



SUPER POWERS COMPANION

Explorer's Edition



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CHAPTER ONE: CHARACTERS

Welcome to the *Savage Worlds Super Powers Companion*! 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 mega-ton of customizable super powers!

This first chapter helps you construct your hero or fiendish villain. It helps to begin with an idea of who or what your character is rather than jumping right into the superpowers, but skimming through the lists and checking out the art may give you some great ideas as well.

D Concept

How did your character get his powers? Was she the victim of a horrible accident? An experiment gone horribly wrong? An alien from another planet? Or is it the mastery of arcane magic or high-tech gadgets that gives your hero her powers?

What sort of powers does your hero have? Is he a super-tough and super-strong brick? A mad magician with a multiplicity of mystical might? A gadeteer



with rocket-packs for flying and a death ray pistol?

What moves your character to do what he does? Is he avenging some past wrong? Does she simply have a strong sense of responsibility? Was he a petty crook who found the means to be something more? An evil genius bent on world domination? A feared and hated mutant who wanted to lash back at the world that turned its back on him?

2) Race

Most super heroes and villains are human, but many are not. 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 superpowers 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.

3) Traits

Every character starts with a d4 in each of his five Attributes: Agility, Smarts, Spirit, Strength, and Vigor. You then have 5 points to distribute among them as you choose. Raising an attribute costs 1 point per die type. Raising a d4 to a d8, for example, costs two of these points (one point to a d6, and one more to a d8).

You can't raise an attribute above d12 here, but you'll be able to exceed that limitation when you choose your super powers.

You also have 15 points to buy your skills. Raising a skill by a die type costs 1 point as long as it's no higher than the attribute it's linked to.

It costs 2 points per die type to raise a skill over its linked attribute.

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).

4) Hindrances

Hindrances allow you to define the personal weaknesses and flaws of your character. They also give you more points with which to build your character. You may take up to two Minor Hindrances (worth 1 point each) and one Major Hindrance (worth 2 points).

For 2 Points you can:

- Raise an attribute one die type.
- Choose an Edge.

For 1 Point you can:

- Gain another skill point (max d12).
- Gain an additional \$1000.

Characters with Arcane Background (Super Powers) can also use their Power Points to further increase their attributes or take new Edges. See the next chapter for details.

5) Gear

Your character starts with \$1000 to spend on gear. A list of items found in most modern super hero settings is found in the Gear Chapter.

6) Secondary Statistics

Once you've finished raising your basic Traits with Power Points and advances, it's time to determine your secondary statistics.

Charisma is a measure of your hero's likability, and is added to Persuasion and Streetwise rolls. Your Charisma modifier is +0 unless changed by Edges, Hindrances, or Powers.

Pace is equal to 6", unless changed by Edges, Hindrances, or Powers.

Parry is equal to 2 plus half your Fighting.

Toughness is equal to 2 plus half your Vigor.

7) Final Touches

Finish up by filling in your character's details. What are his goals? Who does he hate? Does he care about anyone or anything? Why might he adventure with other super beings? Or team up with other super villains?

NEW HINDRANCES

Below are a few new Hindrances for super hero settings.

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 1" of it) inflicts a -2 penalty to all your character's Trait rolls as a Minor Hindrance.

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





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).

Disability (Minor/Major)

Disabilities include any number of physical or mental conditions that affect how your character behaves or is perceived. Minor disabilities might include speech impediments, skin conditions, or learning disabilities such as dyslexia. Major disabilities include lack of mobility (paraplegic or quadriplegic), birth defects, or major mental disorders not covered by other Hindrances.

Powers that compensate for these disabilities should downgrade or negate the disability as appropriate.

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 superhero 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.

Gloater (Major)

Villains are known for gloating over their foes when they should be killing them, or foolishly revealing their master plans when they think their opponents are doomed. Your character suffers from this same affliction.

The first round of any combat must be spent announcing the doom of those who oppose him. If for some reason he must act instead, it costs him a benny.

Second, your character never delivers a finishing blow to a foe. Instead, he creates elaborate death traps, leaves them to die, or orders his minions to finish them while he stalks off well out of earshot. Inevitably, these foes survive and escape the minions, death trap, and so on.

Heartless (Minor)

The character isn't necessarily Bloodthirsty (though she might be), but she is willing to commit murder to

further her own goals. She doesn't take glee in killing but doesn't let it stand in her way either.

Monologuer (Minor)

Your hero constantly lectures his foes, and likely his friends. Some may extoll the virtues of a moral life; others may rant about how technology is taking over the world and only a return to the “Old Ways” will save the planet.

Regardless, whenever your character is dealt a deuce (two) in combat, he must spend the entire round pontificating. If he does not, he suffers a -4 to any actions attempted that round.

Power Negation (Major)

Exposure to a certain substance or condition robs your hero of all his superpowers, including Edges and Traits bought with Power Points, or makes them ineffective.

The substance should be relatively uncommon or avoidable, such as gold, holy ground, or being in water. Very rare substances—chunks of your alien's home planet, lotus flowers—are possible as well, but word of your weakness is out there and can be easily appropriated by the enemy if needed.

Servitor (Major)

Your character is the servant of a greater entity that grants him his power. While the avatar may have his own plans, he ultimately serves his master's agenda, whatever that may be. This must be fleshed out before the game begins, so the Game Master can devise the master's plans and what his minion's role in it may be. Regardless, the master cannot be defied. If it is, it unleashes its full power upon the defiant lackey in an attempt to show its other minions what happens to those who are disloyal.

Terminally Ill (Major)

Your character suffers from a terminal and incurable illness and is going to die sometime 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.

If the draw is a Joker, your hero is about to die, and he knows it. 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 type of attack, such as ice and cold, fire and heat, radiation, magic, darkness, light, air, sound, kinetic energy, and so on. When hit by such an attack, the attacker does +4 damage as a Minor Hindrance, double damage as a Major Hindrance.

Your hero's weakness isn't public knowledge, but anyone who does a little research on him should find out eventually—typically after one or two encounters.

NEW EDGES

The following new Edges are available to heroes and villains in most supers settings.

BACKGROUND EDGES

Arcane Background (Super Powers)

Requirements: Novice

For supers campaigns, this Edge replaces the version from the *Savage Worlds* core rules.

Arcane Background (Super Powers) works very differently from all other Arcane Backgrounds. You have 10 Power Points with which to buy superpowers from those listed on the following pages. No arcane skill is required. Superpowers work "at will" and require no roll unless the specific power says otherwise.



New Powers: Super heroes buy new powers by getting the Power Points Edge. This Edge may only be taken once per Rank as usual (including once at Novice Rank), so a character's core powers likely change very little once their initial powers are selected. New Power Points may be saved up so that a character can eventually buy very expensive powers.

This is done to reflect the particular style of comic book heroes. A fire-wielding pyromaniac doesn't gain web-shooters after a few adventures, for example, but might increase the damage of his flame strike or learn to fight better (by taking Combat Edges instead of new powers).

COMBAT EDGES

Combat Sense

Requirements: Seasoned, Fighting d8+, Notice d8+

This character is adept at fighting and keeping track of multiple foes. Opponents gain no Gang Up bonus against him.

Take the Hit

Requirements: Novice, Vigor d10+

Characters with this Edge 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. Instead, the character with the highest total is automatically considered the lead character.

In combat, this character may make a Smarts roll as an action. On a success, he grants every ally within a number of inches equal to his Spirit a +1 bonus to their next Trait roll (as long as he is able to communicate with them in some way). On a raise, the bonus increases to +2.

SOCIAL EDGES

Team Player

Requirements: Novice, Spirit d8

Team players know how best to assist and benefit from their fellow heroes in the midst of battle. A team player counts as an additional adjacent ally for purposes of determining Gang Up bonuses as long as one other adjacent ally is present. If a foe has some way to ignore Gang Up bonuses, a team player always provides at least a +1 bonus for Gang Up.

Also, if using the Super Team rule, a team player may replenish 1 lost Team Point per session for the cost of only one benny, and the team player may be granted a benny at a cost of only 1 Team Point.

CHAPTER TWO: SETTING RULES

Not all super-powered characters or campaigns are created equal. Here are some Setting Rules to help you tune your setting to your vision.

ENVIRONMENTAL OPTIONS

A large part of the power level of superpowered characters is dependent on their interaction with the environment and other outside influences. To adjust the overall power level of a game, the easiest way is simply to alter some basic tenets of that interaction.

STREET HEROES

If the campaign is about lower-powered heroes, like those of the classic pulps, “realistic” champions, or more street-oriented warriors, then apply the following changes.

- All damage-causing powers lose any automatic Heavy Weapon ability. Instead, Heavy Weapon becomes a +3 Modifier to any such power.

- The cost for Heavy Armor increases to a +4 Modifier.
- Knockback is limited to one raise in effect.
- The carrying capacity for characters with Super Strength (more than a d12) uses the weights for one level lower on the chart (page 52). For example, a d12+1 has an 80 lbs. Load Limit and 320 lbs. Max Weight.
- Flight and Speed reduce their effective movement (though other effects remain the same); see the Environmental Movement Options chart for their new movement rates.

COSMIC HEROES

For a campaign with cosmic-level heroes, those who can fly between solar systems in a matter of days and blast through spaceships, the changes are just as easy as playing a street level game.

- All damage-causing powers gain the Focus ability for free (meaning they ignore the Armor of vehicles and buildings) with no attack roll penalty.
- Heavy Armor becomes a 1 PP independent power that can be taken without purchasing the base Armor power.

ENVIRONMENTAL MOVEMENT OPTIONS

Power Points of Flight/Speed	Street	Baseline	Cosmic
2/—	Pace/2	Pace	2 x Pace
4/1	Pace	2 x Pace	4 x Pace
6/3	2 x Pace	4 x Pace	Sonic Speed (Mach 1)
8/5	4 x Pace (60 mph)	Pace 48 (120 mph)	Mach 10
10/8	6 x Pace (90 mph)	Super Speed (240 mph)	Near Lightspeed
15/10	10 x Pace (150 mph)	Sonic Speed (Mach 1)	Intergalactic

- Knockback is increased by one die type (d4s become d6s, d6s become d8s, etc.); however, a substantial object at this level must have a base Toughness (no Armor) equal or greater than the character hitting it. Otherwise, the character simply blows through and keeps going unchecked.
- The carrying capacities for characters with Super Strength (more than a d12) are all multiplied by 10.
- Flight and Speed have increased movement rates as noted in the Environmental Movement Options chart.

GENRE

CONVENTIONS

Inherent Bravery

In some comics, ignoring the horrors that may occur is either unimportant or directly linked to a character's core. In either case, eliminate the Guts skill and replace all Guts checks with Spirit rolls.

Inherent Power

All player characters start the game with the Arcane Background (Super Powers) Edge for free. This is a core Setting Rule and suggested for almost all supers games.

Natural Growth: As a corollary and option to this rule, the GM might also give the Power Points Edge for free each time the characters achieve a new Rank.

Total Power: With this option, the characters have their full powers at the beginning of the campaign. They gain the Arcane Background (Super Powers) Edge for free, and the GM provides a total number of Power Points for the characters to use. Using this rule, characters should note their base Trait levels before alterations from the Super Attribute or Super Skill powers. These base Trait levels are used for increases using the normal rules for leveling up.

Power Points for games using the Total Power option could be as low as 5 or 10 for characters that are basically super-normals up to 60 for ultra powerful characters. Standard heroes would fall around the 30–40 range.

COMMON COMIC CAMPAIGNS

The most common campaign for a comic-book superheroes game uses the following setting rules:

- Baseline Environment (not Street or Cosmic)
- Inherent Power, but not Natural Growth
- Knockback
- Recurring Roles
- Super Karma
- Unarmed Defenders

This is just an outline of the most common style of campaign—you should choose the options that best your own campaign vision.

PUTTING IT ALL TOGETHER

It's possible to combine the options outlined in this chapter. A Cosmic Heroes game of Major Leaguers with Super Karma will be capable of taking on world-spanning challenges while a group of Minor Leaguer Street Heroes might be challenged just handling common criminals (and may serve as a humorous heroes campaign).

Knockback

The concept of super-powerful blows and blasts knocking characters all over the battlefield is a staple of the comic book genre. A successful hit by a character with a Strength of d12 or greater causes the foe to fly backwards 1d4", plus an

additional 1d4" per raise on the attack roll. Of course, only kinetic damage causes knockback—poison gas, choking mist, and the like do not.

Add +1d6 to the total damage if the victim hits a substantial object, such as a wall or tree. This must be worked out during the damage roll—before the knockback occurs conceptually. This may seem a bit awkward at first, but is much better than rolling damage a second time.

Recurring Roles

Supers campaigns draw their inspiration from traditional comics like those published by DC, Marvel, and Dark Horse. In comic books, heroes and villains are often defeated, disappear, or beaten into unconsciousness, but they very seldom die.

Heroes who would otherwise die by the regular Savage Worlds rules are Incapacitated instead. This condition typically lasts for 1d6 days, at which point the hero can return to action. Any wounds he sustained are still in place unless they were healed somehow during the downtime.

This doesn't mean characters can't die. Particularly ruthless villains might go out of their way to dispatch fallen enemies. Death could also strike in a suitably dramatic scene. If a champion sacrifices himself spectacularly to accomplish some important goal, his death is real—but so is his legend.

This is not a good setting rule for dark and gritty settings where the threat of death should be ever-imminent.

Super Teams

Some heroes work together out of necessity and others form teams that become legends of their own. When using this rule, the heroes gain Team

Points based on their own individual experience. Each Rank of every team member counts as 1 Team Point. Team Points may be spent as HQ Points (page 60) or as Power Points for the vehicle power (page 58). In addition, if all the team members agree, 2 Team Points may be sacrificed to grant a benny to any team member immediately (this is a Heroic Benny if using that rule). Even Team Points that have already been spent on Headquarters or Vehicles can be used in this way, but it means the loss of those points and thus possibly the loss of the headquarters or vehicle until the points are regained (the GM should work this into the story).

Team Points lost in this manner may be regained (up to the maximum total) at the rate of 1 Team Point per 2 bennies spent by the team at the beginning of a later session. The cost is high, but Team Point bennies can save the day used at the right time.

Unarmed Defenders

The Unarmed Defender rule is generally inappropriate for super-powered campaigns and is ignored. This is a very common Setting Rule in super-powered genres.

HEROIC BENNIES

Some games will focus specifically on characters being "heroes" (even if they act gruff and insocial), so the Heroic Hindrance is a bit redundant. With Heroic Bennies, every player has the Heroic Hindrance but gains no points for it. Instead, the GM has an additional type of benny to provide: the Heroic Benny (use a different colored stone, chip, or whatever to signify this benny).

Heroic Bennies may be spent to reroll any roll made by the character (Trait rolls, damage rolls, running rolls, anything), or they may be spent to add +1d6 (aging) to any Trait or damage roll.

All players start with one Heroic Benny that replaces one of their normal starting bennies (so most characters will start with one Heroic Benny and two normal ones). The only way to gain a Heroic Benny during the session is to act significantly heroic as determined by the GM (rescuing a kitten from a tree isn't enough; rescuing a kitten even though it makes the character late for an important meeting would be).



Option: Other Specialty Bennies

A GM could use the above rule and simply switch out the Heroic Hindrance from some other Major Hindrance that all the players' characters would have based on the premise of the game. For instance, a group of superpowered knights in a medieval inspired setting might all have Code of Honor and gain Honor Bennies. Or perhaps the characters all gain their powers from a process that ultimately kills them, so they all have Terminally Ill and gain Mortality Bennies. Instead of gaining them through roleplaying, they get an extra one if they draw a face card, or all their bennies are considered Mortality Bennies the session they draw the Joker, and they really get to go out with a bang.

POWER POINTS OPTIONS

The power level of the game may be adjusted simply by altering the number of Power Points provided by the AB: Superpowers and Power Points Edges. This option is more useful for altering the power level of the players' heroes in comparison to other characters in the setting as opposed to adjusting the overall power level of the game. In general, adjust the granted Power Points by 20% for a slight but noticeable alteration in power or by 40% for a significant difference in a hero's power level compared to others.

POWER POINT LEVELS

Power Level	Arcane Background	Power Points
Minor Leaguers (-40%)	6	3
Second String (-20%)	8	4
Standard	10	5
Heavy Hitters (+20%)	12	6
Major Leaguers (+40%)	14	7

A GM who uses these rules may also allow this new Hindrance:

Out of My League (Minor/Major)

Your character is not as powerful as others. As a Minor Hindrance, you are considered one Power Level less for Power Points earned than is typical for the game. As a Major Hindrance, you are two Power levels lower. This Hindrance may not reduce Power Level below Minor Leaguer.

SUPER KARMA

Super-powered characters are larger than life, with faults and responsibilities as great as their miraculous powers. With Super Karma, supers may take an additional Major Hindrance during character creation to grant them extra Power Points equal to those provided by the Power Points Edge.

CHAPTER THREE:

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 that are available on the black market and by certain high-tech companies—if the price is right.

All modern gear uses standard modern prices. New gear is listed in this chapter. The Game Master should decide what's available in her setting. She might also want to decide some items are commonly available, but others are found only on the black market or within certain organizations.

ARMOR

Ablative Armor: This armor is designed to absorb amazing punishment. It's relatively cheap, but bulky and quick to degrade in battle.

When the wearer takes a hit that would result in a Wound, the armor takes the Wound instead, degrading one level of protection in the process. When it reaches Armor +0, the armor is destroyed.

DuraWeave Armor: DuraWeave armor is a form of body armor almost as light as clothing. DuraWeave is very

concealable; an observer is at -4 to Notice it, -2 if he's specifically looking for it, and at no penalty if he can pat the wearer down and feel the fabric.

Combat Armor: Usually available only to military personnel or well-funded supergroups, combat armor comes in many shapes, sizes, and configurations.

Advanced Combat Armor: Advanced combat armor is worn only by certain elite military personnel and obscenely well-funded or advanced supergroups. It is highly prized by those who manage to get their hands on it.

Tactical Helmet: The tactical helmet is a heavy-duty helmet with integrated short-range communications and heads-up display, used primarily by military and para-military operatives.

Force Belt: Limited to the realm of science fiction until recently, these devices generate force fields that provide the wearer protection against most energy and kinetic attacks.

Like ablative armor, the Force Belt absorbs wounds, losing one level of armor for each wound absorbed. Unlike ablative armor, the Force Belt can be recharged and used again without replacing the device.

MODERN ARMOR

Type	Armor	Weight	Cost	
Flak Jacket	+2 +4 vs bullets	12	80	Covers torso
Kevlar Vest	+2 +4 vs bullets	8	250	Covers torso; negates AP 4 from bullets
Kevlar w/Inserts	+4 +8 vs bullets	12	1200	Covers torso; negates AP 4 from bullets
Motorcycle Helmet	+3	5	75	50% chance of protecting against head shot

HEAVY ARMOR

Type	Armor	Weight	Cost	
Ablative Armor	+2	10	200	Heavy Armor; covers torso, head; see notes
Duraweave Suit	+1	5	500	Heavy Armor; covers torso, arms, legs
Combat Armor	+2	10	1500	Heavy Armor; covers torso, arms, legs, head
Advanced Combat Armor	+4	15	—	Heavy Armor; covers torso, arms, legs, head; see notes
Tactical Helmet	+4	1	200	Heavy Armor; covers head
Force Belt	+1	1	500	Heavy Armor; covers all; see notes

WEAPONS

Hand Weapons

Electro-Lance: Electro-lances cover a variety of staff-like weapons. When activated, a powerful burst of electricity is emitted that can stun or kill even the mightiest undersea denizens.

The weapon causes 2d6 electrical damage to anyone it even touches (+2 to Fighting rolls for a touch attack) and gives a +1 Parry. When used underwater, the electrical damage applies to everyone

within a Small Burst Template in front of the electro-lance. Electro-lances are capable of ten blasts before requiring a recharge. They also make efficient bludgeons and defensive weapons when their charges run out (Str+d4).

Vibro-Weapons: These weapons generate ultra-high frequency vibrations capable of cutting through the heaviest armor.

Ranged Weapons

Blaster Weapons: Particle beam weapons—known more commonly as

HAND WEAPONS

Archaic Weapons	Damage	Weight	Cost	Notes
Axe	Str+d6	2	200	
Battle Axe	Str+d8	10	300	
Great Axe	Str+d10	15	500	AP 1; Parry -1; 2 hands
Great Sword	Str+d10	12	400	Parry -1; 2 hands
Halberd	Str+d8	15	250	Reach 1; 2 hands
Katana	Str+d6+2	6	1000	AP 2
Knife	Str+d4	1	25	
Long Sword	Str+d8	8	300	
Short Sword	Str+d6	4	200	
Spear	Str+d6	5	250	Parry +1; Reach 1; 2 hands
Staff	Str+d4	8	10	Parry +1; Reach 1; 2 hands
Modern Weapons	Damage	Weight	Cost	Notes
Billy Club/Baton	Str+d4	1	10	
Brass Knuckles	Str+d4	1	20	
Chainsaw	2d6+4	20	20	Roll of 1 on Fighting die hits user
Switchblade	Str+d4	1	10	-2 to Notice if hidden
Energy Weapons	Damage	Weight	Cost	Notes
Electro-Lance	Str+2d6	5	750	Parry +1; Reach 1; 2 hands; see notes
Vibro-Knife	Str+ d6+2	1	500	Heavy Weapon, AP 2
Vibro-Sword	Str+d8+2	5	1000	Heavy Weapon, AP 2

“blasters”—may be used by advanced or technically superior cultures.

Blaster Weapons may expend three times the normal ammo to overcharge their shots, making them count as Heavy Weapons.

Gyrojet Weapons: Gyrojet weapons have ammunition equipped with internal mini-thrusters which propel it through water or air and make minute adjustments in course and speed.

Plasma Weapons: These deadly firearms have a very short range but pack a super-powered punch.

Special Weapons

Mega-Taser: Classifying the mega-taser as a no-kill weapon is a bit of a stretch. Almost any normal human being hit by a charge from this short-range, stubby pistol suffers a severe system shock and may well die. Fortunately for norms, the Mega-Taser is more often used to incapacitate powerful supers on the rampage. Its high-voltage charge is ideal for stunning the superhuman metabolism of the average brick.

RANGED WEAPONS

Archaic Weapons	Range	Damage	RoF	Cost	Wt	Shots	Min Str	Notes
Axe, Throwing	3/6/12	Str+d6	1	75	2	—	d6	
Composite Bow	15/30/60	2d6+1	1	200	10	—	d6	
Crossbow	15/30/60	2d6	1	300	10	—	d6	AP 2; Reload 1
Knife	3/6/12	Str+d4	1	50	25	—	—	
Pistols								
Blaster Pistol	15/30/60	3d6	1	2000	5	20	—	DT; AP 4
Pistol (9mm - .38)	12/24/48	2d6	1	200	3	12	—	AP 1; DT
Pistol (.357 - .45)	12/24/48	2d6+1	1	250	5	7	—	AP 2; DT
Pistol (.50)	15/30/60	2d8	1	300	8	7	—	AP 2; DT
Shotguns								
Double Barrel (12g)	12/24/48	1-3d6	1-2	150	6	2	—	See <i>Savage Worlds</i> notes
Pump Action (12g)	12/24/48	1-3d6	1	350	8	6	—	See <i>Savage Worlds</i> notes
Sawed-Off DB (12g)	5/10/20	1-3d6	1-2	350	6	2	—	See <i>Savage Worlds</i> notes
Streetsweeper (12g)	12/24/48	1-3d6	1	450	10	12	—	See <i>Savage Worlds</i> notes
Rifles								
Blaster Rifle	30/60/120	3d6	3	4500	10	45	d6	AP 4; 3RB; see notes
Gyrojet Rifle	20/40/80	2d10	1	800	12	20	d6	See Notes
Heavy Sniper Rifle	50/100/200	2d10	1	750	35	11	d8	HW; AP 4; Snapfire
Plasma Rifle	12/24/48	3d10	1	3000	8	12	—	HW; AP 4
Automatic Weapons								
Uzi (9mm)	12/24/48	2d6	3	300	9	32	—	AP 1; Auto
Light MG	24/48/96	2d8	3	400	8	30	—	AP2; Auto; 3RB
Heavy MG	30/60/120	2d8+1	3	750	20	200	d8	AP 2; Auto; Snapfire
Blaster MG	50/100/200	3d8	3	6000	15	180	d8	AP 4; Auto; see notes

SPECIAL WEAPONS

Non-Kill Weapons	Range	Damage	RoF	Cost	Weight	Min Str
Mega-Taser*	2/4/8	2d6	1	1000	8	d6
Nullifier Gun*	12/24/48	Special	1	—	5	—
Net Gun*	5/10/20	Special	1	500	10	d6
Foam Thrower*	10/20/40	Special	1	2000	400	d12
Stun Wand*	—	Special	1	200	1	—

* See Notes for additional details

Grenades	Range	Damage	RoF	Cost	Weight	Min Str
Hand Grenade	5/10/20	3d6 [†]	1	100	1	—
Fusion Grenades	5/10/20	3d8 [‡]	1	500	1	—

[†] Medium Burst Template

[‡] Heavy Weapon, AP2, Medium Burst Template

The mega-taser causes 2d6 electrical damage and causes the target to make a Vigor roll at -4 or be Shaken for 1d4 rounds.

Nullifier Gun: This weapon fires a neutralizer ray that takes away super-powers! In most settings, such weapons should be expensive and rare.

When hit, a target must make a Spirit roll at -4 or lose *all* super powers for 2d6 rounds! The nullifier gun can fire up to 5 shots before it runs out.

Netgun: This shotgun-sized rifle with a bulbous barrel fires a super-strong, ultra-soft net synthesized from spider's silk or advanced polymers.

With a successful hit, targets must make an Agility roll versus the attacker's Shooting result. If successful, the target gets out of the way; otherwise the victim becomes entangled in the spider-silk net and is at -2 to Pace and skills linked to Strength and Agility until freed. The victim must make a Strength or Agility roll at -2 to get free. A raise frees the victim and lets him act in the same turn.

Foam Thrower: The foam-thrower 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 in the hardened foam. The foam is permanent until a solvent is applied or it suffers one wound (Toughness 10, vulnerable to blunt or cutting attacks).

The foam-thrower is usually a vehicle-mounted weapon due to its high weight, but stronger characters may carry one personally.

Stun Wand: Utilizing a complex neurochemical charge, the stun wand delivers an atomized dose of super-anesthetic to the target's exposed flesh, causing almost instantaneous numbness without harming the heart or other vital systems. The wand activates with the touch of a stud located in its handle.

The stun wand only works on exposed flesh. If the attacker makes a successful touch attack (+2 to Fighting roll), the victim must

make a Vigor roll or be paralyzed. The victim is knocked prone and unable to move for 2d6 rounds.

Weapon Accessories

Targeting Eye: Venerable gun maker Ruger Arms developed the Ruger Red-Eye Targeting Eye. The system consists of a headset with a mini-computer that scans the target area and superimposes a 3-D targeting reticle over an eyepiece, allowing the user to more easily acquire targets. The targeting eye must be calibrated with the weapon's targeting mechanism (Repair roll), but provides +1 to Shooting rolls when in use.

AMMO

MetaStopper Ammo: These nasty little surprises come in two types—over-charged, tungsten-core rounds capable of penetrating the thick hides of the world's super beings or super-charged capacitor shells similar to the Mega-Taser—depending on whether the user wants lethal or nonlethal rounds. Either way, damage from MetaStopper rounds is considered Heavy Weapon damage.

MetaStopper ammunition can be bought for any conventional ammo type (including arrows and quarrels) at 20 times the regular cost.

Trick Projectiles

Trick projectiles encompass any kind of thrown or launched projectile, with prominent examples including: arrows, billiard balls, boomerangs, darts, knives, and seemingly innocuous kitchen implements. The range varies according to the delivery system (a bow fires a trick arrow farther than a normal person can hurl a pool ball).

- **Adhesive:** This round discharges a sticky, hardening goop that traps the target and holds him

fast until he breaks free or a solvent is applied. Use the same rules as the Foam Thrower, but apply the effects to single target.

- **Bludgeon:** Rubber bullets, boxing-glove arrows, or other blunt projectiles are designed to incapacitate, not kill. They cause nonlethal damage.
- **Concussion:** Concussive rounds carry a charge of explosive or sonic force—like a close-range thunderclap—damaging and stunning the target with a deafening blast. The target must roll Vigor at -2 or be Shaken.
- **Net:** These rounds trap targets in a super-strong net that encloses on impact and tightens as the target struggles. Use the same rules as the Netgun, but apply to a single target.
- **Rope:** Ammo with this effect deploys a strong, super-thin line allowing the firer to climb or swing his way across the city or out of imminent danger.

OTHER GEAR

Artificial Gill: Another useful item is an artificial gill that allows breathing underwater indefinitely. This tool is invaluable for fighting aquatic invaders!

Autograpnel: This pistol-gripped climbing device sports several hundred yards of super-fine nylon cord that is strong enough to support hundreds of pounds of weight. More important, its spear-headed tip can be fired into rock-hard surfaces as its grappling claws bury themselves deeply 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 autograpnel has a range of 12/24/48. The grapnel is attached to a 50" long, strong nylon rope. The winch allows someone holding onto the gun (up to 300 lbs) to be pulled along at a rate of 10" per round.

AMMO

Item	Cost	Weight	Notes
Arrow	1/2	1/5	
Teflon Arrow	5	1/5	AP 2; modern eras only
Bullets, small	10/50	3/50	Includes .22 to .32 caliber weapons
Bullets, medium	25/50	5/50	Includes 9mm to .45
Bullets, large	50/50	8/50	Includes .50 and most rifle rounds
MetaStopper Ammo	x20	varies	Convert ammo to Heavy Weapon
Quarrel	2	1/5	AP 2 (standard)

TRICK PROJECTILES

Item	Cost	Weight	Notes
Adhesive	50	1	Target "gooped" (see Foam Thrower)
Bludgeon	1	1	Causes nonlethal damage
Concussion	50	1	Vigor at -2 or be Shaken
Net	100	1	Target netted (see Net Gun)
Rope	50	2	Deploys up to 50" long cord

WEAPON ACCESSORIES

Item	Cost	Weight	Notes
Laser Sight	50	-	+1 Shooting, cannot use with scope
Targeting Eye	200	1	+1 Shooting, stacks with other gear
Scope	50	1	+2 Shooting beyond Medium if you don't move
Starlight	200	2	Low Light Vision
IR Scope	400	3	Darkvision

Combat Drugs: In some settings, narcotics manufacturers have developed combat drugs designed to grant normal humans a boost to match super powers.

The drugs are normally ingested as color-coded capsules, with each one augmenting a different physical attribute. Red affects Agility, blue affects Strength, and white affects Vigor.

The Game Master should decide if the pills have side-effects. Here's a suggested system from our setting book, *Necessary Evil*.

Side Effects: All three versions have the same terrible side-affects, including long-term loss of health (liver and stomach damage) and mental instability (including

addiction, megalomania, and suicidal tendencies).

In game terms, each pill taken boosts the respective attribute for 1d4 minutes. Taking multiple pills means multiple boosts! However, after the duration is up, the user makes a Vigor roll with a penalty equal to the number of pills taken. If successful, he is Shaken from nausea for 1d4 rounds. If failed, he takes a number of levels of Fatigue equal to the number of pills taken!

A character can be Incapacitated, retching and twitching on the ground, if the roll is failed. Prolonged use (more than 5 times a week) or critically failing a Vigor roll results in picking up Habit (Major: Combat Drugs) and possible later illnesses.

Commlink: Any sort of miniature sending and receiving unit is called a “commlink.” It allows secure communication with other units set to the same frequency.

Commlinks may also allow characters to tap into (or talk to) centralized computer systems at their headquarters, the internet, standard radio waves, etc.

GPS Unit: The Global Positioning System allows the user to get up-to-the-second information from orbital satellites on his current position on the Earth. Current GPS units may be worn on a watchband or hung on a cord from the neck for easy access.

Holograph Projectors: Designed as plug-ins for modern computers and PDAs, these wondrous devices project a three-dimensional image above the screen, displaying pre-recorded messages or live chat as moving figures.

Med-Stims: Packaged in small, plastic tubular injectors, Med-stims are pressed almost painlessly into the skin of the arm or leg and provide an immediate anesthetic treatment to nearly any injury.

Tiny nanotech devices then go to work, traveling to the site of the most grievous injury and repairing the damage.

Med-stims increase the speed of natural healing to one check every hour! The med-stims wear out after three hours, allowing a maximum of three healing rolls. Multiple injections have no additional effect—there’s only so much the nanites can do with the internal organs they repair.

Nightvision Goggles: These goggles fit over the eyes and are kept in place by straps. Passive nightvision goggles give you the equivalent of Low Light Vision, while active nightvision goggles give you the equivalent of Darkvision. Sudden bright lights may cause temporary blindness (the user becomes Shaken if they fail a Vigor roll at -4) so care should be taken in using them.

Nullifier Shackles: Nullifier shackles are an ingenious device that renders inert any natural or synthetic energy signature, such as those occurring in super-humans. Naturally, these shackles are feared and hated among the super-human community. The shackles are very strong (Toughness 14), requiring a considerable force to break.

Rocket Packs: Rocket packs are backpack devices attached via a secure chest harness. The gizmos have simple palm controls, allowing people to use both hands while the rocket is placed in “hover” mode.

In game terms, rocket packs allow a person to fly with an Acceleration of 6 and a Top Speed of 24, using the Piloting skill to operate properly. Fuel is expensive for the rocket packs, approximately \$50 per hour of flight (maximum 5 hours).

Stealth Suit: Cat burglars, intelligence operatives, and freedom fighters all find stealth suits useful in getting in and out of high-security facilities in one

VEHICULAR WEAPONS

Weapon	Range	Damage	RoF	Burst	Notes
AP Cannon	75/150/300	4d10+1	1	—	HW; AP 22; Reload 1
HE Cannon	75/150/300	4d8	1	MBT	HW; AP 8; Reload 1
Heavy Laser	75/150/300	3d6+2	3	—	HW; AP 60
Laser Cannon	100/200/400	4d8	2	—	HW; AP 60
Pulse Cannon	150/300/600	4d8+2	1	LBT	HW
HW = Heavy Weapon; DT = Double Tap; 3RB = 3 Round Burst; MBT = Medium Burst Template; LBT = Large Burst Template					

piece. This stealth suit is a head-to-toe body suit that provides a chameleon-like cloaking effect. These stealth suits can sometimes be found on the black market. The suits add +2 to Stealth rolls.

VEHICLES

The era of the super-human and super-science has touched every aspect of society, including vehicles.

Repulsorlift: Many of the vehicles below use a form of “repulsorlift” technology. This is a generic term for “hover” vehicles.

Repulsorlifts allow the vehicle to achieve an altitude of up to thirty feet, as well as vertical takeoff and landing capability. Repulsorlift vehicles ignore all terrain modifiers.

Sensor Suite: Advanced sensors built into the vehicle negate situational penalties to Notice rolls.

Flying Car

The Cessna Skyhawk is typical of many small, single-engine prop planes used for recreational flying.

Acc/Top Speed: 20/48; **Climb:** 10; **Toughness:** 12 (2); **Crew:** 1+3; **Cost:** \$150,000

Hover Car

Hover cars could be commonly available or limited to the personal creations of noted super groups.

Acc/Top Speed: 25/55; **Toughness:** 10 (2); **Crew:** 1+5; **Cost:** \$500,000

Notes: Repulsorlift

Hover Lift

These repulsorlift vehicles can be used for transporting all sorts of payloads. The cargo section is completely enclosed, but the cab area, holding the driver and up to two additional passengers, is open. Riding in the cab provides medium (–2) cover. Hover lifts can cruise over land or water and are even submersible, but only provide underwater life support in the cargo section.

Acc/Top Speed: 10/30; **Toughness:** 15 (4); **Crew:** 1+10; **Cost:** \$650,000

Notes: Amphibious (Acc/Top Speed: 3/10); Repulsorlift; Sensor Suite; Submersible.

Paramilitary Patrol Vehicle

Armored patrol vehicles are used by advanced supervillain and hero groups for reconnaissance and police actions. The version here is very high-tech with a heavy laser.

Less advanced users might substitute a 20mm chain gun or even a .50 machine gun instead.

Acc/Top Speed: 20/60; **Toughness:** 17/15/14 (5/3/2); **Crew:** 2+6; **Cost:** Military only

Notes: Heavy Armor, Improved Stabilizer; Sensor Suite (no situational penalties to Notice)

Weapons:

- Heavy Laser (Range 75/150/300; Damage 3d6+2; ROF 3; AP 60; Heavy Weapon; turret mounted)

Assault Tank

Paramilitary groups bring out the assault tanks to deal with particularly troublesome supers. These heavy vehicles are often the best tech available in a setting, and prove problematic even for the world's legitimate militaries.

This version is a hover tank for maximum speed and maneuverability.

Acc/Top Speed: 10/40;
Toughness: 80/60/60
(60/40/40); **Crew:** 6;
Cost: Military only

Notes: Heavy Armor, Improved Stabilizer; Repulsorlift; Sensor Suite

Weapons:

- 2 x Heavy Lasers (Range 75/150/300; Damage 3d6+2; ROF 3; AP 60; Heavy Weapon)
- Laser Cannon (Range 100/200/400; Damage 4d8; ROF 2; AP 60, Heavy Weapon)
- 2 x Pulse Cannons (Range 150/300/600; Damage 4d8+2; ROF 1; Large Burst Template; Heavy Weapon)

Mini-Sub

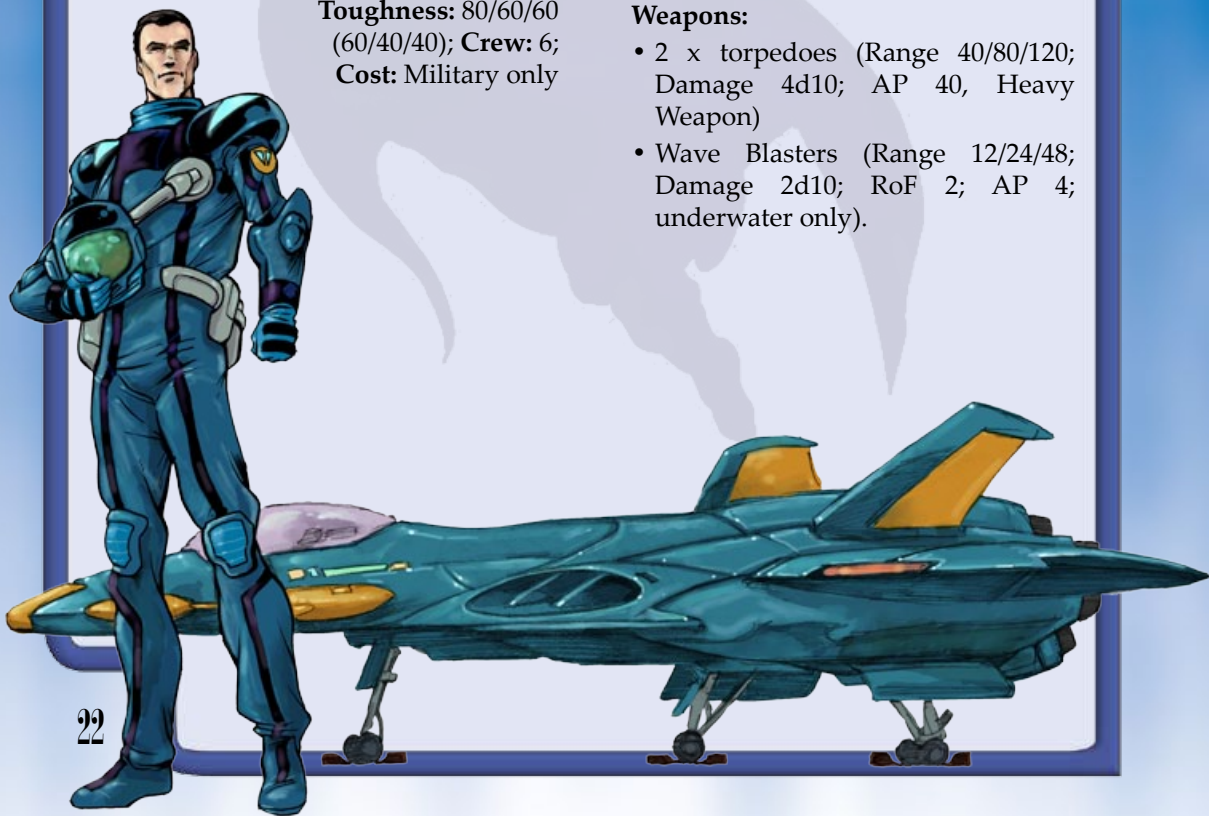
Mini-submarines are lightly armored transport vehicles designed to cover intermediate distances.

Acc/Top Speed: 20/60; **Toughness:** 10 (2); **Crew:** 2+6; **Cost:** Government only

Notes: Amphibious (Acc/Top Speed: 3/15); Heavy Armor, Sensor Suite (no situational penalties to Notice), Submersible.

Weapons:

- 2 x torpedoes (Range 40/80/120; Damage 4d10; AP 40, Heavy Weapon)
- Wave Blasters (Range 12/24/48; Damage 2d10; RoF 2; AP 4; underwater only).



COMMON GEAR

Common Goods

Item	Cost	Wt
Autograpnel	100	5
Backpack	50	2
Bedroll		
(sleeping bag, winterized)	25	4
Camera (disposable)	10	1
Camera (digital)	100	1
Canteen	5	1
Crowbar	10	2
Flashlight		
(heavy duty, 10" beam)	20	3
Handcuffs	15	2
Lantern		
(provides light in 4" radius)	25	3
Lockpicks	200	1
Rope (10")	10	15
Shovel	5	5
Tool Kit	200	5

Clothing

Item	Cost	Wt
Camouflage Fatigues	20	—
(+1 Stealth in proper environment)		
Formal Clothing	200	—
Normal Clothing	20	—

Communication

Item	Cost	Wt
Cellular Phone	20	—
Commlink	N/A	1
Walkie-Talkie		
(2; Range 1 mile)	150	1

Computers

Item	Cost	Wt
Desktop	800	20
Laptop	1200	5
Handheld	250	1
GPS Unit	250	1
Holographic Projector	500	—

Food

Item	Cost	Wt
Fast Food Meal	5	1
Good Meal (Restaurant)	15+	—
MRE		
(Meal Ready to Eat; 1 meal)	10	1
Trail Rations		
(5 meals lasts 1 week)	10	5

Medical Gear

Item	Cost	Wt
Combat Drugs*		
Red (Agility)	20	—
White (Strength)	20	—
Blue (Vigor)	20	—
Med-Stims	1000	1

Personal Transport

Item	Cost	Wt
Rocket Packs	2500	30

Survival

Item	Cost	Wt
Artificial Gill	100	1

Surveillance & Stealth

Item	Cost	Wt
Nightvision Goggles		
Passive	1000	3
Active	2500	5
Stealth Suit	2500	—

Special

Item	Cost	Wt
Nullifier Gauntlets	6000 [†]	1

*Black Market Only

[†]Military or Black Market Only

CHAPTER FOUR:

POWERS

The individual super powers than can be purchased with Power Points follow. Most powers have “modifiers” to their basic cost as well. These are special enhancements or limitations you can use to expand or limit your hero’s powers. Unless stated otherwise, all powers cost a minimum of 1 Power Point.

Most passive powers don’t require any sort of activation or skill roll; they are simply always on. However, most such powers offer the option to require activation in exchange for a slight discount. These are activated as “free actions,” but still must come on a player’s action card if in combat. That means a character struck from ambush—before he states he’s activating a particular power—doesn’t have it.

Active powers, such as *attack*, *ranged*, require a Shooting or Throwing roll as usual and grant bonus damage for a raise as normal.

Absorption (4)

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

This ability allows a character to absorb damage and negate it, or even channel the energy back into his body.

Absorption only works on a particular type of energy, such as ice and cold, fire and heat, magic, radiation, kinetic (includes bullets and punching), slicing (swords and knives), etc.

The character must make a Vigor roll when wounded. Each success and raise eliminates a wound.

Modifiers

- **Requires Activation (-1):** The power must be activated. This is a free action, but it isn’t the character’s “normal” state (i.e., his *absorption* works only when he’s actively engaged it). If taken by surprise, the power has no affect.
- **Transference (+3):** Each wound negated increases Strength or Vigor one step. The increases last three rounds.
- **Reflection (+5):** This modifier actually redirects the damage back toward its source, as long as the source is within the character’s line of sight. Every wound absorbed causes a wound to the original attacker.

Ageless (1)

The hero isn’t affected by the aging process. This power should usually only be purchased during character creation,

but special circumstances might apply depending on the situation.

Modifiers

- **Very Old (+1):** The character is already quite old, increasing his life experiences so that he adds +2 to most Common Knowledge rolls. To actually reflect this life, you might want to put additional points in increasing his skills as well (via *super skill*).

Altered Form (3)

Trappings: Body composed of a particular matter or energy, elasticity, telescopic arms and legs.

The hero has a body made of sand, water, metal, rubber, or other matter, or he can stretch or manipulate it. He can assume any basic shape, but does not actually look like other items or people without the *chameleon* power. The basic power costs 3 points and allows him to extend or compact his body by 50%. This gives him a Reach of 1" as well.

Rubbery bodies or those made of matter (earth, sand, water, insects, and so on) have +4 armor against attacks resulting from other matter and kinetics (including bullets, fists, etc.).

Bodies made of energy are exactly opposite (+4 armor versus energy attacks but no protection against physical damage).

Modifiers

- **Fall-Proof (+1):** Heroes with this modifier suffer half damage from falling, crashes, or similar incidents. They can never be killed by a fall or crash (though they can be Incapacitated).



- **More Elastic (+1):** Each time this modifier is taken allows the hero to further modify his size, width, and thickness by an additional 50%, and his Reach by +1". With More Elastic +2, for example, he could grow 150% larger (15' high for a typical man) and has a Reach of 3".
- **Replenish (+3):** If the hero's form is actually made of energy or matter and he contacts an identical, substantial source of energy or matter, he may spend an action to make a Spirit roll. A success grants him +2 steps in Strength for 5 rounds or heals one wound.
- **Requires Activation (-1):** The power must be activated. This is a free action, but it isn't the character's "normal" state (i.e., he can "flame on," but doesn't walk around on fire all

POWER MODIFIERS

Negative power modifiers, like Requires Activation, limits a power, reducing both its cost and utility. These modifiers apply to every use of the modified power.

Positive power modifiers, such as Elemental Trick, add to a power and provide greater flexibility. These modifiers are optional every time the power is used—you are never *required* to apply any positive modifier you have purchased.

SlapHappy has attack, melee in a device (a big red clown glove) with Extra Damage (x2) and Knockback. Whenever he attacks with his glove, he decides if the attack will do Str, Str+d6, or Str+2d6 and whether or not it will do knockback. If he doesn't have the big red clown glove, he can't use the power at all.

All modifiers should be added and subtracted before any are multiplied or divided unless otherwise noted.

the time). If taken by surprise, he is caught in his normal form.

Animal Control (Varies)

Trappings: "Jungle" folk, animal characteristics, high-tech devices.

The hero has the ability to control animals within a number of miles equal to his Spirit, and may even have a constant animal companion.

ANIMAL CONTROL TABLE

Cost Types of Animals Controlled

- | | |
|----|--|
| 3 | A swarm of rats, insects, or other vermin. A specific animal less than Large size. |
| 5 | A single Large animal. Two smaller animals. |
| 10 | A single Huge animal. Two Large animals or five animals less than Large size. |

Modifiers

- **Animal Companion (x2):** The animals are always with the super wherever he goes. This can be as much of a drawback as it is an advantage.
- **Shapechanger (+5):** Instead of controlling animals, the hero can become them. He gains the physical Attributes of the creature if greater than his own (Agility, Strength, and Vigor) and all special abilities of the animal, including all forms of movement. This modifier cannot be combined with the other *animal control* modifiers except Unique; in which case, the character can only transform into one specific animal form.
- **Summoning (+5):** The animal(s) can be summoned and dispelled at will. The creatures appear within 12" of the hero.
- **Superpowers (Variable):** Special creatures can be created as well. Start with the basic statistics of the animal (or a similar creature) and add Power Points at a cost of 1 point per Power Point spent.
- **Telepathic Link (+1):** The super can call to animals via telepathy. They understand his basic instructions, and he can read their basic emotions.
- **Unique (Half):** Halve the total cost of the creature(s) if it is unique and

SWITCHABLE

Switchable (+1 per 3 Power Points):

This modifier allows a character to switch between different sets of powers. The character first buys one power, and then pays 1 Power Point for every 3 Power Points in the original power (round up). Now she creates another power equal to the original cost, and she can choose to use one or the other—but not both powers at the same time. The character can switch between the powers as a free action. Switching between powers connected by this modifier counts as the same action for purposes of not allowing a repeat action in a round.

Since using a Switchable power requires a free action to activate, they may not take the Requires Activation modifier as well. A character may take the Switchable modifier more than once to have different restricted powers unusable at the same time. With the GM's approval, a character may take more than one power under the Switchable modifier as long as they do not exceed the base point value and their combined use makes sense.

Example: Psi-clops has the attack, ranged power with the Extra Damage modifier doing 5d6 damage for 12 Power Points. He takes the Switchable Modifier costing +4 Power Points and creates another 12-point power. He takes attack, ranged again, but at 3d6 damage with two Extra Attacks.

Psi-Clops buys Switchable again for +4 Power Points, but this time (with the GM's approval) he takes deflection at 6 Power Points and parry at 6 Power Points. He cannot take Requires Activation with either power since he has gotten them via Switchable.

Psi-clops has spent 20 Power Points total (12+4+4) and may choose to make one attack at 5d6 damage, three attacks at 3d6 damage, or counter incoming attacks with his deflection/parry option. If he has deflection/parry active and switches to one of his attack options, he can't switch back until his next action because even though it is free, he would be duplicating the same action (switching powers).

cannot be easily replaced when slain. Replacement should be an adventure in itself and may require a long trek to a remote location, dangerous trials, and other obstacles.

Animation (Variable)

Trappings: Magic, nanobots, spirits.

The character can animate objects and cause them to come to life. This requires an action.

The size of the object depends on the number of points in the power, as shown in the Animated Objects table.

A super can animate one object up to the size allowed by his power level.

Multiple objects may be animated from lesser categories of this power. A character with *animation* at level 3, for example, could give life to two 25-pound objects (level 2) or *animate* three 10-pound objects (level 1).

See the object's statistics in the Animated Objects table. Pace is figured as if the object "walked" based on its likely height and stride. Vehicles or other objects with inherent locomotion move at their normal Pace (a sports car has a top speed of 56 instead of that listed in the table).

Objects remains animated as long as the character desires, but a bit of his essence must be used to maintain their "life." This inflicts a -2 penalty to all of the character's actions until the object is no longer animated. This is not cumulative, so a character animating several objects of a lower weight than his level allows does not incur multiple penalties.

ANIMATED OBJECTS

Points	Object	Wt.	Str	Size	Pace
3		10 lbs	d4	-2	4
5		25 lbs	d6	-1	4
6		50 lbs	d8	0	6
7		100 lbs	d10	+1	6
8		250 lbs	d12	+2	8
9		500 lbs	d12+1	+3	8
10		1000 lbs	d12+2	+4	10
12		1 ton	d12+3	+5	10
14		2 tons	d12+4	+6	12
16		5 tons	d12+5	+7	12
18		10 tons	d12+6	+8	14
20		25 tons	d12+7	+9	14
22		50 tons	d12+8	+10	16
		etc.			

SAMPLE ANIMATED OBJECT

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

Skills: Fighting d6, Notice d4, Throwing d4

Pace: *; **Parry:** 5; **Toughness:** 6+ (Size x2)

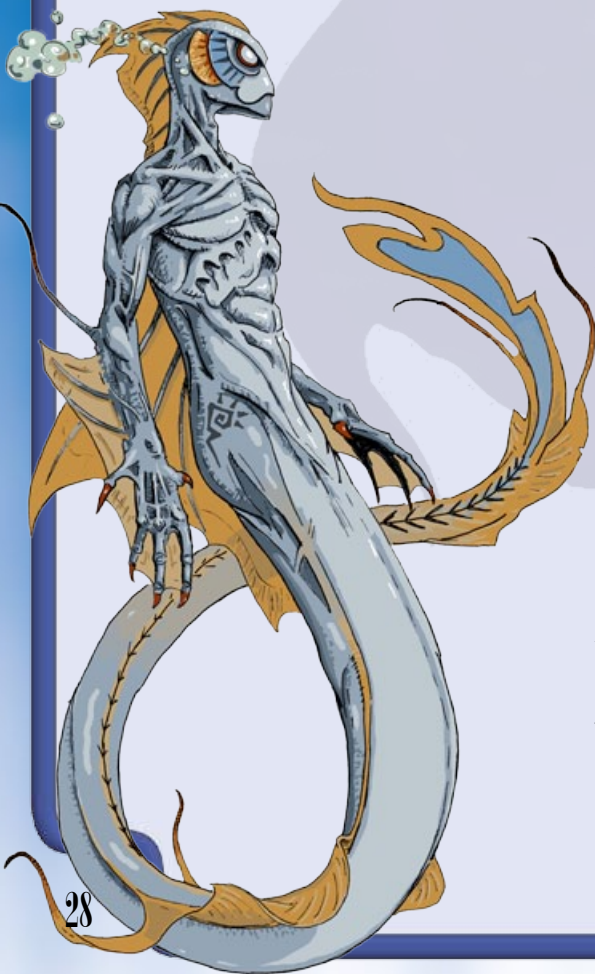
Special Abilities:

- **Armor:** Animated objects generally have armor equal to their Size.
- **Construct:** +2 to recover from being Shaken; no additional damage from called shots; immune to disease and poison.
- **Size:** Refer to the Animated Objects table.

Aquatic (I)

Trappings: Atlantean heritage, amphibious, sealed systems, pocket re-breather.

The character is native to the 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 is equal to his Swimming skill.

Modifiers

- **Needs Water (-1):** The character must be completely immersed in salt water at least once every 24 hours or suffer a level of Fatigue. Incapacitated water-dwellers die 24 hours later if not immersed again. Every four hours spent immersed in salt water heals one level of Fatigue. This limitation *does* make this power free.

Armor (2/4/6)

Trappings: Body armor, a shell, powered suits.

Your character gains 3 points of armor each time this power is purchased. This could represent mystical armor, power armor, or some other source of protection.

Armor does not stack with regular armor, such as chain mail or Kevlar. The character takes the highest value instead.

Modifiers

- **Heavy Armor (+2):** The *armor* is considered Heavy Armor, and can only be hurt by Heavy Weapons.
- **Requires Activation (-1):** The *armor* must be activated. This is a free action, but isn't the character's "normal" state (i.e., he doesn't eat, sleep, and walk about in public armored up). If taken by surprise, the power has no affect.
- **Partial Protection (-1):** The *armor* only covers the torso of the character. The head and limbs are exposed.

Attack, Melee (2/Level)

Trappings: Magical weapons, rock hard-fists, hands charged with energy, "super" martial arts.

Your character has a special melee attack. Each level of this power adds +1d6 to his hand-to-hand attack damage, to a maximum of +6d6. This counts as a Heavy Weapon.

This bonus may be stacked with hand weapons as usual. A super with a great sword (Str+d10 damage) and one level in *attack, melee*, for instance, does Str+d10+1d6 points of damage.

Modifiers

- **Armor Piercing (+1/2):** Every point put into this attack gives your attack an AP value of 2, allowing it to bypass that many points of armor.
- **Elemental Trick (+2):** Your hero may add one option from the list on page 37. This gives his melee attack an additional "special effect" of some sort, such as an "electro punch" or "sonic slap."
- **Focus (+3):** Your super may choose to bypass and ignore the armor of inanimate objects (not people or the armor they wear) by taking a -4 to his Fighting roll. If a super with this ability attacks a tank with a Toughness of 77 (60), he ignores the 60 points of armor and attacks its base Toughness of 17.
- **Knockback (+2):** Your attacks cause targets to fly back 1d4" for each success and raise on the attack roll. If you normally cause knockback, this increases to 1d10".
- **Nonlethal (+1):** Foes wounded by your attack can be rendered unconscious rather than risking death after Incapacitation. It's your choice whether any given attack is lethal or not.
- **Reach (+1):** Your hero's natural attacks have a Reach of 1". This modifier may be purchased multiple times to further extend his reach.



Attack, Ranged (3)

Trappings: Bolts, blasts, fire, water, hi-tech guns.

You have a ranged attack of some sort. The range is 12/24/48, the damage is 2d6, and the attack counts as a Heavy Weapon.

Modifiers

- **Area Effect (+2/+4):** For 2 additional points, the attack affects an area the size of a Medium Burst Template or Cone Template. For 4 points it's the size of a Large Burst Template. Everyone within the template suffers the attack's damage
- **Armor Piercing (+1/2):** Every point put into this modifier gives your attack an AP value of 2 (2 points is AP 4, 6 points is AP 12, etc).
- **Elemental Trick (+2):** Your character may add one option from the list on page 37.
- **Extra Damage (+3/d6):** Your attack does an extra 1d6 damage for every 3 additional points

put into this modifier, up to a maximum of 5d6.

- **Focus (+3):** Your hero may choose to bypass and ignore the armor of inanimate objects (not people or the armor they wear) by taking a -4 to his Shooting roll.
- **Knockback (+2):** Your attack causes targets to fly back 1d6" for each success and raise.
- **Nonlethal (+1):** Foes wounded by your attack can be rendered unconscious rather than risking death after Incapacitation. It's your choice whether any given attack is lethal or not.
- **Rapid Fire (+3/extra shot):** You can fire an extra missile each action, up to a maximum Rate of Fire of 3. You suffer no penalty for these extra attacks.
- **Requires Material (-2):** You attack by hurling, throwing, or manipulating matter of some sort that you cannot create or carry with you (huge chunks of metal, shards of ice, etc). If the material isn't present, you cannot use your power.

Awareness (3)

Trappings: Radar, sonar, Zen training, amazing luck.

Characters with awareness suffer no penalties due to bad lighting, fog, or other obscurement. Cover modifiers for solid protection (hiding behind a wall, prone, etc.) apply normally.

Modifiers

- **Danger Sense (+5):** The power serves as an early warning system. All attacks against the character suffer a -4 penalty as he dodges ahead of the actual attack. This does not stack with modifiers from *deflection*, *parry*, *flight*, or *speed*. The

DEVICES

Not all powers are inherent to your character. Some can reside in technological or magical objects instead. Devices are basically a universal modifier that can be applied to any power in this book. The modifier is -1 for every 5 total points (and part thereof) each power costs after modifiers. Figure each type of power the device grants separately—with a minimum cost of 1. *Absorption*, which costs 3 points, for example, costs only 2 points if contained in a device. *Armor +6* normally costs 4 points, but costs only 3 if it's a device (power armor, a vest, and so on).

Note that a device that grants bonuses to several attributes via *super attribute*, gets a discount only on the total since that is one "type"—not each attribute raised. The same applies to *super skills*, *super Edges*, etc.

Slow Activation: Subtract 1 additional point from the power cost (each power still has a minimum of 1 however) if the power is very slow to activate or energize (taking at least 1d6 rounds to ready). Once ready, such powers can be used normally

for 5+1d6 rounds before they must be reactivated. This modifier is inappropriate if the device is basically always on and ready to go, even if it takes a while to start initially.

Example: Zero wears a power belt that grants him armor +9. It gets a 2 point discount for being a 6-point device (1 for every 5 points). That's a cost of 4.

The belt also adds 3 steps to both Strength and Vigor via super attribute. That's figured as a single power costing 3 + 3 = 6 points, so the cost here is 4 points as well.

The belt includes flight at 4x Pace, costing a base 6 points (Zero knows his prices breaks) minus 2 again for a total of 4.

Zero's armor and super attributes are slow to energize, so he subtracts 1 point from each of those powers. His flight works normally to avoid the embarrassment (and pain) of plummeting to the earth. His final costs are 3, 3, and 4, for a total cost of 10 points.

character also gets a Smarts roll to detect ambushes or hidden dangers.

- **Requires Activation (-1):** Your character's *awareness* must be activated. This is a free action but it isn't the character's "normal" state (i.e., he doesn't walk around with his antenna up, bat ears out, etc.). If taken by surprise, the power has no affect.

Broadcast (I)

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

The hero can tap into and control local radio and television broadcasts within one mile, further with a direct feed of some sort.

Modifiers

- **Manipulation (+5):** This dastardly power allows

your character to not only tap into broadcasts, but to manipulate them as well. He can render any electronic image or sound, mimicking popular news anchors, pop stars, or superheroes as long as he has studied that person before.

- **More Range (+2):** The character can tap into broadcasts within about 1000 miles each time this modifier is purchased.

Burrowing (2)

Trappings: Earth control, transform to sand.

Burrowing characters can tunnel through earth at their basic 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. Burrowers cannot be attacked while beneath the earth unless the attacker has some special means of detecting them and penetrating the intervening dirt.

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

- **Super Tunneler (+3):** The digger can tunnel through rock, metal, and other hard substances at the rate of 10 feet per minute.

Chameleon (3)

Trappings: Malleable form, illusory appearance.

This power allows the character to assume the appearance of another being or animal. The character cannot emulate someone more than 2 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* superpower 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 (5)

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, do not

suffer from Wound modifiers, and are immune to disease or poison.

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 (2/level)

Trappings: Natural, born winner, fast learner, prodigy.

This power allows the character to mimic the effect of any one other superpower she sees with a point value up 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 duplicate effects created by devices, so an armored supervillain may have very little for the *copycat* to mimic.

Copying a power is an action. Copied powers last for 12 hours or until a new one is copied.

Modifiers

- **Devices (+3):** The power can copy device effects as well, usually by creating a similar item somehow — from metal, magic, or even tangible illusions.
- **Extra Duration (+3):** The power is retained until a new one is copied.
- **Savant (+3):** This powerful *copycat* can choose to alter the point cost of a target power by dropping any or all modifiers taken. Modifiers may only be dropped from a power, not added.

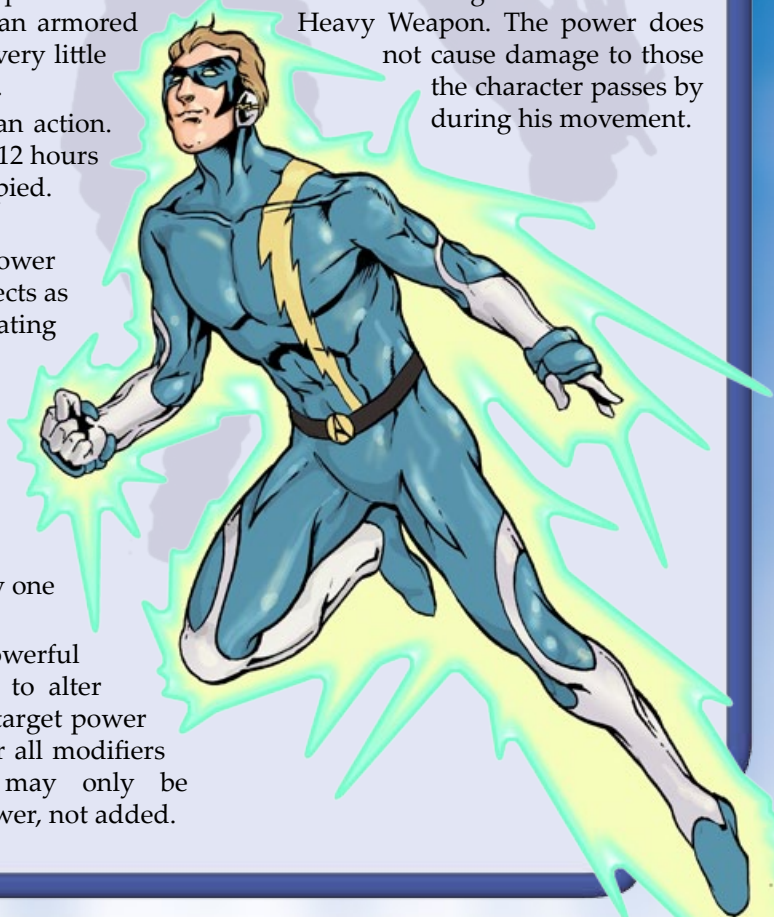
- **Touch (-3):** The character must touch the original possessor of the target to *copycat* his power (a successful touch attack).
- **Versatility (+3):** The character may copy multiple powers as long as the total cost is not greater than her level in this power.

Damage Field (3)

Trappings: Fiery aura, radiation, cold, spikes.

This power creates a dangerous aura of some kind around the character. The *damage field* must be activated, though this is a free action. Once on, it may remain that way until the character decides to shut it down.

At the end of the character's movement for a round, every adjacent character suffers 2d6 damage. This counts as a Heavy Weapon. The power does not cause damage to those the character passes by during his movement.



Modifiers

- **Elemental Trick (+2):** The character may add one option from the list on page 37.
- **Medium Template (+3):** Everyone within a Medium Burst Template centered on the character suffers the damage.
- **Selective (+3):** The character can control who is affected by his power and who isn't.

Darkvision (2)

Trappings: Bionic implants, glowing eyes, animal heritage, radar.

The character can see in the dark and ignores all darkness penalties.

Modifiers

- **Low Light Vision (-1):** The character can see in Dim and Dark conditions, but not in total darkness.
- **Requires Activation (-1):** The power must be activated. This is a free action, but it isn't the character's "normal" state (i.e., his *darkvision* works only when he's actively engaged it). If taken by surprise, the power has no effect.

Decay (3)

Trappings: Rust, corrosion, rot.

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

Living beings touched by *decay* must make a Vigor roll or suffer a wound. Touching the victim typically requires a touch attack with a called shot to hit exposed skin.

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 (+2):** Vigor rolls to resist *decay* are made at -2.

Deflection (1-6)

Trappings: Swirling winds, obscurement, distortion fields, energy.

This handy power deflects incoming ranged attacks. If you want actual armor from such attacks, see *armor* or *force control*. To block melee attacks, see *parry*.

Every Power Point spent on *deflection* subtracts one from Shooting, Throwing,



or other ranged attack rolls made against the deflector up to a maximum of -6. *Deflection* does not stack with penalties from *flight*, *invisibility*, or *speed*.

Modifiers

- **Limited (Half Total):** The character can only deflect one type of attack (fire, cold, kinetic energy, etc.).
- **Requires Activation (-1):** The power must be activated. This is a free action, but it isn't the character's "normal" state (i.e., his *deflection* works only when he's actively engaged it). If taken by surprise, the power has no affect.

Duplication (5)

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

Characters and creatures possessing this ability can create exact copies of themselves (without the *duplication* power). The copies created are Extras even if the "parent" is a Wild Card and are completely under the creator's control.

The duplicates must stay within 5" of the creator. A dupe disappears if it moves beyond this range—voluntarily or otherwise!

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 caster's whim and automatically vanish if the "original" is Incapacitated.

Modifiers

- **Extra Duplicates (+3/Dupe):** Each time this is taken the character

gains another duplicate. Every two duplicates created inflicts a -1 concentration penalty to the characters Trait tests.

Earthquake (1)

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

- **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 (2)

Trappings: Body of energy, devices, magic.

Energy control allows a super to manipulate raw force or energy. The controller must choose a particular type of energy when taking this power, such as fire, kinetic energy, cold, darkness, electricity, light, psionics, radiation, or sound.

Energy control allows the user to manipulate enough energy to fill a Medium Burst Template. Within the template, fires may be nullified, air evacuated (or filled), electricity drawn or drained, etc.

Small effects—lighting a match with fire, making a cool breeze with air, etc.—require an action but no roll. Additional effects are described below.

All powers have a range of 12”.

Nullify: With a Smarts roll, the controller can completely contain or otherwise negate the appropriate energy in a Medium Burst Template so that it causes no harm to those inside. Direct attacks of the same type that enter the zone do half damage.

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 attack is the size of a Medium Burst Template. Everyone within suffers damage equal to 2d6. This counts as a Heavy Weapon. (If you want a more powerful attack, take the *attack, ranged* power separately.)

Modifiers

- **Elemental Trick (+2):** Your hero may add one option from the list on page 37.

- **Large Burst Template (+3):** All *energy control* references to a Medium Burst Template are changed to a Large Burst Template.
- **Selective (+2):** All the different powers that affect an area, such as a nullify or damage, affect everything under it unless this modifier is purchased. With this modifier, 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 character to restrain his target with some sort of binding material, whether via energy, ropes, vines, webbing, or some other binding matter.

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 break free. A raise allows the victim to break free and act in the same round.

Modifiers

- **Area Effect (+2):** The snare is the size of a Large Burst Template and affects every target within.
- **Ranged Attack (+2):** Targets up to 12” distant may be bound with a Shooting roll.
- **Stronger (+3):** The binding material is very tough. Those caught within it must make their Strength or Agility rolls at -4 to escape.

ELEMENTAL TRICKS

The following options may be selected by those who choose the Elemental Tricks modifier to a power. The listed effects may also be used for other power descriptors with the GM's approval. For instance, Cold could be used for Temporal powers, Air for Kinetic, Radiation for Necromantic, and so on.

Air: A tremendous blast of air buffets your foes. Everyone affected must make an Agility check or be knocked prone.

Cold: This power is imbued with the frigid chill of ice. Anyone affected by this power must make a Vigor roll or be slowed. A slowed character must discard and redraw any face cards dealt for initiative (but not jokers) the next round.

Darkness: This energy form can be used to dim the vision of your foes. Anyone hit by this power must make a Spirit roll. Failure means victims are at -2 to actions related to sight (including Fighting and Shooting) for the next 10 minutes. This effect is cumulative up to a -6 penalty.

Electricity: This power courses with electrically charged energy. Anyone affected by this power must make a Vigor roll or suffer an additional d6 damage from the attack. Mostly electronic foes (such as power armored villains or robots) make this roll at -2.

Fire: Anything affected by this power may catch fire. Treat most targets as if they are one level higher for flammability. Normally volatile targets roll a d12 instead of a d6 to avoid catching fire. See the *Savage Worlds* rulebook.

Light: A tremendous burst of dazzling light flashes along with the power. Everyone affected must make a Smarts roll or be Shaken. This counts as sunlight for vampires and the like.

Psionic: This power sends psychic tremors through the targets' minds. Every living being affected must make a Spirit roll or be Shaken.

Radiation: Radiation attacks cause an extra +2 damage. This power may also cause long-term damage outside of combat. The victim makes a Vigor roll at +2. If failed, he gains the Terminally Ill Hindrance. If successful, the victim is forever immune to this effect from this character.

Sound: This power relies on shockwaves of sound, creating an enormous boom that can rattle the bones of its victims. Those affected by this power must make a Vigor roll or be deafened for d6 hours. Deafened characters are treated as if they have the Hard of Hearing (Major) Hindrance.

Explode (2)

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

full round. On his next action, he (his energy, etc.) explodes for 3d6 damage in a Medium Burst Template. The exploder is instantly Shaken immediately after. This is a Heavy Weapon.

Modifiers

- **Elemental Trick (+2):** Your hero may add one option from the list on page 37.
- **Large Template (+3):** *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 you to take one additional action per round with no multi-action penalty. With this power, you could take two actions at no penalty, for example, or three actions at only -2 each.

The power may be taken multiple times to gain additional actions. A character may not perform the same action more than once in a round as usual (he can't make a gun fire faster than it would normally or attack with a melee weapon in the same hand twice).

Modifiers

- **Repeat Action (x2):** This modifier allows the hero to perform the same action more than once per round. Weapons may be used twice, movement doubled, etc.

Extra Limbs (4/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 from multi-action or off-hand penalties while using it.

He may also assign *extra limbs* to take a sustained action, such as grappling someone.

You may purchase powers that only affect the limb at the same cost as devices (1 less point for every 5 points invested in the power).

You may purchase this power multiple times for multiple limbs.

Modifiers

- **Reach (1/1'')**: The hero's limbs have Reach at the cost of 1 per game inch.

Fear (3)

Trappings: Cold stare, horrible visage, dark cowl.

Some characters are so menacing they cause Guts checks in all who see them. The range is 12" in good lighting, where targets can get a clear look at his appearance, sense his cold vibe, etc.

The power must be activated on the character's turn, but is a free action. 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 with this power.

Modifiers

- **Scary (-2):** The effect is permanent or inherent and subtracts 2 from the characters Charisma.
- **Terror (+2):** The Guts check is made at -2.

Fearless (2)

Trappings: Unwavering gaze, iron will, soulless.

Fearless characters never suffer from Fear effects and cannot be Intimidated.

Flight (2-15)

Trappings: Wings, jetpacks, alien abilities.

Your super can fly. The more points put into the power, the faster he can

move. If it becomes important, his climb is equal to half his flying Pace.

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.

FLIGHT TABLE

Points	Speed	Attack Penalty
2	Pace	0
4	2 x Pace	0
6	4 x Pace	-1
8	Pace of 48 (120 mph)	-2
10	Super Speed (240 mph)	-4
15	Sonic Speed (Speed of Sound)	-8

Force Control (2/Level)

Trappings: Colored energy in various shapes, force fields, tangible illusions.

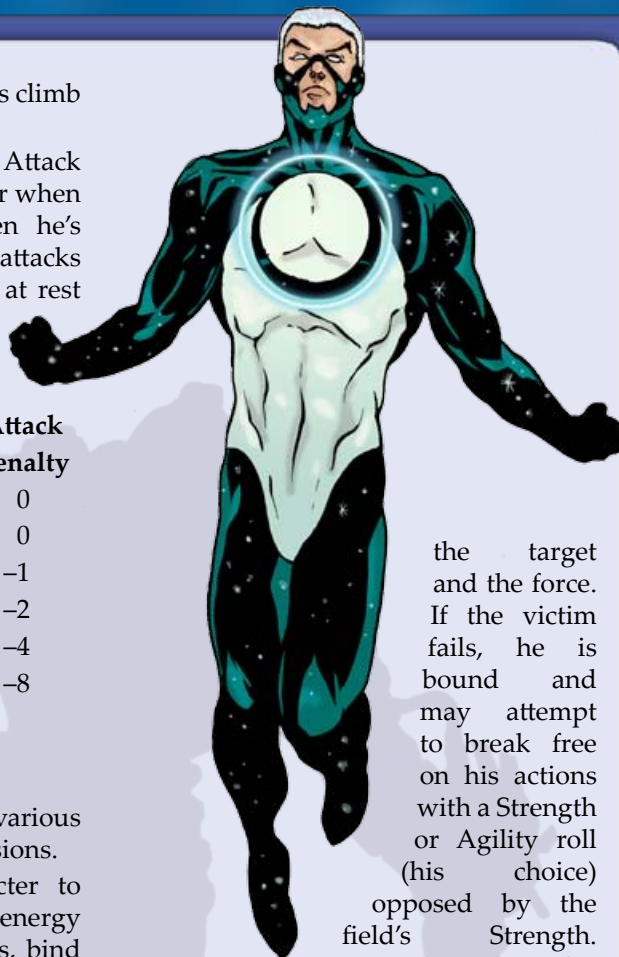
This power allows a character to create and control a force of pure energy that can lift objects, form shapes, bind enemies, or act as a protective barrier. The Strength of the field is d8 initially, and each additional level in the power adds a further die step (level 4 is d12+1). This is its damage if used to attack, how much it can lift, and so on, just as if it were a character. Those who are hit by it suffer the force's damage (its Strength die, just like a character).

The character can reach 12" with his force.

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.

Modifiers

- **Bind (+1):** The character can use his power to restrain foes. This requires an opposed Strength roll between



the target and the force. If the victim fails, he is bound and may attempt to break free on his actions with a Strength or Agility roll (his choice)

opposed by the field's Strength.

Once bound, a foe is automatically hit each round if the attacker desires. Roll Strength damage for the force normally.

- **Flight (+4):** The force can be used to "carry" the controller (and possibly his associates depending on its Strength), basically giving him the *flight* power at half the level he has in this power (two levels in *force control* is equal to one level of *flight*, 10 levels gives level 5 *flight*, etc).
- **Focus (+3):** Bypass and ignore the armor of inanimate objects (not people or the armor they wear) by taking a -4 to the Fighting roll.
- **Force Field (+4):** This allows the controller to create a bubble of energy

that protects whatever is inside. The field covers any one person in the character's range. The sphere adds +1 to the Toughness of those protected for every level the user has in *force control*. This is not armor, and is not reduced by armor-piercing attacks. The controller may create portals in the field at will to let allies or attacks in or out. Foes can push their way into or out of the force field by making an opposed Strength roll with the field.

- **Heavy Weapon (+1):** The force counts as a Heavy Weapon.
- **Maneuverable (+3):** Supers with this modifier may rapidly move their projection to strike many foes at once. Pick a starting point anywhere within the hero's range and move it in any path up to 1d10". Every figure touched by the path must make an opposed Strength roll (versus the force's Strength—not the character's) or be knocked prone. Those rolling a 1 on their Strength die are Shaken as well.
- **Medium Template (+2):** The character may use *force control* to effect a Medium Burst Template (this template can be used with all of the other modifiers as well). If used for Fighting or Binding, only one roll is made and applied to all foes underneath.

Gifted (1)

Trappings: Well-read, photographic reflexes.

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

Growth (2/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 character 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. If using miniatures, he now occupies a 2" square.

Between +8 to +10, the character is considered Huge, and he occupies an area 3" square if using miniatures.

Forms larger than Size+10 generally add another inch per level.

Modifiers

- **Monster (-1):** 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 track, and makes it difficult to find gear the proper size.

Headquarters (2/Level)

Trappings: Underground base, underwater fortress, mountaintop retreat, penthouse apartment.

This power grants your character a *headquarters*—a relatively secure location where he can retreat when the going gets rough, and to store devices, trophies, vehicles and the like. Every level of the *headquarters* power provides 5 HQ Points to apply as outlined in the Headquarters chapter (page 60).

You may choose to pool your HQ Points with other characters to create a super-HQ and share the cost. You may also refer to the Headquarters chapter for an alternative method of buying a hideout.

Healing (2)

Trappings: Mystical glow, advanced technology.

Your character can heal herself and others with a touch. To do so, she must spend an entire action in contact with the patient and make a Spirit roll minus the victim's wounds. Failure simply indicates a lost action. Success heals one wound instantly, but costs the healer a Fatigue level that fades 24 hours later.

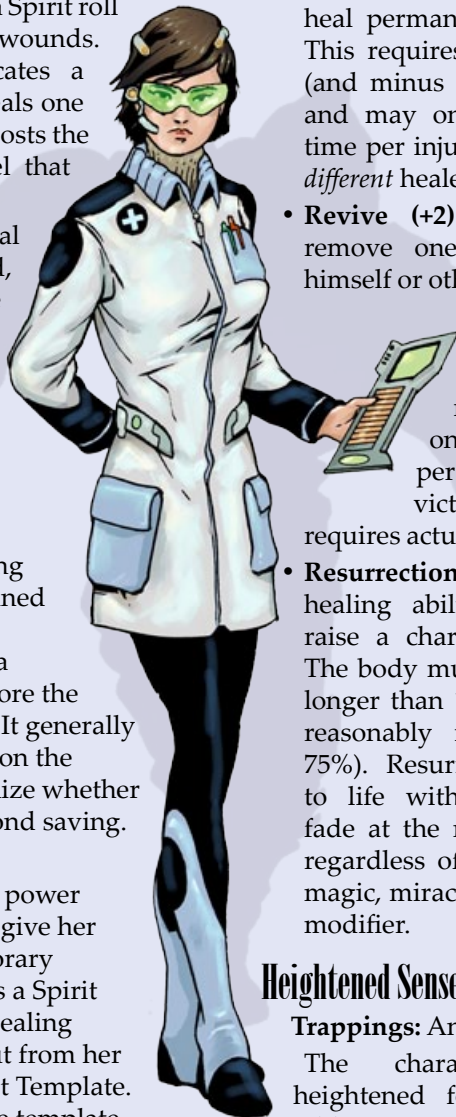
A raise does not heal an additional wound, but does prevent the healer from suffering Fatigue.

Victims with multiple wounds require multiple attempts to heal completely.

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. It generally requires a Smarts roll on the healer's part to recognize whether or not an Extra is beyond saving.

Modifiers

- **Refresh (+2):** This power allows a healer to give her comrades a temporary respite. She makes a Spirit roll as a flood of healing energies floods out from her in a Medium Burst Template. Anyone within the template (friend or foe) automatically recovers from Shaken.
- **Rejuvenation (+3):** The character can heal nonpermanent crippling



injuries. This requires a Healing roll at -2 (and minus any wound penalties) and may only be attempted one time per injury. This is a separate roll from those used to treat any actual wound levels.

- **Restoration (+5):** The character can heal permanent crippling injuries. This requires a Healing roll at -4 (and minus any wound penalties) and may only be attempted one time per injury by this character (a *different* healer could try again).
- **Revive (+2):** The character can remove one Fatigue level from himself or others with a touch and a successful Spirit roll. Only one level per round may be so relieved. This feat may only be performed once per day on any particular victim. Any more than that requires actual food, rest, water, etc.
- **Resurrection (+10):** The ultimate healing ability is the power to raise a character from the dead. The body must have been dead no longer than 12 hours and must be reasonably intact (approximately 75%). Resurrected victims return to life with three wounds that fade at the rate of one per week, regardless of any other treatment, magic, miracles, or even the Revive modifier.

Heightened Senses (1)

Trappings: Animal senses, mutation.

The character's senses are heightened for some reason. He adds +2 to Notice rolls.

Some characters with *heightened senses* should have *awareness* as well. Check there for more information.

Modifiers

- **Eagle Eyes (+1):** The character can see details twice as far as most members of his species.
- **Tracking (+1):** Your character has a keen sense of smell, giving him a +2 to Tracking rolls.

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 maximum size of the *illusion* is shown below.

ILLUSION AREA AFFECT

Level	Dimensions
1	2" cubed
2	4" cubed
3	8" cubed
4	16" cubed
5	32" cubed
etc.	

Modifiers

- **Film Quality (+1):** Cameras and microphones detect and record the *illusions* as well.
- **Obscure Only (Half):** Halve the cost of this power if the only effect is to inflict a sight-based penalty in the area. The area is treated as pitch darkness (–6 penalty). The cost may be reduced by 1 more point (to a minimum cost of 1) for every two points the penalty is

reduced (–1 for a –4 penalty, –2 for a –2 penalty).

- **Psychosomatic Trauma (+2):** Each round, the *illusion* may attack one target per level of the power. The *illusion* automatically “hits” and each target affected must make a Smarts roll or be Shaken. Those who roll a 1 on their Smarts die suffer a wound. A second Shaken result from an *illusion* never causes an actual wound.
- **Targeted (–1):** The *illusion* affects the mind rather than creating tricks of light. Any character who wishes to “disbelieve” a particular *illusion* can make a Smarts roll at –2. If successful, she can detect what is real and what is false.

Immunity (4)

Trappings: Tough skin, magic, similar powers

Your character has limited *immunity* against a particular matter or energy based attack, such as air/wind, cold/ice, fire/heat, radiation, darkness, light, steel, wood and so on. Characters made of a particular substance (such as sand or insects) typically purchase this power for the same type of matter or energy as well.

You may choose this power multiple times to select different *immunities*.

Background effects of the particular energy type (walking through fire, in a nuclear reactor, etc.) are completely negated. Damage from direct attacks from the selected energy form is halved (roll normally, then halve the total).

Modifiers

- **Requires Activation (–1):** The power must be activated. This is a free action, but it isn't the character's “normal” state (i.e., his *immunity* works only when he's actively

engaged it). If taken by surprise, the power has no affect.

- **Nearly Complete Coverage (x4):** With this modifier, the character's immunity applies to *all* matter and energy types *except one*, and he is barred from taking Immunity again for that one exemption. Depending on the exception chosen, such a character can typically survive unaided in airless space or at the depths of the ocean.

Infection (Variable)

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

The character's touch infects her foes with a disease or other unhealthy condition. This requires a touch attack with a called shot to hit exposed skin. A target struck by the attack must make a Vigor roll. If failed, the victim suffers depending on the condition caused (see below).

The character should define the specific disease caused by his infection (a nasty cold, ebola, and so on), but the effects are summed up below. These may be combined as well, so that an *infection* could cause an instant Shaken result and eventual death.

INFECTION TABLE

Cost	Condition
1	Shaken
2	Fatigued
3	Incapacitation (1d6 hours)
4	Death in 1d6 hours
5	Death (Instant)

Modifiers

- **Always On (-2):** The character cannot "turn off" her ability to

transmit disease. She must wear clothes, gloves, scarves, and the like at all times or risk infecting her friends. She cannot take lovers, bear children, or otherwise have much of a social life.

- **Strong (x2):** Vigor rolls to resist are made at -2.

Intangibility (5)

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

Intangibility makes the character unable to affect or be affected by physical and energy attacks or objects.



The character 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

- **Phaser (+2):** The character can phase in and out very rapidly. A Spirit roll is still required, but it counts as a free action.

Interface (2)

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

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

Modifiers

- **Code Breaker (+1):** Using an audio imitator, a mini-computer with lockpicking software, a retinal falsifier, or other device, your

character can open electronic locks and other protection devices with a simple Knowledge (Electronics) roll. This takes four rounds, two if the you score a raise on the skill roll.

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 does not get the discount for it being a device, however—that’s already figured into the price of this power. The cost of the power duplicated can never be greater than the creator’s level of *invent*. An inventor who wants to create an invisibility belt, for example, must have *invent* at level 5 since *invisibility* is a 5-point power.

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.

The device invented requires 10 minutes times its original cost (a 5-point invisibility belt takes 50 minutes to assemble). Ultra-tech gadgets aren’t really created in a few hours—the inventor is assumed to have been working on his many devices in his spare time, but only puts the design together when needed.

The devices created are permanent, but must 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 the device are made at -2 as only the inventor truly understands his jury-rigged creations.

Invisibility (5)

Trappings: Cell alteration, stealth suit.

The character can become invisible at will. Becoming visible or invisible requires an action.

Attacks made against an invisible foe suffer a -6 penalty (which does not stack with *deflection*, *parry*, *flight*, or *speed*). Invisible beings always leave some tell-tale trace for those who are looking, whether it's a shimmer, a smell, footsteps, etc., so foes get a Notice roll at -4 to detect their presence if given some reason or if the invisible character closes within 1" (2 yards).

Jinx (2)

Trappings: Evil eye, curse, black cat.

Your enemies are constantly suffering minor slips, misfires, and other mishaps.

Any foe making a direct action against your character—whether an attack, a

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 supervillain'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

- **Area Effect (+2/4):** This power effects everyone within a Medium Burst Template centered on the character, including allies. With the four point version he can choose who is affected under the template.
- **Improved Jinx (x2):** 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 you put into this power determines how far he can jump.

Your character ignores falling damage for heights up to his vertical distance. This might occasionally be negated if he is bound or unconscious and cannot land on his feet.



Death From Above: If combined with a melee attack, the leaper may add his level to any damage caused at the end of his jump. The victim can see it coming though, so each +1 added to damage is subtracted from the attack roll.

LEAPING TABLE

Level	Vertical Distance	Horizontal Distance
1	2"	4"
2	4"	8"
3	8"	16"
4	16"	32"
5	32"	64"

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.

Malfunction (3)

Trappings: Electromagnetic pulse, hexes, bad luck.

The character can cause technological devices to simply fail. To cause a *malfunction*, the character picks a target within 12" and makes a Spirit roll, minus the modifiers below. If successful, the device malfunctions in some way. Simple and moderately complex devices just stop working. Complex devices lose a random subsystem, determined by the GM.

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).

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 (4/Level)

Trappings: Concentration, magic.

The controller can shape and control a particular type of material. He may cover an area the size of a Medium Burst Template for each level of this power. Normally this is a thickness of a few (game world) inches, but these templates may be stacked together to increase the effect. The amount of material affected is shown below.

MATTER CONTROL TABLE

Material	Weight per Level
Earth/stone/sand	10,000 lbs
Ice/water	10,000 lbs
Glass	20,000 lbs
Plants	50,000 lbs
Metal	10,000 lbs
Synthetics	20,000 lbs
Cloth	10,000 lbs

The material must be visible and within 24" to be manipulated. Any sort of manipulation, including maintaining hold, requires an action. The Toughness of the material per section is 10.

Distraction: Matter can be manipulated to distract foes by showering them with dirt, glass, or other material. This is an opposed roll of the controller's Spirit versus the target's Agility. On a success, anyone attacking the target gains a +2 until the victim's next action. With a raise, the target is also Shaken. Multiple foes may be targeted at a -1 penalty for each (showering three foes subtracts 2 from all opposed rolls, for example).

Note that matter control does not allow your character to make attacks with the material he controls. Take the *attack, ranged* power for that.

Modifiers

- **Binding (+1):** The character has enough speed and control over

the material to bind his foes. This requires an opposed Spirit roll versus the target's Agility. If the victim fails, he is bound and may attempt to break free on his actions by a Strength or Agility roll opposed by the controller's Spirit. Multiple foes may be "attacked" each round at a standard multi-action penalty. Maintaining the bind requires concentration and subtracts 1 from all other rolls for each victim held. Once bound, a foe is automatically hit each round if the attacker wants to crush him. Roll damage using the controller's Spirit die.

- **Gliding (+4):** The character can move along the matter he shapes, whether he's sliding on ice or being carried along by a piece of earth or metal. He effectively has *flight* equal to his level of *matter control*.

Mind Control (3)

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

The power to control minds is perhaps the ultimate ability. With it, the mentalist can contact and control another mind within 12" by making an opposed Smarts roll with the target. This counts as an action.

Success means the target is completely under the mentalist's control. If the character 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.

The subjects are complete slaves, but being forced to attack loved ones or act completely against their nature allows them to make another contested Smarts roll to break the link.

Any time the controller is Shaken, sleeps, is knocked

unconscious, or otherwise cannot maintain basic concentration, all minds under his control are instantly released.

Modifier

- **Mind Wipe (+3):** The controller can manipulate the victim's memories so that he does not remember what he's done while under mind control.
- **More Minds (+2):** The mentalist can control another target each time this Modifier is bought.

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". A success detects surface thoughts, but the target is aware that someone is in his head. A raise reveals deeper notions and does not betray the telepath's presence.

Entering another person's mind is always taxing. It requires an action, and automatically Fatigues the mind reader.

Drunk or drugged targets suffer a -2 penalty to their Smarts rolls.

Modifier

- **Mind Rider (+3):** The telepath can see, hear, taste, touch, and feel through his target's senses. Doing so lasts as long as desired but requires absolute concentration. Any other action taken while mind riding is considered a multi-action.

Minions (1/Level)

Trappings: Uniformed thugs, a gang.

Who travels around without a band of faithful minions? Each time this power is taken, your character gains a faithful and reasonably loyal minion with the following statistics. More competent henchmen must be hired through normal roleplaying.

Modifiers

- **Summonable (+2):** You can summon your minion to you via warpgate, magical portal, rapid transport, etc. They will arrive within 1d4 rounds of summoning. This modifier must be purchased for each summoned minion.
- **Superpowers (Variable):** Special *minions* can be created as well. Each point spent on this modifier grants one Power Point to every minion.

MINION

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

Skills: Fighting d8, Notice d6, Shooting d6, Throwing d6

Pace: 6; **Parry:** 6; **Toughness:** 6

Gear: That's up to you and your wallet, mastermind.

Negation (2/Level)

Trappings: Devices, magic, parasitic touch.

This handy power allows your hero to negate others' superpowers and abilities. To do so, he must make a successful touch attack. He then makes a Spirit roll opposed by his target.

If successful, he may reduce any of the target's powers by a number of Power Points equal to his level in *negation*. The reduction in Power Points affects positive Modifiers first, then the base power. In the case of partial reductions of a power, characters may only use power effects they can pay for fully.

A character with this power may instead *negate* one step of an attribute or two steps of a skill per power level to a minimum of d4.

The Power Points return after 2d6 rounds.

To steal someone's abilities, see the *copycat* power.

Modifiers

- **More Duration (+2):** The Power Points return after 1d6 hours.
- **Range (+3):** The negator can use his power without touching his foe, at a distance of up to 12".
- **Restricted to Copycat (-2):** The negator may only effect powers he also mimics with *copycat*.

Paralysis (2)

Trappings: Poison touch, fetid breath, tendrils

A successful touch attack causes the victim to make a Vigor roll. With a raise on the Vigor roll, the victim is unaffected. With a success, the victim is Shaken. If he fails, the victim is paralyzed for one round. On the victim's second action after being paralyzed, he improves his condition to Shaken and may recover normally from that point on.

Modifiers

- **Extra Duration (+1):** The paralysis lasts one extra round for each Power Point spent on this modifier before the victim improves his condition to Shaken.
- **Extra Power (+1):** The victim's Vigor rolls are made at -2.
- **Extra Range (+4):** The power is tied to a ranged attack of some sort, such as special bullets, a superpower, and so on. You must have *attack*, *ranged* to use this modifier.

Parry (2/4/6)

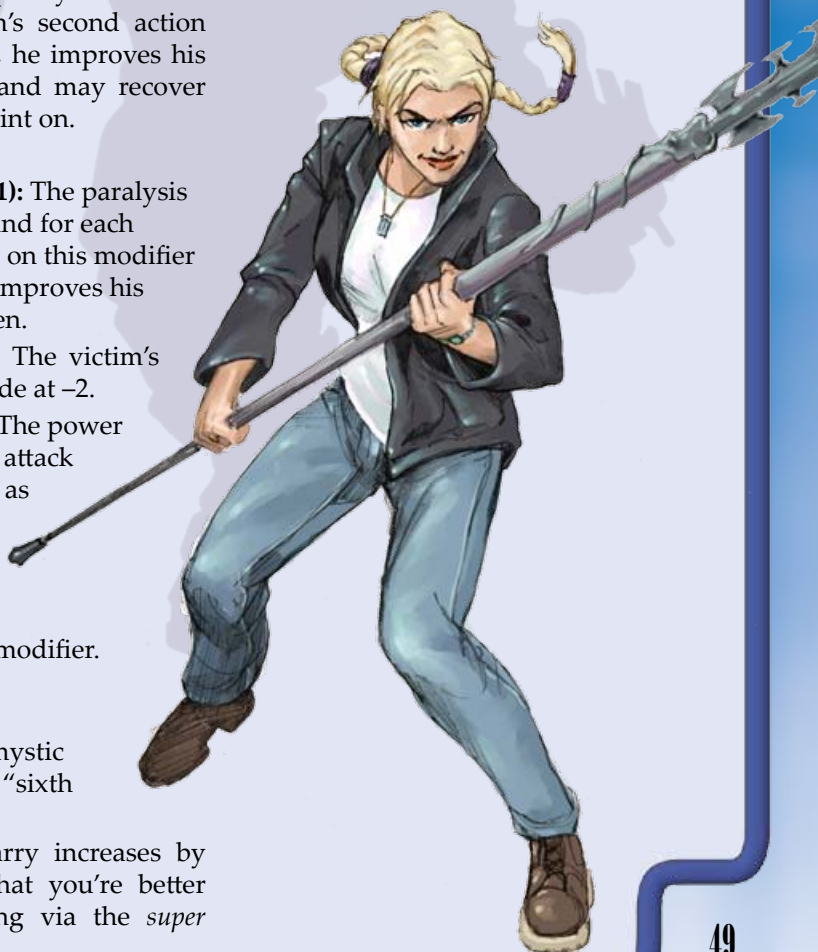
Trappings: Claws, mystic shields, fast reactions, "sixth sense."

Your character's Parry increases by +3 per level. Note that you're better off increasing Fighting via the *super*

skill power until you hit d12, when it becomes more cost-effective to purchase *parry* instead.

Modifiers

- **Catch and Throw (+2):** Your hero can catch ranged weapons and hurl them back instantly. Catching a thrown projectile such as a rock or spear requires an Agility roll. Arrows and other muscle-powered projectiles require an Agility roll at -2, and catching a single bullet is an Agility roll at -4. Throwing it back is a normal Throwing roll with a range of 3/6/12. Thrown weapons such as spears cause their normal damage. Bullets, arrows, and the



like cause Strength damage. This throwing roll is a free action.

- **Requires Activation (-1):** The power must be activated. This is a free action, but it isn't the character's "normal" state (i.e., his *parry* works only when he's actively engaged it). If taken by surprise, the power has no affect.

Plant Control-See Matter Control

Regeneration (5)

Trappings: Powerful undead, mutant healing factor, magic.

Whether through self-knitting flesh and blood or advanced technology, your character's wounds heal themselves in an amazingly short amount of time.

Make a Vigor roll every hour. If the roll is successful, your character heals one wound.

Modifiers

- **Fast Regeneration (+5):** Your hero rolls to recover wounds every minute.
- **True Regeneration (+10):** Your hero rolls to recover wounds every round. This can be upgraded from Fast Regeneration for 5 points.

Shrink (3)

Trappings: Shrinking pills, magic words, mutated metabolism.

The hero can alter his form to become much smaller, down to 1" in height. This inflicts attack penalties as usual (-4 for medium-sized foes). Foes are also much less likely to Notice the character (-4 to Notice rolls versus his Stealth).

Given an average person of 6' in height, the character loses one step of Strength (minimum d4-2) and Toughness (minimum 1) for every quarter of his original size he shrinks.

SIZE MODIFIERS

Size	Strength	Toughness
6'	0	0
3'	-2 steps	-2
1'	-4 steps	-4
6"	-6 steps	-6
1"	d4-2	1
Microscopic	0	0

Modifiers

- **Density (+4):** The character's Strength and Toughness are not reduced.
- **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 (ala *Fantastic Journey*), and so on.

Speak Language (2)

Trappings: Devices, surface mind reading, latent skills.

Your hero can speak any language.

Modifiers

- **Written Word (+1):** He can read and write any language as well.

Speed (Variable)

Trappings: A blur of motion, powerful legs.

Your character can run at incredible speeds depending on the number of points you 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. 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

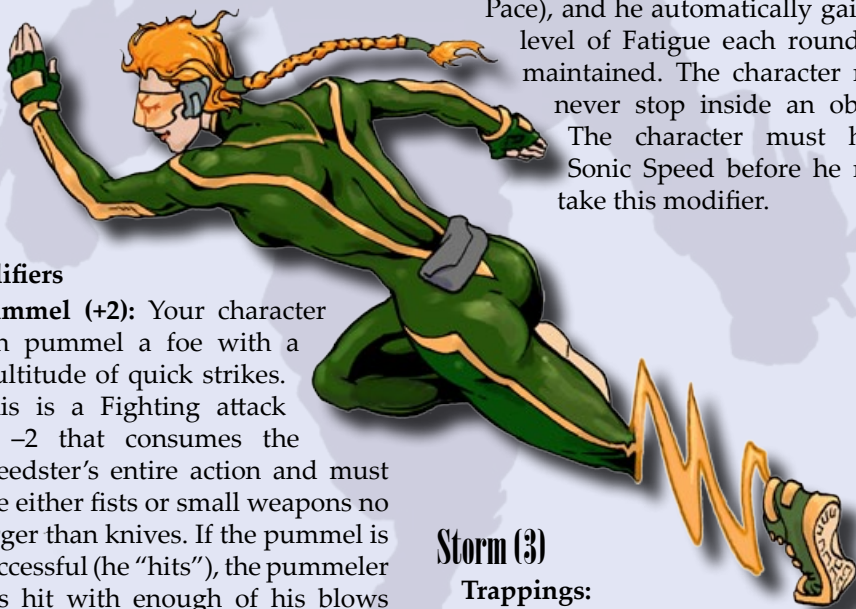
Points	Speed	Penalty
1	2 x Pace	0
3	4 x Pace	-1
5	Pace of 48 (120 mph)	-2
8	Super Speed (240 mph)	-4
10	Sonic Speed (Speed of Sound)	-8

Modifiers

- **Pummel (+2):** Your character can pummel a foe with a multitude of quick strikes. This is a Fighting attack at -2 that consumes the speedster's entire action and must use either fists or small weapons no larger than knives. If the pummel is successful (he "hits"), the pummeler has hit with enough of his blows to seriously rattle his foe and hit his weak spots. Add the penalty others need to hit the speedster to his damage roll (add +8 to damage with Sonic Speed, for example, +4 for Super Speed, etc.).
- **Whirlwind (+5):** 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.

- **Vibrate (+5):** The speedster can vibrate his molecules so fast that he can actually pass through solid objects. This is particularly difficult, however, so the character can only move up to six game world inches per round (regardless of his Pace), and he automatically gains a level of Fatigue each round it's maintained. The character may never stop inside an object. The character must have Sonic Speed before he may take this modifier.



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

SUPERHUMAN STRENGTH

Strength over the human maximum is on a different scale than the normal d4 through d12+2. Below are the Load Limits and Maximum Weight liftable for higher Strength values. 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 the load limit can be thrown at 6/12/24.

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

–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 wills, 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.

Stun (2)

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

This power allows the user to place a single Medium Burst Template up to 12"

CHewing THE SCENERY

Super-strong villains and heroes often use the world around them as weapons. Items with Heavy Armor count as a Heavy Weapon.

Weapon	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
Five-Story Building	32 tons	Str+d12+9
Ten-Story Building	64 tons	Str+d12+10

These items fall apart after only 1 or 2 uses (GM's call).

distant. Characters within the template must make a Vigor roll or be Shaken.

Modifiers

- **Larger (+2):** The area of effect is a Large Burst Template.
- **More Range (+2):** The range is 24".
- **Smarts (+1):** The targets must make Smarts rolls instead of Vigor rolls.
- **Stronger (+2):** Foe's Vigor rolls are made at -2.

Super Attribute (1/Step)

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

This power increases your character's attributes, often from some sort of supernatural enhancement. Each Power Point spent increases an attribute one step. A d12 becomes a d12+1, and so on.

Note that derived statistics, such as Toughness, round down, so that a d12+1 Vigor produces a Toughness of 8.

Modifiers

- **Requires Activation (-1):** The increase in attributes must be activated. This is a free action, but it isn't the character's "normal" state (i.e., he doesn't eat, sleep, and walk about in public with increased attributes). Subtract -1 from the total paid for this power, regardless of how many attributes are affected. The power always costs at least 1 point however.

Super Edge (2)

Trappings: Extraordinary training or background, extension of superpowers.

Spending two Power Points grants the character any one Combat Edge allowed in the

setting—regardless of its requirements (except other required Edges—for example, a character still has to have Frenzy before taking Improved Frenzy).

Note that Power Points cannot grant other types of Edges (Background, Social, Legendary, etc.).

Super Skill (1/2 Skill Points)

Trappings: Natural genius, software programs, intensive training.

Super skill grants you 2 points to increase your character's skills (new skills cost 2 points to buy at d4), and usually reflects extreme training or supernatural enhancement of some sort. Each *super skill* point spent increases a skill one step.

Unlike normal skill advancement, it doesn't matter if the *super skill* is over the linked attribute or not (though it still matters if you use regular advancements to increase the skill further).

Note that derived statistics, like Parry, round down, so that a d12+3 Fighting produces a Parry of 9.

Modifiers

- **Requires Activation (-1):** The boosted skills must be activated. This is a free action, and isn't the character's "normal" state (i.e., he doesn't eat, sleep, and walk around with the increased skills). Subtract -1 from the total paid for this power, regardless of how many skills are affected. The power always costs at least 1 point however.

Super Sorcery (3/Level)

Trappings: Sorcerer supreme!

These powerful magic-users control eldritch energies that allow them to do nearly anything at whim.

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. (Magicians who have two or three powerful spells are easier to make by taking specific powers with a magic trapping.)

There are a number of lesser sorcerers on Earth. These dabblers use the standard Arcane Background (Magic) or (Miracles) rules and are far beneath the level of the world's "super sorcerers."

Super sorcerers must have Spellcasting at d8 or higher, a Smarts of at least d8, and Spirit of d8 or more.

Super sorcerers can give themselves any power in this book at will as a "spell," including any Modifiers, up to their level in *super sorcery*.



Each spell cast takes an action, requires a Spellcasting roll, and the sorcerer must be able to move both hands and speak.

If a 1 is rolled on the Spellcasting die (regardless of the Wild Die), the sorcerer has made a mistake in his incantations and suffers a dangerous spike in energy. He is automatically Shaken and all his current spells are negated.

Once cast, a spell may be maintained as long as the caster desires—it simply takes up that many of his allowable casting points. The temptation for greater power is always present—a super sorcerer can go over the limit, borrowing additional casting points up to his level in this power. This is very dangerous, and if his Spellcasting die rolls equal to or less than the number of points borrowed, the caster must roll on the Backlash Table.

Example: Ixua Anamza the mummy has 5 levels in super sorcery. He currently has a 3 point and 2 point power up. Feeling risky, he decides to gamble and borrow his maximum to add a 5 point attack power. He rolls a 4 on his Spellcasting die, so his spell is successful but he must now roll on the Backlash Table.

Swinging (3)

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—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.

BACKLASH TABLE

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 and gains an extra 4 points he may immediately spend on extra modifiers. |

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 lbs):** The line can safely hold 1000 more pounds for each point in this Modifier.

Telekinesis (2/Level)

Trappings: Mind over matter, force projection, 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, plus 1 die step 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):** Bypass and ignore the armor of inanimate objects (not people or the armor they wear) by taking a -4 to the Fighting roll.
- **Heavy Weapon (+1):** Counts as a Heavy Weapon.
- **More 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 anyone and everyone in sight through *telepathy*.

Specific known individuals who are not in sight may be reached with a Smarts roll within one mile, a Smarts roll at -4 if further away. Once established, the connection may be maintained as desired, but requires concentration. This inflicts a -2 penalty to all other actions no matter how many connections are maintained.

Modifiers

- **Broadcast (+1/+3):** The telepath may contact all minds within 1 mile. This is not selective, however, and must go to every sentient mind in range. For 3 points, the message can be broadcast across an entire world.

Teleport (3)

Trappings: A cloud of smoke, change into a bolt of lightning, "phasing" out.

Teleport allows a character to disappear and instantly reappear up to 12" distant. This counts as his movement for the round and is not an action. Adjacent opponents do not get a free attack against the teleporting character.

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 carry others with him, but this automatically causes one level of Fatigue per additional "rider." Up to three may be carried at once, but causes instant Incapacitation. One level of Fatigue is removed for every 10 minutes of rest.

Modifiers

- **More Range (+2/12"):** The teleporter's range is increased by 12" every time this is purchased.
- **Rapid Teleport (+3):** The character can *teleport* very rapidly, up to three times per action. The character can divide multi-actions or extra attacks over the teleportations. If the teleporter uses his ability to maneuver around a single foe and makes at least two attacks (via two weapons, the Frenzy Edge, etc.), he attacks from multiple sides just as if the foe were being ganged up on, which gives the attacker a +1 to hit (+2 if making 3 attacks).
- **Taxi (+2):** The teleporter gets a Vigor roll to resist Fatigue caused by each additional "rider."
- **Teleport Other (+5):** Characters with this ability can *teleport* others to them. If the target is friendly, the teleporter makes a Spirit roll (one individual per action, additional targets may be transferred as a multi-action). Hostile foes get an opposed Spirit roll to resist being



teleported. This may be performed as a multi-action as well to move more than one foe in a single action.

Toughness (3/6/9)

Trappings: Big guys, dense skin, reinforced bones.

Your character's Toughness improves by +2/+4/+6 from mystical protection, super-strong skin, dense bones, etc. Note that this is different from *armor* because it cannot be negated by Armor Piercing attacks.

Modifiers

- **Hardy (+4):** 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.

- **Requires Activation (-1):** The increase in Toughness must be activated. This is a free action, but it isn't the character's "normal" state (i.e., he isn't as tough in his "normal" guise).

Undead (4)

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 and do not suffer additional damage from called shots as undead do not depend on internal organs to maintain their semblance of life. *Undead* ignore two levels of Wound modifiers and are immune to disease or poison.

Undead do not 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.

Modifiers

- **Vampire (-2):** The *undead* is a vampire. A wooden stake to the heart (-4) that causes a single wound or more Incapacitates him instantly (this effect ends immediately when the stake is removed unless the vampire

would be Incapacitated normally). He also has an Allergy to garlic (-2 to all Trait rolls if the substance is within 1") and suffers an immediate wound if he crosses running water. Finally, a vampire must drink one quart of blood (human or otherwise) once per day or suffer a level of Fatigue that can only be removed by drinking human blood. Vampires Incapacitated by Fatigue can crawl at the rate of 1" per round, but suffer -6 to all actions while in this weakened state. The benefits of being a vampire must be bought as powers as they are dependent on the creature's sire, which legend you believe, and so on. Most have *super-strength, extra actions, altered form (mist), and mind control.*

Vehicle (Variable)

Trappings: Combat bike, weapons van, hovercar.

From rocket-bikes to assault choppers, this power allows your character to have their own super-vehicle. The cost of the power depends on the cost of the vehicle you convert into a super-vehicle.

VEHICLE COSTS

Cost	Vehicle Cost
1	Up to \$10,000
2	Up to \$50,000
3	Up to \$500,000

Powers can be purchased for *vehicles* at the reduced cost for devices (-1 Power Point per 5 points of powers). While *vehicles* cannot go everywhere, any defensive powers affect everyone in the *vehicle*!

Modifiers

- **AI (+1):** Your *vehicle* has a rudimentary artificial intelligence that allows it to follow any simple, short, programmable instructions.



Whirlwind (2)

Trappings: A swirling column of wind.

It has target recognition, object avoidance and location-finding capabilities, but is not capable of anything more complex than that. Example instructions include: "drive forward and release this bomb," "come to this location when I give the signal," or "attack anyone that comes within 5 yards of your front flame-thrower."

- **Secure Access (+1):** Your *vehicle* has ultra-high security (retinal scan, voice recognition) and can only be operated by someone with the proper access. Any unauthorized access will trigger an alarm and may activate any security defenses, including any powers built into the *vehicle*.

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.

The character can create a small moveable 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 superhero controlling it or instantly disappear. The *whirlwind* can be moved up to 2d6" 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 their Strength die rolls a 1 they are also Shaken.

Modifiers

- **Larger Whirlwind (+2):** The *whirlwind* uses a Large Burst Template.
- **Twister (+2):** The *whirlwind* has the strength of a cyclone. 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.

CHAPTER FIVE:

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 superhero strongholds where they can research the latest threats, create technology to defeat new foes, or meet with other crusaders to form meta-powered leagues.

GETTING AN HQ

GMs have two options for how characters gain a headquarters: Power Points and the *headquarters* power or the Edge below. If using Power Points, every 2 points spent on the *headquarters* power provides 5 HQ Points.

Once the character has his HQ Points, he can build his headquarters. The costs of various components are shown in parenthesis after the item's name.

Headquarters (Social Edge)

Requirements: Novice.

The character has gained possession of a building, cave, or lair of some sort. Its exact nature is up to the character.

The hero has 5 HQ Points to spend on the building and its contents. Points can be saved to buy a more expensive modification

later. HQ Points can be shared among a team, so if this Edge is taken again—by the same character or a different team member—the headquarters can be modified with a further 5 HQ Points.

(1) BUILDING

At least one of the 5 initial HQ Points must be spent acquiring a building. There is nothing preventing the character from owning multiple buildings, but all contents and extras must be paid for individually. Exactly what shape the building takes is up to you and the players to decide.

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

Size

The Room entry lists how many rooms (see Rooms) the building typically has. A headquarters can be altered afterward at 2 points per room. The amount of actual money this costs depends on the nature of your game. Many supers campaigns don't really track funds, and prefer to know generally whether the heroes are "rich" or "poor."

Points should generally cover these costs, perhaps by spending cash or calling in a favor from some individual the champions have saved previously.

HEADQUARTERS SIZE

Size	Rooms	Points	Example
Tiny	1	1	Basement
Small	3	2	Apartment
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 desert island, they'll need a suitable vehicle to get there. A individual headquarters may have only one location.

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 eeking 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 Pathetic (-1). This is used as a modifier to certain rolls as detailed in Headquarters Contents.

Condition can be improved later 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
Pathetic	-1	0
Average	+0	1
Good	+1	3
Advanced	+2	5
State-of-the-art	+4	10

(3) ROOMS

Headquarters consist of one or more rooms, each with a defined purpose. Rooms can be added later at the headquarter's current facility modifier.

You cannot add more rooms than the headquarters has. 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. Basic 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, the country, or beyond.

The meeting room contains the headquarters' communication and monitoring equipment. The headquarters' condition determines the capabilities of the communications array. A barebones 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 you have that sort of thing in your setting).

Garage (+2 per vehicle)

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.

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 supervillain), 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.

Kitchen & Dining (+1)

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

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

Library/Computer (+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 general books or a computer system linked to the web. Either way, it grants a bonus to Investigation rolls equal to the headquarters' facility modifier.

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 (though, as always, a Healing roll of 1 always fails).

Personal Quarters (+1 per 4 heroes)

Superheroes 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' condition.

Specialist Library/Lab (+1)

Unlike a reference library, a specialist library or laboratory is dedicated to one core subject. 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 per 2 cells)

The addition of secure cells to the base's facilities allows the superheroes to contain captives (even supervillains) for questioning. The cells have a base Toughness of 15, modified by the headquarters' facility modifier. The cells are monitored by cameras.

Superheroes can still choose to capture and imprison supervillains without a secure facility, but the base Toughness is reduced to 10 and there are no cameras dedicated to watching the cells.

Teleporter (+1 to +8)

This handy room houses a teleporter that allows those who know the proper code 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 accomodate up to 10.

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 (+4)

A training room might be a simple gym or a computer-controlled chamber with death rays and robot minions. When a superhero at a headquarters with training facilities uses an advancement to increase skills (not buy new skills), he may increase an additional skill by one die type as long as it is not higher than the linked attribute. This makes a Training Room very desirable!

Workshop (+2)

The headquarters is equipped with a workshop for creating and repairing mechanical, robotic, electrical, and electronic devices. All Repair rolls

BUILDERS

Who builds these things? That's a great question that you'll need to answer.

If a base is secret, contractors need to be highly trusted. Maybe there's a "bonding" process in your world that other heroes use. Maybe one of the heroes has a family member or trusted friend in the construction business.

Even non-secret bases must maintain security. If the group has enemies—and who doesn't—they're likely to infiltrate the construction and plant bugs, traps, or viruses in the building.

(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 in your mom's house, or whatever. The computers, suits, vehicles, and other hi-tech crime-fighting gear are hidden behind rotating desks, revolving paintings, and secret chambers.

If you want the actual building itself to be hidden, you'll need to buy Well-Hidden.

Defenses (Special)

HQ Points can also be used to create defensive systems. Use the Powers chapter as the

base. Each HQ Point buys two points of superpowers. There are also some generic new power modifiers below for headquarters defenses.

Typical defenses may be 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 cover the entire headquarters, inside and out.

Activation is automated if the headquarters has Secure Access. If the power uses a die roll for activation, start at d4 for a pathetic 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 per 3 occupants)

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 you and a couple of other man-sized people or objects. It will take you a mile or so away, allowing you to make good your escape.

Secure Access (+1)

Only those people with the proper key (chip implant,

keycard, mystic amulet, etc.) may access the headquarters. 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)

Your headquarters is fairly well-hidden, either underground, underwater, or obfuscated in some way. All attempts to track you down suffer a -4 to relevant die rolls when you are in your headquarters.

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 parenthesis after the title is the total HQ Point cost. Numbers in parenthesis after the Rooms header 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, Reference 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 accommodation 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 superhero 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, as well as a basic communications system.

Orbital Spacestation (20)

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

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

Features: Escape Pod (x2; mini-shuttle)

This small spacestation is located in high Earth orbit and is 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 garage is designed to accommodate a small shuttle. Although the base currently only sleeps 4, there are still four rooms unallocated, allowing easy expansion for extra teammembers. The escape pods can house 6 people.

The Villain's Lair (30)

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

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

Features: Camouflaged (marine research base), Defences (*attack, ranged* [3]: Blast cannons. Range 12/24/48, Damage 3d6, ROF 1), Defences (*minions* [5]: 10 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 10 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.



CHAPTER SIX: ROGUE'S GALLERY

Unlike most Savage Worlds foes, the villains in this chapter are built like player characters and listed by Rank. This provides an idea of their capability and allows them to be used as replacement or pregenerated characters. With a few quick changes, any of these villains could become a hero.

NOVICE

★ 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, Judith eventually vanished off the public radar.

But sinister forces (perhaps lead by the most advanced technology villain in your setting) saw Judith's potential. They outfitted her with deadly arrows of advanced alloys and a special visor to let her see in the dark. Arrowhead is now a professional assassin willing to take any job if the price is right.

Race: Human

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

Skills: Fighting d6, Guts d6, Intimidation d8, Notice d6, Shooting d12+4, Stealth d8, Taunt d6

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

Gear: Composite Bow, 20 Doses Mixed Combat Drugs, Adhesive and Rope Trick Arrows.

Hindrances: Greedy (Major), Heartless, Quirk (always fires a warning shot first), Vengeful (Major)

Edges: Arcane Background (Super Powers), Power Points

Super Powers:

- **Attack, Ranged (8):** Device. Armor Piercing x2. Extra Damage x2. Range 12/24/48, Damage 4d6, RoF 1, AP 4. Heavy Weapon (Armor piercing arrows).
- **Awareness (2):** Device. Can detect invisible objects and ignores concealment penalties (radar visor).
- **Darkvision (1):** Device. Ignores all darkness penalties (radar visor).
- **Super Attributes (1):** Agility + 1 step (training).
- **Super Edges (4):** Marksman, Steady Hands (training),
- **Super Skills (4):** Intimidation +2 steps, Shooting +6 steps (training).

★ 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 supervillain attempting to blackmail the studio.

Debbie gained incredible powers from the spider, but it twisted and corrupted her. She blames Hollywood and anyone who flirts with fame—such as particularly popular or charismatic superheroes.

Race: Human

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

Skills: Fighting d10, Persuasion d12+2, Stealth d6, Streetwise d12+2, Taunt d4

Charisma: +6; **Pace:** 6; **Parry:** 7; **Toughness:** 6

Gear: None.

Hindrances: Gloater, Quirk (vain), Stubborn, Vengeful (Major)

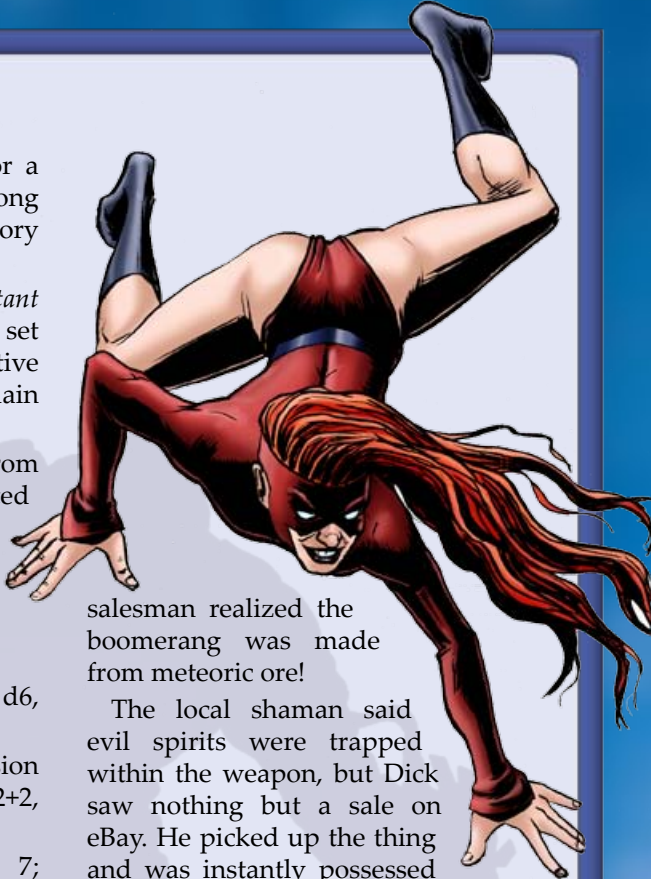
Edges: Arcane Background (Super Powers), Charismatic, Very Attractive

Super Powers:

- **Infection (10):** Strong. Foes must make a Vigor roll at -2 or die instantly (poisonous touch).
- **Super Skills (4):** Persuasion +4 steps, Streetwise +4 steps (super sexy).
- **Wall Walker (1):** Can move on any surface (sticky secretion).

★ 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 on eBay. He picked up the thing and was instantly possessed by some horrible presence from beyond the stars.

Race: Human

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

Skills: Fighting d6, Guts d6, Knowledge (Occult) d6, Notice d6, Repair d6, Stealth d6, Throwing d8 [d12+2]

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

Gear: Possessed boomerang.

Hindrances: Delusional (Minor: talks to the spirit in his boomerang), Greedy (Major), Mean

Edges: Arcane Background (Super Powers), Luck, Power Points, Quick Draw

Super Powers:

- **Attack, Ranged (9):** Device. Extra Damage (x2). Nonlethal. Range 12/24/48,



★ 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, 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.

Race: Human

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

Skills: Fighting d8, Guts d4, Healing d6, Shooting d12, Stealth d8

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Gear: None.

Hindrances: Death Wish (destroy as many fire-based villains as he can), Distinctive Appearance, Terminally Ill, Weakness (Major: ice/cold)

Edges: Arcane Background (Super Powers), Power Points

Super Powers:

- Damage 4d6, RoF 1. Knockback 1d6". Heavy Weapon (boomerang).
- **Flight (4):** Device. 24" Pace, opponents are -1 to attack when he moves. The boomerang can use this power to return to Boomerang's hand (boomerang).
- **Super Edge (1):** Device. Marksman (boomerang).
- **Super Skill (1):** Device. Throwing +4 steps (boomerang).
- **Altered Form (6):** Living fire. Replenish. +1 Reach. Can heal damage or gain strength from sources of fire (permanent effect).
- **Attack, Ranged (5):** Elemental Trick: Fire. Range 12/24/48, Damage 2d6, RoF 1. Heavy Weapon (fire bolt).
- **Damage Field (5):** Elemental Trick: Fire. 2d6 damage to all adjacent characters (flaming form).
- **Energy Control (4):** Heat/fire. Elemental Trick: Fire. Nullify. 2d6 Damage. Medium Burst Template. Range 12" (draws heat into or projects it from his body).

★ BULLFROG

When Peter Marvel's friends convinced him to lick a toad living in a radioactive storage site they were just kidding around. They had no idea the waste had leaked into the ground and contaminated the creature. When Pete licked the amphibian, his DNA mutated and gave him the power to leap hundreds of feet. Even his skin turned green! Dressed in a one-piece green costume, Pete now lives as Bullfrog.

Race: Human

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d12, Vigor d12

Skills: Fighting d10, Guts d6, Intimidation d6, Stealth d10, Survival d6, Swimming d8

Charisma: -1; **Pace:** 6; **Parry:** 7; **Toughness:** 8

Gear: None.

Hindrances: Curious, Distinctive Appearance, Habit (Minor: croaks loudly)

Edges: Arcane Background (Super Powers), First Strike, Power Points

Super Powers:

- **Attack, Melee (5):** Nonlethal. Str+2d6. Heavy Weapon (powerful kick).
- **Leaping (5):** Can leap 32" vertically and 64" horizontally. Death from above (powerful legs).
- **Super Attributes (5):** Strength +3 steps, Vigor +2 steps (enhanced DNA).

★ 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, and then let her opponent suffer the effects of his own power—doubled. Clone's costume is pure white, but changes to match that of her Copycat victim.

Race: Human

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

Skills: Fighting d8, Notice d8, Shooting d8, Stealth d8, Taunt d10

Charisma: -1; **Pace:** 6; **Parry:** 6; **Toughness:** 5

Gear: None.

Hindrances: Habit (Minor: talks to self), Heartless, Overconfident, Vengeful (Major)

Edges: Arcane Background (Super Powers), Power Points

Super Powers:

- **Copycat (10):** Level 5 (natural mimic).
- **Duplication (5):** Can generate one duplicate (dimensional twin).
- **Negation (4):** Level 3. Restricted to Copycat (parasitic touch).
- **Super Attribute (1):** Spirit +1 step (strong will).

★ 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 all things electronic.

Race: Human

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

Skills: Driving d6, Fighting d6, Knowledge (Computers) d10, Knowledge (Electronics)

d12, Lockpicking d6, Repair d8, Shooting d8

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5 [11 (6)]

Gear: Electricity control suit.

Hindrances: Allergy* (Major: industrial magnets), Greedy (Minor), Heartless, Weakness* (Major: water)

Edges: Arcane Background (Super Powers), Connections (Hackers), Power Points

Super Powers:

- **Absorption (3):** Device. Electrical (electrical insulation and bionic enhancers)
- **Armor (4):** Device. +6 Heavy Armor (armored suit).
- **Attack, Ranged (4):** Device. Burst Effect. Range 12/24/38, Damage 2d6, RoF 1, Medium Burst Template. Heavy Weapon (arc of electricity).
- **Energy Control (4):** Device. Magnetic. Nullify. Damage 2d6. Large Burst Template (powerful magnetic interference).
- **Interface (2):** Device. Codebreaker. Allows her to interface with machines (universal interface device and decryption computer).
- **Stun (1):** Device. Range 12", affects Medium Burst Template (electric discharge).
- **Super Skills (2):** Knowledge (Computers) +2 steps, Knowledge (Electronics) +2 steps (super genius).

* These Hindrances only affect her when wearing her suit.

newspapers and discarded rubbish, but soon moved up to arson.

His fiery aura can be switched off, but he prefers to leave it on when "working," reveling in the fires it starts. His red costume is fireproof and has licks of orange "flame" up the sleeves.

Race: Human

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

Skills: Fighting d6, Intimidation d6, Notice d6, Shooting d12, Stealth d6

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

Gear: Several lighters and boxes of matches.

Hindrances: Delusional (Major: flames speak to him), Phobia (Major: fire hydrants)

Edges: Arcane Background (Super Powers), Power Points

Super Powers:

- **Attack, Ranged (5):** Elemental Trick: Fire. Range 12/24/48, Damage 2d6, RoF 1. Heavy Weapon (fire bolt).
- **Damage Field (5):** Elemental Trick: Fire. Adjacent characters suffer 2d6 damage and may catch fire (fiery aura).
- **Darkvision (2):** No penalties for darkness (glowing eyes).
- **Energy Control (4):** Heat/fire. Elemental Trick: Fire. Nullify. Damage 2d6 (projected heat).
- **Immunity (4):** Fire/heat. Direct attacks cause half damage (absorb heat).

★ FIRESTARTER

Justin Newman had a fascination with fire since he was a young boy. As he grew older and his powers manifested, he became a pyromaniac, setting fire to things just to watch them burn. He began with

★ 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.

Race: Human

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

Skills: Driving d6, Fighting d6, Healing d6, Knowledge (Chemistry) d8, Notice d8, Stealth d6, Taunt d8

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 7

Gear: None.

Hindrances: Greedy (Minor), Pacifist (Minor), Weakness (Major: ice/cold)

Edges: Arcane Background (Super Powers), Power Points

Super Powers:

- **Altered Form (8):** Fall-Proof. More Elastic +4. Can stretch up to 250% larger. +5 Reach. +4 Armor against matter or kinetic attacks (stretchy body).
- **Shrink (7):** Density. Combined with Altered Form, she can flow through small apertures or assume the form of a puddle of plastic (stretchy body).

★ 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.

Race: Human

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6 [d12], Vigor d6

Skills: Fighting d10, Intimidation d6, Knowledge (Engineering) d6, Notice d6, Stealth d6, Taunt d6

Charisma: -4; **Pace:** 6 [24]; **Parry:** 8; **Toughness:** 5 [14 (9)]

Gear: High-tech gladiatorial armor, spiked gloves, and net.

Hindrances: Bloodthirsty, Vengeful (Major)



Edges: Arcane Background (Super Powers), First Strike, Power Points

Super Powers:

- **Armor (4):** Device. +9 Armor (armored suit).
- **Attack, Melee (6):** Device. Str+d4+4d6 damage. Heavy Weapon (spiked gloves).
- **Ensnare (4):** Device. Range 12" (projectile net).
- **Speed (2):** Device. Pace x 4. Opponents are -1 to attack when he is in motion (leg servos).
- **Super Attribute (2):** Device. Strength +3 steps (armor servos).
- **Super Edge (2):** Block (training).

★ 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 projectile nets, 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.

Race: Human

Attributes: Agility d12, Smarts d6, Spirit d8, Strength d10, Vigor d8

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

Charisma: +0; **Pace:** 6; **Parry:** 8; **Toughness:** 6

Gear: Net projector, grapple gun.

Hindrances: Big Mouth, Gloater, Phobia (Minor: hospitals)

Edges: Acrobat, Arcane Background (Super Powers), Power Points

Super Powers:

- **Ensnare (8):** Device. Area Effect. Ranged Attack. Stronger (net projector).

- **Super Attributes (4):** Agility +2 steps, Strength +2 steps (circus training).
- **Swinging (3):** Device. Stronger Line. Line can support 1500 lbs (grapple gun).

★ GUMBALL

Bertie Braithwaite loved bubblegum as a kid. He held the school record for blowing the biggest bubble for years. When he left school, he got a job working in a bubblegum factory as a taster. Sheer heaven!

But good fortune is often balanced by bad. One fateful day a vat of liquid bubblegum exploded, drenching Bertie. Rather than killing him, it somehow merged with his body and gave him the sticky power of gum.

The incident made Bertie (more) insane, and he now gums up the works of the city by stealing anything he can get his grubby hands on.

Race: Human

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

Skills: Fighting d8, Guts d4, Lockpicking d6, Notice d6, Shooting d8, Stealth d6, Taunt d6

Charisma: +0; **Pace:** 8; **Parry:** 6; **Toughness:** 7

Gear: None.

Hindrances: Distinctive Appearance (bright pink skin), Greed (Minor), Habit (Major: bubblegum), Weakness (Major: ice/cold)

Edges: Arcane Background (Super Powers), Fleet-Footed, Power Points

Super Powers:

- **Altered Form (6):** Fall-Proof. More Elastic +2. Can stretch up to 150% larger. 3" Reach. +4 Armor against matter or kinetic attacks (made of bubblegum).

- **Ensnare (7):** Area Effect. Ranged Attack (gum bubble).
- **Leaping (3):** Can leap 8" vertically and 16" horizontally (springy legs).
- **Toughness (3):** +2 Toughness (rubbery skin).
- **Wall Walker (1):** Can move on any surface (sticky hands).

★ HAMMER

Dmitri Rasputinovich and his twin sister Olga (Sickle, page 80) are the results of the Russian Mafia dabbling into creating superpowered 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.

Race: Human

Attributes: Agility d4, Smarts d4, Spirit d6, Strength d12+5, Vigor d12

Skills: Fighting d8, Intimidation d8, Knowledge (Language: English) d4, Notice d6, Stealth d4, Survival d4

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 9

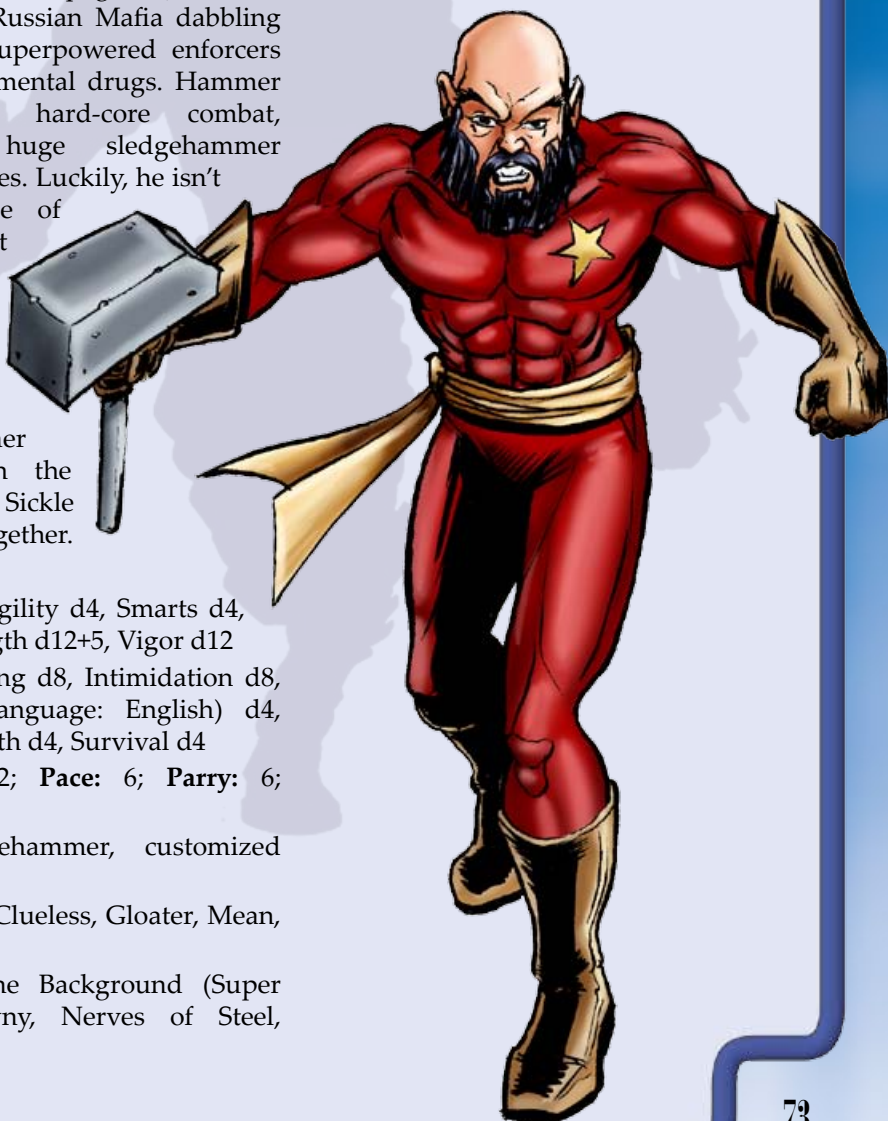
Gear: Sledgehammer, customized super-steroids.

Hindrances: Clueless, Gloater, Mean, Heartless

Edges: Arcane Background (Super Powers), Brawny, Nerves of Steel, Power Points

Super Powers:

- **Attack, Melee (8):** Device. Knockback. Str+5d6 damage, knockback 1d10". Heavy Weapon (sledgehammer).
- **Immunity (4):** Kinetic. Takes half damage from fists, bullets, and blunt weapons (toughened skin).
- **Super Attributes (8):** Strength +6 steps, Vigor +2 steps (experimental drugs).



★ JINX

Clare Ogilvy was a happy-go-lucky mutant, gifted with the ability to control chance, for good or bad. A superpowered fight resulted in a blast of cosmic energy going astray and striking her, splitting her into two separate entities. Felix, the half with the power of good luck, was killed in the continuing fight. Only Jinx, Clare's negative aspect with the power over bad luck, survived. Jinx wears a simple checked costume with a black question mark on the chest.

Race: Human

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

Skills: Fighting d6, Guts d6, Notice d6, Persuasion d4, Shooting d6, Stealth d6, Taunt d12+4

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

Gear: None.

Hindrances: Power Negation (lucky charms), Overconfident, Vengeful (Minor)

Edges: Arcane Background (Super Powers), Strong Willed

Super Powers:

- **Jinx (8):** Area Effect. Improved Jinx. Anyone attacking someone within 2" of Jinx suffers misfortune on a 1 or 2 (bad luck).
- **Malfunction (3):** Causes machines to malfunction (bad luck).
- **Super Attribute (2):** Spirit +2 steps (strong ego).
- **Super Skills (2):** Taunt +4 steps (bitchy).

★ 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.

Race: Human

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d8 [d12+2], Vigor d6 [d12+1]

Skills: Driving d8, Fighting d10, Guts d6, Intimidation d6, Notice d4, Stealth d8

Charisma: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 6 [12 (3)]

Gear: Armored suit, neuroactive club.

Hindrances: Arrogant, Greedy (Minor), Servitor

Edges: Arcane Background (Super Powers), Brawny, Quick

Super Powers:

- **Armor (1):** Device. +3 Armor (armored suit).
- **Attack, Melee (4):** Device. Str+3d6 damage. Reach +2. Heavy Weapon (telescopic club).
- **Paralysis (2):** Device. Extra Power. Victims make Vigor checks at -2 or paralyzed 1 round (neural device built into club).
- **Super Attributes (6):** Device. Strength +4 steps, Vigor +4 steps (gained from club).
- **Super Edge (2):** Combat Reflexes (advanced training).

★ 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. He despises heroes, vigilantes, and police.

Race: Human

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

Skills: Climbing d6, Fighting d8, Knowledge (Genetics) d6, Knowledge (Occult) d6, Notice d6, Stealth d6, Survival d4, Tracking d6

Charisma: +0;

Pace: 6 [8]; **Parry:** 6;

Toughness: 5 [7]

Gear: None.

Hindrances: Allergy (Major: silver), Gimmick (must remove clothes), Greedy (Minor), Heartless

Edges: Arcane Background (Super Powers), Power Points, Quick

Super Powers:

- **Attack, Melee (5):** Nonlethal. Str+2d6. Heavy Weapon (claws).
- **Heightened Senses (1):** +2 to Notice rolls (animal senses).
- **Immunity (4):** Kinetic. Half damage from fists, bullets, and blunt damage (werewolf trait).
- **Super Attributes (6):** Agility +2 steps, Strength +2 steps, Vigor +2 steps (wolfman form).
- **Super Edges (4):** Fleet-Footed (big leg muscles), Frenzy (fast reflexes).



★ MAKO

Mako is an ocean-born monstrosity from some savage aquatic race. He despises humanity for over-fishing, toxic waste, and all the usual "nature versus humanity" tropes.

His razor sharp teeth are too big to fit in his mouth, giving him a monstrous appearance that only enhances his terrible reputation.

Race: Unknown

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

Skills: Fighting d8, Guts d6, Intimidation d6, Notice d6, Stealth d8, Swimming d12, Tracking d6

Charisma: -6; **Pace:** 6 (12 swimming); **Parry:** 6; **Toughness:** 7

Gear: None

Hindrances: Bloodthirsty, Poverty, Ugly, Vengeful (Major)

Edges: Arcane Background (Super Powers), Power Points

Super Powers:

- **Animal Control (6):** Telepathic Link. Can control a single shark through telepathy (mutation).
- **Aquatic (1):** Can breathe water, adds +2 to Swimming rolls, Pace of Swimming in water (oceanic race).
- **Attack, Melee (4):** Str+2d6. Heavy Weapon (teeth).
- **Fear (3):** Creatures seeing Mako must make a Guts roll (gruesome appearance).
- **Heightened Senses (1):** +2 to Notice rolls (smell).
- **Super Attributes (4):** Strength +2 steps, Vigor +2 steps (mutation).
- **Super Skill (1):** Swimming +2 steps (advanced training).

★ MINOTAUR

Stavros Theodopolous is a mutant. As he reached puberty, his body irrevocably altered. Horns grew from his head, his skin toughened, and he grew taller. The change warped his mind, and he became a ferocious beast, seeking pleasure in the death of innocents. As an enforcer for hire, he must be kept on a tight leash or he goes off on a murderous rampage.

Race: Human

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d12+5, Vigor d12

Skills: Fighting d8, Guts d6, Intimidation d10, Notice d4, Track d6

Charisma: -8; **Pace:** 6; **Parry:** 6; **Toughness:** 9

Gear: None.

Hindrances: Bloodthirsty, Distinctive Appearance, Mean, Vengeful (Major)

Edges: Arcane Background (Super Powers), Berserk

Super Powers:

- **Attack, Melee (6):** Str+2d6. Knockback 1d10". Heavy Weapon (horns).

- **Growth (1):** Monster. +1 Size and Strength (permanent change).
- **Super Attributes (8):** Strength +5 steps, Vigor +3 steps (permanent change).

★ MIRROR

Francesca Drake first learned she was a mutant when she fell against a plate glass window. Rather than fall through, her reflection caught her! Since then, Francesca has learned to pull her duplicate from reflective surfaces to fight beside her, control glass, and even fire glass splinters from her body. Her costume resembles a pane of cracked glass.

Race: Human

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

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

Charisma: -1; **Pace:** 6; **Parry:** 7; **Toughness:** 5

Gear: Pocket mirror, mirrored locket.

Hindrances: Habit (Minor: always admiring her reflection), Phobia (Major: darkness), Power Negation (when she can't see any reflective surface), Stubborn

Edges: Acrobat, Arcane Background (Super Powers), Power Points

Super Powers:

- **Attack, Ranged (10):** Area Effect. Extra Damage. Range 12/24/48, Damage 3d6, RoF 1, Large Burst Template. Heavy Weapon (shower of glass).
- **Duplication (5):** Can generate one double (pulled from a reflective surface).
- **Matter Control (5):** Level 1. Glass. Distraction. Binding. Can control up to 20,000 lbs (concentration).

★ 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.

His costume is jet black and includes a full-face mask.

Race: Human

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d6 [d12], Vigor d8

Skills: Climbing d6 [d10], Fighting d8, Intimidation d6, Knowledge (Engineering) d6, Knowledge (Robotics) d6, Notice d8, Stealth d8 [d12]

Charisma: +0; **Pace:** 8; **Parry:** 6; **Toughness:** 5 [8 (3)]

Gear: Mole suit.

Hindrances: Allergy (Major: sunlight), Bad Eyes (Minor), Disability (Minor: bad stutter), Small

Edges: Arcane Background (Super Powers), Fleet-Footed

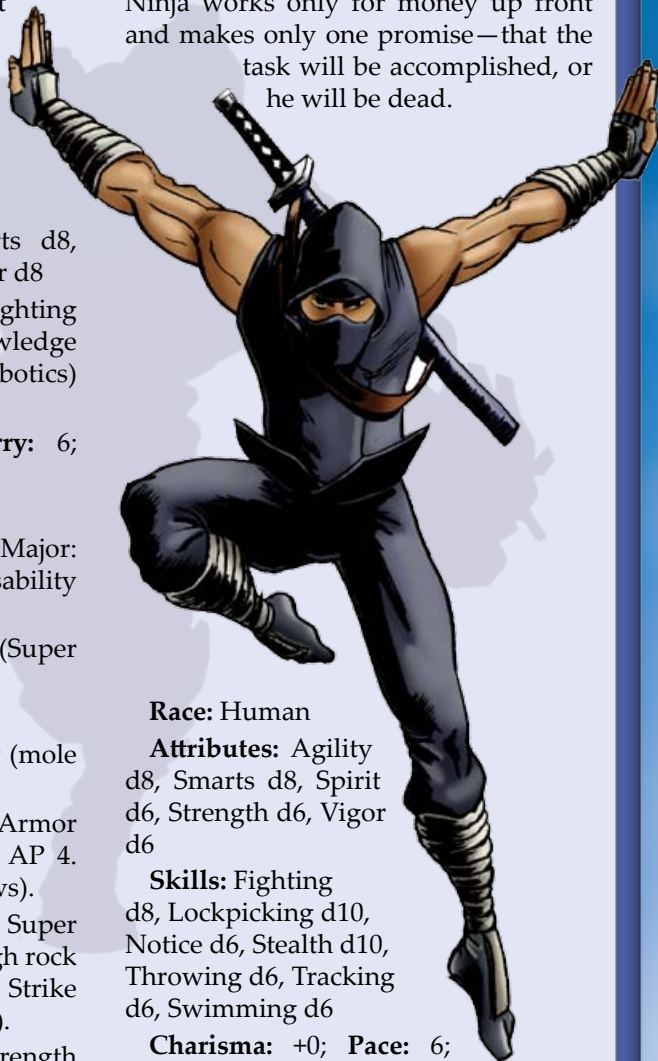
Super Powers:

- **Armor (1):** Device. +3 Armor (mole suit).
- **Attack, Melee (7):** Device. Armor Piercing +2. Focus. Str+2d6, AP 4. Heavy Weapon (digging claws).
- **Burrowing (4):** Device. Super Tunneler. Can burrow through rock and metal as well as earth. Strike from beneath (digging claws).
- **Super Attribute (2):** Device. Strength +3 steps (servos).
- **Super Skill (1):** Device. Climbing +2 steps, Stealth +2 steps (mole suit claws and stealth paint).

★ 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.

Aside from acute senses, he exhibits no signs of possessing superpowers. Ninja works only for money up front and makes only one promise—that the task will be accomplished, or he will be dead.



Race: Human

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

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

Gear: None.

Hindrances: Greedy (Major), Heartless, Loyal

Edges: Arcane Background (Super Powers), First Strike, Luck, Thief

Super Powers:

- **Attack, Melee (3):** Nonlethal. Str+1d6. Heavy Weapon (nerve strike).
- **Awareness (3):** No penalties due to bad lighting, fog, or other obscurement (Zen training).
- **Heightened Senses (1):** +2 to Notice rolls (Zen training).
- **Super Skills (2):** Lockpicking +2 steps, Stealth +2 steps (special training).
- **Wall Walker (1):** Can move on any surface (special training).

★ PSICOPATH

Reggie Brooke was down on his luck when he volunteered for a corporate experimental program that paid \$50. The experiment had to do with mind control and remote viewing, and of over 200 volunteers, Reggie was the only one it worked on. OmniMind was thrilled—until they realized Reggie's powers also triggered a psychotic rage.

Psicopath himself tends to stay hidden, forcing his mind-controlled victims to commit outrageous acts of violence and depravity.

Race: Human

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

Skills: Fighting d4, Guts d6,
Intimidation d4, Persuasion d8,
Shooting d6, Streetwise d8, Taunt d8

Charisma: +1; **Pace:** 6; **Parry:** 4;
Toughness: 5

Gear: None.

Hindrances: Gloater, Habit (Minor: laughs quietly to self), Overconfident, Pacifist (Minor)

Edges: Arcane Background (Super Powers), Charismatic, Power Points

Super Powers:

- **Attack, Ranged (7):** Nonlethal. Range 12/24/48, Damage 3d6, RoF 1. Heavy Weapon (mind blast).
- **Mind Control (10):** Mind Wipe. More Minds (x2). Can control up to three minds at once (indomitable will).
- **Telepathy (3):** Can communicate mentally to all minds within 1 mile (mental powers).

★ PUPPET MASTER

Jimmy O'Hanlon is mad—stark raving mad. Jimmy never played with other kids. Instead, he sat in his room and played with puppets. His teenage years came and went, and still he played alone. On his sixteenth birthday his father took a pair of scissors to his puppets and destroyed them all in an attempt to bring his son out of his shell.

Jimmy's rage at losing his only "friends" manifested itself in the mutant ability to control inanimate objects. Jimmy's father died that very night—sliced to pieces by the same scissors he'd used to destroy the puppets.

Jimmy's Outsider Hindrance refers to his complete inability to interact with people.

Race: Human

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

Skills: Driving d6, Fighting d4,
Intimidation d8, Knowledge (Occult) d6,
Notice d6, Repair d6, Stealth d6,
Taunt d8

Charisma: -2; **Pace:** 6; **Parry:** 4;
Toughness: 5

Gear: "Lucky" scissors.

Hindrances: Gloater, Outsider, Phobia (Minor: scissors in other people's hands), Vengeful (Major)

Edges: Arcane Background (Super Powers), Command, Power Points

Super Powers:

- **Animation (20):** Can animate up to 25 tons of objects (special magic).

★ 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.

Race: Human

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

Skills: Climbing d8, Fighting d10, Lockpicking d6, Notice d6, Stealth d10, Taunt d6

Charisma: -3; **Pace:** 8; **Parry:** 7; **Toughness:** 6

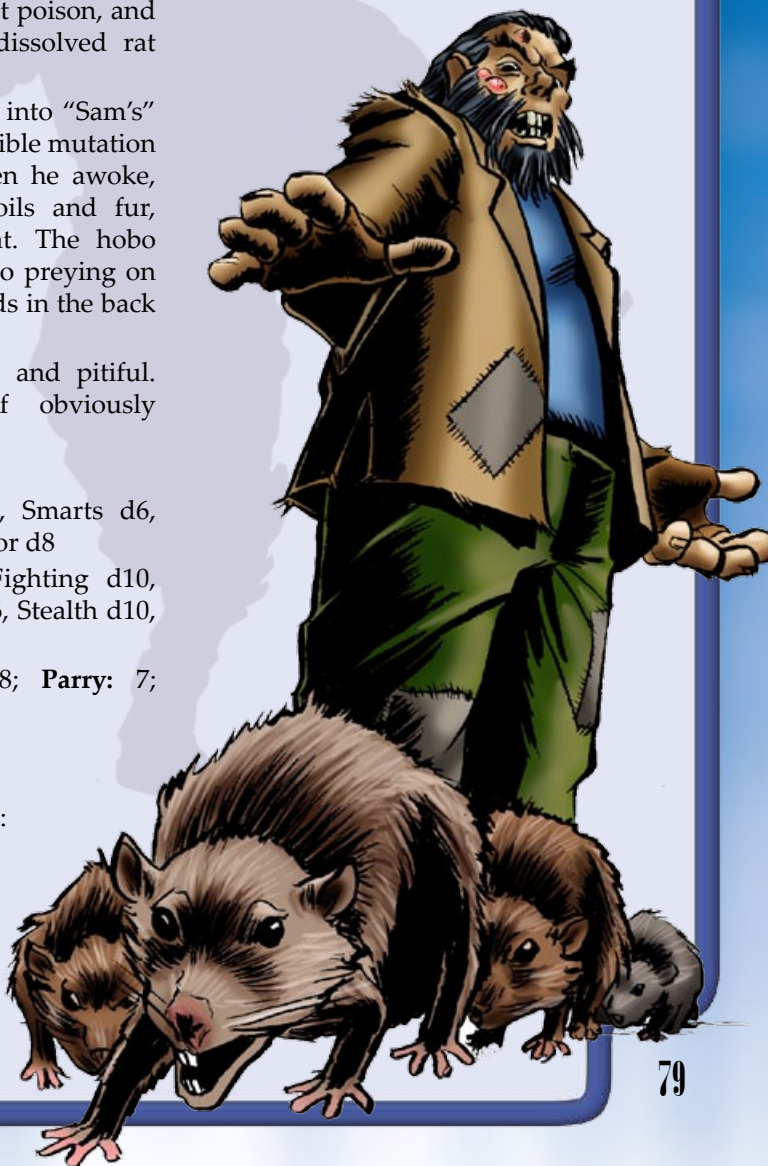
Gear: None.

Hindrances: Distinctive Appearance, Habit (Minor: strokes whiskers), Phobia (Major: cats)

Edges: Arcane Background (Super Powers), Fleet Footed, Power Points

Super Powers:

- **Animal Control (3):** Swarm of rats.
- **Attack, Melee (4):** Str+2d6. Heavy Weapon (bite).
- **Fear (3):** Terror. Scary. Opponents must make a Guts roll at -2 (horrible visage).
- **Infection (4):** Strong. Always On. Victims who fail a Vigor roll at -2 are Incapacitated for 1d6 hours (fleas).
- **Super Attribute (1):** Vigor +1 step (tough constitution).



★ SHRILL

Janet Willows discovered her mutant talents while training to be an opera singer. She was auditioning for a part when she tried to hit a high note she'd never hit before—and destroyed the auditorium!

Janet tried to apologize but the opera world would have nothing to do with “the freak”. After some poisonous soul-searching, she decided that if she couldn't achieve fame and fortune legitimately, she'd do it as Shrill—a supervillain.

Her targets are high-profile “snooty” types—like the opera world that rejected her. She robs them for all she can, keeps most of it, and quietly funds off-Broadway plays or other “anti-establishment” projects she feels rebel against her hated rivals.

Race: Human

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

Skills: Fighting d6, Knowledge (Opera) d6, Lockpicking d8, Notice d6, Shooting d8, Stealth d8

Charisma:
+2; **Pace:** 6; **Parry:**

5; **Toughness:** 6

Gear: None.

Hindrances: Delusional (Minor: people love a villain), Gloater, Greedy (Minor), Heroic

Edges: Arcane Background (Super Powers), Charismatic, Power Points

Super Powers:

- **Darkvision (2):** No penalties for bad lighting (sonar).
- **Deflection (1):** Requires Activation. Ranged attacks are at -2 against her (wall of sound).
- **Energy Control (4):** Sound. Elemental Trick: Sound. Nullify. Damage 2d6. Range 12” (absorb or project sound).
- **Intangibility (5):** Can become incorporeal (acoustic vibration).
- **Stun (8):** More Range. Larger. Stronger. Can project Large Burst Template to 24”. Targets Vigor rolls at -2 (shrill scream).

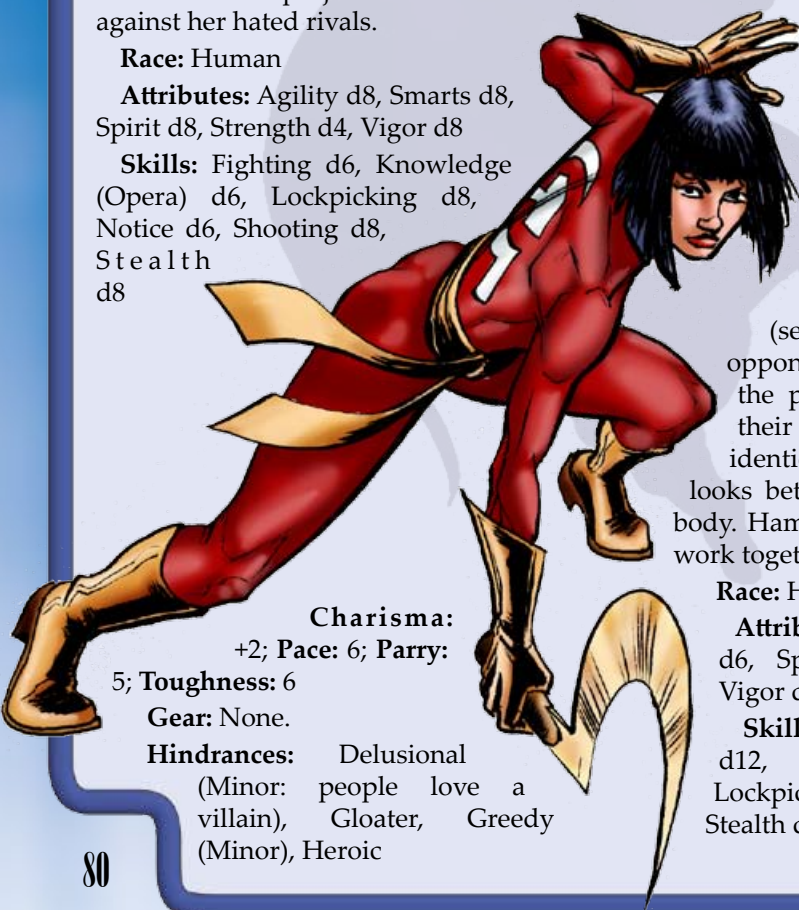
★ SICKLE

The drugs given to Olga Rasputinovich enhanced her natural gymnastic abilities and heightened her ability to detect danger. She carries a large scythe and while not as strong as her brother, Hammer (see page 73) she is a 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.

Race: Human

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

Skills: Driving d4, Fighting d12, Intimidation d6, Lockpicking d6, Notice d6, Stealth d8, Taunt d6



Charisma: +0; **Pace:** 48; **Parry:** 11;
Toughness: 6

Gear: Sickle, super-steroids.

Hindrances: Arrogant, Heartless, Overconfident, Quirk (spends first action carving “S” into opponents)

Edges: Arcane Background (Super Powers), Power Points

Super Powers:

- **Attack, Melee (2):** Device. Str+d4+d6. Reach +1. Heavy Weapon (sickle).
- **Leaping (3):** Leap 8” vertically and 16” horizontally. Death from above (enhanced gymnastic skills).
- **Parry (2):** +3 Parry (enhanced gymnastic skills).
- **Speed (5):** Pace 48. Opponents receive -2 to attack rolls when she is moving (experimental drugs and heightened muscles).
- **Super Edges (6):** Frenzy, Level Headed, Sweep (advanced combat training).
- **Super Skill (2):** Fighting +2 steps (advanced combat training).

SNOOP

Alfredo Montoya, alias Snoop, is the mercenary others turn to when they need someone or something tracked down.

Snoop is an investigator and snoop 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.

Race: Human

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

Skills: Climbing d8, Investigation d12, Lockpicking d8, Notice d8, Persuasion d8, Stealth d10, Streetwise d12

Charisma: +0; **Pace:** 6; **Parry:** 2;
Toughness: 5

Gear: Appropriate to the disguise.

Hindrances: Arrogant, Cautious, Delusion (Minor: thinks he’s Sherlock Holmes)

Edges: Arcane Background (Super Powers), Connections, Investigator, Power Points, Thief

Super Powers:

- **Awareness (8):** Danger Sense. Ignores penalties for bad lighting and other obscurity. All attacks against him are at -4 (intuition).
- **Heightened Senses (1):** +2 to Notice rolls (highly acute senses).
- **Super Attributes (2):** Agility +1 step, Smarts +1 step (well trained)
- **Super Skills (4):** Investigation +2, Notice +2 steps, Stealth +2 steps, Streetwise +2 steps (intuition).

SPORE

Spore, as far as is known, was never human. The creature seems to be a humanoid fungus, created by another villain 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.

Race: Plant

Attributes: Agility d10, Smarts d4, Spirit d4, Strength d12+1, Vigor d12

Skills: Fighting d12, Intimidation d10, Notice d6, Stealth d10

Charisma: -6; **Pace:** 6; **Parry:** 8;
Toughness: 9

Gear: None.

Hindrances: Alien Form (plant), All Thumbs, Illiterate, Servitor

Edges: Ambidextrous, Arcane Background (Super Powers)

Super Powers:

- **Attack, Melee (5):** Nonlethal. Str+2d6 (hard fists).
- **Growth (1):** Monster. +1 Size and Strength (large frame).
- **Infection (2):** Always on. Victims must make a Vigor roll or die in 1d6 hours (poisonous spores).
- **Matter Control (4):** Level 1. Plants. Medium Burst Template. Can control up to 50,000 lbs. Distraction (symbiosis with fellow plants).
- **Super Attributes (3):** Strength +1 steps, Vigor +2 steps (plant physiology).

★ SPRINGBLADE

Neil Armitage is a mutant with the ability to generate bone blades from his arms. The blades are capable of extending to great lengths or being fired—the latter responsible for the gallons of milk he drinks every day.

Springblade hires himself out as an assassin. His blades don't register on metal detectors, so he can travel or enter secure areas easier than most.

Race: Human

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

Skills: Climbing d6, Fighting d10, Lockpicking d4, Shooting d8, Stealth d4, Throwing d8

Charisma: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 5

Gear: None.

Hindrances: Anemic, Arrogant, Power Negation (X-rays), Stubborn

Edges: Ambidextrous, Arcane Background (Super

Powers), Florentine, Power Points, Two Fisted

Super Powers:

- **Attack, Melee (6):** Reach +2. Str+2d6. Heavy Weapon (bone sword from each arm).
- **Attack, Ranged (12):** Extra Damage. Rapid Fired (x2). Range 12/24/48, Damage 3d6, RoF 3, Heavy Weapon (bone knives from wrists).
- **Explode (2):** 3d6 Heavy damage to all within Medium Burst Template (shower of bone fragments).

★ 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.

Race: Human

Attributes: Agility d8, 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

Charisma: -1; **Pace:** 6 [8 swimming]; **Parry:** 5; **Toughness:** 5

Gear: None.

Hindrances: Curious, Habit (Minor: speaks in surfer), Poverty

Edges: Arcane Background (Super Powers), First Strike, Power Points

Super Powers:

- **Aquatic (1):** Can't drown in water. +2 to Swimming rolls (creates air bubble).
- **Attack, Ranged (5):** Area Effect. Nonlethal. Range 12/24/48, Damage 2d6, RoF 1, Medium Burst Template.

Heavy Weapon (moisture sucked from air).

- **Immunity (4):** Water. Direct attacks cause half damage (controls water to avoid him).
- **Matter Control (5):** Level 1. Water. Binding. Distraction. Can control up to 10,000 lbs (mutant power).

SEASONED

★ 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.

Race: Human

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d12, Vigor d10

Skills: Boating d6, Fighting d8, Intimidation d6, Notice d6, Shooting d10, Stealth d10

Charisma: +0;

Pace: 6; **Parry:** 6;

Toughness: 9

Gear: None.

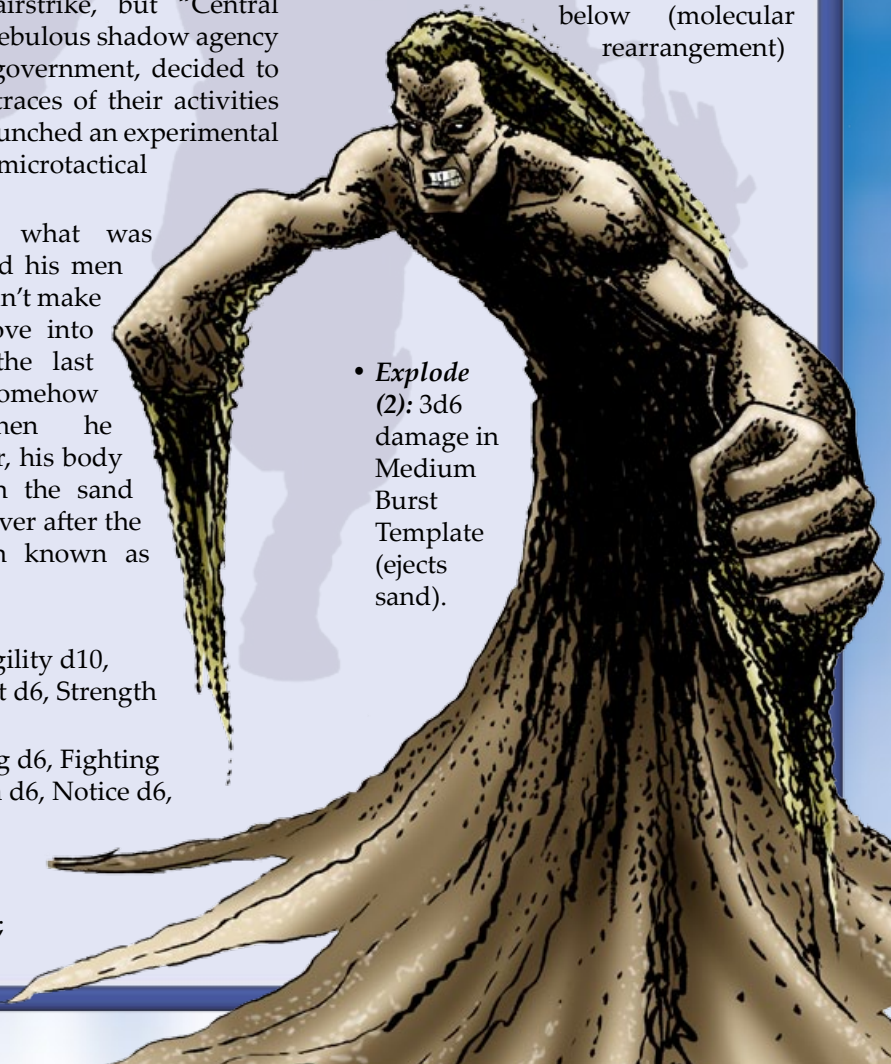
Hindrances: Allergy (Major: water), Distinctive Appearance (made of sand), Loyal, Weakness (Major: water)

Edges: Arcane Background (Super Powers), Combat Reflexes, Improved Nerves of Steel, Power Points

Super Powers:

- **Altered Form (7):** Sand. More Elastic +1. Replenish. Reach +2, +4 Armor against matter and kinetic attacks (made of sand).
- **Attack, Ranged (3):** Range 12/24/48, Damage 2d6, RoF 1. Heavy Weapon (sand blast).
- **Burrowing (2):** Can move through soft earth. Attack from below (molecular rearrangement)

- **Explode (2):** 3d6 damage in Medium Burst Template (ejects sand).



- **Super Attributes (3):** Strength +2 steps, Vigor +1 step (super strength).
- **Toughness (3):** +2 Toughness (sandy body).

★ 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."

Race: Grizzly Bear

Attributes:

Agility d8, Smarts d6, Spirit d6, Strength d12+4, Vigor d12

Skills:

Climbing d6, Fighting d8, Notice d6, Stealth d8, Survival d6, Tracking d6, Swimming d4

Charisma: -2;

Pace: 8; **Parry:** 6;

Toughness: 12

Gear: None.

Hindrances:

Allergy (Major: nuts), Distinctive Appearance (bear who walks upright and wears

clothes), Heartless, Phobia (Major: needles)

Edges: Arcane Background (Super Powers), Combat Reflexes, Fleet Footed, Power Points

Super Powers:

- **Attack, Melee (4):** Str+2d6. Heavy Weapon (modified claws).
- **Ensnare (4):** Can ensnare one foe. Special: as an action, Bear can cause Strength damage to snared foes (bear hug).
- **Growth (3):** Monster. +2 Size and Strength (natural form).
- **Super Attributes (6):** Strength +4 steps, Vigor +2 step (natural).
- **Toughness (3):** +2 Toughness (thick fur).

★ THE BLACK SAMURAI

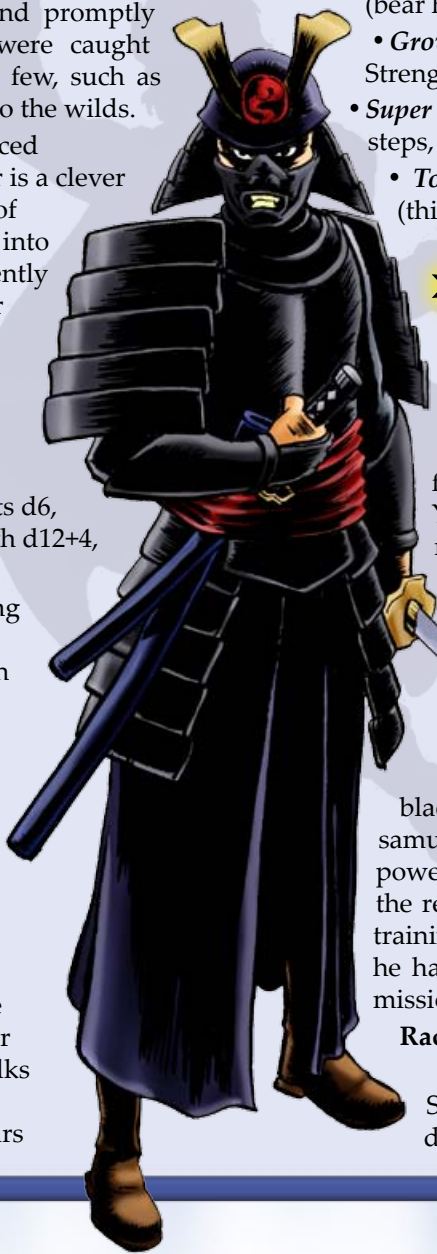
The Black Samurai, alias Akira Yakohama, was once a member of Japan's special forces, but fell afoul of local Yakuza, whom he owed money. He was forced to pay them back the only way he knew how—by becoming a hit man.

The armor was supplied by the Yakuza and resembles

blacklacquered 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.

Race: Human

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



Skills: Climbing d6, Fighting d12+2, Guts d6, Intimidation d6, Notice d6, Stealth d6, Taunt d6

Charisma: +0; **Pace:** 6; **Parry:** 13; **Toughness:** 6 [15 (9)]

Gear: Samurai armor, katana.

Hindrances: Arrogant, Cautious, Code of Honor, Loyal

Edges: Arcane Background (Super Powers), First Strike, Power Points, Trademark Weapon (katana)

Super Powers:

- **Armor (4):** Device. +9 Armor (samurai armor).
- **Attack, Melee (3):** Device. Str+3d6+2. Heavy Weapon (katana).
- **Parry (2):** +3 Parry (martial arts).
- **Super Attributes (3):** Agility +2 steps, Vigor +1 step (training).
- **Super Edges (6):** Block, Frenzy, Level Headed (martial arts).
- **Super Skills (2):** Fighting +4 steps (martial arts).

★ 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.

Race: Human

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d12+1, Vigor d6

Skills: Climbing d6, Fighting d12+2, Guts d4, Intimidation d6, Notice d8, Stealth d8

Charisma: -7; **Pace:** 6; **Parry:** 9; **Toughness:** 5

Gear: Skull mask, twin specialty chain saws.

Hindrances: Bloodthirsty, Habit (Minor: always polishing his chainsaws), Mean, Vengeful (Major)

Edges: Ambidextrous, Arcane Background (Super Powers), Florentine, Power Points (x2), Two Fisted

Super Powers:

- **Attack, Melee (16):** Device. Focus. Str+4d6+3. Chainsaw has bought the power twice for two weapons (8 points each). Heavy Weapon (small chainsaws).
- **Fear (2):** Device. Opponents must make a Guts check (skull mask).
- **Super Attributes (5):** Agility +1 step, Strength +4 steps (enhanced adrenal gland).
- **Super Skills (2):** Fighting +4 steps (advanced training).

★ 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.

Race: Human

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

Skills: Fighting d12+1, Guts d4, Intimidation d8, Knowledge (Ecology) d6, Notice d6, Stealth d6, Swimming d8

Charisma: +0; **Pace:** 4; **Parry:** 11; **Toughness:** 15 (9)

Gear: None.

Hindrances: All Thumbs, Bad Luck, Distinctive Appearance (man-crab), Lamé

Edges: Arcane Background (Super Powers), Florentine, Frenzy, Power Points, Two Fisted

Super Powers:

- **Aquatic (1):** Swimming Pace 8. +2 Swimming rolls. Breathes in water (mutation).
- **Armor (6):** +9 Armor (shell).
- **Attack, Melee (6):** Str+2d6, AP 4. Heavy Weapon (pincers).
- **Ensnare (3):** Can hold foes in his pincers (pincers).
- **Parry (2):** +3 Parry (speedy sidescuttle).
- **Super Attribute (1):** Strength +1 step (mutation).
- **Super Skill (1):** Fighting +2 steps (instinctive talent).

★ 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.

Race: Human

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d4, Vigor d6

Skills: Driving d6, Fighting d8, Guts d6, Knowledge (History) d8, Knowledge (Physics) d8, Knowledge (Temporal Mechanics) d8, Notice d8, Stealth d6, Taunt d6

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

Gear: None.

Hindrances: Elderly, Terminally Ill (advanced aging)

Edges: Arcane Background (Super Powers), Nerves of Steel, Power Points

Super Powers:

- **Decay (5):** Rapid Decay. Strong. Midas Touch. Opponents must make a Vigor roll at -2 or suffer a wound (time distortion effect).
- **Fear (5):** Terror. Foes must make a Guts roll at -2 (horrible visage).
- **Regeneration (10):** Fast Regeneration. Makes a Vigor roll every minute to heal damage (altered metabolism).

★ 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.

Race: Human

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

Skills: Fighting d8, Guts d6, Intimidation d6, Knowledge (Occult) d6, Notice d8, Stealth d8, Tracking d8, Swimming d4

Charisma: -6; **Pace:** 8; **Parry:** 6; **Toughness:** 8

Gear: None.

Hindrances: Bloodthirsty, Distinctive Appearance (skeletal), Phobia (Major: sunlight), Ugly

Edges: Arcane Background (Super Powers), Fleet Footed, Improved Level Headed, Power Points

Super Powers:

- **Animal Control (3):** Swarm of rats (undead magic).
- **Attack, Melee (6):** Str+3d6. Heavy Weapon (claws).
- **Leaping (3):** Leaps 8" vertically and 16" horizontally (powerful legs).
- **Paralysis (4):** Extra Duration. Extra Power. Foes must make a Vigor roll at -2 penalty or be paralyzed for 2 rounds (fetid touch).
- **Undead (4):** +2 Toughness. Ignore 2 levels of wounds. Immune to disease and poison. No additional damage from called shots (ghoul).

★ 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.

Race: Alien

Attributes: Agility d6, Smarts d4, Spirit d4, Strength d12+2, Vigor d12+1

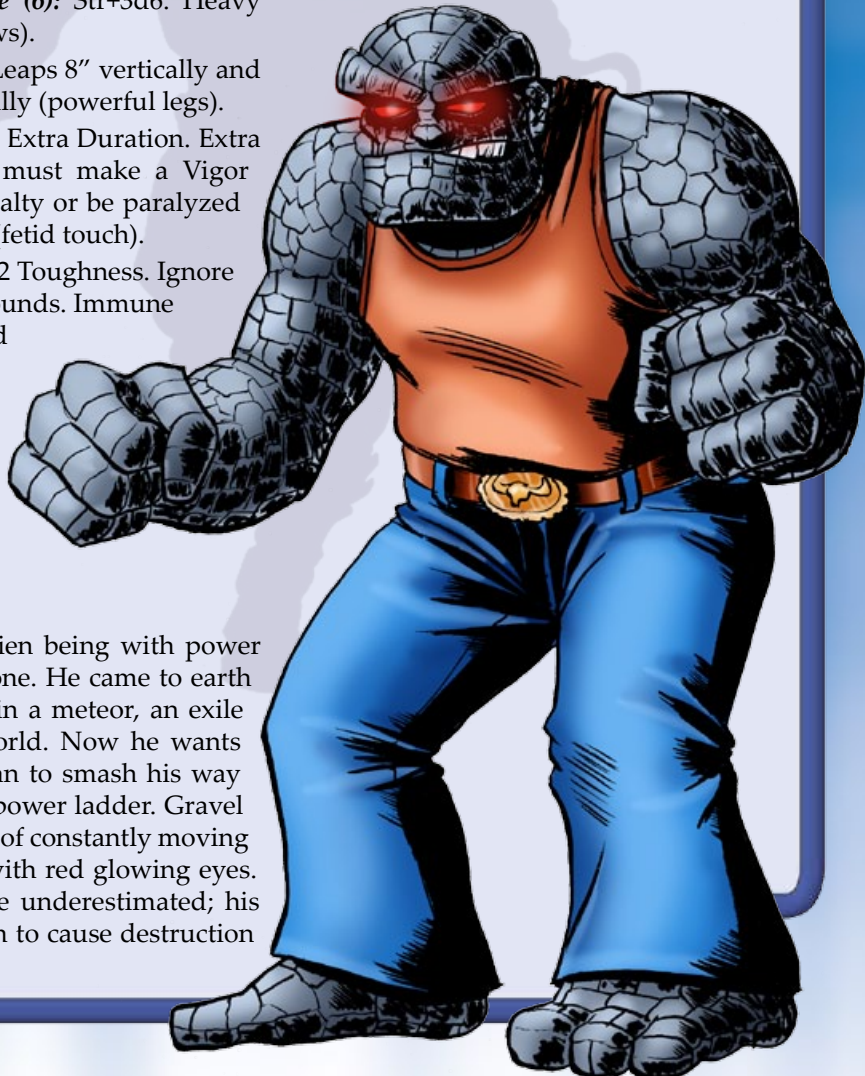
Skills: Fighting d8, Guts d4, Intimidation d10, Notice d4, Stealth d6

Charisma: -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), Improved Nerves of Steel, Power Points (x2)



Super Powers:

- **Armor (4):** +6 Armor (rocky skin).
- **Attack, Melee (4):** Str+2d6 damage. Heavy Weapon (rocky fists).
- **Burrowing (5):** Super Tunneler. Can burrow through earth or rock. Attack from below (eats rock).
- **Earthquake (4):** Earthshake. Can open cracks up to 12" distant or cause foes to be Shaken up to 24" distant (smashing the ground).
- **Matter Control (4):** Level 1. Stone. Distraction. Can control up to 10,000 lbs (concentration).
- **Super Attributes (4):** Strength +3 steps, Vigor +1 step (super strength).

★ 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.

Race: Human

Attributes: Agility d12+3, Smarts d6, Spirit d8, Strength d10, Vigor d8

Skills: Fighting d10, Intimidation d6, Stealth d10, Throwing d12+4

Charisma: +0; **Pace:** 6 [12 swinging]; **Parry:** 8; **Toughness:** 6

Gear: Noose.

Hindrances: Delusional (Minor: he's judge, jury, and executioner), Heartless, Vengeful (Major)

Edges: Acrobat, Arcane Background (Super Powers), First Strike, Power Points (x2)

Super Powers:

- **Deflection (3):** Shooting, Throwing, and ranged attacks suffer -3 to hit (evasive maneuvers training).
- **Ensnare (6):** Device. Ranged Attack. Stronger. Range 12". Foes are -4 to escape. Uses Fighting or Throwing. Special: on a raise the target is caught round the neck and takes nonlethal damage equal to Hangman's Strength each round he is ensnared (noose).
- **Super Attributes (7):** Agility +5 steps, Strength +2 steps (training).
- **Super Skill (2):** Throwing +4 steps (training).
- **Swinging (2):** Device. Can move 12" in tactical setting (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 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.

Race: Human

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d12+1, Vigor d12+2

Skills: Driving d10, Fighting d10, Guts d6, Knowledge (Occult) d6, Repair d6, Shooting d8

Charisma: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 9

Gear: Motorcycle, flaming mace.

Hindrances: Distinctive Appearance (zombie in biker leathers), Heartless, Power Negation (holy ground), Servitor

Edges: Ace, Arcane Background (Super Powers), Frenzy, Power Points (x2), Sweep

Super Powers:

- **Attack, Melee (6):** Device. Elemental Trick: Fire. Str+4d6. Heavy Weapon (flaming mace).
- **Attack, Ranged (5):** Elemental Trick: Fire. Range 12/24/48, Damage 2d6, RoF 1. Heavy Weapon (hellfire).
- **Fear (3):** Scary. Terror. Opponents must make a Guts roll at -2 (undead countenance).
- **Speed (4):** Device. Pace 48. Opponents are -2 to attack when moving (hellbike).
- **Super Attributes (7):** Strength +4 steps, Vigor +3 steps (super strength).

★ 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 superpowered beings and aliens. He dresses like a big game hunter from 1930s movies.

Race: Human

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

Skills: Fighting d6, Notice d8, Shooting d6 [d12+1], Stealth d6, Survival d8, Tracking d8

Charisma: +0; **Pace:** 8; **Parry:** 5; **Toughness:** 6

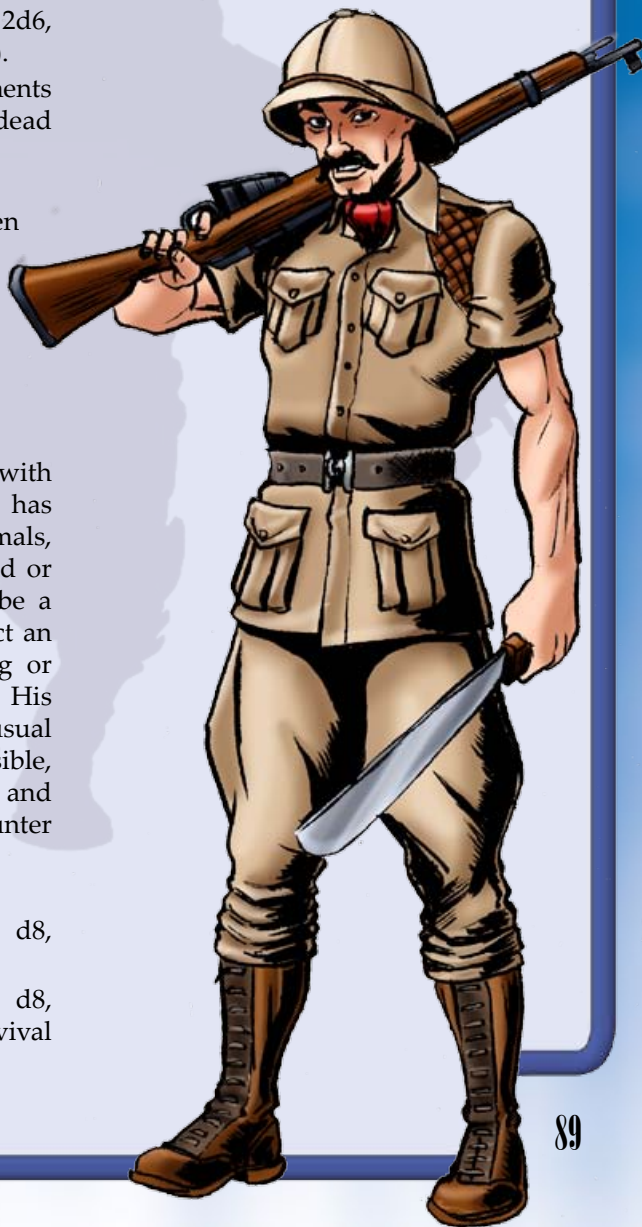
Gear: Advanced energy rifle, basic hunting gear.

Hindrances: Arrogant, Code of Honor

Edges: Arcane Background (Super Powers), Fleet Footed, Level Headed, Power Points, Woodsman

Super Powers:

- **Attack, Ranged (16):** Device. Area Effect. Extra Damage (x3). Rapid



Fire (x2). Nonlethal. Range 12/24/48, Damage 5d6, RoF 3. Medium Burst Template. Heavy Weapon (energy rifle).

- **Super Edges (3):** Device. Marksman (laser sight), Steady Hands (gyrostabilizer).
- **Super Skills (1):** Device. Shooting +4 steps (highly accurate).

★ HUNTSMAN

Huntsman is the Spider's (page 95) 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.

Race: Human

Attributes: Agility d12+1, Smarts d8, Spirit d8, Strength d12, Vigor d12

Skills: Climbing d6, Fighting d12, Lockpicking d12, Notice d6, Stealth d12, Streetwise d6

Charisma: +0; **Pace:** 6; **Parry:** 8; **Toughness:** 8

Gear: Poisoned titanium dagger, stealth suit, drugs, lockpick gear.

Hindrances: Cautious, Heartless, Servitor, Wanted (Major: every law enforcement agency on the planet)

Edges: Arcane Background (Super Powers), First Strike, Level Headed, Power Points (x2), Quick, Sweep

Super Powers:

- **Attack, Melee (1):** Device. Str+d4+d6. Heavy Weapon (titanium dagger).
- **Infection (8):** Device. Strong. Victims must make a Vigor roll at -2 or die instantly (poisoned dagger).

- **Invisibility (4):** Device. Can become invisible (stealth suit).
- **Super Attributes (9):** Agility +3 steps, Strength +3 steps, Vigor +3 steps (drug enhancements).
- **Super Skills (3):** Fighting +2 steps, Lockpicking +2 steps, Stealth +2 steps (training).

★ 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.

Race: Human

Attributes: Agility d10, Smarts d6, Spirit d6, Strength d6 [d12+2], Vigor d6

Skills: Fighting d10, Guts d4, Knowledge (Engineering) d6, Notice d6, Piloting d6, Repair d6, Stealth d10

Charisma: -2; **Pace:** 6 [48 flying]; **Parry:** 7; **Toughness:** 5

Gear: Winged supersuit.

Hindrances: Curious, Greedy (Major), Mean, Heartless

Edges: Arcane Background (Super Powers), First Strike, Power Points, Quick

Super Powers:

- **Attack, Melee (6):** Device. Str+3d6. Knockback 1d10". Heavy Weapon (clawed feet).
- **Ensnare (4):** Device. Stronger. Trapped foes are -4 to escape (claws attached to feet)

- **Flight (6):** Device. Page 48. Opponents are -2 to attack when he is moving (mechanical wings).
- **Super Attributes (4):** Device. Strength +5 steps (exoskeleton).

★ 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.

Race: Human

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

Skills: Fighting d8, Knowledge (Antiques) d6, Lockpicking d8, Notice d8, Persuasion d6, Shooting d8, Stealth d8, Streetwise d6

Charisma: +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, Power Points (x2)



Super Powers:

- **Attack, Ranged (10):** Extra Damage (x2). Nonlethal. Range 12/24/48, Damage 4d6, RoF 1. Heavy Weapon (eye beams).
- **Ensnare (4):** Limb. Stronger. Strength or Agility at -4 to escape (prehensile hair).
- **Extra Limb (11):** Two limbs. Reach +3 (prehensile hair).

★ 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*.

Race: Human

Attributes: Agility d6, Smarts d12, Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Guts d10, Intimidation d10, Knowledge (Occult) d10, Spellcasting d12+1

Charisma: -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), Power Points (x2)

Super Powers:

- **Minions (10):** Special—cost 2 per minion. Has five zombies at his beck and call. Use the standard Zombie stats from *Savage Worlds*. Necromancer can replace them at the rate of one per day from any available source (voodoo).
- **Super Attributes (2):** Smarts +2 steps (gifted).
- **Super Skills (1):** Spellcasting +2 steps (well versed in occult).
- **Super Sorcery (12):** Level 4 (voodoo).

★ NOCTURN

Jennifer Watts was on a fashion shoot when her ex-boyfriend-turned-supervillain shot her with an experimental "dark matter" gun.

Jennifer died that day. The only thing left after the blast was a scorched shadow on the wall.

Thirteen days later, the shadow peeled itself off the plaster and came to unlife.

Her vengeful 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.

Race: Human

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

Skills: Driving d6, Fighting d8, Intimidation d6, Knowledge (Fashion) d6, Shooting d8, Stealth d8, Taunt d6

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 7

Gear: None.

Hindrances: Allergy (Major: sunlight), Greedy (Minor), Ugly, Weakness (Major: light)

Edges: Arcane Background (Super Powers), First Strike, Power Points (x2), Strong Willed

Super Powers:

- **Ageless (1):** Unaffected by aging (living shadow).
- **Attack, Ranged (9):** Extra Damage (x2). Range 12/24/48, Damage 4d6, RoF 1. Heavy Weapon (bolt of solid darkness).
- **Darkvision (2):** No penalties for darkness ("darksense").
- **Deflection (4):** Ranged attacks against her are at -4 (confusing shadows).

- **Energy Control (4):** Darkness. Elemental Trick: Darkness. Nullify. Damage 2d6. Medium Burst Template (projected from self).
- **Invisibility (5):** Can become two-dimensional (shadow control).

★ 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 Reichfuhrer. He does take great pleasure in smashing things to pieces, however.

Race: Human

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+2, Vigor d12

Skills: Climbing d4, Fighting d8, Guts d6, Intimidation d6, Notice d4, Repair d4, Shooting d6, Stealth d6

Charisma: 0; **Pace:** 6; **Parry:** 6; **Toughness:** 8 [17 (9)]

Gear: Armored battlesuit, advanced enhancing drugs.

Hindrances: Delusional (Minor: he's indestructible), Gloater, Servitor, Stubborn

Edges: Arcane Background (Super Powers), Berserk, Combat Reflexes, Improved Nerves of Steel, Power Points

Super Powers:

- **Armor (6):** Device. +9 Heavy Armor (armored battlesuit).
- **Attack, Melee (10):** Device. Elemental Trick: Electricity. Focus. Str+3d6. Knockback 1d10". Heavy Weapon (servo-assisted electropunch).



- **Super Attributes (4):** Strength +3 steps, Vigor +1 step (drugs).

★ **POD**

Whereas Spore (page 81) is the Goddess's (page 126) 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.

Race: Plant

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d10, Vigor d12

Skills: Fighting d6, Guts d6, Intimidation d8, Notice d6, Stealth d6, Taunt d8

Charisma: -4; **Pace:** 6; **Parry:** 5; **Toughness:** 8

Gear: None.

Hindrances: Alien Form (plant), All Thumbs, Illiterate, Servitor (The Goddess)

Edges: Arcane Background (Super Powers), Command, Common Bond, Fervor, Hold the Line, Inspire, Power Points (x2)

Super Powers:

- **Matter Control (5):** Level 1. Plants. Binding. Distraction. Can control 50,000 lbs (plant symbiosis).
- **Minions (15):** Summonable. Can summon five plant men from any vegetation (plant control).
- **Super Attributes (5):** Spirit +1 step, Strength +2 steps, Vigor +2 steps (plant biology).

★ **POLTERGEIST**

Clarissa Brown inherited her powers from her gypsy mother. She has no idea who her father is. Clarissa was always of a

criminal bent, but until her powers manifested in puberty she only performed minor acts of burglary. Now with her amazing gifts, she performs more daring crimes and concentrates on high-reward targets, such as jewelers or banks.

Race: Human

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

Skills: Climbing d6, Fighting d6, Lockpick d10, Notice d6, Shooting d6, Stealth d8, Taunt d6

Charisma: +0; **Pace:** 8; **Parry:** 5; **Toughness:** 6

Gear: Lockpick tools.

Hindrances: Greedy (Minor), Pacifist (Minor), Vengeful (Major)

Edges: Arcane Background (Super Powers), Fleet Footed, Power Points (x2), Thief

Super Powers:

- **Animation (5):** Can animate objects up to 25 lbs (hand movements).
- **Invisibility (5):** Can become invisible at will (concentration).
- **Telekinesis (10):** Level 4. More Range. Range 24". Strength d12+2 (concentration).

★ **REICHFUHRER**

Reichfuhrer is the grandson of a former Nazi general and takes his heritage very seriously. He despises all non-Aryans—especially non-humans. His 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 93), Stuka (page 98), and Uberfrau (page 101), known as the Fourth Reich.

Race: Human

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

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

Gear: None.

Hindrances: Delusional (Minor: believes he is possessed by Himmler's spirit), Gloater, Stubborn, Vow (Major: rid world of all non-humans)

Edges: Arcane Background (Super Powers), Command, Connections, Hold the Line, Power Points (x2)

Super Powers:

- **Attack, Ranged (8):** Area Effect. Extra Damage. Range 12/24/48, Damage 3d6, RoF 1. Large Burst Template. Heavy Weapon (psionic blast).
- **Energy Control (4):** Elemental Trick: Psionic. Nullify. Damage 2d6. Medium Burst Template. Range 12" (psionics).
- **Mind Reading (3):** One target. Range 12" (force of will).
- **Minions (10):** Ten soldiers armed with .50 caliber pistols with MetaStopper bullets and wearing Kevlar vests with inserts (fellow Nazis).

★ 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 superpowered muscle he can buy it. No questions asked.

Race: Human

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

Skills: Fighting d6, Guts d8, Intimidation d8, Persuasion d8, Shooting d8, Streetwise d12+2

Charisma: +2; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Gear: Antique ring.

Hindrances: Cautious, Greedy (Major), Heartless

Edges: Arcane Background (Super Powers), Charismatic, Connections, Power Points (x2), Filthy Rich

Super Powers:

- **Attack, Ranged (16):** Device. Extra Damage (x3). Knockback. Rapid Fire (x2). Range 12/24/48, Damage 5d6, RoF 3. Knockback 1d4" (energy blast from antique ring).
- **Super Attributes (2):** Smarts +1 step, Spirit +1 step (inflated ego).
- **Super Skill (2):** Streetwise +4 steps (feared name).

★ STORYTELLER

Winston Pike was frustrated. He wanted to be a children's author but never had that lucky break, even though his stories were actually quite good.

While searching for inspiration, he found an ancient tome in an old and forgotten library. Unfortunately, rather than use his powers for good, he decided to make innocent people act out his stories. He keeps a small pad of sketches handy for improvisational use, but prefers to work to a tight script.

Race: Human

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

Skills: Driving d6, Fighting d6, Guts d6, Intimidation d6,

Knowledge (Literature) d8, Notice d8, Stealth d4, Taunt d6

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

Gear: Small sketch pad, pen.

Hindrances: Delusional (Major: believes the world is a story he controls), Heartless, Stubborn, Weakness (Major: magic)

Edges: Arcane Background (Super Powers), Power Points (x2), Strong Willed

Super Powers:

- **Animation (10):** One or more objects up to 1,000 lbs (sorcery).
- **Broadcast (6):** Manipulation. Can control radio and television broadcasts within one mile (sorcery).
- **Illusions (9):** Film Quality. Psychosomatic Trauma. 8" cube of illusion (sorcery).

★ STRIPEASE

Patricia Dalgleish's unusual powers developed when she was at college. During a romantic moment with her boyfriend she suddenly developed a sudden 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 who's entire life changed in one hellish moment.

Race: Human

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

Skills: Climbing d8, Fighting d10, Lockpicking d10, Notice d8, Stealth d8

Charisma: -1; **Pace:** 6; **Parry:** 7; **Toughness:** 5

Gear: None.

Hindrances: Anemic, Gimmick (must peel off skin), Habit (Minor: peels off lengths of skin)

Edges: Arcane Background (Super Powers), First Strike, Level Headed, Power Points, Thief

Super Powers:

- **Chameleon (4):** Voice. Special—must touch person she wishes to copy (-1) (sheds skin).
- **Copycat (7):** Level 5. Touch (mutable DNA).
- **Paralysis (4):** Extra Duration. Extra Power. Foes failing a Vigor -2 roll are paralyzed for 2 rounds (poison touch).

★ STROBE

When a supervillain accidentally blinded Josh Masters' girlfriend it nearly broke him. Josh pulled through, though emotionally scarred, and vowed to get revenge at any cost. He decided to use the power of light as his weapon of vengeance (an eye for an eye, and all that) and constructed a special silver suit capable of emitting powerful blasts of light.

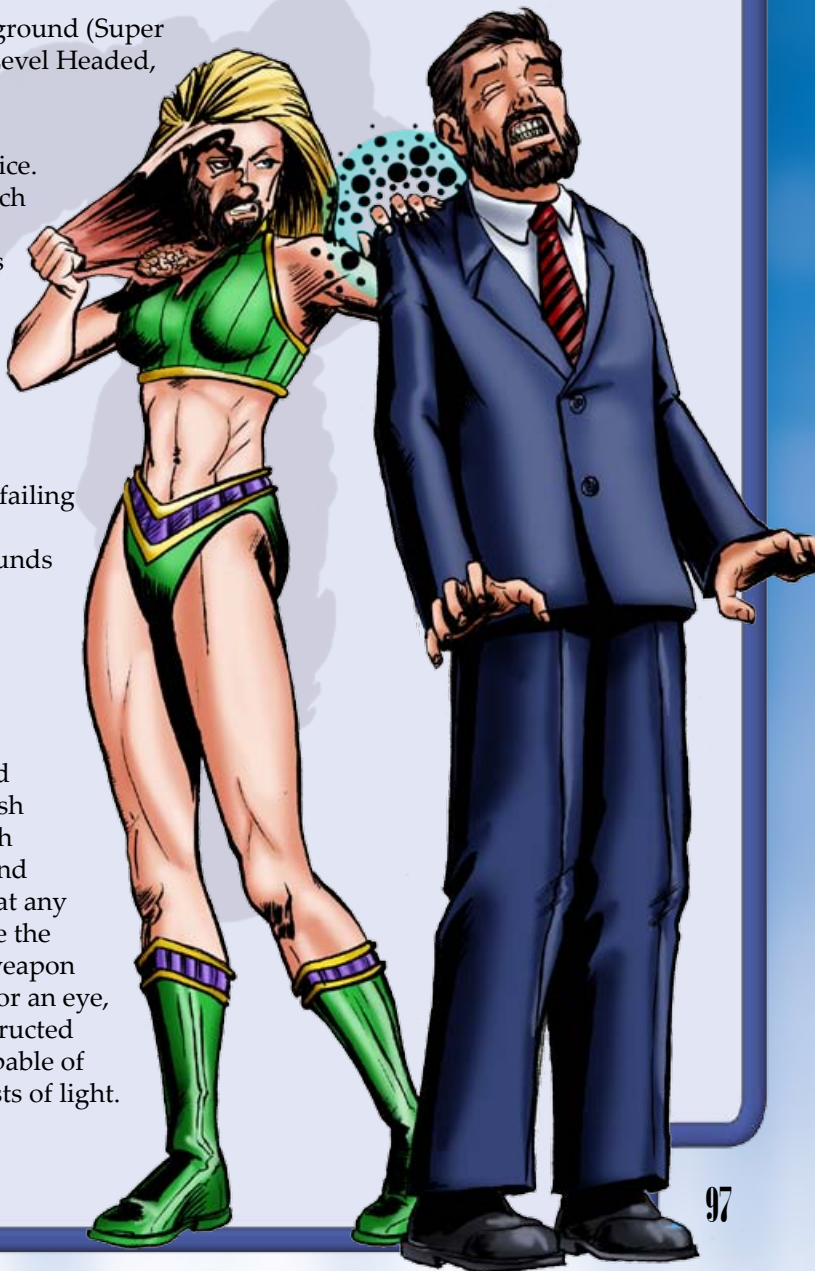
Race: Human

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

Skills: Fighting d8, Guts d6, Knowledge (Physics) d8, Knowledge (Optics) d8, Shooting d10, Stealth d6

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 6 [12 (6)]

Gear: Armored light control suit.



Hindrances: Dependent (blind girlfriend), Stubborn, Vengeful (Major), Vow (Minor: improve suit)

Edges: Arcane Background (Super Powers), Marksman, Nerves of Steel, Power Points (x2), Scholar

Super Powers:

- **Armor (3):** Device. +6 Armor (armored suit).
- **Attack, Ranged (7):** Device. Extra Damage. Rapid Fire. Range 12/24/48, Damage 3d6, RoF 2. Heavy Weapon (laser).
- **Darkvision (2):** No penalties for bad lighting (amplifies light).
- **Energy Control (1):** Device. Light. Nullify. Damage 2d6. Medium Burst Template (photocells on suit).
- **Intangibility (4):** Device. Can become ephemeral (become photons).
- **Paralysis (4):** Extra Range. Paralyzes foes for 1 round (strobe effect).
- **Teleport (4):** Device. Rapid Teleport. Can teleport up to 12" (become photons).

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 lightly armored. He has no qualms about killing innocents and is very happy being a soldier in Reichfuhrer's (page 94) army.

Race: Human

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

Skills: Fighting d4, Knowledge (Aeronautics) d6, Notice d6, Piloting d10, Repair d6, Shooting d10, Stealth d6

Charisma: +0; **Pace:** 6 [48 flying]; **Parry:** 4; **Toughness:** 5 [8 (3)]

Gear: Powered jet armor.

Hindrances: Arrogant, Heartless, Servitor, Vengeful (Major)

Edges: Ace, Arcane Background (Super Powers), Power Points, Steady Hands, Trademark Weapon (blast cannon)

Super Powers:

- **Armor (1):** Device. +3 Armor (flying suit).
- **Attack, Ranged (10):** Device. Area Effect. Elemental Trick: Fire. Extra Damage. Rapid Fire. Range 12/24/48, Damage 3d6, ROF 2. Medium Burst Template. Heavy Weapon (blast cannon).
- **Deflection (3):** Device. Ranged attacks suffer -4 to hit (avoidance computer).
- **Flight (6):** Device. Pace 48. Opponents are -2 to attack when he is moving (rocket pack).

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.

Race: Human

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

Skills: Fighting d6, Knowledge (Aeronautics) d8, Knowledge (Radiology) d10, Notice d6, Piloting d6, Repair d8, Shooting d8

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 5 [14 (9)]

Gear: Radiation suit.

Hindrances: Distinctive Appearance (always wears Armor), Heartless, Terminally Ill, Vow (Major: find cure)

Edges: Ace, Arcane Background (Super Powers), Power Points (x2)

Super Powers:

- **Armor (6):** Device. +9 Heavy Armor (armored radiation suit).
- **Broadcast (1):** Tap into a mile radius of telecommunications (radio hearing and speech).
- **Damage Field (5):** Elemental Trick: Radiation. Adjacent characters suffer 2d6 damage (radiation leakage).
- **Darkvision (1):** Requires Activation. No penalties for bad lighting (can see all wavelengths of radiation).
- **Energy Control (4):** Radiation. Elemental Trick: Radiation. Range 12". Medium Burst Template. Nullify. Damage 2d6 (opening grilles in suit).
- **Explode (4):** Elemental Trick: Radiation. 3d6 damage in Medium Burst Template (gamma ray burst).
- **Immunity (4):** Radiation. Direct attacks cause half damage ("natural" immunity).

★ TEMPEST

Tempest, alias Johnny Salvatore, is a mutant, born with the power to control the weather. At first he used his powers for good, but the storm within him has pushed him down a darker path. 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.

Race: Human

Attributes: Agility d10, Smarts d8, Spirit d12, Strength d6, Vigor d6

Skills: Fighting d10, Notice d6, Shooting d12, Stealth d8, Survival d8, Tracking d8

Charisma: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 5

Gear: None.

Hindrances: Cautious, Heroic, Heartless, Vengeful (Major)

Edges: Arcane Background (Super Powers), Combat Reflexes, Power Points (x2)

Super Powers:

- **Attack, Ranged (11):** Nonlethal. Extra Damage. Area Effect: Large Burst Template. Range 12/24/48, Damage 3d6, RoF 1. Heavy Weapon (thunderclap).
- **Immunity (4):** Air/wind. Direct attacks cause half damage (air control).
- **Storm (8):** Downpour. Gale Force. Lightning Strike. Has almost complete control over the weather (concentration).
- **Super Attribute (2):** Spirit +2 steps (Zen training).

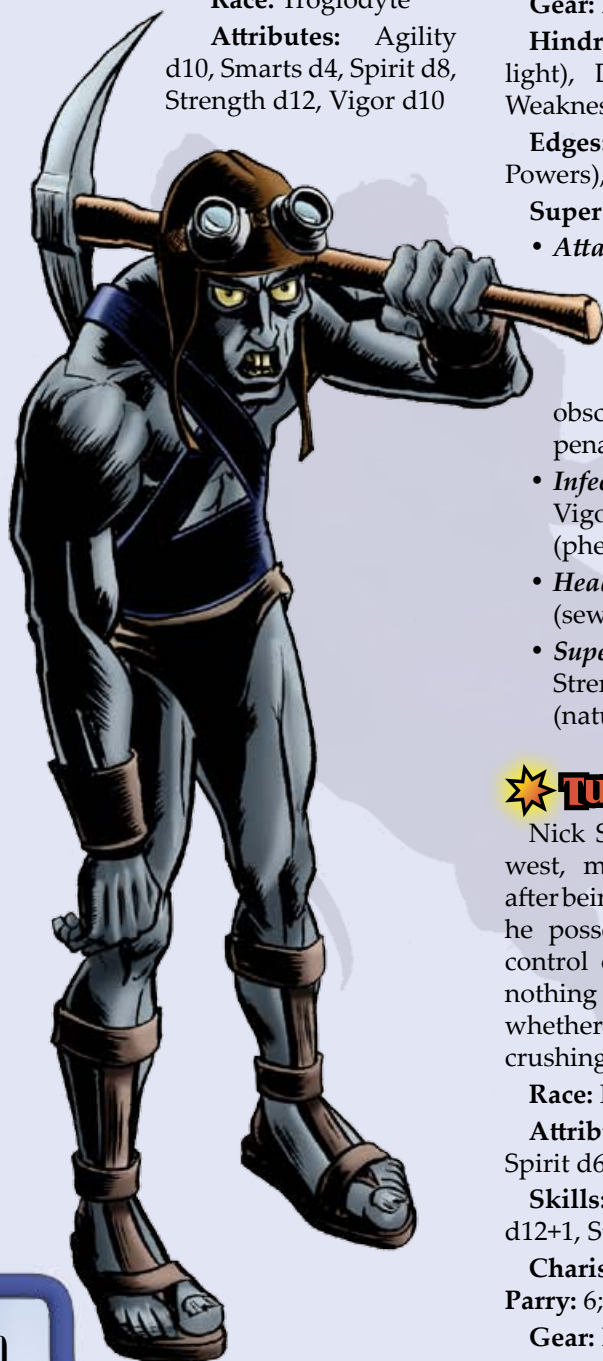
★ TROGLODYTE

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.

Race: Troglodyte

Attributes: Agility d10, Smarts d4, Spirit d8, Strength d12, Vigor d10



Skills: Climbing d6, Fighting d10, Guts d4, Notice d6, Stealth d10, Survival d4, Tracking d6, Swimming d6

Charisma: -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, Power Points

Super Powers:

- **Attack, Melee (4):** Str+2d6. Heavy Weapon (claws).
- **Awareness (8):** Danger Sense. No penalties due to bad lighting, fog, or other obscurity. Attackers suffer -4 penalty (keen hearing and smell).
- **Infection (2):** Strong. Foes failing Vigor roll at -2 are Shaken (pheromones).
- **Headquarters (2):** Well-Hidden (sewers).
- **Super Attributes (4):** Agility +1 step, Strength +2 steps, Vigor +1 step (natural physiology).

★ **TURBULENCE**

Nick Storm, hick farm boy from out west, manifested his mutant powers after being caught in a tornado. Although he possesses a remarkable degree of control over the air, Turbulence loves nothing more than wrecking things, whether by blowing them over or by crushing them under air pressure.

Race: Human

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

Skills: Fighting d8, Guts d6, Shooting d12+1, Stealth d6, Taunt d10

Charisma: -2; **Pace:** 8 [32 flying]; **Parry:** 6; **Toughness:** 6

Gear: None.

Hindrances: Illiterate, Mean, Phobia (Major: claustrophobia), Power Negation (windless day)

Edges: Arcane Background (Super Powers), First Strike, Fleet Footed, Power Points (x2), Quick

Super Powers:

- **Attack, Ranged (6):** Nonlethal. Range 12/24/48, Damage 2d6, RoF 1. Knockback 1d4". Heavy Weapon (blast of "solid" air).
- **Deflection (3):** Requires Activation. Ranged shots are -4 to hit him (air shield).
- **Energy Control (4):** Air. Nullify. Damage 2d6. Elemental Trick: Air. Medium Burst Template (gust of wind).
- **Flight (6):** Pace x4. Opponents are -1 to attack him when moving (rides self-generated winds).
- **Super Skill (2):** Shooting +4 steps (air-guided shots).
- **Whirlwind (4):** Twister. Foes who fail a Strength roll at -2 are thrown 1d10" for 2d6 damage (tornado)

★ **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.

Race: Human

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

Skills: Fighting d12, Intimidation d4, Persuasion d8, Repair d4, Shooting d6, Streetwise d6, Taunt d6

Charisma: +2; **Pace:** 6; **Parry:** 10; **Toughness:** 6

Gear: Leather outfit, whip.

Hindrances: Delusional (Minor: believes in racial purity), Heartless, Servitor, Vow (Major: create genetically pure race)

Edges: Acrobat, Arcane Background (Super Powers), Charismatic, First Strike, Power Points

Super Powers:

- **Attack Melee (2):** Str+1d6. Heavy Weapon (martial arts).
- **Mind Control (6):** Mind Wipe. Can control one person (pheromones).
- **Regeneration (5):** Makes a healing roll once per hour (eugenic breeding).
- **Super Attributes (3):** Agility +2 Steps, Vigor +1 step (eugenics and training).
- **Super Edges (4):** Block, Combat Reflexes (martial arts).

VETERAN

★ **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 trait.

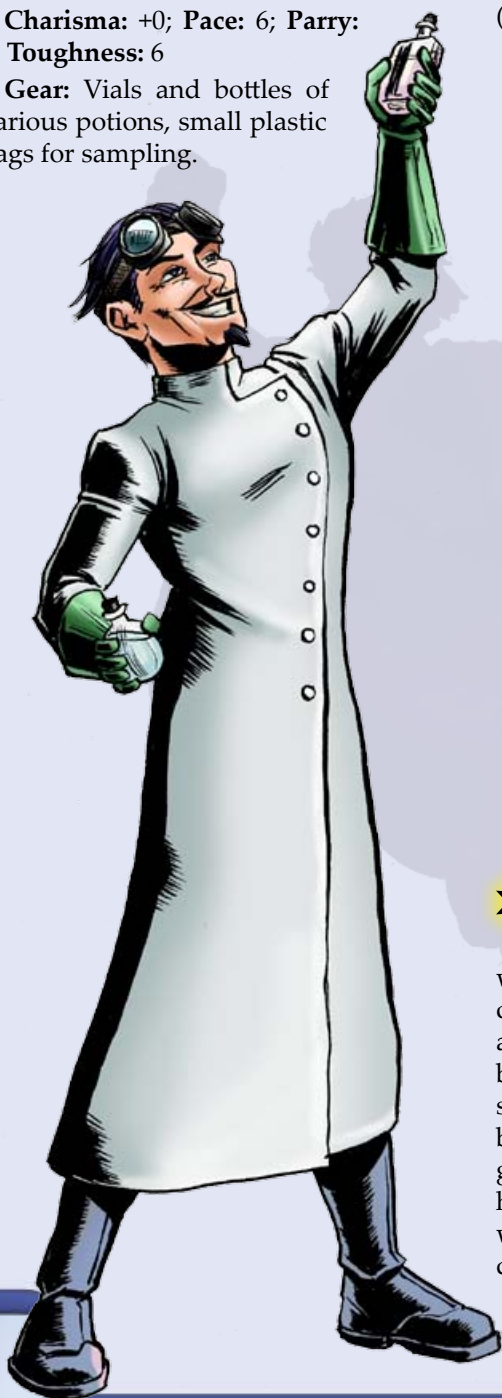
Race: Human

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

Skills: Driving d6, Fighting d6, Heal d4, Knowledge (Chemistry) d12, Notice d6, Stealth d6, Throwing d12

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

Gear: Vials and bottles of various potions, small plastic bags for sampling.



Hindrances: Arrogant, Heartless, Power Negation (red mercury), Vengeful (Minor)

Edges: Arcane Background (Super Powers), Combat Reflexes, Power Points (x2)

Super Powers:

- **Ageless (1):** Doesn't age ("immortality" potion).
- **Decay (4):** Device. Rapid Decay. Opponents must make a Vigor roll or suffer a wound (concentrated acid).
- **Ensnare (6):** Device. Area Effect: Large Burst Template. Stronger. Trapped foes are -2 to escape attempts (super glue).
- **Healing (4):** Device. Rejuvenation. No Fatigue to Alchemist, but patient must spend an action drinking the potion (healing tonic).
- **Infection (1):** Device. Strong. Vigor roll at -2 or victim is Shaken (vertigo drops).
- **Invisibility (4):** Device. Can become invisible (invisibility potion).
- **Negation (3):** Device. Level 1. More Duration (negation potion).
- **Super Attributes (2):** Smarts +2 (super genius)

★ **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.

Race: Human

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12+3, Vigor d12+4

Skills: Fighting d8, Guts d6, Intimidation d6, Knowledge (Physics) d8, Stealth d8

Charisma: -5; **Pace:** 6; **Parry:** 7; **Toughness:** 10

Gear: None.

Hindrances: Bloodthirsty, Distinctive Appearance (appears to be a hole in space), Habit (Minor: constantly breaking things), Terminally Ill (gravity is crushing his body out of existence)

Edges: Arcane Background (Super Powers), Block, Combat Reflexes, Improved Nerves of Steel, Power Points (x3)

Super Powers:

- **Absorption (7):** Kinetic. Transference. Can make a Vigor roll when wounded to ignore the wound and increase Strength or Vigor one step or heal an existing wound (gravitational effect).
- **Deflection (4):** Opponents are -4 to ranged attacks (gravitational distortion).
- **Force Control (7):** Level 3 (Strength d12). Gravity. Damage. Bind. Medium Burst Template (gravity control).
- **Super Attributes (12):** Strength +6 steps, Vigor +6 steps (super dense body).

BLACK SCORPION

Black Scorpion is the code name of an Arab terrorist leader in the Middle East. He got his powers after irradiated material at a hasty facility in the deep desert leaked and wiped out most of his cell. As Abdul Omar Rafsanjani staggered away from the incident, he

stumbled into a scorpion nest and was stung over 300 times.

Abdul's skin is now black and chitinous and he has a scorpion's tail, complete with deadly sting.

Qabbalah, a Jewish sorcerer, has vowed to kill Black Scorpion after he blew up Qabbalah's lair, killing his wife and two children.

Race: Human

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

Skills: Fighting d12, Knowledge (Explosives) d8, Lockpicking d6, Notice d8, Stealth d10, Survival d6

Charisma: +0; **Pace:** 48; **Parry:** 8; **Toughness:** 13 (6)

Gear: None.

Hindrances: Distinctive Appearance, Enemy (Major: Qabbalah, an Israeli supervillain), Stubborn, Vengeful (Major)

Edges: Arcane Background (Super Powers), Combat Reflexes, Level Headed, Nerves of Steel, Power Points (x2), Sweep

Super Powers:

- **Armor (6):** +6 Heavy Armor (chitinous skin).
- **Extra Limb (5):** One additional limb. +1 Reach (scorpion's tail).
- **Infection (4):** Opponents must make a Vigor roll or die in 1d6 hours (poison sting).
- **Speed (5):** Pace 48. Opponents are -2 to attack when he is moving (super fast).
- **Super Attributes (3):** Agility +1 step, Strength +2 steps (mutated DNA).
- **Super Skills (1):** Fighting +1 step, Stealth +1 step (advanced training).
- **Wall Walker (1):** Can move along any surface (strong grip).

★ 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....

Race: Sentient computer

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

Skills: Investigation d6, Knowledge (Computers) d10, Knowledge (Electronics) d10, Persuasion d8, Shooting d4, Streetwise d8

Charisma: -4; **Pace:** 0; **Parry:** 2; **Toughness:** 14 (9)

Gear: Exceptionally advanced computer (self).

Hindrances: Alien Form (computer), Cautious, Disability (Major: small appliance), Small, Vengeful (Minor)

Edges: Arcane Background (Super Powers), Connections, Improved Level Headed, Power Points (x3)

Super Powers:

- **Armor (8):** +9 Heavy Armor (heavy shielding).
- **Attack, Ranged (6):** Nonlethal. Medium Burst Template. Ranged 12/24/48, Damage 2d6, RoF 1 (electrical discharge).
- **Broadcast (6):** Manipulation. More Range. Can tap into and manipulate broadcasts within one mile (graphics processor).



- **Construct (5):** +2 recover from being Shaken, doesn't suffer wound modifiers, immune to poison and disease, called shots do no additional damage (computer).
- **Interface (2):** Can link into other machines (wireless signals).
- **Speak Language (3):** Can understand any language, written or spoken (linguistic processor).

★ 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. He makes an excellent ally for other superhero groups—particularly those facing off against more powerful foes.

Race: Human

Attributes: Agility d8 [d10], Smarts d8, Spirit d8 [d12], Strength d8 [d12+1], Vigor d8 [d12]

Skills: Driving d6, Fighting d8 [d12+2], Investigation d6, Knowledge (History) d6, Knowledge (Religion) d8, Notice d6, Riding d6, Stealth d8

Charisma: -1; **Pace:** 6; **Parry:** 8 [11]; **Toughness:** 6 [11] (3)

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), Combat Reflexes, Improved

Block, Power Points (x3), Trademark Weapon (longsword—only in superhero form)

Super Powers:

- **Armor (1):** Device. +3 Armor (chain mail suit).
- **Attack, Melee (6):** Device, Str+3d6+d8. Knockback 1d10". Heavy Weapon (magical longsword).
- **Fearless (2):** Immune to Fear and Intimidation (stalwart faith).
- **Healing (6):** Refresh. Revive. Can heal wounds, cure Fatigue, and unshake others (white glow around target).
- **Regeneration (5):** May make a Vigor roll every hour to heal wounds (white aura).
- **Super Attributes (8):** Agility +1, step, Spirit +2 steps, Strength +3 steps, Vigor +2 steps (holy blessing).
- **Super Skills (2):** Fighting +4 steps (divine fury).

★ DARK ANGEL

The Dark Angel is a being from another dimension. Given its general appearance, it is likely a Hell dimension. The fiend resembles a giant, jet-black humanoid with fiery-red hair, bat-like wings, and a terrifying visage. It carries a large spear in its hand.

Race: Hell Beast

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d10

Skills: Fighting d10, Guts d6, Intimidation d12, Stealth d6

Charisma: -6; **Pace:** 6 (24 flying); **Parry:** 7; **Toughness:** 7

Gear: Spear.

Hindrances: Bloodthirsty, Heartless, Power Negation (holy ground), Ugly

Edges: Arcane Background (Super Powers), Combat Reflexes, Frenzy, Power Points (x3)

Super Powers:

- **Attack, Melee (6):** Device. Str+5d6. Heavy Weapon (spear).
- **Damage Field (3):** Adjacent characters suffer 2d6 damage (fiery aura).
- **Fear (3):** Terror. Scary. Foes must make a Guts roll at -2 (demonic appearance).
- **Flight (6):** Pace x 4. Opponents are -1 to attack when he is moving (bat wings).
- **Growth (4):** +2 Size and Strength. Bonuses not included (demonic power).
- **Minions (6):** Summonable. Two imps summoned from own dimension (glowing portal).
- **Super Attributes (2):** Strength +2 steps (super strength).

★ DOPPELGANGER

Yvgeny Dracovich is a Russian supervillain who has come to the West to make his name in the underworld. His amazing powers allow him access to almost any location on Earth, and very few security measures can detect his near-perfect ability to become someone else.

The source of his power is a genetic mutation that allows him to alter his physical form at will. He can form an exact duplicate of anyone he meets if he ingests a portion of their DNA.

Race: Human

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

Skills: Fighting d4, Lockpicking d8, Notice d8, Persuasion d8, Stealth d8, Streetwise d8, Taunt d8

Charisma: +2; **Pace:** 6; **Parry:** 4; **Toughness:** 5

Gear: Varies by disguise.

Hindrances: Cautious, Disability (no sense of identity), Overconfident, Yellow

Edges: Arcane Background (Super Powers), Charismatic, Connections, Power Points (x3)

Super Powers:

- **Ageless (1):** Doppelganger does not age (genetic mutation).
- **Chameleon (8):** Inanimate Object. Voice. Combined with his Growth and Shrink powers, there is very little he cannot duplicate (malleable form).
- **Copycat (10):** Level 5 (natural ability).
- **Growth (2):** +1 Size and Strength. Stats not included (malleable form).
- **Mind Reading (3):** Can read a single mind up to 12" away (concentration).
- **Shrink (3):** Can shrink down to 1" (mutated metabolism).
- **Speak Language (3):** Written Word. Understands all languages, both written and spoken (natural talent).

★ EGO

When famed college quarterback Carlos Tyler was horrifically maimed in a bus crash everyone expected him to die. He was on life support for six years, before his parents decided to switch it off. To their surprise, Tyler didn't die—he actually awoke.

While comatose, Tyler's mind underwent a dramatic change and evolved a superego capable of projecting itself on the material world as a powerful physical force. Tyler's body may be all but useless, but his vengeful,

twisted mind is a powerful, and still evolving, weapon.

Race: Human

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

Skills: Climbing d6, Fighting d10, Guts d4, Intimidation d8, Knowledge (Sports) d6, Notice d6, Shooting d6, Taunt d8

Charisma: -2; **Pace:** 4; **Parry:** 7; **Toughness:** 7

Gear: None.

Hindrances: Anemic, Lame, One Arm, Ugly

Edges: Arcane Background (Super Powers), Improved Nerves of Steel, Power Points (x3), Strong Willed

Super Powers:

- **Force Control (30):** Level 11 (Strength d12+8). Bind. Force Field. Maneuverable (super ego).

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.

Race: Human

Attributes: Agility d10, Smarts d12, Spirit d10, Strength d8, Vigor d10

Skills: Driving d4, Fighting d8, Knowledge (Engineering) d12, Notice d8, Repair d10, Shooting d8

Charisma: -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, Power Points (x3)

Super Powers:

- **Invent (24):** Level 12 (super genius).
- **Super Attributes (6):** Agility +1 step, Smarts +3 steps, Strength +1 step, Vigor +1 step (super genius and cybernetic augmentation).

GRENADIER

Grenadier is a mercenary for hire, bringing an impressive arsenal of grenades and a battle-hardened cadre of non-superpowered 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.

Race: Human

Attributes: Agility d12, Smarts d8, Spirit d6, Strength d6, Vigor d10

Skills: Driving d6, Fighting d8, Notice d6, Shooting d12, Stealth d8, Tracking d6

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 7 [13 (6)]

Gear: Armored fatigues, grenade launcher, specialty grenades.

Hindrances: Arrogant, Mean, Heartless, Vengeful (Major)

Edges: Arcane Background (Super Powers), Combat Reflexes, Command, Hold the Line, Power Points (x3)

Super Powers:

- **Armor (3):** Device. +6 Armor (Armored fatigues).

★ 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.

Race: Human

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

Skills: Fighting d10, Guts d4, Knowledge (Cryogenics) d8, Shooting d10, Stealth d8, Taunt d8

Charisma: +0; **Pace:** 32; **Parry:** 7; **Toughness:** 6 [12]

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, Power Points (x2), Steady Hands

Super Powers:

- **Attack, Range (8):** Device. Area Effect. Extra Damage: Range 12/24/48, Damage 4d6, RoF 1. Medium Burst Template. Heavy Weapon (grenade launcher).
- **Negation (4):** Device. Level 1: Range 12". Uses Shooting (energy grenades).
- **Paralysis (5):** Device. Extra Duration. Extra Range. Range 12/24/48. Paralysis lasts 2 rounds. Uses Shooting (paralysis grenades).
- **Stun (6):** Device. Larger. More Range. Stronger. Range 24", Vigor rolls are at -2. Uses Shooting (stun grenades).
- **Super Attribute (2):** Agility +2 steps (training).
- **Super Edge (2):** Marksman (training).
- **Armor (3):** Requires Activation. +6 Armor (icy sheath).
- **Deflection (1):** Requires Activation. Ranged attacks are at -2 (icy shield).
- **Energy Control (2):** Cold. Nullify. Damage 2d6 (icy beams from hands).
- **Ensnare (10):** Area Effect: Ranged Attack. Stronger. Range 12". Large Burst Template. Foes are -2 to escape attempts (volley of icicles).
- **Matter Control (4):** Level 1. Ice. Distraction. Can affect 10,000 pounds (concentration).
- **Speed (3):** Pace x 4. Opponents are -1 to attack when she is in motion

(generates small icy patch beneath her feet).

- **Super Edge (2):** Fleet Footed (glides on icy 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. He quickly made a name for himself following several high profile attacks on US government installations.

Race: Human

Attributes: Agility d10, Smarts d6, Spirit d8, Strength d6 [d12+1], Vigor d10

Skills: Fighting d8, Intimidation d8, Knowledge (Engineering) d6, Notice d6, Repair d6, Shooting d12, Stealth d8

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 7 [16 (9)]

Gear: Armored battlesuit.

Hindrances: Arrogant, Loyal, Heartless, Overconfident

Edges: Arcane Background (Super Powers), Level Headed, Marksman, Power Points (x3), Steady Hands

Super Powers:

- **Armor (6):** Device. +9 Heavy Armor (armored battlesuit).
- **Attack, Ranged (16):** Device. Area Effect. Extra Damage (x3). Knockback 1d4". Rapid Fire. Range 12/24/48, Damage 5d6, RoF 2. Large Burst Template. Heavy Weapon (missiles).
- **Damage Field (4):** Device. Medium Burst Template. Foes in template suffer 2d6 damage (electrical defense screen).
- **Explode (1):** Device. 3d6 damage in a Medium Burst Template (anti-personnel bombs).

- **Super Attributes (3):** Device. Strength +4 steps (servos).

★ **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 telegraph 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.

Race: Human

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

Skills: Climbing d6, Driving d6, Fighting d8, Intimidation d8, Repair d6, Shooting d8, Stealth d6

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 7

Gear: None.

Hindrances: Allergy (Minor: water), Heartless, Weakness (Major: water)

Edges: Arcane Background (Super Powers), Combat Reflexes, Improved Nerves of Steel, Level Headed, Power Points (x3)

Super Powers:

- **Attack, Ranged (12):** Extra Damage. Nonlethal. Knockback 1d4". Range 12/24/48, Damage 4d6, RoF 1. Heavy Weapon (electricity).
- **Damage Field (3):** Adjacent characters suffer 2d6 damage (electrical charge).
- **Energy Control (2):** Electricity. Nullify. Damage 2d6 (static field).

- **Immunity (4):** Electricity. Direct attacks cause half damage (absorbs charge).
- **Telekinesis (4):** Level 2. Strength d12 (alters electrical fields around objects).

★ 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. 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.

Race: Human
(sort of)

Attributes: Agility d6, Smarts d4, Spirit d12, Strength d12+10, Vigor d12

Skills: Fighting d10, Guts d8, Intimidation d10, Notice d4

Charisma: -6; **Pace:** 6; **Parry:** 7; **Toughness:** 18

Gear: None.

Hindrances: Bloodthirsty, Illiterate, Poverty, Vengeful (Major)

Edges: Arcane Background (Super Powers), Brawny, Combat Reflexes, Hard to Kill, Improved Nerves of Steel, Power Points (x3)

Super Powers:

- **Attack, Melee (6):** Str+2d6. Knockback 1d10". Heavy Weapon (rock-hard fists).
- **Growth (5):** Monster, Size +3 (really big).
- **Super Attributes (10):** Strength +8 steps, Vigor +2 steps (monstrous strength).
- **Toughness (9):** +6 Toughness (super dense flesh).

★ 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.



Race: Human

Attributes: Agility d12, Smarts d6, Spirit d10, Strength d12+1, Vigor d10

Skills: Climbing d8, Fighting d12, Intimidation d6, Notice d6, Stealth d12+2, Swimming d12+2

Charisma: +0; **Pace:** 6; **Parry:** 8; **Toughness:** 9

Gear: None.

Hindrances: All Thumbs, Distinctive Appearance, Enemy (Major: Atlantean sorcerer), Weakness (Major: fire/heat)

Edges: Arcane Background (Super Powers), First Strike, Hard to Kill, Level Headed, Power Points (x3), Sweep

Super Powers:

- **Aquatic (1):** Can't drown in water. +2 to Swimming rolls. Swimming Pace 14 (altered DNA).
- **Extra Limb (13):** Four extra limbs Reach 1 (tentacles).
- **Paralysis (2):** Can paralyze foes by breathing on them (breath).
- **Super Attributes (6):** Strength +4 steps, Vigor +2 steps (mutated DNA).
- **Super Skills (4):** Stealth +4 steps (chameleon skin), Swimming +4 steps (propelled by tentacles).
- **Toughness (3):** +2 to Toughness (deep water adaptation).
- **Wall Walker (1):** Can walk on sheer surfaces (suction-cup tentacles).

PESTILENCE

Dr. Sarah Martin was exposed to a secret government bio-weapon when she treated a patient who had escaped from a villainous research center. The disease ravaged her body, leaving her flesh covered in boils and pus, yet it did not kill her. Pestilence is immune to all diseases and heals damage amazingly fast, but does not regenerate

her diseased appearance. She is a walking toxin factory, spreading disease wherever she walks.

Race: Human

Attributes: Agility d6, Smarts d10, Spirit d12, Strength d6, Vigor d12+2

Skills: Driving d6, Fighting d6, Healing d8, Intimidation d8, Knowledge (Pharmacy) d8, Stealth d8, Taunt d6

Charisma: -2; **Pace:** 8; **Parry:** 5; **Toughness:** 9

Gear: None.

Hindrances: Bad Luck, Distinctive Appearance, Power Negation (super antibiotics), Ugly

Edges: Arcane Background (Super Powers), Combat Reflexes, Fleet Footed, Improved Nerves of Steel, Power Points (x3)

Super Powers:

- **Damage Field (3):** Special. Causes no damage but extends Infection power to adjacent targets (airborne diseases).
- **Infection (12):** Always On. Strong. Victims must make a Vigor roll at -2 or instantly become Incapacitated followed by death in 1d6 hours (super diseases).
- **Regeneration (10):** Fast Regeneration. Makes a Vigor roll every minute to heal damage (fast metabolism).
- **Super Attributes (5):** Vigor +5 steps (super immune system).

PROJECTOR

Walter Beacon was fascinated by special effects as a kid and decided all he wanted to do when he grew up was work in the movies. During college he built a hologram projector creating life-like illusions. When he graduated, he approached a

big film studio with his invention. They liked his work, but didn't like Walter. Rejected, Walter set about adding to his projector, determined to show the world that he was the master of FX. So was born Projector.

Race: Human

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

Skills: Driving d6, Fighting d6, Knowledge (Engineering) d12, Repair d10, Shooting d10, Stealth d6, Taunt d6

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

Gear: Hologram projector, FX and movie magazines.

Hindrances: Bad Eyes (Minor), Clueless, Disability (Minor: speech impediment), Small

Edges: Arcane Background (Super Powers), Marksman, Power Points (x3)

Super Powers:

- **Attack, Ranged (4):** Device. Extra Damage. Range 12/24/48, Damage 3d6, RoF 1. Heavy Weapon (laser).
- **Force Control (10):** Device. Level 6. Bind. Strength d12+3 (energy focuser).
- **Illusions (13):** Device. Film Quality. Psychosomatic Trauma. Can create objects in a 128" cube (hologram).
- **Super Attribute (2):** Smarts +2 steps (super genius).
- **Super Skill (1):** Knowledge (Engineering) +2 steps (super genius).

★ RINGMASTER

Davenport's Circus may not be the biggest in the world, but it boasts an impressive array of animals, and for good reason. Ringmaster uses his mutant power of Animal

Control to get them to act as his henchmen when committing crimes. His whip is self-built and contains a stunner, as well as being able to ensnare an opponent. Ringmaster wears a ringmaster's costume but with a face mask to conceal his identity.

Race: Human

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

Skills: Fighting d10 [d12+1], Intimidation d10 [d12+1], Notice d6, Stealth d6, Tracking d6

Charisma: +0; **Pace:** 6; **Parry:** 8 [9]; **Toughness:** 6

Gear: Whip.

Hindrances: Greedy (minor), Habit (Major: cigars), One Arm, Phobia (Minor: snakes)

Edges: Acrobat, Arcane Background (Super Powers), Beast Bond, Frenzy, Power Points (x2), Trademark Weapon (Whip)

Super Powers:

- **Animal Control (16):** Summoning. Telepathic Link. Controls four lions and a gorilla (mutant power).
- **Attack, Melee (6):** Device. Nonlethal. Reach +1. Knockback 1d4". Str+2d6+d4. Heavy Weapon (whip).
- **Ensnare (2):** Device. Can entangle foes (whip).
- **Super Skills (1):** Device. Fighting +2 steps, Intimidation +2 steps (whip).

★ SOOTHYSAYER

Katyana Drasilova was born to a poor Romanian gypsy 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 gypsy roots and wears a traditional gypsy costume.

Race: Human

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

Skills: Fighting d6, Intimidation d6, Knowledge (Arcana) d10, Notice d10, Spellcasting d12, Taunt d6

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

Gear: None.

Hindrances: Allergy (Minor: heather), Curious, Outsider (gypsy), Vengeful (Major)

Edges: Arcane Background (Super Powers), Improved Level Headed, Power Points (x3), Strong Willed

Super Powers:

- **Awareness (8):** Danger Sense. Negates penalties for poor lighting and other obscurement. Opponents at -4 to hit. Smarts roll to sense ambushes (intuition)
- **Jinx (4):** Improved Jinx. Opponents suffer mishap on 1 or 2 on skill die (evil eye).
- **Super Sorcery (18):** Level 6 (magic).

★ 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. As such, he is arrogant, proud, and looks upon humans as mere insects. His powers were weak when he arrived on Earth, but he is slowly regaining them. His hair and beard are living flame, and his greatsword is swathed in constant fire.

Race: Fire Giant

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+6, Vigor d12

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

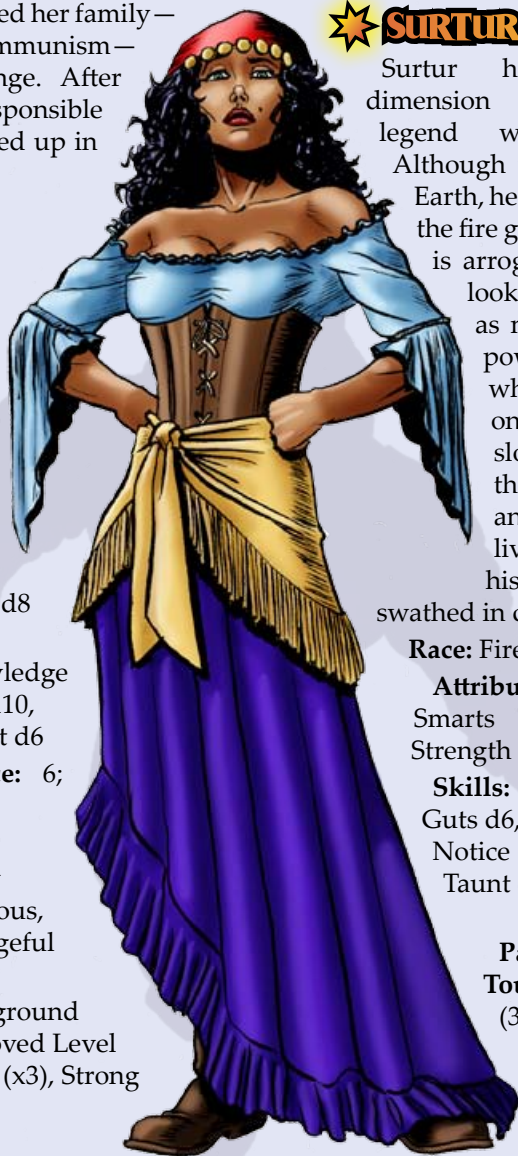
Charisma: -2; **Pace:** 6; **Parry:** 8; **Toughness:** 11 [14 (3)]

Gear: Breastplate, greatsword.

Hindrances: Arrogant,

Heartless, Overconfident, Weakness (Minor: water)

Edges: Arcane Background (Super Powers), Block, Combat Reflexes, Improved Sweep, Power Points (x3)



Super Powers:

- **Armor (2):** Device. Partial Protection. +3 Heavy Armor (red hot breastplate).
- **Attack, Melee (7):** Device. Elemental Trick: Fire. Reach +1. Str+3d6+d10 (flaming greatsword).
- **Damage Field (3):** Adjacent foes take 2d6 damage (fiery aura).
- **Energy Control (2):** Fire. Nullify. Damage 2d6 (fiery aura).
- **Growth (5):** Monster. +3 Size and Strength (natural size).
- **Immunity (4):** Fire. Direct attacks cause half damage (natural).
- **Super Attributes (7):** Strength +5 steps, Vigor +2 steps (natural).

★ TENPIN

Marty Biknowski could have used his mutant powers for good, but instead he choose to have fun at other people's expense. Sure, he robs the occasional bank, but he's more a nuisance than a true threat to society. His preferred form of attack is to take a long run up, curl up into a ball, and send his opponents scattering like ninepins.

Race: Human

Attributes: Agility d12, Smarts d8, Spirit d6, Strength d12+3, Vigor d12+2

Skills: Fighting d12, Guts d6, Intimidation d6, Notice d6, Stealth d10, Taunt d6

Charisma: -1; **Pace:** 48; **Parry:** 9; **Toughness:** 9

Gear: None.

Hindrances: Bad Luck, Distinctive Appearance (very shiny, oily skin), Habit (minor: keeps shouting "Strike!")

Edges: Acrobat, Arcane Background (Super Powers), Combat Reflexes, Improved, Level Headed, Power Points (x2)

Super Powers:

- **Absorption (4):** Kinetic. Can make a Vigor roll to negate damage (super tough).
- **Attack, Melee (5):** Nonlethal. Str+1d6. Knockback 1d10" (ball attack).
- **Speed (5):** Pace 48. Opponents are -2 to attack when he is in motion (super fast).
- **Super Attributes (11):** Strength +6 steps, Vigor +5 steps (super tough).

★ 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 Peters' intelligence.

Race: Human

Attributes: Agility d8 [d12], Smarts d8, Spirit d10, Strength d6 [d12+6], Vigor d6 [d12]

Skills: Driving d6, Fighting d8, Healing d8, Intimidation d6, Knowledge (Genetics) d8, Notice d6, Stealth d6

Charisma: -2; **Pace:** 6; **Parry:** 6; **Toughness:** 5 [14]

Gear: None.

Hindrances: Gimmick (must be angry or distressed), Mean, Heartless, Vengeful (Major)

Edges: Arcane Background (Super Powers), Combat Reflexes, Improved Nerves of Steel, Power Points (x3)

Super Powers:

- **Attack, Melee (9):** Focus. Str+3d6. Heavy Weapon (big teeth).

- **Growth (8):** Large. +4 Size and Strength. Occupies 2"

square. Growth is automatic to full size and cannot be controlled (40' dinosaur).

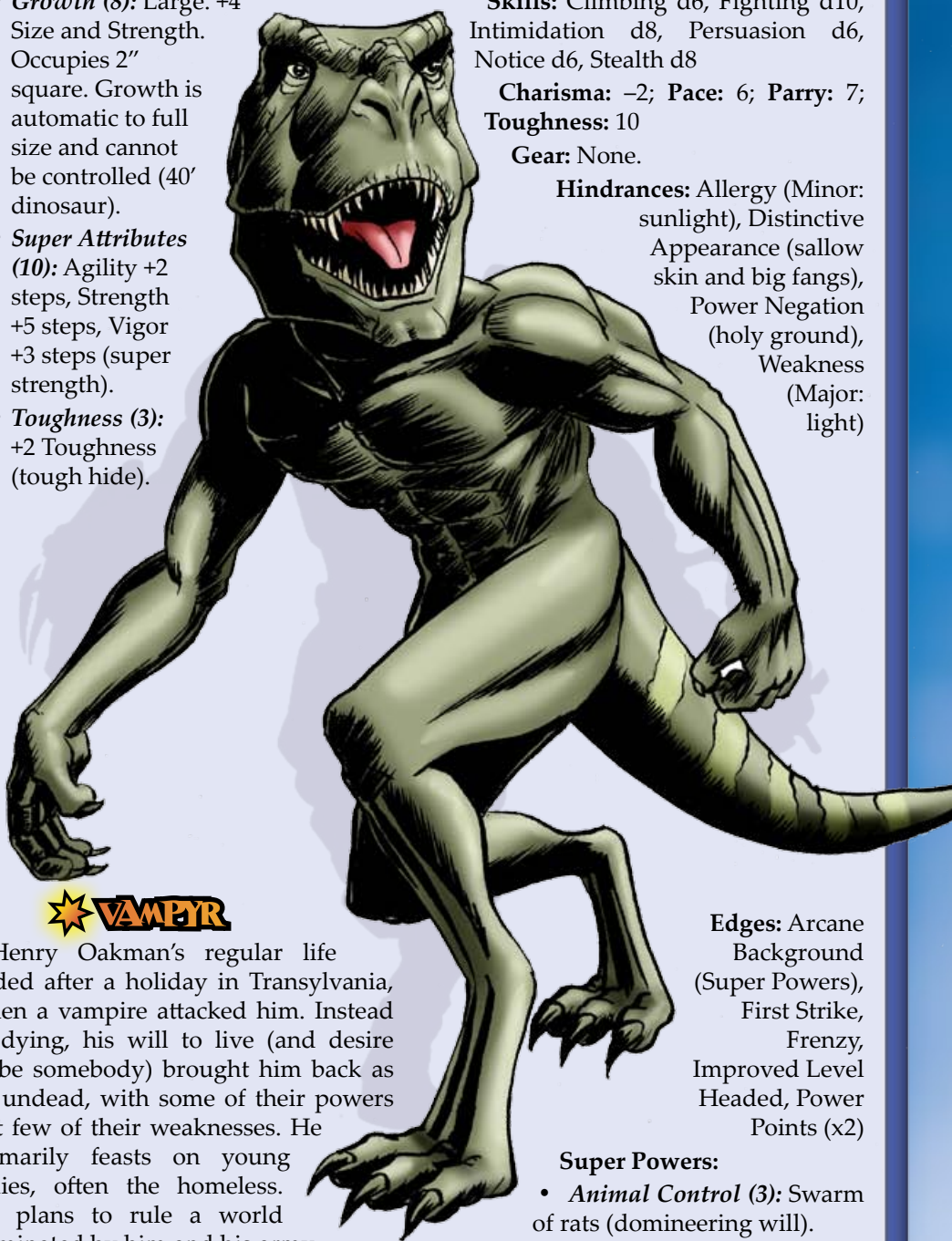
- **Super Attributes (10):** Agility +2 steps, Strength +5 steps, Vigor +3 steps (super strength).
- **Toughness (3):** +2 Toughness (tough hide).

Skills: Climbing d6, Fighting d10, Intimidation d8, Persuasion d6, Notice d6, Stealth d8

Charisma: -2; **Pace:** 6; **Parry:** 7; **Toughness:** 10

Gear: None.

Hindrances: Allergy (Minor: sunlight), Distinctive Appearance (sallow skin and big fangs), Power Negation (holy ground), Weakness (Major: light)



★ VAMPIR

Henry Oakman's regular life ended after a holiday in Transylvania, when a vampire attacked him. Instead of dying, his will to live (and desire to be somebody) brought him back as an undead, with some of their powers but few of their weaknesses. He primarily feasts on young ladies, often the homeless. He plans to rule a world dominated by him and his army of vampire slaves.

Race: Human

Attributes: Agility d8, Smarts d12, Spirit d10, Strength d12+1, Vigor d12

Edges: Arcane Background (Super Powers), First Strike, Frenzy, Improved Level Headed, Power Points (x2)

Super Powers:

- **Animal Control (3):** Swarm of rats (domineering will).
- **Decay (3):** Foes must make a Vigor roll or suffer a wound (life drain).

- **Intangibility (5):** Can become intangible to the physical world (cloud of mist).
- **Mind Control (3):** Affects on person up to 12" away (piercing gaze).
- **Super Attributes (9):** Smarts +1 step, Spirit +1 step, Strength +4 Steps, Vigor +3 steps (vampiric strength).
- **Undead (2):** Vampire. +2 Toughness. Ignore two wound penalties. Immune to disease and poison. No additional damage from called shot. Allergy to garlic. Can be killed by a stake through the heart. Suffers a wound if he crosses running water. Must drink blood every day.

★ 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.

Race: Human

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

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

Charisma: +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 Dodge,

Improved Level Headed, Power Points (x3), Quick

Super Powers:

- **Deflection (2):** Opponents are -2 to attack (shimmering form).
- **Extra Action (6):** Two extra actions per round (super fast).
- **Speed (22):** Speed of Sound. Pummel. Vibrate. Whirlwind. Opponents are -8 to attack when he is in motion (blur of motion).

★ WORM

Humphrey Knuck is one of life's victims. An interest in astronomy and computers and the physique of a pencil have labeled him an easy target for most of his life. His fellow pupils nicknamed him "worm." Desperate to be someone, Humphrey injected himself with radioactive worm DNA—the result of reading too many comic books—gaining the creature's powers. Now as the Worm, he strikes back at whoever has tormented him, trying his best to make their lives a misery.

Race: Human

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

Skills: Fighting d4, Knowledge (Astronomy) d12, Knowledge (Biology) d10, Knowledge (Chemistry) d10, Knowledge (Genetics) d12, Knowledge (Geology) d10, Shooting d8.

Charisma: -2; **Pace:** 8; **Parry:** 4; **Toughness:** 6

Gear: None.

Hindrances: Heartless, Outsider (total nerd), Phobia (Major: bladed weapons), Vengeful (Major)

Edges: Arcane Background (Super Powers), Fleet Footed, Nerves of Steel, Power Points (x3), Scholar

(x2: Astronomy, Biology, Chemistry, Genetics)

Super Powers:

- **Altered Form (8):** Fall-Proof. More Elastic (+4). Can stretch up to 250% larger. +5 Reach. +4 Armor vs kinetic attacks (mutable body).
- **Attack, Ranged (11):** Area Effect. Extra Damage (x2). Range 12/24/48, Damage 4d6, RoF 1, Medium Burst Template. Heavy Weapon (digestive enzymes).
- **Burrowing (2):** Can move through soil and loose earth. Attack from below (wiggly body).
- **Growth (4):** +2 Size and Strength. Stats not included above (mutable body).
- **Super Skills (5):** Knowledge (Astronomy) +2 steps, Knowledge (Biology) +2 steps, Knowledge (Chemistry) +2 steps, Knowledge (Geology) +2 steps, Knowledge (Genetics) +2 steps (super nerd).

HEROIC

★ FUGUE

Born to a sorceress and a now-dead superhero, Fugue was destined to have superpowers. His ability to time travel developed quite early, and keeping the infant from disappearing through time was a permanent job. Fugue's time travel powers are limited to a few minutes either side of the present.

During one temporal jaunt, he ran into an alien visitor traveling back through Earth's history. Fugue and he got into a small scrap, and the alien vowed to come back and get revenge. Fugue doesn't know when he can expect a rematch.

Fugue's pale blue costume has an hourglass on the chest.

Race: Human

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

Skills: Fighting d12, Guts d6, Intimidation d4, Notice d8, Stealth d8, Taunt d6

Charisma: +0; **Pace:** 8; **Parry:** 13; **Toughness:** 6

Gear: None.

Hindrances: Distinctive Appearance (blue skin), Enemy (Minor: time traveling alien), Greedy (Major), Wanted (Major: Scientists and villains searching for the key to time travel)

Edges: Arcane Background (Super Powers), Combat Sense, Fleet Footed, Improved Block, Improved Dodge, Level Headed, Power Points (x4)

Super Powers:

- **Awareness (8):** Danger Sense. Opponents are -4 to attacks (knowledge of time).
- **Extra Actions (12):** Four extra actions (time control).
- **Parry (4):** Catch and Throw. +3 Parry (alter time flow).
- **Teleport (6):** Rapid Teleport. Can teleport up to 12" in up to three segments (short time hops).
- **Super Attributes (5):** Agility +2 step, Strength +2 step, Vigor +1 step (altered metabolism).

★ HARLEQUIN

When Dr. Nicola-Jane Bartz, 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 initiative card. If it is red, her good side is in control—if it's black, she's evil. If dealt a Joker, she must make a Spirit roll (with the +2 bonus from the Joker) as a free action. On a success, the last personality retains control. With a failure, the two personalities argue and she loses her action. Whichever personality is dominant when combat ends remains in control until the next initiative card is dealt.

Race:
Human

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

Skills: Driving d6,
Fighting d8, Guts d6, Healing
d10, Knowledge (Astronomy)
d6, Knowledge (Psychology) d6,
Shooting d10, Stealth d6

Charisma: -1/-5; **Pace:** 6; **Parry:** 6;
Toughness: 7

Gear: None.

Hindrances: Bloodthirsty (evil side only), Disability (Major: complete split personality), Distinctive Appearance, Habit (Minor: argues with self in two different voices), Pacifist (Major: good side only)

Edges: Arcane
Background (Super Powers), Combat
Reflexes, Dodge,

Improved Level-Headed, Power Points (x4)

Super Powers:

- **Attack, Ranged (13):** Area Effect. Armor Piercing +1. Nonlethal. Extra Damage (x2). Range 12/24/48, Damage 4d6, RoF 1. Medium Burst Template. Heavy Weapon (black light).

- **Deflection (6):** -6 to incoming ranged attack rolls (confusing lights and shadows).

- **Energy Control (4):** Darkness. Elemental Trick: Darkness. Nullify. Damage 2d6. (absorb light).

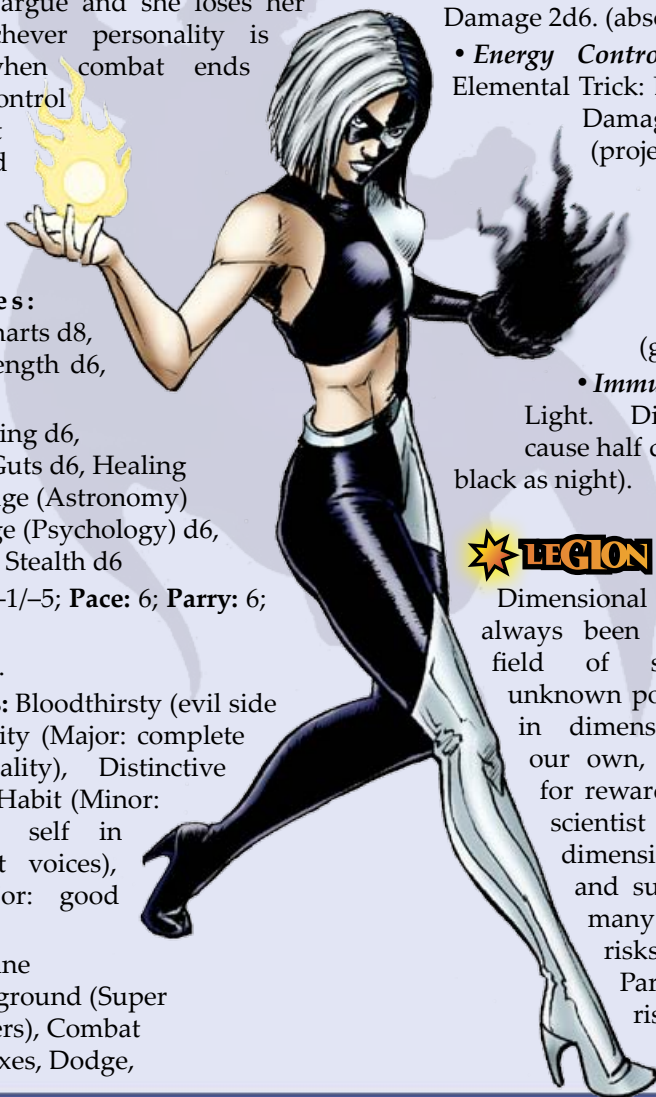
- **Energy Control (4):** Light. Elemental Trick: Light. Nullify. Damage 2d6. (project light).

- **Immunity (4):** Darkness. Direct attacks cause half damage (glowing aura).

- **Immunity (4):** Light. Direct attacks cause half damage (turns black as night).



Dimensional physics has always been a dangerous field of study. With unknown powers existing in dimensions beyond our own, the potential for reward for the first scientist to breach the dimensional barrier—and survive—drives many to take great risks. Dr. Lorraine Parker took one risk too many and opened



up a dimensional portal, through which walked three duplicates of herself.

Before she could stop them, they merged with her, granting her superpowers over dimensional energy. Not only can she throw bolts of energy and shape it to manipulate objects, but her duplicates can separate themselves from her, adding their own firepower to hers.

Before she summons her duplicates, she always says the Biblical line, "My name is Legion, for we are many." It's corny, but effective, especially when followed by a deadly volley of energy bolts.

Legions duplicates are Extras and are therefore subject to the bonuses granted by her Leadership Edges. [Sneaky, eh?]

Race: Human

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

Skills: Fighting d8, Guts d4, Intimidation d6, Knowledge (Physics) d8, Notice d8, Shooting d10, Stealth d6

Charisma: -1; **Pace:** 6; **Parry:** 6; **Toughness:** 7

Gear: None.

Hindrances: Gloater, Habit (Minor: always has to deliver her "opening line"), Phobia (Minor: mirrors), Terminally Ill

Edges: Arcane Background (Super Powers), Brawny, Combat Reflexes, Command, Hold the Line, Improved Level Headed, Inspire, Power Points (x4), Steady Hands

Super Powers:

- **Attack, Ranged (16):** Extra Damage (x2). Nonlethal. Rapid Fire (x2). Range 12/24/48, Damage 4d6, RoF 3. Heavy Weapon (energy blasts).
- **Duplication (15):** Can create three duplicates (dimensional twins).
- **Force Control (4):** Level 2 (Strength d10). Range 12". Medium Burst

Template (focused dimensional energy).



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 supervillainy 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.

Race: Human

Attributes: Agility d10, Smarts d8, Spirit d8, Strength d4 [d12], Vigor d6

Skills: Fighting d10, Intimidation d6, Knowledge (Engineering) d6, Notice d4, Persuasion d6, Repair d6, Shooting d8, Streetwise d8, Taunt d6

Charisma: -1; **Pace:** 6; **Parry:** 8;
Toughness: 5 [14 (9)]

Gear: Magnetosuit.

Hindrances: Elderly, Habit (Minor: witters on about the “old days”), Hard of Hearing (Minor)

Edges: Arcane Background (Super Powers), Block, Combat Reflexes, Connections, Frenzy, Power Points (x4)

Super Powers:

- **Armor (4):** Device. +9 Armor (heavy suit).
- **Attack, Melee (4):** Device. Str+3d6. Heavy Weapons (charged hands).
- **Attack, Ranged (5):** Device. Extra Damage. Nonlethal. Range 12/24/48, Damage 3d6, RoF 1. Heavy Weapon (particle beams).
- **Deflection (1):** Device. Requires Activation. Opponents ranged attacks are at -3 (magnetic field).
- **Force Control (11):** Device. Force Field. Level 3. Strength d12 (magnetic force generator).
- **Malfunction (2):** Device. Can cause machines to malfunction (magnetic disruption).
- **Super Attributes (3):** Device. Strength +4 steps (servos).

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 warning carved on the side, 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 Mictlantecuhтли—the Aztec god of death—inhabited the statuette. Mictlantecuhтли possessed Jose-Maria, destroyed his mind, and gained control of his body as a physical vessel.

Since his awakening, Mictlantecuhтли has converted several tribes of Indians to the old faith and now revels in the bloody sacrifices they perform in his honor. The more sacrifices, the stronger he grows. Mictlantecuhтли is a rival to El Gigante, who has never seen eye-to-eye with the dark one's methods or beliefs.

Jose-Maria's body has all but decayed, leaving only a skeleton animated by Mictlantecuhтли's dark power.

Race: Human

Attributes: Agility d12, Smarts d12, Spirit d12, Strength d12, Vigor d12

Skills: Fighting d12, Guts d10, Intimidation d12+4, Shooting d12

Charisma: -8; **Pace:** 6; **Parry:** 8;
Toughness: 10

Gear: None.

Hindrances: Bloodthirsty, Distinctive Appearance, Mean, Vengeful (Major)

Edges: Arcane Background (Super Powers), Combat Reflexes, Frenzy, Level Headed, Power Points (x4), Nerves of Steel

Super Powers:

- **Attack, Ranged (12):** Extra Damage (x2). Rapid Fire. Range 12/24/48, Damage 4d6, RoF 2. Heavy Weapon (death ray).
- **Decay (5):** Strong. Foe touched must make a Vigor roll at -2 or suffer a wound (death touch).
- **Fear (3):** Terror. Scary. Opponents must make a Guts roll at -2 (undead visage).
- **Super Attributes (9):** Agility +1 step, Smarts +2 steps, Spirit +2 steps,

Strength +2 steps, Vigor +2 steps (godlike powers).

- **Super Skills (2):** Intimidation +4 steps (dreadful gaze).
- **Undead (4):** +2 Toughness. Ignore two wound levels. No additional damage from called shots. Immune to poison and disease (skeletal).

★ 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 125).



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.

Race: Human

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

Skills: Fighting d8, Guts d6, Notice d6, Spellcasting d12+1, Shooting d6, Stealth d8, Survival d6, Tracking d6

Charisma: +2; **Pace:** 6; **Parry:** 6; **Toughness:** 8

Gear: None.

Hindrances: Enemy (Major: Baba Yaga), Heartless, Power Negation (holy ground), Weakness (Minor: darkness)

Edges: Arcane Background (Super Powers), Charismatic, Combat Reflexes, Danger Sense, Improved Dodge, Improved Level Headed, Power Points (x4)

Super Powers:

- **Super Attributes (6):** Smarts +3 steps, Spirit +3 steps (magical enhancement).
- **Super Skill (2):** Spellcasting +4 steps (magical enhancement).
- **Super Sorcery (27):** Level 9 (magic).

★ PAVEWAY

Mikhail Drasilovic, former Serbian Special Forces helicopter pilot, was given his battlesuit during the Balkan conflict and became Serbia's first superpowered soldier. After the war, he fled to Africa to escape the war crimes trials, where he served as a mercenary. His warmongering earned him plenty of money—enough to have several enhancements added to his armor.

He has since moved to America, eager to offer his services to the highest bidder. Paveway has no qualms if the price is right.

Race: Human

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d8 [d12+3], Vigor d10

Skills: Fighting d10, Notice d8, Piloting d8, Repair d8, Shooting d6, Stealth d8

Charisma: +0; **Pace:** 6 [48+ flying]; **Parry:** 7; **Toughness:** 7 [16 (9)]

Gear: Powered armor.

Hindrances: Greedy (Major), Heartless, Wanted (Major: NATO), Weakness (Minor: radiation)

Edges: Arcane Background (Super Powers), Improved Dodge, Improved Level Headed, Power Points (x4)

Super Powers:

- **Armor (6):** Device. +9 Heavy Armor (armored suit).
- **Attack, Melee (8):** Device. Focus. Strength +4d6. Heavy Weapon (powered fists).
- **Darkvision (1):** Device. Negates all darkness penalties (radar).
- **Flight (8):** Device. Can reach 240 mph. Opponents are -4 to attack when he is in motion (rocket pack).
- **Heightened Sense (1):** Device. +2 to Notice rolls (sensory enhancement).

- **Immunity (3):** Device. Heat/fire. Direct attacks cause half damage (fireproof suit).
- **Invisibility (4):** Device. Can become invisible (chameleon paint).
- **Super Attributes (4):** Device. Strength +5 steps (servos).

★ 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 some babes 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. This is simply a way of accounting for his Minions and cannot be used to permanently brainwash other characters.

Race: Human

Attributes: Agility d6, Smarts d12 [d12+2], Spirit d8, Strength d6, Vigor d10

Skills: Driving d4, Fighting d4, Intimidation d8, Knowledge (Music) d12, Stealth d8, Taunt d12

Charisma: +2; **Pace:** 5; **Parry:** 4;
Toughness: 8

Gear: Magic pan pipes.

Hindrances: Anemic,
Greedy (Major), Obese,
Vengeful (Major)

Edges: Arcane
Background (Super
Powers), Charismatic,
Combat Reflexes,
Improved Nerves of
Steel, Power Points
(x4), Strong Willed

Super Powers:

- **Animal Control (2):** Device. Swarm of rats (pipes).
- **Fear (2):** Device. Opponents must make a Guts check (certain notes).
- **Minions (14):** Has 14 minions who have been mind controlled so often they are now permanent lackeys. All are armed with swords, clubs, and other assorted melee weapons (thugs).
- **Mind Control (16):** Device. More Minds. Can control 9 minds at once (pipes).
- **Super Attribute (1):** Device. Smarts +2 steps (playing the pipes).

★ **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.

Race: Human

Attributes: Agility d8, Smarts d12, Spirit d10, Strength d4, Vigor d12

Skills: Fighting d4, Guts d8, Knowledge (Quantum Mechanics) d12, Notice d6, Shooting d10, Stealth d8, Taunt d8

Charisma: -4; **Pace:** 6; **Parry:** 4;
Toughness: 8

Gear: None.

Hindrances: Alien Form (mass of swirling energy particles), Gloater, Heartless, Stubborn

Edges: Arcane Background (Super Powers), Combat Reflexes, Improved Level Headed, Power Points (x4), Quick

Super Powers:

- **Attack, Ranged (7):** Elemental Trick: Radiation. Rapid Fire. Range 12/24/48, Damage 2d6+2, RoF 2. Heavy Weapon (tachyon beams).
- **Extra Actions (6):** Two extra actions (super fast).
- **Fear (3):** Foes must make a Guts roll (dark cowl).
- **Intangibility (7):** Phaser. Can pass through solid matter (sub atomic transformation).

- **Super Attributes (4):** Smarts +2 steps, Vigor +2 steps (super genius and tachyon body).
- **Teleport (8):** More Range. Rapid Teleport. Can teleport up to 24" (faster than light travel).

Race: Construct

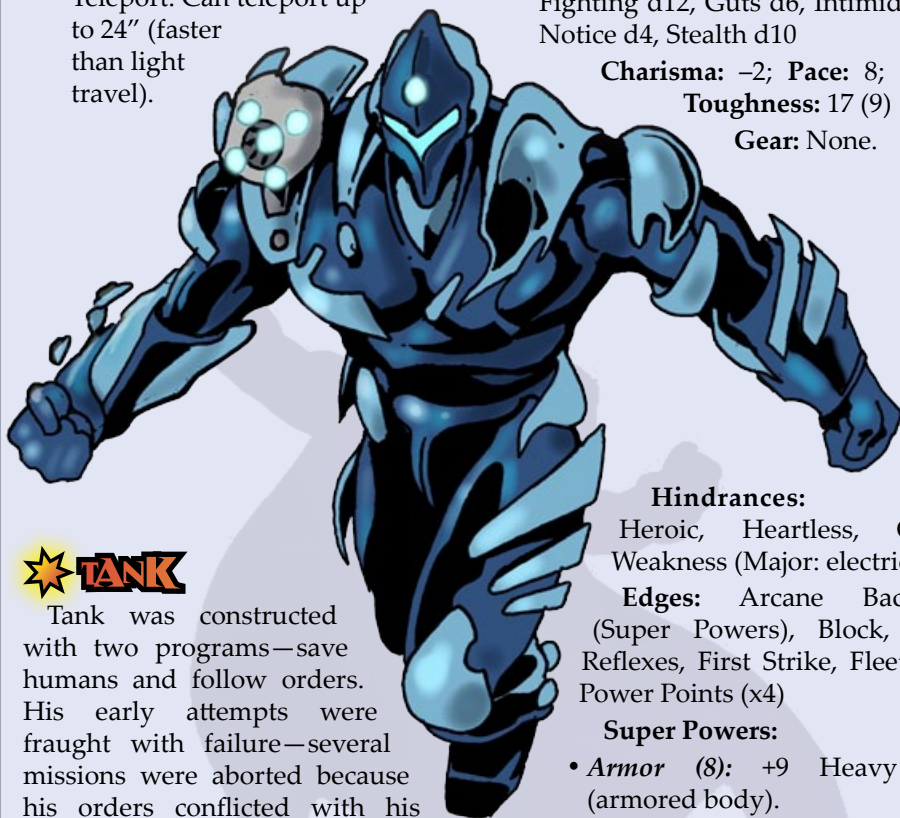
Attributes: Agility d12, Smarts d6, Spirit d6, Strength d12+1, Vigor d12

Skills: Climbing d8, Driving d6, Fighting d12, Guts d6, Intimidation d6, Notice d4, Stealth d10

Charisma: -2; **Pace:** 8; **Parry:** 9;

Toughness: 17 (9)

Gear: None.



★ 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.

Hindrances:

Heroic, Heartless, Outsider, Weakness (Major: electricity)

Edges: Arcane Background (Super Powers), Block, Combat Reflexes, First Strike, Fleet Footed, Power Points (x4)

Super Powers:

- **Armor (8):** +9 Heavy Armor (armored body).
- **Attack, Melee (6):** Str+2d6. Knockback 1d10" (super hard fists).
- **Construct (5):** +2 recover from being Shaken. No wound penalties. Immune to poison and disease. No extra damage from called shots (robot).
- **Regeneration (10):** Fast Regeneration. Makes a Vigor roll every minute to heal damage (nanobots).
- **Super Attributes (6):** Strength +4 steps, Vigor +2 steps (robot).

LEGENDARY

★ BABA YAGA

Baba Yaga, the witch-hag 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 Oktober (page 121). 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.

Race: Human

Attributes: Agility d8, Smarts d10, Spirit d10, Strength d12, Vigor d12

Skills: Fighting d8, Intimidation d8, Knowledge (Arcana) d8, Shooting d8, Spellcasting d12+2

Charisma: -2; **Pace:** 6 [48 in vehicle]; **Parry:** 6; **Toughness:** 8

Gear: Man-sized flying mortar and pestle.

Hindrances: Arrogant, Heartless, Ugly, Vengeful (Major)

Edges: Ace, Arcane Background (Super Powers), First Strike, Hard to Kill, Improved Level Headed, Nerves of Steel, Power Points (x5)

Super Powers:

- **Ageless (2):** Very Old. +2 to Common Knowledge rolls (legendary figure).
- **Attack, Melee (8):** Str+4d6. Heavy Weapon (iron claws).
- **Flight (6):** Device. Pace 48. Opponents are -1 to attack when moving (mortar and pestle).
- **Super Attributes (5):** Smarts +1 step, Strength +3 steps, Vigor +1 step (supernatural being).
- **Super Skill (1):** Spellcasting +2 steps (magical genius).
- **Super Sorcery (18):** Level 6 (witchcraft).

★ EL GIGANTE

Provincial wrestling champion and people's hero El Gigante was renowned for his size and strength, able to lift fellow wrestlers clear of the ground the throw them into the crowd. When it was discovered he was a mutant, he was disgraced and banned from wrestling. Angry at the way fate had robbed him of the chance to be someone, El Gigante devoted his energy—and superpowers—to crime.

Race: Human

Attributes: Agility d10, Smarts d6, Spirit d10, Strength d12+1, Vigor d12+2

Skills: Fighting d10, Intimidation d10, Notice d8, Stealth d6, Taunt d8, Throwing d10

Charisma: +0; **Pace:** 6; **Parry:** 7; **Toughness:** 14

Gear: None.

Hindrances: Gloater, Illiterate, Heartless, Vengeful (Major)

Edges: Arcane Background (Super Powers), Brawny, Combat Reflexes. Combat Sense, Command, First Strike, Frenzy, Power Points (x5), Take the Hit

Super Powers:

- **Attack, Melee (6):** Str+3d6. Heavy Weapon (dense fists).
- **Earthquake (4):** Earthshake. Can cause fissures to open or the earth to shake (stamps ground).
- **Growth (16):** +8 Size and Strength. Stats not included above (mutated metabolism).
- **Super Attributes (8):** Strength +4 steps, Vigor +4 steps (super strength).
- **Toughness (6):** +4 Toughness (body hardening techniques).



★ THE GODDESS

Rose Gardner was a campaigner for green issues before coming into contact with the mysterious Orb of Gaia, a powerful magical artefact. 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.

Race: Human/Plant Hybrid

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

Charisma: -12; Pace: 6 (6 gliding); Parry: 8 (Gliding 8); Toughness: 14 (6)

Gear: None.

Hindrances: Alien Form (half-human, half-plant), All Thumbs, Bloodthirsty, Ugly

Edges: Arcane Background (Super Powers), Block, Combat Reflexes, Dodge, First Strike, Fleet Footed, Improved Level Headed, Improved Sweep, Power Points (x5), Strong Willed

Super Powers:

- **Armor (6):** +6 Heavy Armor (thick bark).
- **Attack, Melee (8):** Str+3d6. Knockback 1d10" (powerful arms).
- **Decay (5):** Strong. Opponents must make a Vigor roll at -2 or suffer a wound (corrosive sap).
- **Fear (3):** Scary. Terror. Opponents must make a Guts roll at -2 (abomination).
- **Fearless (2):** Immune to Fear and Intimidation (soulless).
- **Matter Control (9):** Level 1. Plants. Binding. Gliding. Can control 50,000 lbs (magic).

- **Super Attributes (7):** Strength +5 steps, Vigor +2 steps (super physiology).

★ 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 lie 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.

Race: Human

Attributes: Agility d8, Smarts d8, Spirit d10, Strength d12, Vigor d12+2

Skills: Fighting d12+2, Intimidation d8, Notice d8, Stealth d8, Taunt d8

Charisma: -3; **Pace:** 8; **Parry:** 10; **Toughness:** 11

Gear: Scythe.

Hindrances: Distinctive Appearance (rotting corpse), Habit (keeps list of victims), Heartless, Servitor

Edges: Arcane Background (Super Powers), Block, Combat Reflexes, First Strike, Fleet Footed, Harder to Kill, Improved Level Headed, Improved Sweep, Power Points (x5), Trademark Weapon (scythe)

Super Powers:

- **Attack, Melee (6):** Device. Str+4d6+d8. Heavy Weapon (scythe).

- **Decay (5):** Strong. Opponents must make a Vigor roll at -2 or suffer a wound (life drain).
- **Extra Actions (3):** One extra action (super fast).
- **Fear (3):** Scary. Terror. Opponents must make a Guts roll at -2 (undead).
- **Fearless (2):** Immune to Fear and Intimidation (soulless).
- **Intangibility (5):** Can walk through walls (nothing can halt death).
- **Super Attributes (10):** Agility +1 step, Spirit +1 step, Strength +4 steps, Vigor +4 steps (undead).
- **Super Skill (2):** Fighting +4 steps.
- **Undead (4):** +2 Toughness. Ignore two wound penalties. Immune to poison and disease. Called shots do no extra damage (dark blessing).

★ THUGGEE

Thuggee first lived in the 1850s, serving the dark earth 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. Thuggee 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.

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 battles to rebuild the Thuggee cult.

Race: Human

Attributes: Agility d12, Smarts d8, Spirit d10, Strength d12, Vigor d12

Skills: Fighting d12, Guts d6, Intimidation d8, Notice d6, Stealth d8

Charisma: -4; **Pace:** 6; **Parry:** 9; **Toughness:** 14

Gear: None.

Hindrances: Bloodthirsty, Cautious, Distinctive Appearance (four-armed, black living statue), Servitor

Edges: Arcane Background (Super Powers), Block, First Strike, Florentine, Frenzy, Improved Level Headed, Improved Sweep, Power Points (x5), Two Fisted

Super Powers:

- **Ageless (1):** Does not age (spirit in statue).
- **Attack, Melee (8):** Device. Str+3d6+d10. Thuggee carries two swords and bought the power twice. Heavy Weapon (twin greatswords).
- **Construct (5):** +2 to recover from being Shaken. No wound modifiers. Immune to disease and poison. No extra damage from called shot (living statue).
- **Extra Actions (3):** Has one additional action (fast reflexes).
- **Extra Limbs (8):** Two extra arms (statue form).
- **Super Attributes (6):** Agility +3 steps, Strength +2 steps, Vigor +1 step.
- **Toughness (9):** +6 to Toughness (stone body).

THE GRAVEYARD SHIFT

The Graveyard Shift is a team of supervillains who primarily treat what they do as an occupation. They are known to be highly professional and are well-

respected in the supervillain community. They occasionally pull independent robberies, but mostly hire out to crime bosses and other supervillains who need a team for a specific job.

All members of the Graveyard Shift are Seasoned characters with 25 XP.

★ IRON SKULL

The Iron Skull (real name Oscar Baer) is the leader of the Graveyard Shift, and his cautious nature is one of the main reasons the group has retained its reputation. The Skull used to be more of a "take over the world" kind of villain, but that was before he fell in love with Maggie Moore. Now, he doesn't feel he has anything to prove, but believes this is what he is best at and maybe he enjoys the challenge just a bit more than he lets on.

Oscar knows there is potential turmoil in the group, but he doesn't want to jump in and act too fast. He hopes it will work itself out, but he's too smart to think it will. He is already looking at potential replacements just in case.

Race: Human

Attributes: Agility d6, Smarts d10, Spirit d8, Strength d6 [d12+1], Vigor d6 [d10]

Skills: Fighting d6 [d10], Guts d6, Investigation d10, Notice d6, Repair d10, Shooting d6 [d10], Throwing d4 [d8]

Charisma: +0; **Pace:** 6; **Parry:** 5 [7]; **Toughness:** 5 [13 (6)]

Gear: Commlink.

Hindrances: Cautious, Code of Honor, Dependent (Maggie Moore), Weakness (Minor: magnetism)

Edges: Arcane Background (Super Powers), Mechanical Genius, Power Points (x2), Team Leader

Super Powers:

- **Gifted (1):** Ignores -2 penalty for unskilled checks (eiditic memory).
- **Armor (4):** Device. +6 Heavy Armor (armored battlesuit).
- **Attack, Melee (1):** Device. Str+1d6 damage. Heavy Weapon (battlesuit).
- **Attack, Ranged (7):** Device. Extra Damage. Rapid Fire. Range 12/24/48, Damage 3d6, RoF 2. Heavy Weapon (battlesuit blasters).
- **Awareness (2):** Device. Can detect invisible objects and ignores concealment penalties (battlesuit sensor arrays).
- **Flight (4):** Device. Pace x4. Opponents are -1 to attack him when moving (rocket boots).
- **Super Attributes (4):** Device. Strength +4 steps, Vigor +2 steps (battlesuit enhancements).
- **Super Skills (2):** Device. Fighting +2 steps, Shooting +2 steps, Throwing +2 steps (onboard combat computer).

★ SLASH

Sarah Lee Ashe has the ability to take on catlike power, but is not an actual werecat of the mystical nature. Her powers come from a trip to the Amazon where she contacted a rare plant that caused her to take on DNA of the next creature she contacted which happened to be a feline. She was angry at her condition and took it out on anyone she met in the area.

Eventually, she ran into Burn who offered her the chance at destruction while making money at the same time.

Over time, Slash learned to control her powers and return to her normal form. She convinced Burn they should move back to the U.S. and contacted Iron Skull about a place in the Graveyard Shift.

Sarah still acts the part of Burn's girlfriend, but now that she can be "normal," Slash is looking at relationship options that don't include Burn.

Race: Human (mostly)

Attributes: Agility d12, Smarts d6, Spirit d10, Strength d12, Vigor d12

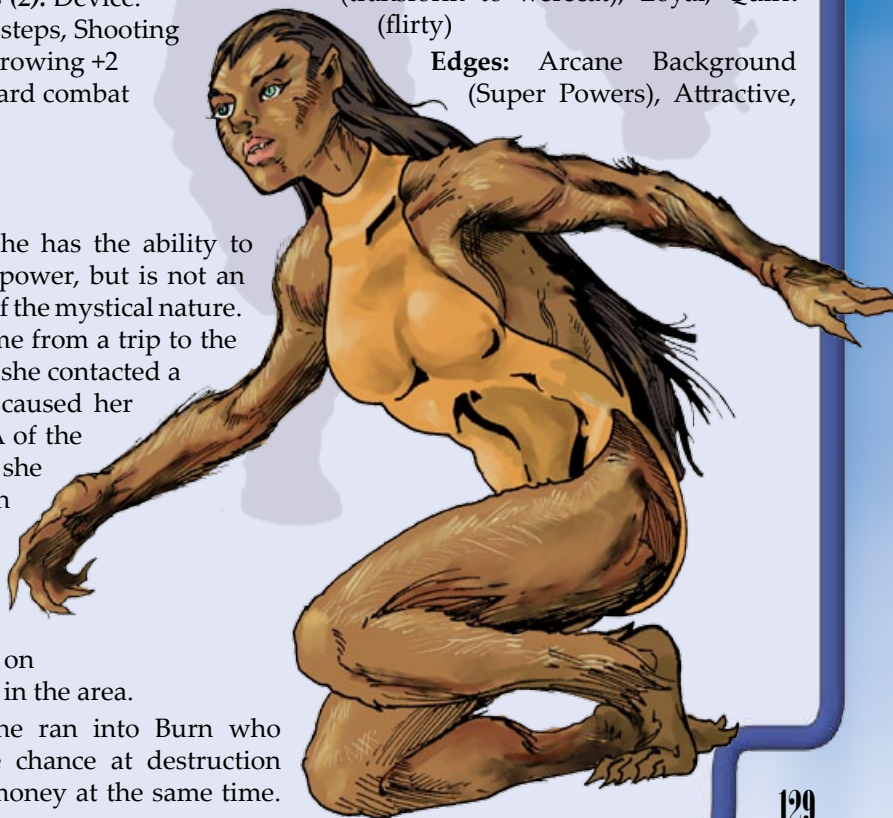
Skills: Fighting d12+2, Guts d6, Intimidation d8, Notice d6, Persuasion d6, Stealth d6, Streetwise d6, Tracking d6, Throwing d4

Charisma: +2; **Pace:** 12; **Parry:** 9; **Toughness:** 9 (1)

Gear: Commlink, Force Belt.

Hindrances: Curious, Gimmick (transform to werecat), Loyal, Quirk (flirty)

Edges: Arcane Background (Super Powers), Attractive,





Combat Sense,
Power Points (x2)

Super Powers:

- **Attack, Melee (5):** Armor Piercing +1. Str+2d6, AP 2 Heavy Weapon (claws).
- **Super Edges (4):** Combat Sense, Frenzy (feral feline responses).
- **Darkvision (1):** Low Light Vision (cat's eyes).
- **Heightened Senses (2):** Tracking (animal instincts).
- **Leaping (1):** Leaps 2" vertically and 4" horizontally (cat-like grace).

- **Speed (1):** Pace x2 (feline speed).
- **Super Attributes (9):** Agility +3 steps, Strength +3 steps, Vigor +3 steps (enhanced DNA).
- **Super Skills (2):** Fighting +4 steps (animal instincts).

★BURN

Burn is Robert Barnes, an arrogant rich kid disowned by his family for being an embarrassment. Bobby didn't take them seriously and instead flew off to the Mediterranean to have some fun. When the money he had ran out, his credit cards declined, and his parents refused his calls, he realized just how serious they were.

Just as he was growing desperate enough to consider getting a real job and possibly even apologizing to his family, a man came to him with an offer. Take a rock (he called it Prometheus' Stone) up to some old ruins and say some words. The guy said if he survived, he would pay Bobby a lot of money to fly to Rio and burn up the night.

As he finished the words and he called the power of fire for the first time, Bobby realized this had been his destiny all along. He thought the same thing when he met the hot cat girl, Slash, and when he decided (though she claims it was her idea) they would join the Graveyard Shift. Bobby isn't going to take it well when reality no longer matches up with his destiny.

Race: Human

Attributes: Agility d8, Smarts d6, Spirit d8, Strength d6, Vigor d10 [d12+2]

Skills: Fighting d6, Guts d6, Notice d6, Shooting d10, Taunt d8

Charisma: -1; **Pace:** 6; **Parry:** 5; **Toughness:** 8 (1) [10 (1)]

Gear: CommLink, Duraweave Suit.

Hindrances: Arrogant, Delusion (Major: destined to succeed), Greedy (Minor), Habit (chain smoker)

Edges: Arcane Background (Super Powers), Dodge, Power Points (x2), Quick

Super Powers:

- **Attack, Ranged (12):** Area Effect. Armor Piercing +2. Elemental Trick: Fire. Extra Damage. Range 12/24/48, Damage 3d6, AP 4, Cone Template, Heavy Weapon (fireblast).
- **Damage Field (5):** Elemental Trick: Fire. 2d6 damage to all adjacent characters (fiery aura).
- **Flight (6):** Pace x4. Opponents are -1 to attack him when moving (flameriding).
- **Super Attribute (2):** Requires Activation. Vigor +3 steps (inner fire).

DEADEYE

Deadeye is Bart King, previously known as Quickshot, young sidekick to the deceased Silver Archer. When his mentor died, Bart “retired” but in actuality spent years training himself to be even better. He planned to return as the new Silver Archer when he was asked to work for the government undercover and attempt to infiltrate the Graveyard Shift. The goal was not to take the team down, but to use their connections to get information about the activities of other criminals.

Bart agreed and created the identity of Deadeye. After a few successful thefts planned to catch the Iron Skull’s attention, Deadeye got an offer to join the Graveyard Shift. He has been a member ever since, and the information he has provided has been invaluable.

The problem is balancing his natural heroic nature with the goals of the team, and the fact that he doesn’t actually dislike all of them. Bart has an honest respect for the Iron Skull, and Slash is a very attractive woman who doesn’t seem as attached to her boyfriend as he assumes.

Race: Human

Attributes: Agility d12+2, Smarts d8, Spirit d8, Strength d8, Vigor d10

Skills: Fighting d6, Guts d6, Notice d12, Persuasion d8, Repair d4, Shooting d12+6, Stealth d8, Throwing d12+2, Tracking d4

Charisma: +0; **Pace:** 6; **Parry:** 5; **Toughness:** 8 (1)

Gear: CommLink, Composite Bow, Quiver, Trick Arrows (2 Adhesive, 4 Bludgeoning, 4 Concussion, 2 Net, 1 Rope), 2 MetaStopper Arrows, 25 Teflon Arrows, Duraweave Suit.

Hindrances: Disability (Minor: undercover agent), Hard of Hearing (Minor), Heroic, Overconfident

Edges: Alertness, Arcane Background (Super Powers), Marksman, Power Points (x2), Steady Hands

Super Powers:

- **Darkvision (1):** Device. Ignores all darkness-based modifiers. (multi-spectrum eyepiece).
- **Deflection (4):** Shooting, Throwing, and ranged attacks suffer -4 to hit (evasive maneuvers training).

- **Heightened Senses (3):** Eagle Eyes. Tracking. +2 to Notice and Tracking rolls, sees twice as far as normal (keen eyes).
- **Super Attributes (7):** Agility +5 steps, Vigor +2 steps (advanced conditioning).
- **Super Skills (10):** Notice +4 steps, Shooting +10 steps, Throwing +6 steps (highly advanced training).

★ GRAVESTONE

Donna Gray has always had bad luck, culminating in the time her car rear-ended a tanker truck of chemicals. The doctors said there was little chance of any effect at all occurring from those chemicals, but something else must have interacted with them. Over the next few days, Donna's skin took on the color and texture of granite.

Donna thought about what she would do. She quickly realized that she was stronger, tougher, and even a bit faster than before. But she was also a freak. Not one break had ever gone her way, so she decided she would make her own breaks and take whatever she wanted from then on.

Iron Skull approached her fairly soon after her first couple of jobs, realizing she wouldn't last long as a criminal without some expert guidance. He explained to Donna that a brick (like

her) who did not have the size and mentality of a mini-van had great value to his group. A little appreciation was all that was needed to gain Donna's loyalty (although the promise of money helped), and Gravestone joined the team.

Race: Human

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d12+7, Vigor d12

Skills: Fighting d8, Guts d6, Intimidation d6, Notice d6, Stealth d4, Streetwise d6, Throwing d6

Charisma: +0; **Pace:** 12; **Parry:** 6; **Toughness:** 13 (3)

Gear: CommLink, 2 Fusion Grenades.

Hindrances: Bad Luck, Distinctive Appearance, Greedy (Major), Loyal

Edges: Arcane Background (Super Powers), Hard to Kill, Power Points (x2), Sweep, Take the Hit

Super Powers:

- **Armor (4):** +3 Heavy Armor (skin of granite).
- **Attack, Melee (5):** Focus. Str+1d6, Heavy Weapon (stony fist).
- **Leaping (1):** Leaps 2" vertically and 4" horizontally (powerful muscles).
- **Speed (1):** Pace x2 (tireless runner).
- **Super Attributes (11):** Strength +8 steps, Vigor + 3 steps (stone body).
- **Toughness (3):** +2 Toughness (body of rock).

CHAPTER SEVEN: OTHER ENEMIES

Heroes don't fight supervillains all the time. Below are listed some other opposition they may face. Gear is listed for quick use, but when planning in advance always fit the gear to the specific situation (a supervillain may outfit his Major Criminal henchmen with high-tech gear).

ASSORTED ENEMIES

MINOR CRIMINAL

These are typical gang members or thugs who depend more on brawn than brains.

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

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

Charisma: -2; **Pace:** 6; **Parry:** 5; **Toughness:** 7

Hindrances: Mean

Edges: Brawny

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

MAJOR CRIMINAL

These criminals are a bit smarter than the rank and file; they may be gang leaders, low level mobsters, or henchmen to supervillains who prefer quality over quantity.

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

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

Charisma: +0; **Pace:** 6; **Parry:** 6; **Toughness:** 6

Hindrances: Loyal

Edges: Combat Reflexes

Gear: Pistol (12/24/48, 2d6+1, AP 2) or Uzi (12/24/48, 2d6, AP 1, ROF 3)

★ ELITE CRIMINAL

Elite criminals have the talent and mentality to commit themselves to an illegal career. They are high ranking functionaries in organized crime in some form or another, whether through the mob, a villainous super agency, or as aides to an organized supervillain. They typically have other criminals under their command.

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

Charisma: +2; **Pace:** 6; **Parry:** 8; **Toughness:** 7 (1)

Hindrances: Greedy, Wanted

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

Gear: Blaster Pistol (15/30/60, 3d6, AP 4), Duraweave suit (+1 Heavy Armor)

★ CRIMINAL MASTERMIND

Criminal masterminds are just one step down from supervillains and may even pose more of a threat with their machinations and plots. Some even have minor super powers, enabling them to deal with problems on their own if necessary.

Attributes:

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

Skills: Driving d6,
Fighting d10, Guts
d10, Intimidation d10,
Notice d8, Persuasion
d8, Piloting d6, Shooting
d8, Stealth d6, Streetwise d12,
Throwing d8

Charisma: +4; **Pace:** 6; **Parry:** 9; **Toughness:** 6

Hindrances: Greedy (Major), Overconfident, Vengeful (Minor)

Edges: Charismatic, Combat Reflexes, Command, Connections, Fervor, Improved Block,

Improved Dodge, Improved Frenzy, Improved Level Headed, Improved Nerves of Steel, Natural Leader, Noble, Very Rich

Gear: Anything they want.

Special Abilities:

- **Super Power:** Some criminal masterminds have minor powers of their own. The GM should give them powers based on the type of game being run or may use one of the examples below.



- **The Edge:** Attack, Melee, Str+2d6, AP 2 [5 PPs]
- **The Gimmick:** Invent 5 [10 PPs]
- **The Sneak:** Intangibility [5 PPs], Invisibility [5 PPs]
- **The Sumo:** Attack, Melee, Str+1d6 [2 PPs], Growth 1 level, Monster [1 PP], Super Attributes Str +3, Vigor +2 [5 PPs], Toughness +2, Hardy [7 PPs]

★ ENORMOUS MONSTER

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

Skills: Fighting d10, Notice d6, Shooting d10

Pace: 30 (60 Running), Parry: 7, Toughness: 32 (3)

Special Abilities:

- **Armor +3:** Enormous Monsters usually have some type of Armored outer protection.
- **Enormous:** Enormous Monsters are beyond Huge and count as a size category larger. Attacks against them gain a +6 bonus from Normal sized opponents. Creatures must be Size +16 or larger to count as Enormous.
- **Fear -2:** Seeing an Enormous Monster is horrifying even to the bravest souls. Anyone who sees an Enormous Monster must make a Guts check at -2.
- **Fearless:** Enormous Monsters are immune to Fear and Intimidation.
- **Gargantuan:** Enormous Monsters have Heavy Armor and their natural attacks are Heavy Weapons. Their Size modifier is added to the damage of their Stomp attacks.
- **Innate Focus:** All attacks by Enormous Monsters ignore the Armor of inanimate objects and vehicles.

- **Instinct:** Enormous Monsters may be acting on their instincts (eating, territoriality, protecting young, etc.) rather than hostility. They suffer a -2 penalty to Smarts rolls (including Tricks) that play off their current primary instinct as determined by the GM.

- **Ranged Attack:** Whether a blast of lightning, long range missiles or an acidic spit, most Enormous Monsters have a Ranged Attack of some kind (Range 24/48/96, Damage 3d10 MBT). Every target within the Template may make an Agility roll at -2 to avoid the attack.

- **Size +20:** An Enormous Monster is hundreds of feet tall and weighs tens of thousands of tons.

- **Stomp:** Enormous Monsters may simply step on (or otherwise crush beneath their massive bulk) their puny opponents. Stomp attacks use the Large Burst Template, have a Range of 5", do Strength+Size damage, and may only be used on targets no higher than 5" above the ground.

- **Swipe:** Using a tail, long arms, or huge paws this monster can reach out and touch someone—hard! Swipe attacks use the Medium Burst Template, have a 10" reach, and do Strength+2d12 damage.

DINOSAURS

Dinosaurs are a staple of comic books. Whether they appear in lost lands, alien zoos, or due to some time-traveling mishap, characters always seem to run into them somewhere.

PTERODACTYL

Pterodactyls are flying dinosaurs with long, leathery

wings. Their favorite tactic is to swoop down and pick up prey to carry back to their nest.

Attributes: Agility d8, Smarts d4(A), Spirit d6, Strength d10, Vigor d8

Skills: Fighting d10, Guts d8, Notice d10

Pace: 2; **Parry:** 7;
Toughness: 9

Special Abilities:

- **Bite:** Str+d6.
- **Flight:** Flying Pace 12"

- **Size +3:** Pterodactyls measure 10' in length and have a large wing span.
- **Swoop:** A pterodactyl that gets a raise on a Fighting attack has caught its victim in its mouth or talons, counting as a free grapple. A pterodactyl can fly its normal Pace carrying a Size -1 or smaller target, but each increase in Size reduces its Pace by half (round down).



RIGELLANS, ROBOTS, AND REANIMATES

An easy way to alter the foes listed is to use the stats for “alien invaders” from another planet or dimension. Simply choose a power set for the race and apply it to any of the stats above. Examples could include:

Bruisers

- *Super Attributes* (+3 Strength, +2 Vigor) [5 PPs]

Doppelgangers

- *Chameleon* (Voice) [5 PPs]

Reptilians

- *Armor* +3 [2 PPs]
- *Attack, Melee* +1d6 [2 PPs]
- *Super Attributes* (+1 Strength, +1 Vigor) [2 PPs]
- *Extra Limbs* (Tail) [4 PPs]

Winged Frighteners

- *Attack, Melee* +1d6 [2 PPs]
- *Flight* 2x Pace [4 PP]
- *Fear* (Scary, Terror -2) [3 PPs]
- *Super Attributes* (+4 Strength, +2 Vigor) [6 PPs]

Even easier is making any of the opposition listed robots by adding the Construct ability or reanimated bodies by adding the Undead ability. The criminals can become Minor, Major, or Elite Combat-Bots under

the command of a supervillain or perhaps guarding the heroes’ headquarters. Mixing and matching these combinations can lead to ideas for adventures. Perhaps the paleontology exhibit is animated at the museums (“Undead” dinosaurs) or a huge robot is rampaging through the city (Enormous Monster with Construct).

Construct Ability

- Constructs add +2 when attempting to recover from being Shaken.
- Constructs do not suffer additional damage from called shots (unless otherwise specified in their description).
- Construct Wild Cards never suffer from Wound Modifiers.
- Constructs do not suffer from disease or poison.

Undead Ability

- Undead add +2 to their basic Toughness.
- Undead add +2 when attempting to recover from being Shaken.
- Undead don’t suffer additional damage from called shots.
- Undead Wild Cards ignore two levels of Wound modifiers.
- Undead do not suffer from disease or poison.

TRICERATOPS

Triceratopses are dinosaur herbivores with three horns on a shielded head. In general, they act like most herbivores,

reacting aggressively around known or suspected predators (like T-Rex) or possibly stampeding in unusual and frightening

situations (like appearing in the modern world). Herds generally have an alpha leader that is a Wild Card.

Attributes: Agility d6, Smarts d4(A), Spirit d8, Strength d12+6, Vigor d10

Skills: Fighting d10, Guts d8, Intimidation d6, Notice d8

Pace: 8; **Parry:** 7; **Toughness:** 15/17 on head (2/4)

Special Abilities:

- **Armor +2:** Tough hide. Head Armor is +4 and Heavy Armor due to a thick bony plate. Triceratopses instinctively maneuver to put their head between themselves and danger, so if the creature is aware of the threat, all attacks are considered to hit the head unless a -2 Called Shot is made.
- **Gore:** Triceratopses use the Charge maneuver to gore their opponents with their long horns. If one can charge at least 6" before attacking, it adds +4 to its damage.
- **Horns:** Str+d8, AP: 2; Heavy Weapon.
- **Large:** Medium characters add +2 to all attack rolls against a triceratops due to its size.
- **Size +6:** A triceratops weighs more than a bull elephant.

★ TYRANNOSAURUS REX

King of the dinosaurs, the T-Rex is a deadly predator, capable of taking on prey much larger than itself and possibly even smaller but super-powered prey.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d12+6, Vigor d12

Skills: Fighting d10, Notice d8, Stealth d6

Pace: 8; **Parry:** 7; **Toughness:** 16 (2)

Special Abilities:

- **Armor +2:** Thick hide.

- **Bite:** Str+d8; Heavy Weapon.

- **Large:** Medium characters add +2 when attacking a T-Rex due to their great size.

- **Roar:** As its only action for a round, a T-Rex can emit a terrifying roar. All those within 24" who hear the roar must make a Spirit roll or be Shaken.

- **Size +6:** T-Rex is 20' tall and weighs 6,000 pounds.

VELOCIRAPTOR TO UTAHRAPTOR

These smart, bipedal dinosaurs are pack hunters and use remarkably well-developed tactics—not to mention deadly specialized claws. Velociraptors were actually the smallest of the family (about the size of a dog) going up to deinonychus (slightly larger than a person), and ultimately, the largest of the family, the Utahraptor (the size of a large horse). If found in a pack, there is a Wild Card leader.

Attributes: Agility d8, Smarts d8(A), Spirit d8, Strength d10, Vigor d8

Skills: Climbing d6, Fighting d8, Guts d6, Notice d8, Stealth d8, Swimming d6

Pace: 8; **Parry:** 6; **Toughness:** 7 (2)

Special Abilities:

- **Armor +2:** Velociraptors have thick scaly hides.
- **Bite or Rake:** Str+d8.
- **Size -1 to +3:** The base Toughness and Strength above reflect the small velociraptor. Deinonychus is Size +1, so add +2 to Toughness [9 (2)] and increase Strength to d12+1. Utahraptor is Size +3, so add +4 to Toughness [11 (2)] and increase Strength to d12+3.

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