

# SUPER POWERS

## UNLEASHED



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# SUPER POWERS UNLEASHED

Requires Savage Worlds Core Rules by Pinnacle Entertainment for Use.

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Superpowers Unleashed also uses the following sources from Daring Entertainment in its design:

- *Dawn of Legends*
- *Hellbrood: Countdown to Invasion*
- *Daring Comics Role-Playing Game*
- *Apocalypse Campaign Guide*

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# SERIES CREATION

The first step in beginning a Superpowers Unleashed campaign is to determine what type of stories you want to tell. To do that, the players and the gamemaster should gather around the table for the first session of the game— series and character creation.

## SERIES LEVEL

The first thing to decide is the Series Level, which will determine beginning Power Points, the general types of stories that can be expected, and the overall strength of the opposition.

Superpowers Unleashed is divided into five different Series Levels, and each level offers a range of power points. You'll use the power points to purchase your superpowers. The series level also determines how many additional power points the Power Points Edge grants the hero, which can be taken once per experience level.

Everyone automatically has access to the Series Level power points.

## GRITTY REALISM

This type of campaign focuses on people with more-than-human abilities existing in a normal, everyday world. Whether they go public with their abilities or keep them secret is dependent upon the flavor of the series. More than likely, however, the normal good, evil, and gray areas will be explored through the stories; and the government is likely to have a secret agency whose sole purpose is the apprehension and control (or study) of the Metahuman population.

**Base Power Points:** 15

**Power Points Edge:** 2

## URBAN PROTECTORS

In this type of campaign, the characters defend the streets against gangs, insane villains, crime lords, and other low-level villains. Although the characters may develop to become slightly more than the peak human potential, their crime-fighting careers are an exercise in development and training.





**Base Power Points: 25**

**Power Points Edge: 3**

## ***SUPER-HEROIC***

Characters in this genre are capable of amazing feats and can take on most small military forces. Although not necessarily among the most powerful on the planet, they run a wide range of abilities and specialties.

**Base Power Points: 30**

**Power Points Edge: 5**

## ***EARTH'S MIGHTIEST***

Characters in this genre are some of the greatest on the planet. Villains enter the range of world-dominating megalomaniacs, and some minor extraterrestrial or inter-dimensional threats are not uncommon.

**Base Power Points: 40**

**Power Points Edge: 5**

## ***OFF THE CHARTS***

These types of characters can move mountains, shake the Earth if they cut loose with their powers, and take on most threats and have a good chance of surviving. They might be an alien on Earth with near unlimited power, or someone who imbues the power

of a god with a magic word. Villains often rule their own planets or dimensions.

**Base Power Points: 50**

**Power Points Edge: 5**

## **SERIES TONE**

While the Series Level tells you how many power points you have, and sets the benchmark for how powerful your heroes will be, the Series Tone sets the stage for the types of stories you intend to tell.

Series Tone comes in three flavors, representing the most common tones in super-hero comic books. Each tone establishes your beginning Bennies, how long it takes to recover a wound level through natural healing, and how long the actual Golden Hour is for the tone (after the Golden Hour of taking a wound, only natural healing rolls can be made unless the Healing power is used).

## ***NEAR REALISTIC***

This tone of series focuses more on heroes existing in some version of the real world. Heroes might be low in number, or generally remain hidden from the public at large. Although powers can run the gamut, when it comes to physical or mental confrontation, heroes and their adversaries alike can walk away with some lasting wounds.







**Beginning Bennies:** 3

**Natural Healing:** Five days

**Golden Hour:** One hour

### ***DARK + GRIM***

While the series maintains the feel of a comic book, it's much darker than the normal super-hero style. Heroes might not be heroes at all, but questionable anti-heroes who operate outside the law, and could find themselves hunted by law enforcement as much as the criminals. Physical and mental combat is painful. Teams often find themselves facing an internal rift due to a conflict of ideologies and personalities.

**Beginning Bennies:** 4

**Natural Healing:** Three days

**Golden Hour:** One hour

### ***FOUR COLOR***

This type of series is the more traditional style of comic book storytelling. Heroes are generally loved by the public. Falling out of favor does occur, but rarely has the ultra-serious effects of the grimmer tones. Flashy powers and hero vs. villain confrontations are frequent, as are team dynamics in and out of costume. Although personalities and ideologies on a team might cause tension and even splinter some members away, the team still continues to fight for truth and justice.

**Beginning Bennies:** 5

**Natural Healing:** One day

**Golden Hour:** Two hours

# CHARACTER CREATION

After determining your series level and tone, the next step is to create your characters.

Character creation uses the same process that's found in *Savage Worlds*, with a few minor additions.

## RACE

Although humans are the common race, they are not the only race. Players can create other races by combining powers with special effects and limits, as well as Edges and Hindrances.

Humans begin with one free Edge as normal in *Savage Worlds*.

## TRAITS

After determining the type of character, the next step is to determine the traits that will help define him.

## ATTRIBUTES

Players start with d4 in each attribute, and have five free dice to spend to increase them. Additional attribute dice can be purchased with power points, with each die costing two power points.

Attributes purchased directly with power points represent natural abilities, and as such are not subject to negation. If die steps in an attribute can be negated, purchase them through the **Enhanced Trait** power instead.

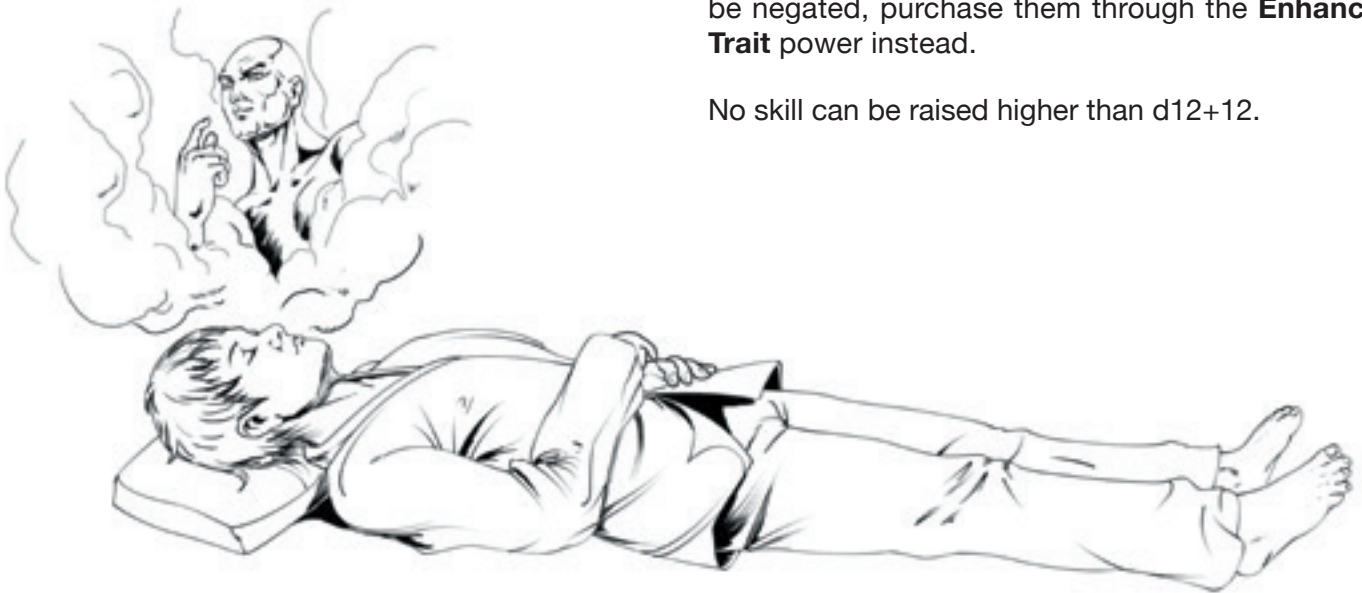
No attribute can be raised higher than d12+12.

## SKILLS

Player have 15 free dice to place into skills. But unlike attributes, each skill starts with no die rating. Additional skill dice can be purchased with power points, on a one-for-one basis.

Like with attributes, skills purchased this way are not subject to negation. If die steps in a skill can be negated, purchase them through the **Enhanced Trait** power instead.

No skill can be raised higher than d12+12.



# NEW SKILL

## CONTROLLING SKILL (MAGIC/MENTAL/POWER)

A special set of skills used only in the *control* of certain super powers, which skill you choose depends on the source of your powers. Arcane powers use the **Magic** skill (linked attribute: Spirit), while psychic powers use **Mental** (linked attribute: Smarts). If your powers are more traditional in nature (such as from a mutation, accident of birth, or accident of science), you'll use **Power** (linked attribute: Vigor).

The skill doesn't have to be taken individually for each super power it applies to (though it can be, if you really want to differentiate your capabilities with different powers). Simply add the appropriate skill to your character sheet, and it applies to all relevant powers.

## SECONDARY STATISTICS

The normal *Savage Worlds* secondary statistics exist in *Superpowers Unleashed*: Charisma, Pace, Parry, and Toughness. They are determined as per the normal *Savage Worlds* rules.

*Superpowers Unleashed* also introduces a new secondary statistic.

**Psyche:** Whereas the Toughness secondary statistic mitigates physical damage, Psyche acts as Toughness against mental and mystical assaults. Your Psyche is equal to half your Spirit die, plus two.

## MOTIVATION

Does the character battle the forces of evil because it is the right thing to do? Is the character seeking fame and glory with the media and public? Perhaps the character is trying to atone for past sins, trying to revive past glory, or simply had their powers thrust upon them and now feel obligated to fight the good fight. Maybe the character seeks to get revenge against an individual or organization that did them wrong in the past. Perhaps they desire to rule the world, and bend mankind to their will.

Choose what made your character become a hero or villain, why they battle the forces of evil, and what helps make them tick.

Motivations for your character can be found in later in this chapter.

## HINDRANCES AND EDGES

After determining race and traits, it's time to choose your character's Hindrances and Edges. This process works the same as in *Savage Worlds*, with the following change: in addition to using Hindrances to purchase Edges, players can also purchase Edges with power points on a one-for-one basis. Like with normal Edges, this represent ability that cannot be negated. If some of your Edges are subjected to somehow being negated, purchase them through the **Enhanced Edge** power instead.

## POWERS

Players are not required to purchase an Edge to gain power points. All characters possess the number of power points granted by the Series Level; and any character can take the Power Points Edge. Whether you spend those power points is up to you.

## GEAR

Any gear and equipment is purchased as per the normal *Savage Worlds* rules.

## THE IMPORTANCE OF BACKSTORY

Why do they do it? In a world of extraordinary individuals, people able to melt flesh from bone or turn metal into liquid with the intensity of their gaze, why would they risk their lives to defend a population that is nothing more than a sea of unknown faces and lives? Why assume the burden of being a hero, when their power could just as easily be used for wealth and personal gain?

Why did *you* become a hero instead of a villain?

Before you answer, consider how the average person with powers might truly act. Would such a person, even if colorful costumes are in vogue, really go out and risk his or her life to save people they don't even know?



Would they care if a bank was robbed or a politician was taken hostage? If a person had the ability to turn invisible, how would they use that Power? Would they be like the ancestor of Gyges when he found the ring and used its power of invisibility to commit adultery with the king's wife, attacked the king with her help, and then assumed the throne and ruled the kingdom? Would they, instead, use the power to uphold the moral good of the community?

If so, why?

What gain would it serve? Would they feel better about themselves? Do they seek the accolades and approval of others that upholding the good is assumed to bring? What if those they protected didn't cheer them? What if, because of their power and the perceived pedestal it placed them upon over the general population, they were hated and feared despite their fight against evil? Would they continue to follow the path of righteousness?

See the pattern developing? In *Superpowers Unleashed*, heroes should not be heroes simply because in comic books there appear to be those that commit evil, those that battle evil, and those that walk a fine line between the two extremes. Even in comic books, such an appearance isn't generally all there is to the hero's story.

## CREATING THE BACKSTORY: FATE AND DESTINY

You can also use the following *Fate and Destiny* method to help determine your character's past, family, friends, enemies, and special quirks or events that have helped shape them into the person they are today.

### BASE PERSONALITY

Draw one card and compare the suit and number to the chart below. Should a Joker be drawn, discard and draw again.

Suit	Card	Result
♠	2-5	Bashful and secretive
♠	6-10	A rebel, violent and anti-social tendencies
♠	Ace or Face Card	Cold, proud or arrogant demeanor
♥	2-5	Brash, headstrong, "moody"
♥	9+	Amicable and outgoing
♦	2-5	Austere and firm
♦	6-10	Asinine and simpleminded
♦	Ace or Face Card	Shifty and cunning
♣	2-5	Intelligent, detached
♣	6-10	Fastidious, picky, agitated
♣	Ace or Face Card	Inquisitive and speculative



## WHO IS MOST IMPORTANT TO YOU?

Suit	Card	Result
♠	2-5	Son or daughter
♠	6-10	Brother or sister
♠	Ace or Face Card	Parent
♥	2-5	Lover or spouse
♥	9+	Yourself and no one else
♦	2-5	Close friend
♦	6-10	Animal or pet
♦	Ace or Face Card	Instructor, teacher, or mentor
♣	2-5	Public figure or personality
♣	6-10	Idol, personal hero
♣	Ace or Face Card	No one is important to you

## WHAT IS MOST IMPORTANT TO YOU?

Suit	Card	Result
♠	2-5	Cold, hard cash
♠	6-10	Honor is everything
♠	Ace or Face Card	Knowledge is the key
♥	2-5	Honesty
♥	9+	Friends and friendship
♦	2-5	Your word is everything
♦	6-10	Love
♦	Ace or Face Card	Power!
♣	2-5	Having fun
♣	6-10	Revenge!
♣	Ace or Face Card	Pleasing others

## YOUR VIEW OF THE WORLD

Suit	Card	Result
♠	2-5	All people are valuable individuals.
♠	6-10	I get along with everyone.
♠	Ace or Face Card	No one "gets" me
♥	2-5	People are sheep in need of a shepherd.
♥	9+	I'm like Switzerland: Neutral!
♦	2-5	Respect isn't given, it's earned
♦	6-10	Trust No One!
♦	Ace or Face Card	I'll never let anyone hurt me again!
♣	2-5	I just love people.
♣	6-10	People are a virus and need to be wiped out.
♣	Ace or Face Card	Can't we all just get along?

## EARLY BACKGROUND- WHAT WAS LIFE LIKE FOR YOUR FAMILY ECONOMICALLY?

Suit	Result
♠	Dirt poor: living day by day
♥	Middle Class Family: You were pretty average, like most kids
♦	Upper-middle Class: Good schools, nice clothes and lots of toys
♣	Rich: you had it all, even servants!
Joker	Filthy Rich/Nobility: Your life was one of luxury and you wanted for nothing.

## WHAT COMES NEXT?

Draw a single card. If you draw a 2-10, your childhood was uneventful. Go to the Events in your Life chart. If you draw a Jack-Joker, head to the Events in your Childhood chart.

## EVENTS IN YOUR CHILDHOOD

Some sort of terrible crisis took place during your childhood! Draw a single card and refer to the charts below.

**Red:** A single or multiple members of your family were...

**Black:** Your whole family was...

Card	Result
<b>Enemies</b> ♥♦	
2-3	Double crossed by someone close to them and lost everything as a result.
4-5	Banished; you have returned with an alias or different identity.
6-7	Murdered in cold blood before your eyes.
8-9	Kidnapped or simply vanished; only you were left behind.
10-Jack	Hunted by a powerful person or group.
Queen-Ace	Killed in wartime, due to terrorism or some disaster
<b>Dirty Secrets</b> ♠♣	
2-5	Believed to have committed a terrible crime (did they?). On an 8, they were imprisoned for 2d4 years ; on a 9, they escaped but are still Wanted.
6-10	Thought to possess a unique ability, status or legacy.
Jack- Queen	An enigma- you grew up alone and know nothing of your heritage.
King-Ace	A fake! You were adopted, and determined to find your real family.
Joker	Draw two more cards and take both results.

Choose your character's age and draw one card for each year over the age of 18. Compare each card to the charts below to determine the notable events in your life.

## EVENTS IN YOUR LIFE

Suit	Result
♠	Go to "Positive and some Negative"
♥	Go to "The whirlwind of Love and War"
♦	Go to "Allies and Enemies"
♣	Uneventful year; nothing happened





## POSITIVE AND SOME NEGATIVE

**Red:** Something Positive

**Black:** Something Negative

Card	Result
<b>Positive</b> ♥♦	
2-4	A Connection. Someone in town with some power has befriended you. The character gains the Connections Edge. Determine who your connection is and how you met them.
5-6	The Mentor. Somewhere in your life, you had a trusted instructor or mentor who helped guide you. Their teachings remain with you to this day– gain one skill of your choosing at a d4.
7-10	Debt owed. Someone owes you a favor... a big one. Treat as a one-time use of the Connections Edge and the player had rolled a Raise on the Persuasion roll.
Ace or Face Card	V.I.P. You managed to get into an exclusive club or organization. Decide the nature of the club and okay it with your GM. When dealing with members of the club, you have a +2 to Charisma.
Joker	Discard and draw again.
<b>Negative</b> ♠♣	
2-4	Jailed: You've been imprisoned, banished or were a hostage (take your pick). Roll 2d4 to determine the number of years you were jailed. This is a great one for a Hindrance to come from.
5-7	Quarry: You made a powerful enemy, be it a single individual or a large group. This is a good reason for the Enemy Hindrance.
8-10	Loss: Someone you cared for was lost to you. On an 8, they killed themselves or simply left and were never heard from again. On a 9, they were murdered. On a 10, they died due to illness or an accident.
Jack-Queen	I didn't do it!: You were falsely accused and set up. Now you're looking at prison, or worse. This is a good reason for the Enemy or Wanted Hindrances.
King-Ace	Serious Injury or Accident: You suffered some kind of awful accident or were injured in some other manner. This is a good reason for physical Hindrance.
Joker	Mental, Physical Illness: You suffered a mental or physical illness of some sort. This is an excellent reason for a number of Hindrances.

## ALLIES AND ENEMIES

**Red:** Allies

**Black:** Enemies

Card	Result
<b>Enemies</b> ♥♦	
2-6	Former friend or ex-lover
7-8	Family member
9-10	Business partner or co-worker
Jack-King	Rival faction, gang, group
Ace	Individual of power (Noble, government official, et cetera.)
Joker	Discard and draw again
<b>Friends</b> ♠♣	
2-4	So close, they are just like a family member to you
5-7	Former love
8-Jack	Former enemy
Queen-Ace	Good friend with common interests, beliefs
Joker	Discard and draw again

## THE WHIRLWIND OF LOVE AND WAR

**Red:** Joyous affair of the heart, enjoy!

**Black:** Romance Troubles

**Ace or Joker:** Not a happy ending

Card	Result
<b>Romance Troubles</b> ♥♦	
2-3	Your lover's family, friends do not like you and want you gone.
4-5	You fight all of the time and when you're not fighting, you're arguing.
6-7	Bundle of Joy! You have a child. It's a Boy on a 6 and a Girl on a 7. Congratulations!
8-9	One of you (or both!) are cheating.
10-Jack	You married! Further Whirlwind of Love and War results refer to this marriage (and could possibly lead to divorce).
Queen-King	Things just aren't working.
<b>Not a Happy Ending</b> ♠♣	
2-3	You lost your love to an accident or deliberate murder.
4-5	Your love vanished and their whereabouts are a mystery.
6-7	Your love was sent to prison.
8-9	Your love's mind cracked. Insane, they are now institutionalized.
10-Jack	Kidnapped! Whereabouts, unknown.
Queen-King	Suicide. Your lover took their own life. Feel guilty?

## PRESENT LIFE OUTLOOK: HOW DO YOU FEEL ABOUT YOUR LIFE RIGHT NOW?

Draw a single card and refer to the chart below. Discard Jokers.

Card	Result
2-3	Life sucks and there's no way to change it.
4-5	No more loneliness. Give me passion and romance!
6-7	You want to advance in life. More, More, More!!
8-10	Life is boring. You want more action and adventure!
Jack-Queen	Life is spiraling out of control. Things are insane right now!
King-Ace	Life is Awesome!

## MOTIVATIONS

The character's Motivation helps tell why they became a hero or Villain, what their core reasons are for battling the various criminal elements, declaring war against humanity and the world, and what might (or might not) make them *tick*.

Characters can choose one or two Motivation from the list below, which represents their core reason for becoming good or evil. Whenever the player role-plays the Motivations during a pivotal encounter in the adventure, the GM should award that character an immediate Benny. Motivations need not be from the same category. For example, a street vigilante in a corrupt city, whose parents were killed when he was young, might view himself as a Protector of Innocents. Meanwhile, a vigilante in the Big Apple whose family was killed by organized crime might find himself driven by both Revenge (villainous motivation) and the need to be a Protector of Innocents (heroic motivation).

## HEROIC AND VILLAINOUS MOTIVATIONS

The following Motivations are suited for either heroic or villainous characters.

**Blessing or Curse:** The character never wanted, nor asked for, the gift of superhuman ability. They view their powers as either a blessing or a curse that has forever changed the way they live their lives. The character might join other super-powered beings on a super team seeking an acceptance they feel the normal world now denies them. They might operate as loners living by their own rules and consequences, feeling that if their life is going to be forever altered beyond their control, then they'll do things their way.

**Center of Attention:** The character became a costumed metahuman for the attention. Nothing pleases the character more than having ravenous fans and a hungry media all vying for a small piece of them. They do what it is they do in costume for the accolades and cheers they expect to receive.

**Living in the Past:** The character was once a famous face, but age and time have passed him by. The character has once again decided to don the costume, but more as a need to recapture his past glory than out of any sense of previous motivation. It could be that the character no longer feels useful, or perhaps is lonely, or simply misses the fame that once came with a costumed career. Whatever the reasons, the character is now risking it all in the vain hope of once again becoming the Metahuman they were in the past.

**Puppet on a String:** The character is a tool of a greater force, be it a more powerful entity, a corporation, the media, or a government. Although the character believes in what he does for the people of the city or world, the controlling agency usually has its own agenda, and regularly attempts to manipulate the character to further its own ends. This could lead to conflict between the character and the agency, or even between the character and the public should he also share the agency's goals.

**Show Me the Money:** Why be normal? Normal doesn't pay the rent or put food on the table! These characters put on the colorful costumes for the money. After all, why hide your powers and work a 9 to 5 job for menial pay when you can rob banks, hold the world for ransom, pull down the endorsements, or television appearances? Not to mention the comic





book rights, movie deals, and merchandise royalties. Characters with this motivation do what they do in order to rake in the cash.

**Thrill-Seeker:** It's all about the adrenaline rush and the danger. These characters hunger for the next big risk and the excitement it brings. They will regularly take chances in combat, rarely thinking of anything but keeping their blood pumping.

## ***HEROIC MOTIVATIONS***

The following Motivations are specifically tailored for heroes, and offer a more noble reason for battling the forces of evil.

**Champion of Good:** The hero fights the good fight because it is the right thing to do. This can be due to a good upbringing that instilled in him the value of morality, justice, and a faith in societies laws, or due to a negative upbringing that made him seek a different path. Whichever the case, the hero believes strongly in truth, justice, faith, and other moral centers, and is

steadfast in never over stepping the boundaries or breaking the law.

**Defense of Family:** The hero is first and foremost a family person. He battles crime and attempts to bring those responsible to justice due to a drive to protect his family. If crime can strike people unknown to the hero, it can strike his loved ones as well.

**Need for Redemption:** The hero became a hero because something in his past has instilled within him a sense of humiliation or guilt. It could be a history of committing crimes, or a resultant death due to his inability to (or choice not to) act in a situation. Or it could be a need to redeem himself with the public. Whatever the past situation was, the hero now protects the normal folks and risks his life, in the hope of someday finding the mental or spiritual redemption that he feels that he needs.

**Protector of Innocents:** These heroes walk a thin line between upholding the law and breaking it. Such heroes are driven by a near unhealthy need to see justice done and the criminals put behind bars. Rarely will they ever let anything stand in the way of them and their targeted prey. Although such heroes seem like they could easily become the criminals they hunt, they also have a strong personal code that they will never violate, such as never breaking-and-entering, always seeking hard evidence first, or not killing.

**Weight of the World:** These heroes were gifted with the superhuman abilities or advanced technology for a reason, and that reason was to show the world that anyone can make a difference. These heroes view their power as the ultimate responsibility, both as a gift and a moral duty. Such heroes, similar to the Champion of Good, strive to be the best they can be and will always uphold the laws of society, feeling that they are a symbol and example to others. This disciplined life, usually more rigid than the hero might have chosen had they not received their powers, sometimes tries their patience and causes the occasional crisis of faith.

## ***VILLAINOUS MOTIVATIONS***

The following Motivations are for villains only, and offer reasons for joining the forces of evil that are typically reserved for such characters in comic books.

**Mercenary:** The villain is more businessman than psychotic killer, and commits crimes for the money. Mercenaries usually operate under a certain Code of Conduct, a set of rules they will not break. Such Codes of Conducts can cause just as many problems with certain clients as it fosters a sense of trust. Fees for crimes are usually negotiated, with murder typically requiring a higher fee.

**Nihilist:** These villains are among the most dangerous in the world, and nearly redefine the term “psychotic”. A nihilist desires the destruction of all things, and will commit suicide to achieve that goal. Driven by an intense and insane hatred against the entire world (or universe), little will stop such a villain short of killing him.

**Power Lust:** These villains desire power; whether it is personal, over a certain group of people, a nation, a planet, or the universe. Typically, such villains are rationale and reasonable, if things go their way. They rarely kill for the sake of killing, and usually enjoy stating their motivations to the heroes who oppose them.

**Psychopath:** Next to a nihilist, these villains are the most dangerous. Driven by a mental disorder, extreme negative emotions, or some other mental or emotional illness, such villains are not afraid to kill to achieve whatever delusional goal they might concoct, sometimes even taking their own life in the process. Psychopaths seem to operate under an entirely alien set of moral rules, usually rules that are self-imposed and unique to the villain.

**Revenge:** The villain seeks revenge, pure and simple; whether it is against an individual, group, nation, planet, or the entire universe. Their entire reason for existing has been twisted and consumed by vengeance, and they will go to any means– rational and irrational– to get even. Although such villains create schemes and plans on a general scale, most of their plots tend to involve- and least in their minds- the eventual end of the target of their vengeance.

# NEW HINDRANCES AND EDGES

The following Hindrance and Edges are designed to better define characters battling crime and fighting for justice in a comic book universe.

## NEW HINDRANCES

### ***ALTERNATE FORM (MINOR/MAJOR)***

The hero has two distinct forms, a normal form and that of a super-powered being, and must split his power points between them (or one form could receive all the power points). When creating the hero, the hero should have a hero sheet for each form. Powers that are usable only in one form have a -1 cost. If the hero retains certain powers in both forms, then the power costs the listed price (but only need to be purchased once, not once for each form).

For a Minor Hindrance, the transformation is voluntary. However, there should still be some factor that prevents the hero from transforming (for example: can't transform in a magic negated area, can't transform at night, requires a certain type of material to transform, et cetera).

If the transformation into the super-powered form is triggered by some outside effect and beyond the hero's control (for example, getting angry, whenever night falls, on a full-moon, et cetera), then it is a Major Hindrance. The hero should also develop a trigger for turning the hero back into normal form, as well.

Both forms retain the same personality and memories. If the super-powered form has its own memories and personality, the hero should also have the Psychologically Unstable (Major) Hindrance in both forms.

### ***AMNESIA (MINOR)***

The hero has no recollection of their past. The exact time at which the hero's memory ends is up to the hero, but should be no greater than one year prior to the start of the campaign.

### ***CAPE (MINOR)***

Due to preferring capes as a part of the hero's attire and not really knowing how to use them properly, all grapple rolls against the hero are at a +2. A hero with this Hindrance may not have the Battle Cape Edge.

### ***DEAD MAN WALKING (MAJOR)***

The hero has an illness and knows his time is limited. At the start of each adventure, draw a card from the Adventure Deck. On a 1-4, the hero suffers no effects this adventure. On a 5-9, the hero is at -2 to all rolls for the adventure. On a face card (Ace, King, Jack, Queen) the hero is weakened and must push himself harder. It costs 2 Bennies to get the effect of 1 Benny throughout the adventure (does not apply to using Gadgets). On a Joker, the hero must make a Vigor roll at the end of the adventure with a -1 per Benny spent or die, basically having pushed himself over the brink. Bennies spent to fuel powers and power stunts do not count.

### ***DISABILITY (MINOR/MAJOR)***

Disabilities can include any number of physical or mental conditions that in some way affect how your hero 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.

### ***FIXATION (MINOR OR MAJOR)***

The character is fixated with a person, object, animal, idea, or expression form chosen when the Hindrance is taken. When in the presence of the fixation, the character must make a Spirit roll -2 or occupy himself with the object of the fixation for the remainder of the scene. As a Major Hindrance, the Spirit roll is at -4.

Examples include: colors, cars, jokes, riddles, police, and so forth.



## ***GUILT (MINOR)***

The hero suffers a deep guilt over some past action or failure to act in either his heroic or civilian identity. As a result, the hero must make a Spirit roll at the beginning of each session. A failure on the roll indicates the hero begins with two less Bennies (to a minimum of one Benny).

## ***GRUFF (MINOR)***

The hero isn't necessarily mean or ugly, but his personality is a general turn-off to others. It could be that he's abrasive, generally antisocial, or just has an aura about him. His Charisma is reduced -1.

## ***HAUNTED MEMORIES (MINOR/MAJOR)***

The hero is susceptible to reliving a past tragedy. The trigger must be chosen when this Hindrance is taken (for example: a smell, a specific location, a certain song, a specific phrase, et cetera). If the Hindrance is Minor, the hero must make a Spirit roll each round or be unable to take any actions. If the Hindrance is Major, the hero must make a Spirit roll each round at a -2 or be unable to take any actions. The Spirit rolls are only required while the hero is still within the vicinity of what triggered (or could trigger) the flashback (for example: at the location, in the presence of the person that uttered the phrase, while the song is playing, while the aroma is still in the air, et cetera).

## ***INHUMAN ANATOMY (MINOR)***

The hero has an anatomy uncategorized by modern medical science, with vital organs in places other than usually found in normal people. All Healing skill rolls to heal the hero suffer a -4 modifier. This Hindrance does not affect the Healing power, which merely enhances the body's ability to heal itself.

## ***MARRIED (MAJOR)***

The hero is married and keeps his life as a hero secret from his spouse. Should the spouse ever discover the truth, the GM is encouraged to complicate the hero's life as much as possible. Perhaps the hero will have to make a final decision on whether he will continue as a hero or retire. Perhaps the spouse files for divorce (and custody of any children they have) no matter what the hero does to avert the situation. Maybe, if the spouse is particularly vengeful over

being lied to, she might both leave the hero and reveal his identity to the public as a form of revenge (not thinking beforehand of the target this makes her, and any children, to the hero's enemies).

## ***POWER LOSS (MINOR/MAJOR)***

The hero faces a loss of some or all of his powers when exposed to a certain object or substance. For a Minor cost, the hero loses no more than half of his powers. For a Major cost, he loses over half of them—perhaps even all of them.

Generally, speaking, the range the hero can be from his power loss trigger can be touch to around 12". The powers are usually recovered within a few minutes of being removed from the trigger's range.

The GM and player should work out the exact range and trigger when the Hindrance is taken.

## ***PSYCHOLOGICALLY UNSTABLE (MINOR/MAJOR)***

The hero is just not all there. For a Minor Hindrance, the hero suffers from brief memory lapses, depression, or tends to argue with himself. For a Major Hindrance, the hero contains more than one personality (determine a trigger for a personality switch), or some similar problem.



## ***RESPONSIBILITY TO OTHERS (MINOR/MAJOR)***

The hero has a friend or family member for which they are responsible. The responsibility is defined when the Hindrance is gained. It could be a spouse, child, sibling, parent, lover, friend, ex-spouse, et cetera. Whatever the nature, the person can be either a NPC or a fellow player-hero. If the person used power points, then the Hindrance is Minor. If the person is a non-powered person, the Hindrance is Major.

The GM is encouraged to be creative with this Hindrance when using it during an adventure. The person could be known for getting into trouble and biting off more than they can chew, constantly forcing the hero to rush to the rescue. If the person is a player-hero, the hero could be constantly trying to keep them out of fights, or always rushing to protecting them during battle, much to the person's annoyance.

Should the person ever die, the hero is grief stricken and feels responsible. All Spirit-based rolls are at -4 until the hero brings the party responsible for the person's death to justice.

## ***VULNERABILITY (MINOR/MAJOR)***

You're vulnerable to some type of element or substance. Typically, this will result in an attack against your character by the substance or an increase to damage when attacked by a weapon utilizing the element or substance. For a Major Hindrance, your vulnerability is to something common and plagues you on a regular basis. For a Minor Hindrance, the vulnerability doesn't come into play on a regular basis.

Players and GMs should work out the exact details of the vulnerability, as the variations found throughout comic books are extreme wide. Below are a few ideas on how to handle it:

- Exposure to the element (typically being with 6") causes one level of Fatigue per minute.
- Being attacked with a weapon composed of the element causes 2d6 of additional damage.
- Being in with 6" of the element forces a Vigor roll at -4. For every four points the hero fails, they take a wound.

## ***WEAKNESS (MINOR/MAJOR)***

You have a specific need for something, and without it you become weaker in some way (typically a Fatigue level every so often, or a loss of one or more die steps in certain traits). It could be the need to submerge yourself in water every so often, a need to drink blood, or even a need to absorb solar energy. Without it, actions become more and more difficult.

As a general rule of thumb, for a Minor Hindrance you must fill the specific need at least once every couple of days. For a Major Hindrance, it might be every eight to 24 hours. The exact time is chosen when the Hindrance is taken.

## ***NEW EDGES***

### ***BACKGROUND EDGES***

#### ***DETERMINATION***

**Requirements:** Novice, Wild Card

The hero was born lucky, but not without a price. Whenever the hero takes two more would from a single attack (after Soaking) they gain one Benny.

#### ***EIDETIC MEMORY***

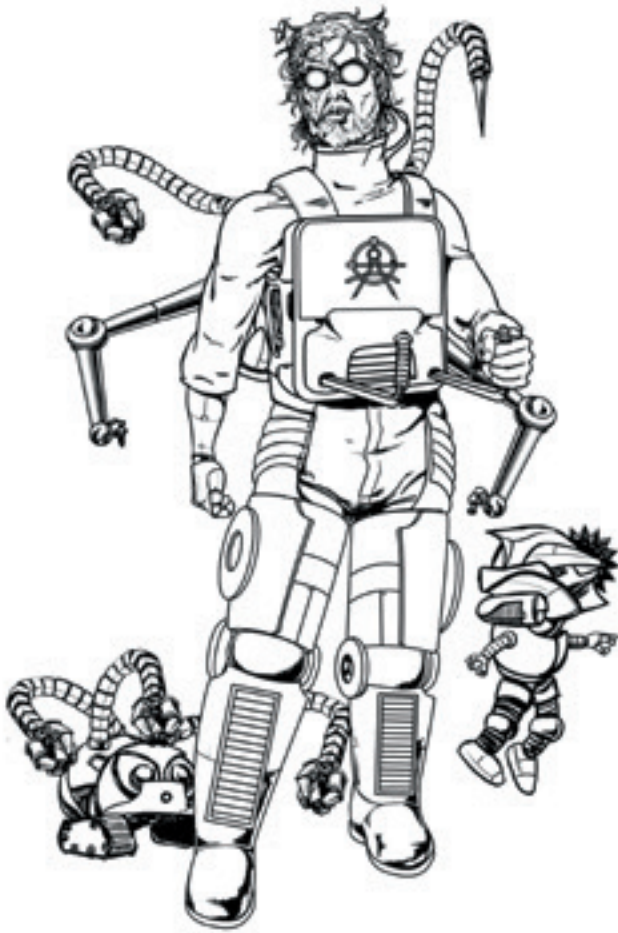
**Requirements:** Novice, Smarts d8+

The character has perfect memory and can recall information and experiences with complete accuracy. He receives a +2 bonus to Common Knowledge rolls. Additionally, the character receives a +2 to rolls against a power that can alter or erase memory (such as the mind wipe modifier for Mind Control).

#### ***INVENTOR***

**Requirements:** Novice, Knowledge (Type) d8+

The hero regularly creates super-science devices way ahead of anything possible with normal technology. When using the device inventing rules, he gains +2 to the roll. If purchased twice, the bonus increases to +4.



## ***POWER-TECH***

**Requirements:** Novice

When your power set is designed around a technological or power-armor theme, you can roll Knowledge (Computers, or another appropriate type) as the controlling skill for using associated powers.

## ***SCIENTIFIC GENIUS***

**Requirements:** Novice, Knowledge (Type) d10+

When creating devices, halve the amount of time it takes to complete the building process.

## ***COMBAT EDGES***

### ***BATTLE CAPE***

**Requirements:** Novice, Fighting d8+

The hero wears a cape and is experienced at using it in combat. The hero receives a +2 to any Tricks

involving the cape, as well as a +2 to grapple rolls (using the cape to help bind an opponent). A hero with this Edge may not have the Cape Hindrance.

## ***LAST DITCH RECOVERY***

**Requirements:** Veteran, Wild Card

Once per session, the hero can spend a Benny to automatically Soak a number of Wounds equal to their appropriate trait die-steps (A Vigor d10 would Soak four Wounds).

## ***NO VITAL AREAS***

**Requirements:** Novice

The hero either has no vital areas, or has them extremely well protected with subdermal armor or some other method. Called Shots to Vital Areas cannot be made against the hero.

## ***SOCIAL EDGES***

### ***EXTENSIVE CONTACTS***

**Requirements:** Seasoned, Streetwise d10+

The hero is extremely well connected and well informed. Whenever meeting a new hero or organization, a hero with this Edge may make an immediate Streetwise roll. On a success, the hero has heard of the individual or organization. On a Raise, they have detailed knowledge of the individual or organization.

## ***NEVER BACK DOWN!***

**Requirements:** Novice, Common Bond, Smarts d8+

Knowing that innocents are in danger, or fearing your wrath with their very lives, those Wild Card Allies under your hero's command (and within 6" of him) grit their teeth and push through the pain. They receive +2 to their Toughness.

Player heroes may also gain the benefits of this Edge.



## ***RENOWN***

**Requirements:** Novice

The hero or villain often receives greater attention than normal, whether from everyday people, the media, or both. His Reputation is increased by +1

## ***SEDUCER***

**Requirements:** Novice, Attractive

The hero knows how to stymie or distract the opposite sex by using his or her charms.

The hero may use Persuasion as a Test of Will against members of the opposite sex, pitting their looks and charm against a foe's Smarts. The hero adds her Charisma bonus to the Persuasion roll as normal.

## ***SUPER EDGES***

### ***CRIMEFIGHTING VEHICLE***

You have a specially designed ground or air vehicle to assist in fighting for justice. Choose one type of vehicle as part of this Edge, and add 10-points worth of Device Special Effects to it. Each time this Edge is taken, you can choose another vehicle, or add an additional 10-points to an existing vehicle.

### ***HEADQUARTERS***

**Requirements:** Novice

The hero has his own, private base of operations. The hero can take this Edge multiple times, each time receiving 5 points with which to build or expand his base of operations

### ***IMMORTAL***

**Requirements:** Novice, Slow Aging

The hero does not age, or ages very slowly, though he can die through normal means. His extended life has allowed him to see and experience many things, and get to know a variety of people. Once per character rank, the character may create a new Ally. The Ally is an old friend, and is always found at or near the same location (for example, the Police Headquarters; the Double Tap Lounge, The Gentleman's Club, and so forth). The Ally will assist the character with information. A Success on a Persuasion roll means

the Ally has partial information that the character is looking for, and it may or may not be accurate. On a Raise, the character knows enough to send the hero in the right direction, and the information is completely accurate. Each Ally can only be called upon once per adventure.

## ***POWER POINTS***

**Requirements:** Novice

The hero gains a number of power points as determined by the Series Level. This Edge can only be taken once per experience rank, including at Novice rank.

## ***POWER STUNT EXPERT***

**Requirements:** Novice

You've trained to use your powers in new and unique ways, and gain a +2 bonus when performing Power Stunts.

## ***POWER STUNT MASTERY***

**Requirements:** Novice, Power Stunt Expert

You're a master and expanding the scope of your powers, and now get a +4 bonus to creating Power Stunts.

## ***VIGILANTE ARSENAL***

You begin the game with a small arsenal to wage your war on crime. You begin play with Kevlar armor and four types of guns or melee weapons. Lost weapons or armors are gone until the beginning of the next scene.

## ***WORK AREA***

**Requirements:** Novice

Instead of a full headquarters, you only have a work area for inventing or research, and the type must be defined when this stunt is taken: Infirmary, Laboratory, Library, Workshop (Mystic or Technology). Each time this Edge is taken, your designated work area gains +1 quality rating.



# GENRE RULES

The following new rules are designed to mimicked some of what we see happen in our favorite comic books.

## ***COLLATERAL DAMAGE***

In comic books, super-heroes and their villainous counterparts are always tearing up the scenery whenever they go toe-to-toe. Whether it's energy beams, super-science, or super-strength and invulnerability, the surrounding environment rarely stays intact for long. While a lot of such collateral damage can be represented by describing it, there's another mechanic that *Superpowers Unleashed* uses to not only represent the wear-and-tear on the scene, but also allow the heroes to stand a little longer, and fight a little harder.

It's called the Collateral Damage slots.

Each adventure begins with the player-characters having a pool of three communal wound slots, same as for their individual characters. Keep in mind, it's three communal wound slots in total, not one per player.

Whenever a player-character would have taken a wound, they can instead decide to use one of the communal slots at an equal or greater value, and instead place the wound on the environment as Collateral Damage. When doing so, the player must also describe the environmental damage that's being caused.

Once a slot is used by a player, it is no longer available for the rest of the adventure— unless it is cleared by the end of the session.

Midnight Avenger is facing an alien parasite infected Phalanx (one of the world's most powerful super-heroes), and is hit with a punch that sends him reeling for a massive six wounds. The player makes a Soak roll, and negates three of the wounds, but is unable to resist the remaining three. Instead of taking the hit, the player decides to use the open Wound -3 slot. Since they're fighting on a city street, he describes how he instead dodges the blow and Phalanx instead takes out a telephone pole, causing multiple live wires to hit the street and placing nearby citizens in jeopardy.

The GM decides that the downed wires are going to cause some problems for the remainder of the fight.

The group now has the Wound -1 and Wound -2 Collateral Consequence slots remaining.

## ***CLEARING COLLATERAL SLOTS***

Using Collateral slots are not to be taken lightly. Each of these slots must be cleared by the end of the session by making a trait roll (determined by the GM based on the narrative circumstances of the slot's usage). The trait roll suffers a penalty equal to twice the value of the slot. In other words, that Wound -3 slot causes a -6 penalty when trying to clear it.

To make matters more precarious for your heroes who use the environment to avoid taking the hit, only one roll can be made to clear a specific Collateral Damage slot. That isn't one per player, but one per group. So, your team is likely going to have to use Cooperative Rolls (see: *Savage Worlds*) if the environment gets too beat up.

If you clear them, great! Well done.

If you fail to clear them by the end of the session, however, they remain used until the end of the adventure. Furthermore, the value of the slot can be used by the GM to cause a penalty to your future rolls. Fortunately, the value of each Collateral Damage slot can only be used as a penalty once per session, but they can be combined for an even greater penalty.

## ***FASTBALL***

A character with a Strength d12+4 or greater can throw any other character they can lift as a light load in a maneuver known as a fastball.

First, deal Action Cards as normal. The two characters must act on the lowest initiative card between them. Next, the character doing the tossing must make a Throwing roll (Range 5/10/20). On a success, the character being thrown strikes the target and gains a +1 to his attack roll. On a raise, the character gains a +2 to the attack roll.

If the Throwing roll fails, the character being tossed reached the target, but in such a way that he can't make the attack and has also been left open to a counterattack. The opponent receives a +1 bonus to hit the character that just landed awkwardly near him. If the Throwing die is a "1" (regardless of Wild Die), the tossed character also takes a level of Fatigue from bumps and bruises. The Fatigue recovers after 1 minute (10 rounds).

## ***GM BENNIES***

The GM has an unlimited number of Bennies that can be used. Anytime the GM spends a Benny on a roll (including for Soak rolls), the player that the action is against immediately gains an extra Benny.

If the action was an area effect, then every player-character under the template (regardless of whether the action was successful against them), receives a Benny.

GM Bennies spent to fuel powers (such as the requirement for Empower) do not grant the players an extra Benny.

## ***HEROIC DETERMINATION***

The character may spend a Benny and gain the benefit of any one Combat Edge for the duration of the round. The character need not meet the requirements for the Combat Edge, except for other Edges (for example, Improved Nerves of Steel requires Nerves of Steel). This represents the character pushing his natural ability beyond its threshold.

Legendary Edges cannot be gained through Heroic Determination.

## ***INTERPOSE***

A hero may attempt to interpose himself in the way of an attack against any other character within his movement range (6" for a normal moving character, or the distance of a Movement Power), in effect acting out of initiative turn. Doing so incurs a normal multiple action penalty for all other actions that round on the hero's turn.

If the hero has already acted, apply the multiple action penalty to this maneuver.

The hero must first move in a straight line from his present position to between the attacker and the target. The hero then makes an opposed Agility roll versus the opponent's attack roll. On a success, the hero takes half the damage from the attack (round down) and the adjacent ally takes the remaining damage from the attack (for example, on a damage value of 17, the interposing herowould take 8 points and the original target would take the remaining 9.) On a Raise, thehero takes all the damage.

## ***KNOCKBACK***

Fights in comic books regularly see combatants flying in all directions from the force of a well-placed punch, kick, or powerful blast.

Any time a hero with a Strength d12+4 or more, or an attack power with 4d6, 3d8, or 2d10, or more damage dice, hits a target, he causes knockback. The target is knocked back 1d4" on a success and for each raise on the attacker's attack roll. The d4 roll for knockback distance cannot Ace.

Calculate the knockback distance before the original damage is rolled. If the hero strikes an obstacle with a Toughness less than the hero's Toughness, +1 is added to the damage for each inch traveled before striking the obstacle. The hero breaks through the obstacle and continues along the knockback.

If the hero strikes an obstacle a with a Toughness equal to or greater than the hero's Toughness, +2 is added to the damage for each inch traveled before



striking the obstacle. An object with a Toughness greater than the hero's ends the knockback.

Distance traveled to any obstacle is calculated from the original point of the knockback.

After any intervening obstacles have been determined, roll the original attack's damage dice and add the +1 or +2 damage per inch for any obstacles along the knockback trajectory.

Toon of the Vignette gang hits and opponent and gets a Raise, knocking his opponent back 2d4" and rolls a total of 7" (36 feet). Along the way, the poor guy hits an object with a lower Toughness than his own at 2" away, and then slams into a brick wall with a higher toughness than his own 5" later, coming to a stop at 7" away.

Toon now rolls damage equal to his Strength (d12+8), +2 (+1 per inch traveled for the first object with a Toughness lower than his opponent's, and +10 for the second object with a Toughness higher than his opponent's) and another 1d6 for his Raise on the Fighting roll.

Toon rolls a total of d12+20+1d6 damage against his opponent.

## ***PUSHING***

Comic book heroes are always pushing their abilities beyond their limits. To push a trait, roll the trait die in an opposed roll against itself (i.e. against the trait die). For each success and raise, the trait die is increased +1 die step for a single round.

At the end of the round, the trait die immediately loses -1 die step for each step of increase it received (minimum d4). Lost die steps recover one per minute.

If the push attempt fails, it immediately drops to d4 and recovers one die step per minute.

## ***REPUTATION***

Super-heroes and super-villains never exist within a vacuum. Whether they are protecting the innocent from evil or using their powers to perpetrate crimes, their actions rarely go unnoticed. News outlets are regularly reporting their exploits, and the people of the city are always sharing stories and gossiping. Over time, as the super-being grows in both experience and power, so too does his reputation.

Characters possess one point of Reputation per experience rank, and Reputation can also be modified by Edges.

A character can use his Reputation when rolling the following interaction skills: Persuasion, Streetwise, and any Test of Wills. Additionally, the opponent must have human level intelligence, so using Reputation against an average Hellspawn would be impossible.

To use Reputation, the character simply spends some, or all, of his Reputation bonus and adds it to the total of the relevant die roll. In other words, if a character possessed Reputation +4 and was attempting to use Intimidation in a Test of Wills, he could apply up to +4 points to the die roll as a bonus. The Reputation bonus must be applied before the dice are rolled. Whether the roll is a success or a failure, the applied points are spent and are no longer available for the rest of the session.

Reputation automatically replenishes at the start of each game session.

## ***RICOCHET ATTACK***

A hero can cause a thrown or other ranged attack to ricochet off of surfaces, bounding from one to the other to strike at a target that might be otherwise hidden (effects of cover are negated).

To perform a ricochet attack, the hero subtracts -2 from his Throwing or Shooting roll for each surface the attack bounces from before hitting the target. The target, however, no longer receives any benefit from being behind cover, except for full cover.

## ***SCENERY AS WEAPONS***

Super-powered beings are always using the scenery as an impromptu weapon in comic books. Whenever a hero tries to use the scenery (a tree, streetlight, car, dumpster, and so forth), assign it damage dice based on its Toughness. For every 4-points of Toughness that it possesses, it deals 1d6 damage. Particularly heavy or large objects might increase the damage dice to d8's or d10's, at the GM's discretion.

The damage dice from scenery is rolled along with the hero's Strength die, and any damage dice from the Strike power— if the power is based on the hero's raw, physical attack.

# SUPER TEAMS

Extraordinary beings in comic books often form unique groups with other super-powered individuals, all working together for a common cause or goal. Super teams are as much a staple of the genre as flashy powers and strange attire.

In *Superpowers Unleashed*, super teams are more than just a cool name and a central base of operations. The super team you create will have its own Hindrance and Edges that affect every member of the team.

Of course, just because you form a team of like-minded and goal oriented individuals doesn't mean you must employ the super team mechanics. It's completely optional, and totally up to you whether it fits the tone of your series.

## STEP ONE: SUPER TEAM NAME

Although we probably don't have to state it, we're going to anyway: the first thing you should do is determine what to call your little band of crime-fighters. Come up with something cool, because it's going to be the name you'll be best known by.

## STEP TWO: THE ROGUES GALLERY

Your group can (if you want) create up to three members of a team-wide Rogues Gallery, each of which will be a Wild Card NPC capable of taking on at least half the team, if not all of it. Outline or detail the team's encounter with the rogue, how many times they've fought, and any specific history or special dynamics the villain might have with the team (for example, the villain was once a close friend of a team member before things went wrong). Create a couple of details about the rogue. This can be the costume, known powers or weaknesses, and even a couple of skills that the team might know they possess. Again, the GM is going to fill-in the blanks and create the rest of the rogue. For each rogue, you gain an additional Team Edge.

## STEP THREE: TEAM HINDRANCE AND EDGES

Super teams get Hindrance and Edges the same as a normal character, at a cost of two minor or one major per Edge. In addition to the free team Edges the group receives for the Rogues Gallery, players can also buy additional team Edges using their own power points, which cost the same as getting additional normal Edges. This represents that the hero has placed the team's well-being and advancement over their own.

### ***SUPER TEAM HINDRANCES***

#### ***ARCH-NEMESIS (MAJOR)***

The team has an enemy with resources and power greater than normal that has become a serious threat. The arch-nemesis can either reroll or add +1d6 to the total when spending Bennies against the team.

#### ***CORPORATE INVESTOR (MAJOR)***

The team has the backing of a corporate entity. The corporation can call upon the team to perform tasks or missions at their request. Failure for the team to follow orders should result in the Corporate Investor using whatever resources it needs to make sure the team knows that they have little choice in the matter the next time they're called upon.

#### ***DARK SECRET (MINOR)***

The team has committed some act, either as a group or due to one of its members, that if publicly known would potentially end their careers. The nature of the secret must be determined when this complication is chosen.

Bringing the complication into the scene should usually involve discovering that someone knows the nature of the secret— quite possibly because they're blackmailing the team with the knowledge.





## ***MEDIA ANIMOSITY (MAJOR)***

The team has made an enemy either in the media, or with strong media contacts and influences. Typically, the media organization in question will attempt to sway public opinion against the heroes. Exactly what form this takes will depend on the nature of your game. It might result in the penalty to clear Collateral Damage slots increasing by an additional point, or a negative penalty to Persuasion with the media, and so forth.

## ***ROGUES GALLERY (MAJOR)***

The members of the team's Rogues Gallery are more capable than normal. Whenever a member of the Rogue's Gallery spends a Benny, they can reroll the dice, but roll two of whatever trait die is currently being used. They still only choose one die for the result, but now they have an additional chance of rolling well.

## ***UNWANTED ATTENTION (MINOR)***

The team has gained an unwanted fan, a pain-in-the-rear reporter, or some other NPC that is always following them around, showing up at the most inopportune moments and risking injury, and generally causing the team no end of problems.

## ***SUPER TEAM EDGES***

### ***COMBAT EDGES***

### ***HEROES ASSEMBLE***

The team has trained intensively on how to work together and assist one another in the field. Once per scene, an opponent that has been the subject of a Trick maneuver has his Parry reduced by an additional -2 when the hero's teammates attack the same opponent.

### ***UNITED WE STAND***

(Requires Heroes Assemble)

The **Heroes Assemble** Stunt can now be used twice per scene.

### ***SIGNATURE FAST BALL***

The team has practiced the Fast Ball maneuver (See: Genre Rules) to the point that it is almost second

nature. The throwing character receives +2 to the Throwing roll.

## ***TEAM ATTACK***

The super team has trained and learned to work together and can perform ranged attacks using the Gang—Up maneuver

## ***TEAM BOND***

The super team has faced all manner of challenges together and has come out stronger as a result. Its members know exactly what each other will do under fire and they use that knowledge to their advantage in the field.

Subtract 4 points of damage from every attack that hits the character for every other super team member within 6", up to a maximum of -12.

## ***VENGEANCE***

The super team understands what it means to be a unit. As a result, whenever a team member is rendered Incapacitated, the remaining members in the conflict receive +4 to their next roll.

## ***ULTIMATE VENGEANCE***

(Requires Vengeance)

The team has grown closer through the trials and tribulations and putting their lives on the line. Whenever a team member becomes Incapacitated, the remaining team members in the conflict ignore one wound penalty.

## ***SOCIAL EDGES***

### ***BROTHERHOOD***

(Requires United We Stand)

The team is so cohesive that they instinctively aid one another in the field. At the beginning of each session, the team has a pool of Bennies equal to half the number of player character members (round up).

## ***ICONIC***

The heroes have battled crime and saved the world on many occasions. As a result, the respect they gain





from the public, media, and authorities gives them +2 to Charismas when at social functions, such as a press conference, charity gathering, and so forth.

### ***MEDIA LIAISON***

The team has someone whose sole purpose is to handle the team's media coverage and public image. Whenever the team must attempt to remove a Collateral Damage slot that involves the public, such as a battle that destroyed part of the city, they receive +2 to the roll.

### ***PUBLIC RELATIONS SPECIALIST***

(Requires Media Liaison)

The team's media relations management is so experienced that Wound -1 Collateral Damage slot is automatically removed at the end of the scene.

### ***RESERVE MEMBER***

Each time this stunt is taken, the team has a reserve member on its roster. The member is considered an Extra, but created with the same power points as the heroes.



Once per issue, any team member can spend a Benny to call a reserve member to the scene. The reserve member sticks around as long as it makes narrative sense.

### ***TEAM BASE***

Your team has a base of operations. Each time this stunt is taken, the team gains 10 Headquarter points.

## **THE EXPANDED SUPER TEAM**

The expanded super-team represents the heroes outside of the main characters (i.e. the player-characters). Except for when the players had taken a super team Edge such as Reverse Member, the team is considered an abstraction when it comes to the narrative. That means that the specific members need not be determined and created; the team works as a single unit and the details are created on a narrative basis as needed.



This expanded super team, though likely comprised of many heroes, is considered a single character.

## REQUIRED EDGE

Using an expanded super team in your Superpowers Unleashed series requires the players to take the following super team Edge when building the core team.

### ROBUST TEAM (SOCIAL EDGE)

*The super team is more than just a small handful of heroes— it's an expansive and diverse roster that can both assist and hinder the core team throughout the series.*

## FORMING THE EXPANDED SUPER TEAM

Forming the expanded super team is a straight forward affair. The players first choose the desired size of their team and cross-reference the size on the chart below. The size will determine the expanded super team's general roster size, and how many trait dice they have to spend on the four traits

### EXPANDED SUPER TEAM SIZE

Size	Roster	Base Trait Dice
Tiny	5	5
Small	10	8
Medium	15	11
Large	20	13
Gigantic	25+	15

After determining the roster size and beginning trait dice, adjust the number of trait dice the players have to spend on the expanded super team based on the Series Level of the campaign.

## SERIES LEVEL DICE

Series Level	Additional Trait Dice
Gritty Realism	+5
Urban Protectors	+10
Super-Heroic	+15
Earth's Mightiest	+20
Off The Charts	+25

## FATIGUE AND WOUNDS

The expanded super team possess the normal number of Fatigue and wound levels as for any Wild Card character.

## EXPANDED SUPER TEAM TRAITS

Each expanded super team has four traits. The expanded super team begins with a d4 in each trait, and can spend trait dice to increase a trait additional die steps on a one-for-one basis.

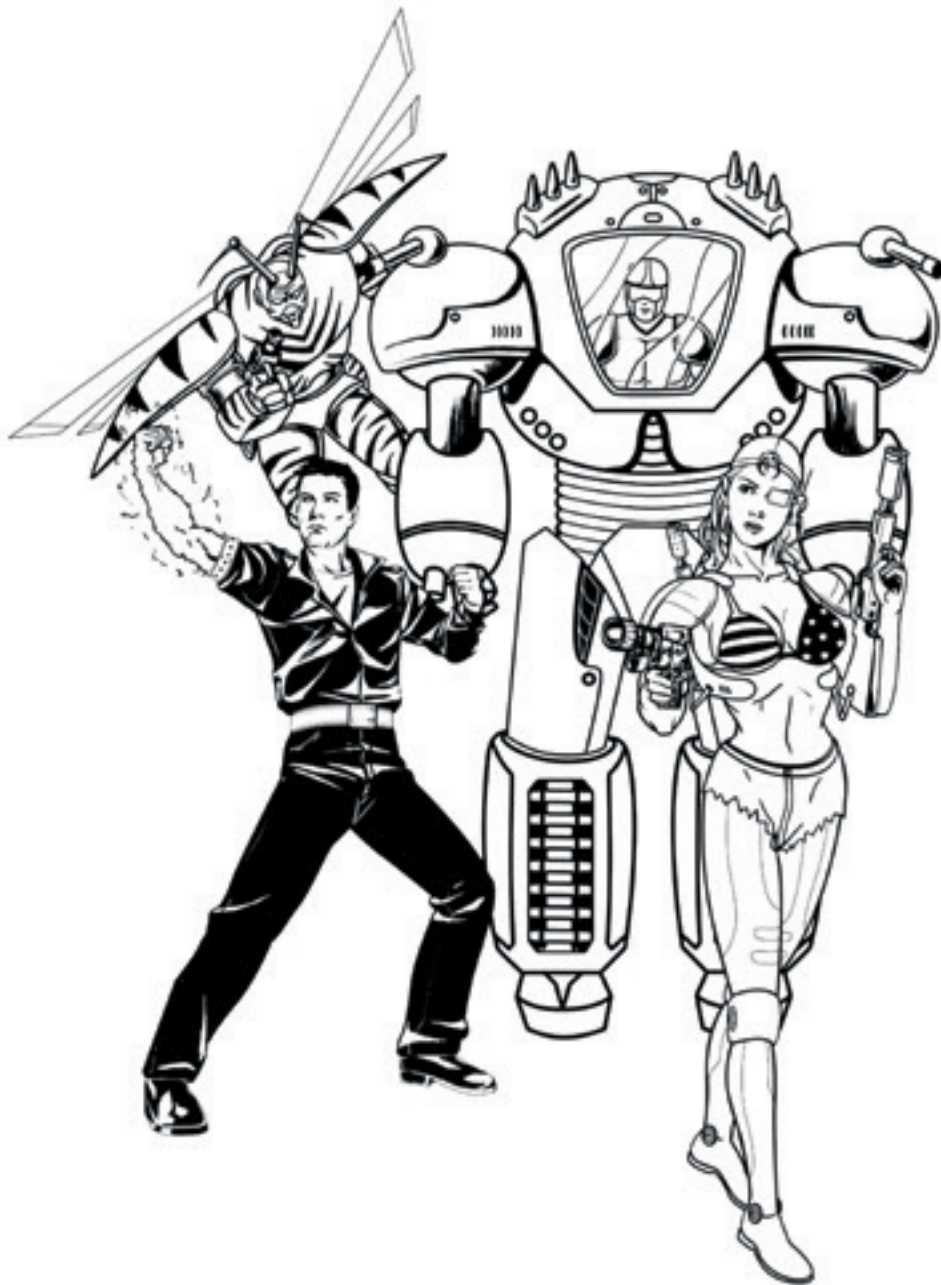
When rolled, Bennies can be spent on an expanded super team trait roll, and the trait rolls a Wild Die. The roll may Ace.

**Combat:** This trait covers the full range of normal combat, from fist fights, gun play, to using weapons. It handles both the offensive and defensive portions of conflicts, and includes super-powers.

**Expertise:** How much knowledge can the expanded team bring to bear, whether through investigation and clue analysis, science or sorcery, or even general academic subjects? This trait represents such things.

**Social:** The Social trait covers interacting and dealing with others, whether through getting them on your side and willing to assist the team, intimidating them into submission, or even calling upon allies and contacts the team might possess.

**Undercover:** This trait deals with being stealthy, breaking into places, using disguises, and all the other actions in the scene that mean the team doesn't want to be discovered.



## ***BENNIES***

The team begins with a number of Bennies on the Series Tone.

## ***SUPER TEAM ADVENTURES***

An adventure for the expanded super-team is a periphery scene that should take no more than 15 to 20 minutes to play. These adventures can only happen once per Issue, and can be called for by the players or the GM.

## ***DEFINING THE ADVENTURE***

An expanded superteam adventure must somehow link to the main storyline of what the player-characters are going through. It could be secondary raids on villain safe houses that were discovered, the tracking down and questioning of a suspect, or even the analysis of strange technology that was discovered and taken back to the base.

While it might be attractive for players to focus on the Combat traits the top trait for the expanded team, the GM should be sure to run these little side adventures in such a way that the

same trait isn't always used from one to the next.

## ***TEAM POINTS***

The players have 10 Team Points with which to purchase Edges or powers (or power levels) for the team. Edges cost 1-Team Point each, and powers are purchased at a rate of 1-Team Point per power level (powers without a variable level cost a single point).

By purchasing a super-power, the players are saying that these specific powers provide a true benefit when the team is on an adventure. Obvious choices would be powers like Blast, Invulnerability, and Strike, but truly creative players will discover a lot of options.

## ***BEGINNING THE ADVENTURE***

During a session, the players or GM can call for an expanded super-team adventure simply by stating that they want one, and then defining the purpose of the adventure. The GM has final authority on whether the adventure will take place for the proposed reason. For example, the players might propose one for hunting down and questioning a suspect in an ongoing investigation into new, alien-tech weapons coming into the city. The GM, however, might veto the proposal because he already has a dramatic scene planned for that part of the story, and he specifically wants the player-characters involved.

## ***THE ADVENTURE: AN IMPORTANT POINT***

The important thing to remember is that the adventure is meant to be an abstract representation of the background members of the super team. That means that the exact who and what of the membership is not vital. Cover the member descriptions, the types of powers going off under the Combat trait, and the details from a narrative perspective.

## ***RUNNING THE ADVENTURE***

Running an expanded team adventure comes into two types: Combat and Conflict.

## ***THE COMBAT ADVENTURE***

The conflict adventure is exacting what it sounds like: the team's heroes are taking on villains in a flashy, and often environmentally lethal, brawl-for-all.

## ***CREATING THE OPPOSITION***

The GM creates the opposition the same as the players created their expanded team. He assigns the four traits, and takes some Edges and powers. Unlike the players, however, the GM doesn't have to worry about specific trait points or team points— he creates a representation of the opposition that is enough to provide a suitable challenge.

## ***RESOLVING THE COMBAT***

Conflict is resolved the same as any other combat encounter. It's broken down into rounds. Collateral Damage slots are not available to the expanded super-team.

Once the combat is over, the player-characters or GM get a reward. These reward is to be used in the main brunt of the story— in other words by or against the main player-characters at some point in the Issue.

**Villains Win:** The GM gets a total of 8 points that he can use to apply one or more penalties against the player-characters' rolls during the remainder of the adventure. The points can be used all at once, or split between different rolls, but once points are spent they're no longer available.

**Heroes Win:** Each player gets a Benny for their main-character. The player group also gets 6 points each, which can be applied as a bonus to a roll made that

is relevant in the main story to this side adventure. The points can be used all at once, or split between different rolls, but once points are spent they're no longer available.

## ***THE CONFLICT ADVENTURE***

The conflict adventure is great for what the expanded super-team must achieve an objective, but direct conflict is not involved. Examples might include tracking down a suspect or interrogating someone, trying to uncover the secrets of a piece of alien tech before something happens, and so forth.

These adventures are run with the same mechanics as a Social Conflict.

## ***THE OPPOSITION***

The GM decides what trait is to be used by the team, and chooses a trait and die rating for the opposition. In this instance, the GM does not need to create the opposition as per a Combat Adventure (though he can if he wants to), but only needs to pick a trait and assign it a die rating.

## ***RESOLVING THE CONFLICT***

Resolve the conflict using the **Social Conflict** rules in *Savage Worlds*. Based on the results of the conflict, the player-characters or GM receive the following rewards.

**Team Failure:** If the players fail the contest, each player loses a Benny.

**Team Tie:** Each player immediately gains a Benny

**Team Wins by 1-2:** Each player gets a Benny for their main-character. The player group also gets 2 points each, which can be applied as a bonus to a roll made that is relevant in the main story to this side adventure. The points can be used all at once, or split between different rolls, but once points are spent they're no longer available.

**Team Wins by 3-4:** Each player gets a Benny for their main-character. The player group also gets 4 points each, instead of 2 points.

**Team Wins by 5+:** Each player gets a Benny for their main-character. The player group also gets 6 points each.



# POWERS

Powers are what separate the heroes from the everyday people. Some can move at super-human speeds or soar through the skies. Others can pass through solid objects as if they were vapor. Some have claws that pop from their hands, or energy beams that fire from their eyes.

Before getting into the meat of the powers, let's look at how powers function and how to purchase those included in the book.

## ***POWER LEVELS***

Some powers come in variable power levels, representing the vertical potency we see in comic books. Powers such as Absorption, Blast, Growth, and Strike, can have different power levels when purchased; whereas powers like Air Control, Mind Control, and Chameleon, only have a single power level and rely more strongly on the controlling skill roll for success.

## ***SKILLS AND POWERS***

There are a wide range of powers, and how they operate alongside the skills will vary. Some powers require one of the controlling skills to function at all. The character need not have the skill, it just defaults to d4-2 as normal. Spending points in the power is enough to possess it, though the character obviously has no solid training in it yet.



Other powers will enhance or use a normal skill that you're likely to already have. Blast uses the Shooting skill to function, while Deflection and Strike both use Fighting. Chameleon pits Persuasion against Notice to discover who you really are.

Each power entry lists the relevant skill at the top, beneath the name, and further explains any special uses within the power's description.



## CONTROLLING SKILL AND AUTOMATIC POWER USES

Some powers are granted an automatic usage based on the die steps, or even die type, in the controlling skill.

In the case of the hero being unskilled in the use of their powers and not possessing a controlling skill, which defaults to d4-2 as already explained, they still get a “1” toward the automatic usage of the power. This represents the simple raw ability of the power.

Powers that grant such automatic uses can sometimes gain increased benefits by making a skill roll. Making the roll, however, counts as an action, so it incurs the multi-action penalty for anything else you want to do that round.

## SPECIAL EFFECTS AND LIMITS

While each power has a base effect (or few effects) that it can do, special effects are enhancements you can purchase to expand the scope of your power. At its most basic, a Blast power simply does a few dice worth of damage. But apply the Concussive or Corrosive special effects, and you’ve just changed the scope and capabilities of your attack.

Special effects do not always have to be used. You can choose whether they are currently active each time you use the power.

Special effects add to the cost of the power. If the power has variable levels, the special effect is added to the total cost of the power, not each level’s cost.

Likewise, limits restrict your power in some ways. Perhaps it can’t be used against a common element, or each use causes damage to the character. Limits reduce the cost of a power. Like with special effects, it reduces the total cost of the power. A power’s cost can never drop below 1-point.

## THE POWER SET

Each power you purchase is going to be placed into a power set, which represents a grouping of powers that function under a single theme or source.

For example, a character with various flame-based powers might have a power set called: **Human Flame**. Meanwhile, any powers that were not part of his Human Flame theme would be placed into a

different power set. One popular example would be Marvel’s Dr. Doom, who possess a power set for his mystic abilities as well as a power set for his power-armor.

Edges can also be placed into power sets if they represent something specific about a power in the set, or the set as a whole. For example, a street vigilante highly trained in martial arts might have a series of Edges related to fighting under a single power set called: **Extreme Martial Training**. In another example, a speedster might add the Counterattack (or Improved Counterattack) Edge to his super-speed power set, to represent being able to use his speed to take advantage of an opponent’s mistakes in combat.

Whether Edges are applied to a power set is really a matter of the narrative you’re going for, and in many cases, it will come down to a character concept choice for the Edges.

The power set also provides a bonus during play. Once per scene, you can spend a Benny on a roll involving the power set to add +1d6 to the already rolled total. The d6 can Ace.

How you narrate spending a Benny for the power set bonus is up to you. For example, if you had Strike (Claws) and were dodging an attack using the Evasion power, you could spend a Benny for an additional +1d6 to your roll, and narrate how you’re using your claws to try to cut the projectiles out of the air instead of dodging them.

Be creative in using your Bennies in this fashion, but remember that the GM always has final say.

### POWER ORIGINS

*Some powers affect an entire power source, such as technological, magic, mutant, and so forth. Although in some cases, such as a spell caster or a power-armored hero, the source of the character’s powers is obvious, in other cases a little explanation might be necessary. A power set’s source should be noted somewhere on the character sheet next to the power set.*

## LINKING POWERS

One or more powers can be linked together into a single effect. To do so, pay the total cost of both powers, and list them as [linked to] in the power set. Once linked, the powers always function together. To possess a version of linked powers that function independently, purchase the powers again, but separately.

No linked powers can stack the same effect. In other words, linking two Blast powers together does not combine the damage dice. You can, however, link the special options under the Blast power together, such as fire and radiation.

## POWER NETWORK

Powers within the same power set can be networked together, basically having a primary power with various secondary powers.

Determine the primary power within the Network, and calculate its power point costs (including special effects and limits). Now decide which powers will act as the secondary powers. Determine the cost of those powers normally. As long as they do not cost more (including after applying special effects and limits) than the primary power, they can be added to the Network for one power point instead of their normal cost.

You can switch between powers contained within the Power Network as a free action, but only once per round.

Using a Power Network, as an example, is an easy way to construct the quiver for your trick archer.

## POWER STUNTS

Power stunts are a staple of comic books. A hero or villain pushes their ability to use the power in a new and unique way. In game terms, power stunts are basically using a different power or special effect as an off-shoot of a power you already possess. Naturally, the GM has final approval on any uses of power stunts.

To perform a power stunt, declare what the effect is that you are going for, what power you are using, and what different power or special effect best represents that effect. If the GM approves it, you then **must spend a Benny** to even make the attempt. Next, you roll the appropriate skill with a -2 penalty. If the power

stunt uses more than one power or special effect to achieve its goal, the penalty is increased by another -1 for each additional power or special effect. For each success and raise generated on the roll, you get to use the power stunt for one round.

Performing a power stunt counts as a free action, so the player can both get the stunt and use it in the same round. Any roll the new power requires to use, however, counts as a normal action. So, if a character received an Energy Blast as a power stunt, the roll to perform the power stunt was free, but the roll to use the Energy Blast is his normal action.

If the Power Stunt roll is a failure, the character gains 1 level of Fatigue from pushing himself too hard. If the trait die is a "1", regardless of the Wild Die, the character is Incapacitated from the Fatigue.

Fatigue levels recover every 30 minutes.

Example #1:

*Foxtrot is taking on a room full of Typhon soldiers and wants to use Confusion power to as an area effect instead of a Touch Attack.*

*The GM approves it, so Foxtrot spends a Benny and rolls his controlling skill with a -2 penalty. He generates a success and a raise, so he gains the power stunt for two rounds before he would have to spend a Benny to attempt it again.*

Sometimes, a power doesn't use a controlling skill, or the effect isn't directly related to a specific power. In that case, the player and GM only need to work out the details, but the mechanics work the same.

Example #1:

*Mach-1 has Super-Speed, and wants to use his power to vibrate his molecules enough to pass through a solid wall. The GM decides that would be similar to the Intangible power, so allows it. Super-Speed doesn't use a controlling skill, however— it typically applies to Agility. The GM figures that vibrating his molecules is still the ability to control his body's movements, so decides that Agility will also apply to the power stunt.*

*The player spends a Benny and rolls Agility with a -2 penalty. He only gets a success, so has one round to make it all the way through the wall.*



#### Example #2:

*Phalanx has Flight 4 and wants to create a whirlwind to blow some villains around, basically preventing them from attacking anyone this round. The GM decides that it makes sense and is something that's been done in comics. He rules that it'll be a form of grapple, and that not only will the success and raises on the roll determine how long he can do it before he must spend a second Benny to try the Power Stunt again, but that his success and raises will also serve as a -1 penalty (per) for any of the criminals to get beyond the boundaries of his vortex. He also decides that, like with Mach-1 and Super-Speed, it'll use the Agility skill.*

*The player spends the Benny and rolls Agility at -2 penalty. He gets a Success and two raises. Not only will he can use the whirlwind effect for three rounds, but any attempts to escape it face -3 penalty.*

If the power stunt would involve gaining access to a power with multiple power levels, the power stunt has an effective Power Level 1. Raises generated on the roll can be divided between increasing the power level and the base number of rounds it can be used. When doing so, however, at least the success must be put into the single round of time.

Foxtrot is about to be hit by a nasty energy blast. He narrates how he's quickly recalibrating the energy flow from his Energy Blast to have his gauntlets create a low-yield forcefield to (hopefully) stop the attack.

The GM agrees, and the player goes for the attempt. He gets a success and two raises on the roll. Since Forcefield automatically starts with a Power Level 1, and since he only expects to use it for one round, he decides to put both raises into the power level, raising it to Forcefield 3. The final raise he had to keep aside for the one round of use.

Finally, if applicable, extra raises generated on the roll can be used as a bonus to using the actual power, or as a penalty for anyone resisting it, instead of allowing for extra rounds of usage. This is entirely up to the player, as long as the success is kept put aside for the one round of use.

*When creating the whirlwind and getting a success and two raises on the roll, Phalanx could have decided to use it for only one round, and use the remaining two raises to increase the penalty to get out of the vortex from -3 to -5.*

## PURCHASING POWERS

To purchase a power, look at the cost next to the name of the power. It will either be a flat cost, such as **(2)**, meaning it costs two points to have the power; or it will have a variable cost, such as **(1-6)**, meaning that it costs 1-point per power level, and has a limit of six power levels for a total of 6-points.

Next, decide what, if any, special effects that you want for the power. The cost of each special effect is added to the total cost of the power, not per power level, if the power has variable levels.

Then decide what, if any, Limits the power would have. Each Limit reduces the total cost of the power by 1-point, to a minimum cost of 1-point.

# POWERS LIST

In the pages ahead, you'll find a robust list of powers we've already made for you—over 100 powers, and nearly as many special effects and limits to customize your powers with. Simply purchase the powers and any special effects or limits, spend your points, and start playing.

At the end of the powers section, we also provide you with guidelines on how to create your own unique powers, special effects, and limitations.

Each power is broken down into the following format:

- Name (Cost, either flat or per power level)
- Relevant Skills
- Description of core effects
- Unique Special Effects
- Unique Limits

## ABSORPTION (4/POWER LEVEL)

**Skills:** None

The character can absorb either energy **or** physical (kinetic) damage from attacks, which is chosen when this power is taken.

Subtract the power level of Absorption from the number of wounds you suffer from an attack (before Soaking). If the character suffers only a Shaken result from low damage, it counts as though one wound was absorbed. The character cannot absorb more than his power level in maximum wounds, including energy that has not been used or dissipated yet. Additional wounds must be Soaked as normal.

The character can use the absorbed energy for the following benefits. Choose one when you purchase the Absorption power. Additional benefits cost two power points each. Energy that is not used dissipates after the character's next turn.

- **Recovery:** Heal one wound for each wound absorbed.
- **Counterattack:** Shoot a Blast or swing with a Strike that does one damage die per wound absorbed, up to the original attack's damage dice. The type of damage die is the same as per the original attack.

- **Boost:** Increase one attribute, skill, or derived statistic, chosen when this benefit is taken, at a cost of +1 per absorbed wound used. The increase lasts a number of rounds equal to your power level, and the total amount of increase (even from subsequent uses of the power) cannot exceed your power level. If you purchase this benefit multiple times, each additional purchase applies to a different type of boost. When increasing multiple attributes, skills, or derived statistics, the combined increase across all boosts cannot exceed your power level.
- **Power:** Each wound absorbed can be used to fuel a power, including special effects. The specific power must be chosen when this benefit is taken, but you can choose to purchase special effects when the power is activated. You need not possess the power before using this benefit. Each wound absorbed grants two power points to spend on the power, so some powers might require multiple absorptions to fuel (up to your power level limit as normal). The power lasts for a number of rounds equal to half your Absorption power level (round up). Additional powers beyond the first require taking the benefit again, but you do not gain.

## SPECIAL EFFECTS

**Energy Sponge (2):** The character can make a normal action to absorb ambient energy of his chosen type from the environment (if it exists). Each success and raise counts as though the hero absorbed one wound.

## LIMITS

**Living Bomb (-2/-3/-4):** The same as Self Damaging, except the exploding energy damages the character **and** everyone within a blast template based on the degree of limitation. A two-point limitation is a small burst template. Three points causes a medium burst template explosion. For four points, the explosion covers a large burst template

**Requires Block (-1):** The ability to absorb the attack requires you to succeed at a Fighting roll against the attack. This might be because your power is contained with a shield, sword, or some other type of object that must be positioned between you and the attacker.

If you fail, you take the full damage and absorb none of it. If you succeed, you absorb the damage. Your opponent rolls damage as though for a hit, even though you technically blocked it. You still take any damage that exceeded your absorption ability.



**Self-Damaging (-1):** Instead of simply dissipating, the energy explodes within the character if not used. Each absorbed wound still held causes 1-wound. Because the damage comes from inside the character, Toughness and Invulnerability does not negate the damage.

**Specific Energy (-4):** You can only absorb a specific type of energy, such as fire, ice, radiation, and so forth, chosen when this limit is taken.

## ADAPTATION (2)

**Skills:** None

The hero can adapt to hostile environments. Some examples include allowing him to grow gills in water, change his lungs to breathe a poisonous atmosphere, or even gain immunity to fire and heat if in a volcanic environment.

After one minute (10 rounds) in the environment, the hero gains appropriate immunity to any environment hazards caused by the environment.

After the hero leaves the environment, the changes revert to normal after one minute.

### SPECIAL EFFECTS

**Rapid Adaptation (2):** Your body adapts faster to hostile environments. Instead of taking a full minute, you only need to spend one round in the environment.

## ADOPTIVE MUSCLE MEMORY (4)

**Skills:** Magic, Mental, or Power

You're able to mimic the Agility and combat proficiencies of people you've observed.

To use the power, you must first observe the target in action (such as in combat) for at least a full minute. At the end of that minute, make a controlling skill roll. On a success, you gain the target's die rating in Agility, any related skills, and associated Combat Edges (whichever skills and Edges you observed them using), until the end of the scene. For each raise achieved on the roll, you can increase a single skill +1 die step over what the target possessed. No skill can be increased more than +1 step, so multiple raises must be applied to separate skills.

If you are watching a group of people, you can mimic the skills (highest rating) and Edges of everyone you are watching, but your attention is not as focused and your roll suffers -1 penalty per each additional person.

Although you do not maintain the skills for good, you do continue to receive a long-lasting bonus. Whenever you face an opponent whose movements you've duplicated in the past, you receive +2 to Agility related skills and actions against them.

### SPECIAL EFFECTS

**Advanced Muscle Memory (2):** You can view and mimic your target faster, requiring only one round of observation.

**Rapid Power (1):** The roll to use the power counts as a free action instead of a normal action.

### HEY! I KNOW YOU!

*When you meet an opponent for the first time in play, you may spend a Benny and declare that you've observed him in the past, and therefore gain the Agility bonus against them.*

*This isn't a simple matter of spending the Benny and jumping forward, but you must narrate something of how you last met, or what you did to observe the character. The GM has veto power if the previous encounter doesn't make sense in the context of the story.*

## ADRENALINE SURGE (1)

**Skills:** Spirit

The hero gains a boost to an attribute or skill, chosen when this power is taken, once a specific trigger is activated, such as being angered, frightened, stressful, and so forth.

To activate the trigger, the hero must a Spirit roll. For each success and raise, the hero increases the chosen attribute or skill by +1 die step.

Once the triggering condition is eliminated, the character immediately takes a level of Fatigue for each +2 die steps the attribute or skill gained, and the trait loses -1 die step per round until it returns to normal.

## SPECIAL EFFECTS

**Additional Skill (1):** For each extra point of cost, the character has an additional attribute skill increased by the activation of the trigger.

**Rapid Power (1):** The roll to use the power counts as a free action instead of a normal action.

## AGE SHIFT (5)

**Skills:** Magic, Mental, or Power

The hero can increase or decrease a target's age, thus affecting their overall traits.

To use the power, the hero must make a Touch Attack against the target. If successful, the hero makes an opposed skill roll versus the target's Vigor.

On a Success, the target is aged (either older or younger) by up to 10 years. Each raise increases or decreases the target's age by up to another 10 years. The hero can choose to age the person less than the maximum allowed.

Characters aged to between 8-12 years old automatically gain the Young Hindrance and must adjust their character sheets as though re-starting at Novice rank. Characters aged below eight years old, lose an additional 1 die step from Attributes (to a minimum of d4) and 5 skills points for every 2 years below eight-years-old.

Characters aged over 60 years old must subtract 1 die step from Vigor and Agility (minimum of d4), though they gain 1 die step in Smarts and Spirit. Powers and skills remain unchanged.

## ANATOMICAL SEPARATION (2)

**Skills:** Vigor

The hero can separate a number of body parts equal to their Vigor die into independently acting parts.

The disjointed limbs act on the hero's initiative and remain fully functional. So, a hero will still be able to see out of a separated eye, hear out of a separated ear, a hand will crawl across the ground and grip things, et cetera.

Separated parts maintain the hero's normal Toughness and Vigor and suffer damage as though they are a Wild Card. If a separated body part is somehow killed, it does not grow back unless the hero also has Regeneration (Regrowth). Once a damaged part is reattached, the hero immediately suffers all cumulative Wound levels. So, if a separated hand was Wounded 1 and a leg was Wounded 1, the hero is now Wounded 2.

For every body part killed, the hero immediately suffers 3 Wounds and gains either a -1 die step to the appropriate Attribute or an appropriate Hindrance, at the GM's discretion.



# AFFLICTION (7)

**Skills:** Magic, Mental, or Power

Your character can infect others with disease or poison. To infect the target, first make a Touch attack against the target. If successful, make a skill roll opposed by the target's Vigor (or Spirit or Smarts for a unique type of mystic or psychic disease) as a free action. For a success and each raise, the target's Vigor suffers -2 penalty rolls against the affliction.

Once infected, the target is attacked by the affliction on the following exchange. Roll the target's Vigor and apply any penalty caused by the initial power roll. On a failure, the target takes a level of Fatigue.

Each day after the initial attack, the affliction attacks the target again, and will continue to do so until it is defeated. If the victim is Incapacitated, he is dead.

If the target succeeds at the Vigor roll, the character no new effect that day. Once the target succeeds at two Vigor rolls **in a row**, the character's immune system has beaten it and he is no longer infected.

The affliction can be cured through the application of the Healing skill or the Healing power by making a roll with half the penalty the target suffers to the Vigor roll.

## SPECIAL EFFECTS

**Airborne (+1 to +3):** The power no longer requires a Touch attack, and instead afflicts targets within a small burst template, up to Controlling skill die type in inches from the character. For +2 points total, it affects targets in a medium burst template. For +3 points total, it affects a large burst template.

All targets within the area effect template receive +2 to the Vigor roll to resist the initial affliction.

**Epidemic (+2):** The affliction not only affects the target, but anyone who comes into contact with them.

## LIMITS

**Plague Bearer (-1):** The character cannot turn the power off.

# AIR CONTROL (2)

**Skills:** Magic, Mental, or Power

Your character can control air and winds.

You can create barriers made of air by making skill roll. This represents intense winds that prevent others from passing through, or winds to knock them off their feet. To get through the barrier, they must make a Strength roll. To remain standing if your winds are meant to knock them down, they must make an Agility roll. The Strength or Agility roll suffers a -2 penalty for each success and raise you gained on the power's roll.

## SPECIAL EFFECTS

**Area Effect (+4):** Your ability to control the winds is very powerful, allowing you affect targets in a cone template, or a small, medium, or large burst template. You choose which type of area effect the power encompasses each time you use the power. If the power can only use a single, specific type of area effect, the special effect costs only +1 point.

# ANIMAL CONTROL (4)

**Skills:** Magic, Mental, or Power

You can summon a variety of animals to assist you. The exact distance you can summon them from should make narrative sense, and allow them to reach your location within two rounds. Obviously, that will vary depending on the animal's Pace and movement type. For example, birds might be able to traverse the distance by flying faster than a lion moving on the ground, depending on terrain and obstacles.

You can automatically summon a total number of sizes equal to your die steps in the controlling skill. To summon more, make a skill roll. Each success and raise grants an additional point of Size. A hero with d10 in the skill can summon a total of +4 sizes on a success. That means they could summon a Size 4 animal, two Size 2 animals, and so forth. The maximum number of animals you can control at once, however, is equal to your die type in the controlling skill. This is especially important when summoning Size 0 animals, or those smaller. That same d10 skill could summon no more than 10 animals in total.

When summoning a swarm or large number of small



animals, divide them into groups of five, and use the Group Roll option, as well as combat maneuvers such as Gang-Up.

### SPECIAL EFFECT

**Mental Connection (1):** You share a mental connection with the animals under your control, and can both issue commands telepathically, as well as receive “impressions” from them in return.

**Rapid Power (1):** The roll to use the power counts as a free action instead of a normal action.

**Ready to Rumble (1):** The animals act as soon as they are summoned.

## ANIMAL MIMICRY (2)

**Skills:** Magic, Mental, or Power

The character can mimic the powers of animals up to the controlling skill die type in battle map inches away (so a d8 is 8 inches, or 48 feet). The roll suffers a –1 penalty for each additional inch (6 feet) between the animal and the character.

There are no hard and fast rules on what powers an animal possesses, and the GM and player should assign them as makes sense. On a success, the hero gains a number of power levels equal to the die steps in his controlling skill. Each raise grants an additional power level. The power levels are spent to mimic the abilities of the chosen animal. The hero automatically assumes the normal traits and special abilities of the animal (see *Savage Worlds* for animal examples).

For example, a hero with d10 in the controlling skill, who gains a success and a raise (5 power levels worth) on a roll to mimic the traits of an elephant might spend those power levels on Strike 3 and Density 2.

The character can cancel the power at any time, but it last no longer than the end of the current scene.

### SPECIAL EFFECT

**Menagerie (1):** The character can mimic the traits of more than one animal at a time.

**Rapid Power (1):** A roll to use the power counts as a free action instead of a normal action.

## ANIMATE (5)

**Skills:** Magic, Mental, or Power

You can imbue inanimate objects with the ability to move and behave as though they were alive. The controlling skill governs the maximum physical Attributes of any animated objects, as well as the number of objects that can be animated at one time.

To animate an object, make a skill roll. On a Success, the animated object has physical Attributes equal to the Controlling skill –1 die step (so a skill die d8 would animate objects with an Agility, Strength, and Vigor of d6). For each Raise, the animated objects gain a +1 die step to physical Attributes. Smarts and Spirit are at d4.

The animated objects possess a Toughness equal to half their Vigor die +2, plus any modifier for Size (see the *Savage Worlds* rulebook). As constructs, they do not suffer additional damage from Called Shots, do not suffer from disease or poison, and receive a +2 to recover from being Shaken. A construct's Pace is equal to whatever it would normally possess (such as an animated car or plane), or whatever makes sense for its Size.

Animated objects are considered Extras in combat, though you may spend your Bennies on them. They can act on the round after they are animated.

You can never have more objects animated at one time than your die steps in the controlling skill.

### SPECIAL EFFECT

**Ready to Rumble (1):** The animated objects act as soon as they are summoned.

## ANIMATE DEAD (3)

**Skills:** Magic, Mental, or Power

You can raise and command the dead. To use this controlling skill. On a Success, the corpse is animated and will obey the Character for 1 round, plus an additional round for each Raise.

The animated corpse suffers a –2 die step to its Agility (value based on when the corpse was alive, minimum of d4) and all Agility-based skills (minimum of d4-2), and automatically has a Smarts of d4. The corpse,

however, retains its original Spirit, Strength, and Vigor. If the corpse possessed powers while living, it retains those as well. All Smarts-based and Spirit-based skills are lost.

Multiple corpses can be raised at once, at the normal penalty for multiple actions. The animated corpse is an Extra.

To animate a corpse as a Wild Card. The character makes the skill roll at -4 penalty. Doing so requires great concentration and power, and only one such corpse can be under the character's control at a time.

Although the character still controls the corpse, it acts on its own initiative and begins with whatever starting Bennies the Series Tone granted.

Animating such beings is not to be taken lightly. If the GM feels the animated dead would seek freedom, the GM can spend a Benny to allow the corpse a chance to break free. Treat this as a Social Conflict for mechanical purposes, with the two locked in a test of the corpse's Spirit versus the controlling power. If the animated corpse wins, the Wild Card is no longer under the character's control. This means that depending on the context of the Series, the corpse might actually become a full Undead, exist on its own, and require a separate storyline to find a way to destroy it.

### SPECIAL EFFECT

**Ready to Rumble (1):** The corpse acts as soon as it is summoned.

## ARMORED (1/POWER LEVEL)

**Skills:** None

You possess some sort of armor, which grants you +2 armor bonus to Toughness per power level, up to +12 maximum. Unlike the Resilience power, your Armor's bonus to Toughness can be bypassed by an attack with armor penetration.

### SPECIAL EFFECTS

**Heavy Armor (1):** Your armor is considered Heavy Armor

**Mega-Armor (3):** Your armor is considered mega-armor

**Resistant (3):** Each power level grants you +3 armor bonus to Toughness, up to a maximum bonus of +18.

**Impervious (6):** Each power level grants you +4 armor bonus to Toughness, up to a maximum bonus of +24.

## ARMORY SUMMONING (4)

**Skills:** Magic, Mental, or Power

You can summon unique weapons or armor out of thin air, automatically summoning a number of power levels to spend equal to half your controlling skill die type (round up) as a free action. To gain more, make a skill roll. Each success and raise generated on the roll grants another power level to spend. The power levels are spent on a one-for-one basis to gain power levels in the **Armored**, **Blast**, and **Strike** powers. Any special effects for those powers cost a number of power levels equal to their power point cost.

The weapon or armor remains until you dismiss it or you are incapacitated. You can allow other characters to use it, but you cannot summon a new piece until you dismiss the current one.

To summon more than one type of weapon or armor at a time, you must purchase the power multiple times or divide your success and raises.

### SPECIAL EFFECTS

**Dual Weapons (1):** You can summon a pair of single-handed weapons, such as two knives, two short swords, or two pistols without having to split your points.

**Rapid Power (1):** The roll to use the power counts as a free action instead of a normal action.

## ASTRAL PROJECTION (1)

**Skills:** None

The hero can separate his astral form from his body, leaving behind an unconscious shell. The astral form can pass through hostile physical environments and barriers as if they did not exist, and cannot be harmed by physical entities (except with powers derived from a mental or mystical power source), but also cannot affect the physical world. The hero can, however, be attacked and harmed normally by other astral and spiritual entities. Damage taken when in astral form carries over to the physical body.

Astral heroes can make themselves visible and communicate to a corporeal hero at will. Otherwise, corporeal heroes trying to sense an astral form must make a Notice roll at -2, providing they have a sensory power that would allow them to do so.

When the astral form is separated from the body, the body can still be attacked and harmed. The astral form will know immediately if the body suffers damage. Reentering the body is automatic whenever the character wishes to do so. If something is blocking the hero from reaching his body, he cannot reenter his corporeal form without taking the appropriate action to get past the obstacle. If the body is destroyed or killed, the hero will remain trapped as a free spirit.

## BLAST (2/POWER LEVEL)

**Skills:** Shooting

You can fire some sort of distance attack, whether plasma beams, concussive force, ice shards, fireballs, or even spikes. The first level in the power grants 2d6 damage, with each additional power level increasing the damage dice by +1d6, up to a maximum of 8d6, and has a range of 12/24/48.

Applying the below options to the power customizes it to fit the type of blast your character can fire. Use them as examples for creating your own, or apply them to your character for a ready-to-play power. Simply purchase your levels of Blast, and then add the option's cost to the final total.

**Concussive (2):** For each damage die you sacrifice from the attack, you can knock your opponent back 6" (or an additional 6" if you would have already caused knockback).

**Corrosive (2):** When destroying objects, your power does double the amount of damage. When striking living opponents, instead of gaining an extra damage die on a raise, your corrosive substance instead continues to automatically do its damage dice against them for the next two rounds, unless they find some way to neutralize the substance.

**Darkness (2):** When your blast strikes a target, it also diminishes their sight so that the surrounding area appears one step darker in illumination. A normally lighted area becomes dim, while a dim area becomes dark, and a dark area becomes pitch darkness. The effect lasts for a number of rounds equal to your



power level.

**Earth/Force/Ice (1):** When you hit your opponent, you can choose not to do damage and instead partially encase your opponent. Although the target cannot move, they can take other actions at -2 penalty. If you hit with a raise, you can completely encase them, and they can take no actions except breaking free. The encasement's Toughness is equal to twice your power level in Blast, with an additional +2 for every raise you received over the first one.



**Electrical (1):** When attacking metal opponents, such as robots, you gain an extra damage die.

**Energy (2):** When you succeed with a raise on an attack, you may spend a Benny to ignore a target's Imperviousness, as well as bypass 1 level of Invulnerability. If the target is not Impervious, you ignore 2 levels of Invulnerability.

**Fire (3):** Whenever you successfully strike an opponent who is wearing flammable materials, they must roll a d6. On a 5 or 6, your attack continues to roll its damage dice against them automatically each subsequent round. The fire can be extinguished with an Agility roll at -4 (rolling on the ground), another character somehow patting the flames with an Agility roll at -2, or spending one round (and taking no other action) in water or any other appropriate substance.

**Light (2):** When you hit your opponent, they must make a Vigor roll or become blinded for a number of rounds equal to your power level in Blast. Your opponent can attempt to recover from being blinded by making a Vigor roll at -4 penalty.

**Radiation (2):** You can spend a Bennie after a successful attack to cause your opponent to take a level of Fatigue. The Fatigue is caused even if the attack does no actual damage against them. Fatigue levels are recovered after an hour of rest.

**Sonic (2):** When your attack causes your opponent to become Shaken (including from taking a wound), all rolls to recover from it suffer -4 penalty. If your attack got a raise, then in addition to the penalty, a Benny cannot be spent by your opponent to recover from being Shaken. Against opponents with enhanced hearing, the attack gains a +4 attack bonus.

**Vibration (1):** Your vibration attacks can shatter objects and people. When destroying objects, your power does double damage to the object. Against living opponents, you can sacrifice the extra die of damage on a raise to cause a -2 to Soak rolls. Each additional raise after the first then causes an additional -2 penalty, as long as the extra damage die for a raise was sacrificed.

**Water (1):** Your opponent must also make a Vigor roll against drowning, with a -1 to the roll for each damage die sacrificed. Each increment of four points of failure on the roll causes a level of Fatigue. So, a failure by 1-4 points is one level, 5-8 points is another, and so forth. If the character reaches Incapacitated, they will die in a number of rounds equal to half their

Vigor die. A character can be resuscitated within five minutes with a Healing (skill) roll at -4, or a use of the Healing power with no penalty.

## SPECIAL EFFECT

**Area Effect (1/2/3):** For one point, the blast can strike in either a cone template or a small burst template (chosen when the special effect is purchased). For two points, it can strike in a medium burst template. And for three points, the blast covers a large burst template.

**Armor Piercing (1):** Your blast gains AP 2 for each power point spent.

**Demolishing (4):** The blast ignores the armor bonus to Toughness of inanimate objects whose armor type is the same, or lower, than the blast's weapon type. So, a demolishing mega-weapon blast ignores the armor bonus against inanimate objects with normal, heavy, or mega level armor. A heavy weapon ignores the armor bonus for objects with normal or heavy armor, and so on.

**Increased Range (1):** Each time this special effect is purchased, your blast's range increases along the following increments: 24/48/96, 50/100/200, 75/150/300, 100/200/400.

**Increased Damage (3):** Your blast's damage dice increase from d6 per power level to d8. A raise on the Shooting roll still only grants +1d6.

**Heavy Weapon (1):** The attack is considered a heavy weapon attack.

**Ultra-Damage (6):** Your blast now does d10 per power level in damage. A raise on the Shooting roll still only grants +1d6.

**Mega-Weapon (4):** A mega-weapon is much more powerful than just a simple heavy weapon. When attacking a mega-armored character or object, damage is rolled normally. When attacking a heavy armored target, a raise on the Shooting roll adds d8 to the damage instead of d6. When attacking a normally armored or non-armored target, a raise adds d10 to the damage instead of d6. The special effect does not apply against Forcefields.

**Volley (1):** Your blast's rate of fire increase by +1, up to a maximum RoF: 6.

## BOOST (2)

**Skills:** Magic, Mental, or Power

A hero with Boost can temporarily increase a trait of another person, willing or unwilling.

To boost a trait, the character must succeed at an opposed roll of Controlling Skill versus the trait to be boosted. Each success and raise increases the trait by +1 die step.

The boosted skill lasts for number of rounds equal to twice the boosted die steps— so a success and a raise, which boosted the trait +2 die steps, lasts for four rounds. After the boosted trait drops back to normal, the character takes a level of Fatigue from the experience. The Fatigue is automatically recovered at the end of the scene.

A character can only be under one effect of Boost at a time.

### LIMITS

**Overload (-1):** The hero's ability to boost another person has the nasty habit of overloading and burning out the ability. Whenever the hero boosts a trait, the target must make an immediate Vigor roll with a penalty equal to the number of die steps the trait was boosted. If the roll fails, the target takes a level of Fatigue for each die step the trait was increase, due to his body being overloaded by the power.

**Single Trait (-1):** The hero can only boost a single type of attribute or skill, chosen when the power is taken.

## BURROWING (1)

**Skills:** None

The character moves by burrowing under the ground, allowing him to ignore ground based obstacles. Noticing a burrowing character requires a Notice roll against the burrower's Stealth skill

If the burrowing character remains unnoticed, they can erupt from the ground and get The Drop on the target.

## (CHAMELEON (2)

**Skills:** Persuasion

The hero can alter his appearance and voice to resemble any other living being. The new appearance should be of the same relative size and weight as the hero with this power. Although the hero's clothing, gear, and equipment change to resemble the target's items, these items do not become functional. In other words, the hero appears to be wearing a gun when impersonating a police officer, but the gun cannot be drawn or fired.

Shifting into another character does not require a roll, but does constitute your action for the round. When in the other form, you do not gain any powers the original person might possess. To be able to do that, you must also have Power Mimicry (maybe even with the ranged mimic special effect).

To notice that the hero is not actually the simulated person, the viewer must make a Notice check against the hero's Persuasion skill.

### SPECIAL EFFECT

**Near Perfect Form (1):** The hero's Persuasion skill receives an additional +2 bonus when rolling to avoid being discovered as an impersonation.

**Perfect Form (1):** The hero must first possess the Near Perfect Form special effect. In addition to gaining +2 to Persuasion, the hero's mimicking ability goes all the way down to their DNA, allowing them to use Persuasion (with the bonus) against any security devices that can detect such things.

**Rapid Transformation (1):** You can assume another's form as a free action.

## COLD CONTROL (4)

**Skills:** Magic, Mental, or Power

The hero can control the very forces of cold, allowing him to effectively decrease the temperature within large burst template, placed anywhere within 12" of the hero. On a success, the targets must make Vigor rolls as though suffering from the cold hazard in *Savage Worlds*, every minute. On a raise, they must make the Vigor roll each round. For each raise beyond

the first, the target's Vigor roll suffers a -1 penalty, up to a -3 maximum.

You can create ice constructs to encase those under the large burst template instead of lowering the overall ambient temperature. Doing so requires a controlling skill roll. On a success, the targets are partially encased and can take non-movement actions at a -2 penalty. If you take a called shot penalty to your controlling skill roll, some actions might be negated if you encased specific body parts. On a raise, the target is completely encased. The encasement's Toughness is equal to your controlling skill die type. For each raise above the first one, the encasement's toughness is increased by +1. The encasement process is not instantaneous, though, and targets can make an Agility roll at -2 to avoid being trapped.

## COLOR MANIPULATION (1)

**Skills:** Magic, Mental, or Power

The hero can alter the color of objects and people.

To affect inanimate objects, the hero makes a skill roll with a modifier of -1 for every 4 points of the object's Toughness. On a Success, the color has been altered as desired by the hero for as long as they maintain the power.

To affect a living being, the hero must make a Touch Attack against the target. If successful, the hero makes an opposed skill roll versus the target's Vigor. On a Success, the target's color has been altered to fit the hero's desire for as long as they maintain the power.

The hero can automatically change their own color to blend into their surroundings, gaining +1 to Stealth rolls per controlling skill die step.

## CONFUSION (2)

**Skills:** Magic, Mental, or Power

The hero can affect the minds and perceptions of others, causing them to become confused and find their actions hindered.

To do so, the hero must make a Touch Attack against the target. If successful, the hero makes an opposed skill roll versus the target's Smarts.

On a Success, the target cannot spend Bennies that round and must roll a 1d20 on the Confusion Chart. For each Raise, the target suffers the effects for an additional round.

1d20 Roll	Result
1-4	The character flees the area at the highest speed possible (full Movement Power, or a pace of 12" without a Movement Power).
5-8	The character receives a -2 to all actions.
9-12	The character receives a -4 to all actions.
13-16	The character is Shaken, and all Spirit rolls to recover are at -4
17-20	The character goes into an attack as though under the effects of the Berserk Edge. He attacks everything around him, starting with the nearest character. Unlike with the actual Edge, the character can't attempt to end the rage before the allotted time for Confusion has passed.

## DARKNESS CONTROL (2)

**Skills:** Magic, Mental, or Power

You can control the very darkness, allowing you to extinguish light in a large burst template. To do so, make a controlling skill roll. On a success and for each raise, you lower the illumination in the area by one step under the Illumination rules in *Savage Worlds*. In other words, a normally lighted area becomes dim, while a dim area becomes dark, and a dark area becomes pitch darkness.

### SPECIAL EFFECTS

**Hungering Darkness (1):** As long as you maintain darkness in an area, you can use your darkness to instill fear in others. Doing so counts as an action.

Make a controlling skill roll against the target's Spirit or Guts (if your setting uses Guts). The target's roll suffers a -1 penalty if under dark conditions, and a -2 penalty for pitch darkness. If successful, the target



must roll on the Fear effects table. The roll suffers a +1 for each raise you got on the opposed roll.

If you're attempting to simultaneously instill fear in more than one target under your darkness, regardless of how many targets total, your roll suffers -2 penalty.

## DEATH SPEAK (1)

**Skills:** Magic, Mental, or Power

The hero can see and communicate with the spirits by touching the person's corpse. To use the power, the hero makes a controlling skill roll. If the person has been dead more than a day, the roll suffers -2 penalty. If the person has been dead for a week or more, the roll suffers -4 penalty.

### SPECIAL EFFECT

**Haunted (+0):** You don't need a corpse to use the power; the spirits of the dead tend to seek you out and you can attempt to contact them at any time or place.

## DEFLECTION (2)

**Skills:** Fighting

The hero can deflect incoming attacks, either due to metallic skin, a weapon or shield, or whatever creative means you can come up with.

Instead of the range attack rolling against the normal TN 4, or a melee attack against the character's Parry, the attacker makes an opposed roll against your Fighting skill. On a success, you deflect the attack and take no damage. On a raise, you reflect the attack back at your attacker causing half the amount of damage (round up). If you choose to take a -2 penalty to your Fighting roll, then on a raise you can deflect the attack to hit any other target within the attack's range.

### SPECIAL EFFECTS

**Fall Protection (1):** The character can deflect damage caused by falling. Make a Fighting roll. On a success, damage from the fall is halved (round down). On a raise, the character takes no damage.

**Full Deflection (1):** By spending a Benny, you deflect all the damage back at the attacker, or at another

target if the Fighting roll penalty was taken.

**Mental Deflect (0):** Instead of physical and energy attacks, the hero can only deflect mental and psychic based attacks.

**Thrown Weapon (2):** Whatever allows you to deflect attacks can also be used as a thrown weapon. The weapon has a range of 3/6/9, and causes 2d6 damage. Unlike normal attacks, which are limited to +1d6 for a raise on the attack roll regardless of how many raises were rolled, each raise provides an additional d6 to damage.

## DENSITY (3/POWER LEVEL)

**Skills:** None

As a move action, the hero is able to increase his mass by a multiplier equal to the power level. Each power level increases the character's Strength and Vigor +1 die step, up to d12+12 maximum. Adjust Toughness accordingly as Vigor increases.

As your mass increases, the GM might decide that some platforms, such as a boardwalk pier or rooftop, can no longer support your weight. If the GM determines that you fall through something, it costs you an action for the round, and any additional actions incur a multi-action penalty. But in exchange, you gain a Benny.

For two Bennies, the GM can have you partially fall through. You lose all actions for that round. Additionally, since you're then effectively trapped, likely from the waist down, you are considered prone until you can extract yourself.

### SPECIAL EFFECTS

**Inherent Density (1):** The power levels of Density are always active and cannot be shut off, not even by power negation.

### LIMITS

**Slow Moving (2):** The hero's Pace decreases by -1 per power level, to a minimum Pace: 1.





# DIMENSIONAL POCKET (1)

**Skills:** Magic, Mental, or Power

The hero possesses his own, private dimensional pocket that is contained within a cloak, backpack, or some other seemingly mundane item. The dimensional pocket contains its own physical laws.

The hero can freely travel into his own dimensional pocket, and can allow access to anyone he chooses.

The size of the dimension is equal to the hero's controlling skill in miles. For example, a d8 controlling skill is a dimension that is eight miles from tip to tip. Having no controlling skill and defaulting to d4-2 equals a dimension of two miles.

## SPECIAL EFFECTS

**Lord of the Domain (2):** The character receives a +2 bonus to all rolls within the pocket dimension.

# DIMENSIONAL TRAVEL (1)

**Skills:** Magic, Mental, or Power

You can travel between dimensions, visiting any dimension you have been to before without needing to roll.

Traveling to a new dimension requires a roll with a -4 penalty.

# DRAIN (2)

**Skills:** Magic, Mental, or Power

The opposite of the Boost power, drain allows you to lower the trait of a target. First, make a touch attack against the target. If successful, make an opposed roll against the trait to be drained. On a success, the skill is lowered by -1 die step, and an additional -1 step for each raise. The effect lasts for a number of rounds equal to the number of die steps the trait was drained.

During that time, the target can attempt an opposed roll of the lowered trait die against the controlling skill to cancel the effect, but doing so is considered an action by the target.

A character can only be under one Drain effect at a time.

## SPECIAL EFFECTS

**Transference (2):** The hero can increase his own, same trait a number of die steps equal to the drain result. The hero loses the transferred increase when the target recovers from the drain.

## LIMITS

**Single Trait (-1):** The hero can only drain a single type of trait, chosen when the Limit is taken.

# DREAM CONTROL (1)

**Skills:** Magic, Mental, or Power

You can enter the dreams of others, exerting your influence over them.

To enter another's dream, make an opposed roll of your controlling skill against the target's Spirit. Once inside the dream, you can attempt to enter the dreamer's mind and read their thoughts as though you had the **Mind Probe** power.

If you want your intrusion to affect the dreamer once they awake, then once you're in the target's dreams make an opposed roll of your controlling skill against the target's Spirit. A success causes one level of Fatigue, and a raise causes two levels. The Fatigue will affect them as soon as they awaken, representing the nightmares or other effects you've hit them with.

The target can get rid of the Fatigue levels once awake by making a one-time Spirit roll at -2 penalty. A success removes a level of Fatigue, and a raise removes both. Otherwise, the Fatigue only recovers after eight hours of peaceful sleep.

If you spend a Benny after giving the target Fatigue, then the Fatigue (regardless of whether it's one or two levels) can only be removed by getting a full night of uninterrupted sleep.



# DUPLICATION (5)

**Skills:** Magic, Mental, or Power

You are never truly alone, and can make more of— you!

The Duplication power allows you to make exact copies of yourself. You can always call forth a number of duplicates equal to half the die type of your controlling skill (so a d6 can summon three duplicates) with no roll needed, though it does cost an action. To call forth additional duplicates, make a skill roll. Each success and raise creates an additional duplicate.

The duplicates have all your attributes, skills, Hindrances, Edges, and powers (except the Duplication power), and are always Extras.

Duplicates last until incapacitated. The hero cannot have more than his die type x2 in active duplicates.

Duplicates cannot take an action until the turn after they're created.



## SPECIAL EFFECTS

**Damage Soaking (3):** Once per session, the hero can “absorb” a duplicate to automatically heal 1 wound.

**Ready to Rumble (1):** The duplicates act as soon as they are created.

**Sacrificial Lamb (2):** The hero can spend a Benny to transfer any damage suffered by himself to one or more of his duplicates. Any damage that cannot be applied to a duplicate is taken by the hero.

**Horde (2):** By spending a Benny, the hero can choose to summon a horde of duplicates to assist him when needed, but doing so always requires a roll. The hero cannot summon part of the horde automatically.

Multiply the successes and number of raises gained on roll by five to determine the number of duplicates created. So, gaining a success and one raise creates 10 duplicates. Divide the duplicates into groups of 5 for purposes of actions, and treat them as a *group roll*.

## LIMITS

**Shared Damage (-1):** Any damage suffered by the hero or one of the duplicates is suffered by all duplicates and the hero.

**Psychic Feedback (-1):** Whenever a duplicate is damaged, the hero must make a Spirit roll with a penalty equal to the number of wounds the attack cause, or fall unconscious for the remainder of the conflict.

### DUPLICATE DUPLICATION

*We'll put this Special Effect as a side idea, only because we've seen it in comic books. Allowing this option can greatly affect the balance of a game, however, and requires additional paperwork for the player if used. So, include it as a playable option with care.*

**Duplicate Duplication:** *Your duplicates possess the Duplicate power the same as you do, and can continue to make copies of themselves ad infinitum. Keep a separate record of which duplicates have also created their own duplicates. If you, the player, have maintained your sanity by the end of the scene, you've accomplished an incredible feat.*

## EARTH CONTROL (2)

**Skills:** Magic, Mental, or Power

You can control and manipulate the very earth under your feet, whether because you are a mutant, a form of elemental being, or through arcane means.

You can use your power to create barriers of earth by making a skill roll. The barrier's Toughness is equal to your controlling skill die type, +2 for each raise.

You can also encase others in earth by rolling in an opposed roll against their Agility. The Toughness is determined the same as for a barrier.

## ELECTRICAL CONTROL (1)

**Skills:** Magic, Mental, or Power

You can make a skill roll to drain the electrical power from objects under a large blast template. Normal electrical objects do not cause a penalty, while hardened objects cause a -2 penalty. Extremely hardened or military systems cause -4 penalty.

## EMOTION CONTROL (2)

**Skills:** Magic, Mental, or Power

The hero can alter the emotional state of others. To use the power, the hero makes an opposed skill roll versus the target's Spirit. If successful, the hero causes a single type of emotion to surge within the target, and that person can take no action that doesn't focus on the emotion. The target can attempt to break free by making a Spirit roll starting on the next round, but the roll suffers -2 penalty for each raise the hero gained on the opposed roll.

## EMP (1)

**Skills:** Magic, Mental, or Power

The can shutdown electronic devices, such as smartphones, cars, computers, electrical grids, robots, and power-armors. Make a skill roll. The roll suffers a -2 penalty for shielded objects, and a -4 penalty for heavily shielded objects such as government computers and power-armor.

## EMPOWER (4)

**Skills:** Magic, Mental, or Power

The hero can imbue others with a vast array of powers.

To use Empower, make an opposed roll against the target's Vigor. If successful, hero **must** spend a Benny and can then imbue a number of powers and special effects upon the target; up to his own controlling skill die steps in point cost, plus an additional power point for each raise gained on the roll.

The imbued powers remain until the empowering character chooses to take them back. The character can never have more than his controlling skill die steps in power points (and any additional due to raises) spent at any one time.

The hero can do this every round, but once he imbues points, he cannot use them again until they are returned, which can be done automatically by canceling the use of the power on a target.

## ENHANCED EDGE (1)

**Skills:** None

Although Edges can be purchased with power points during character creation, Edges purchased under this power represent those that are able to be negated with appropriate powers.

## ENHANCED PARRY (1/ POWER LEVEL)

**Skills:** None

Through super-human reflexes or tireless training, the hero can react faster than normal in a fight. For each power level, the hero gains an additional Parry +2, up to a +12 maximum

## ENHANCED TRAIT (1/2)

**Skills:** None

Although die steps in Attributes and Skills can be purchased directly with power points during

character creation, trait die steps purchased with this power represent those Attribute and Skill dice than are subjected to negation attempts.

Skills cost one power point per die step, and Attributes cost two power points per die step.

# ENTANGLE (2)

**Skills:** Magic, Mental, or Power

The hero can bind his opponents, either hindering their movement or ensnaring them completely. To Entangle a target, make a skill roll.

On a Success, the target is partially restrained. He suffers a -2 to Pace and all skills linked to Agility and Strength. On a Raise, the target is completely bound and cannot move or use any skills linked to Agility and Strength.

On the target’s turn, and each round thereafter, an attempt to break free can be made. To do this, the target rolls an opposed Agility or Strength roll versus the controlling skill. On a Success, the target is free but has used his action this round (no other actions may be taken). On a Raise, the target is free and can act normally this round. A failure means the target is still bound.

# ESP (1)

**Skills:** None

A hero with ESP can remotely sense other locations as though he was physically present. The hero can use any of their senses at the remote location, but is completely unaware of the surroundings of his physical body.

Power Level	Distance
1	A few miles
2	Several hundred Miles
3	Several Thousand Miles
4	Anywhere on the planet
5	Anywhere within the same star system
6	Anywhere in the universe

# EVASION (2)

**Skill:** Agility

The hero is adept at getting out of the way of incoming range attacks. Whenever the hero is the target of a range attack (he must be aware of the incoming attack), he can make a skill roll. On a Success and for each Raise, all range attack rolls against the hero are reduced by -2 for that round.

If the hero has already acted in a round and wants to evade incoming attacks out of initiative order, the hero can spend a Benny to make the attempt, with the normal multiple action penalties.

# EXTRA LIMBS (2)

**Skills:** None

This power only needs to be purchased once, and the exact number and nature of the limbs are left to the description. For example, the power is the same cost whether it represents a prehensile tail, two additional arms, or a mane of living hair.

When the power is taken, the player and GM should decide what one or two types of actions the limb(s) provide a +2 bonus toward. For example, a mane of living hair might offer a +2 bonus to grapples and Parry, while a prehensile tail might offer a +2 to Agility rolls for balance and to Climbing skill rolls.

# EXTRAORDINARY INTELLECT (3)

**Skills:** None

You’re Intellect is so vast that in most settings you are known as a **Level (or Class) X Intellect**, such as Level 10, Class 12, and so forth.

Your vast intellect grants you incredible knowledge of nearly all known subjects. Though you may not be able to perform them yourself, you know the foundations of how and why they work.

You gain +4 to all Smarts and associated skill related rolls, and this bonus stacks with any from the Scholar Edge.



Once per session, you may add your Smarts die to any single attribute or skill roll. For example, using your Smarts with your Fighting in a combat round, representing your knowledge of numerous fighting arts and being able to accurately predict the incoming attack by reading your opponent's stance, muscle movement, eye movement, and so forth. Or using your Smarts with Persuasion, representing your vast knowledge of the human psyche and behavioral sciences.

When adding the Smarts die to another attribute or skill roll, you compare all three dice (the two Trait dice and the Wild Die), but still only choose one die for the result. If the Smarts die is included in a roll that uses a Smarts linked skill, you still gain the +4 bonus for having this power.

# FIRE CONTROL (2)

**Skills:** Magic, Mental, or Power

The hero is able to control fire and heat. He gains a +2 bonus to rolls involving using his power to perform Tricks.

He can increase or decrease existing flame by making a skill roll with a penalty equal to the die steps in the flame's damage dice. For each success and raise, he can grant the flame an additional damage die, or lower the die steps in the flame's damage dice, totally extinguishing the flame once is drops below d4.



## SPECIAL EFFECTS

**Living Flame (3):** The hero can bring fire to life with the same type of action as mentioned above, granting it die steps in an attack skill equal to the number of successes and raises gained on the roll.

### FLIGHT AND SUPER-SPEED

*If the hero has both Flight and Super-Speed, consider only requiring the greater rank of the two powers to be purchased in full, and apply the desired equal or lower speed of second movement mode as a 1-Point Special Effect. Chase Card bonuses do not stack, however. Use whichever bonus the hero is granted based on the movement mode in play at the time.*

*Power specific Special Effects are still purchased at the listed cost.*

## FLIGHT (1-4)

**Skills:** None

Your character soars through the air. Use the chart below to determine both your in combat and out of combat speed, and the bonus you get to Agility rolls in chases to determine Chase Cards.

Power Level	Combat Speed	Chase Card Bonus	Out of Combat Speed
1	Pace x2	+1	Pace x6
2	Pace x4	+2	Pace 48
3	Pace x6	+3	Mach-1
4	Pace x8	+4	Supersonic Speed or greater

## FORCE CONTROL (3)

**Skills:** Magic, Mental, or Power

You are able to generate and shape an energy source such as concussive force or hard light.

You add +2 to grapple attempts when using some sort of force energy to entangle your target, and can

grapple any target within 12". Your controlling skill counts as your strength.

You can make a roll to create force barriers and constructs. The object's Toughness is equal to your controlling skill die type, +2 for each raise gained on the roll.

You can use your controlling skill die steps as though it was Super-Strength power level, allowing you to strike with increased damage, or lift objects that are up to 12" away.

## FORCEFIELD (2/POWER LEVEL)

**Skills:** Magic, Mental, or Power

You surround yourself with some sort of field, whether derived from technology or an innate ability, which mitigates damage.

When the character activates the field, she rolls the controlling skill. The Forcefield automatically has 4-points of Toughness per power level (up to a maximum of seven power levels) with an additional +2 Toughness for each raise generated on the skill roll.

Damage directed against the character is first stopped by the forcefield's toughness. Any additional damage passes through to the character's Toughness. If the forcefield fails to stop any damage, it deactivates and it is considered out of commission until the end of the conflict. To reactivate it during the conflict, the hero can attempt a skill roll with a penalty equal to the power level being reactivated (the character can attempt to use less than the maximum power level they possess).

### SPECIAL EFFECTS

**Battering Ram (1):** The hero can shape their forcefield into a battering ram. Doing so requires a Shooting roll to hit the target, and the knockback distance is treated as though they had Super-Strength. The battering ram does no damage, except for any damage caused by the knockback. To cause damage as well, take the Blast power with the Concussive special effect, instead.

**Expanded Field (1/2/3):** The hero's field can cover an area. For one point, it covers a small burst template, a medium burst template for two points, or a large burst template for three points. The burst template can be placed anywhere within 12" of the character.

**Impervious Field (4):** The forcefield has 6-points of Toughness per power level. If the forcefield was already a Resistant Field, then this special effect costs 2-points instead of four.

**Rapid Deployment (1):** Activating the forcefield counts as a free action.

**Resistant Field (2):** The forcefield possesses 5-points of Toughness per power level.

### LIMITS

**Requires Concentration (-4):** Maintaining the forcefield requires intense concentration, and the character can take no other actions while it is active.

**Requires Maintaining (-2):** The character must maintain the forcefield once activating it, and doing so causes a multi-action penalty.

## FRICTION CONTROL (2)

**Skills:** Magic, Mental, or Power

You control the amount of friction between objects, causing them to become extremely slippery or very sticky in relation to each other.

**Slippery Surface:** Before anyone touching the surface can take an action that requires balance, they must make an Agility roll against your controlling power (this does not count as an action for you or them). Unless they succeed, they can take no other actions that round as they either fall, struggle to remain upright, or some other narrative effect that applies. On a success, they take normal actions at -4 penalty. On a Raise, they can act without penalty.

**Sticky Surface:** Anyone touching the affected surface that attempts to move must first make a Strength roll against your controlling skill (this does not count as an action for either of you). If they fail, then they can take no other action that round as they struggle to get free.

# GRAVITY CONTROL (2)

**Skills:** Magic, Mental, or Power

You can control and manipulate one of the fundamental forces of the universe, allowing you to reduce or increase the pull of gravity over an area or individual.

You can use your controlling skill as Super-Strength for lifting objects, with the die steps in the skill being your Super-Strength power level. To lift another person, make an opposed roll against their Agility.

When increasing gravity against an opponent, make a controlling skill roll. Each success and raise generated on the roll causes all physical actions by the target to suffer a -2 penalty.

## SPECIAL EFFECTS

**Intense Gravity (2):** When increasing gravity, you can sacrifice the penalty you caused them. For each -2 penalty you sacrifice, the target takes one level of Fatigue. At Incapacitated, the target is rendered unconscious for one minute.

# GROWTH (2.4.6.8.10.12)

**Skills:** None

You can grow to immense size as shown on the table below. Each level of growth increases your movement by +2 Pace per power level.

When you increase your size, you gain an equal number of levels in **Super-Strength**, which does not stack with the normal Super-Strength power if you have it (use the highest rating). Every 2 levels of Growth also provide you with one power level of **Density**.

Whether growth is a permanent feature of the character, or is something that can be turned on and off as a free action, is determined when the power is taken.

Power Level	Height	Bonus
1	20'	Super-Strength 1
2	40'	Super-Strength 2, Density 1
3	60'	Super-Strength 3
4	75'	Super-Strength 4, Density 2
5	90'	Super-Strength 5
6	100'+	Super-Strength 6, Density 3

# HARDY (1)

**Skills:** None

The character is more resistant to injury than normal. When the character is already Shaken, additional Shaken results do not cause a wound.

# HEALING (2)

**Skills:** Magic, Mental, or Power

The hero may Heal a target of damage by touching the target and making a controlling skill roll, minus any wound or fatigue modifiers the target possesses). The hero heals one wound or fatigue level per success and raise.

A failure on the power roll causes the target to take an additional wound or fatigue level, depending on which the hero was attempting to heal.

Healing can also remove a Shaken result from another character. To do so, the Healing character must touch the target and make a skill roll.

## SPECIAL EFFECTS

**Regrowth (1):** The character can regrow lost limbs in others.

**Restoration (1):** You can counter the effects of powers that have hindered your patient (typically through a situation aspect placed on the character), such as from Confusion, Daze, Mind Control, Paralyze, and Transform. To do so, you must make a skill roll at -4 penalty.

**Resurrection (1):** You can bring others back from the dead! Make a skill roll at -4 penalty. If successful, you



can resurrect the target if the number of hours they were dead do not exceed the power's skill die steps. For each raise gained on the roll, the number of hours the target can be dead prior to the resurrection attempt is increased by +1. The target revives with three wounds, and can then be further healed.

**Trait Damage (1):** The hero can attempt to heal trait damage. Make a Healing roll with a -1 for each die step lost in the target trait. On a Success and for each raise, the trait recovers 1 die step.

## LIMITS

**Empathic Healer (1):** The hero takes whatever damage he heals into himself.

## HYPER-MOVEMENT (1)

**Skills:** None

The character can move in strange or unique ways, whether it is walking on air, climbing walls like an insect, or passing through narrow openings as though made of sand or gas.

Each time Hyper-Movement is purchased, it represents a different type of movement ability.

**Air Walking:** You can walk on air as though it was solid ground, even climbing "air staircases" to increase your elevation.

**FTL Speed:** You can travel at faster-than-light speeds while in outer space. The exact speed-factor is not important, and should be treated as a narrative need.

**Particulate:** You move through extremely small openings, such as the cracks under a door or key holes, as though you were made of sand, water, gas, or some other likely substance. It takes three rounds to move your entire body through the opening. If you are in a rush, you can attempt an Agility roll. On a success, you only take a full round to get through. On a raise, you pass through the opening as part of regular movement.

**Swimming:** You can move through water as easily as air, swimming at speeds fast enough to catch even the fastest boats.

**Swinging:** The hero has a swing line that provides a +2 bonus to grapples, which you can make with your Shooting or Throwing skill (based on the type of

swing line). In chases, the hero uses Agility and gains +4 bonus to the roll when determining Chase Cards.

**Wall-Crawling:** This power allows you to move along vertical and inverted surfaces as though moving across level ground. The GM may require an Agility roll to move over slick or slippery surfaces.

**Water Walking:** You can walk across water as though it was solid ground. Once per battle you may spend a Bennie to ignore all damage from a single attack that is ground level based, as you turn off the power and drops below the water's surface. Even if you reactivate the power and return to the water's surface, you can only pull that trick once per battle.

## HYPER-SENSE (1)

**Skills:** None

The hero has one or more enhanced or unique senses, granting her the ability to detect things, see things, and perhaps track things that normal people cannot.

Each time this power is purchased, it applied to a new form of Hyper-Sense.

**Analytical Sense:** The hero possesses a sense that can analyze the material an object or person is composed of, such as being able to sense each chemical that composes a steel girder.

**Awareness:** The hero is able to detect something, as determined when Hyper-Sense (Awareness) is purchased. The hero can attempt the detection by making a Notice roll at -2 penalty.

**Danger Sense:** The hero can sense impending danger and cannot be the target of The Drop.

**Darkvision:** The hero can see in all but Pitch Darkness as though it was normal lighting.

**Directional Hearing:** When making Notice rolls to pin-point the exact location of a sound, the hero gains +4 bonus.

**Full Vision:** The hero can see in 360 degrees simultaneously. Groups do not receive a Gang-Up bonus against the character.

**Hyper-Hearing:** The hero can hear sounds inaudible to the normal ear. When detecting heroes that can hide from normal senses (such as stealth, camouflage,

invisible, and so forth) heroes with this power receive +4 to their Notice roll.

**Hyper-Olfactory:** The hero can detect a target by scent. When following a target by scent, the hero can make a Notice at -2. Stealth rolls against the hero suffer -2 penalty as well (the penalties do not stack).

**Hyper-Touch:** The hero can sense tremors and acute details (such as fine grains of sand in an object, conversations through glass, sensing tremors along a surface, and so forth) through touch. Although a roll is not usually required, if the GM rules there is opposition, then the hero makes any necessary Notice check with +2 bonus.

**Microscopic Vision:** The hero can see miniscule objects. The Notice roll penalty to view objects of a certain size is shown on the chart below.

Penalty	Size
-0	Dust
-1	Microscopic Insects
-2	Cellular
-3	Molecular
-4	Atomic

**Sonar:** The hero can effectively see (without color) through the emission of high frequency sound pulses. The hero gains +4 to Notice rolls to detect opponents using Stealth, Invisibility, and other powers that would otherwise hide their presence. Darkness, intense light, and other vision impairing environments do not affect the hero.

High frequency sounds on the same frequency as sonar can disrupt it. Make a Notice check (with no bonus from this power). This is considered a normal action. If the hero fails, then Sonar offers no benefit until the person, situation, or device causing the high frequency interruption is removed.

**Telescopic Vision:** The hero can see objects which are far away as though they were closer. The range modifier to hit a target at a distance is reduced by -2.

**Thermal Vision:** The hero can automatically see into the infrared spectrum and detect the thermal patterns emitted by all things. To see thermal patterns through objects (such as the heat patterns of people on the other side of a wall), the hero makes a Notice check with a penalty equal to half (round up) of the object's

Toughness. Additionally, unless characters using Stealth, Invisibility, or other concealing abilities also have a means of masking their heat patterns, the hero can see them normally.

**True Sight:** The hero can see through illusions and other mentally-created visual effects. The hero gains a +4 bonus to Notice check against them.

**X-Ray Vision:** The hero can automatically see through objects of any Toughness as though the barrier was not there.

## ILLUSION (3)

**Skills:** Magic, Mental, or Power

You can create illusionary objects and people that seem completely real to those viewing them. The illusions can fill any area that makes narrative sense, from the amount of space occupied by a single person up to a large burst template.

The illusions are not real, physical constructs, so anyone stepping onto an illusionary floor that falls through it, steps through an illusionary wall, and so forth, automatically realizes the illusion is not real.

Otherwise, whenever someone has a reason to believe the illusion is not real, they must make a Smarts roll with a penalty equal to your die steps in the controlling skill.

As long as someone believes your illusions are real, you can attack them with it using your skill for the attack roll. Although the damage is illusionary, it causes damage normally as the mind fully believes the body was injured. If the person becomes aware of the illusion before the end of the scene, the wounds disappear but they take a level of fatigue instead.

## IMMUNITY (1.3.5)

**Skills:** None

The hero possesses immunity to an environmental effect, power, type of damage, and so forth. Choose from the list below when this power is purchased is taken. Each type of Immunity is purchased separately.

## SITUATIONAL IMMUNITY (1)

The hero gains three types of Immunity listed below for each power point spent. The hero can still take damage from attacks that use the environmental energy as the source (for example, Heat, Cold, or Radiation) as normal.

- Called Shots
- Environmental Cold
- Disease
- Drowning
- Emotion (or type of emotion, such as fear)
- Environmental Heat
- Grapple/Entangle
- Hunger
- Knockback (i.e. Immoveable)
- Lack of Sleep
- Poison
- Pressure (such as from the deep ocean)
- Environmental Radiation
- Suffocation
- Thirst
- Vacuum

## TYPE IMMUNITY (3)

The hero is immune to the effects of a specific power type, such as Ice, Fire, Radiation, Plasma and so forth. This means that the hero cannot be damaged by attacks from that specific power, and is also immune to any environmental effects (such as **heat**, if immune to Fire Blast) associated with the power type.

Only one type of power immunity can be purchased, unless the GM approves additional purchases.

## SOURCE IMMUNITY (5)

This immunity level is included because— well— it exists within comic books, but could prove an issue in some campaigns. Before source immunity is available to the heroes, talk it over with the GM and rest of the group. After all, allowing the player-characters to have **Source Immunity: Magical** in a campaign based on the mystic community and supernatural threats might not be a good idea. If the source immunity makes the heroes completely immune to the common type of

major threats in a campaign, it's highly recommended that the particular source immunity option be excluded.

A special and uncommon type of immunity, the hero is immune to all effects (including damage) from a specific source of power. Examples of power sources include divine, magical, mental, mutant, and so forth. Choosing a broad source that makes the character completely immune to everyday effects, such as physical or technological, is not allowed. While such powers might exist, they are purely within the realm of NPCs who represent a major enemy in the story.

A character may never have more than one type of source immunity.

## INTANGIBLE (1)

**Skills:** Magic, Mental, or Power

You can become insubstantial and pass through any object. There is no roll to use the power, unless certain special effects are used.

## SPECIAL EFFECTS

**Phase Attack (4):** You can also solidify portions of yourself (such as an arm) inside of people and objects, using your phasing ability to damage them. To perform the attack, you must first make a Touch Attack against the target. If successful, you deal 2d6 damage. Since the attack is literally *through* the character, Toughness and Invulnerability do not negate it.

Against objects, the attack is automatic.

**Bio-electrical Discharge (Requires Phase Attack) (2):** When you attack electrical targets (including Power Armor) using the Phase attack, you cause 4d6 worth of damage.

**Phase Others (1):** You can extend your phasing to anyone in contact with you, and even to those in contact with that person! To do so, make a roll with a penalty equal to the number of people who are going to phase (excluding yourself). If the people are unwilling, the roll instead becomes a Touch Attack against them.



# INTERFACE (1)

**Skills:** Knowledge (Computers) or Smarts

You can access computers from a distance. The exact distance is left to the narrative, since nearly any range could be explained thanks to satellites. When accessing or hacking into secured computer systems, make a roll with a penalty set by the GM.

# INVISIBILITY (2.4.6)

**Skills:** None

You can make yourself difficult or nearly impossible to see, whether by bending light around you, a mystic spell, or some other origin.

Each level in this power gives you a +2 bonus to Stealth rolls, up to a +6 maximum.

A target can attempt to find an invisible character using a Hyper-Sense other than the sense blocked (for example, Hyper-Hearing instead of normal sight if the character is visually invisible) by making an opposed roll of Notice versus Stealth. On a Success, the target is aware of the character's presence and their general vicinity and can make an attack at -4. On a Raise, the target has pin-pointed the character's exact location and can attack at a -2. Successfully identifying the location of an invisible character only lasts until the end of the round; the attempt must be made again on subsequent rounds.

Undetected invisible characters attacking a target automatically get "The Drop" on the target. However, all opposed Notice rolls are at +2 for the round to detect the invisible character after an attack is made against a target.

# INVULNERABILITY (4/ POWER LEVEL)

**Skills:** None

The hero is much more difficult to put down and out. Each power level negates one wound of damage (before Soaking), up to three wounds maximum.

# LEAPING (1-4)

**Skills:** None

You can leap distances greater than even the best human athlete. Unlike some other modes of super-movement, Leaping does not provide you with specific bonuses to rolls. As a matter of fact, because a leap of your magnitude causes you to hang in the air a bit, attackers receive a +1 bonus per your power level to hit you.

Outside of combat, how quickly you get from one location to another is based on the narrative context. In combat, however, leaping provides the following maximum movement distance.

Power Level	Range
1	12"
2	24'
3	48"
4	96"

# LIFE SUPPORT (1)

**Skills:** None

The hero has incredible body chemistry (or may even be a robot or android) does not need to eat, drink, breathe, or sleep.

# LIGHT CONTROL (2)

**Skills:** Magic, Mental, or Power

You can generate and control the intensity of light, whether sheer whiteness, fireworks, or some other sort of illumination, gaining a +2 bonus when performing the Trick maneuver involving the power. Additionally, each success and a raise when using the power to illuminate an area (up to a large burst template) reduces the penalties for darkness by one step.

# LIVING SÉANCE (2)

**Skills:** Magic, Mental, or Power

The hero is a walking conduit for the spirits of the dead, able to summon them to his location.

Make a skill roll. Each success and raise gained on the roll represents a single spirit. The spirits are intangible and cannot be harmed except through appropriate



psychic or mystic abilities. Although they cannot physically harm other characters, their presence and rapid movements are a good way to cause distractions, allowing multiple spirits to act as a team and use the group roll to perform Test of Wills and Tricks, thereby setting up the opponent for the hero.

Spirits act on the round after they are summoned, on the summoning hero's initiative. Unless Incapacitated, they last until the end of the scene, and can be extended to a longer duration by paying one Benny per additional scene.

Spirits are always Extras.

## SPECIAL EFFECTS

**Phase Attack (2):** The spirits have the **Phase Attack** special effect from the Intangible power.

**Poltergeist (2):** The spirits have the **Telekinesis** power with d6 controlling skill. They can use the skill to attack by throwing objects at the opponent, including using the gang up maneuver.

**Ready to Rumble (1):** The spirits can act as soon as they are summoned.

## LIMITS

**Draining (-1):** Summoning spirits is extremely tiring to the hero. At the end of each scene in which the hero had summoned spirits under his command, he suffers -2 to all rolls going forward. The penalty does not clear until the end of a full scene in which no spirits were under his command.

# MAGNETIC CONTROL (2)

**Skills:** Magic, Mental, or Power

You can manipulate and control ferrous metals, allowing you to move any such objects within 12" of you, using your controlling skill as Strength, and as though you had Super-Strength equal to your controlling skill die steps in power level.

You can use your controlling skill to cause metallic objects to grapple any target within range. The Toughness of the metal grappling them is equal to the Toughness of the object, itself, or your controlling skill die type, whichever is higher.

If you are simply using magnetic forces to grapple them, then your controlling skill acts as your strength on subsequent rounds.

When creating barriers with metallic objects, the Toughness is the object's Toughness or your controlling skill die type, whichever is higher.

### SPECIAL EFFECT

**Blood Flow Manipulation (1):** If you succeed at an opposed roll against a target's Vigor, you can cause them to fall asleep by manipulating the flow of oxygen to the brain. The target is asleep for the current round, plus one round per raise you achieved on the roll. Awakening before then requires a Vigor roll with a -2 penalty per raise you generated.

## MATTER CONTROL (3)

**Skills:** Magic, Mental, or Power

The hero is able to control and manipulate the very fabric of the physical universe, effectively changing the form of matter or creating matter where none exists.

To change one material type into another, make a controlling skill roll. On a success, the hero can create or remove his die type in points of Toughness for an object, or x2 his die type on a raise.

Regardless of how many rolls are made, the hero can never create or remove more than x2 his die type in Toughness from a single object.

### SPECIAL EFFECTS

**Encasement (1):** You can use created objects to encase a target, rolling your controlling skill in a grapple attempt. The Toughness of the object is equal to your skill die type on a success, or twice that on a raise.

## MEMORY AUGMENTATION (2)

**Skills:** Magic or Mental

The character can transform the memories of the target, either erasing some completely or altering the way the character remembers facts and events.

Make an opposed roll against the target's Spirit. For each success and raise, you alter or erase one memory. The augmentation lasts for at least one hour.

To regain the lost memories after that hour, the target must succeed at a Spirit roll at -2.

### PERMANENT MEMORY ALTERATION

*Some extremely powerful NPCs might have a permanent version of the Memory Augmentation power. When using it against Wild Cards, attempting to recover the true memories requires a Benny to make the roll.*

## MENTAL BLAST (1-6)

The power functions the same as the **Blast** power, damage is resisted by Psyche instead of Toughness.

## MENTAL INVULNERABILITY (1-6)

This power works the same as **Invulnerability**, except it only negates mental based damage.

## MIND CONTROL (3)

**Skills:** Magic, Mental, or Power

The hero can enter and control the minds of others, effectively controlling their actions and overriding their willpower.

To Mind Control Extras, just make a skill roll. For a success and each raise, you can implant one order or suggestion into the target.

To take over a Wild Card's mind requires confronting them on the psychic plane. Mechanically, this works the same as a Social Conflict, but you roll your controlling skill versus their Spirit. If you win, then for a success and each raise, you can implant a single order into their mind.

Breaking free of the mind control requires a Spirit roll with a penalty equal to the number of success and raises the power achieved on the initial roll.



## SPECIAL EFFECTS

**Master of Puppets (1):** The controller can force his thrall to spend Bennies, but the actual Bennies are spent by the controller, not the thrall.

**Subtle (1):** Once free, the target is unaware of the Mind Control and suffers a memory loss (a blackout) for the time he was under the influence of the power. If there is a question as to whether he was under someone's influence, anyone with an appropriate skill or power (such as Mind Probe) can make a roll, with a penalty equal to the die steps in the Mind Controller's controlling skill, to discover the truth.

## MIND PROBE (1)

**Skills:** Magic, Mental, or Power

The hero can delve into another person's mind and read their thoughts and memories.

To do so, you must first touch the target. If you do, make an opposed roll versus the person's Spirit. If the hero rolls a success, he can read memories easily recalled by the target. On a raise, the hero can read distant or deeply buried memories.

## SPECIAL EFFECTS

**ESP (1):** You can tap into the target's senses as though using the ESP power.

**Subtle (1):** The target is unaware of the intrusion. If the target has a reason to be suspicious, they can attempt an opposed Notice check against the power's controlling skill. If another character with the means to detect mental powers has a reason to believe a Mind Probe is taking place, they can make an opposed Mental roll against the controlling skill.

## MIND SWITCH (5)

**Skills:** Magic, Mental, or Power

You can switch your mind with another living being that you can touch.

For a willing target or a mindless victim (such as a blank clone) the mind switch is automatic.

Otherwise, you're going to roll for it.

Against an Extra, first make a touch attack against the target. If you do, make an opposed roll of your skill against their Spirit. If successful, you and the target switch bodies. This doesn't make your new body a Wild Card, however. You're now an Extra as far as taking damage. The switch lasts for a number of minutes equal to your die steps in the controlling skill.

Against a Wild Card, the two of you must oppose each other on the psychic plane in opposed rolls of controlling skill versus Spirit or Mental, whichever is greater. The goal is to achieve a total of a success and four raises before three rounds have passed, and the first one to do so is the victor. If you won, then you switch bodies. If the target gains a success and four raises, or three rounds have passed with neither side gaining victory, then the power has failed.

During the shift, each personality retains their own skills and mental powers, which are now possessed by the other body.

The switch lasts for a number of rounds equal to the steps possessed in the controlling skill die (so, a d10 in the controlling skill lasts for four rounds).

After the time has passed in minutes or rounds, you can attempt to maintain the power for the same amount of time (before you are expelled from the body) by using the power again. Otherwise, both parties are returned to their respective bodies.

Your opponent can attempt to break the Mind Switch early by spending a Benny and making an opposed roll of their Spirit against your controlling skill.

If either body dies during the switch, the two must make an immediate opposed Spirit roll. The one who wins enters (or remains inside of) the surviving body and the other personality is considered deceased — though whether it can remain as a ghost and plague the other (or even struggle to get its body back) is up to the GM and could provide a series of adventures. If neither side wins, both personalities remain in their current bodies, and the one whose body died is a goner.

## MOLECULAR CHAMELEON (2)

**Skills:** Magic, Mental, or Power

The hero can restructure his molecules into any material he can touch, in effect gaining abilities based on the substance.

Whenever the hero touches an object he wants to mimic, make a controlling skill roll. On a success, his Toughness becomes equal to that of the object. For each raise, the hero can either gain a new power (or a level in a new power if it has variable levels) or increase a physical trait by +1 die steps. So, for example, if the hero touched and mimicked sand, and gained a raise, he might choose to use that raise to gain Hyper-Movement (Particulate) as a power. Or, he might instead raise Agility by +1 die steps.

If the hero can only mimic one specific substance by touching it (such as only steel), purchasing individual powers like **Invulnerability**, **Immoveable**, and **Strike**, with the power set limit of **must touch a steel object to activate**, would be the better option. Molecular Chameleon is designed for those characters who can shift from substance to substance quickly.

### SPECIAL EFFECTS

**Rapid Power (1):** The roll to use the power counts as a free action instead of a normal action.

## PARALYZE (3)

**Skills:** Magic, Mental, or Power

The hero can render a target immobile through touch.

To paralyze the target, the hero must first make a Touch Attack. Then, they make an opposed roll against the target's Vigor or Spirit, depending on the nature of the power. If successful, the victim cannot move or physically act for the remainder of the scene.

If the target tries to get free early, she must roll Vigor or Spirit with a -2 penalty for each raise gained on the original activation roll.

## PLANT CONTROL (1)

**Skills:** Magic, Mental, or Power

You can control existing plants within 12" of you, manipulating them to do your bidding.

You can use your plants to encase an opponent (providing the plants have vines or some other means of grappling a target), using your controlling skill with +2 bonus. Any raises generated act as a -2 penalty each, should the target try to break free.

## POSTCOGNITION (1)

**Skills:** Magic, Mental, or Power

The hero can touch an object and see into the past, viewing events that took place within the immediate vicinity. The exact details of what the hero views are determined by the GM.

For a success and each raise, the hero can see up to one hour into the object's past.

## POWER MIMICRY (5)

**Skills:** Magic, Mental, or Power

You can mimic the powers of another character by touching them. First, there is no roll if you're touching a willing character. Otherwise, you must first succeed at a Touch Attack.

Once you touch the target, make a controlling skill roll with a -1 penalty for each power in the power set you're trying to mimic. If successful, you mimic their powers until the end of the scene. If the target has a power you already have, you mimic the power at the higher of the two rankings if the power has a variable level.

Only NPCs can maintain a mimicked power indefinitely, and such characters should prove to be major opposition. If the GM has such an NPC keep a player-character's power template, he must give the player Benny at the end of the scene the powers were mimicked— the scene where they are first mimicked, not future scenes where the powers are used again.

### SPECIAL EFFECTS

**Multi-Mimic (1):** You can hold the mimicked the powers of more than one target at once, but each extra character you mimic a -2 penalty to your roll. Power Levels do not stack if you mimic the same power more than once between different targets—you only receive the higher power level.

**Power Potency Mimic (1):** In addition to the target's powers, you also mimic their controlling skill. If you both have the same controlling skill, you mimic it at the higher of the two ranks.

**Leach (2):** Instead of simply mimicking the powers, you actually steal them from the target. To steal another's powers, you must make a roll with a -2 penalty for each power stolen.

If successful, you steal their powers until end of the scene. The target can attempt to regain their powers early by spending a Benny and making an appropriate roll with a -2 penalty for each raise you gained on the original roll. Which skill is used for the roll is determined by the narrative. It might be a controlling skill, Spirit, or even Vigor.

This Special Effect can also be applied to the Skill Mimic and Edge Mimic abilities listed below. Each instance must be purchased separately.

**Ranged Mimic/Theft (1):** You do not have to touch the target, and can mimic or steal powers of a character anywhere within the same zone. Each separate penalty increases by an additional -1. The range you can mimic from is 6" from the target, with an additional -1 penalty for every additional 6" increment.

**Skill Mimic (4):** In addition to the target's powers (or even in place of it), you can mimic all the skills of a target. For skills both of you have, you maintain the higher of the two ranks.

**Stunt Mimic (4):** You can mimic all the Edges (except Background Edges) possessed by the target.

## DIFFERENT TYPES OF MIMIC

*Instead of being able to mimic an opponent's powers, characters can be created to mimic only the skills, or the stunts, or the skills and stunts, of an opponent. Building such a power is simply a matter of taking what is currently listed as a Special Effect under Power Mimicry as a core power. In other words, Skill Mimicry would cost 4-Points, while Skill & Edge Mimicry would cost 8-points.*

## POWER NULLIFY (1.3.5)

**Skills:** Magic, Mental, or Power

The hero is able to nullify a single power, a type of power, or the source of a power, chosen when this power is taken.

To nullify a power, make skill roll with a -1 penalty for each power beyond the first. If successful, the powers are shut down until the whatever is nullifying them is somehow removed (such as a breaking a collar, countering a spell, or knocking the character unconscious). Otherwise, recovering the powers requires spending a Benny and succeeding at a roll with a -2 penalty for each raise gained on the nullification's roll. The exact skill rolled will be determined by the narrative. It might be Strength (breaking the collar), or a controlling skill, or Spirit (psychic suppression), and so forth.

## SINGLE POWER NULLIFICATION (1)

The hero can nullify a single power at a time, and cannot nullify another power unless the current nullification is ended.

## TYPE NULLIFICATION (3)

The hero can nullify all powers of a specific type, such as Ice, Fire, Light, Darkness and so forth

## SOURCE NULLIFICATION (5)

An extremely powerful form of nullification, the hero can cancel powers of a specific source, such as mental, mystic, or mutant.

A character may never have more than one type of source nullification.

## LONG TERM NULLIFICATION

*The ability to turn off powers for long periods of time are plot devices for the GM, and are meant to be obstacles the heroes must somehow overcome as part of the story.*

*If the GM allows it, player-characters can attempt to create source nullification "fields" as part of a protective measure (such as an anti-magic field), but must spend a Benny and roll with a -4 penalty. The field last for an entire scene, unless a reason is agreed upon for it to last longer.*



# PRECOGNITION (1)

**Skills:** Magic, Mental, or Power

The hero can view events that have yet to transpire, though whether those events are set in stone or can be altered are never known at the time (though he may have his own philosophy on the matter). To get a glimpse of the future, make a skill roll. The exact details of what is seen is determined by the GM, and might be confusing glimpses or detailed images, depending on the needs of the story.

The hero gains a +2 bonus for a success and each raise. The bonus is free-floating, meaning it can be used in part or whole at any time during the story, but only on rolls somehow related to what the hero foresaw. Once the bonus (or part of it) is used, it is no longer available.

# PROBABILITY CONTROL (2)

**Skills:** Magic, Mental, or Power

The hero and those around him are favored by fortune and able to get a lucky break at just the right time, or might get hindered at just the wrong time.

**Good Luck:** The hero makes a skill roll. If successful, the hero may use one of the benefits below. For each raise, the hero may choose an additional benefit. The effects last until the end of the next round.

- The hero gains three extra Bennies. Bennies gained in this fashion last until the end of the next round, and any not used by then are lost.
- The Character may share Bennies with other characters, including Extras.
- The Character may spend Bennies to negate Bennies spent by other characters, on a one-for-one basis.
- The Character is a master of fortune and the whims of Fate. He may spend a Benny to force a target to re-roll any roll and take the worse of the two rolls. If the target spends a Benny to also re-roll, the roll suffers a -4 penalty.
- The character or an ally gain +4 to all rolls until the end of the next round. If this benefit is taken more than once, the bonus does not stack. It applies to a different character.



**Bad Luck:** This primarily happens when the character fails the skill roll. If the roll was failed by four or more, the character suffers two problems.

- The character loses two Bennies until the end of the next round. Simply place them aside, away from any remaining Bennies.
- An opponent facing the character or an ally gains +4 to all rolls that round. The bonus cannot stack, and if taken more than once must apply to different opponents.
- The character or an ally must re-roll all rolls made, and take the worse of the two rolls. If the target spends a Benny to also re-roll, the roll suffers a -4 penalty.
- The character or an ally cannot spend any Bennies, except those spent to attempt a Soak roll or to fuel a power.

## PSYCHIC BLADES (1-6)

The power functions the same as the **Strike** power, except it's damage is resisted by Psyche instead of Toughness.

## PSYCHIC FORCEFIELD (1-6)

See the **Forcefield** power, except it functions against psychic and mental assaults instead of physical and energy.

## PSYCHIC RESILIENCE (2/ POWER LEVEL)

**Skills:** None

The hero's mind and spirit are especially fortified. Each power level grants +2 Psyche per Power Level up to a maximum +12.

### SPECIAL EFFECTS

**Heavy Psyche (1):** Your Psyche is akin to Heavy Armor, and you can only be damaged by Heavy Weapons and Mega-Weapons.

**Resist Domination (1):** Each power level grants you +3 Psyche, up to a maximum bonus of +18.

**Mega-Psyche (3):** Your Psyche is the equivalent of mega-armor, and you can only be damaged by mega-weapons.

**Impervious Psyche (2):** Each power level grants you +4 Psyche, up to a maximum bonus of +24.

## RADIATION CONTROL (1)

**Skills:** Magic, Mental, or Power

You can generate and control radiation, giving you the power to cause others to become sick and weak around you.

First, make a Touch Attack, and then make an opposed roll against their Vigor. For each success and raise, you cause them one level of Fatigue. For incapacitation effects, see radiation under **Hazards** in *Savage Worlds*.

## REGENERATION (4)

**Skills:** None

You possess the ability to heal at an accelerated rate, literally recovering from injury in a fraction of the time.

When not in combat, you heal all Fatigue in one minute. For wounds, take the wound penalty as the number of minutes; a -2 wound take two minutes, a -3 wound takes three minutes, and so forth.

During combat, you can take an action to do nothing except attempt to heal. Doing so requires a Vigor roll with a penalty equal to the Fatigue or wound penalty. It still takes a number of minutes to heal the damage, but you've officially started the process.

If you want to heal **and** do something else (such as attack) in the same round, you must either take a multi-action penalty, or spend a Benny use Regeneration as a free action.

### SPECIAL EFFECTS

**Enhanced Regeneration (4):** It takes a number of rounds instead of minutes to heal.

**Immortality (1):** The hero heals even if dead. The hero's body must be relatively intact for the hero to come back to life. You regain life with three wounds and two Fatigue levels, and must regenerate normally from there. How long it takes to return to life should be determined with the GM when this special effect is taken.

**Reconstruction (1):** The hero can regenerate even if disintegrated or blown to pieces. Like with the Immortality special effect, you regain life with three wounds and two Fatigue levels, and must regenerate normally from there. How long it takes to return to life should be determined with the GM when this special effect is taken.

**Regrowth (1):** You can regrow lost limbs. How long it takes should be determined with the GM when this special effect is taken.

## RESILIENCE (2/POWER LEVEL)

**Skills:** None

The hero is tough and more difficult to damage. Each power level grants +2 Toughness per Power Level up to a maximum +12.

### SPECIAL EFFECTS

**Heavy Toughness (1):** Your Toughness is akin to Heavy Armor, and you can only be damaged by Heavy Weapons and Mega-Weapons.

**Resistant (1):** Each power level grants you +3 Toughness, up to a maximum bonus of +18.

**Mega-Toughness (3):** Your Toughness is the equivalent of mega-armor, and you can only be damaged by mega-weapons.

**Impervious (2):** Each power level grants you +4 Toughness, up to a maximum bonus of +24.

## SELF-DESTRUCT (2,4,6)

**Skills:** None

You can literally explode yourself, causing 2d6 of damage per Power Level (up to 6-Hits maximum) in a small burst template. Unfortunately, you cannot filter targets, so you cannot apply the multi-target special effect to this power. Anyone within the zone can make an Agility roll to somehow avoid the explosion.

You automatically reform within an hour, but can do so sooner by making a Spirit roll at -4.

If you want to reform in a location other than where you detonated (no more than a city blocks away), add -2 to the penalty.

### SPECIAL EFFECTS

**Massive Explosion (1):** Each time this special effect is applied, you increase the area to a medium burst template, and then a large burst template. Expanding beyond a large burst template grants +12" of area effect in all directions per power point, measured from the outer edge of the burst template.

## SENSORY SHIELD (1)

**Skills:** None

You have a power suit or some other method (even inborn) of protecting your various senses against overload, granting you +4 bonus to Vigor roll to resist such attempts.

## SERIAL REINCARNATION (2)

**Skills:** None

Whenever the hero dies, he reincarnates as a new person after a few hours. The hero maintains his memories and skills, but can purchase new powers and Edges using the same number of power points he was originally created with.

### SPECIAL EFFECTS

**Rapid Reincarnation (1):** The hero can reincarnate faster than a few hours. The players and GM should determine the exact timeframe.

## SHAPESHIFT (5)

**Skills:** Magic or Power

You can shapeshift into any animal or inanimate object. For the ability to shapeshift into other people, add **Chameleon** to your power set.

You automatically have a number of power levels to spend on your new form equal to your die steps in the controlling skill. To gain more power levels, make skill roll. Each success and raise generated on the roll provides you with two power levels with which to build your new form. You maintain your own skills and attributes.

The points are spent on a one-for-one basis to gain power levels in appropriate powers (so, no, you don't have to flip through the book during play to calculate costs as though buying the powers normally).

When shapeshifting into inanimate forms, anyone trying to recognize that you're not actually the object must make an opposed roll against your Persuasion skill, and you get a +2 bonus to the roll.



You can maintain the form until the end of the scene or until incapacitated.

While in a shapeshifted form, you lose access to your normal powers, except the **Shapeshift** ability.

*A hero with Shapeshift and a d8 Controlling skill, decides to roll and gets a success. The character has 5 power levels with which to build the abilities. He might gain Claws 3, Super-Speed 1, and Invisibility 2 (Limit: darkness only).*

*Later, he shapeshifts into a rhino and gains a success and a raise, for seven points. He spends the points on: Super-Strength 1, Strike (horn) 4, and Invulnerability 2.*

## SPECIAL EFFECTS

**Greater Shapeshift (1):** You retain access to all your powers while in a different form.

**Rapid Power (1):** The roll to use the power counts as a free action instead of a normal action.

## SHRINKING (1-6)

**Skills:** None

The hero may decrease his size at will, allowing him to get into areas impossible for a normal sized person to navigate. Shrinking takes an entire round and it takes another entire round to return to normal size. A hero may choose to shrink to a size less than that allowed by his power level. Whether the hero retains his normal density while reduced in size is up to them, but they retain their normal Strength and Vigor.

At Power Level 5 and above, normal sized people cannot target the hero unless the individual possesses some way of seeing them, such as microscopic vision. They also cannot interact with normal sized people (such as a direct attack). Additionally, at Power Level 6 the hero can enter an alternate dimension such as a “microverse,” if such a place exists within the campaign.

Whether the power is permanent or can be turned on and off as a free action is determined when Shrinking is purchased.

Power Level	Height
1	6”
2	4”
3	2”
4	Small Insect
5	Dust Particle
6	Microscopic

## SPECIAL EFFECTS

**Blindside (2):** The hero can revert to normal size and attack as a single action, gaining a bonus to the attack and damage rolls equal to the Power Level that was active.

## SICKEN (1)

**Skills:** Magic, Mental, or Power

The hero can make those he touches nauseated or ill.

Make a Touch Attack against the target. If successful, then make an opposed roll with your controlling skill versus the target’s Vigor. On a success and for each raise, the target suffers a –2 penalty to all actions that round.

## SLEEP (1)

**Skills:** Magic, Mental, or Power

The hero can cause another living target to enter a deep sleep. Doing so requires an opposed power roll against the target’s Vigor for a physical attack (such as a gas), or Spirit for a mental attack or mystical attack. If successful and the target is an Extra, they fall asleep and remain that way for the rest of the scene. Against a Wild Card, the target falls asleep for a number of rounds equal to the controlling skill die type, plus an additional round for each raise.

Sleeping characters can be awakened normally.

## SPECIAL EFFECT

**Deep Sleep (1):** Sleeping characters cannot be awakened early by normal means, and only if this power is somehow negated.

# SPATIAL CONTROL (1)

**Skills:** Magic, Mental, or Power

You possess the ability to twist and bend the very fabric of space, altering distances between two points with ease.

By making a controlling skill roll, you can decrease or increase the distance between two points by 12" for each success and raise achieved on the roll. For example, if you gained a success and raise on the roll, you could warp space so that you now occupy an area that was 24" away. Likewise, you could extend the distance so that the area was now an extra 24" away.

By applying the Area Effect and Multi-Target special effects to the power, you can achieve some wild effects.

The warping effect lasts only until the beginning of your next turn.

# SPINNING (2)

**Skills:** None

You can spin like a top, making yourself harder to hit, gaining +4 Parry and causing all ranged attacks to suffer a -4 penalty against you.

Additionally, the hero can purchase enhancements from the selection below, representing special abilities he's gained through his spinning ability.

- **Projectile Attack (1):** The hero can make an attack up to 12" away by launching a projectile at a target. The projectile does 2d6 damage.
- **Area Attack (2):** The hero can release held objects, attacking everyone within a medium burst template with a 2d6 damage.
- **Burrowing (2):** The hero gains the Burrowing power.
- **Full Vision (1):** While spinning, you can easily see in all directions. The hero gains the Full Vision ability from Hyper-Senses.
- **Any Surface (2):** While spinning, you can move across walls and water as though on solid ground.

# STRETCHING (3)

**Skills:** None

The hero is able to stretch his limbs up to 24" away, allowing him to make attacks and manipulate objects at a distance.

The hero also gains a +2 to Parry and Toughness due to his malleable body, basically allowing him to absorb most attacks, and a +2 to grapple attempts.

The hero can also seep through any non-airtight opening as a full round action.

## SPECIAL EFFECTS

**Area Effect (1/2):** The hero can expand his body to fill a medium burst template or a large burst template. Treat the hero's Toughness as an obstacle for attacking anything that he blocks.

**Extended Stretching (1):** Each time this special effect is purchased, the hero can stretch an addition 6".

# STRIKE (1/POWER LEVEL)

**Skills:** Fighting

Your hero has some sort of powerful, up close and personal attack, whether claws, flaming hands, ice encased fists, concussive force punches, or even a weapon that's beyond the scope of the mundane. Each power level grants the character 1d6 damage dice, up to 8d6 maximum.

Applying options to the Strike power customizes it to fit the type of attack he uses. Below is some ready-made, low cost examples of how to create some types of attacks. Use them as examples for creating your own, or apply them to your character for a ready-to-play power. Simply purchase your levels of Strike, and then add the cost below to the final total.

When rolling damage, roll your Strength die along with the power's damage dice.

**Claws/Weapon (2):** Once per scene, you can spend a Benny to cause an opponent to take one additional wound (after they Soak). (Note: You do not have to purchase this option to represent claws or some other weapon type.)





**Concussive (1):** For each damage die you sacrifice from the attack, you can knock your opponent back 6" (or an additional 6" if you would have already caused knockback).

**Corrosive (2):** When destroying objects, your power does double the amount of damage. When striking living opponents, instead of gaining an extra damage die on a raise, your corrosive substance instead continues to automatically do its damage dice against them for the next two rounds, unless they find some way to neutralize the substance.

**Darkness (2):** When you strike a target, it also diminishes their sight so that their surrounding area appears one step darker in illumination. So, a normally lighted area becomes dim, while a dim area becomes dark, and a dark area becomes pitch darkness. The effect lasts for a number of rounds equal to your power level.

**Earth/Force/Ice (1):** When you hit your opponent, you can choose to not do damage and instead partially encase your opponent. Although the target cannot move, they can take other actions at -2 penalty. If you hit with a raise, you can completely encase them, and they can take no actions except breaking free. The encasement's Toughness is equal to twice your Power Level in Blast, with an additional +2 for every raise you received over the first one.

**Electrical (2):** When attacking metal opponents, such as robots, you gain an extra damage die.

You may also use your power level as a number of die steps, and roll that die instead of a normal skill when attempting to short out or bypass electronic locks.

**Energy (2):** When you succeed with a raise on an attack, you may spend a Benny to ignore a target's Imperviousness, as well as bypass 1 level of Invulnerability. If the target is not Impervious, you ignore 2 levels of Invulnerability.

**Fire (2):** Whenever you successfully strike an opponent who is wearing flammable materials, they must roll a d6. On a 5 or 6, your attack continues to roll its damage dice against them automatically each subsequent round. The fire can be extinguished with an Agility roll at -4 (rolling on the ground), another character somehow patting the flames with an Agility roll at -2, or spending one round (and taking no other action) in water or any other appropriate substance.

**Light (2):** When you hit your opponent, they must make a Vigor roll or become blinded for a number of rounds equal to your power level in blast. Your opponent can attempt to recover from being blinded by making a Vigor roll at -4 penalty.

**Radiation (2):** You can spend a Benny after a successful attack to cause your opponent to take a level of Fatigue. The Fatigue is caused even if the attack does no actual damage against them. Fatigue levels are recovered after an hour of rest.

**Sonic (2):** When your attack causes your opponent to become Shaken, all rolls to recover from it suffer -4 penalty. If your attack got a raise, then in addition to the penalty, a Benny cannot be spent by your opponent to recover from being Shaken.

**Vibration (1):** Your vibration attacks can shatter objects and people. When destroying objects, your power does double damage to the object. Against living opponents, you can sacrifice the extra die of damage on a raise to cause a -2 to Soak rolls. Each additional raise after the first then causes an additional -2 penalty, as long as the extra damage die for a raise was sacrificed.

## SPECIAL EFFECT

**Aura (2):** Your Strike also acts as an aura around your body, causing its damage (and any secondary effects) to anyone who strike you in hand-to-hand combat.

**Armor Piercing (1):** Your blast gains AP 2 for each power point spent.

**Demolishing (4):** The blast ignores the armor bonus to Toughness of inanimate objects whose armor type is the same, or lower, than the blast's weapon type. So, a demolishing mega-weapon blast ignores the armor bonus against inanimate objects with normal, heavy, or mega level armor. A heavy weapon ignores the armor bonus for objects with normal or heavy armor, and so on.

**Increased Damage (3):** Your blast's damage dice increase from d6 per power level to d8. A raise on the Shooting roll still only grants +1d6.

**Heavy Weapon (1):** The attack is considered a heavy weapon attack.

**Ultra-Damage (6):** Your blast now does d10 per power level in damage. A raise on the Shooting roll still only grants +1d6.

**Mega-Weapon (4):** A mega-weapon is much more powerful than just a simple heavy weapon. When attacking a mega-armored character or object, damage is rolled normally. When attacking a heavy armored target, a raise on the Shooting roll adds d8 to the damage instead of d6. When attacking a normally armored or non-armored target, a raise adds d10 to the damage instead of d6. The special effect does not apply against Forcefields.

## SUFFOCATE (1)

**Skills:** Magic, Mental, or Power

The hero can cause those he touches to begin suffocating.

First, the hero makes a Touch Attack against the target. If successful, the hero makes an opposed skill roll versus the target's Vigor.

On a success and for each raise, the target suffers a level of Fatigue (maximum level of Incapacitation). If Incapacitated, the target will die in a number of rounds equal to their Vigor die. Should the hero die from asphyxiation, he can be revived within 5 minutes of death by a successful Healing skill or power roll at -4. The hero revives with two Fatigue levels.

The Fatigue is recovered one level every 5 minutes.

## SUMMON (5)

**Skills:** Magic, Mental, or Power

You can summon minions to your side, whether they are human thugs, demons, or some other form. The exact type of minion must be chosen when the power is purchased.

You can always call forth a number of minions equal to the die steps in your controlling skill (so a d8 can summon three minions) with no roll needed, though it does cost an action. To call forth additional minions, make a skill roll. Each success and raise creates an additional minion. The hero cannot have more than his die type x2 in active duplicates.

The minions cannot act until the round after they are summoned. All minions operate as Extras, should have the same traits and Edges, and last until the end of the scene unless Taken Out. Keeping them around

longer without taking additional action requires spending one Benny per additional scene.

### SPECIAL EFFECTS

**Ready to Rumble (1):** The minions act as soon as they are summoned.

**Sacrificial Lamb (2):** The hero can spend a Benny to transfer any damage suffered by himself to one or more of his minions. Any damage that cannot be applied to a minion is taken by the hero.

**Super-Powered (1):** Your minions are powered. You gain a number of Power Levels equal to the number of die steps in your controlling skill. Divide the Power Levels between powers as desired. Because these are minions, you do not have to calculate costs for the powers, you simply spend Power Levels on a one-for-one basis, but all minions must have the same powers.

## SUPER-SPEED (1-4)

**Skills:** None

You can move at greater than human speeds, giving you a faster reaction time than most others and making you harder to hit when you're in motion. Use the chart below to determine both your in combat and out of combat speed, and the bonus you get to Agility rolls in chases to determine Chase Cards.

Power Level	Combat Speed	Chase Card Bonus	Out of Combat Speed
1	Pace x2	+1	Pace x2
2	Pace x4	+2	Pace 48
3	Pace x6	+3	Mach-1
4	Pace x8	+4	Supersonic Speed or greater

### SPECIAL EFFECTS

**React in a Flash (1):** You may spend a Benny to go first in an exchange, regardless of your Action Card. If multiple people with this special effect exercise this ability, they go in turn of their normal initiative, but before those who don't have the special effect get a chance to act. If the exchange has already started, and you have not yet acted, you may instead choose to automatically interrupt another's action to take your own.

# SUPER-STRENGTH (1-12)

**Skills:** None

You are stronger than mere mortals, able to achieve feats of strength and hit with a force others usually only imagine.

Each level in Super-Strength provides you with +1 bonus to Strength rolls that involve a raw application of strength, such as breaking things or making or breaking grapples, but not to lifting things. When causing knockback, the distance you can send an opponent flying is increased by a number of d4 dice equal to half your power level (round up).

The general lifting ability of super-strength is shown on the Super-Strength Lifting Benchmark table below. To lift a weight equal to or less than your power level, make a Strength roll. The roll suffers a -4 penalty for each power level the associated weight is above your own. When lifting weight limits associated with normal human strength, no roll is necessary.

Damage Bonus	Lifting Benchmark
+1	Lifting a car is no problem
+2	Semi trucks are weapons in your grasp
+3	You could lift a fully loaded jet fighter
+4	Modern tanks are not a weight problem for you
+5	You can heft a small building
+6	You can move large buildings
+7	With your strength, Battleships can be carried
+8	You are strong enough to raise an aircraft carrier
+9	At this level, your strength can lift a skyscraper
+10	You could lift the Great Pyramid of Giza
+11	You could lift an island
+12	Your strength is a plot device, congrats!



## SPECIAL EFFECTS

**Enhanced Lifting (1):** You can roll your Strength vs Your Strength in a push maneuver. Each success and raise increases your placement on the Lifting Benchmark chart by +1 steps for the round.

**Ground Slam (1/2/3):** The hero can use Strength to strike the ground and hit everyone in a medium or large burst template place directly in front of you. Targets must make an Agility roll with a penalty equal to your Super-Strength damage bonus, or fall prone.

For one point, the area if effect is a cone template, instead.

# TELEKINESIS (1)

**Skills:** Magic, Mental, or Power

The hero is able to move and manipulate objects that he can see, without physically touching them, from up to 12" away. Use your controlling skill as your Strength for determining how much you can lift.

If attacking someone with the lifted object, use your controlling skill as the attack skill, with a -4 penalty.

## SPECIAL EFFECTS

**Omega Telekinesis (2):** When lifting objects with your mind, you can lift weight from the Super-Strength Lifting Benchmark table, using your die steps in the controlling skill as the power level.

**Telekinetic Combatant (2):** You do not suffer a penalty when attacking with the object.

# TELEPATHY (1-6)

**Skills:** Magic or Mental

The hero can facilitate mental communication with another greater than animal intellect at a distance determined by the power level. When attempting to contact more than one person at a time (such as coordinating a team), the hero can automatically contact a number of people equal to his die type in the skill, to a minimum of one, as a free action. For each additional person he wishes to simultaneously contact or coordinate, he must make a roll at -2 penalty per person. So, a telepath with Mental at d8 can automatically contact up to eight people at once as a free action. To coordinate a team of ten people (an additional two individuals), however, he must make a controlling skill roll at -4 penalty.

Once the link is established, it is maintained freely until the telepath ends it, or someone involved is rendered unconscious.

Power Level	Distance
1	A few miles
2	Several hundred Miles
3	Several Thousand Miles
4	Anywhere on the planet
5	Anywhere within the same star system
6	Anywhere in the universe

## SPECIAL EFFECT

**Omega Telepath (1):** The character makes the skill roll to link more people than his die type in the controlling skill as a free action.

# TELEPORTATION (1-6)

**Skills:** Magic or Power

The hero can travel a distance from one point to another instantaneously without traversing through the intervening space.

The hero can automatically teleport a distance equal to the Power Level as shown on the Teleportation Range table. At the GM's option, a character can teleport a greater distance, but doing so requires a skill roll with -2 penalty for each Power Level range increase. If the hero wishes to teleport an unwilling subject, the hero must first make a grapple against the target. On the next round, if the grapple is maintained, the target can be teleported.

Power Level	Teleportation Range
1	A few miles
2	Several hundred Miles
3	Several Thousand Miles
4	Anywhere on the planet
5	Anywhere within the same star system
6	Anywhere in the universe

## SPECIAL EFFECTS

**Gateway (1):** The hero opens a portal that allows others to teleport through it.



## LIMITS

**Must See Destination (-1):** The hero must see the location to which they are Teleporting. If the hero cannot see the destination, he must make a roll with -4 penalty (increased as appropriate if attempting to also teleport a greater than normal distance). Failure indicates the hero has collided with an object and takes 1d6 damage for every 2-points of the object's Toughness.

## TIME TRAVEL (1)

**Skills:** Magic, Mental, or Power

The hero can travel to any point in time within a range determined by the power level. At the GM's option, a character can travel through a greater length of time, but doing so requires a skill roll with -2 penalty for each power level increase.

If the hero wishes to time travel an unwilling subject, the hero must first make a grapple against the target. On the next round, if the grapple is maintained, the target can be time shifted. The time change lasts for one scene, at which time the target's anchor to his own time returns him to the exact physical point he was taken from.

	TimeRange
Power level 1	A few minutes
Power level 2	Several hours
Power level 3	Several months
Power level 4	Several years
Power level 5	Several decades
Power Level 6	A century or more

## LIMITS

**Limited Travel (-1):** The hero can travel into the past or future, but not both. As a result, he can't return to his home time.

## THE LAWS OF TIME TRAVEL

*The exact laws of moving throughout the time stream are left to the GM to decide, and may or may not be completely understood by time travelling characters. For example, can the time stream be altered by travelling into the past, or do time travelers enter an alternate time stream where their actions create new branches that will never affect their home phase?*

## TWO-DIMENSIONAL (2)

**Skills:** None

You can turn your body in a flat, two-dimensional form.

You can automatically bypass any obstacle that a single sheet of paper could slide through, and gain +4 to Parry against attacks unless the opponent is facing you directly from the front or back. Likewise, any ranged attacks suffer -4 penalty.

If someone is viewing you at an angle or from the side, you gain +2 to Stealth.

## VAMPIRISM (2)

**Skills:** Mental or Power

The hero can take the life force or psychic energy of others, and use it to heal himself.

You must first successfully grapple your opponent. Once the target is grappled, make a roll of your controlling skill versus their Vigor or Spirit, depending on whether you are a blood or psychic vampire. Each success and raise causes a wound.

Additionally, for wound you cause, you heal an equal number of wounds.

## CREATING UNDEAD

*Usually within the realm of NPCs, if the character is a member of the Undead (such as an actual vampire), then anyone killed by the vampiric attack rises within three days as one of the Undead, usually under the domination of the one who created them.*

*If the GM wishes to allow such an option to a player-character, increase the cost of Vampirism by 4-points. Anyone transformed into an Undead rises as Extra under their mental domination. If it is a Wild Card, the victim remains a Wild Card, and may or may not remain under the thrall of their master depending on the needs of the story.*

## WATER CONTROL (4)

**Skills:** Magic, Mental, or Power

You can control the flow of water, causing it to move at your command.

Anyone caught within the water must make an opposed Swimming against your controlling skill each round. If they fail, they can take no other actions that round as they struggle not to drown.

If they succeed, they can act, but all actions suffer a -2 penalty. If they succeed with a raise, they act normally that round.

## WEATHER CONTROL (5)

**Skills:** Magic, Mental, or Power

You can command the very forces of nature, allowing you to create storms or diminish existing storms.

The hero can command the winds as though he possessed the **Air Control** power, and can bring about arctic storm conditions as though he possessed the **Cold Control** power. Additionally, he can lightning strike a target up to 24" away as an Attack action using the controlling skill, causing 1d6 damage per die steps in the controlling skill.

## SPECIAL EFFECTS

Below is a list of special effects that can be applied to a wide range of powers, along with the cost for applying each to a power. The cost for a special effect is always flat, regardless of how many Power Levels the power might possess. It only adds to the total cost of the power.

### ADVANTAGEOUS (1)

You gain +2 to rolls to perform Tricks with the power.

### AREA EFFECT (VARIABLE)

You can attack everyone within a small burst template for 1-point, a medium burst template with 2-points, and a large burst template for 3-points. Expanding beyond a large burst template grants +12" of area effect in all directions per power point, measured from the outer edge of the burst template.

### CHARGE OBJECT (1)

The hero can touch an object, charging it with his Blast power. Whatever comes into contact with the object after it is charged triggers the power's release. This effectively allows him to create a Blast attack with a time delay on when it goes off. Avoiding the blast once the charge is triggered requires an Agility roll at -2.

### COUNTERING/NULIFY RESISTANCE (1)

The power is particularly resistant to being countered or nullified and increases and causes an additional -2 penalty to the roll.

### DAZING (2)

The power can also daze and stun targets. Whenever the target is affected by the power, they must make a Vigor roll with a penalty equal to the attacker's controlling skill die steps, or the number of damage dice in the attack power. If the roll fails, the target is Shaken for 1d6 rounds. The target cannot attempt to make a Spirit roll to remove the Shaken result, or spend a Benny to negate it, until that time has passed.

## ***DEADLY (2)***

Once per scene, you can spend a Benny to cause an opponent to take one additional wound (after they Soak).

## ***DEMOLISHING (1)***

When destroying objects, your power does double the amount of damage.

## ***DURABLE (1)***

You can spend a Benny to automatically Soak one wound.

## ***GASEOUS (1)***

Your damaging attack power is no longer instant, but takes on a life of its own as it slowly fills an area of effect. Any area it covers is attacked each round with a skill rating equal in die steps to the number of damage dice of the power. If the power did not have damage dice (such as the Emotion Control power), then the gas attacks with d6 skill.

## ***GHOSTLY (1)***

The power can affect astral and intangible targets.

## ***HOMING (2)***

The attack power receives another chance to hit the target of a missed attack on the next round on the Character's initiative turn. The power gets a number of attempts to hit the target equal to the number of times this special effect is applied to the Power. This secondary attack attempt does not cost the character an action.

## ***IMPERVIOUS (4/8)***

This special effect is optional and requires GM and group consensus before being added to a campaign.

A character with the Impervious special effect is immune to all damage of a type and threshold. It could be applied to energy damage, physical damage (such as blades, bullets, and low-yield explosives), mental damage, or even damage from arcane spells (such as a mystic themed blast).

At the **Low Impervious** level, the character is immune to damage from attacks rated at four damage dice

or lower. At **Highly Impervious**, he is immune to damage from five damage dice or lower conventional attacks. The character cannot be harmed by the attack, period.

Sometimes, an attack will fall between the cracks and will have to be judged on a case-by-case basis. A Concussive Force blast could be argued to be a physical attack against a character Impervious to damage dice in energy attacks, but as shown in comics it might sometimes affect the character as though it were an energy based attack.

Regardless of whether a character is Impervious, they can still suffer knockback from an attack as normal, even if they can't be damaged by it.

## ***INDIRECT (1)***

The attack power originates from a source other than where the hero is physically located. The power ignores obstacles and cover when hitting the target, but does not ignore Forcefields.

## ***MEGA-ATTACK (2/4)***

Typically, this special effect is found in power-armor themed powers, but can be applied to just about any type of character with the right explanation.

Once per session, you can double the number of damage dice of an attack power, and can exceed the normal maximum damage dice for a power. The increase lasts for one attack only. There are two levels to this special effect.

**Basic:** The power immediately shuts down after the attack.

For example, let's say you had Energy Beam 4 (five damage dice), and used the special effect to double that to ten damage dice. After the attack, Energy Beam is shutdown.

Energy Beam is automatically recovered at the end of the scene. To recover it during the scene requires spending a round on an appropriate skill roll (such as a controlling skill, Knowledge (Technology), and so forth) with a -1 penalty for each power level in the power. Of course, you *could* decide to recover only a portion of it, say Energy Beam 2, for only a -2 penalty instead of -4.

The recovery action, though, can only be attempted **once during the scene**.

**Advanced:** The power still shuts down after the attack, but this version allows you to first apply those levels to reduce your other powers. These changes last until the end of the scene in which the special effect was used, then your power levels return to normal.

If you don't have enough overall power levels to absorb the required reduction, then all your powers are completely shut down.

If a power does not have variable power levels, the power can take 1 point of reduction and is shut down.

Just as in the basic version, you *can* attempt to recover the lowered powers during the scene. Doing so requires a skill roll with a -1 penalty equal to the total number of reduced levels to be recovered. So, if Energy Beam 4 had been shut down, plus you had spread the reduction to lower Super-Strength by 1 and Flight by 1, then the penalty is a whopping -6.

Of course, you could attempt to recover less power. For example, Energy Beam 2 and Flight 2 for only a -4 penalty.

Whichever way you decide to handle it, the recovery action can only be attempted **once during the scene**. Otherwise, all reduced power levels are automatically recovered at the end of the scene.

## ***MULTI-TARGETING (2)***

When you make an area attack, you can filter out targets you do not want to be affected.

## ***PENETRATING (2)***

Once per combat encounter, you may spend a Benny to ignore a target's imperviousness, as well as bypass 1 level of Invulnerability. If the target is not Impervious, you ignore 2 levels of Invulnerability.

## ***POWER STRESS (3)***

Typically, this special effect is found in power-armor themed powers, but can be applied to just about any type of character with the right explanation.

You may spend a Benny once per scene to lower your powers instead of taking wounds. The total number of wounds can be applied to one power or multiple powers. For example, if your hero took a 4-wound hit, he could instead spend the Benny and, for his single

use of the effect this scene, lower two powers by one level, a second power by two levels.

The power levels recover only at the end of the scene.

## ***RANGE (VARIABLE)***

This special effect allows you to increase the range of your power.

For ranged attacks that begin at a range of 12/24/48, each 1-point in this special effect increases the range along the following increments: 24/48/96, 50/100/200, 75/150/300, 100/200/400.

For personal or touch ranged powers, spending 1-point increases the range to 12".

Powers with a range of 12" are increased an additional 12" per point spent in this special effect.

## ***REROUTE POWER (1)***

Typically, this special effect is found in power-armor themed powers, but can be applied to just about any type of character with the right explanation.

Once per scene, you can spend a Benny to reroute power. For example, lowering one power by two to increase another power by two, or two powers by +1 level each.

You can revert the power levels back to normal at any time during the scene, but cannot reroute power again until the next scene. In other words, if you spent the Benny to reroute four levels of Forcefield into two levels of Energy Beam and two levels of Energy Absorption, you can automatically revert any portion of those levels back into Forcefield if you really need to, even across multiple rounds. Just remember that you cannot reroute any powers again for the remainder of the scene, so be sure you want to revert levels back before you do so.

There is a limit, however. You still can't go above a power's normal power level limit (such as Power Level 4 for Flight, or eight damage dice for Blast).

## ***TRANS-DIMENSIONAL (1)***

The power can affect targets in other dimensions as if the wielder were in that dimension. The power affects one other dimension (chosen by the player) each time this special effect is taken.



## ***UNNOTICEABLE (1)***

The power, whether it is a physical blast or some other sort of obvious attack, is completely invisible to the naked eye, making it almost impossible to tell where it came from simply by sight.

## ***USEABLE ON OTHERS (1)***

When applied to a power that normally only affects the person who has it (such as Invulnerability), it can now affect others through touch. To do so, make a controlling skill at -2 penalty.

## ***VOLLEY (1)***

Your blast's rate of fire increase by +1, up to a maximum RoF: 6.

# **LIMITS**

The following list covers some of the more common forms of Limits that powers can take, along with the overall power set cost reduction for applying them to the power. The cost reduction is a flat rate subtracted from the power's total cost. No power can be reduced below a 1-point cost.

## ***ALWAYS ON (-1)***

The power is always on and cannot be turned off, though it can be negated. If the power is negated, it automatically reactivates when the source of the nullification is removed.

## ***CANNOT USE POWER STUNTS (-1)***

The power cannot be modified using Power Stunts.

## ***DAMAGING (-2)***

Each round the hero uses the power, he takes one wound. Invulnerability does not reduce the damage.

## ***DISTRACTING (-1)***

Using the power takes concentration and causes the hero to not be able to properly defend himself. Attacks against the hero gain a +2 bonus.

## ***FATIGUING (-1)***

Each use of the power causes the hero one level of Fatigue. The hero can resist the fatigue by spending a Benny. Each level of Fatigue recovers after 30 minutes.

## ***GRAPPLING ATTACK (-1)***

The power requires the hero to grapple the target before he can attack him with it.

## ***LONGER ACTIVATION (-1)***

The power takes longer to activate and the hero can only use it every other round, instead of every round.

## ***REDUCED RANGE (-2)***

Each time this limit is taken, a ranged power has its range reduced by half.

## ***RESTRICTED (-1)***

The power is restricted in some way. Perhaps it's not effective against a certain substance, usable only on objects or only on living beings, the hero must chant or perform gestures, and so forth.

## ***SENSE RELIANT (-1)***

The power requires that the target be able to sense you in some manner, such as be able to see you, hear you, touch you, and so forth. The type of sense is determined when this Limit is taken.

## ***UNSTABLE (-3)***

The power is unstable and doesn't always work when the hero desires. Whenever the hero wants to use this power, roll the dice. On an even roll, the power works normally. On an odd roll, the power fails to activate. On snake eyes, the power burns out and can't be used for the rest of the scene.

## ***WILD POWER (-3)***

The power's functionality and magnitude are outside of the hero's control. Such powers are under the GMs control as to when they activate and in what way.

# SUPER-SCIENCE DEVICES

Super-science is as much a staple of comic books as colorful costumes and extraordinary powers. From a villain's freeze gun or fear inducing gas, to dimensional portals that allow travel and exploration into foreign realms, to highly advanced power-armor, the inventions and technologies of comic books have been a sense of wonder since the debut of the super-hero genre.

This chapter gives you the means of creating your own super-science inventions. For those of you who have the **Headquarters** or **Team Base** Edges, this is the chapter where you get to spend those points to build your secret base of operations, be it a remodeled cave, volcanic fortress, orbital satellite, mansion, flying aircraft carrier, or even a city-sized trans-dimensional organic vessel.

## DEVICES AND CHARACTER CREATION

The invention rules are for creating devices after the campaign has started. Those devices, however, are temporary items, capable of being used for an entire session before they become inoperative, are lost, or are removed from play through whatever narrative detail makes sense.

For those of you who want to have one or more devices as a permanent part of your character, you'll make them at character creation. There's no invention roll to do so, you simply spend your power points for the device's costs as you would for any other power set in the game. The difference is that the device is a core part of your character, always with him and always recoverable within the story.

For the most part, any device uses the same rules. Choose the powers and any special effects or limits, select any specific special effects from this section that make sense and pay the total cost in power points. The powers then work the same as they would if part of any other character power set.

## BUILDING A DEVICE DURING PLAY

With the right Knowledge skills, you can make your own specialized devices— chemical formulas, weapons, and armors, capable of extraordinary feats thanks to super-science or sorcery. Such devices are created as temporary power sets, just as you would create a normal power set for your character.

### DESIGN THE DEVICE

To create a new device during the series, first determine what powers it possess (and determine how the powers are arranged into Power Sets). After you determine the total cost of all powers, special effects, and limits, divide the total by half (round up). The result is the success and number of raises you must roll to create the device, and you only have five rolls to do it in.

Each success and raise represents six hours of work time.

You must also have a suitable laboratory or workshop of a quality rating at least equal to half the power point cost of the device (i.e. the number of success and raises you need to achieve). If the quality rating is lower, that means the device is going to be a bit more difficult to construct. You just don't have the necessary resources or tools on hand to do it easily. The Knowledge roll suffers -2 penalty for each point the quality rating is lower than half the power point cost.

*Dragonfly wants to create a device that will allow him to shrink his entire team down to the size of a small insect all at once. He decides it will have **Shrinking 4** with an Area Effect (medium burst template). It doesn't have any limits.*

*The base cost for the device is 6 Hero Points, four for Shrinking and two for the area effect. That means he needs a success and two raises.*

*The workshop is Quality 4, so he doesn't suffer a penalty to the Knowledge roll, since the workshop's quality is higher than half the power point cost of the device (which would be three power points).*

If you succeed, great! You've created the device. For each additional raise you get over the requirement to invent the device, you lower the construction time by one hour, to a minimum of one hour.

The device lasts for one session of use. Keep in mind, it's one issue **of use**. That means you can carry the device for a few issues *before* using it, but the moment you use it even once, it lasts until that issue is over. When the issue concludes, it is assumed to be lost, deconstructed, or whatever reasoning makes sense to remove it from play.

You can only have one device in active use at a time.

## DEVICE CONTROLLING SKILL

For powers which require a Controlling skill, the device has the skill at d4 unless purchased at a greater level through device special effects.

## JURY RIGGING

When time is of the essence and you absolutely must construct that device "Now!" you can attempt a jury-rig. You're basically rushing the job and risking failure in exchange for getting that emergency device built and in the field as quickly as possible.

You build the device using the same rules as building a device, but it takes only one minute per needed success and raise. But, the number of success and raises needed is increased by +1 due to the rushed job.

Jury-Rigged devices last for a single scene of use, though they can last longer if you spend a Benny point for each additional scene.

## COMMON DEVICE SPECIAL EFFECTS

Devices are constructed using the powers system for abilities. However, the following special effects are examples of what we've seen in comic books, and represent things not normally covered by the powers

system. If a device special effect would make sense, however, it can be applied to any type of power set. Each special effect (or rank of special effect) costs 1 power point.

## ARTIFICIAL INTELLIGENCE

Your device is an artificial intelligence capable of acting on its own. Each level gives the A.I. a specific number of skill dice.

- **Basic Intelligence (2):** 5 skill dice.
- **Improved Intelligence (4):** 10 skill dice
- **Advanced Intelligence (6):** 15 skill dice

## AUTO-PILOT

Typically applied to vehicles, it can now fly or drive itself with d6 skill. This special effect can be applied three more times, up to a maximum d12 skill rating.

## CONCEALABLE

The device is either very small, or collapses to be smaller than its normal size. When someone is searching for the weapon, their Notice roll suffers -2 penalty.

## DATABASE

The device is either a walking library or has remote access to one. Each time this is applied, the device has the two Knowledge skills at d6 rating. You can take this multiple times, and either apply it to two additional skills, or increase the skill rating up to a maximum of d12+2.

You can also apply a +2 bonus to a single skill instead of taking a pair of skills, up to a maximum of d12+2.

## EXPERT WIRING

Typical of explosives, rolls to disarm the weapon suffer -2 penalty.

## INDEPENDENT ATTACK

The weapon can attack on its own, such as an automated turret. The Shooting skill is d6 for a single application of this special effect, and increases by +1 die steps for each additional application, up to a maximum of d12+2.

## POWER ABILITY

Each time this special effect is taken, your device's power level is increased a level (if the power has variable levels), or controlling skill improves +1 die steps.

## RESTRICTED

The device is restricted from just anyone using it, whether it is through a DNA scan, a mystic enchantment for worthiness, or some other high security means that typically cannot be overcome.

## REMOTE

Usually a special effect for explosive devices, you can detonate the bomb from a distance. When applied once, the range is roughly a half-mile. When applied twice, you can remote detonate from up to a mile away.

## TARGETING

Whether through special stabilizers, a target scope, or some other method, the weapon provides a +2 bonus to your Shooting roll when you take the time to aim.

## DEVICE LIMITS

Your device can have limits built into it the same as any power set. When determining final difficulty to build the device, subtract the cost of any Limits.

## HEADQUARTERS

By taking the **Headquarters** stunt, you received a number of points to use for building your secret lair, whether a personal lair or a team base of operations. The sections below give you the means to spend those points, choosing the headquarters quality, facilities, and defenses.

## HEADQUARTERS QUALITY

Next, purchase the Quality of your base. The base's quality determines the Quality of any automated defenses you might have, as well as the Quality Rating of any laboratories, workshops, and libraries the base contains.

Your base begins at zero quality, and every point you spend increases the quality +1, to a maximum of Quality 6.

## HEADQUARTERS FEATURES

Finally, with any points you have remaining after purchasing the Quality Rating, you can purchase any of the following features for your headquarters. Each feature (or level of a feature) costs 1 Headquarters Point.

**Artificial Intelligence:** Your device is an artificial intelligence capable of acting on its own. Each level gives the A.I. a specific number of skill dice.

- **Basic Intelligence (2):** 5 skill dice.
- **Improved Intelligence (4):** 10 skill dice
- **Advanced Intelligence (6):** 15 skill dice

**Command Center:** A central room to monitor happenings around the city or planet.

**Database:** Your base has an extensive database covering one or more areas of knowledge. Each time this is applied, the device has the two Knowledge skills at d6 rating. You can take this multiple time, and either apply it to two additional skills, or increase the skill rating up to a maximum of d12+2.

You can also apply a +2 bonus to a single skill instead of taking a pair of skills, up to a maximum of d12+2.

**Defense Systems:** Your base is equipped with one or more defense systems. The systems have a die steps in necessary combat equal to the quality of the base.

**Dock/Garage/Hangar:** The base contains a place to repair vehicles, equal to the headquarters quality rating.

**Dimensional Pocket:** Your base occupies a dimensional pocket, making it much large (or smaller) on the inside than it appears from the outside.

**Dimensional Portal:** The headquarters contains a portal to a particular dimension, chosen when this feature is purchased. Additional dimensions require this feature to be taken more than once.

**Dimensional Travel:** Your headquarters is not stationary, and travels through the dimensions as easily as flying through the air.

**Infirmary:** The base is equipped with a place to treat injuries. Whenever making Healing skill rolls, apply half the base quality (round up) as a bonus to the roll.



**Laboratory:** Your headquarters has a laboratory so you can use Knowledge to create things.

**Library:** The headquarters contains a library, either print or digital, which allows you to conduct research and grants a +2 bonus to relevant rolls.

**Living Quarters:** The base has enough sleeping quarters for each core member of the team. If purchased twice, it can house up to 6 additional guests.

**Movement:** The headquarters is capable of either ground movement or flight under its own power. Each time this feature is taken, the HQ gains one power level in either Super-Speed or Flight.

**Personnel:** Your base has some sort of living or robot attendants that deal with general maintenance, security, or possibly help in the laboratory or workshop. Each time this feature is purchased, you have one Extra NPC.

**Power Supply:** The headquarters has an independent power supply that keeps things operating and online in the case of an area-wide blackout.

**Secure Access:** Access to the base is highly restricted and limited, requiring the use of a hard to get item, such as a team identification card, DNA recognition, or some other method designed when you purchase this feature. Attempting to bypass the security causes -4 penalty to the relevant rolls.

**Security Cells:** The base is equipped with four Toughness 20 holding cells. Additional applications of this feature increase the number of holding cells by four, or increases Toughness by +2.

**Self-Repairing:** Whether through advanced nanites, dimensional energies, or because it is a living entity, the headquarters heals from damage as though it had the **Regeneration** power.

**Teleportals:** The base contains teleportation technology, capable of teleporting people anywhere on the planet. If purchased twice, it can teleport roughly the distance from earth to the moon. If purchased three times, it can teleport across the universe.

**Temporal Anomaly:** The headquarters exists outside of the normal space-time continuum. Time either flows faster or slower within the base than on Earth (decide when the feature is purchased).

**Training Room:** The base is equipped with a combat simulator, typically of some sort of advanced high technology, or even holographic environment. When using the training room to practice taking on particular situations or villains as it pertains to the current session, every participating member receives a +2 bonus to two combat actions during the next scene (and only the next scene) in which they confront the villain or situation. Basically, it means your team is preparing for a conflict they know is about to happen, this doesn't allow you to prepare for just any type of situation and get the bonus. The GM has final say on whether or not your team is actually practicing for a dramatic encounter, or simply attempting to abuse the bonus to actions. If the latter, you don't get the bonus.

**Unique Ability:** Your base has some sort of ability not otherwise covered in the features list. Typically, this will be a power with a cost in Headquarters Points equal to the total cost of the power. It could also be a special feature created by you and the GM, such as a flying aircraft carrier having a few fighter jets as Nameless NPCs.

**Workshop:** Your base has a workshop for creating devices.

## SAMPLE HEADQUARTERS

Below are five different types of headquarters, each one representing a specific type of base seen in comic books at one time or another.

### ***VIGILANTE BASE***

**Quality:** 2

**Features:** Command Center, Secured Access, Workshop

**Cost:** 5

### ***MYSTIC BROWNSTONE***

**Quality:** 4

**Features:** Defense System (mystic themed), Dimensional Pocket, Library, Living Quarters, Personnel (one Good Quality), Workshop

**Cost:** 10

## ***MANSION***

**Quality:** 5

**Features:** Command Center, Defense Systems, Dock/Hangar/Garage, Infirmary, Laboratory, Library, Living Quarters, Personnel (one Good Quality), Power Supply, Workshop

**Cost:** 15

## ***ORBITAL STATION***

**Quality:** 6

**Features:** Command Center, Dock/Hangar/Garage, Infirmary, Laboratory, Library, Living Quarters (2), Power Supply, Secure Access, Security Cells, Teleportals (2), Training Room, Workshop

**Cost:** 20

## ***TRANS-DIMENSIONAL SHIP***

**Quality:** 6

**Features:** Artificial Intelligence (3), Command Center, Dimensional pocket, Dimensional Travel, Flight 3, Infirmary, Laboratory, Library, Living Quarters (4), Personnel (6), Power Supply, Secure Access, Security Cells, Teleportals (3), Training Room, Workshop

**Cost:** 30

## ***POWER-ARMOR***

Power-armor works just like any other power set as far as having the powers that make it go. You purchase the powers with any special effects and Limitations, add them to your character sheet, give the power set an aspect, and game-on!

Power-Armor is considered a power set, not a device (it's talked about here because most people are going to look for Power-Armor stuff in the device sections).

Power-Armor can be handled two ways. The first is to simply name the power set appropriately, purchase powers you want in your power-armor, and get to fighting crime.

The second is to create the power-armor as just mentioned, but you also purchase the special **Power-Armor** power, as described below.

## ***POWER-ARMOR (POWER)***

**Skills:** None

The hero has a suit of special power-armor that contains its own, three wound slots. Wounds against the hero are first taken by the power-armor, and any penalties apply as normal. If the power-armor takes more than three wounds, it is automatically incapacitated and shutdown from the damage.

## ***POWER-ARMOR TOUGHNESS***

For the power-armor to have Toughness, purchase either the **Armored** power (if a called shot can bypass the armor) or the **Resilience** power, with the limit: applies only to power-armor.

## ***POWER ARMOR AND HEALING DAMAGE***

Unless the power armor can regenerate, wounds taken by the armor do not heal normally; they must be repaired. Doing so requires a facility with a quality rating at least equal to the wound modifier being repaired. The repair roll also suffers a penalty equal to the wound modifier, and the penalty increases by an additional point for each rating the facility's quality rating is below the wound modifier. It takes one hour per wound modifier to repair the armor. In other words, repairing a -3 wound would take three hours.

Keep in mind, too, that one of the advantages of power-armor is that once the suit is removed, its wound modifiers no longer apply to the character's actions. Of course, the downside is that the character also no longer has access to the suit's powers.

## ***SPECIAL POWER-ARMOR FEATURES***

A power-armor can have any power, special effect, and even device special effect in its power set (including the Artificial Intelligence device special effect). Below are a couple of additional special features, drawn from one of the most popular comic book power-armor heroes of all time.

## ***ALTERNATE ARMORS***

The hero can have more than one suit of armor to switch into and out, but can only do so once per session. Doing so also requires first purchasing the **Power-Armor Dealership** Edge



Although the hero can only switch to an alternate armor once per session, they can switch back to their original armor for free at any point. Doing so, of course, completes the usage of the alternate armor for the session.

If the original armor was incapacitated before the switch, then it'll still need to be repaired as normal. Likewise, if the alternate armor is incapacitated before the hero switches back to the original, that alternate armor cannot be called again in subsequent sessions until the time and efforts are taken to repair it.

If a new session begins with the hero inside an alternate suit of armor, consider allowing them to switch back to the original suit and still have access to another alternate armor for that session. A good caveat for this is that they must switch back to the original during the first scene of the new session. This allows them access to the stunt as normal, especially if the previous session ended in such a way that switching back to the original wasn't really possible, but doesn't abuse the Edge.

## ***POWER-ARMOR DEALERSHIP (EDGE)***

**Requirements:** Novice, Knowledge (Engineering) d12+

The hero has more than one version of power-armor waiting and ready.

Once per session, you can spend a Benny to switch out your current power-armor power set for a new version, but the total cost of the power set cannot change. The new version lasts until you switch back, or until it is Incapacitated.

The hero can have as many alternate suits and different power sets as they want, but can only switch suits once a session.

## ***LET'S THROW A HOUSE PARTY!***

If your power-armored player has seen a certain super-hero movie, they'll probably want to throw a *house party* at some point.



The first thought any GM would likely have is: How the heck am I supposed to handle that?

Don't worry, we'll tell you how. The first step is for the player to purchase the **Calling All Armors** Edge.

## CALLING ALL ARMORS (EDGE)

**Requirements:** Seasoned, Power-Armor Dealership, Artificial Intelligence device special effect.

Once per adventure, the power-armored hero can spend a Benny to call in a team of his alternate armors, all operated by an artificial intelligence. The armors act on their own group initiative.

The armors are considered Extras. The number of armors called to the scene is equal to 10x the hero's current experience rank. They have a number of power points equal to half (round up) of the hero's total power points.

The armors last until Incapacitated.

The hero can leap from suit to suit during the scene. If such an armor is Incapacitated and the hero succeeds at an Agility roll at -2, he manages to leap from the suit before it is destroyed.

## MORE ARMOR OPTIONS

Now that we've covered the basics of the power-armor *frame*, and given options for emulating one of the most popular power-armors in the genre, let's look at more traditional options for your power set.

Below are a variety of effects that can be added, as well as the associated powers and special effects used to create them. The types of powers that can be included in the armor are limited only by your creativity, but here are some of the more common themes to help get the ideas flowing.

## DEFENSIVE SYSTEMS

The **Forcefield** power serves as a buffer to your Defend actions, and because it makes you harder to hit rather than mitigate damage, it works in conjunction with the armor's invulnerability.

**Absorption** (energy) is another common choice.

If the suit can self-repair, purchase the **Regeneration** power for the suit with the *Limit: Armor Only*. If the suit has hi-tech medical systems onboard, maybe through narcotic or adrenal injections, purchase the **Healing** power with the *Limit: Occupant Only*. Since the Healing power requires a skill roll, unless the suit is artificially intelligent with the necessary controlling skill, the roll is made as though unskilled. Otherwise, consider giving the device special effect *Power Ability* to increase the skill rating.

Finally, if your suit also provides defense against psychic attacks, you might want to look at the **Mental Invulnerability** or **Psychic Forcefield** powers.

## OFFENSIVE SYSTEMS

The variety of offensive capabilities your power-armor can possess is limited only by how imaginative you are, and how many Hero Points you want to devote to them. The most obvious is the **Blast** power with any of its special effects. Adding in additional special effects, such as *Deadly*, *Potent*, *Dangerous*, or *Lethal*, are also decent choices.

To continue along what we've seen in comics, **Magnetic Control** and **Gravity Control** are two nice options. **Force Control** is another no-brainer, and plays into a theme if you also have Forcefield.

If you want to go a bit off the beaten path, try **Power Mimicry**, maybe even with the *Ranged Mimic* or *Leech* special effects.

Maybe your suit's onboard computer is able to analyze opponents and enhance your own physical output to match them. In that case, **Adoptive Muscle Memory** is just the power.

## PROPULSION SYSTEM

Propulsion systems are straight forward. Your armor is going to most likely have the **Flight** power, maybe even with the *FTL* option under **Hyper-Movement**. For truly advanced armors, you might even consider the **Teleportation** power. And don't forget that if your armor is particularly submersible, the *Swimming* ability under Hyper-Movement is another consideration.

## COMPUTER SYSTEM HACKING

This effect is simply a matter of taking the **Interface** power.



## ***SEALED SYSTEMS***

Most power-armors have a sealed system set-up, and yours is probably no different. The **Life Support** power is pretty much necessary for this effect, as might be some other **1-point Immunities**.

If your suit is particularly shielded against hacking and electromagnetic pulse, you might consider two **3-point Immunities**, one for electrical and the other for EMP.

The **Sensory Shield** power is also ideal if your suit is able to protect you against certain types of special attacks meant to hinder your senses.

## ***SENSOR ARRAY***

The various **Hyper-Sense** abilities cover a majority of any armor's sensor arrays. Likewise, reskinning the narrative of the **ESP** power could represent hacking into top-of-the-line surveillance satellites.

One power that isn't usually considered for a power-armor set is **Precognition**. Instead of being able to predict specific events, though, simply reskin the narrative of the power to represent mapping out movements and patterns, and having the computer analyze the most likely outcomes. This could come in useful for enemy movement prediction, algorithm analysis, and a host of other applications.

## ***SHUTDOWN TECHNOLOGY***

If you can shut down mundane technology in your area, purchase the **Blast** power with the *EMP* effect and *Area Effect* special effect. To be able to shut down mundane technology *and* have a chance at doing it to devices and technology based power sets, purchase the **5-point Power Nullify** with type: technology.

# TELLING STORIES, THE COMIC BOOK WAY

By now, you and your group have created the heroes, established the world they inhabit, and set all the basic assumptions for the series you're going to play. Now you have a pile of aspects and NPCs, all of it brimming with dramatic potential and waiting to come to life.

What do you do with them?

It's time to get into the real meat of the series: creating and playing through story arcs the comic book way.

## KNOW YOUR HEROES

Perhaps the most important element in creating superhero adventures is this: Know your heroes. Study their character sheets. Note their powers and abilities. Most importantly, understand their concepts. A good super-hero adventure should feel uniquely suited to the heroes involved and speak to their powers, their

weaknesses and their concepts. If you have a superhero team consisting of a One-Man War on Crime, a Blind Avenger of the Streets, a Supernatural Spirit of Vengeance and a Genetically Engineered Super Spy Defector, then your plot featuring an Earth Controlling Servant of a Force of Nature seeking cosmic artifacts on Earth may not be the most suitable story hook for those guys. Similarly, drug dealers, gun thugs and police corruption are not the best elements for an adventure built around cosmic heroes trapped on earth.

There is nothing inherently wrong with either of the above plots, but your job is going to be a lot easier if you are giving your heroes (and their players) hooks that they can really sink their teeth into. The more you can personalize a hook, the better. If you want to run an adventure with police corruption, see if any of your heroes are connected to the local police force. If there is a Masked Adventure who has a grudging, respectful relationship with a police detective, that adds an



additional element to play with: When the Masked Avenger thwarts a police extortion shakedown, maybe they are left wondering if their detective pal is involved, or if they are aware and turning a blind eye. Maybe the detective comes to them first, knowing that they are dealing with rampant corruption that is beyond what one cop can deal with, and so they need the heroes to help them drag the skeletons out of the closet. Make sure that approaching alien army isn't hitting just any planet: Point it at the homeworld of the Cosmic Sentinel PC in your game, to give them extra incentive make sure the line is drawn in the sand. If the adventure feels like any character could have been dropped in to deal with it, then it's probably not a strong hook anyway.

Once you feel confident that you have a good fit for your heroes and the plot, you also need to be aware of the heroes' abilities and how it may impact the adventure. Mutant Psychics are great characters, but are going to overly complicate your murder mystery adventure unless you address how their psychic powers are not unraveling the plot five minutes into the adventure. This is a double-edged sword, as well, because you want to challenge your players and their characters, but you don't want to constantly block their best powers and abilities, either.

Use all of their traits to guide you in establishing just how they are most likely to interact with your adventure and how it "speaks" to them. During character creation, your players are giving you guidance on what kind of adventures appeal to them by the kinds of characters they are making, so go with that. Give them what they want. Have vengeful villains kidnap their old high school buddy. Reveal their bullying stepbrother as being in league with the alien invasion threatening to engulf Earth. A little basic research (and a refresher, even after the game has been going on for a few sessions) can go a long way towards keeping the players invested and making the characters feel like real parts of the universe and not just ciphers stepping into a role.

This isn't to say that you need to make the adventure a cake walk for the heroes, not at all. You just need to make the adventure *relevant* to the heroes, from the hooks to the villains to the subplots to the challenges. Similarly, this helps you avoid putting them in a situation that they are incredibly ill-equipped to solve— or even participate in (that aquatic adventure to Atlantis seemed like a great idea at the time, until the player playing a living fire elemental suddenly felt kind of left out).

## CHOOSING THE OPPOSITION

As a rule, your adventure needs an opposing force. Sometimes the opposing force is an obvious, overwhelming evil, sometimes it is an uncaring, unfeeling force of nature, and sometimes it is actually another well-meaning presence, such as the police, the military, or even another super-hero or team. It is important to note that the opposition is not always the mastermind. Sometimes the opposition are minions, henchmen and mercenaries serving a smarter and more capable villain. Sometimes they are hapless pawns, being used by the true villain in order to distract the heroes.

## WE MEET AGAIN

Odds are, the heroes either have a few villains in their backstory, or will pick up a few villains pretty quickly. Super-heroes tend to combat a lot of familiar faces, no matter what kind of asylum or prison they lock those villains away in. In fact, the heroes (and their players) can expect to face off with archenemies again and again, or they wouldn't be archenemies. When deciding to use an archenemy in your adventure, there are a few ways to approach this:

- **Revenge:** If this isn't the first time the hero and archenemy have crossed paths, whether from a prior adventure or from an event in the hero's backstory, then the villain could always be seeking revenge. Perhaps they form a new super team of bad guy to take on the heroes, especially if they aren't powerful enough to combat the whole squad instead. The archenemy could be sending other villains after the heroes while waiting in the background. Bigger, dumber, more powerhouse villains tend to simply rampage in the streets to draw out their heroic counterparts (like Marvel's Juggernaut and Rhino), while villains like Sabretooth tend to stalk their adversary directly and make it very personal.
- **Fate:** Some heroes and villains just seem like their fates are intertwined. Whether it is fate, or it's just professional courtesy, other heroes tend to miss the archenemy's evil deeds, leaving the heroes to save the day in repeated clashes. In this case. The reaction from the villain can range from outrage ("Why must you keep interfering in my plans?!") to a sense of playful respect ("You won this round... but I will find a way to escape prison once more, and we will dance our dance again!").



- Regardless of the plan that brings the archenemy into conflict with the heroes, be wary of the encounters becoming repetitive. If The Multi-Armed Mad Genius is robbing a bank AGAIN, it can get tiresome for the players. Give the villain a new scheme to follow, or even new tactics. By that third or fourth time the PCs have fought and defeated the archenemy, any villain worth their

salt will be making preparations for the heroes and their unique powers and abilities, absolutely convinced that— this time— they will thwart the heroes once and for all. Regardless, when facing archenemies, the familiarity and ongoing struggle between the heroes and their foes should be a central element, whether it is manifesting as unrelenting hatred or grudging respect.

## ***NEW FACES***

Fighting the same villains all the time is no fun, so you should mix it up now and then. A few ideas for introducing new villains for your heroes to fight are provided below:

- **Copycat:** Some heroes can't shake a villain's legacy, no matter what. Whether the villain is dead or retired, the heroes find a new villain has stepped into their shoes, carrying on their name and brand of evil (and occasionally taking it to frightening new depths). These villains are sometimes relatives seeking revenge, but some copycats are created because a small time crook happened to find a supervillain's hidden cache and assumed their identity. If the original villain is around, they may consider that a form of flattery and team up with the newcomer, but in other cases, the heroes can find themselves caught in the middle of a villainous war.
- **Revenge:** The villain created by a hero's negligence is a well-worn trope of super-hero stories. A hero's reckless use of their powers maybe led to an accident involving a criminal (or maybe a relatively innocent bystander) who find themselves transformed in a way that they don't approve of. These villains tend to be promoted to recurring villain status pretty quickly, since folks who become supervillains in the first place aren't prone to forgiveness.
- **New Dance Card:** Sometimes a hero finds themselves fighting another hero's rival. This can be for any number of reasons, but common causes include the hero being recently deceased, the hero being off world (perhaps as part of a Crisis Crossover, with this being the player character heroes' first sign of a larger cosmic crisis brewing), or the other hero simply being busy. Many times, these are one shot conflicts, but occasionally these clashes turn incredibly personal and the villain in question is all too happy to put their new enemy on their future revenge list.





## FORCES OF NATURE

Your opposition doesn't have to be something that can be talked to or reasoned with. Powerful forces of nature make for interesting opponents, even though they lack that human element. In these cases, the heroes may even face threats that they can't just punch or blast (or it may be all they can do). Some applications of Forces of Nature include:

- **Natural Disasters:** Sometimes a natural disaster is spawned directly from the efforts of another adversary. An enraged Lord of the Underground type may trigger a fault line, whether using innate abilities, super-science, a mystic artifact or a minion with such powers, and the heroes have to focus on the destruction, saving lives and infrastructure before they can hunt the true villain. The natural disaster may be completely naturally occurring. After all, hurricanes and earthquakes do happen, as does flooding and wildfires. Super-heroes who are explorers first and face-punchers second may discover a rift in reality that threatens to consume their dimension if they don't stop it, which often requires breaking the laws of physics...again. In each of these cases, the focus is on saving lives and

damage control, and the heroes will likely have to utilize their powers and abilities in new and unique ways in order to succeed.

- **Giant Monsters:** Monsters as opposition doesn't always spring to mind when designing super-hero adventures, but super-hero comics and stories over the years have had many nods to both 1950s giant atomic monsters, as well as more traditional horror. A rampaging Kaiju like Godzilla, played completely straight, is practically like dealing with a natural disaster. A giant monster like that is going to be very difficult to just "punch out", so the heroes will need to focus at least as much energy on saving lives and diverting damage as they will in combat. Lovecraftian Elder Gods are another form of Giant Monster, typically having even harder to understand motivations than the "common" Kaiju.
- **Invading Forces:** A full blown invasion by troops looking to overwhelm with numbers instead of fighting a real war are another example of a Force of Nature in conflict. The Chituari in the *Avengers* movie were not a functional military unit, alien or otherwise, they were wave after wave of ferocious alien warriors who exhibited no range of emotion (and even included Big Giant Monsters to get knocked out). Super-heroes in a zombie apocalypse (large scale or small scale) will be similar to this. Hordes of oncoming, brain-eating beasts who know no fear or hesitation presents a very different challenge than a super-powered thief out to rob a luxurious penthouse or a maniacal masked terrorist with designs on ruling the world. Legions of faceless terrorist mooks generally do not fall into this category because a) they tend to be weaker and less capable than zombies/aliens/robot armies and b) they tend to have more human motivations and self-preservation instincts.

Other monsters, such as vampires, mummies, and werewolves, are often insanely powerful, but usually have clearer motivations and greater cunning or intelligence.

## ***GOOD FRIENDS, BETTER ENEMIES***

It is an incredibly common trope in super-hero stories for the heroes to find themselves battling other heroes for any number of reasons.

1. **Misunderstanding:** This is incredibly common if one or both of the parties involved tend to be “darker”, more “monstrous” or antiheroes. In this scenario, one or both sides involved in the conflict are searching for a villain on the loose and believe they have found the villain when they have actually stumbled across the other hero(es). The fight usually lasts until one side says something that clues the other in on why they are fighting, and the heroes then team up and go hunting for the villain. Another common set-up for this scenario involves a villain actively manipulating the sides into fighting, either by framing one side or— embarrassingly enough— just pointing one group at the other and letting human nature take its course. How the heroes react to each other after fighting can vary wildly. Sometimes they become vitriolic best buds and sometimes those tempers flare wildly whenever they come face to face in the future.
- **Mind Control:** Facing a mind controlled hero is uniquely difficult, in that the non-controlled hero usually doesn’t actually want to hurt the mind controlled hero, whereas the mind controlled hero generally has no such qualms. A challenge like this leaves the heroes on the defensive against their mind controlled comrade, who may be every bit as powerful (or even more so) as they are. Bonus points if they mind controlled hero is capable of taunting their foe, mentioning a deep seeded wedge issue between them (such as assumed position on a team roster, or even a romantic conflict). Expect the mind controlled hero to vehemently insist that they are not controlled, but are “showing (their) true self at last!” Using mind controlled heroes can lead to great subplots after the fact, especially if something happens during the fight to truly test the friendship.
- **Opposite Sides of the Line:** There are those occasions in which heroes fight and there is no mind control, misunderstanding or manipulation involved. Philosophical divides lead to heroes coming to blows more often than is probably healthy, whether it is something as simple as an obnoxious jerk getting punched out by a teammate, to profound disagreements in crime

fighting methods placing heroes at odds, to full blown civil wars over whether or not super beings have the right to fight crime without government oversight. These conflicts tend to have the longest lasting ramifications on the heroes and their world, as friendships can be strained or even severed, and public perception of some or all involved can be drastically transformed by their actions.

When using hero versus hero conflict in a super-hero RPG, you also have to consider whether the opposing heroes are all NPCs, or if the player character group is facing a conflict that is coming to blows. Intraparty conflict with the wrong group of players can destroy a game, but can be a compelling and interesting session (or series of sessions, depending on the scope of the situation) if all of the players involved are capable of handling the conflict in its intended spirit. As always, it is best to know your players before you put them in situations such as this.

## ***ORGANIZATIONAL ISSUES***

Whole organizations can provide interesting conflict for your heroes as well. While there will almost certainly be one or more distinct personalities at the head of the organization that the heroes will eventually have to deal with, the bulk of the conflict is going to be with numbers of faceless mooks. As noted above, what separates foot soldiers of organizations from an Alien Robot Zombie army is the presence of more human thinking, coordination and tactics, as well as self-preservation instincts, though there is certain to be some crossover in the feel of the opposition groups.

- **Wrong Side of the Law:** This scenario puts the heroes squarely in the crosshairs of one or more law enforcement agencies, military branches, or multinational paramilitary organizations named after weapons and/or defensive implements. Sometimes this is because the organization in question is inherently corrupt. This happens a lot with police departments in crime-ridden cities. That’s the best scenario for heroes to deal with, because their opposition are at least bad guys, even if they still have legal authority. It gets trickier when the rank and file of an organization are well-meaning individuals trying to do their duty, but the leadership has become corrupted. This places the heroes in the unique position of having to survive and avoid the enforcement arm of the organization, while targeting the corrupt head of the opposition and hopefully exposing their insidious nature. The most complex

scenario involves the heroes being hunted by the organization for legitimate reasons, either because they have been framed for a crime, or because they have crossed a boundary, perhaps in pursuit of another villain. In this case, cutting loose against their opposition is almost impossible to do and still save face. Murdering a villain and then killing the cops trying to arrest you pretty firmly takes you out of hero territory.

- **Terrorists:** Luckily for super-heroes, terrorist groups in a world of superpowers tend to not be very subtle or complicated. Whether trying to overthrow world leaders, acquire alien tech or eradicate life on Earth, terrorist groups super heroes face gravitate towards menacing acronyms (often invoking spiders, snakes and the like) and colorful uniforms that clearly mark them all as being members of the same evil organization. Members of these organizations tend to have an overreliance on technology, and are commonly serving supervillains who care little for their safety. It is not uncommon for leadership in these groups to change from time to time, as a new villain wrests control from the previous leader. Ninja clans also fall into this category, as they like to attack heroes en masse and are treated as little more than cannon fodder by heroes and villains alike. Terrorist groups tend to have confusing alignments as well, and heroes are just as likely to find a group of deranged scientists at war with an ancient ninja clan as they are to see the two groups in an (uncomfortable) alliance brokered by their leadership (at least one of whom has only recently assumed power). Anti-superhuman hate groups are also going to fall under this category.
- **Crime Doesn't Pay:** Gangs and organized crime can also provide a suitable threat for heroes. Unlike acronym terrorist groups and color coded ninja clans, their methods and schemes tend to be more direct and more grounded, with less emphasis on giant freeze rays and alien artifacts and more emphasis on racketeering and drug running. What they lack in tactics and zealotry, they make up for in ferocity and a sense of loyalty that a hooded terrorists tend to lack. The big bosses of crime rings may have super powers, but even if they don't, they tend to employ at one or more lieutenants who are either superhuman or straddling the line between peak human ability and superhuman ability. It is a common trope for any crime boss worth their salt to have friends in high places to make things difficult for any heroes looking to shut down their operation.

Using organizations like these can be useful in making the heroes feel like the powerful beings that they are, given that most of the foes they encounter are going to be largely outmatched unless they are fielding either truly overwhelming numbers, or extremely advanced tech. Battling a whole organization will have a completely different feel than taking on a supervillain team, much less a single powerful villain, even if the organization has a few super-powered beings on retainer to join in the fight.

## PLOTTING THE COURSE

Super-hero adventures, more so than most, tend to be more reactive than proactive. Generally a villain has a plan, they begin to enact that plan, and the super-hero gets involved. Sometimes, the villain goes hunting for the hero specifically. Depending on your heroes and their method of operation, they may be more proactive than reactive (Marvel's *X-Force*, in most of its incarnations, being a prime example of this).

There are few plots that are outright inappropriate for supers games, given the broad nature of the genre. A "typical" supers universe can easily handle any, or all, of the following (and, depending on how you handle it, maybe even all of them in the same campaign):

- Atlantis invading the mainland in response to global pollution.
- An immortal Nazi gathering the relics of Hitler's lost occult collection.
- A sentient machine seeking to obliterate human life in order to "preserve" the planet.
- A super-powered bank robbery.
- A drug kingpin launching a gang war in the streets.
- A cosmic force of nature venturing to earth in order to devour the planet's energy and sate its infinite hunger.

The first key towards selecting the plot is to make sure that it makes sense in the context of the setting. If it was established three sessions ago that an international peacekeeping force has placed an energy field around earth, then be prepared to explain to your players why an alien ship has suddenly appeared over New York. Don't have Megalomaniacal Dictators with Magic Powers robbing the downtown bank, or a villain that the heroes spent half a dozen adventures reforming go on a murderous rampage unless you have amazing reasons to explain these



inconsistencies. If you do happen to run a plot that contradicts past adventures, and your players call you out on it, call an audible: A major villain has been locked up in a maximum security prison for crimes against humanity, and there is virtually no chance that he could have escaped without every hero with a connection to government and law enforcement knowing about it? What if it's an imposter? Or a clone? You are playing in a big, wacky, wondrous sandbox. Don't be afraid to use all the toys.

## A SENSE OF SCALE

Be aware of the scope of your plot. If you are running a gritty, street level game, then a European dictator's quest to free his mother's tortured soul from Hell might not be an appropriate adventure for your heroes. Same with mad scientists attempting to use a super-science tractor beam to pull the moon into the Earth, or a rogue AI's plan to overwhelm the planet with an army of machines. Your team of super-powered, interdimensional explorers may have bigger fish to fry than a counterfeit jewelry ring. Revealing that the leader of that jewelry ring is an insane, cosmic titan who worships death doesn't prove that the scope is global or galactic...it just means you have set yourself up for a very hard sale with your players.

- Personal scale adventures are appropriate for any heroes or villains. A God who has fallen in love with a mortal woman who is dying of cancer, and his quests to save her, is a personal scale adventure, just the same as a gun toting vigilante who is trying to save his estranged daughter from a psycho predator before she runs out of time. Villains for personal scale adventures can be of any power level or capability, they really just need the means to threaten the hero (whether with physical damage or the ability to upend their lives, by endangering loved ones or perhaps even having the ability to ruin their reputation or livelihood) and a reason for doing so.
- Street level adventures are generally geared towards lower powered, unsanctioned masked vigilantes, martial artists and antiheroes who have less flashy powers, though some supernatural characters and lower-end super-powered beings may find themselves embroiled in street level plots. These adventures usually only threaten a neighborhood or two, but can extend to threatening a whole city. Heroes embroiled in these missions are apt to run afoul of (and maybe even work with) the police (whether corrupt or not), as well as street gangs and organized crime.

Street level adventures with a supernatural flavor may involve vampires stalking neighborhoods or minor demons preying on the weak. Street level conflict doesn't have to be violent and gritty, it just isn't likely to have ramifications throughout the world, or even the region. One-trick, gimmicky villains are every bit at home here as drug dealers and vampires are.

- City scale adventures can occupy a similar space with street level, though the possibility of wider-spread damage tends to be much higher. Rampaging muscle men, destructive super groups, powerful superhuman leaders and their ilk threaten to eradicate a whole city, or murder large segments of the population. If mobsters or street gangs are involved, then they are either fielding super-powered soldiers or massive numbers, leading to full-scale, open warfare that can level buildings and rack up a large body count. To use a comic book example, *Daredevil* is typically trying to protect Hell's Kitchen...*Batman* is generally trying to protect Gotham City.
- Regional threats endanger more than just a city. Large segments of the population are at risk, and it is very likely that either a full team is required in order to cover the necessary ground, or fairly strong movement powers (such as flight, teleportation or super speed). As threats get larger, the likelihood of other heroes being called to the action increases, especially if the player character heroes are in danger of being overwhelmed. The villains behind these threats are either naturally powerful, or have access to destructive weaponry. Failing to stop a regional scale threat will dramatically alter the area, such as when Mongul destroyed Coast City in the *Reign of the Supermen* arc.
- Global scale threats endanger the entire world (not surprisingly). Whether these are full blown invasions, or mass mind control plots, these conflicts go far beyond the borders of a single nation and typically require considerable resources in order to cover the necessary ground to end the villain's schemes. Property damage the likes of which disaster films are made of tend to be the order of the day, and the entire world will be irrevocably altered if the heroes fail (and maybe if they succeed). Team-ups with other heroes are extremely common, due to the cataclysmic nature of hazards on this scale. It is not uncommon for the heroes to be approached by one of their villains, extending an olive branch in order to prevent the mastermind of the scheme from succeeding, especially if there



is a chance of a large body count. This doesn't necessarily mean the villain has turned over a new leaf, just that they have a vested interest in stopping the opposition's plan. Once the threat of imminent danger has passed, the villain is very likely to go back to their own nefarious schemes and cross paths with the heroes later – or seize control of whatever terrible force the opposition was bringing to bear and turn it on the heroes.

- Cosmic scale threats can endanger anything from the galaxy to the universe to the multiverse to reality itself. The heroes are almost certainly going to require assistance, though whether that manifests itself in the form of a grand coalition of heroes, or in the aid of a cosmic entity looking out for the well-being of the universe (and there is nothing keeping both from happening), the heroes are rarely expected to counter these threats on their own. After all, thwarting the opposition in a Cosmic scale threat almost always requires some combination of space travel and dimensional travel, and time travel can even prove to be a necessity here. At least one villain is almost guaranteed to offer their assistance, but the likelihood of betrayal is even higher. When cosmic entities are involved in events, they often had indecipherable motives and it can make telling the good guys from the bad guys maddeningly difficult, which makes teaming with an enemy who has clearer motives a much more appealing idea. For a change of pace, you may split the heroes into groups with other, NPC heroes, and allow the players to take control of those NPCs to experience playing a different character for a change of pace.

Don't be afraid to play around with the tropes and expectations. If you are running a gritty, street level game set in a "standard" super-hero universe, you can show the fallout of larger scale events, affecting the ground level, something Marvel Comics has done a nice job of in the last eight years or so. If demons are ripping through reality, your street level vigilantes may have to team up against a lone demon that slipped away from the main conflict.

Remember that, no matter the power level of your heroes, not every event or conflict has to be world shaking or earth shattering in order to be entertaining to your players and relevant to your heroes. Quite the opposite, in fact: Too many repeated global or cosmic threats, and it can become exhausting for everyone involved, as "event fatigue" sets in. It can even have the interesting side effect of making your heroes lose sight of why they are heroes, when crisis after crisis

makes them forget about the reasons they became heroes in the first place.

## ***BAITING THE HOOK***

How do you convince the heroes to take the hook? Bait it. This can be the easiest thing in the world in a supers game, if the players are fully invested in playing super-heroes.

- Super-heroes, by their nature, tend to be roving crusaders who patrol nightly and rush to the site of danger when folks call for help. Street level heroes often do this at the expense of their social life, putting considerable strain on their personal relationships in order to fight crime. Heroes with this level of overdeveloped responsibility make it extremely easy to involve in the plots...all they need is a report of a supervillain, or an innocent in danger, and they are on their way, especially if they are already on patrol and looking for criminal activity in the first place.
- Government sponsored heroes, or any hero with legal authorization, can simply be assigned missions. Heroes of this sort have some form of commanding officer or handler who can point them in the direction of the nearest plot hook (often like a loaded gun). The whole thing can even scream "bad idea", but heroes in this position tend to have little room to refuse or negotiate. These heroes usually get a full debriefing to go along with their orders, but the agency intelligence is sometimes suspect, either due to intelligence gaps or due to law enforcement agencies in super-hero universes having the unfortunate habit of being infiltrated and corrupted (the larger the agency, the more likely it will become compromised over the course of the campaign. Depending on the nature of the mission and the sponsoring agency, the heroes may find themselves with troublesome directives, or even outright conflicting orders
- Supernatural heroes are often drawn to trouble. A Hellish Spirit of Vengeance may sense when innocent blood has been spilled and find themselves rushing headlong into the fray. Alternately, the heroes could be cursed so that they are drawn together against their will whenever trouble is brewing, whether they actually get along with one another or not. The common thread that heroes drawn in this way share is that they often don't have a choice, as mystical forces forcibly dictate them into action.

Heroes beholden to mystical forces that use them like pawns and foot soldiers have been known to go too far in attempting to stem the flow of darkness around them so they can cease their team-ups. A hi-tech variant of this would be an advanced satellite detection system that draws the hero that controls it into the conflict after the latest round of villainous deeds, though the High Tech Hero usually has the ability to refuse the call, whereas mystical beings are often forced into conflict by the powers they serve.

- Heroes have connections. Villains can target those connections, accidentally or intentionally. A bank robbery is a standard super-hero scenario. A bank robbery with a hostage situation certainly complicates things. If the hostage is the spouse or significant other of one of the heroes, the whole mess becomes more sensitive. Even calm and reserved heroes are more apt to get emotional and make mistakes, because the consequences of failure have a much bigger price. A brutal villain targeting a police officer is enough to make any decent hero's blood boil, but when the officer that is down happens to be the one friend the heroes have on the force, the villains will almost certainly invoke the ire of their more even-tempered counterparts. These situations are all incidental, but common. Imagine a villain who intentionally targets a friend, ally or loved one of the heroes. The reason many heroes have secret identities is so that their loved ones can be protected from the psychos and villains they commonly face. When one of those psychos realizes that the attractive couple in the community pages of the newspaper is a super-hero and her "normal" spouse, they may well decide to target the hapless husband. Just be careful not to overdo this trope. You don't want to punish your players for having human connections to their characters. While tragedy is a common motivator for super-heroes, it's also one that's largely better off left to backstory instead of an in-game misery tour.
- The hero can become the target themselves. Whether blatant (a villain emerges, or returns, and wreaks havoc, directly calling the heroes out) or subtle (a villain in the background sends hired guns after the hero, perhaps to strike during the conflict), you can take the guesswork out of it by making it very personal and direct and urgent. Having the team headquarters bombed after a stressful mission is going to put your heroes on high alert against your villains, no doubt. Consider the personality of your villain when you utilize this option: Are they the

type to play mind games? Do they have all the subtlety of a sledgehammer? Do they want to kill the hero, or are they more interested in destroying everything the hero believes in? The villain's mindset goes a long way towards helping you determine just how they would attack your heroes. Marvel's Sabretooth used to stalk Wolverine on his birthday and tear out his throat, forcing his healing factor to save him, just to prove a point. The Red Skull wasn't content with killing Captain America at the end of *Civil War*, he needed the gun shots to come from Cap's brainwashed girlfriend. Doctor Doom is more concerned with humiliating Reed Richards than he is killing him, and so on. If your villain is going to outright target the hero, make sure their methods are consistent with their personalities.

Ultimately, the better the bait you provide to the heroes, the more invested they feel and the less likely they are to feel like you are just pushing them in a certain direction. Give them a reason to want to interact with the plot, above and beyond "so you have something to do".

## ***LOCATION, LOCATION, LOCATION***

When you know who is involved (the heroes and their opposition), what is going on (the plot) and why the heroes care (the hook), put some thought into the where. Location can make an encounter every bit as memorable as the villains or the plots. Many powers and abilities can become more useful, or more problematic, depending on the locations the heroes are visiting over the course of the adventure, and some locations may play into specific weaknesses of the heroes or villains involved.

- **City Streets:** Fighting on city streets is incredibly commonplace stuff in super-hero adventures, daytime or night time. Most city streets offer interactive elements such as cars, lamp posts, street signs and manhole covers for the characters to use. Crowds can become an issue, especially when a fight first begins. If the hero is pursuing a villain through a crowd, then flashy displays of power in order to stop them is liable to lead to collateral damage. Hostages are also in abundant supply for villains needing an advantage. The skies are usually open enough that fliers and the like can jockey for prime position, and multiple fliers can find themselves in a dogfight pretty quickly.





- **Dogfighting:** Flying characters don't have to limit themselves to hovering a few feet above the ground, in arm's reach of their opponents. What's the fun in that? Whether the characters are wearing flying powered armor, are propelled by cosmic energy or have bonafide wings, they can take the fighting high above ground in a battle of aerial superiority. The skies can be fairly wide open, but a cunning fighter can pull the fight near building tops and use those structures to gain the upper hand. One huge danger of fighting in the skies is that the landing is typically long and rough, and a hero or villain defeated in the sky may not have the strength or capability to soften their landing.
- **Under the Sea:** On or below sea level can make for a change of pace, for sure. Characters with connections to undersea kingdoms are occasionally underestimated, but an aquatic character fighting a land dwelling character can have a huge advantage, as a land dwelling character will need special equipment in order to breath underwater, or superpowers that allow them to survive without air, and even then they are less likely to have the freedom of movement that an aquatic hero does. The deeper the fight goes underwater, the more visibility is reduced (at least for those not used to it) and the greater the chance of a powerful underwater creature or two getting involved...and that's not taking into account an aquatic character being able to control the animals themselves.
- **Urban Combat:** Dark alleyways and abandoned warehouses tend to be the order of the day for gritty, street level combat, and we are discussing them together because they share certain similar characteristics. For one, the police are rarely quick to respond, and they are not always working on the side of law and order when they do. Visibility tends to be low, between the darkness and the claustrophobic arrangement of the area. This allows stealthy melee characters opportunities to create ambush situations against their opponents, and skilled heroes or villains can eliminate a numbers disadvantage by utilizing the environment. Enhanced senses can help a hero avoid surprises, but big, flashy powers are going to either be limited in their effectiveness or do a lot of property damage.
- **Mystic Sites:** A villain looking to acquire ancient power can lead the heroes to mystical sites of power, creating a fantasy cat and mouse game. Magical temples of lost societies are often filled with traps both mundane and mystical, leaving the heroes to dodge poisonous darts and infernal fire alike. Dormant guardians may come to life and seek to destroy all intruders, or the villain may have already acquired the means of controlling the guardians (or at least becoming invisible to them). Mystic sites, especially older ones, can be particularly unstable, and extended conflicts can lead to the whole area caving in around them, which can be hazardous for all parties. Some sites are also connected to other dimensions, and the super powers adventures could tear a hole in reality, leading to any number of complications.
- **Other Dimensions:** Venturing to another dimension, by choice or by accident, can prove to be a grab bag of new elements for the heroes to deal with. Whole new, unrecognizable species, powers acting in usual manners (like a character with magnetic or gravity control powers learning that those forces are dramatically altered in another dimension, for better or for worse), spontaneous eruptions of magic or energy. These are the kinds of hazards that dimension hopping heroes may face. Dimensions that are very similar to their own may actually be alternate realities, where they meet familiar faces in unfamiliar roles. Whole campaigns can be set in alternate dimensions, with the heroes being pulled from individual realities and shuffling through time and space, never knowing what strange twist awaits them in their travels as they try to get back home.
- **Wilderness:** This really applies to any area that's not heavily settled. From tracking rampaging green goliaths into desert nuclear testing sites to hunting furry, cannibalistic creatures into the Canadian wilderness, not every adventure has to feature the bright lights of the big city. Hunting a villain in subzero temperatures before they can reach their hidden superweapon in the Arctic Circle can make for every bit as intense and memorable of an adventure as a fight through downtown Washington D.C. Heroes tend to have less collateral damage to worry about in these areas, though eco-conscious characters will want to avoid wrecking the local eco system by throwing around radioactive blasts and destroying creature habitats. This level of damage tends to get hand-waved unless the hero and/or villain are particularly nature or industry focused, for some reason.

Don't be afraid to take advantage of the fact that super-hero games envelope a large range of genres and



subgenres and let the locations for your adventures reflect that. Using wide spread of environments can force your heroes into using their superpowers in new ways, developing new tactics to account for the unusual circumstances, helping each encounter stand out in their minds and challenging their players to find new ways to approach situations.

## ***MEANWHILE, BACK AT THE...***

A good super-hero story is about more than just guys in spandex beating each other up, and the same thing is true of super-hero games. The best heroes tend to have lives and loves and troubles and struggles. It matters that your hero can't pay the bills, and they are about to have their electricity cut off because they got fired from their fourth job in six months. Sometimes, these outside commitments intersect with the primary conflict (like when a supervillain happens to accidentally pick out the hostage that's married to a super-hero), but plots like these tend to be secondary to the alien invasions, super-prison breakouts and interdimensional struggles.

Many times, Subplots are personal storylines that help the heroes become three dimensional characters, rather than cardboard cutouts with colorful costumes and flashy powers. Thematically, they often run alongside the main plot in a complementary manner. Other times, subplots can be slow-brewing schemes by villains that grow into major plots in later adventures. The importance of subplots, as well as the types of subplots used in your games, should be dictated by the interests of you and your players. More so than any other aspect of a super-hero adventure, a subplot should be constructed with your specific heroes in mind, but there are some common ideas that can be used:

- **Bad, Bad Bosses:** If a hero in your game has a day job, they could easily have the boss from Hell. Just how horrible is up to you. They could just constantly hound the hero at their day job, giving them work assignments that make it difficult to slip away and fight crime, or constantly hounding them for disappearing on the job. In these cases, the boss isn't a bad guy per se, as they are merely living up to their responsibilities, but they do become an antagonist by default, as they are actively impeding our heroes. One payoff to this scenario may see the boss learning of the hero's double life and deciding to help them fulfill their societal responsibilities. Another outcome could see the boss reveal themselves as a villain in their

own right and try to destroy the hero upon discovering their identity. Alternately, there may not be anything remotely subtle about the bad boss at all. They spend their days railing on about horrible the hero and their allies are, and maybe even bankroll the very supervillains that attack and attempt to kill the hero, unaware that they are employing the very focus of their anger. In cases like this, it is much harder for the hero and Bad Boss to come to terms, but stranger things have happened.

- **Home is Where the Heart Is:** Heroes with a family have an extra layer of responsibility. As discussed above, heroes with family members can find those attachments targeted (accidentally or on purpose), but that is hardly the extent of the complications a family can add to a hero's life. Super Parents have all the anxiety of parenting, combined with constantly fighting supervillains. In a super-powered world, drug dealers don't try to hook your kid on marijuana, they try to hook them on Meta Human Hormones that give users super powers and rage problems. Spouses who are constantly being abandoned so their significant other can fight giant monsters and alien invasions are likely going to have their patience tested after a while, even though their super-spouse is simply trying to secure a world for their family. Depending on how superpowers are treated in your campaign, a young wife who finds herself pregnant with a superhuman's baby could provide for a whole other type of "Mom-to-be" nerves.
- **The Dating Game:** Romance can be a touchy subject in tabletop games, with some groups steering around out, some groups lightly touching on it, and some groups embracing it fully. It is a very common trope in super-hero stories, and so it merits discussion here. At its simplest, this subplot involves the hero trying to balance dating and being a hero, with the hijinks of having to run off in the middle of a date – or ditch the date altogether – in order to fight crime. The typical resolutions either involve the date getting fed up with the treatment and growing cold towards the hero, or the date discovering the hero's identity (and accepting or rejecting the hero at that point). Other times, the flirtation begins with another hero. This can have an adverse effect on the team's dynamic, especially if (would be) couple begin ignoring orders or altering tactics because of their romantic interest. It can get incredibly tense if two heroes on a team begin dating and it doesn't work

out. A third variant can have a hero becoming attracted to a villain. Played out over time, this can lead to the hero's judgement involving the villain being questioned, or the villain intervening to assist the hero on occasion. Eventually, the hero and villain have to decide if their goals and desires are compatible, or if they are doomed to be enemies. A final variant has a romantic interest revealed as a villain, who may or may not have been aware they were dating a hero. This can be shocking and unnerving for both sides, realizing they have been sleeping with the enemy. Using romance in a game can be tricky and your players may want nothing to do with it. Be open about the possibility of romantic subplots and handle with care.

- **A Phantom Menace:** Maybe you have a cool, new villain you want to use (or a cool, old villain to bring back). Maybe you don't want to just spring the villain on the heroes just like any other adventure. One subplot destined to become a full blown A plot is the rise of a powerful villain. This can be handled in a number of ways, such as the heroes clashing with the villain's agents, or another powerful villain falling prey to the new rising power. Clues and signs about the villain can be sprinkled across multiple adventures, subtle at first, then growing in prominence so the heroes can both dread and anticipate its arrival. Another variation of this is to provide the heroes with a series of seemingly unrelated adventures, only to reveal that they were all linked to the plans of a villainous Mastermind. In that event, be prepared to have the villain explain exactly what he did and when, especially if the heroes inadvertently helped him by taking out the competition.

Regardless of the subplot, or subplots, that you employ, they should enhance the game experience for player and GM alike. If you and your players want a heavy focus on super-hero slugfests, and identities and characterizations are low priority for everyone, then don't include 'em. There have been several successful comic books that have been story-lite and action heavy and that's alright: There is no wrong way to play unless people aren't having fun.

## ***WHAT A TWIST!***

Sometimes, when you scratch the surface of a situation, you find more surface underneath. Sometimes, you find something dark and dangerous and completely unexpected. Plots often have twists, and this is true in fiction and roleplaying games. Plot twists can keep your players on their toes, and turn

a predictable situation on its ear. Some common plot twists have been discussed above, but there are many ways to surprise your players and their heroes:

- Discovering that a fellow hero is another supporting character that the heroes are already connected to, especially if the supporting character is a love interest, or a typically antagonistic character.
- Learning the identity of a villain and discovering that they are already connected to the villain, especially if it is a friend or love interest.
- Discovering that the villains the heroes are battling are in the thrall of another, more powerful villain, who has organized them for a sinister purpose.
- Investigating a series of crimes and discovering that the authorities have named the hero the prime suspect: Due to evidence that points firmly in their direction.
- A character is revealed as having been replaced by a shapeshifter or decoy (robots, aliens and shapeshifting characters all apply).
- The villains are being backed by government entities. Bonus points if it's not a shadow government, but the actual authorities funding villains to attack the heroes.
- As the heroes are outmanned and outgunned, they are rescued by a known supervillain who fends off their foes and offers them escape. The villain gives their reasons for helping, and it's up to the heroes to decide if they can trust the villain.
- A character appears who claims to be the long lost parent of one of the heroes (or the true parent, if both biological parents are accounted for).
- A character appears who claims to be one of the heroes from the future, sent back to avert a horrible catastrophe.
- One or more of the heroes is revealed to be an alien/clone/robot and was unaware of it all along. Be incredibly careful with this one, unless you know your players incredibly well.
- A hero's business or place of employment has been bought out in a hostile takeover...by a businessman that the hero knows is actually a supervillain.

Twists for twists sake aren't recommended. If you have a perfectly good plot and twist, and the players figure it out early on, it may be that you did a good job of setting clues, and they picked up on them. Kudos.

Don't then throw in a nonsensical twist for the purpose of getting one up on them. There is nothing wrong with giving the players what they expect, and giving them what they expect (and making it make sense) is always preferable to throwing them a curveball that is completely out of left field, all in the name of surprise.

## PUTTING IT ALL TOGETHER

Having discussed some of the various elements that go into creating a super-hero adventure, we now have to put all of those elements together to make an adventure. The level of writing you do is going to be up to you, and some would argue that there is such a thing as too much preparation.

One of the simplest approaches to take with writing a super-hero adventure is to ignore the heroes. That may not make much sense at first, but villains tend to be the main drivers of conflict in super-hero adventures. Heroes are rarely for hire (though there are some notable exceptions), and are not visiting ancient temples and dungeons to take their treasures for their own. Start with your villain and detail their plans. Take the heroes into account only as far as the villain is likely to. If the villain is the archenemy of the heroes, they practically expect the heroes to try to thwart them, so put some thought into any realistic countermeasures. If the villain has never crossed paths with the heroes before, then it may not make sense for them to have countermeasures in place. Once this is complete, identify the likely point in the plan in which the heroes will become aware of the villain's plot. If it makes sense, apply a strong, baited hook here (such as the villains attacking the office building of a hero's loved one). Otherwise, let the villain's plot run and allow the heroes to react when they become aware, while they are doing other things (out on patrol, stopping muggings, on dates, having a poker game with their super-hero buddies). This approach may provide a somewhat looser narrative, and will likely require decent improvisational skills from the GM.

You can tightly script a super-hero adventure, with scene by scene breakdowns that helpfully walk the characters through the plot. One advantage to this is that you can build in scenes and situations that specifically play to the heroes' strengths and test their weaknesses. Extra planning and forethought allow you to ensure that no one is left out and let you identify potential trouble areas that the heroes' powers and skills may exploit in the adventure. One downside to this is that folks who tightly script their adventures often feel bound to that script, which

is a dicey proposition in any roleplaying game, but can be particularly constricting in the gonzo genre stew that is super-hero RPGs. Getting too hung up on the "right" way to resolve a conflict can rob you and your players of some brilliant stories as super-hero characters often have the ability to not only think outside the box, but to teleport the box to another dimension and blow it up.

This kind of rigid thinking can also lead to "railroading", in which player choice is largely removed and they are directed from one scene to the next. Now, this is not an indictment of railroading. Again, this is a "know your players" thing. Some groups are happy to buckle up and take a ride, as long as the view is good. Others want to know that they are influencing the direction the story is going in. Tightly scripting while avoiding railroading can be done by scripting scene to scene and plotting multiple directions for an adventure to take. The downside to this is that you are likely to create material that will never actually be used in play, which can seem wasteful (though a really good idea left unused can always be dusted off, reworked and plugged into a later scenario).

A third method involves loose outlining. This is similar to the first method, but more emphasis is placed on the overall adventure and what the heroes are or are not doing, rather than just on the villain's plans and leaving it up to the heroes to disrupt. This method tends to allow for fewer surprises than the first, but leaves more spontaneity in play than the second does. This can be more easily done if you know your players and their playstyles well, by anticipating their likely reaction to situations to allow you to focus on adventure areas they are more likely to be drawn to.

When planning the adventure, think ahead: Are you intending to run more adventures, or is this a one shot? If it's a one shot, don't give the villain quite as many escape options, so the adventure has a better chance of having a more satisfying conclusion. If adventure is part of an ongoing campaign, you can keep your options open and give the villain more potential "outs", as the heroes are more likely to see them again in the future.

Don't be afraid to let your heroes be awesome. Super-heroes are cool and powerful and tough. Let them be cool and powerful and tough. Give them challenges that they excel in, and legions of mooks that can't withstand their might. Let them be the heroes of their own story, even if they are not necessarily the strongest or most powerful heroes in the game world.



This doesn't mean you can't challenge them, or that things should never go wrong. Quite the opposite. If the heroes have suffered a crushing setback, it is all the more important that they get the chance to show off and make an impact. If the last adventure ended in horrible tragedy and the villain beat them down and got away, then it might be a great time to work in a rescue scenario so people they are saving can remind them that they are larger than life beings to them. They don't have to win all the time, but if every adventure is a losing proposition, then the heroes aren't going to feel very heroic.

Be prepared, but be flexible. Super-hero adventures are notorious for being easy to shred due to unforeseen consequences of how certain powers interact with certain situations. When you are planning an adventure, you are trying to account for the capabilities of every hero in your game. The individual players are only looking at each situation as it applies to their hero, so they are generally way more focused on how their ability to control mammals can help them solve a situation than you are because their character is their sole interface with the situation you have crafted for a whole group. That's okay. Super-heroes break limits and bend the laws of reality all the time. Your players are almost certainly going to surprise you with what they do and how they do it. That's generally a good thing. Don't punish them for being creative, but let villains adapt to their tactics if they use the same ones over and over.

Remind the heroes they are part of a larger universe (unless, of course, they aren't), and let them see the impact of their actions. Having a "cold open" of an adventure involve the heroes and an NPC guest star teaming up to take down a fairly strong, but minor, villain can be a nice touch that keeps them invested in the game world, especially when that villain comes seeking revenge, or that hero becomes bait for one of your hooks in the future.

For all the advice about making sure heroes "make sense" for an adventure, don't be afraid to discard it all in the name of something fun and interesting. The *X-Men* were, and are, an allegory for civil rights, but they have had multiple iconic adventures in outer space. The Punisher recently took advantage of Earth's heavy hitters leaving planet Earth to stop an invading force by targeting the hidden leaders of New York's mob scene, knowing no one was going to be around to stop him from turning it into a massacre if he needed to. Most folks recall Hulk's various "Leave

me alone!" battles with the military and other heroes, but did you know he was involved in Desert Storm-like conflict to overthrow a brutal Middle Eastern dictator?

Super-hero adventures are science fiction, fantasy, horror, crime drama, comedy, soap opera, wuxia and political thriller all in one. They are big, sweeping epics, but they work best when grounded in quiet character moments. It is not only possible to embrace the absurdity of telepathic gorillas trying to take over the world, possibly while aligned with mind controlling star fish, but to play that absurdity completely straight. Batman takes his maniacal, clown-faced archnemesis as seriously as he does the undead creature that haunts his city's swamps, and he treats them both with the same gravity that he does white-skinned Martian invaders. There is literally no limit to the elements that can be believably introduced into a "standard" super-hero adventure, as long as it is fun and interesting.

