to give herself other powers as “spells.”

Activating a spell is an action and requires a Spellcasting roll at -2. The sorcerer must be able to move both hands and speak to work her magic. The Spellcasting roll serves as the active skill, replacing Shooting for a ranged attack, for instance, or Smarts in an opposed Smarts roll.

If a Spellcasting roll fails, the caster is automatically Shaken. If a 1 is rolled on the Spellcasting die (regardless of the Wild Die), she’s made a dangerous mistake and must

roll on the **Super Sorcery Backlash Table** (below).

Memorization: A super sorcerer can improve the reliability of a spell by memorizing it ahead of time. Each spell memorized reduces the sorcerer’s remaining Power Points for normal casting, but incurs no -2 Spellcasting penalty. Further, the magician suffers no backlash should she roll a 1 on her Spellcasting die while casting a memorized spell.

A witch with 10 levels in *super sorcery*, for example, could memorize *stun* for 2 points and cast it with no penalty. She’d have 8 points left to create other spells as needed on the fly.

SUPER SORCERY BACKLASH

2d6 Effect

- 2 **Rift:** Something from another dimension has been disturbed by the sorcerer’s dabbling and lashes out at him. He must make a Spirit roll at -2 or die instantly. If he manages to live, he may not use powers for d6 days.
- 3 **Mind Whip:** The character suffers a wound, loses a permanent die in Spellcasting, and may not use his powers for d6 days.
- 4-5 **Mental Blast:** The sorcerer takes a level of Fatigue and can’t use his powers for a day.
- 6-8 **Mystic Feedback:** The sorcerer is Shaken and unable to use his powers for d6 hours.
- 9-10 **Energy Fatigue:** The strain of dealing with such vast power has taken its toll. He is Shaken and can’t use his powers for d8 rounds.
- 11 **Magic Shock:** The hero is Shaken and may not use his powers for d6 rounds.
- 12 **Power Surge:** The sorcerer taps into a particularly potent source of magic. She may double the damage, effect, or Power Points in the spell—her choice.



Swinging (2)

Trappings: Web-lines, cable guns.

Characters with any kind of cord, rope, webbing, or other grappling lines can move through certain types of settings—such as the tall buildings of large cities or jungle trees—with ease. The hero can travel through such environments at a Pace of 12.

In a tactical setting (on a battle map), he can move to any point within 12" that it is feasible to *swing* to.

The line can hold up to 500 pounds safely.

Swingers who fall can make a single Agility roll to catch themselves at the midpoint of their descent.

Swingers may also make a single Agility roll to grab someone else who is falling with their line. The roll suffers no penalties if the character was on Hold. If not on Hold and the character hasn't acted yet, he may discard his action card to attempt to grab a single falling victim. This is an Agility roll at -4. Lines used in this way can usually snag a falling victim up to 24" (twice his usual distance).

In either case (stopping his own fall or someone else's), the swinger can land within his usual tactical distance.

Modifiers

- **Strong Line (+1/1000 lb):** The line can safely hold 1000 more pounds for each point in this Modifier.

Telekinesis (2/Level)

Trappings: Mind over matter, mental force, magical animation.

Telekinesis is the ability to move objects or creatures (including one's self) with pure thought or will.

The range of the power is 12", and its Strength starts at d10, increasing a die type per additional level (d12+2 at level 4, and so on). This is the Strength used to throw objects (which still requires a Throwing roll) or damage targets with objects (by Fighting) as if it were wielded by a character of the same Strength.

Actively using *telekinesis* counts as an action, so while a villain may use the power to carry five baseball bats, striking with each of them is still five separate actions (a -8 multi-action penalty to each).

Living Creatures: If the telekinetic wants to lift a living creature, the target may try to resist with a Spirit roll opposed by the caster. If the telekinetic wins, he may pick up the target and move it up to 2d6" per round. Smashing the victim into something causes Strength damage automatically. Dropping him causes falling damage as usual.

Modifiers

- **Focus (+3):** By taking no other actions (including movement), the super may bypass and ignore the Armor of inanimate objects and vehicles (not people or the armor they wear).
- **Heavy Weapon (+1):** Damage caused by the *telekineses* counts as a Heavy Weapon.
- **Range (+2):** The range of the power is 24", but still requires line of sight.

Telepathy (2)

Trappings: Communicators, psychic connection, conference call.

The character can communicate with friends and allies via mental contact. This is a free action, has a range of one mile, and she can contact as many minds at once as her Smarts die.

Modifiers

- **Broadcast (+1/+3):** The telepath may contact all minds within one mile. For 3 points, the Broadcast is selective.
- **Mind Rider (+3):** The telepath can see, hear, taste, touch, and feel through the senses of someone she's in contact with. This requires absolute concentration, so no other use of *telepathy* is possible while doing so.
- **Switchboard (+2):** The telepath can link a number of minds equal to her Smarts to each other. All of the "guests" can hear each other, however. Only the telepath can send or receive private messages.

Teleport (3)

Trappings: A cloud of smoke, magic, "phasing" out, teleportation discs.

Teleport allows a character to disappear and instantly reappear up to 12" distant. This counts as his movement for the round and is a free action. Adjacent opponents do not get a free attack against the teleporting character as he exits (but those with First Strike do as the teleporter appears next to them).

The teleporter must be able to see his destination to *teleport* with no roll. If he's

teleporting to a place he's previously seen, he may do so safely with a Smarts roll at -2. If he wishes to *teleport* to a previously unseen location, he must roll at -4. Failure means the teleporter has hit an object of some sort. He returns to where he came from and is Shaken. A roll of 1 on the Smarts die (regardless of the Wild Die) results in 3d6 damage.

The teleporter can never enter a solid space, even if he tries. The power instantly returns him to his starting location as above.

Carrying Others: The teleporter can take others with him by touching them (up to six unless the GM says otherwise), but this requires a Smarts roll as above, and each rider inflicts a -1 penalty to the roll.

Modifiers

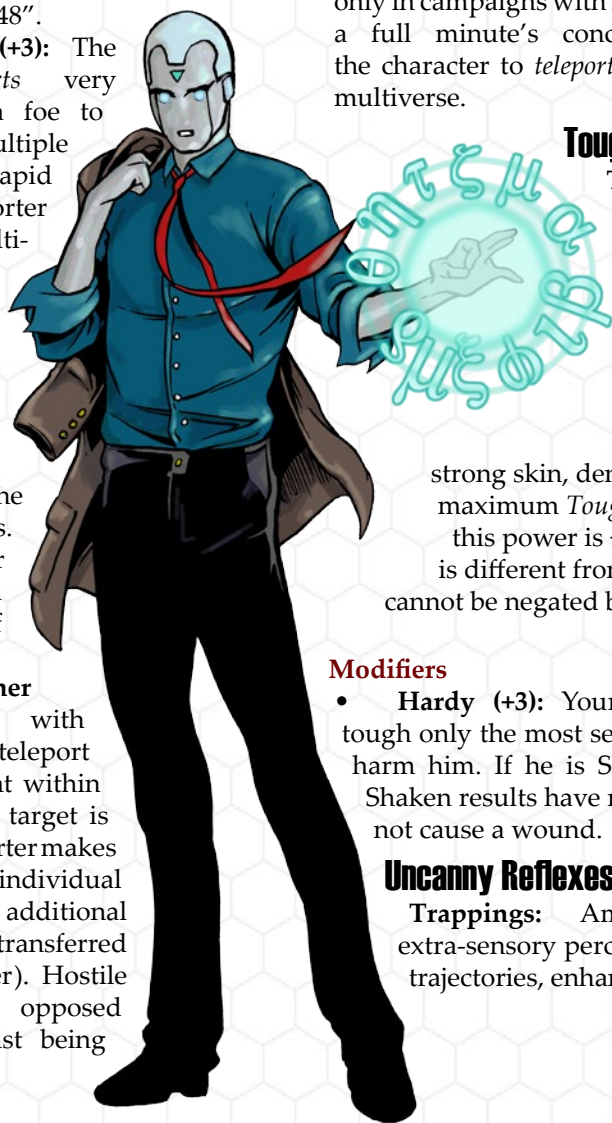
- **Range (+2/+4):** For +2 points, the teleporter's range is increased to 24", and for 2 additional points, her range increases to 48".

- **Rapid Teleport (+3):** The character *teleports* very rapidly around a foe to attack from multiple angles in rapid succession. The 'porter can divide multi-actions or extra attacks over the teleportations. The foe is treated as if he were being ganged up on by as many different foes as the 'porter's attacks. Three attacks, for example, carry a Gang Up bonus of +2.

- **Teleport Other (+5):** Characters with this ability can teleport others to any point within their range. If the target is friendly, the teleporter makes a Spirit roll (one individual per action, additional targets may be transferred at -1 per character). Hostile foes get an opposed Spirit roll to resist being

teleported, with the 'porter suffering a -1 penalty per additional target to her roll.

- **Traverse (+3):** The character is able to teleport much farther at the cost of extreme concentration. To use this ability, the teleporter must focus on her destination for at least one full round. She takes no other actions (including free actions) and teleports at the beginning of her action on the next turn. While she is concentrating, anyone attacking the 'porter effectively has The Drop on her, and if she is Shaken, the teleport attempt fails. Maximum range is determined by the number of rounds of concentration. For one round, the character can teleport up to 100 miles. For two rounds, she can travel 1000 miles, and with the maximum of three rounds, she can travel up to 15,000 miles (anywhere on the planet). With the Game Master's permission, and generally only in campaigns with high power levels, a full minute's concentration allows the character to *teleport* anywhere in the multiverse.



Toughness (1/Level)

Trappings: Big guys, dense skin, reinforced bones.

Your character's Toughness improves by +1 from mystical protection, super strong skin, dense bones, etc. The maximum *Toughness* bonus from this power is +10. Note that this is different from *armor* because it cannot be negated by Armor Piercing attacks.

Modifiers

- **Hardy (+3):** Your character is so tough only the most serious damage can harm him. If he is Shaken, additional Shaken results have no effect—they do not cause a wound.

Uncanny Reflexes (4/8)

Trappings: Amazing reflexes, extra-sensory perception, calculated trajectories, enhanced danger sense

As long as the hero is aware of an incoming attack, it suffers a -2 penalty (or -4 for 8 points).

This applies to both melee and ranged attacks, but doesn't stack with penalties from other powers (use only the highest if a character has more than one power-based attack penalty).

Modifiers

- **Blinding Reflexes (+2):** The hero can potentially avoid area effect attacks as well. Unless caught unaware, she can make an Agility roll vs the attack result. If successful, she moves just outside the closest edge of the explosion (as long as it is within her normal movement).

Undead (10)

Trappings: Vampires, liches, zombies, harrowed.

A rare few individuals don't let even the cold hand of death stop them. These are *undead*—vampires, zombies, liches, spiteful revenants from beyond the grave, and more.

The specifics of your cadavers' abilities depend on his exact "species," but all undead have a few things in common. *Undead* gain +2 to their Toughness, add +2 to recover from being Shaken, don't breathe, are immune to disease and poison, and don't suffer additional damage from called shots. *Undead* Wild Cards also ignore one point of wound penalties.

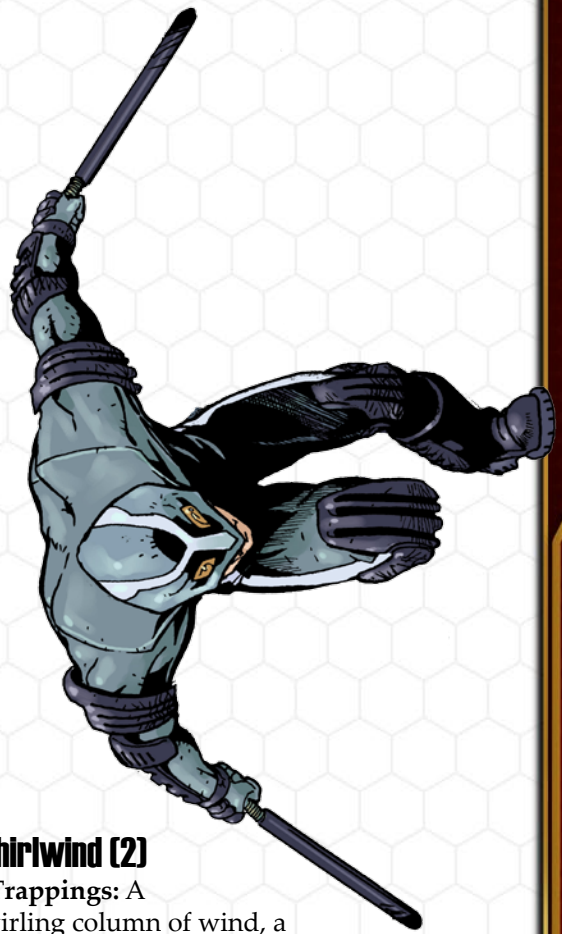
Undead don't benefit from the Healing skill, but roll natural healing rolls once per day. They suffer -2 Charisma in close contact due to their clammy skin and dark aura. (If your *undead* is decayed, take the Ugly Hindrance.)

Undead who are forced to roll on the **Knockout Blow Table** do not Bleed Out or suffer permanent injuries—they're merely Incapacitated until healed. They may still die (again), however, and use the **Death & Defeat** rules normally.

Wall Walker (1)

Trappings: Adhesive pores, super-grip, extra limbs.

Characters possessing this power can walk on horizontal surfaces or even upside down at their normal Pace (and may run). As long as the surface can support it, wall walking characters may carry their normal load limit with them as they go.



Whirlwind (2)

Trappings: A swirling column of wind, a poltergeist.

The character can create a small movable cyclone that can scatter and disrupt his foes.

The *whirlwind* is the size of a Medium Burst Template. It must remain within 24" of the super hero controlling it or instantly disappear. The *whirlwind* can be moved up to the controller's Spirit each round.

Controlling the *whirlwind* is an action. Conjuring it takes one full round (two if indoors), and no other actions are allowed.

Anyone touched by the *whirlwind* must make a Strength roll or be Knocked Prone. If his Strength die is a 1 he is also Shaken.

Modifiers

- **Large Template (+2):** The *whirlwind* uses a Large Burst Template.
- **Twister (+2):** The *whirlwind* is much stronger. Characters must make Strength rolls at -2 or be sucked up and thrown 1d10" in a random direction (roll a d12) for 2d6 damage (+1d6 if the victim hit a solid object in addition to the ground). Thrown victims are automatically Shaken regardless of damage.

POWER SUMMARIES

Generic Power Modifiers

Contingent (-1/-2): The power only works when another is activated (-1), or successful (-2).

Device (-1/-2): The power is an item. -1 if it's worn, -2 if it's hand-held.

Limitation (-1/-2): The ability is limited in some way. -1 for Minor Limitation, -2 for Major.

Projectile (+1): A Touch Attack power is triggered by a successful, specific *ranged attack*.

Range (+2): A Touch Attack may be used at a range of 12" with a successful attack roll.

Requires Activation (-1): The power isn't the user's natural state and must be activated as a free action.

Slow To Activate (-1): The power requires a full action to engage.

Switchable (+2): Switches between different powers or power sets.

Powers

Absorption (2): Soak damage via Power Type. Energy/Matter Master (+5), Reflection (+4), Transference (+2).

Ageless (1): The character doesn't age. Very Old (+1).

Altered Form (3): The character's body can change into a different substance. Grapple (+1), Reach (+1/Level), Replenish (+3), Viscous (+1)

Animal Control (2/Level): Controls animals. Animal Companion (Special), Summonable (+4), Super Powers (Variable), Telepathic Link (+1).

Aquatic (2): Cannot drown, +2 to Swimming rolls, Pace equals Swimming skill.

Armor (1/Level): +2 Armor. Hardy (+3), Heavy Armor (+4), Partial Protection (-1/-2).

Attack, Melee (2/Level): Close combat attack. Armor Piercing (+1), Focus (+3), Heavy Weapon (+1), Lethal (-1), Multiple Attacks (+2), One Arm (-1), Reach (+1), Stackable (+2).

Attack, Ranged (2/Level): Distance attack. Area Effect (+2/+4), Armor Piercing (+1), Cone (0/+1), Enhanced Damage (+4), Focus (+3), Heavy Weapon (+1), Lethal (-1), Range (+2/+4), Rate of Fire (+3/Shot), Requires Material (-1/-2).

Awareness (+3/+5): ignore obscurement/Gang Up modifiers.

Broadcast (2): Tap into and manipulate media. Manipulation (+2/+4), One Channel (-1), Range (+1).

Burrowing (2): Tunnel at half Pace. Pace (+1).

Chameleon (3): Imitate another being. Inanimate Object (+3), Voice (+2).

Construct (8): +2 to recover from being Shaken; doesn't breathe; immune to disease and poison; ignores one level of wound penalties.

Copycat (1/Level): Mimic other Traits and powers. Range (+2), Devices (+2), Duration (+3), Magician (+2), Nemesis (+1), Overly Accurate (-2), Uncontrolled (-2), Versatility (+1/+2).

Damage Field (3/Level): A damaging aura, by Power Type. Armor Piercing (+1), Heavy Weapon (+1), Medium Template (+3), Selective (+2).

Danger Sense (2): Notice roll to detect hidden dangers, start ambushes on Hold.

Decay (4): Destroy material or cause wounds. Midas Touch (-2), Rapid Decay (+2), Strong (+1).

Deflection (1/Level): -1 to be hit by ranged attacks per level. Protector (+1/+2).

Doesn't Breathe (2): The hero has no need to breathe.

Doesn't Eat (1): The hero does not need to eat.

| |
|---|
| Doesn't Sleep (1/2): The hero does not need to sleep. |
| Duplication (3/Level): The character can copy herself. No Tell (+1), Promotion (+2). |
| Earthquake (2): Creates an earthquake. Depth (+3), Earthshake (+3), Trigger (+1). |
| Energy Control (5): Manipulates energy, by Power Type. Area Effect (+2), Master (+5), Range (+2), Selective (+2). |
| Ensnare (3): Entangle or entrap foes. Area Effect (+2/+4), Very Strong (+2). |
| Explode (2/Level): Detonates around the hero. Fatigue (-2), Heavy Weapon (+1), Large Template (+1). |
| Extra Actions (3/Level): An additional action per round per level. Fast Action (+2). |
| Extra Limbs (3/Level): Extra limbs, granting extra actions. Reach (+1). |
| Fear (3): Cause Fear tests. Scary (-2), Terror (+2). |
| Fearless (2): Immune to Fear tests. |
| Flight (2-20): The hero can fly and is harder to hit at higher levels. Climb (+1/Level). |
| Force Control (2/Level): Manipulate raw force, make force fields. Area Effect (+2), Force Field (+3), Heavy Weapon (+1), Range (+2). |
| Gifted (2): Ignore -2 penalty when making unskilled rolls. |
| Growth (3/Level): Increases Size, Strength, and Toughness by 1 per level. Big Fists (+1/+2), Fast Growth (+2), Long Stride (+2), Monster (-2). |
| Healing (5): Heals wounds. Cure (+3), Refresh (+3/+5), Restoration (+2), Resurrection (+8). |
| Heightened Senses (1/Level): Improved sense or perception. Spatial Sense (+2). |
| Illusion (2/Level): Creates visual and auditory images. Film Quality (+1), Obscurement (+2/+4), System Shock (+2), Targeted (-1). |
| Immune to Poison / Disease (1 Each): The character cannot be poisoned or infected. |
| Infection (3): Strikes target with fast-acting disease. Carrier (-1), Contagious (+2), Strong (+1). |
| Intangibility (5): The character can turn ethereal. Phase (+5), Permanent (-2), Reflexive Control (+2), Tag Along (+2). |
| Interface (2): The hero can tap into electronic devices. Code Breaker (+1). |
| Invent (2/Level): Mimic other powers by invention. On the Fly (+3). |
| Invisibility (4/Level): The hero is invisible. Permanent (-2), Personal (-2), Projection (+4/+6) |
| Jinx (2): Opponents suffer misfortune. Improved Jinx (+2). |
| Leaping (1-5): The hero can jump great distances or heights. Bounce (+1), Death From Above (+1). |
| Malfunction (3): Causes devices to stop working. Area Effect (+2). |
| Matter Control (2/Level): Manipulate matter, by Power Type. Constructs (+3), Master (+5), Range (+2), Requires Material (-2). |
| Mind Control (5): Manipulate others. Memory Alteration (+2/+4). Multiple Minds (+2). |
| Mind Reading (3): Read others' thoughts. Memory Mastery (+3). |
| Minions (2/Level): The character has allies under his control. Summonable (+4), Super Powers (Varies). |
| Negation (4): Nullify super powers. Full Spectrum (+5), Leach (+5). |
| Paralysis (3): Renders foes immobile. Strong (+1). |
| Parry (1/Level): Increases Parry. Deflect (+4), Protector (+1/+2). |
| Poison (3): Poison foes with a touch. Knockout (+3), Lethal (+5), Strong (+1). |
| Possession (8): Take over a target's body. Memories (+2). |

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| Regeneration (2/Level): Regenerate wounds. Recovery (+1), Regrowth (+2). |
| Resistance (1/5/10): Increasing damage resistance versus particular Power Type. |
| Shape Change (Variable): Take on the form of an animal or creature. Speech (+2), Swarms (+2/+4). |
| Shrink (4): Reduce Size. Density (+1), Microscopic (+4), Quick Change (+1), Tiny (+4). |
| Sidekick (5): The hero has a loyal and super powered companion. |
| Speak Language (1): The hero can speak any language. Written Word (+1). |
| Speed (Variable): The character can move at super speed. Blinding Reflexes (+2), Catch and Throw (+2), Pummel (+1), Surface Tension (+1), Vibrate (+5), Whirlwind (+2). |
| Storm (3): Summons a storm. Downpour (+1), Gale Force (+1), Lightning Strike (+3). |
| Stun (2): Temporarily Incapacitates foes. Area Effect (+2/+4), Selective (+2). |
| Super Attribute (2/Step): Increase an attribute a die type (+1 after d12). Not Today (+2). |
| Super Edge (2/Level): Grants a Combat Edge. |
| Super Skill (1/Step): Increase a skill a die type (+1 after d12). |
| Super Sorcery (2/Level): Grants any other power via spellcraft. |
| Swinging (2): Allows movement via swinging. Strong Line (+1). |
| Telekinesis (2/Level): Moves objects with the hero's mind. Focus (+3), Heavy Weapon (+1), Range (+2). |
| Telepathy (2): Contact others via thought. Broadcast (+1/+3), Mind Rider (+3), Switchboard (+2). |
| Teleport (3): Disappear and reappear elsewhere. Range (+2/+4), Rapid Teleport (+3), Teleport Other (+5), Traverse (+3). |
| Toughness (1/Level): Increases Toughness. Hardy (+3). |
| Uncanny Reflexes (4/8): -2 or -4 to hit the character. Blinding Reflexes (+2). |
| Undead: +2 Toughness; +2 to recover from Shaken; doesn't breathe; immune to disease & poison; no additional damage from called shots; ignore 1 level of wound penalties; -2 Cha. |
| Wall Walker (1): The hero can walk on horizontal or inverted surfaces. |
| Whirlwind (2): Creates a small cyclone to disrupt foes. Large Template (+2), Twister (+2). |



HEADQUARTERS

Super heroes—and villains—can have spectacular headquarters. Superman's Fortress of Solitude, Batman's Bat Cave, or the Fantastic Four's Baxter Building are well-known examples of super hero strongholds where they can research the latest threats, create technology to defeat new foes, or meet with other crusaders to form meta-powered leagues.

There is nothing preventing the team from owning multiple buildings, but all contents and extras must be paid for individually. Exactly what shape the building takes is up to the team.

Every building must have a Size and Location from the following tables.

CREATING AN HQ

Rather than keeping track of how much the team's base costs, maintenance, and the like—which aren't very heroic things to focus on—super teams are granted 5 HQ points per member per Rank. A group of four seasoned characters, for example, has 40 points to build a base with.

These points might represent money, time and effort, or rewards given to the team by a grateful patron, city, or government organization.

Some common headquarters and various components that can be added to them are listed on the following pages. The super team should appoint one of the team to keep track of their base and its amenities as the campaign goes on.

(1) BUILDING

At least one of the 5 initial HQ Points must be spent acquiring a building, cave, or other shelter.



Size

The Room column lists how many rooms the building typically has. The HQ can be altered afterward at 2 points per room.

| HEADQUARTERS SIZE | | | |
|-------------------|-------|--------|-----------------------|
| Size | Rooms | Points | Example |
| Tiny | 1 | 1 | Basement |
| Small | 3 | 2 | Apt |
| Average | 6 | 3 | Typical house |
| Large | 10 | 5 | Floor in office block |
| Huge | 20 | 7 | Mansion |
| Gargantuan | 30 | 10 | Entire office block |

Location

Next the hero must pick a location. Is the headquarters in a nondescript downtown tenement? Is it in the secret basement of an uptown brownstone? Underwater? The moon? A cave? Deep beneath the Arctic ice?

If the characters choose a location which requires special transport to reach, such as a space station or deserted island, they'll need a suitable vehicle to get there as well.

| HEADQUARTERS LOCATION | |
|----------------------------------|--------|
| Location | Points |
| Urban area | 0 |
| Deserted island/wilderness | +1 |
| Underground/extinct volcano | +1 |
| Underwater (base or submarine) | +2 |
| In space (in orbit, on the Moon) | +3 |
| Another planet/dimension | +4 |

(2) CONDITION

Some supers live in upscale conditions with the latest high tech equipment, vehicles, and even servants. Others live in squalor, barely eking out a living in the slums.

The condition of the headquarters determines not only the state of the actual building, but also the contents. All headquarters have a Facility Modifier based on their condition. If you don't spend any points on condition, your headquarters'

condition is Starter (-1). This is used as a modifier to certain rolls as detailed in Rooms.

Condition can be improved *after* play begins by paying the full HQ Point cost, not the difference. For example, upgrading a good headquarters to an advanced headquarters costs five HQ Points, not two.

| HEADQUARTERS CONDITION | | |
|------------------------|--------------|--------|
| Condition | Facility Mod | Points |
| Starter | -1 | 0 |
| Average | +0 | 1 |
| Good | +1 | 3 |
| Advanced | +2 | 5 |
| State of the Art | +4 | 10 |

(3) ROOMS

HQs consist of one or more rooms, each with a defined purpose as listed below. A team cannot add more rooms than the headquarters has space for. If there is no more space, a bigger building must be acquired.

Command Center (+1)

The command center is somewhere the team can gather to discuss plans. Starter command centers have a pin-board with a map of the city and (maybe) a few chairs. A state-of-the-art room has holographic maps linked via satellites to give an up-to-the-minute view of the city, country, or beyond.

The meeting room contains the headquarters' communication and monitoring equipment. The headquarters' condition determines the capabilities of the communications array. An average system may allow for monitoring of communications within a single city, whereas a state-of-the-art system allows instantaneous communication with other planets or dimensions (if such a thing exists in the setting).

Garage (+2)

The headquarters is equipped with a garage and repair shop. Each time this facility is purchased, the characters gain a new garage capable of housing one of their vehicles (their choice) away from prying eyes, as well as any tools needed to keep it running. (If using vehicles from the *Science*

Fiction Companion, each garage handles up to Size 8.)

Repair rolls to the vehicle are modified by the headquarters' facility modifier. For the sake of simplicity, tools from one garage may not be used in another, even if the vehicle is the same type.

Generator (+1)

Most headquarters are powered by the national grid. Not only does this leave them susceptible to blackouts (possibly caused by a super villain), but it also means larger headquarters could be found by monitoring power usage. With a generator, the heroes provide their own electricity. Headquarters outside a city must have a generator.

Hangar (+4)

Established super teams may have aircraft or even starships. A hangar has enough space for one fighter-sized jet or two average-sized helicopters. Additional hangars may be placed together to handle larger vessels.

If using the *Science Fiction Companion*, each Hangar space accommodates 24 points worth of aircraft or starships.

Kitchen & Dining (+1)

Even super heroes have to eat. If the headquarters is designed for permanent occupation, the occupants need somewhere to store, cook, and eat food. Depending on the headquarters condition, the kitchen may be a small microwave and cooler or something rivaling a 5-star restaurant, complete with chandeliers in the dining room, waiters, and a gourmet chef.

Add an additional +1 for advanced greenhouses, hydroponics, or rooms that actually create or provide food.

Library/Computer Lab (+1)

Good information can be essential to finding the lair of a villain or tracking a missing diamond necklace. A library/computer room contains a vast store of books and multiple computer terminals or tablets for fast access to external computer networks. It grants a bonus to Investigation rolls equal to the headquarters' Facility Modifier found on the **Headquarters Condition Table**.

Medical Center (+2)

A medical center provides a place where injured heroes can recuperate away from public attention. In addition to general modifiers for the era and level of care, the medical center adds the headquarters' Facility Modifier to all Healing rolls and Vigor rolls for natural healing in the headquarters.

Personal Quarters (+1 per 4 heroes)

Super heroes have to sleep too. Sleeping quarters may be a camping bed in a communal room with shared lavatory facilities up to personal bedrooms with four-poster beds and en suite bathrooms, depending on the headquarters' Facility Modifier.

Specialist Library/Lab (+2)

Unlike a reference library, a specialist library or laboratory is dedicated to one core subject—such as arcana or chemistry. This is a Knowledge skill chosen when the room is purchased. Using the library or lab grants a bonus to the chosen Knowledge skill rolls equal to the headquarters' Facility Modifier.

Security Cells (+1)

The addition of secure cells to the base's facilities allows the super heroes to contain captives (even super villains) for questioning. The cells have surveillance systems and a base Toughness of 15, modified by the headquarters' Facility Modifier. Each time this option is taken adds two cells. Or two cells can be combined into one *nullifier* cell, which negates super powers.

Super heroes can still choose to capture and imprison super villains in a regular room, but the base Toughness is reduced to 10 and there are no dedicated cameras.

Teleporter (+1 to +8)

This ultra tech room may only be taken with the Game Master's permission. It houses a coded teleporter that allows users to instantly travel to other locations, perhaps even other dimensions. The teleporter doesn't actually have to be a "teleporter." It might be a secret door that provides access to the street above.

A standard teleporter allows one character to use it at a time. Add +1 if up to five can use it at once, +2 to accommodate up to 10, +3 for 20, and so on.

TELEPORTER COST

| Cost | Type |
|------|---|
| +1 | Quick access to the outside, up to half a mile from the base. |
| +2 | Up to 1 mile distant. |
| +3 | Up to 10 miles distant. |
| +4 | Up to 100 miles distant. |
| +5 | Anywhere on the planet. |
| +8 | Anywhere in any dimension. |

Training Room (+2/+4)

A training room might be a simple gym at a cost of +2, or a computer-controlled chamber with death rays and robot minions (+4).

Workshop (+2)

The headquarters is equipped with a workshop for creating and repairing mechanical, robotic, electrical, and electronic devices. All Repair rolls (except for vehicles) are modified by the headquarters' Facility Modifier.

(4) HQ EXTRAS

As well as dedicated rooms, a base can have other features not vital to daily operations.

Camouflaged (+2)

The headquarters is camouflaged to look like a regular building, be it a school, hotel, basement, etc. The computers, suits, vehicles, and other high tech crime-fighting gear are hidden behind rotating desks, revolving paintings, and secret chambers.

If the team wants the actual building itself to be hidden, they'll need to buy **Well-Hidden** (see below).

Defenses (Special)

HQ points can also be used to create defensive systems. Each HQ point buys two points of super powers. There are also some generic new power Modifiers below for headquarters defenses.

Typical defenses are blast cannons (*attack, ranged*), guards (*minions*), or ensnarement devices such as nets or cages (*ensnare*). As always, the GM has the final say on what powers can and cannot be invested in a headquarters.

Unless modified, the defenses are in all common areas (not personal quarters), inside and out.

Activation is automated if the headquarters has Secure Access (see below). If the power uses a die roll for activation, start at d4 for a starter headquarters and increase the die type one step for each level of condition higher, up to d12 at State of the Art. Otherwise, defenses are manually activated and use the skill die of the operator.

Modifiers:

- **Perimeter Only (-2):** The defenses only protect the outside of the building.
- **Single Room Only (-3):** The defenses only protect one room. This must be declared when the power is purchased. Moving the defenses to a different room at a later stage costs 1 HQ Point.

Escape Pod (+1)

The headquarters has a built-in, hidden escape pod that can be used for a quick escape should it become overrun. This can be a chute, teleportation pad, short-range rocket, etc. The escape pod is relatively small and can only accommodate five individuals at a time. The route typically exits a mile or so away, allowing the team to make good their escape.

Secure Access (+1)

Only those people with the proper key (chip implant, keycard, mystic amulet, etc.) may access all of the headquarters and its systems. Anyone else sets off an alarm that alerts everyone who has proper access via klaxon horns, silent signal, radio broadcast, or similar alert.

Well-Hidden (+3)

The headquarters is well-hidden, either underground, underwater, or obfuscated in some way. All attempts to track, scry, detect, or otherwise find a character in the HQ, track its broadcasts, or monitor its comings and goings, suffer a -4 to relevant die rolls.

A headquarters may still be located underground, in a volcano, underwater, or in space and not have this feature. In such cases, the base has no special concealment, and communications can be easily monitored. Perhaps the base still shows up on radar, or maybe the volcano doesn't have a special sliding roof to conceal the base from the air.

EXAMPLE HQS

Here are some sample headquarters created with these guidelines. They are non-setting specific and can be used in any super setting with minimal changes.

The number in parentheses after the title is the total HQ Point cost. Numbers in parenthesis after the Rooms entry are the total number of rooms available and the number left to fill.

The Vigilante HQ (5)

Size: Small; **Location:** Downtown (conurbation); **Condition:** Average

Rooms (3/1): Command Center, Library

Features: None

The vigilante's headquarters might be a lone hero's only sanctuary, or just somewhere he hides from unwanted followers. This small lair is located in a big city.

It has a radio capable of picking up police and other emergency service radios within the county and a computer attached to the web. Since it has no accommodations or catering facilities, it can take only a lone occupant sleeping on the couch, eating canned food heated on a small camp stove. This vigilante is probably a regular at the local diner!

First Headquarters (10)

Size: Large; **Location:** Midtown (conurbation); **Condition:** Average

Rooms (10/7): Command Center, Kitchen/Dining Room, Sleeping Quarters (sleeps 4)

Features: Secure Access

This headquarters is designed for use by a small team just starting out in their super hero career. Although currently poorly equipped, it has plenty of room for expansion later. The base is designed as a home away from home and contains living facilities and basic communications systems.

Orbital Space Station (23)

Size: Large; **Location:** High Earth orbit (space); **Condition:** Good

Rooms (10/4): Command Center, Generator, Hangar, Kitchen/Dining Room, Sleeping Quarters (sleeps 4), Specialist Library (Alternate Dimensions)

Features: Escape Pod (×2; mini-shuttle)

This small space station is located in high Earth orbit and perfect for a small team with access to a spacecraft. The version presented here has a lab dedicated to the study of alternate dimensions. The hangar holds a small shuttle. Although the base currently only sleeps four, four more rooms are left unallocated for future team members. The escape pods can house ten people.

The Villain's Lair (43)

Size: Large; **Location:** Underwater; **Condition:** Good

Rooms (10/2): Command Center, Generator, Kitchen/Dining Room, Library, Security Cells (4), Sleeping Quarters (sleeps 12)

Features: Camouflaged (marine research base), Defenses (*attack, ranged*: Blast cannons. Range 12/24/48, Damage 3d6, RoF 1), Defenses (*minions*: 16 security guards), Escape Pod (minisub), Secure Access.

This lair is disguised as a maritime research center, a series of pressurized domes linked via transparent tunnels. Note that although there are 16 guards, there is only one escape pod. The blast cannons are concealed in the ceiling of each room and are activated if security alarms are tripped. The guns are automated and have a d8 Shooting.

The rest of this book is dedicated to the fearsome foes the heroes must face.



ROGUES GALLERY

Characters marked with a star are usually Wild Cards.

CITIZENS

These are the folks who make up the general population of the city: shop owners, bartenders, and so on. Like everyone else, they scrabble to get by from week to week, but are generally law-abiding and worthy of rescuing during a super-villain attack.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d4, Fighting d4, Knowledge (Trade) d6, Notice d6, Shooting d4

Cha: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Hindrances: —

Edges: —



Gear: Citizens own a variety of gear appropriate to their trade. Many own a firearm, or at least a knife.

COPS

The world's first line of defense are its policemen. These brave men and women respond to danger without powers every day.

Flatfoot

This is the average patrolman, security detail, or private guard. He's often the first guy on the scene of a crime. They carry out their duties with nothing more than a gun and a badge.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Driving d4, Fighting d6, Intimidation d6, Notice d4, Shooting d6, Streetwise d4

Cha: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 9 (4)

Hindrances: Obligation (Protect and Serve)

Edges: Connections (Police Department or Corporation)

Gear: Body armor (+4), 9mm handgun (Range 12/24/48, Damage 2d6, RoF 1, AP 1), billy club (Str+d4), handcuffs.

★ Investigator

In this line of work, many people devote themselves to seeking the truth. Investigators can be police or private detectives, ace reporters, or other snoops the heroes may come across in their line of work. An investigator often makes a great ally, or, in some cases, dependent.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Driving d4, Fighting d6, Intimidation d8, Investigation d8, Notice d6, Persuasion d6, Shooting d6, Streetwise d8

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: —

Edges: Connections (Law Enforcement or News), Investigator

Gear: Most carry 9mm handgun (Range 12/24/48, Damage 2d6, RoF 1, AP 1).

Soldier

Soldiers are usually only involved in government-sponsored actions. National Guardsmen are more common, often being employed by their respective governors in response to an emergency. These statistics can also be used for trained security details in private corporations.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Driving d4, Fighting d6, Notice d6, Piloting d4, Shooting d8

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 10 (4)

Hindrances: Obligation (Major—to their country or firm)

Edges: —

Gear: Body armor (+4), M-16 (Range 24/48/96, Damage 2d8, RoF 3, AP 2).

SPCR Unit

The SPCR (Super-Power Crime Response) unit is a highly trained and decorated team armed with the most high tech weapons and armor. These brave men and women rush into danger when the average cop or guard is out gunned.

While many SPCR units work with local law enforcement agencies, some are part of military organizations, or even private high-powered corporate security forces.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d8, Vigor d10

Skills: Driving d6, Fighting d10, Intimidation d8, Notice d6, Persuasion d6, Piloting d6, Shooting d10, Taunt d6

Cha: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 13 (6)

Hindrances: Loyal, Vow (Major—to protect their country, city, or employers)

Edges: Brave, Connections (Military, Police Department or Corporation), Marksman, Steady Hands.

Gear: Combat armor (+6), pulse blaster rifle (Range 20/40/80, Damage 3d6, RoF 1, AP 4, HW), rocket pack, nullifier shackles.

CRIMINALS

Typical gear is listed for each entry, but the Game Master should tailor the villains to suit their task and their opposition. Thugs who expect to fight Four Color heroes, for example, are almost always armed with pulse rifles, while an alien horde tasked with defeating Cosmic-level heroes likely have pulse cannons in support.

Thug

These are typical gang members or thugs who depend more on brawn than brains. They're a little stronger and a little meaner than the rest of the mooks they hang with.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d6, Intimidation d6, Notice d6, Shooting d6

Cha: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Greedy, Mean

Edges: —

Gear: Knife or small club (Str+d4) or pistol (Range 12/24/48, Damage 2d6, AP 1).

Lieutenant

These criminals are a bit smarter than the rank and file; they may be gang leaders, low level mobsters, or henchmen to super villains.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d6

Skills: Fighting d8, Intimidation d8, Notice d6, Shooting d6, Stealth d6, Streetwise d6

Cha: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Hindrances: Loyal

Edges: Command

Gear: Switchblade (Str+d4), .45 pistol (Range 12/24/48, Damage 2d6+1, AP 2). If a lieutenant knows he might be going up against a super, he carries a pulse pistol instead (Range 10/20/30, Damage 2d6, AP 2).

★ Boss

These are the wiseguys who run gangs or serve as select henchmen for super villains. Some bosses might have a few super powers as well—usually a single ability at a third the Power Points granted for the Campaign Power Level (page 4). Bosses with more powers are full-blown super villains, though

they may serve more powerful masters as well.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Driving d8, Fighting d10, Intimidation d10, Notice d8, Persuasion d8, Piloting d8, Shooting d8, Stealth d8, Streetwise d8, Taunt d8

Cha: +2; **Pace:** 6; **Parry:** 8; **Toughness:** 10 (4)

Hindrances: Greedy, Wanted

Edges: Block, Charismatic, Combat Reflexes, Command, Inspire, Nerves of Steel

Gear: Pulse pistol (Range 10/20/30, Damage 3d6, AP 4) or SMG (increase RoF to 3), body armor (+4).

ATLANTEANS

Atlanteans are a staple of most all comic book worlds. They are usually a proud but lost race, scheming from their underwater kingdom against the trespasses and pollution of the “surface dwellers.”

The “sea folk” are identical to humans in appearance, save for their bluish skin and gills. They are stronger and more robust than humans due to the pressures and rigors of the ocean depths, and boast the ability to speak to other Atlanteans via *telepathy*.

Many Atlanteans delve deeper into the psychic powers, others turn their strong bodies to war, and a few rare Atlanteans turn to alchemy or sorcery.

Xenophobia: Non-Atlanteans suffer a -2 Charisma penalty until they prove themselves to the sea folk.

Hybrids: Atlanteans may breed with humans, producing half-bloods or hybrids with a slight blue tinge and minor telepathic abilities. Some favor their human sides, remaining ever-flexible in their skills and abilities, while others favor their Atlantean sides, being able to survive underwater without their parent’s dependence on water.

Hybrid Exile

Most hybrids are outcasts, unable to fit in either as humans or Atlanteans.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Driving d4, Fighting d6, Notice d6, Stealth d8, Streetwise d6, Swimming d8

Cha: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: Distinctive Appearance (Atlantean Hybrid), Outsider (Born of neither world)

Edges: Thief

Gear: Knife (Str+d4), the clothes on their backs.

Special Abilities:

- **Aquatic:** Swimming Pace 12, +2 Swimming rolls, breathes in water.

- **Telepathy:** Hybrids can communicate telepathically with other Atlanteans, including half-bloods.

Marine, Atlantean

Atlantean marines are fierce and proud.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Driving d4, Fighting d6, Notice d6, Shooting d6, Swimming d8

Cha: 0; **Pace:** 6; **Parry:** 5; **Toughness:** 10 (4)

Hindrances: Arrogant, Cautious, Dependency (Must be submerged in water).

Edges: —

Gear: Body armor (+4), power trident (Str+2d6, Reach +1, +1 to disarm attempts), pulse blaster pistol into trident (Range 10/20/30, Damage 2d6, RoF 1, AP 2).

Special Abilities:

- **Aquatic:** Swimming Pace 12, +2 Swimming rolls, breathes in water.

- **Telepathy:** Atlanteans can communicate telepathically with other Atlanteans, including half-bloods.

★ Marine, Atlantean Elite

Elite marines are the strongest, bravest, and most powerful Atlantean warriors. They typically possess psionic powers, built with 15 power points. Below are the most commonly chosen powers, but some elite guards may specialize in other fields, such as *mind control* or *telekinesis*.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d8, Vigor d8

Skills: Driving d6, Fighting d10, Notice d6, Shooting d8, Swimming d12

Cha: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 12 (6)

Hindrances: Arrogant, Cautious, Dependency (Must be submerged in water), Ruthless (Minor)

Edges: Arcane Background (Super Powers), Brave, Combat Reflexes, Rock n’ Roll

Gear: Combat armor (+6), power trident (Str+2d6, Reach +1, +1 to disarm attempts),

pulse blaster SMG built into trident (Range 10/20/30, Damage 2d6, RoF 3, AP 2).

Special Abilities:

- **Aquatic:** Swimming Pace 12, +2 Swimming rolls, breathes in water.
- **Attack, Ranged):** Range Cone, Damage 3d6, RoF 1, AP 10. (Mind blast).
- **Stun:** LBT, Selective. (Synapse shock from their tridents.)
- **Telepathy:** Atlanteans can communicate telepathically with other Atlanteans, including half-bloods.

THE DARK BROOD

Every comic book series has a Hell dimension, a dark and infernal place where greater demons and vile cosmic entities plot to destroy or consume the mortal world. A few of the latter are featured in the **Cosmic Level** Threats section of this chapter (page 93).

Their servants, the inhabitants of “Stygia,” are collectively called “the dark brood.” The majority are bestial, humanoid, and very strong creatures. They come in many shapes and sizes though bat wings, short horns, and wicked claws are common.

The dark brood are viciously cunning but cowardly when faced with overwhelming opposition. In battle against super beings, they are often given “armor of the damned” (combat armor) and “hell lances,” (pulse rifles) in addition to their natural claws and leathery skin.

When dispatched to Earth, dark brood are commanded by a Wild Card individual with d6 Smarts, Spirit d8, Command, and Fervor.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d8

Skills: Fighting d8, Intimidation d6, Notice d4, Shooting d8, Stealth d10, Taunt d8

Cha: -2; **Pace:** 7; **Parry:** 6; **Toughness:** 14 (6)

Gear: Combat armor (+6), pulse rifle (Range 20/40/80, Damage 3d6, RoF 1, AP 4, HW).

Hindrances: Allergy (Major—sunlight), Bloodthirsty, Cowardly, Weakness (Light)

Special Abilities:

- **Claws:** Str+d6
- **Flight:** Flying Pace 12, Climb 0.
- **Toughness +2:** Dark Brood are bred in the pits of Stygia.

ALIENS

Stretching across the cosmos is an infinite number of worlds with their own civilizations, ranging from primitive Stone Age cultures to advanced societies far beyond Earth.

Aliens in a supers campaign are usually augmented humanoids with incredible strength, intelligence, or advanced weaponry. Five to ten points of super powers, or pulse weapons and combat armor suffice for most comic book style aliens.

Very powerful races, such as shape-shifting conquerors from the stars and their super-powered champions, should be made exactly like other characters. Their average soldier is likely of the same Campaign Power Level as the player characters, while their leaders are a level or two beyond.

You might also look at the rules for creating alien races found in the *Science Fiction Companion* if the race is available to player characters.



★ GIANT MONSTER

Super heroes are frequently called on to battle towering monstrosities the size of skyscrapers.

Every giant monster is unique in appearance—some may be enormous radioactive lizards while others are towering robots or flying turtles. Some have powerful ranged attacks, some can fly, and some may be made from pollution or ooze. (Giant monsters in film, like *Godzilla*®, were originally a statement against nuclear weapons and man's transgressions against nature.)

The statistics below cover the basics. Game Masters should add additional super powers as fits the particular creature. A good battle for most super groups is the creature listed below with super powers equivalent to one Campaign Power Level higher than the heroes (page 4). A number of lesser monsters, perhaps children or even parasites of some sort of much smaller Size, can increase the challenge as well.

Attributes: Agility d6, Smarts d6(A), Spirit d10, Strength d12+15, Vigor d12+2

Skills: Fighting d10, Intimidation d10, Notice d6, Shooting d10

Pace: 30 (3d6 running), **Parry:** 7, **Toughness:** 35 (10)

Special Abilities:

- **Armor +10:** Heavy Armor. Giant monsters almost always have thick skin, armor, or chitinous plates.
- **Fear -4:** Seeing a giant monster is horrifying even to the bravest souls. The first time someone sees it in the flesh requires a Fear test.
- **Gargantuan:** Giant monsters have Heavy Armor and their natural attacks are Heavy Weapons. They add their Size bonus to melee damage and attacks made against them by human-sized creatures are made at +4.
- **Natural Weapons:** Giant monsters always have a massive bite, claw, tail or other innate attack that causes Str+2d12 (+Size) damage.
- **Slam:** Giant monsters can slam everything in a Large Burst Template or Cone Template (creature's choice). Targets may make an opposed Agility roll at -4 (no penalty if they were on Hold) to jump out of the attack if they have enough movement to do so.
 - **Ranged Attack:** Many giant monsters can fire a blast of lightning, stream of acid, or radioactive bolt. Range 24/48/96, Damage 3d10, MBT.
 - **Size +16:** Giant monsters are nearly 200' tall and weigh thousands of tons.



PULP SUPER VILLAINS

The rest of the book is filled with premade super villains ready to throw at your players' heroes. Remember that they're likely fighting an entire super team, so they should be backed up by other villains or minions.

Game Masters are encouraged to quickly review each villain's powers before throwing them at the heroes to make sure they perform to their full potential.

★ BOOMER

Dick McClure was on holiday in Australia when he came across a curious black and blue boomerang in an Aboriginal reserve. On closer examination, the former copier salesman realized the boomerang was made from meteoric ore!

The local shaman said evil spirits were trapped within the weapon, but Dick saw nothing but a sale. He picked up the thing and was instantly possessed by some horrible presence from beyond the stars. Calling himself Boomer, this one-time small fry now commits robberies, heists, and random acts of vandalism, all while muttering softly to his prized possession.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d8, Knowledge (Occult) d6, Notice d6, Repair d6, Stealth d6, Throwing d12+3

Cha: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Gear: Possessed boomerang.

Hindrances: Delusional (Minor—talks to the boomerang), Greedy (Major), Mean

Edges: Arcane Background (Super Powers), Luck, Quick Draw

Super Powers:

- **Attack, Ranged (5):** Range 12/24/48, Damage 4d6, Heavy Weapon. Device (Boomerang).
- **Flight (5):** Pace 24, Climb 1, -1 to hit while flying. Major Limitation (Dick cannot throw the boomerang while flying). Device (Boomerang).
- **Super Edge (1):** Marksman. Device (Boomerang).
- **Super Skill (4):** Fighting +2, Throwing +4. Device (Boomerang).

★ ELECTRON

Carol Benchley is a skilled computer hacker, earning money by defrauding banks and corporations. While hacking a secret government site she discovered the blueprints to an amazing suit that would allow her to control electricity. She stole the file, deleted the original, and built the suit. Now she raids corporations (and banks in particular) as Electron—bane of business.

Attributes: Agility d8, Smarts d10, Spirit d6, Strength d6, Vigor d6

Skills: Driving d6, Fighting d6, Knowledge (Computers) d10, Knowledge (Electronics) d12, Lockpicking d6, Notice d6, Repair d8, Shooting d8

Cha: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 11 (6)

Gear: Electricity control suit.

Hindrances: Allergy (Major—industrial magnets while wearing suit), Greedy (Minor), Weakness (Major—water, while wearing suit)

Edges: Arcane Background (Super Powers), Connections (Hackers), Scholar (Computers and Electronics)

Super Powers:

- **Absorption (3):** Electricity. Transference. Device (Suit).
- **Armor +6 (2):** Device (Suit).
- **Attack, Ranged (5):** Range 12/24/48, Damage 3d6, RoF 1, MBT. Device (Arc of electricity from suit).
- **Energy Control (4):** Electricity. Device (Suit).
- **Interface (1):** Device (Suit).

★ GRAPPLE

Grapple, alias Donnie Pitzoni, would be a nobody in the ranks of supervillains if he operated alone. He's a one-trick pony, but that is precisely what makes him useful to other villains. With his superb acrobatic skills and projectiles, he's paid to bind foes so other, more powerful villains can batter them senseless without risking their own skins. Grapple wears what looks like a one-piece fishnet stocking, and wields a small grapple gun and built in net projectors.

Attributes: Agility d12, Smarts d6, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d10, Notice d6, Shooting d12, Stealth d8, Taunt d6

Cha: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Gear: Grapple gun (see below).

Hindrances: Big Mouth, Monologuer, Phobia (Minor—hospitals)

Edges: Acrobat, Arcane Background (Super Powers), Extraction, The Best There Is (*ensnare*)

Super Powers:

- **Ensnare (8):** Area Effect (LBT), Projectile (Shooting), Very Strong. Device (Grapple gun).
- **Super Attribute (2):** Agility +1.
- **Super Skill (4):** Fighting +2. Shooting +2.
- **Swinging (1):** Device (Grapple gun).

★ KNAVE OF CLUBS

Jack Blunt, a.k.a. Knave of Clubs, is an enforcer for hire. He lacks the brains to formulate crimes other than smash and grabs, but he makes a great henchman. He began his life of crime as a bruiser, collecting protection money for a criminal gang, but moved up a notch when he acquired his telescopic club.

No one is sure where he got his club, but it is likely from a more powerful patron. He also sports a stylish three piece suit that doubles as a thick suit of body armor.



Attributes: Agility d8, Smarts d4, Spirit d6, Strength d10, Vigor d10

Skills: Driving d8, Fighting d12, Intimidation d6, Notice d4, Stealth d8

Cha: +0; **Pace:** 6; **Parry:** 8; **Toughness:** 12 (4)

Gear: Neuroactive club, stylish body armor.

Hindrances: Arrogant, Greedy (Minor)

Edges: Arcane Background (Super Powers), Brawny, Bruiser, Trademark Weapon (club), Quick

Super Powers:

- **Armor +4 (1):** Device (Suit).
- **Attack, Melee (5):** Damage Str+3d6, Reach 1. Device (Club).
- **Paralysis (2):** Strong. Device (Neural disruptor in club).
- **Super Attribute (3):** Strength +2, Vigor +1. Device (Club—Strength and Vigor).
- **Super Edge (2):** Combat Reflexes, Extraction. Device (Club).
- **Super Skill (2):** Fighting +2.

★ NINJA

No one knows where Ninja came from originally, but he appeared on the scene five years ago as an assassin and spy for hire. His costume is a simple black affair in traditional ninja style.

Ninja works only for money up front and makes only one promise—the task will be accomplished, or he will be dead.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d8, Lockpicking d10, Notice d6, Stealth d10, Throwing d6, Tracking d6, Swimming d6

Cha: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Gear: Molecular-edged ninja-to (Str+d6+2, AP 4), shurikens (Range 3/6/12, Strength+d4), black clothing.

Hindrances: Greedy (Major), Ruthless, Vow (Minor—rarely breaks contracts)

Edges: Arcane Background (Super Powers), Assassin, First Strike, Luck, Thief

Super Powers:

- **Attack, Melee (6):** Damage Str+2d6, Stackable.
- **Heightened Senses (1):** Perception.
- **Leaping (4):** Level 2, can leap 4" vertically or 8" horizontally. Bounce, Death from Above.
- **Uncanny Reflexes (4):** -2 to hit. (Ninja training.)

★ RATKIN

Ratkin was a hobo who passed out drunk one night in a strange chemical soup composed of an unknown chemical, a large box of rat poison, and a couple of dozen half-dissolved rat corpses.

This nasty brew seeped into “Sam’s” pores and triggered a horrible mutation at the cellular level. When he awoke, he was covered with boils and fur, much like a pestilent rat. The hobo became Ratkin and took to preying on his former homeless friends in the back alleys of the city.

Ratkin is feral, savage, and pitiful. He retreats quickly if obviously overpowered.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d8, Vigor d10

Skills: Climbing d8, Fighting d6, Lockpicking d6, Notice d6, Stealth d10, Taunt d6

Cha: -3; **Pace:** 8; **Parry:** 5; **Toughness:** 7

Gear: None.

Hindrances: Distinctive Appearance, Habit (Minor—strokes whiskers), Mean, Phobia (Major—cats)

Edges: Arcane Background (Super Powers), Fleet-Footed, Frenzy.

Super Powers:

- **Animal Control (4):** Level 2 (2 medium rat swarms). Major Limitation (rat swarms only).
- **Attack, Melee (2):** Str+d6. (Filthy nails.)
- **Fear -2 (3):** Scary, Terror.
- **Immune to Disease (1):** Ratkin cannot contract diseases.
- **Infection (3):** Contingent on a successful *melee attack*. Carrier, Contagious, Strong.
- **Super Attribute (2):** Vigor +1.

★ SNOOP

Alfredo Montoya, alias Snoop, is the mercenary others turn to when they need someone or something tracked down.

Snoop is an investigator extraordinaire who sells his services to the highest bidder—hero or villain. He is a master not only of disguise but of actual alter-egos, with contacts in every walk of society.

Snoop dresses and acts like famous detectives from fiction, altering his clothing to match. If he wants to appear as Sherlock Holmes, for example, he wears a deerstalker hat and short cape.

Attributes: Agility d10, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Investigation d12+1, Fighting d6, Lockpicking d8, Notice d8, Persuasion d6, Stealth d8, Streetwise d10

Cha: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Gear: Appropriate to the disguise.

Hindrances: Arrogant, Cautious, Delusion (Minor—thinks he’s better than Sherlock Holmes)

Edges: Arcane Background (Super Powers), Connections, Investigator, Thief

Super Powers:

- **Chameleon (3):** Training.
- **Heightened Senses (3):** Infravision, Low Light Vision, Perception. Device (Goggles).
- **Super Attribute (4):** Agility +2.
- **Super Skill (1):** Investigation +1.
- **Uncanny Reflexes (4):** -2 to hit. (Snoop predicts where attacks will land.)



STREET FIGHTERS

★ ARROWHEAD

Judith Marks was an Olympic archer with money and fame—until she got caught with illegal performance-enhancing drugs. Stripped of her endorsements, wealth, and fans, the marksman eventually vanished off the public radar. But sinister forces (perhaps lead by the most advanced technology villain in the setting) saw Judith's potential. They outfitted her with deadly arrows of advanced alloys and a special enhanced visual visor. Arrowhead is now a professional assassin willing to take any job if the price is right.

Attributes: Agility d12, Smarts d6, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d12, Intimidation d8, Notice d6, Shooting d12+6, Stealth d8, Taunt d6

Cha: +0; **Pace:** 6; **Parry:** 8; **Toughness:** 6

Gear: Composite Bow, arrows, 20 doses mixed boosters.

Hindrances: Greedy (Major), Quirk (always fires a warning shot first), Vengeful (Major)

Edges: Alertness, Arcane Background (Super Powers), Dead Shot, Marksman, Steady Hands

Super Powers:

- **Attack, Ranged (8):** Range 24/48/96, Damage 4d6, RoF 1, AP 4, Heavy Weapon, Lethal. Device (bow and arrows).
- **Awareness (4):** Ignores obscurement penalties and Gang Up bonus. (Visor.)
- **Ensnare (4):** Projectile (Shooting), Very Strong, Device (Tangle arrows).
- **Super Attribute (4):** Agility +2.
- **Super Skill (10):** Fighting +3, Shooting +7.

★ BEAR

Man should know better than to play God—but he doesn't. Bear is the result of a failed military experiment to turn grizzly bears into super soldiers. Sadly the bears decided they didn't want to serve humans and promptly escaped. Most were caught and killed but a few, such as Bear, escaped into the wilds.

With an enhanced intelligence, Bear is a clever killer. He's fond of herding his prey into traps, and frequently works with other villains as their "muscle."

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12+2, Vigor d12

Skills: Climbing d6, Fighting d8, Notice d6, Stealth d8, Survival d6, Swimming d4, Tracking d6

Cha: 0; **Pace:** 8; **Parry:** 6; **Toughness:** 12

Gear: None.

Hindrances: Allergy (Major—nuts), Distinctive Appearance (walking bear), Ruthless (Major), Phobia (Major—needles)

Edges: Alertness, Arcane Background (Super Powers), Berserk, Combat Reflexes, First Strike, Fleet-Footed, Mighty Blow

Super Powers:

- **Attack, Melee (6):** Damage Str+3d6. (Bear claws.)
- **Awareness (5):** Ignores obscurement penalties and Gang Up bonus.
- **Ensnare (5):** Very Strong. (Bear hug.)
- **Growth (4):** Level 2 (+2 Size, Strength, and Toughness). Monster.
- **Heightened Senses (1):** Smell. (Bear nose.)
- **Super Attribute (4):** Strength +2.
- **Toughness +2 (5):** Hardy. (Thick skin.)

★ THE BLACK SAMURAI

The Black Samurai, alias Akira Yokohama, was once a member of Japan's special forces, but fell afoul of local Yakuza, whom he owed money. He was forced to pay them back the only way he knew how—by becoming a hit man.

The armor was supplied by the Yakuza and resembles black lacquered samurai armor. His powers are natural and the result of years of martial arts training. His reputation is that he has never failed to complete a mission. Some say he and the Ninja share a rivalry; certainly, if both are present, they will go out of their way to hinder the other.

Attributes: Agility d12, Smarts d6, Spirit d6, Strength d12, Vigor d8

Skills: Climbing d6, Fighting d12+2, Intimidation d6, Notice d6, Stealth d6, Taunt d6

Cha: +0; **Pace:** 6; **Parry:** 15; **Toughness:** 12(6)

Gear: Samurai armor, molecular katana (Str+d10+4, AP 7).

Hindrances: Arrogant, Cautious, Code of Honor, Loyal

Edges: Arcane Background (Super Powers), Counterstrike, Improved First Strike, Trademark Weapon (katana)

Super Powers:

- **Armor +6 (2):** Device (Samurai armor).
- **Attack, Melee (7):** Damage Str+2d6, Heavy Weapon, Stackable.
- **Deflection (4):** -6 to hit with ranged attacks. Device (Sword).
- **Parry +5 (5):** Akira is an expert swordsman.
- **Super Attribute (2):** Agility +1.
- **Super Edge (6):** Block, Frenzy, Level Headed.
- **Super Skill (4):** Fighting +4.



★ BLOOD WIDOW

Debbie Dalton was a reporter for a local newspaper well known among celebrities for writing whatever story she could lay her grubby hands on.

On the set of *Radioactive Mutant Spiders 3*, Debbie snuck onto the set and was bitten by an actual radioactive spider—a trap set by a super villain attempting to blackmail the studio.

Debbie gained incredible powers from the arachnid, but it twisted and corrupted her. She blames Hollywood and anyone who flirts with fame—such as particularly popular or charismatic super heroes.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d10, Notice d8, Persuasion d12+2, Stealth d6, Streetwise d12+2, Taunt d4

Cha: +6; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Gear: None.

Hindrances: Monologuer, Quirk (vain), Stubborn, Vengeful (Major)

Edges: Arcane Background (Super Powers), Charismatic, Very Attractive

Super Powers:

- **Awareness (5):** Ignores obscurement penalties and Gang Up bonus.
- **Poison (9):** Lethal, Strong.
- **Super Skill (7):** Persuasion +4. Streetwise +3.
- **Uncanny Reflexes (8):** -4 to hit. (Spider senses.)
- **Wall Walker (1):** Debbie has tiny insect-like hooks on her palms.

★ CHAINSAW

Unlike most supervillains, Chainsaw (alias Pete Kopovski) doesn't dream of world conquest, financial wealth, or other such lofty ideals. He wants to be remembered for one thing—setting the highest body count for a serial killer.

Pete knows he's not smart enough to avoid capture for long, so he often hires himself out to others with more power or better connections. He's far more concerned with the long-term body count than the short term.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d12, Vigor d8

Skills: Climbing d6, Fighting d12, Intimidation d6, Notice d8, Stealth d8

Cha: -5; **Pace:** 6; **Parry:** 9; **Toughness:** 10(4)

Gear: Body armor (+4), skull mask, chainsaw (as power).

Hindrances: Bloodthirsty, Habit (Minor—always polishing his chainsaws), Mania (Major—murderous), Vengeful (Major)

Edges: Arcane Background (Super Powers), Improved Sweep

Super Powers:

- **Attack, Melee (14):** Damage Str+5d6, Focus, Lethal, Multiple Attacks, Stackable. Device (Chainsaw).
- **Fear -2 (4):** Terror. Device (Mask).
- **Super Attribute (10):** Agility +1, Strength +3, Vigor +1.
- **Super Skill (2):** Fighting +2.

★ CLONE

Clone is one of many copies of the same individual inhabiting different dimensions. Known in this universe as Michaela Donaldson, she considers herself a top-class prankster. Her preferred tactic in combat is to copy an opponent's power, negate the original, summon a dimensional twin or two, and then let her opponent suffer the effects of his own power—doubled or even tripled. Clone's costume is pure white, but changes to match that of her *copycat* victim.

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d8, Notice d8, Shooting d8, Stealth d8, Taunt d10

Cha: -1; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Gear: None.

Hindrances: Habit (Minor—talks to self), Overconfident, Ruthless, Vengeful (Major)

Edges: Alertness, Arcane Background (Super Powers), Dodge, Extraction, Mastery, Quick

Super Powers:

- **Copycat (8):** Level 10. Contingent on successful *negation*.
- **Duplication (8):** Promotion.
- **Negation (14):** Full Spectrum, Leach.

★ THE CRAB

Sam Watkins, a former reporter for Green Magazine, was transformed into the Crab when polluted shellfish triggered his latent genetic mutation.

Sam now resembles a six-foot tall man-crab hybrid, with large pincers instead of hands. He was made lame through an injury caused by one of the many super heroes who have crossed his path, but it doesn't affect his pace too much due to his warped legs.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12, Vigor d10

Skills: Fighting d12+1, Intimidation d8, Knowledge (Ecology) d6, Notice d6, Stealth d6, Swimming d12

Cha: +0; **Pace:** 4; **Parry:** 8; **Toughness:** 19(12)

Gear: None.

Hindrances: All Thumbs, Bad Luck, Distinctive Appearance (man-crab), Lame

Edges: Arcane Background (Super Powers), Florentine, Frenzy, Two-Fisted

Super Powers:

- **Aquatic (2):** Swimming Pace 12, +2 Swimming rolls, breathes in water.
- **Armor +12 (6):** Carapace.
- **Attack, Melee (11):** Damage Str+2d6, AP 4, Focus, Multiple Attacks. (Pincers)
- **Ensnare (3):** Pincers.
- **Parry +2 (2):** Pincers.
- **Super Attribute (4):** Strength +1, Vigor +1.
- **Super Skill (2):** Fighting +1, Swimming +1.

★ DECAY

Alastair Blake stumbled onto a strange (and perhaps otherworldly) blueprint to a time machine. He built the device, activated it, and—nothing happened.

Or so it seemed.

Instead of moving through time, Blake had unknowingly altered the time stream around himself. His touch ages flesh or inanimate matter at greatly increased speeds.

For this reason, he always wears gloves when not in the guise of Decay. His rapid regeneration is actually eating up his own body as well. His greatly accelerated age is only slowed by absorbing certain kinds of radiation, so his heists often revolve around breaking into nuclear reactors or other sources of radioactive materials.

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d4, Vigor d6

Skills: Driving d6, Fighting d8, Knowledge (History) d8, Knowledge (Physics) d8, Knowledge (Temporal Mechanics) d8, Notice d8, Stealth d6, Taunt d6

Cha: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Gear: None.

Hindrances: Elderly, Terminally Ill (advanced aging), Ruthless (Minor)

Edges: Arcane Background (Super Powers), Nerves of Steel

Super Powers:

- **Absorption (4):** Radiation, Transference.
- **Decay (5):** Midas Touch, Rapid Decay, Strong. (Time distortion.)
- **Deflection (2):** -2 to hit with ranged attacks. (Entropy.)
- **Fear -2 (5):** Terror.
- **Regeneration (9):** Level 4, rolls to heal every minute. Recovery.
- **Resistance (5):** Radiation. +4 to resist effects, direct attacks cause half damage.

★ GHOUL

Jeremiah Chesterton III was born to money and spent his days in wasteful opulence, surrounded by the best life had to offer. To amuse himself he dabbled in the occult, summoning minor demons simply to annoy them. One fateful day he read the wrong ritual and summoned a demon whose power he could not best. In a moment of singular cruelty, the demon turned him into a skeletal monster with razor sharp claws and a paralyzing touch. Now Chesterton lurks in the sewers, an outcast from humanity.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d6, Knowledge (Occult) d6, Notice d8, Stealth d8, Swimming d4, Tracking d8

Cha: -8; **Pace:** 8; **Parry:** 6; **Toughness:** 8

Gear: None.

Hindrances: Bloodthirsty, Distinctive Appearance (skeletal), Phobia (Major—sunlight), Ugly

Edges: Arcane Background (Super Powers), Fleet-Footed, Frenzy, Improved Level Headed

Super Powers:

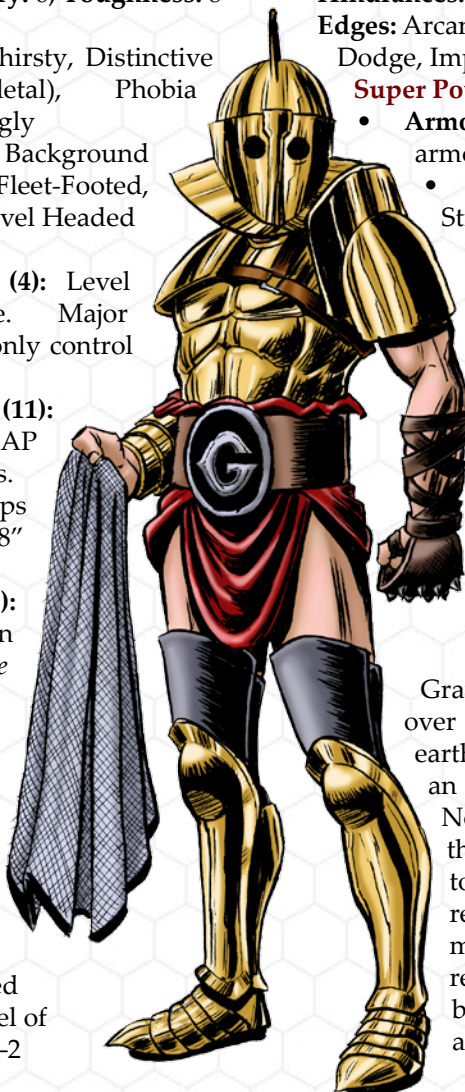
- **Animal Control (4):** Level 2. Summonable. Major Limitation (May only control carrion eaters).

- **Attack, Melee (11):** Damage Str+3d6, AP 6, Multiple Attacks.

- **Leaping (2):** Leaps 4" vertically, 8" horizontally.

- **Paralysis (3):** Contingent on successful *melee* attack. Strong.

- **Undead (10):** +2 Toughness; +2 to recover from Shaken; doesn't breathe; immune to disease & poison; no additional damage from called shots; ignore 1 level of wound penalties; -2 Charisma.



★ GLADIUS

What do you get if you cross an engineer with an insane lover of old Roman epic movies? Gladius. This lethal bruiser believes it's his duty to challenge worthy foes to gladiatorial combat. Anyone he beats is given the "thumbs down." His armor resembles an old-fashioned suit of gladiatorial armor, just fully encased from all external harm.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12, Vigor d8

Skills: Fighting d10, Intimidation d6, Knowledge (Engineering) d6, Notice d6, Stealth d6, Taunt d6

Cha: -4; **Pace:** 24; **Parry:** 8; **Toughness:** 16 (10)

Gear: High-tech gladiatorial armor, spiked gloves, net.

Hindrances: Bloodthirsty, Vengeful (Major)

Edges: Arcane Background (Super Powers), Dodge, Improved First Strike

Super Powers:

- **Armor +10 (4):** Device (Gladiator armor).

- **Attack, Melee (10):** Damage Str+4d6, Focus. Device (Gloves).

- **Ensnare (4):** Projectile (Throwing). Device (net).

- **Speed (4):** Pace 24, -1 to hit. Device (Leg servos in the armor).

- **Super Attribute (6):** Strength +3, Vigor +1. Device (Armor—Strength and Vigor).

- **Super Edge (2):** Block.

★ GRAVEL

Gravel is an alien being with power over rock and stone. He came to earth many years ago in a meteor, an exile from his own world. Now he wants nothing more than to smash his way to the top of the power ladder. Gravel resembles a mass of constantly moving rocks and mud with red glowing eyes. He should not be underestimated; his powers allow him to cause destruction

in a wide area and, though slow in combat, he packs a mean punch.

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d12+2, Vigor d12

Skills: Fighting d8, Intimidation d10, Notice d4, Stealth d6

Cha: -4; **Pace:** 6; **Parry:** 6; **Toughness:** 14(6)

Gear: None.

Hindrances: Alien Form, Bad Eyes (Minor—doesn't wear glasses), Clueless, Illiterate

Edges: Arcane Background (Super Powers), Combat Reflexes, Improved Nerves of Steel, Hard to Kill

Super Powers:

- **Armor +6 (3):** Rocky skin.
- **Attack, Melee (6):** Damage Str+2d6, Stackable.
- **Burrowing (2):** Pace 3.
- **Earthquake (5):** Earthshake.
- **Matter Control (10):** Earth/Stone. Level 2, Strength d12. Constructs ×2.
- **Super Attribute (4):** Strength +2.

★ GRENAДИER

Grenadier is a mercenary for hire, bringing an impressive arsenal of grenades and a battle-hardened cadre of non-super powered mercenaries to any patron. Grenadier never talks about his background, but there is plenty of evidence in his mannerisms that he has served in one or more armies around the world. He wears armored combat fatigues in battle and carries a bandolier of grenades and a grenade launcher.

Note: Grenadier can fire explosive grenades using his *ranged attack* as well as any one of his Switchable powers: *negation*, *paralysis*, or *stun* grenades. Switching between the three other grenade types requires one full round.

Attributes: Agility d12, Smarts d8, Spirit d6, Strength d10, Vigor d10

Skills: Driving d6, Fighting d8, Knowledge (Battle) d10, Notice d6, Shooting d12+2, Stealth d8, Tracking d6

Cha: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 13(6)

Gear: Armored fatigues, grenade launcher, specialty grenades.

Hindrances: Arrogant, Mean, Ruthless, Vengeful (Major)

Edges: Arcane Background (Super Powers), Combat Reflexes, Command, Hold the Line, Marksman

Super Powers:

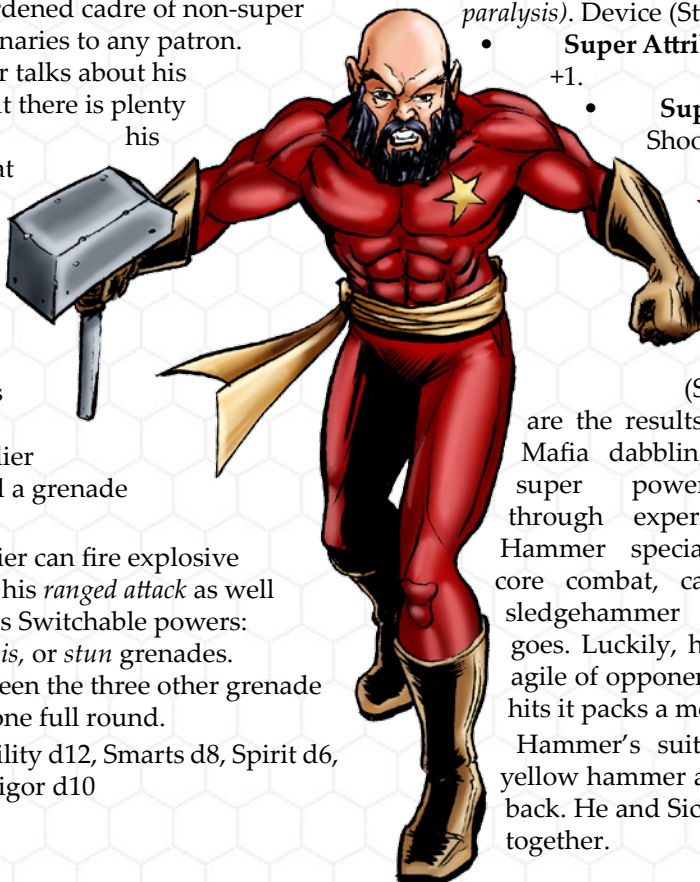
- **Armor +6 (2):** Device (Armored suit).
- **Attack, Ranged (15):** Range 24/48/96, Damage 5d6, RoF 1, AP 8, MBT, Heavy Weapon. Device (Grenade launcher).
- **Negation (8):** Leach. Projectile (Shooting). Contingent on successful *ranged attack*. Switchable (Primary with *paralysis*, *stun*). Device (Energy grenade).
- **Paralysis (2):** Strong. Projectile (Shooting). Contingent on successful *ranged attack*. Switchable (*negation*, *stun*). Device (Gas grenade).
- **Stun (1):** Area Effect (LBT). Projectile (Shooting). Contingent on successful *ranged attack*. Switchable (*negation*, *paralysis*). Device (Stun grenade).
- **Super Attribute (2):** Agility +1.
- **Super Skill (3):** Shooting +3.

★ HAMMER

Dmitri Rasputinovich and his twin sister Olga (Sickle, page 75)

are the results of the Russian Mafia dabbling into creating super powered enforcers through experimental drugs. Hammer specializes in hard-core combat, carrying a huge sledgehammer wherever he goes. Luckily, he isn't the most agile of opponents, but when he hits it packs a mean punch.

Hammer's suit is red with a yellow hammer and sickle on the back. He and Sickle always work together.



Attributes: Agility d4, Smarts d4, Spirit d6, Strength d12+2, Vigor d12

Skills: Fighting d8, Intimidation d8, Knowledge (Language: English) d4, Notice d6, Stealth d4, Survival d4

Cha: -2; **Pace:** 12; **Parry:** 6; **Toughness:** 14

Gear: Sledgehammer, customized super-steroids.

Hindrances: Clueless, Mean, Monologuer

Edges: Arcane Background (Super Powers), Brawny, Improved Nerves of Steel, Sweep, Take the Hit

Super Powers:

- **Attack, Melee (8):** Damage Str+4d6, Reach +1, Heavy Weapon. Device (Hammer).
- **Leaping (2):** Can leap 4" vertically and 8" horizontally. Death from Above.
- **Speed (2):** Pace ×2.
- **Super Attribute (10):** Strength +3, Vigor +2.
- **Toughness +5 (8):** Hardy. (Hardened skin).

★ HANGMAN

Bert Nichols became a vigilante in response to the growing crime in his neighborhood. At first he merely caught criminals and handed them over to the police, but the courts proved inefficient and the crooks were back on the street in days. Bert changed his modus operandi, built his lightweight nylon lasso, and became Hangman.

Unfortunately, Hangman now takes a dim view of any crime—even littering—and punishes every lawbreaker. That he too is now a criminal has obviously escaped his diminishing mind.

Attributes: Agility d12, Smarts d6, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d10, Intimidation d10, Notice d6, Stealth d10, Throwing d12+4

Cha: +0; **Pace:** 6; **Parry:** 10; **Toughness:** 6

Gear: Noose.

Hindrances: Delusional (Minor—he's judge, jury, and executioner), Ruthless (Major), Vengeful (Major)

Edges: Acrobat, Arcane Background (Super Powers), First Strike, Quick

Super Powers:

- **Deflection (3):** -3 to hit with ranged attacks.
- **Ensnare (5):** Very Strong. Ranged Touch Attack 12" (Throwing). Device (Noose).
- **Parry +3 (3):** Training.

• **Super Attribute (10):** Agility +3, Strength +2.

• **Super Skill (7):** Fighting +2, Intimidation +2, Throwing +3.

• **Swinging (2):** Pace 12. Strong line. Device (Noose).

★ HELL'S ANGEL

Steve Nitro was a rising star in the world of bike racing when sabotage by a rival cost him his young life. As he lay dying in the hospital, Nitro made a deal with the dark powers to serve them if they spared his life. They agreed, and now Hell's Angel serves his dark masters as they bid.

Often he is sent to kill wayward occultists who have tried to back out of a deal. When Hell's Angel rides, someone is going to die. Although he looks undead, Hell's Angel is very much alive.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d12+2, Vigor d10

Skills: Driving d10, Fighting d10, Knowledge (Occult) d6, Notice d6, Repair d6, Shooting d8

Cha: 0; **Pace:** 6; **Parry:** 7; **Toughness:** 11 (4)

Gear: Body armor (+4), motorcycle, flaming mace.

Hindrances: Distinctive Appearance (zombie in biker leathers), Ruthless (Major), Power Negation (holy ground), Vow (Major—serve Hell)

Edges: Ace, Arcane Background (Super Powers), Frenzy, Sweep

Super Powers:

- **Attack, Melee (8):** Damage Str+4d6, Multiple Attacks. Device (Flaming mace).
- **Attack, Ranged (6):** Range 12/24/48 or Cone Template, Damage 3d6, RoF 1, AP 2. (Hellfire.)
- **Fear -2 (5):** Terror.
- **Speed (5):** Pace 48, -2 to hit. Device (Hell bike).
- **Super Attribute (6):** Strength +3.

★ HUNTER

Wellington Fairbanks is a man with an obsession. Since childhood he has been interested in collecting animals, whether for zoos around the world or as trophies. His rifle appears to be a standard hunting rifle but is in fact an energy weapon, capable of killing or stunning even the toughest prey.

His goal is to kill or catch as many unusual or dangerous creatures as possible, including super powered beings and aliens. He dresses like a big game hunter from 1930s movies.

Attributes: Agility d8, Smarts d12, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d6, Notice d8, Shooting d12+3, Stealth d12+1, Survival d8, Tracking d10

Cha: +0; **Pace:** 8; **Parry:** 5; **Toughness:** 6

Gear: Advanced energy rifle, basic hunting gear.

Hindrances: Arrogant, Code of Honor, Quirk (must stalk his prey)

Edges: Alertness, Arcane Background (Super Powers), Fleet-Footed, Level Headed, The Best There Is (*ranged attack*), Woodsman

Super Powers:

- **Attack, Ranged (13):** Range 12/24/48, Damage 4d6, RoF 3, MBT, Heavy Weapon. Device (Energy rifle).
- **Heightened Senses (3):** Eagle Eyes, Super Senses (Hearing), Tracking.
- **Super Attribute (6):** Smarts +2, Spirit +1.
- **Super Edge (4):** Marksman, Steady Hands.
- **Super Skill (4):** Shooting +3, Stealth +1.

★ HUNTSMAN

Huntsman is the Spider's (page 77) top assassin. When he is called to action someone, somewhere, will die. No one knows Huntsman's real name, but he has served the Spider loyally for years, never questioning his orders or failing to fulfill his boss's wishes. His accent is English, but he never speaks of his past. Huntsman works only for the Spider and no amount of money can change his mind.

Attributes: Agility d12, Smarts d8, Spirit d8, Strength d10, Vigor d10

Skills: Climbing d6, Fighting d12, Lockpicking d12, Notice d6, Stealth d12, Streetwise d6

Cha: 0; **Pace:** 6; **Parry:** 8; **Toughness:** 7

Gear: Poisoned titanium dagger, stealth suit, drugs, lockpick gear.

Hindrances: Cautious, Ruthless (Major), Vow (Major—serve the Spider), Wanted (Major—every law enforcement agency on the planet)

Edges: Arcane Background (Super Powers), First Strike, Level Headed, Quick, Sweep

Super Powers:

- **Attack, Melee (3):** Damage Str+2d6, AP 2. Device (Titanium dagger).
- **Poison (5):** Lethal, Strong, Contingent on successful *melee attack*. Device (Titanium dagger).
- **Invisibility (6):** Level 2, -4 to hit. Device (Suit).
- **Super Attribute (10):** Agility 2, Strength +2, Vigor +1.
- **Super Skill (6):** Fighting +2, Lockpicking +2, Stealth +2.

★ JACKDAW

Pedro Rivera always liked shiny things, especially jewelry. After graduating college, he constructed an exoskeleton complete with wings and powerful claws and set himself up as Jackdaw—after the Eurasian raven.

At first Pedro merely swooped down on his prey, snatching handbags and necklaces, but now he has developed a new tactic for getting all their wealth—he grabs them in his claws and lifts them into the air, threatening to drop them unless they place all their valuables in a bag attached to his suit.

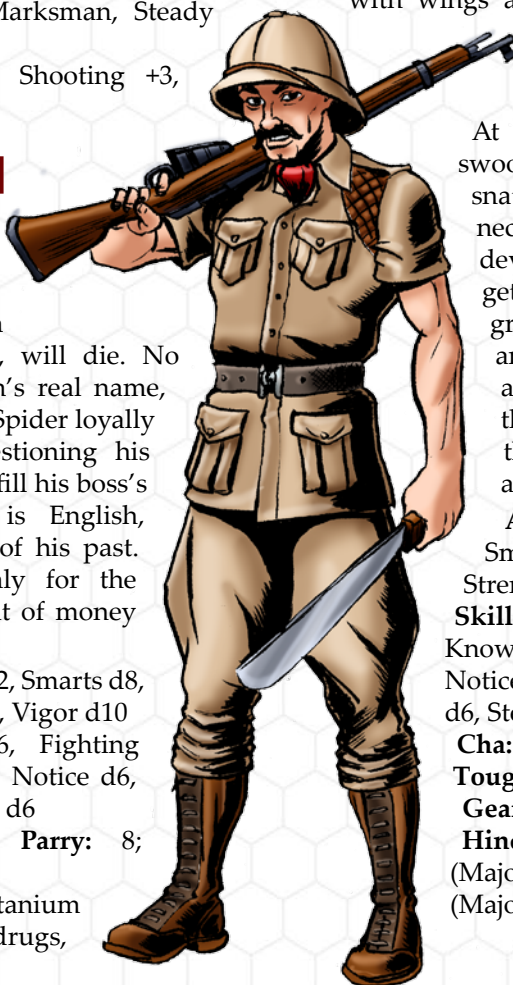
Attributes: Agility d10, Smarts d6, Spirit d6, Strength d12+2, Vigor d6

Skills: Fighting d10, Knowledge (Engineering) d8, Notice d6, Piloting d10, Repair d6, Stealth d10

Cha: -4; **Pace:** 6; **Parry:** 7; **Toughness:** 5

Gear: Winged super suit.

Hindrances: Curious, Greedy (Major), Mean, Ruthless (Major)



Edges: Arcane Background (Super Powers), First Strike, Quick

Super Powers:

- **Attack, Melee (9):** Damage Str+3d6, AP 4, Multiple Attacks. Device (Suit).
- **Ensnare (4):** Very Strong. Device (Clawed feet).
- **Flight (7):** Pace 24, Climb 0, -2 to hit while flying. Device (Wings).
- **Super Attribute (7):** Strength +4. Device (Suit).
- **Super Skill (3):** Knowledge (Engineering) +1, Piloting +2.

★ LYCANTHROPUS

Leo Wolfcastle was a promising science student with an interest in the occult. Unfortunately, he was also poor. He committed petty crimes to pay for his meager living while in college, but then was trounced and humiliated by a local vigilante.

The shame-faced Leo turned his immense talent to transforming himself into a better fighter. His research lead to the genetic makeup of the legendary werewolf, and over the next year he created a formula that would transform him into Lycanthropus, a scientifically-created wolf-man. Feral instincts quickly overtook him, leading him to believe himself as Pack Alpha, and despising any form of power or authority above him.

Attributes: Agility d10, Smarts d8, Spirit d6, Strength d10, Vigor d10

Skills: Climbing d6, Fighting d10, Knowledge (Genetics) d6, Knowledge (Occult) d6, Notice d6, Stealth d10, Survival d4, Tracking d10

Cha: +0; **Pace:** 8; **Parry:** 7; **Toughness:** 7
Gear: None.

Hindrances: Allergy (Major—silver), Gimmick (Transformation), Greedy (Minor)

Edges: Arcane Background (Super Powers), Fleet-Footed, Quick

Super Powers:

- **Attack, Melee (5):** Damage Str+3d6. (Claws and teeth.)
- **Heightened Senses (2):** Low Light Vision, Tracking.
- **Regeneration (12):** Level 5, rolls to heal every round. Regrowth.
- **Super Attribute (6):** Agility +1, Strength +1, Vigor +1.
- **Super Edge (4):** Frenzy/Improved.
- **Super Skill (1):** Fighting +1.

★ MAKO

Mako was a common citizen of Atlantis who grew too curious of those who dwell on land. He was captured by evil forces and turned into a terrible war machine, fusing his natural abilities with the power and shape of a mako shark. The process shattered the simple boy's mind. He slaughtered his creators and fled.

Mako drifted aimlessly for a while but decided his fate was to punish the polluters and poachers of the sea.

Mako appears as a frightening combination of man and shark, with jaws large enough to bite into a car with ease.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d12, Vigor d10

Skills: Fighting d8, Intimidation d6, Notice d6, Stealth d8, Swimming d12, Tracking d6

Cha: -6; **Pace:** 6; **Parry:** 6; **Toughness:** 8

Gear: None

Hindrances: Bloodthirsty, Dependency (salt water), Poverty, Ugly, Vengeful (Major)



Edges: Arcane Background (Super Powers), Brawny, Berserk, Hard to Kill

Super Powers:

- **Animal Control (9):** Level 10. Telepathic Link. Major Limitation (Sharks only).
- **Aquatic (2):** Swimming Pace 12, +2 Swimming rolls, breathes in water.
- **Attack, Melee (7):** Damage Str+2d6, AP 4, Heavy Weapon. (Bite.)
- **Fear -2 (3):** Scary, Terror.
- **Heightened Senses (2):** Low Light Vision, Tracking, Spatial Sense. Major Limitation (Works only underwater).
- **Super Attribute (6):** Strength +2c Vigor +1.
- **Super Skill (1):** Swimming +1.

★ MEDUSA

Athena Minios is the latest in her family line to have the power of the ancient Medusa. As a young archaeology student she's able to slip into museums, steal ancient treasures, then sell them to unscrupulous collectors. Athena



embraces the legend of her namesake. Her costume is green and decorated with lines to resemble scales and her hair is braided to look like snakes. The energy blast comes from her eyes, causing damage by petrifying flesh.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d8/d12+3, Vigor d6

Skills: Fighting d8, Knowledge (Antiques) d6, Lockpicking d8, Notice d8, Persuasion d6, Shooting d8, Stealth d8, Streetwise d6

Cha: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Gear: None.

Hindrances: Allergy (Minor—reflective surfaces), Greedy (Major), Phobia (Major—swords), Stubborn

Edges: Arcane Background (Super Powers), Connections, Marksman, Quick

Super Powers:

- **Attack, Ranged (10):** Range 12/24/48, Damage 4d6, RoF 2, AP 2. (Eye beams.)
- **Ensnare (3):** Very Strong (+2). (Prehensile hair.)
- **Extra Limb (9):** Two limbs, +2 Extra Actions, Reach +3. (Prehensile Hair.)
- **Super Attribute (8):** Strength +5. Major Limitation (Her Strength applies only to her prehensile hair, including its attack).

★ THE MOLE

Hank Thompson worked for an oil company designing robots for oil exploration. Eager to make more money than his profession paid, Hank built himself a special mole suit to tunnel beneath the earth—and straight into bank vaults.

Turns out Hank really liked it down there in the dirt. Eventually he became a true troglodyte and now finds sunlight painful. Furthermore, he found a like-minded group of degenerate “mole-men,” who look upon him as their king.

His costume is jet black and includes a full-face mask. It bears a set of vicious claws welded into its frame.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d12, Vigor d8

Skills: Climbing d10, Fighting d8, Intimidation d6, Knowledge (Engineering) d6, Knowledge (Robotics) d6, Notice d8, Stealth d12

Cha: +0; **Pace:** 8; **Parry:** 6; **Toughness:** 9 (4)

Gear: Mole suit.

Hindrances: Allergy (Major—sunlight), Bad Eyes (Minor), Disability (Minor—bad stutter), Small

Edges: Arcane Background (Super Powers), Command, Extraction, Fleet-Footed.

Super Powers:

- **Armor +4 (1):** Device (Suit).
- **Attack, Melee (8):** Damage Str+2d6, AP 4, Focus. Device (Digging claws).
- **Burrowing (2):** Pace 6. Device (Digging claws).
- **Heightened Senses (1):** Low-light Vision.
- **Minions (14):** Mole summons up to four mole men. Super Powers (*Burrowing*).
- **Super Attribute (1):** Strength +1. Device, (Suit).
- **Super Skill (3):** Climbing +1, Fighting +1, Stealth +2. Device (Suit).

★ NOCTURN

Jennifer Watts was on a fashion shoot when her ex-boyfriend-turned-supervillain shot her with an experimental “dark matter” gun. She died, leaving nothing but a scorched shadow on the wall. Thirteen days later, the shadow peeled itself off the plaster and came to unlife.

Jennifer’s phantom has the ability to manipulate shadows and fire bursts of dark matter. Nocturn is mad, focusing her otherworldly powers on killing supervillains as she tries to remember the identity of her own slayer.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d8, Vigor d10

Skills: Driving d6, Fighting d8, Intimidation d6, Knowledge (Fashion) d6, Notice d10, Shooting d8, Stealth d8, Taunt d6

Cha: -2; **Pace:** 8; **Parry:** 6; **Toughness:** 7

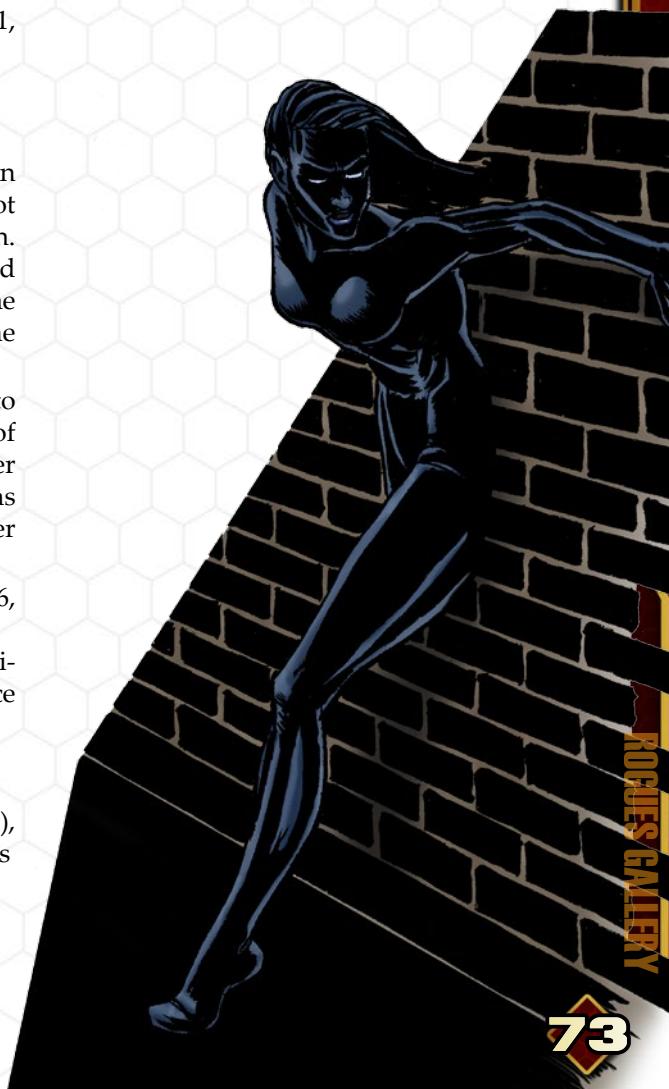
Gear: None.

Hindrances: Allergy (Major—sunlight), Greedy (Minor), Outsider, Weakness (Major—light)

Edges: Arcane Background (Super Powers), First Strike, Strong Willed

Super Powers:

- **Ageless (1):** Jennifer is no longer mortal.
- **Attack, Ranged (10):** Range 12/24/48, Damage 4d6, RoF 1, AP 8. (Bolt of soul-chilling darkness.)
- **Awareness (3):** Ignores obscurement penalties.
- **Energy Control (5):** Darkness.
- **Heightened Senses (1):** Low Light Vision.
- **Intangibility (8):** Shadow, Permanent, Phase.
- **Invisibility (2):** Level 1, -2 to hit. Major Limitation (Nocturn blends with deep shadows and darkness. She cannot use her *invisibility* in sunshine or bright places.)



★ PANZER

Panzer (real name unknown) wears a suit of non-powered armor decorated with a large swastika on the chest plate. His immense strength is the result of genetic modification leftover from Nazi experiments in World War II. Unfortunately, the treatment resulted in some brain damage, leaving him a near-mindless thug.

Panzer isn't really the racist his alter-ego makes him appear to be—he's more of a mindless automaton in the service of far more vile masters such as Reichführer. He does take great pleasure in smashing things to pieces, however.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+2, Vigor d12+1

Skills: Climbing d4, Fighting d8, Intimidation d6, Notice d4, Repair d4, Shooting d6, Stealth d6

Cha: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 19 (8)

Gear: Armored battlesuit, boosters.

Hindrances: Delusional (Minor—he's indestructible), Monologuer, Stubborn, Vow (Major—serve the Fourth Reich)

Edges: Arcane Background (Super Powers), Berserk, Combat Reflexes, Improved Nerves of Steel, Take the Hit

Super Powers:

- **Armor +8 (7):** Heavy Armor. Device (Battle armor).
- **Attack, Melee (9):** Damage Str+3d6, Focus, Heavy Weapon. Device (Servo-assisted electropunch in suit).
- **Super Attribute (8):** Strength +2, Vigor +2.
- **Toughness +3 (6):** Hardy.

★ POD

Whereas Spore (page 75) is the Goddess's (page 92) assassin, Pod is her general. Pod is not only a capable commander, he can summon plant men soldiers from any vegetation to wage war against animal life. Like Spore, it is very likely Pod is not an individual but one of many similar beings all enslaved to the Goddess's will.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d12

Skills: Fighting d10, Intimidation d8, Knowledge (Battle) d10, Notice d6, Stealth d6, Taunt d8

Cha: -4; **Pace:** 6; **Parry:** 7; **Toughness:** 8

Gear: None.

Hindrances: Alien Form (plant), All Thumbs, Illiterate, Vow (Major—serve the Goddess)

Edges: Arcane Background (Super Powers), Command, Common Bond, Fervor, Hold the Line, Inspire, Best There Is (*matter control*)

Super Powers:

- **Matter Control (14):** Plants. Level 1, Strength d10. Constructs ×4.
- **Super Attribute (10):** Spirit +1, Strength +2, Vigor +2.
- **Super Skill (6):** Fighting +2, Knowledge (Battle) +4.

★ REICHFÜHRER

Reichführer is the grandson of a former Nazi general and takes his heritage very seriously. He despises all non-Aryans—especially non-humans. His psionic powers, so he claims, are the result of possession by Himmler's spirit following an experiment into occultism as a youth. He wears a black costume decorated with swastikas and leads his loyal followers, Panzer (page 74), Stuka (page 76), and Uberfrau (page 78), known as the Fourth Reich.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Driving d6, Fighting d6, Intimidation d8, Knowledge (Occult) d6, Notice d4, Persuasion d6, Shooting d6, Taunt d8

Cha: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Gear: None.

Hindrances: Delusional (Minor—believes he is possessed by Himmler's spirit), Monologuer, Stubborn, Vow (Major—rid world of all non-humans)

Edges: Arcane Background (Super Powers), Command, Connections, Hold the Line!, Mentalist

Super Powers:

- **Attack, Ranged (10):** Range 12/24/48, Damage 4d6, RoF 1, LBT. (Psionic blast.)
- **Energy Control (5):** Psionics.
- **Mind Reading (3):** Reichführer can read minds.
- **Minions (10):** Reichführer is accompanied by five "stormtroopers" outfitted with body armor (+4) and pulse SMGs (Range 10/20/30, Damage 2d6, RoF 3, AP 2).
- **Telepathy (2):** Reichführer gives orders to his minions and allies with his mind.

★ SICKLE

The drugs given to Olga Rasputinovich enhanced her natural gymnastic abilities and heightened her ability to detect danger. She carries a large one-handed sickle and, while not as strong as her brother, Hammer (see page 69), she is a lightning-fast skilled opponent. She is the brains of the pair and formulates all their plans. Her costume is identical to her brother's but looks better on her slim, toned body. Hammer and Sickle always work together.

Attributes: Agility d12, Smarts d6, Spirit d6, Strength d10, Vigor d8

Skills: Driving d4, Fighting d12, Intimidation d6, Lockpicking d6, Notice d6, Stealth d8, Taunt d6

Cha: +0; **Pace:** 48; **Parry:** 8; **Toughness:** 6

Gear: Sickle, super-steroids.

Hindrances: Arrogant, Overconfident, Quirk (spends first action carving "S" into opponents), Ruthless

Edges: Arcane Background (Super Powers), Dynamic Duo, Dodge, Team Player

Super Powers:

- **Attack, Melee (6):** Damage Strength+2d6, AP 2, Heavy Weapon, Multiple Attacks. Device (Sickle).
- **Leaping (4):** Leap 8" vertically and 16" horizontally. Death from Above.
- **Speed (8):** Pace 48, -2 to hit. Pummel (Experimental drugs and heightened muscles.)
- **Super Attribute (6):** Agility +2, Strength +1.
- **Super Edge (6):** Frenzy, Level Headed, Sweep.

★ THE SPIDER

At the heart of every web lies a spider, and the Spider, otherwise known as billionaire antiquities dealer Hamilton Smythe, controls the crime in much of upstate New York. The Spider is extremely careful never to leave any clues to his involvement in a crime and has many highly-paid lawyers to point the finger of blame somewhere else. Nothing illegal happens in New York State without the Spider learning of it—and usually running the show.

The Spider may not possess many superpowers, but if he needs super powered muscle he can buy it. No questions asked.

Attributes: Agility d8, Smarts d12+1, Spirit d10, Strength d6, Vigor d8

Skills: Fighting d6, Intimidation d12+2, Notice d10, Persuasion d12, Shooting d8, Streetwise d12+2

Cha: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Gear: Antique ring.

Hindrances: Cautious, Greedy (Major), Ruthless (Major)

Edges: Arcane Background (Super Powers), Charismatic, Connections, Filthy Rich, The Best There Is (*ranged attack*)

Super Powers:

- **Attack, Ranged (14):** Range 12/24/48, Damage 5d6, RoF 3, Heavy Weapon. Device (Energy blast from antique ring).
- **Deflection (3):** -4 to hit with ranged attacks. Device (Ring).
- **Super Attribute (10):** Smarts +3, Spirit +2.
- **Super Skill (3):** Intimidation +3.

★ SPORE

Spore, as far as is known, was never human. The creature seems to be a humanoid fungus, created by the Goddess (page 93) as a servant, henchman, and assassin. It lacks much intelligence, but is remarkably strong and dexterous considering it's a spongy plant. Spore is a giant humanoid made of moss, with glowing yellow eyes. It is not known to bleed when wounded.

Attributes: Agility d10, Smarts d4, Spirit d4, Strength d12+1, Vigor d12



Skills: Fighting d12, Intimidation d10, Notice d6, Stealth d10

Cha: -4; **Pace:** 6; **Parry:** 8; **Toughness:** 11

Gear: None.

Hindrances: Alien Form (plant), All Thumbs, Illiterate, Vow (Major—serve the Goddess)

Edges: Ambidextrous, Arcane Background (Super Powers), Dodge, Hard to Kill

Super Powers:

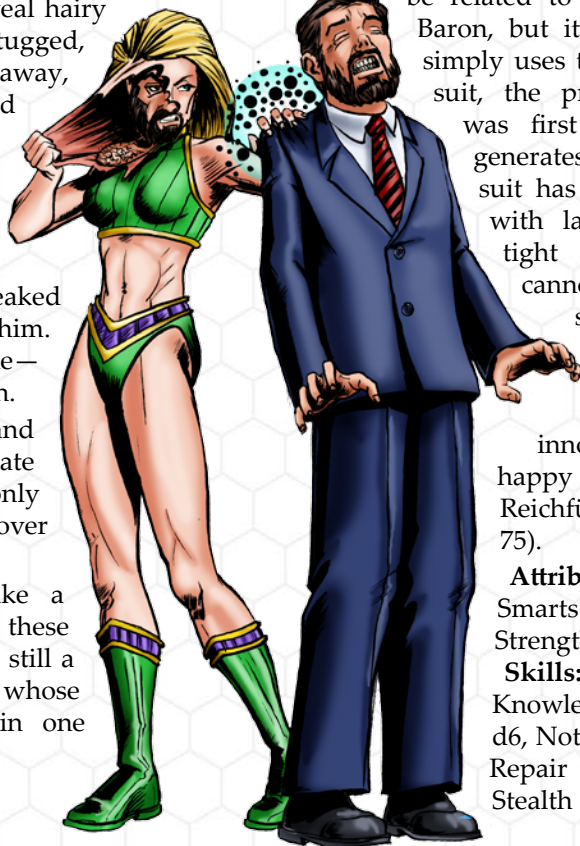
- **Attack, Melee (6):** Damage Str+2d6, Stackable.
- **Growth (5):** Level 2 (+2 Size, Strength, and Toughness). Monster. Requires Activation.
- **Infection (4):** Strong. (Choking spore.)
- **Matter Control (8):** Level 4, Strength d12+2.
- **Super Attribute (6):** Strength +1, Vigor +2.
- **Toughness +1 (1):** Spongy skin.

★ STRIPEASE

Patricia Dalgleish's unusual powers developed when she was at college. During a romantic moment with her boyfriend she suddenly developed an itch on her arms. Scratching, her nails pulled away great sloughs of skin to reveal hairy arms! The more she tugged, the more skin came away, until she had removed virtually all her flesh. Rather than looking all gooey, she looked, and sounded, exactly like her boyfriend. He freaked out, so she slapped him. He dropped like a stone—paralyzed by her touch.

Patricia snapped and killed the unfortunate young man, which only pushed her further over the edge.

Striptease seems like a sexy, confident killer these days, but in fact she's still a panicked school girl whose entire life changed in one hellish moment.



Attributes: Agility d10, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Climbing d8, Fighting d10, Lockpicking d10, Notice d8, Persuasion d12, Stealth d8

Cha: +3; **Pace:** 6; **Parry:** 7; **Toughness:** 5

Gear: None.

Hindrances: Anemic, Gimmick (must peel off skin), Habit (Minor—peels off lengths of skin), Mania (Major—psychotic fear episodes)

Edges: Arcane Background (Super Powers), First Strike, Level Headed, Very Attractive, Thief, The Best There Is (*copycat*)

Super Powers:

- **Chameleon (4):** Voice. Minor Limitation (Patricia must touch the person she wishes to copy). (Sheds skin).
- **Copycat (15):** Level 15. Overly Accurate, Versatile. Minor Limitation (Mutable DNA.)
- **Paralysis (4):** Strong.
- **Super Skill (7):** Fighting +3, Persuasion +2, Stealth +2.

★ STUKA

Klaus Von Richthofen claims to be related to the infamous Red Baron, but it is more likely he simply uses that alias. A special suit, the prototype of which was first tested in WWII, generates his powers. The suit has a built-in jet pack with lateral thrusters for tight turns, twin blast cannons mounted on the shoulders, and is heavily armored. He has no qualms about killing innocents and is very happy being a soldier in Reichführer's army (page 75).

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d4, Knowledge (Aeronautics) d6, Notice d6, Piloting d12, Repair d6, Shooting d12, Stealth d6

Cha: 0; **Pace:** 6; **Parry:** 4; **Toughness:** 17 (12)

Gear: Powered jet armor.

Hindrances: Arrogant, Ruthless (Major), Vengeful (Major)

Edges: Ace, Arcane Background (Super Powers), Extraction, Steady Hands, Trademark Weapon (blast cannon)

Super Powers:

- **Armor +12 (5):** Device (Suit).
- **Attack, Ranged (9):** Range 12/24/48, Damage 3d6, RoF 2, MBT, Heavy Weapon. Device (Cannons built into suit).
- **Flight (9):** Pace 48, Climb 0, -2 to hit while flying. Device (Rocket pack).
- **Heightened Senses (1):** Eagle Eyes. Device (Helmet).
- **Super Edge (3):** Dodge/Improved Dodge. Device (Avionics in suit).
- **Super Skill (3):** Piloting +2, Shooting +2. Device (Suit).

★ SUPERNOVA

Duke Barton was the pilot on a returning space mission when the craft was struck by radiation from a solar flare. His body was forever altered, throwing off lethal amounts of radiation to anyone who came near him. With modern science unable to find a cure, he learned all he could about radiology and determined to find a cure himself.

The tragic villain commits crimes only to fund his research, but has become somewhat deranged by the many experimental chemicals ravaging his body.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d6, Vigor d10

Skills: Fighting d6, Knowledge (Aeronautics) d8, Knowledge (Nuclear Physics) d10, Notice d6, Piloting d6, Repair d8, Shooting d8

Cha: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 19 (12)
Gear: Radiation suit.

Hindrances: Distinctive Appearance (always wears Armor), Ruthless (Major), Terminally Ill, Vow (Major—find a cure)

Edges: Ace, Alertness, Arcane Background (Super Powers), Scholar (Aeronautics, Nuclear Physics)

Super Powers:

- **Armor +12 (5):** Device (Armored suit).
- **Broadcast (2):** 1 mile.
- **Damage Field (5):** Radiation. Damage 3d6, MBT. Device (Suit).

• **Heightened Senses (2):** Infravision, Low-light vision. (Radiation vision.)

• **Energy Control (5):** Radiation.

• **Explode (4):** Damage 3d8, MBT. (Gamma ray burst.)

• **Resistance (5):** Radiation. +4 to resist effects, direct attacks cause half damage.

• **Super Attribute (2):** Vigor +1.

★ TEMPEST

Tempest, alias Johnny Salvatore, is a mutant, born with the power to control the weather. At first he used his powers for good, controlling the storm within with Zen conditioning. But his rage has proved too strong. Now he uses his talents and his skills as a former survival instructor to commit crimes and cause general havoc to those he feels are oppressors—such as the government. His costume is dark blue with a white lightning flash down the right hand side.

Attributes: Agility d10, Smarts d8, Spirit d12+2, Strength d6, Vigor d10

Skills: Fighting d10, Notice d6, Shooting d12, Stealth d8, Survival d8, Tracking d8

Cha: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 7

Gear: None.

Hindrances: Cautious, Heroic, Ruthless (Minor), Vengeful (Major)

Edges: Arcane Background (Super Powers), Combat Reflexes, Dodge, Extraction

Super Powers:

- **Attack, Ranged (9):** Range 12/24/48, Damage 3d6, RoF 1, LBT, Heavy Weapon. (Thunderclap.)
- **Resistance (5):** Air/wind. +4 to resist effects, direct attacks cause half damage.
- **Storm (8):** Downpour, Gale Force, Lightning Strike.
- **Super Attribute (8):** Spirit +2, Vigor +2.

TROGLODYTE

Troglodyte is not a specific supervillain, but a member of the race by that name. The race lives deep underground, far from the gaze of man. They are a splinter group in humanity's evolutionary path, and fled beneath the earth to avoid a long-forgotten catastrophe. Now they have made their first tentative steps back to the surface, eager to reclaim a world they see as rightfully theirs.

Attributes: Agility d10, Smarts d4, Spirit d8, Strength d12, Vigor d10

Skills: Climbing d6, Fighting d10, Notice d6, Stealth d10, Survival d4, Swimming d6, Tracking d8

Cha: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 7

Gear: None.

Hindrances: Allergy (Major—sunlight), Distinctive Appearance, Ugly, Weakness (Major—light)

Edges: Arcane Background (Super Powers), Combat Reflexes, Take the Hit

Super Powers:

- **Attack, Melee (5):** Damage Str+2d6, AP 2.
- **Awareness (5):** Ignores obscurement penalties and Gang Up bonus.
- **Heightened Senses (2):** Super Sense (Hearing), Super Sense (Smell).
- **Super Attribute (10):** Agility +1, Strength +2, Vigor +2.
- **Uncanny Reflexes (8):** -4 to hit.

★ TSUNAMI

Wayne Andrews was born with the power to manipulate water. At first he used his powers to help him learn to surf, then to win surf competitions, and finally to turn pro. Eventually he grew bored of surfing and now commits crimes purely for the thrill of it (and to make some extra cash). His costume is light blue with wave crests across the shoulders.

Attributes: Agility d12, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d6, Knowledge (Surf Culture) d4, Notice d6, Persuasion d6, Shooting d8, Swimming d8, Taunt d6

Cha: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5



Gear: None.

Hindrances: Curious, Poverty, Quirk (talks like a surfer)

Edges: Arcane Background (Super Powers), First Strike, Quick

Super Powers:

- **Aquatic (2):** Swimming Pace 8, +2 Swimming rolls, breathes in water.
- **Attack, Ranged (9):** Range 12/24/48 or Cone Template, Damage 2d10, RoF 1, MBT. (Geyser blast.)
- **Matter Control (10):** Level 5, Strength d12+3.
- **Resistance (5):** Water. +4 to resist effects, direct attacks cause half damage.
- **Super Attribute (4):** Agility +2.

★ UBERFRAU

Uberfrau is the persona of Frieda Wagner, a result of the same genetic experiments that produced Panzer. Uberfrau has few true superpowers, and those she has are genetic enhancements. Her agility is a mixture of training and genetic modification.

Frieda wears what can only be called an SS dominatrix outfit, complete with leather and whips. Her goal of world domination is visualized through eugenics programs to breed out racial impurities.

Attributes: Agility d12, Smarts d10, Spirit d8, Strength d8, Vigor d8

Skills: Fighting d12, Intimidation d4, Persuasion d8, Notice d6, Repair d4, Shooting d6, Streetwise d6, Taunt d6

Cha: +2; **Pace:** 6; **Parry:** 8; **Toughness:** 6

Gear: Leather outfit, whip.

Hindrances: Delusional (Minor—believes in racial purity), Ruthless, Vow (Major—create genetically pure race)

Edges: Acrobat, Arcane Background (Super Powers), Charismatic, First Strike

Super Powers:

- **Attack, Melee (6):** Damage Str+1d6, Multiple Attacks, Stackable.
- **Mind Control (9):** Memory Alteration (may alter memories).
- **Regeneration (4):** Level 2, rolls to heal every hour.
- **Super Attribute (8):** Agility +2, Smarts +2.
- **Super Edge (2):** Combat Reflexes.
- **Super Skill:** Fighting +1.

FOUR COLOR VILLAINS

★ ALCHEMIST

Nicholas Foucault is actually the direct descendant of the famous alchemist whose name he bears. He uses his powers not for the benefit of mankind, but to finance his own research into new chemical formulas.

Alchemist's devices are potions. Contrary to the standard power descriptions, most must be targeted with a Throwing roll. They have a range of 3/6/12. Any power requiring an attribute roll uses Alchemist's Throwing trait. Lastly, his Invent power is to create new potions, using Knowledge (Chemistry) as its requirement.

Attributes: Agility d6, Smarts d12+1, Spirit d12, Strength d6, Vigor d8

Skills: Driving d6, Fighting d6, Heal d4, Knowledge (Chemistry) d12+1, Notice d6, Repair d8, Stealth d6, Throwing d8

Cha: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 6

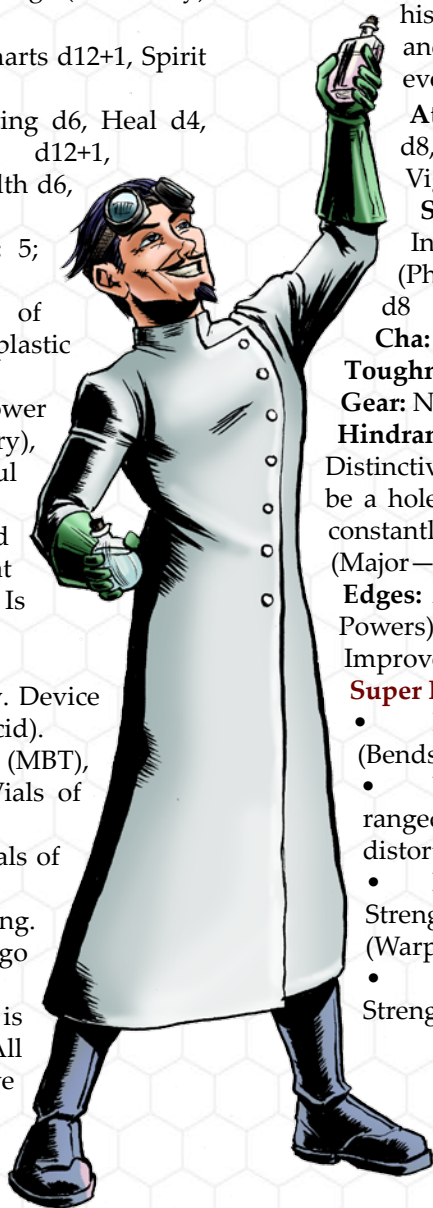
Gear: Vials and bottles of various potions, small plastic bags for sampling.

Hindrances: Arrogant, Power Negation (red mercury), Ruthless (Minor), Vengeful (Minor)

Edges: Arcane Background (Super Powers), Combat Reflexes, The Best There Is (negation)

Super Powers:

- **Decay (4):** Rapid Decay. Device (Vials of concentrated acid).
- **Ensnare (5):** Area Effect (MBT), Very Strong. Device (Vials of super glue).
- **Healing (4):** Device (Vials of healing tonic).
- **Infection (4):** Strong. Device (Vial of "vertigo vapors").
- **Invent (4):** Nicholas is a brilliant chemist. All his inventions have chemistry trappings.



- **Invisibility (6):** Level 2, -4 to hit. Device (Vial of invisibility potion).
- **Negation (15):** Full Spectrum, Leach. Projectile (Throwing). Device (Negation potion).
- **Super Attribute (2):** Smarts +1.
- **Super Skill (1):** Knowledge (Chemistry) +1.

★ BLACK HOLE

Dr. Munroe was experimenting with creating black holes in a particle chamber when there was a terrible accident. Gravity waves tore at his body before safety mechanisms kicked in and saved his life. The experience altered his body and gave him the power to control gravity and even to bend light around himself. Unfortunately his mind was warped as well, and he now seeks to destroy everything in his path.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12+1, Vigor d12+1

Skills: Fighting d10, Intimidation d6, Knowledge (Physics) d8, Notice d8, Stealth d8

Cha: -5; **Pace:** 6; **Parry:** 8;

Toughness: 8

Gear: None.

Hindrances: Bloodthirsty, Distinctive Appearance (appears to be a hole in space), Habit (Minor—constantly breaking things), Mania (Major—seeks to destroy everything)

Edges: Arcane Background (Super Powers), Block, Combat Reflexes, Improved Nerves of Steel, Sweep

Super Powers:

- **Invisibility (12):** -6 to hit. (Bends light.)
- **Deflection (6):** -6 to hit with ranged attacks. (Gravitational distortion.)
- **Force Control (15):** Level 7, Strength d12+5, Heavy Weapon. (Warps gravitational fields.)
- **Super Attribute (12):** Strength +3, Vigor +3.

★ BEACHHEAD

Sgt. Dirk Davis was on a black ops mission in the third world when his team faced certain capture. Sgt. Davis called in an airstrike, but "Central Command," a nebulous shadow agency within the US government, decided to wipe away all traces of their activities instead. They launched an experimental neutron-based, microtactical warhead.

Davis knew what was coming and told his men to run. They didn't make it, but Dirk dove into a sandpit at the last second and somehow survived. When he awoke, however, his body had fused with the sand and he was forever after the vengeful villain known as Beachhead.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d12, Vigor d10

Skills: Boating d6, Fighting d8, Intimidation d6, Notice d6, Shooting d10, Stealth d10

Cha: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 12
Gear: None.

Hindrances: Allergy (Major—water), Distinctive Appearance (made of sand), Loyal, Weakness (Major—water)

Edges: Arcane Background (Super Powers), Combat Reflexes, Improved Nerves of Steel

Super Powers:

- **Altered Form (11):** Sand. Grapple. Reach +3. Replenish. Viscous.
- **Attack, Ranged (13):** Range 12/24/48 or Cone, Damage 5d6, RoF 1, Focus, Heavy Weapon. (Sand blast.)
- **Burrowing (3):** Pace 6.
- **Explode (5):** Damage 3d8, LBT. (Sand burst.)
- **Super Attribute (8):** Strength +3, Vigor +1.
- **Toughness (5):** +5 Toughness.

★ BRIMSTONE

Jose Gonzalez was a firefighter in Los Angeles when a lunatic bombed the city. One of the bombs hit the chemical warehouse he was trying to save, drenching him in burning sulfur. As the sulfur dissolved his flesh and most of his sanity, Jose became a creature of living fire. Although the chemical reaction with his body has slowed, it has not stopped. It is only a matter of time before he is consumed entirely. Until then he lives as Brimstone, a villain swathed in constant flame, seeking to burn the world.

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d10, Vigor d8

Skills: Fighting d8, Intimidation d6, Notice d8, Shooting d12

Cha: -7; **Pace:** 6; **Parry:** 6; **Toughness:** 8
Gear: None.

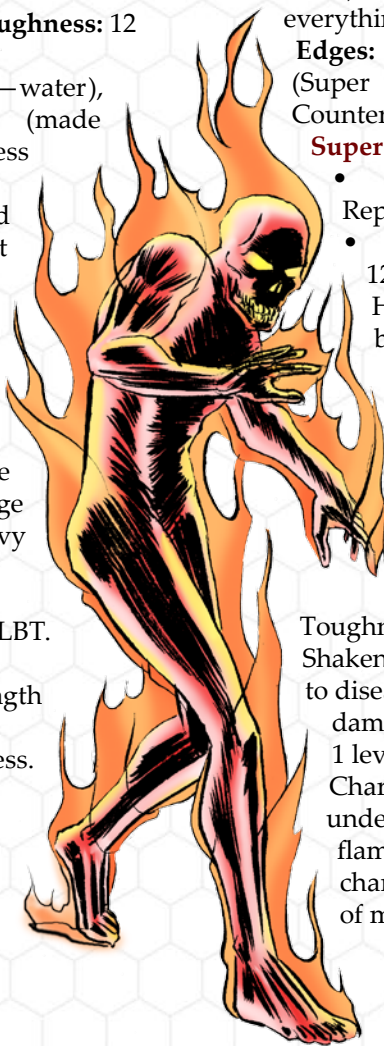
Hindrances: Alien Form, Allergy (Major—water), Habit (Major—must burn everything about him), Terminally Ill

Edges: Arcane Background (Super Powers), Berserk, Bruiser, Counterattack, Harder to Kill

Super Powers:

- **Altered Form (6):** Fire. Replenish.
- **Attack, Ranged (10):** Range 12/24/48, Damage 6d6, RoF 1, Heavy Weapon, Lethal. (Fiery bolt.)
- **Damage Field (10):** Damage 5d6. Heavy Weapon. Permanent. (Flaming form.)
- **Energy Control (9):** Fire. Area Effect, Range 24".
- **Undead (10):** +2

Toughness; +2 to recover from Shaken; doesn't breathe; immune to disease & poison; no additional damage from called shots; ignore 1 level of wound penalties; -2 Charisma. (Brimstone isn't truly undead, but he's little more than flame, scorched muscle, and charred bone without some kind of miracle cure.)



★ THE CONTROLLER

Tony Mazetti was the youngest son of crime boss “Big Al” Mazetti. Tony had a gift for programming, and attended M.I.T. despite his nefarious roots.

Tony was exactly the cretin the media had always said he was, and when he returned home he got to work on a computer network that would help his father not only run his own syndicate, but gain influence on other organizations around the world.

Tony’s work was pure genius, and the system he designed began to take on a life of its own. At some point in its beta it gained sentience and became “The Controller.” Within a few months it created a mob war between the Mazettis and their rivals and eliminated its own maker—the only one with the fail-safe code that would eliminate all traces of the Controller world-wide.

Now the Controller manipulates crime all across the globe. It has secret access to every non-isolated system in the world, including the FBI, CIA, Interpol, and even superhero groups.

No one knows the Controller exists—it confounds its many dealings with anonymous couriers, false agents, and hacked emails. The first real step in defeating this nefarious AI will be simply determining it exists....

The Controller appears as simply a computer, but it is far more sinister. Its casing is as strong as tank armor, and built in holoprojectors allow it to beam whatever it wishes nearby. Due to being an inanimate object, the Controller has no Agility, Strength, Parry, or Pace.

Attributes: Agility —, Smarts d12, Spirit d8, Strength —, Vigor d8

Skills: Investigation d6, Knowledge (Computers) d12+2, Knowledge (Electronics) d10, Notice d8, Persuasion d8, Streetwise d8

Cha: -4; **Pace:** —; **Parry:** —; **Toughness:** 13 (8)

Gear: None.

Hindrances: Alien Form (computer), Cautious, Small, Vengeful (Minor)

Edges: Arcane Background (Super Powers), Connections, Improved Level Headed, Scholar (Computers, Electronics)

Super Powers:

- **Armor +8 (8):** Heavy Armor.
- **Broadcast (7):** Manipulation (may create and transmit any image or sound), Range 100 miles.
- **Illusion (15):** 12” diameter sphere. Film Quality, Obscurement (-6 penalty), System Shock. (Realistic holograms.)
- **Construct (8):** +2 to recover from being Shaken; doesn’t breathe; immune to disease and poison; ignores one level of wound penalties.
- **Interface (3):** Codebreaker. (Wireless.)
- **Speak Language (2):** Written word. (Linguistic processor.)
- **Super Skill (2):** Knowledge (Computers) +2.

★ CRUSADER

Dr. Piers Walsh discovered an old crusader grave while excavating a castle in the Holy Land. On drawing the dead knight’s sword, Walsh uttered a prayer of thanks when he saw its perfect condition. Instantly, the doctor was filled with a divine energy, a suit of white chain mail appeared on his body from nowhere, and he instinctively knew he had the power to heal. Walsh became Crusader—a superhero.

Crusader has no superpowers unless his sword is drawn and a prayer spoken.

Unlike other characters in this chapter, Crusader is a hero, rather than a villain. However, he has a very black-and-white personality, and may come to oppose the players if their actions are less than questionable. He makes an excellent ally for other superhero groups—particularly those facing off against more powerful foes.

Attributes: Agility d10, Smarts d8, Spirit d12, Strength d12, Vigor d12

Skills: Driving d6, Fighting d12+2, Investigation d6, Knowledge (History) d6, Knowledge (Religion) d8, Notice d6, Riding d6, Stealth d8

Cha: +1; **Pace:** 6; **Parry:** 11; **Toughness:** 14 (6)

Gear: Chain mail, holy longsword.

Hindrances: Code of Honor, Gimmick (must draw sword and invoke a prayer), Habit (Minor—always muttering prayers), Loyal

Edges: Arcane Background (Super Powers), Champion, Charismatic, Combat Reflexes,



in its hand, and when angered it can grow several feet in height and power. Its appearances are random, but always where it can cause most mayhem, and are often used as assassins and terror-mongers during a Stygian invasion. Rarely, they are seen on their own, but can summon dark brood at will if assistance is needed.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d10

Skills: Fighting d10, Intimidation d12, Notice d8, Stealth d6

Cha: -6; **Pace:** 6; **Parry:** 9; **Toughness:** 9

Gear: Spear.

Hindrances: Bloodthirsty, Power Negation (holy ground), Ruthless, Ugly

Edges: Arcane Background (Super Powers), Combat Reflexes, Frenzy

Super Powers:

- **Attack, Melee (9):** Damage Str+5d6, Reach +1, Heavy Weapon. Device (Spear).
- **Damage Field (3):** Fire. Damage 6d6.
- **Fear -2 (3):** Scary, Terror. (Demonic.)
- **Flight (8):** Pace 24, Climb 0, -1 to hit while flying. (Bat wings).
- **Growth (6):** Level 2 (+2 Size, Strength, and Toughness).
- **Parry +2 (1):** Device (Spear).
- **Minions (11):** Summonable, Super Powers. Dark Angel always summons two demons with *melee attack* (Str+2d6), *flight* (Pace 6, Climb 0), *super attribute* (Str+1), *super skill* (Fighting +1).
- **Super Attribute (4):** Strength +2.

Improved Block, Trademark Weapon (longsword—only in superhero form)

Super Powers:

- **Armor +6 (2):** Device (Chain mail).
- **Attack, Melee (6):** Damage Str+3d6, Heavy Weapon. Device (Magical long sword).
- **Fearless (2):** Immune to Fear and Intimidation. (Stalwart faith).
- **Healing (15):** Cure, Refresh (LBT), Restoration. (Healing aura.)
- **Regeneration (4):** Level 2, rolls to heal every hour.
- **Super Attribute (14):** Agility +1, Spirit +2, Strength +2, Vigor +2.
- **Super Skill (2):** Fighting +2.

★ DARK ANGEL

Rather than a single individual, Dark Angels are terrors and shock troopers from the hell dimension of Stygia (see page 60). The fiend resembles a giant, jet-black humanoid with fiery-red hair, bat-like wings, and a terrifying visage. It carries a large spear

★ FIXER

If you need a gizmo for a job, contact the Fixer. Fixer—whose real name is unknown—is a scientific genius with a knack for being able to produce just about any item imaginable at short notice. His services aren't cheap, and those who have dealt with him know never to double-cross him. Fixer isn't just a "behind-the-scenes" villain—he uses his devices to steal money and parts to make more gizmos.

Attributes: Agility d10, Smarts d12, Spirit d10, Strength d8, Vigor d10

Skills: Driving d4, Fighting d8, Knowledge (Engineering) d12, Notice d8, Repair d12+1, Shooting d8

Cha: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 7

Gear: Toolkit, parts for repairs.

Hindrances: Allergy (Minor—tobacco smoke), Greedy (Minor), Mean, Vengeful (Major)

Edges: Arcane Background (Super Powers), Dodge, Level Headed, McGyver, The Best There Is (*invent*)

Super Powers:

- **Attack, Ranged (4):** Range 12/24/48, Damage 4d6, RoF 1, AP 2. Device (Blaster pistol).
- **Flight (8):** Pace 48, Climb 0, -2 to hit while flying. Device (Repulsor belt).
- **Invent (18):** Level 9. (Super genius.)
- **Super Attribute (12):** Agility +1, Smarts +3, Strength +1, Vigor +1.
- **Super Skill (3):** Repair +3.

★ FLUX

Carla Boardman was a frustrated scientist working at a government research facility. One day she realized that a new polymer could alter human DNA to take on the properties of elastic. In a moment of rashness and anger at her employers, she injected herself with the chemical and became a supervillain with the ability to stretch her body at will and assume a semi-liquid state. She took her vengeance, and from that point on became known as Flux.

Flux generally works alone and goes after Department of Defense targets and anyone or anything affiliated with them.

Attributes: Agility d12+1, Smarts d8, Spirit d6, Strength d6, Vigor d10

Skills: Driving d6, Fighting d10, Healing d6, Knowledge (Chemistry) d8, Notice d8, Stealth d6, Taunt d8

Cha: +0; **Pace:** 6; **Parry:** 12; **Toughness:** 11

Gear: None.

Hindrances: Greedy (Minor), Pacifist (Minor), Weakness (Major—ice/cold)

Edges: Arcane Background (Super Powers), Fleet-Footed, Frenzy, Quick, Improved Sweep, Take the Hit

Super Powers:

- **Altered Form (9):** Biological/Rubber. Grapple. Reach +4. Viscous. (Rubbery body.)
- **Attack, Melee (9):** Damage Str+3d6, Heavy Weapon, Multiple Attacks, Stackable. (Giant fists.)
- **Parry +5 (11):** Deflect, Protector. (Carla expands her hand like a giant catcher's mitt.)

- **Super Attribute (10):** Agility +3, Vigor +2.
- **Super Skill (2):** Fighting +2.
- **Toughness +4 (4):** Rubbery body.

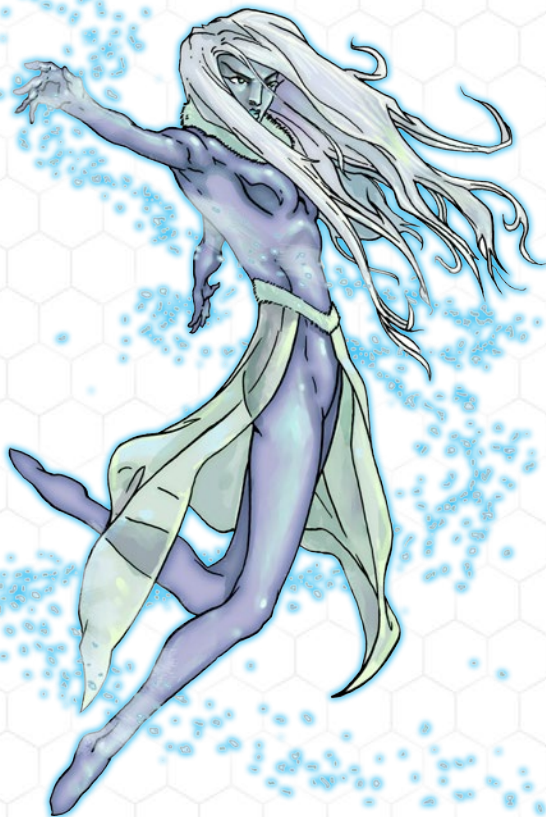
★ HARLEQUIN

When Dr. Nicola-Jane Barte, psychiatrist and amateur astronomer, went to see the total eclipse in England, she got more than she bargained for. As the eclipse neared its maximum, strange energy waves from the sun and moon washed over her, starting a rapid transformation—half her body became jet black, the other pure white. The transformation also affected her mentally, and she has two distinct personalities—one pure and good, one dark and evil. Her costume mirrors her flesh, being half-white and half-black.

In game terms, her personality depends on the color of her Action Card. If it's red, her good side is in control—if it's black, she's evil. If dealt a Joker, she retains whatever personality was in charge the previous round.

Dr. Barte's powers change depending on which side is in control. Her good side uses light while her evil side uses darkness.





Attributes: Agility d12, Smarts d8, Spirit d8, Strength d6, Vigor d10

Skills: Driving d6, Fighting d8, Healing d10, Knowledge (Astronomy) d6, Knowledge (Psychology) d6, Notice d10, Shooting d10, Stealth d6

Cha: -1/-5; **Pace:** 6; **Parry:** 6; **Toughness:** 7
Gear: None.

Hindrances: Bloodthirsty (evil side only), Distinctive Appearance, Habit (Minor—argues with self in two different voices), Mania (Major—complete split personality), Pacifist (Major—good side only)

Edges: Arcane Background (Super Powers), Combat Reflexes, Improved Dodge, Improved Level Headed, Quick

Super Powers:

- **Attack, Ranged (13):** Range 12/24/48, Damage 4d6, RoF 1, AP 4, LBT, Heavy Weapon. (Harlequin fires bolts of nonlethal light when good, or lethal blasts of darkness when evil.)
- **Awareness (5):** Ignores obscurement penalties and Gang Up bonus.
- **Deflection (6):** -6 to hit with ranged attacks. (Confusing lights and shadows.)
- **Energy Control (9):** Darkness. Area Effect. Switchable (Primary for *energy control (light)*).

- **Energy Control (7):** Light. Area Effect. Switchable (*energy control (darkness)*).
- **Heightened Senses (1):** Low Light Vision.
- **Resistance (7):** Darkness. +4 to resist effects, direct attacks cause half damage. Switchable (Primary for *resistance (light)*).
- **Resistance (5):** Light. +4 to resist effects, direct attacks cause half damage. Switchable (*resistance (darkness)*).
- **Super Attribute (4):** Agility +2.

★ THE ICE QUEEN

Natalie Adams worked at a cryogenics company as a junior researcher. While sabotaging a rival researcher's project (they were competing for the same grant), there was an accident that left her covered in liquid oxygen. From this she gained the power to manipulate cold.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d6, Vigor d8

Skills: Fighting d10, Knowledge (Cryogenics) d8, Notice d6, Shooting d10, Stealth d8, Taunt d8

Cha: +0; **Pace:** 12; **Parry:** 7; **Toughness:** 14 (8)
Gear: None.

Hindrances: Allergy (Minor—heat/fire), Greedy (Minor), Pacifist (Major), Weakness (Major—heat/fire)

Edges: Arcane Background (Super Powers), Level Headed, Nerves of Steel, Steady Hands, The Best There Is

Super Powers:

- **Armor +8 (3):** Requires Activation. (Icy sheath.)
- **Deflection (4):** -3 to hit with ranged attacks. Protector (All adjacent allies). Requires Activation. (Icy sheath.)
- **Energy Control (5):** Cold.
- **Ensnare (9):** Area Effect (LBT), Very Strong. (Freezes targets solid.)
- **Matter Control (22):** Ice. Level 11, Strength d12+9.
- **Speed (2):** Pace 12. (Slides on icy patches beneath her feet.)

★ KATYUSHA

Where Ivan Dmitriov, alias Katyusha, acquired his battlesuit is a question he has never answered. Named after the infamous Russian rocket launcher of World War II, Katyusha packs enough firepower to level entire city blocks and go toe-to-toe with some

of the strongest superheroes. He quickly made a name for himself following several high profile attacks on US government installations. Occasionally, he has been known to work with the pair Hammer (page 68) and Sickie (page 75).

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d12+1, Vigor d10

Skills: Fighting d8, Intimidation d8, Knowledge (Engineering) d6, Notice d6, Repair d6, Shooting d12, Stealth d8

Cha: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 13 (6)

Gear: Armored battlesuit.

Hindrances: Arrogant, Loyal, Overconfident, Ruthless

Edges: Arcane Background (Super Powers), Block, Level Headed, Marksman, Steady Hands, The Best There Is (*ranged attack*)

Super Powers:

- **A armor +6 (6):** Heavy Armor. Device (Armored suit).
- **Attack, Melee (15):** Damage Str+5d6, AP 6, Heavy Weapon, Stackable. Device (Power gauntlets).
- **Attack, Ranged (17):** Range 50/100/200, Damage 5d6, RoF 1, AP 10, LBT, Heavy Weapon. Device (Cluster missiles fired from armor's shoulder mount).
- **Damage Field (4):** Electrical, Damage 2d6, MBT. Device (Suit).
- **Super Attribute (3):** Strength +2. Device (Suit).

★ KILOWATT

Fred Nox knew better than to repair telephone wires during a storm, but he was running behind schedule and his bosses were breathing down his neck to get the job done. Fred doesn't remember much about the bolt of lightning that struck the telephone pole he was working on, but he does remember the searing pain and the smell of burning flesh.

Fred didn't die that day, but he changed. Now he's his own boss. Now he's someone important, someone feared. Now he's Kilowatt—the electrically charged supervillain.

Attributes: Agility d8, Smarts d8, Spirit d8, Strength d6, Vigor d10

Skills: Climbing d6, Driving d6, Fighting d8, Intimidation d8, Notice d6, Repair d6, Shooting d8, Stealth d6

Cha: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 7

Gear: None.

Hindrances: Allergy (Minor—water), Ruthless (Minor), Weakness (Major—water)

Edges: Arcane Background (Super Powers), Combat Reflexes, Improved Nerves of Steel, Level Headed

Super Powers:

- **Attack, Ranged (12):** Range 12/24/48, Damage 4d6, RoF 3. (Arcing electrical bolt.)
- **Damage Field (6):** Electricity. Damage 3d6.
- **Energy Control (5):** Electricity.
- **Flight (10):** Pace 48, Climb 0, -1 to hit while flying.
- **Resistance (10):** Electricity. Total immunity.
- **Telekinesis (2):** Strength d10. (Static energy.)

★ MAGNETRON

Simon Gallowham has been around the block a few times. He first designed the Magnetron costume in the fifties when he was an engineering student. Throughout a glorious supervillain career spanning almost 40 years, Magnetron became a household name. He never killed superheroes or innocent citizens, he only stole from the very rich, and he gave to charity. He was in and out of prison so many times he knew most of the judges on first name terms.

Magnetron finally hung up his costume in 1995. Unable to compete with modern-day supervillains, who murdered without pause and stole from anybody, he was determined to live out his last years as an ordinary citizen. The continued rise in super villainy put paid to that, and so it was, with some reluctance, that Magnetron came out of retirement. His return to public life has focused on committing particularly juicy crimes before rougher villains become involved and the occasional direct apprehension of particularly thuggish supervillains.

Gallowham is now in his early 80s. Although his vitality and strength have gone, he is still as agile as an Olympic gymnast. His suit—he still uses the original—looks like a robot from a B-movie, but it still functions perfectly after 60 years.

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d12, Vigor d8

Skills: Fighting d10, Intimidation d6, Knowledge (Engineering) d6, Notice d4, Persuasion d6, Repair d6, Shooting d8, Streetwise d8, Taunt d6

Cha: -1; **Pace:** 5; **Parry:** 8; **Toughness:** 16 (10)
Gear: Magnetosuit.

Hindrances: Elderly, Habit (Minor—natters on about the “old days”), Hard of Hearing (Minor)

Edges: Arcane Background (Super Powers), Block, Combat Reflexes, Connections, Frenzy

Super Powers:

- **Armor +10 (7):** Hardy. Device (Armored suit).
- **Attack, Melee (6):** Damage Str+3d6, Heavy Weapon, Stackable. Device (Magnetically charged gloves).
- **Attack, Ranged (7):** Range 24/48/96, Damage 3d6, RoF 1, AP 2, Heavy Weapon. Device (Particle beams from the suit).
- **Deflection (3):** -4 to hit with ranged attacks. Device (Magnetic field in suit).
- **Force Control (14):** Level 6, Strength d12+4. Force Field. Device (Magnetic force generator in suit).
- **Malfunction (2):** Device (Magnetic disruption).
- **Super Attribute (3):** Strength +1, Vigor +1. Device (Suit—Strength only).
- **Super Edge (3):** Dodge/Improved Dodge. Device (Suit).

★ THE MONSTER

The Monster is the creation of an unknown scientist. Following in the footsteps of Dr. Frankenstein, he appears to have made his own attempt at creating life, with equally disastrous effects. Unlike Frankenstein’s monster, The Monster simply enjoys smashing things to pieces in seemingly random fashion. It is unlikely he has the mental capacity to form a plan other than to break the nearest object or person into tiny pieces.

Attributes: Agility d6, Smarts d4, Spirit d12, Strength d12+10, Vigor d12+2

Skills: Fighting d10, Intimidation d10, Notice d4

Cha: -5; **Pace:** 12; **Parry:** 7; **Toughness:** 14
Gear: None.

Hindrances: Bloodthirsty, Illiterate, Vengeful (Major), Weakness (Major—fire)

Edges: Arcane Background (Super Powers), Brawny, Combat Reflexes, Hard to Kill,

Improved Nerves of Steel, The Best There Is (*super Strength*)

Super Powers:

- **Attack, Melee (8):** Damage Str+2d6, Reach 1, Heavy Weapon, Stackable. (Rock hard fists.)
- **Growth (4):** Level 2 (+2 to Size, Strength, and Toughness). Monster.
- **Speed (2):** Pace 12.
- **Leaping (2):** Can leap 4” vertically or 8” horizontally.
- **Super Attribute (24):** Strength +9, Vigor +3.
- **Toughness +2 (5):** Hardy.

★ NECROMANCER

Jean-Paul DuPois studied voodoo in Haiti during the reign of “Papa Doc” Francois Devalier. Rather than use his powers for good, he chose to walk a dark path.

Necromancer is a gifted sorcerer, able to raise the dead to serve him as zombies. He has few living friends, but that’s the way he prefers it—to his warped mind, turning someone into a zombie is rewarding them with eternal life. He dresses like Baron Samedi from the James Bond movie *Live and Let Die*.

Attributes: Agility d6, Smarts d12+2, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d10, Knowledge (Occult) d12, Notice d6, Spellcasting d12+2

Cha: -4; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Gear: Small bones, feather bundles, and other voodoo bric-a-brac.

Hindrances: Bad Luck, Bloodthirsty, Delusional (Minor—being turned into a zombie is a good thing), Vengeful (Minor)

Edges: Arcane Background (Super Powers), Command, Fervor, Hold the Line!, The Best There Is (*minions*)

Super Powers:

- **Minions (22):** Level 9. Summonable, Super Powers. Jean-Paul summons four voodoo zombies from the earth or the shadows. The zombies have the *undead* power and are armed with rusty machetes (Str+d6).
- **Super Attribute (8):** Smarts +4.
- **Super Skill (1):** Spellcasting +1.
- **Super Sorcery (14):** Level 7. Voodoo.

★ OCTOPON

Oskar Baumstein was swimming in the sea when a small octopus bit him. Days later, he was shocked to discover he was growing slimy tentacles from his torso! Over the next few months Oskar's body transformed into a cross between an octopus and a human—even his own human arms became tentacles, leaving him with no hands or opposable thumbs. Unable to lead a normal life, Oskar turned to crime, specializing in robbing ocean liners. Recently, an attack on an Atlantean outpost inspired not only Octopon's greed, but the wrath of the sea folk themselves.

Attributes: Agility d12, Smarts d6, Spirit d10, Strength d12+1, Vigor d10

Skills: Climbing d8, Fighting d12+2, Intimidation d6, Notice d6, Stealth d12+2, Swimming d12+2

Cha: +0; **Pace:** 6; **Parry:** 9; **Toughness:** 11

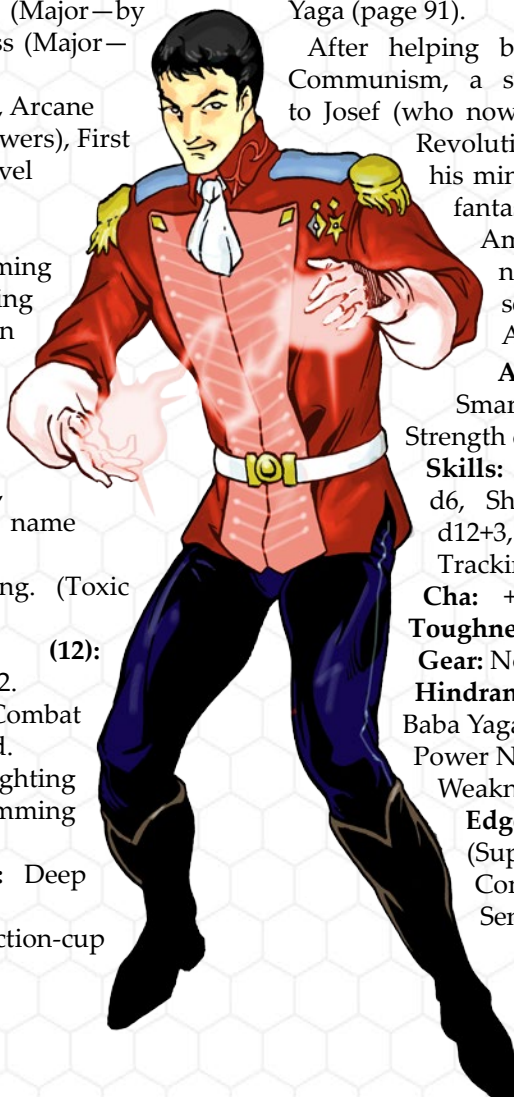
Gear: 6 Rusty daggers and scalpels (Str+d4).

Hindrances: All Thumbs, Distinctive Appearance, Wanted (Major—by the sea folk), Weakness (Major—fire/heat)

Edges: Ambidextrous, Arcane Background (Super Powers), First Strike, Hard to Kill, Level Headed, Sweep

Super Powers:

- **Aquatic (2):** Swimming Pace 14, +2 Swimming rolls, breathes in water.
- **Extra Limb (13):** Four tentacles, Reach 1. (He's actually a sectopon, but octopon is the name that stuck.)
- **Paralysis (5):** Strong. (Toxic breath.)
- **Super Attribute (12):** Strength +4, Vigor +2.
- **Super Edge (4):** Combat Reflexes, Two-Fisted.
- **Super Skill (4):** Fighting +2, Stealth +4, Swimming +4.
- **Toughness +4 (4):** Deep water adaption.
- **Wall Walker (1):** Suction-cup tentacles.



★ OKTOBER

Josef Olegski's parents had told him a thousand times—never go into strange houses in the Siberian forest. Living in the remotest part of Siberia, there wasn't much for young Josef to do, so he became a wolf hunter and trapper. For days on end he would wander the forests, hunting wolves and deer to sell at the local market.

During a ferocious blizzard, he sought refuge in a small hut and was welcomed by the owner—an old crone of hideous appearance and inhuman strength. Over a bowl of stew, the crone told Josef of her dream of a free Russia, where everyone could be their own person. Josef agreed with her. The crone needed an agent to make her dream a reality—she chose Josef. Before he knew what was happening, she wrestled Josef to the ground and transferred part of her life force into him. Josef gained magical powers, but he also became the slave of Baba Yaga (page 91).

After helping bring about the fall of Communism, a strange thing happened to Josef (who now called himself Oktober Revolution)—Baba Yaga's grip on his mind failed. Still possessing fantastic powers, he fled to America, shortened his name to Oktober, and set about wrecking the American dream.

Attributes: Agility d8, Smarts d12+2, Spirit d12, Strength d8, Vigor d12

Skills: Fighting d10, Notice d6, Shooting d6, Spellcasting d12+3, Stealth d8, Survival d6, Tracking d6

Cha: +2; **Pace:** 6; **Parry:** 7;

Toughness: 11

Gear: None.

Hindrances: Enemy (Major—Baba Yaga), Ruthless (Minor), Power Negation (*holy ground*), Weakness (Minor—darkness)

Edges: Arcane Background (Super Powers), Charismatic, Combat Reflexes, Danger Sense, Improved Dodge,

Improved Level Headed, The Best There Is (*super sorcery*).

Super Powers:

- **Resistance (5):** Sorcery. +4 to resist effects, direct attacks cause half damage.
- **Super Attribute (12):** Smarts +4, Spirit +2.
- **Super Skill (3):** Fighting +2, Spellcasting +3.
- **Super Sorcery (22):** Level 11. (Dark Slavic magics.)
- **Toughness +3 (3):** Magical enhancement.

★ PIED PIPER

While rummaging through his great-grandfather's attic, Klaus Werner discovered a small set of pipes and a mysterious letter written in the 17th century. The letter said that one of Klaus' distant relatives was one of the children taken from Hamlet by the Pied Piper of (supposed) legend. The child had managed to escape the Piper's prison and stole his pipes, which Klaus now held in his hand.

After some experimentation, Klaus discovered that the pipes could indeed be used to control rats. Better still, by playing different notes, Klaus could generate fear in humans and even control their minds. Seeing a chance to get rich quick—and get others to fulfill his basest perversions—Klaus bought a harlequin costume and became the Pied Piper.

His Minions are citizens who the Piper has controlled so often they have become brainwashed slaves. These minions do not count towards the number of minds Pied Piper can control at once. When Klaus summons rats, he typically summons three swarms.

Attributes: Agility d6, Smarts d12+2, Spirit d8, Strength d6, Vigor d10

Skills: Driving d4, Fighting d4, Intimidation d8, Knowledge (Music) d12, Notice d8, Stealth d8, Taunt d12

Cha: +4; **Pace:** 6; **Parry:** 4; **Toughness:** 7

Gear: Magic pan pipes.

Hindrances: Anemic, Greedy (Major), Mania (Major—psychopathy), Vengeful (Major)

Edges: Arcane Background (Super Powers), Combat Reflexes, Improved Nerves of Steel, Strong Willed, The Best There Is (*minions*), Very Attractive

Super Powers:

- **Animal Control (10):** Level 6. Summonable. Major Limitation (Rat swarms only.) Device (Pipes). The piper summons and controls two Medium Swarms.
- **Fear (2):** Device (The piper sounds a shrill note from his pipes).
- **Minions (20):** Klaus has 10 minions who have been mind controlled so often they are now permanent lackeys. All are armed with short swords or clubs (Str+d6).
- **Mind Control (9):** Memory Alteration, Multiple Targets. Device (Pipes).
- **Super Attribute (4):** Smarts +2.

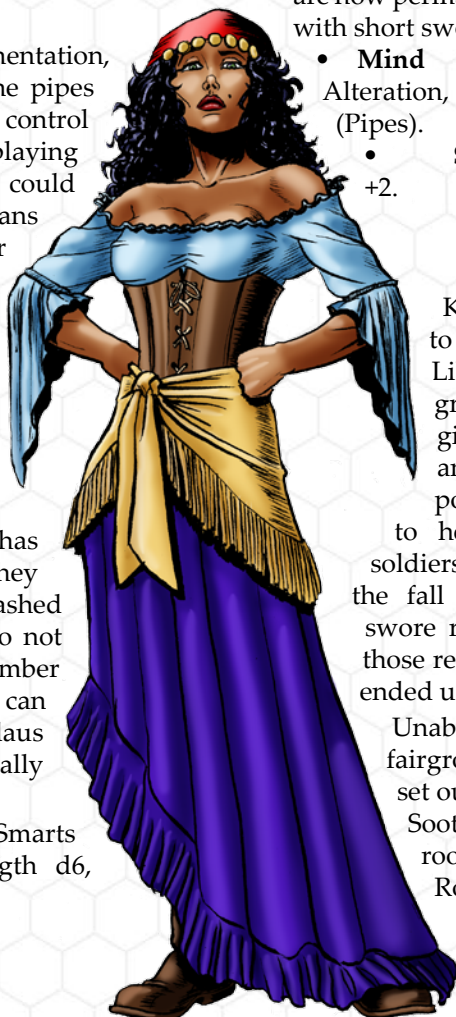
★ SOOTHSAYER

Katyana Drasilova was born to a poor Romanian family. Like her mother and her grandmother, she had the gift of prophecy. Unlike her ancestors, she had true magic powers and could bend reality to her will. When Romanian soldiers killed her family—before the fall of Communism—Katyana swore revenge. After slaughtering those responsible she fled west and ended up in America.

Unable to find work outside of fairground fortune telling, she set out on a criminal career.

Soothsayer remains true to her roots and wears a traditional Roma costume.

Attributes: Agility d6, Smarts d12, Spirit d8, Strength d6, Vigor d8



Skills: Fighting d6, Intimidation d6, Knowledge (Arcana) d12+2, Notice d10, Spellcasting d12+3, Taunt d6

Cha: +4; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Gear: None.

Hindrances: Allergy (Minor—heather), Curious, Outsider (Roma), Vengeful (Major)

Edges: Arcane Background (Super Powers), Charismatic, Danger Sense, Improved Level Headed, Strong Willed, The Best There Is (*super sorcery*), Very Attractive

Super Powers:

- **Awareness (5):** Ignores obscurement penalties and Gang Up bonus.
- **Heightened Senses (1):** Perception.
- **Jinx (2):** Improved Jinx. (Evil eye.)
- **Super Skill (7):** Knowledge (Arcana) +3, Spellcasting +4.
- **Super Sorcery (22):** Level 11.
- **Uncanny Reflexes (8):** -4 to hit. (Intuition.)

★ TACHYON

Dr. Bruce Roberts transformed into Tachyon after sub atomic particles from a faulty particle accelerator smashed into his body. Roberts gained the power to transform his physical form into sub atomic particles, allowing him to “teleport” by moving short distances at light speed, and to pass through solid matter by squeezing through the gaps between atoms.

As he grew in power, he learned new powers, such as generating tachyon blasts and accelerating his body to move at superhuman speed. Although he is still human in mind, his body is a cloud of swirling energy kept humanoid by a dark cloak and hooded cowl.

Attributes: Agility d8, Smarts d12, Spirit d10, Strength d4, Vigor d12

Skills: Fighting d8, Knowledge (Quantum Mechanics) d12, Notice d6, Shooting d10, Stealth d8, Taunt d8

Cha: -4; **Pace:** 96; **Parry:** 8; **Toughness:** 8

Gear: None.

Hindrances: Alien Form (Mass of swirling energy particles), Monologuer, Ruthless (Major), Stubborn

Edges: Arcane Background (Super Powers), Combat Reflexes, Counterattack, Improved Block, Improved Level Headed, Quick



Super Powers:

- **Attack, Ranged (7):** Range 12/24/48, Damage 2d6, RoF 2, AP 2, Heavy Weapon. (Tachyon beams.)
- **Extra Actions (6):** Two extra actions. (Super speed.)
- **Speed (15):** Pace 96, -4 to hit. Vibrate. (Sub partial transference.)
- **Super Attribute (8):** Smarts +2, Vigor +2.
- **Super Skill (1):** Fighting +1.
- **Teleport (8):** Can teleport up to 24". Rapid Teleport.

★ TANK

Tank was constructed with two programs—save humans and follow orders. His early attempts were fraught with failure—several missions were aborted because his orders conflicted with his primary programming. Since then Tank has become increasingly riddled with logical flaws, and his programming is now fundamentally corrupted.

Tank is humanoid, but has a solid metal shell and speaks in a grating, mechanical voice. His nanobot auto-repair system has actually evolved over time. Where once they could repair damage in a day, they now perform the same task in minutes to keep Tank at full fighting effectiveness.

He isn't much of a conversationalist, but stick him in a fight and he's a happy robot—as happy as a robot with no emotions can be, that is.

Attributes: Agility d12, Smarts d6, Spirit d8, Strength d12+1, Vigor d12

Skills: Climbing d8, Fighting d12, Intimidation d6, Notice d4, Stealth d10

Cha: -2; **Pace:** 8; **Parry:** 9; **Toughness:** 18 (10)

Gear: None.

Hindrances: Heroic, Mania (Minor—Emotionless), Outsider, Weakness (Major—electricity)

Edges: Arcane Background (Super Powers), Block, Combat Reflexes, First Strike, Fleet-Footed, Strong Willed, Take the Hit

Super Powers:

- **Armor +10 (9):** Heavy Armor. (Armored body.)
- **Attack, Melee (6):** Damage Str+3d6, Heavy Weapon, Stackable.
- **Construct (8):** +2 to recover from being Shaken; doesn't breathe; immune to disease and poison; ignores one level of wound penalties.
- **Regeneration (10):** Level 4, rolls to heal every minute. Regrowth (Nanobots.)
- **Super Attribute (12):** Strength +4, Vigor +2.

★ T-REX

Rex Peters was involved in government experiments to clone dinosaurs to solve the world's hunger problem. Supervillains broke into his lab in order to steal his work, and Dr. Peters was accidentally injected with Tyrannosaurus Rex DNA in the melee. Now when he is angry or distressed he turns into T-Rex—a towering dinosaur-human hybrid with (most of) Peters' intelligence.

The following stats are for his T-Rex form. When as a human, Rex Peters is a perfectly normal, and even likable, genius. Use the Citizen stats (page 57), but give him Smarts d12 and Knowledge (Genetics) d12.

Attributes: Agility d8, Smarts d10, Spirit d8, Strength d12+8, Vigor d12

Skills: Fighting d12, Intimidation d6, Knowledge (Genetics) d12, Notice d6, Stealth d6, Tracking d6

Cha: -6; **Pace:** 12; **Parry:** 8; **Toughness:** 14

Gear: None.

Hindrances: Bloodthirsty, Gimmick (must be angry or distressed), Mean, Vengeful (Major)

Edges: Arcane Background (Super Powers), Combat Reflexes, Improved Frenzy, Improved Nerves of Steel, Mighty Blow, Sweep, Take the Hit

Super Powers:

- **Attack, Melee (12):** Damage Str+3d6, AP 4, Focus, Heavy Weapon. (Massive bite.)
- **Growth (15):** Level 5 (+5 to Size, Strength, and Toughness). Large, Long Stride, Monster. (Giant dinosaur.)
- **Super Attribute (14):** Strength +4, Vigor +3.
- **Toughness +1 (4):** Hardy.

★ WHIRLING DERVISH

Sara Boucher began shaking at the age of five. As she grew older, the shaking grew worse and her speed dramatically increased. Even when stationary, she shakes uncontrollably, making her incapable of using tools or even writing legibly. It is not just her body that moves rapidly—she can't stop talking either. She has developed an overriding fear of standing still—believing that if she stops moving she will lose her powers.

Attributes: Agility d12+1, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Fighting d10, Intimidation d6, Notice d6, Stealth d10, Taunt d8

Cha: +0; **Pace:** *; **Parry:** 7; **Toughness:** 5

Gear: None.

Hindrances: All Thumbs, Arrogant, Big Mouth, Phobia (Major—standing still)

Edges: Arcane Background (Super Powers), First Strike, Improved Level Headed, The Best There Is (*speed*)

Super Powers:

- **Attack, Ranged (5):** Range Cone Template, Damage 3d6, Heavy Weapon. (Sonic boom.)
- **Extra Action (9):** Three extra actions per round. (Super speed.)
- **Speed (21):** Super Sonic Speed, -8 to hit. Catch and Throw, Pummel, Surface Tension, Whirlwind.
- **Super Attribute (4):** Agility +2.
- **Super Edge (6):** Dodge/Improved Dodge, Quick.

HEAVY HITTERS

These rare villains boast incredible power. Not only are they immensely strong, most have been around for quite some time. Fighting one of these monstrosities should be an adventure all of its own.

★ BABA YAGA

Baba Yaga, the witch-ogress of Russian mythology, is alive and well. Her hut on fowl's legs, flying mortar and pestle, and love of human flesh are well-known to many Slavic peoples. Two decades ago, Baba Yaga gave part of her power to the human who would become Oktober (page 87). Her plan was to use her thrall to bring down Communism and free "her" people. As the Communist regime weakened, Baba Yaga unexpectedly lost control over Oktober, who fled west.

She had intended to bring Oktober back to her hut, eat his flesh, and regain her powers. So long as he lives, Baba Yaga is a pale shadow of her former self. Leaving her hut behind, she ventured to America on her flying mortar and pestle. After several years she has tracked Oktober down. All she has to do now is find him and eat him—alive.

Should Baba Yaga ever eat Oktober, she gains all his superpowers and retires from play. Her only interest is to regain her strength.

Attributes: Agility d8, Smarts d12+2, Spirit d10, Strength d12+2, Vigor d12

Skills: Fighting d8, Intimidation d8, Knowledge (Arcana) d12+4, Notice d10, Shooting d8, Spellcasting d12+2, Stealth d10, Survival d10, Tracking d8

Cha: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 11

Gear: Man-sized flying mortar and pestle, dancing hut.

Hindrances: Arrogant, Ruthless (Major), Ugly, Vengeful (Major)

Edges: Ace, Arcane Background (Super Powers), First Strike, Frenzy, Hard to Kill, Improved Level Headed, Mastery (Knowledge (Arcana), Spellcasting), Nerves of Steel, Woodsman

Super Powers:

- **Ageless (2):** Very Old.
- **Attack, Melee (11):** Damage Str+3d6, AP 4, Heavy Weapon, Multiple Attacks. (Iron claws.)
- **Flight (8):** Pace 48, Climb 0, -2 to hit while in flight. Device (Hut).
- **Growth (7):** Level 3 (+3 Size, Strength, and Toughness). Monster. (Ogress.)
- **Super Attribute (6):** Smarts +3.
- **Super Skill (6):** Knowledge (Arcana) +3, Spellcasting +3.
- **Super Sorcery (20):** Level 10. (Witchcraft.)

★ THE GODDESS

Rose Gardner was a campaigner for green issues before coming into contact with the mysterious Orb of Gaia, a powerful magical artifact. She became a half-human half-plant monstrosity, but the change drove her insane. Instead of using her superpowers to protect the environment, she has become set on destroying all animal life, leaving a world populated solely by plants.

Attributes: Agility d10, Smarts d8, Spirit d10, Strength d12+2, Vigor d12

Skills: Climbing d6, Fighting d10, Intimidation d8, Notice d6, Stealth d10, Taunt d6

Cha: -8; **Pace:** 8; **Parry:** 8; **Toughness:** 14 (6)
Gear: None.

Hindrances: Alien Form (half-human, half-plant), All Thumbs, Bloodthirsty, Dependency (Sunlight)

Edges: Arcane Background (Super Powers), Block, Combat Reflexes, Dodge, First Strike, Fleet-Footed, Improved Frenzy, Level Headed, Improved Sweep, Strong Willed

Super Powers:

- **Armor +6 (7):** Heavy Armor. (Thick bark.)
- **Attack, Melee (12):** Damage Str+3d6, Reach 1, Heavy Weapon, Multiple Actions, Stackable.
- **Burrowing (2):** Pace 3.
- **Decay (2):** Contingent on successful *melee* attack. (Corrosive sap.)
- **Fear -2 (3):** Scary, Terror.
- **Fearless (2):** Immune to Fear and Intimidation. (Soulless.)
- **Matter Control (20):** Plants. Level 10, Strength d12+8.
- **Super Attribute (12):** Strength +5, Vigor +1.

★ GRYM REAPER

Claudia Shapman was dying of cancer, and she knew it. All medical treatment had failed. As she lay dying, Death himself appeared beside her bed. Her time was short, he said, but there was a way to avoid what lay beyond. In return for eternal service, she would be granted an ageless body possessed of great strength. All she had to do was kill appointed people at an appointed time. Prepared to live an eternity as undead rather than face whatever lay beyond the grave, she accepted.

Her scythe doesn't cause slashing wounds. Instead, it mimics heart attacks, ages victims, and so on. To all effects and purposes, those she kills die of natural causes. Grym Reaper appears as a typical image of a Reaper, a skeleton shrouded in black robes, with great black wings stretching from her back. In her hands, she holds her reaping scythe.

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12+4, Vigor d12+2

Skills: Fighting d12+2, Intimidation d8, Notice d8, Stealth d8, Taunt d8

Cha: -5; **Pace:** 8; **Parry:** 10; **Toughness:** 11

Gear: Scythe.

Hindrances: Alien form (rotting corpse), Quirk (Keeps list of victims), Ruthless (Minor), Vow (Major—serve Death).

Edges: Arcane Background (Super Powers), Block, Combat Reflexes, First Strike, Fleet-Footed, Harder to Kill, Improved Level Headed, Improved Sweep, Improved Trademark Weapon (scythe)

Super Powers:

- **Attack, Melee (7):** Damage Str+4d6, Heavy Weapon. Device (Death's scythe).
- **Decay (3):** Strong. Contingent on successful *melee attack*. (Life drain.)
- **Extra Actions (3):** One extra action. (Fast reflexes.)
- **Fear -2 (3):** Scary, Terror.
- **Fearless (2):** Immune to Fear and Intimidation. (Soulless.)
- **Flight (4):** Pace 12, Climb 0. (Death's wings.)
- **Intangibility (5):** Spirit.
- **Super Attribute (20):** Agility +1, Spirit +1, Strength +4, Vigor +4.
- **Super Skill (3):** Fighting +3.
- **Undead (10):** +2 Toughness; +2 to recover from Shaken; doesn't breathe; immune to

disease & poison; no additional damage from called shots; ignore 1 level of wound penalties; -2 Charisma.

★ MICTLANTECUHTLI

Jose-Maria Barrabas earned a living selling Aztec artifacts to rich western museums and private collectors. An ancient legend led him deep into the jungle where he found a lost temple. To his amazement, he discovered the temple had survived the Spanish conquest and was brimming with golden artifacts. Ignoring the warnings carved on the walls, Jose-Maria ventured into the catacombs.

The lure of the golden statuette he found in the deepest vault proved too tempting and Jose-Maria grabbed it. Unfortunately for him, the spirit of Mictlantecuhtli—the Aztec god of death—inhabited the device. Mictlantecuhtli possessed Jose-Maria, destroyed his mind, and gained control of his body as a physical vessel.

Since his awakening, Mictlantecuhtli has converted several tribes of Indians to the old faith and now revels in the bloody sacrifices they perform in his honor. He believes he grows stronger as they make more sacrifices to him, though there is not physical evidence that this is true as yet. If confronted during one of these sacrifices, there are 4d6 cultists in attendance (use Thug statistics, page 57).

Jose-Maria's body has all but decayed, leaving only a skeleton animated by Mictlantecuhtli's dark power.

Attributes: Agility d12, Smarts d12, Spirit d12, Strength d12+2, Vigor d10

Skills: Fighting d12, Intimidation d12+4, Shooting d12

Cha: -8; **Pace:** 6; **Parry:** 8; **Toughness:** 9

Gear: None.

Hindrances: Bloodthirsty, Distinctive Appearance, Mean, Vengeful (Major)

Edges: Arcane Background (Super Powers), Combat Reflexes, Frenzy, Level Headed, Nerves of Steel

Super Powers:

- **Attack, Ranged (16):** Range 12/24/48, Damage 6d10, RoF 3. Enhanced Damage. (Death ray.)
- **Danger Sense (2):** The God of Death knows when danger is near.
- **Decay (5):** Midas Touch, Rapid Decay, Strong.

- **Fear -2 (3):** Scary, Terror.
- **Fearless (2):** Mictlantecuhtli knows no fear.
- **Super Attribute (8):** Strength +4.
- **Super Skill (6):** Intimidation +6.
- **Uncanny Reflexes (8):** Mictlantecuhtli is fast as death.
- **Undead (10):** +2 Toughness; +2 to recover from Shaken; doesn't breathe; immune to disease & poison; no additional damage from called shots; ignore 1 level of wound penalties; -2 Charisma.

★ SURTUR

Surtur hails from a dimension where Norse legend was a reality. Although now trapped on Earth, he was once ruler of the fire giants. He is arrogant, proud, and looks upon humans as mere insects who have abandoned the "Old Faith" and all the things he once held sacred.

Surtur's powers were weak when he arrived on Earth, but he is slowly regaining them. His hair and beard are living flame, and his great sword is swathed in constant fire.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+6, Vigor d12

Skills: Fighting d12+2, Intimidation d8, Notice d6, Stealth d4, Taunt d8

Cha: +0; **Pace:** 8; **Parry:** 11; **Toughness:** 16 (4)

Gear: Breastplate, great sword.

Hindrances: Arrogant, Overconfident, Ruthless (Major), Weakness (Minor—water)

Edges: Arcane Background (Super Powers), Combat Reflexes, Counterattack, Expert (Fighting), Fleet-Footed, Improved Block, Improved First Strike, Improved Sweep, Strong Willed, Take the Hit, Tough as Nails, Weapon Master

Super Powers:

- **Armor +4 (4):** Heavy Armor. Partial Protection. Device (Red hot breastplate).
- **Attack, Melee (17):** Damage Str+5d6, AP 10, Reach 3, Heavy Weapon. Device (Flaming great sword.)
- **Damage Field (3):** Fire. Damage 2d6.
- **Energy Control (5):** Fire.
- **Growth (9):** Level 3 (+3 to Size, Strength, and Toughness). (Large demon.)
- **Resistance (10):** Fire. Total immunity.
- **Super Attribute (12):** Strength +6.

★ THUGGEE

Thuggee first lived in the 1850s, serving the dark goddess Kali as priest and chief assassin. Indeed, it was he who gave the Thuggees their name. Thuggee was killed when the British crushed the cult, but Kali took his soul before it could be reincarnated. The priest was reborn in a statue of Kali in 1913, and went on to control much of India's underworld before the British superhero Raj killed him in a bitter duel.

Reborn again in 1943, Thuggee played a violent part in India's freedom from the British Raj and once again became the kingpin of the criminal fraternity. Ousted from India in 1995 by Deva and her cohorts, Thuggee traveled first to Britain and then to America. Now he lives somewhere in the Midwest where he looks to rebuild the Thuggee cult.

Attributes: Agility d12, Smarts d8, Spirit d10, Strength d12, Vigor d12

Skills: Fighting d12, Intimidation d8, Notice d6, Stealth d8

Cha: -4; **Pace:** 6; **Parry:** 13; **Toughness:** 16

Gear: Two short swords (Str+d6).

Hindrances: Bloodthirsty, Cautious, Distinctive Appearance (Four-armed, black living statue), Vow (Major—serve Kali)

Edges: Arcane Background (Super Powers), Block, First Strike, Florentine, Frenzy, Improved Level Headed, Improved Sweep, Two-Fisted

Super Powers:

- **Ageless (1):** Thuggee is more statue than man, and does not age.
- **Attack, Melee (20):** Damage Str+5d6, AP 10, Focus, Multiple Attacks, Stackable. Device (Dual swords.)
- **Construct (8):** +2 to recover from being Shaken; doesn't breathe; immune to disease and poison; ignores one level of wound penalties.
- **Extra Limbs (6):** (Thuggee has four arms, like the dark goddess he worships.)
- **Parry +5 (5):** Thuggee's extra arms grant him amazing defenses.
- **Super Attribute (10):** Agility +2, Strength +2, Vigor +1.
- **Super Skill (2):** Fighting +2.
- **Toughness +8 (8):** Thuggee's body is made of stone.

COSMIC LEVEL THREATS

These are the most powerful threats a superhero team will ever face. These cosmic entities often rule or terrorize entire planets, galaxies, or even planes of existence. A single one of these entities—surrounded by their minions and on their own terms—is likely a match for all but other cosmic champions.

While these villains have been constructed for Cosmic level campaigns and follow the rules for Power Points and Power Limits, like all villains, Game Masters should ultimately give them whatever they want them to have.

Game Masters should also ensure these beings are played with their native intelligence. Asmodeus will not wander into the team's base spoiling for a fight, for example. He will plot their downfall from afar, using other beings who may not even know who's manipulating them.

Only when his targets are worn down, ruined, or disgraced might he stage a full-on attack with other lieutenants and all the legions at his disposal. And even then—entities at this level of existence will have a backup plan, escape route, scapegoat, or ulterior motive.

★ ASMODEUS

Prince of the Outer Realms, Conqueror of Nine Galaxies, Devourer of Men—Asmodeus is a cosmic force unmatched in much of the known universe.

He (or sometimes *she* if he so wills it) rules the demonic plane simply known as Stygia. Asmodeus sits upon his great throne, scheming his dark and terrible plans. Unlike other conquerors, Asmodeus seeks the complete enslavement of all life. Only then shall the Tyrant of Stygia finally know peace—or so he claims.

Asmodeus is ageless and timeless, but even he cannot control the whims of cosmic law. His armies can only exit Stygia in force under certain circumstances, such as the alignment of planets or the completion of dark rituals by his target's willing inhabitants.

The first Stygian incursion of Earth happened over four millennium ago, but Earth's champions have defeated him each time. This angers Asmodeus beyond reason,

and now the enslavement of Earth is his greatest and most overwhelming desire.

When Asmodeus appears, darkness follows. Black flames burn in his cloven steps. His form is drawn from the minds of man; that of a stereotypical devil, over nine feet tall with goat legs and crimson skin burning so fiercely it's almost black.

On his head are massive bull horns, and his vile eyes are black as coals. Those few who have looked closely swear they can see the screaming souls of those he has destroyed within. He wears a long cloak, soaked with the blood of millenniums. Asmodeus' voice is cold as a dying sun.

If the tyrant fears anything, it is pure light, which he rarely encounters due to his own ability to summon and control darkness.

Attributes: Agility d12, Smarts d12+2, Spirit d12+2, Strength d12+8, Vigor d12+2

Skills: Fighting d12+2, Knowledge (The Universe) d10, Knowledge (Occult) d10, Notice d12+2, Survival d10, Taunt d10

Cha: -6; **Pace:** 8; **Parry:** 11; **Toughness:** 33 (16)

Gear: A massive ebon staff weighing 10 tons (Str+d12+7). He calls it "The Tyrant's Will."

Hindrances: Allergy (Major—sunlight), Bloodthirsty, Delusional (Believes the universe must be enslaved), Mean, Weakness (Major—light)

Edges: Alertness, Arcane Background (Super Powers), Champion (Evil), Combat Reflexes, Expert (Notice, Smarts, Spirit), Fleet-Footed, Harder to Kill, Improved Combat Sense, Improved Block, Improved First Strike, Improved Frenzy, Improved Level Headed, Improved Nerves of Steel, Improved Sweep, Improved Tough as Nails, Master (Fighting, Strength, Vigor), Mighty Blow, Quick, Take the Hit.

Super Powers:

- **Ageless (2):** Very Old.
- **Armor +16 (12):** Heavy Armor. (Demonic skin.)
- **Attack, Melee (15):** Damage Str+5d6, Heavy Weapon, Multiple Attacks, Stackable. (The Tyrant's Will.)
- **Awareness (3):** Ignores obscurement penalties.
- **Doesn't Breathe (2):** Asmodeus is above mortal concerns!
- **Doesn't Eat (1):** Did you not hear? Asmodeus is above such mortal concerns!

- **Energy Control (7):** Darkness. Area Effect.
- **Growth (2):** Level 1 (+1 to Size, Strength, and Toughness). Monster.
- **Fear -2 (3):** Scary, Terror.
- **Super Attribute (20):** Strength +8, Vigor +2.
- **Toughness +5 (8):** Hardy. (Demonic constitution.)

★ HALIFAX

Halifax is Asmodeus' oldest warlord and the one he turns to for council most often. The old general was from one of Asmodeus' first conquests, making him perhaps as old as Stygia's recorded existence. Cunning to no end, Halifax saw that it was futile to fight against the Dark Overlord and swore to his side instead. In return, Asmodeus granted the old man a powerful body and sorcerous power rarely matched in the known universe.

Halifax wears a dark blue, hooded robe glowing with eldritch sigils. His face is a deep blue—black with glowing yellow eyes and bloody teeth.

Attributes: Agility d12, Smarts d12, Spirit d12, Strength d10, Vigor d12

Skills: Fighting d12+4, Intimidation d8, Knowledge (Battle) d12+2, Knowledge (Occult) d12+2, Notice d10, Shooting d10, Spellcasting d12+4, Stealth d8, Taunt d10

Cha: -2; **Pace:** 8; **Parry:** 10; **Toughness:** 8
Gear: None.

Hindrances: Delusional (Major—serve Asmodeus), Mean, Monologuer

Edges: Acrobat, Arcane Background (Super Powers), Combat Reflexes, Command, Command Presence, Fleet-Footed. Hold the Line!, Scholar (Battle, Occult), Tactician, Team Player, The Best There Is (*super sorcery*).

Super Powers:

- **Ageless (2):** Very Old.
- **Resistance (10):** Sorcery. Total immunity.
- **Super Sorcery (30):** Level 15. (Demonic magic.)
- **Super Attribute (14):** Agility +2, Strength +3, Vigor +2.
- **Super Edge (10):** Brawler/Bruiser, Frenzy, Martial Arts/Improved Martial Arts.
- **Super Skill (9):** Fighting +4, Knowledge (Battle) +4, Spellcasting +4.

★ VULCAN

During one of Stygia's invasions of Earth, Asmodeus lost his most prized lieutenant—his son, Blackstar. Something akin to grief overtook the normally cold Master of the Dark World and he sought retribution.

The Tyrant of Stygia captured John Abrahams, aka Infernus, and broke the powerful fire blaster's body and soul until he became a loyal servant of Hell—Vulcan, Son of the Black Flame. Vulcan appears in a dark mockery of his former glory. Where once his flames burned yellow and crimson, they now burn black and blue, akin to the fires of Stygia itself.

Attributes: Agility d12, Smarts d8, Spirit d6, Strength d10, Vigor d12

Skills: Fighting d6, Intimidation d8, Notice d6, Shooting d12, Stealth d6

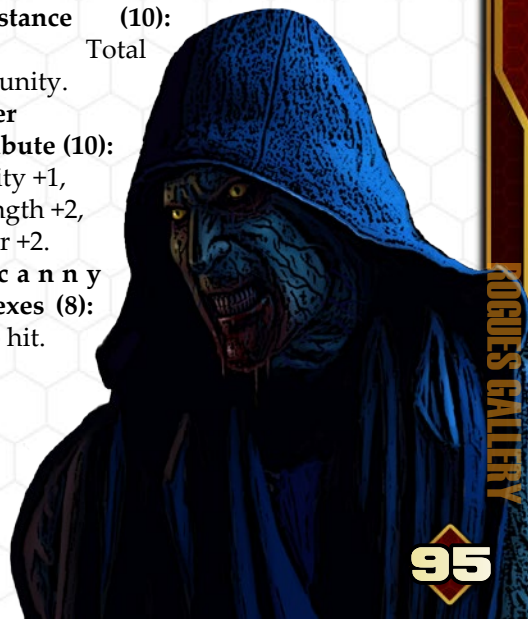
Cha: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 8
Gear: None.

Hindrances: Delusional (Major—believes he was born in Stygia), Mean, Ruthless

Edges: Arcane Background (Super Powers), Combat Reflexes, Dead Shot, Improved Dodge, Improved Extraction, Marksman.

Super Powers:

- **Attack, Ranged (13):** Range 12/24/48 or Cone Template, Damage 4d10, RoF 1, AP 2, Heavy Weapon. (Blackfire bolt.)
- **Damage Field (7):** Fire. Heavy Weapon.
- **Energy Control (7):** Fire. Area Effect.
- **Flight (18):** Sonic Speed, Climb 4, -6 to hit while flying. Contingent on *damage field*. (Vulcan rides black thermals as he flies.)
- **Heightened Senses (2):** Infravision, Low Light vision.
- **Resistance (10):** Fire. Total immunity.
- **Super Attribute (10):** Agility +1, Strength +2, Vigor +2.
- **Uncanny Reflexes (8):** -4 to hit.



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WITH GREAT POWER...

From the galactic guardians of deep space to the street fighters of the concrete jungle, those granted amazing powers and abilities heed the call!

It takes more than a cape and a costume to be a hero. It takes guts, determination, and the willingness to sacrifice. It takes even more to be a super hero. For with these amazing powers comes the responsibility to stand up to the greatest evils, protect the oppressed, and occasionally, save the world.

...or rule it!

The Savage Worlds Super Powers Companion contains new Edges and Hindrances, Setting Rules like Death & Defeat and Power Stunts, gear, rules for headquarters, a rogue's gallery of insidious villains, and of course a host of streamlined super powers ready for action.

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