

SENTINELS OF ECHO CITY



SUPERHERO RPG DELUXE EDITION

BY MICHAEL T. DESING

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***OLD SCHOOL SUPERHERO RPG
BY MICHAEL T. DESING***

Based on works by
Gygax, Arneson, Holmes, Moldvay, Mentzer, et al.
Echo City map based on work by Michael Hansen

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INTRODUCTION

A few years ago, I had the wonderful blessing of receiving support through Kickstarter for a game called *Saga of the Splintered Realm*. In the process of building that game, I realized that the same fundamental system could be used for supers gaming, and the first edition of this game was born. In the intervening three years, the game has had a chance to simmer and grow. In this edition, I've merged the best of the game and its handful of supplements with some simpler mechanics, a streamlined approach, and a clear visual identity. I hope you have as much fun playing as I have.

This book contains everything you need for extended play: character generation and advancement rules, a starter game setting (Echo City), an overview of the larger game world, and a roster of creatures, other characters, heroes, and villains of the game world.

LICENSING

Like *Saga of the Splintered Realm*, original content in this book including all art, as well as the city of Echo City and its denizens, is released under an Attribution Share-Alike Creative Commons License. You are free to take, re-mix, and re-use all original content herein, as long as you give credit back to me. Please note “based on *Sentinels of Echo City Deluxe Edition* by Michael T. Desing” in any derivative work you create.

The core game engine and its mechanics are released under the *Open Game License* (see page 190).

THANKS!

Special thanks to the backers of the *Saga of the Splintered Realm* Kickstarter. Without that game, this one would not have happened. Thank you also to the players who have contributed to the total of what this game now represents.

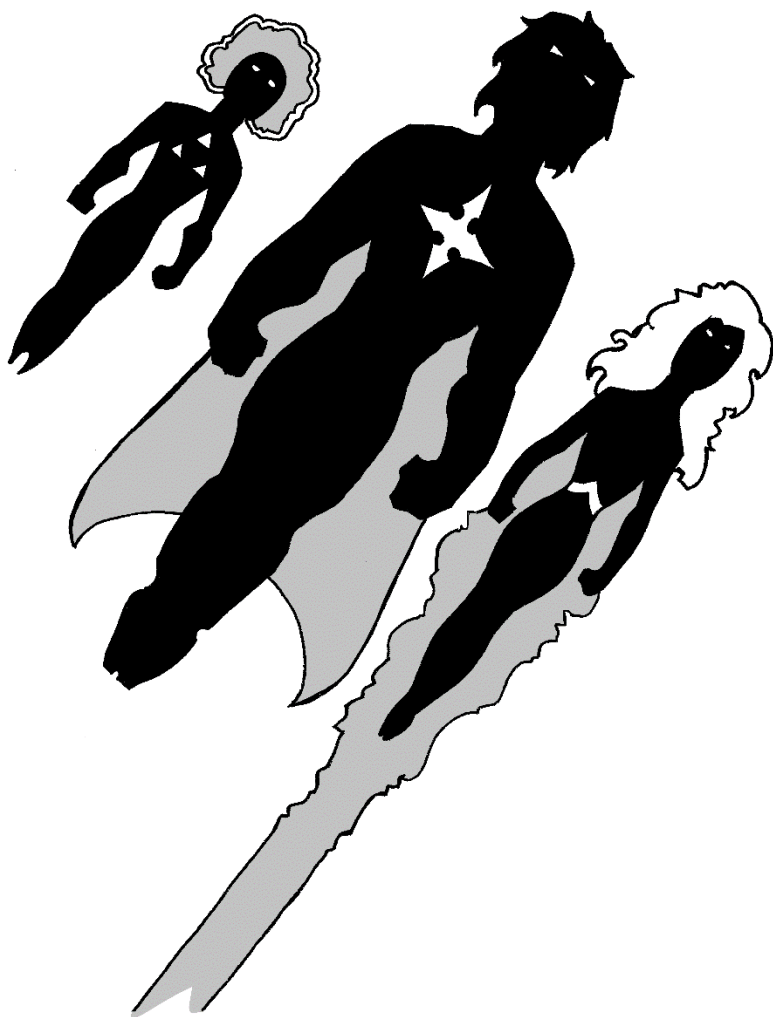


OVERVIEW

Sentinels of Echo City starts with a simple premise: WHAT IF? What if the makers of the FASERIP game engine decided instead to use the B/X rules as their inspiration? What if this game came out in 1984?

In this game, you join with other like-minded super heroes, working together to fight crime, uphold justice, and save the world from the various forces that are always trying to take it over. This book contains the core rules needed for ongoing play. This book includes:

1. **Key Concepts** (page 8) explains general terms and game mechanics.
2. **Character Creation** (page 16) explains how to create a character.
3. **Traits** (page 32) is an alphabetical listing of powers and abilities.
4. **Character Advancement** (page 64) explores how characters grow and develop over time.
5. **Encounters** (page 73) deals with game play, including combat.
6. **The Game Master** (page 79) provides an overview of the process of running the game.
7. **Long-Term Play** (page 97) explores ways to approach playing a superhero game over extended periods of time.
8. **Sentinel Earth** (page 109) provides an overview of the history and key locations of the default game setting.
9. **Supers of Sentinel Earth** (page 129) includes a roster of friends, foes, Battlebots, animals, heroes, villains, and entities of the game world.
10. **Adventures** (starting on page 156) explores several environments you can use as introductory scenarios for new supers to start playing.
11. **Appendices** (starting on page 174) provide character archetypes (page 174), rules for battlesuits (page 176), a true magic system (page 181), the New League of Sentinels (page 185), and quick reference tables (page 188).
12. **The Open Game License** appears on page 190.



WHO IS PLAYING?

These rules assume that most of the players take on the roles of heroic characters, supers, that work together in a group for mutual benefit. One player takes on the role of Game Master (GM). The GM decides on a scenario, plays the villains or other characters, and adjudicates action. The GM uses the rules here and his or her own judgment to resolve game situations as they arise.

Alternately, you can play with only one player and one GM, or even solitaire (using a scenario that has been written for you to experience as a player). So long as you are having fun, you're playing the 'right way'.

AN EXAMPLE OF ACTUAL PLAY

Mike is the GM, and the two players are Mary (playing Miss Might) and Logan (playing Vector). They are exploring a ruined lab.

- Mike: You see a computer blinking with light through the rubble, maybe 100' away.
- Mary: What is the rubble like? Any hazards in the way?
- Mike: Roll a *sense* FEAT.
- Logan: I want to look, too.
- Mike: Okay. Both of you roll *sense* FEATS.
- Mary: I get $7+9=16$.
- Logan: I get $9+8=17$.
- Mike: (Knowing they needed a 20 to see the partial robot waiting amid the wreckage) You look it over, but it seems like standard rubble: pieces of walls, a lot of wiring and plaster, broken computer consoles, pieces of larger equipment you don't really recognize.
- Mary: I'll go forward. Carefully. I want to check out that computer.
- Logan: Me too. It might have important information.
- Mike: Okay. You take about 5 steps and the ground moves at your feet; a broken robot, maybe 10' tall, sits up, screams 'intruders!', and starts to blare a loud siren.
- Mary: Can I attack?
- Mike: Too late. You didn't notice it, so it gets to go first. It's going to use its action to blare the siren. You each have to roll a FEAT to resist the sound.
- Mary: I roll a natural 1. Darn.
- Logan: I roll $16+9=25$.
- Mike: Okay. Mary, Miss Might takes -2 to all actions while the robot is up. That siren is really bothering her. Logan, Vector will act normally.
- Mary: I want that siren to stop! I'm going to pick up a chunk of debris and hit the robot with it. How close am I?
- Mike: Less than 10', so I'll say you can attack in melee if you want. You pick up a large console from nearby.
- Mary: Cool. I attack. I roll 16 on the die, +1 from my level at level 1, +5 from my strength, so that's a 22 to hit.
- Mike: Well, you take a -2 penalty because you had to use a minor action to pick up the computer console, and you

also have the penalty of -2 from the loud siren, but it doesn't matter; you still hit, clobbering the robot with a console. (Mike knows the robot has armor class 14, so Mary's character still hits by +4).

Mary: Okay. For damage, I roll 1d8 for my strike and get 5. I add this to my strength modifier of +5, so that's 10 points. How much more damage does the console do?

Mike: That's an extra +1d6 for a found weapon.

Mary: Great. I get 3 on the die, so that's 13 points total.

Mike: The robot's armor absorbs part of that, but you manage to break off a big chunk. Sparks fly off the robot and you hear some gears whirring. (Mike knows that the invulnerability for the robot soaks 3 points, but it suffers 10. It had 35 hit points to start the combat, so it's down to 25 remaining). However, you see that the robot's internal repair systems have kicked in, and it starts to put itself back together (it recovers 2 hit points from its regeneration).

Logan: My turn. How far am I?

Mike: Vector was behind Miss Might, so we'll say 15'.

Logan: No problem. I can run up to 125' as a minor action and still attack, and I get 1 extra attack per round from quickness.

Mike: That you do.

Logan: I don't like that repair system. I should do something about that. Is there anything I can use around here to disable it? I mean, disable the system at least... or maybe even the robot altogether! Vector does have INT 11, and he's a computer programmer, so he might be able to think of something...

Mike: Hmm. Great question (takes a moment to think about it). Make an INT check, CR 24. This is kind of difficult.

Logan: I roll 19 on the die, and my INT is 11, so that's 30!

Mike: Wow. Yeah. There are a number of cables hanging overhead that emit sparks of energy. You think that you might be able to over-tax the robot's systems by creating a circuit through the robot with those cables. (NOTE: Mike didn't have this prepared. He came up with it based on the situation, and Logan's idea.)

Logan: I have two actions and I run up to 250' per action. Can I do this in one round?

Mike: Let's see. You must run about 50' to grab one cable, 25' to another, and then you have to jam those into the robot's midsection. You will have to roll a DEX check at CR 24 AND two successful attack rolls both at +2 to the robot's AC. If you do that, you're successful.

Logan: Sounds fair. I make the DEX check easily, rolling $14+15=29$. For the first attack roll I roll $10+3=13$, and for the second I roll $14+3=17$.

Mike: Hmm. Well, the DEX check and second attack are fine, but you miss that first attack by a little bit. Sorry.

Logan: Wait. I still have a resolve point I haven't used. Can I spend that?

Mike: Sure. Roll 1d6 and add it to your missed attack... you missed by 3, so you'll need a 3 or better on the die to succeed.

Logan: I got a 6!

Mike: Wow. Okay, you quickly run around the chamber, grab two cables, jam them into the robot's sides, and flip a switch on the circuit breaker. You do that in about 2 seconds... Electricity surges through the robot. He will need to roll a superhuman FEAT to resist that much power; and even if he succeeds he'll still take 3d6 damage. Let's see... that's CR 32. He'll need a natural 20. (Mike rolls and gets 9 on the die). No chance. The energy super-charges him, and his head pops off. The siren ends, and his smoking remains fall to the floor.

Logan: Cool.

Mike: Logan, take +1 XP. That was a great idea.

Mary: Okay. Now on to that computer...

1: KEY CONCEPTS

THE SUPER

As a player, you take on the role of a super-powered character in the game world, a super. The game assumes that your heroic persona was born with or developed superhuman abilities that set him or her apart from the common ilk.

'ROLE PLAYING' AND 'ROLL PLAYING'

Play develops through two primary means: role playing and rolling dice.

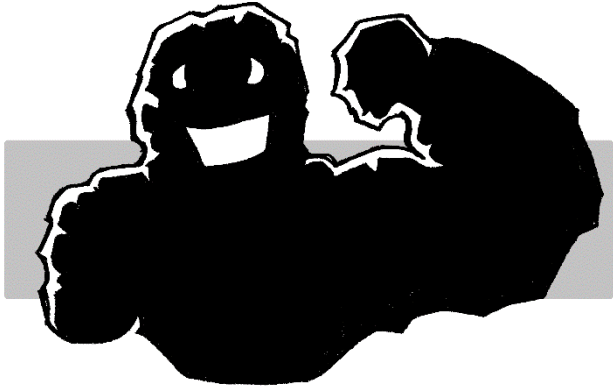
Many situations will be resolved primarily through decisions you make while assuming the role of your character. In these instances, you *role play* the encounter. If you describe how carefully you search the room for a specific data pad, or if you act out your discussion with the police officer, the GM may decide what happens without using the dice. If you are especially careful in your search or are specific in your discussions with the officer, then the result is clear, and play continues.

However, the GM will often require you to roll dice to determine the outcome of something you try to do (for example, if you hit the super villain with your energy bolt), or to determine how successful something was (for example, how much damage your bolt does). In these situations, you will roll one or more dice. These dice are polyhedrons, dice of various sizes. Throughout these rules, dice are abbreviated as *d* followed by the number of sides on the die (d4, d6, d8, d10, d12, d20). A number before the *d* indicates to roll and total several dice. For example, 3d6 means to roll 3 six-sided dice and add them together. Roll d100 (also called 'percentile dice') by rolling two d10s, using the first for the tens and the second for the ones. On d100, a result of [5, 7] is 57. A result of [0, 0] is 100. In almost every circumstance, you want to roll high.

ATTRIBUTES

Your character’s definition emerges first from six primary **attributes** that govern many aspects of play. You begin by randomly rolling your six attributes, ending up with scores between 3 and 18 in each attribute.

With a rating of **14 or better**, you have a **superhuman attribute**; you may be able to do things normal mortals cannot. As a prodigy (see page 17), you may still be considered a normal human, even though you may have attributes as high as 19 in the attribute(s) you excel at.



ATTRIBUTE SCORES

Range	Descriptor	Modifier
0-1	Impaired	-3
2-3	Feeble	-2
4-5	Poor	-1
6-7	Typical	+0
8-9	Above Average	+1
10-11	Good	+2
12-13	Excellent	+3
14-15	Remarkable	+4
16-17	Incredible	+5
18-19	Amazing	+6
20-21	Monstrous	+7
22-23	Unearthly	+8
24-25	Cosmic	+9
26	Supreme	+10

ATTRIBUTES EXPLORED

Attribute	This Attribute Measures	The Modifier Confers a Penalty or Bonus to...
Strength (STR)	Your physical might	- Attack rolls unarmed or with melee/thrown weapons - Damage rolls while unarmed or with melee (but not thrown) weapons
Intelligence (INT)	Your innate intellect and reason; creative problem solving	- Your initial roll for resources (see page 26)
Power (PWR)	Your innate ability to channel energy	- Damage rolls with some elemental and energy powers - Opposing FEAT rolls to resist some of your traits
Dexterity (DEX)	Your physical coordination	- Armor Class - Attack rolls with missile weapons and ranged powers
Constitution (CON)	Your physical toughness/fortitude	- Hit points rolled each level
Charisma (CHA)	Your appearance, leadership, and personality	- Opposing FEATS to resist traits that manipulate, control, or influence others

TYPES OF ROLLS: CHECKS

A **check** is always a 1d20 roll (a high roll is better), with a default **Challenge Rating** (abbreviated **CR**; the result you need to succeed) of 20 (note: this may be higher or lower, depending on the situation).

Sometimes, you roll a check using your relevant attribute or ability. If your roll (on 1d20) + your applicable rating (+/- any bonuses or penalties) = the CR or better, you succeed. If I need to make an INT check (using my INT 12) to make sense of a computer code, I roll 1d20+12. If I roll an 8 or better on the die (for a total result of 20 or more), I succeed. Regardless of circumstance, a natural 20 always succeeds on a check, and a natural 1 always fails.

You use your **ability rating**, not the modifier, to make a check.

ATTRIBUTE CHECKS

Roll 1d20 + the Attribute Rating to...	
STR	<ul style="list-style-type: none"> • Push or lift a physical object. • Climb a wall, modified by the surface (an easy-to-climb surface is at +4; a difficult surface is at -4).
INT	<ul style="list-style-type: none"> • Use a technological device or recall a fact/procedure that one might have learned in school. • Come up with a creative solution to a problem.
PWR	<ul style="list-style-type: none"> • Use your powers to control, shape, or manipulate forces.
DEX	<ul style="list-style-type: none"> • Perform a challenge requiring balance or coordination. • Perform a challenge requiring manual dexterity.
CON	<ul style="list-style-type: none"> • Hold your breath. You can hold your breath for a total number of rounds equal to your CON rating. After this, you must make a CON check every round to keep from suffocating. • Endure in hostile or difficult conditions.
CHA	<ul style="list-style-type: none"> • Bluff, lie, cheat, convince, manipulate, negotiate, or coerce. • Perform a song or tell a story to entertain others.

SUPERHUMAN CHECKS

The game draws a considerable distinction between a **standard check** and a **superhuman check**. With one of your normal attributes (one with a rating of up to 13), you can only attempt standard checks. You can try to lift a heavy table or figure out a difficult computer program. These are things that normal people can do. The default CR for a standard check is 20; the GM may apply a modifier of up to +/- 4 points to the CR, depending on the situation.

However, **you must have a rating of 14 or better in an attribute to attempt a superhuman check**. For game purposes, there is a significant step between 13 and 14 in an attribute; at STR 13, you have almost no chance of lifting a car over your head. At STR 14, this is a reasonable task for you to try. The default CR for a superhuman check is 32; the GM may apply a modifier of up to +/- 4 points to the CR, depending on the situation.

SUPERHUMAN STRENGTH

With Standard Strength (up to rating 13), you can attempt to lift objects of up to 1,000 lbs. Any object you can lift, you are also able to throw up to 10’ per your STR rating. With STR 13, you could conceivably lift an object of up to 1000 lbs.; any object you lift you can conceivably throw up to 130’. It is possible, as one of the strongest normal humans on the planet, that you can use leverage and considerable luck to flip a motorcycle and send it bounding 130’. It would be very, very difficult, but it’s within the realm of possibility in this game.

With Superhuman Strength (rating 14 or better), you can conceivably lift anything. Any standard object you lift (up to 1000 lbs.), you can throw up to 100’ per your STR rating; any superhuman weight you lift (over 1000 lbs.), you can throw up to 10’ per your STR rating. With STR 20, you can throw a mailbox up to 2,000’, and can throw a car up to 200’.

SUPERHUMAN CONSTITUTION

With Standard Constitution (up to rating 13), you can hold your breath for a total number of rounds equal to your CON rating, making checks each round thereafter. With Superhuman Constitution (rating 14 or better), you can hold your breath for a total number of hours equal to your CON rating, making checks each hour thereafter. With CON 10, you can hold your breath for 10 rounds (1 minute) without needing to make a check, while with CON 20, you can hold your breath for 20 hours before you need to start making checks to continue holding your breath.

ATTRIBUTE CHECK BENCHMARKS

CR	STR used to lift	PWR used to control flame
16	Up to 50 lbs.	Lighting a candle
20	Up to 250 lbs.	Extinguishing a torch
24	Up to 1,000 lbs.	Controlling a campfire
28	Up to 10 tons	Controlling a bonfire
32	Up to 50 tons	Controlling a house fire
36	Up to 250 tons	Cooling the inside of a volcano

The GM section (page 79) has a more detailed exploration of CRs for more specific rule applications, as needed.

While there is considerable granularity in character abilities, the CR (difficulty) for checks falls into a few basic ratings. While a standard check is against a base CR of 20, superhuman checks are against a base CR of 32. Using the examples above, using your PWR and control flame trait to put out a match should require a standard PWR check vs. CR 16. This is something any hero with control flame should have a reasonable chance to succeed at.

Some checks using superhuman abilities will still be rated as standard checks: lighting a candle with control flame, sending forth a gust of wind to close a door with control air, and using control magnetism to lift a pistol into the air are all minor uses of the power, requiring a standard check (and each of these at CR 16, because they are very simple uses of the power).

RESULT ROLLS: ATTACKS AND DAMAGE

For result rolls, use the appropriate die based on the weapon or attack type.

- An **attack** (roll ‘to hit’) is always a 1d20 roll. You roll, trying to meet or exceed the armor class (AC) rating of your foe. Roll 1d20 + your level, adjusted by attributes and/or the situation. For other creatures, use the hit dice as the total modifier. For example, as a hero 4 with STR 15, you add +9 to hit rolls while unarmed or with a melee weapon (+4 from level; +5 from STR). Against a foe with AC 17, you will need a roll of 8 or better to hit (since $9+8=17$). A creature with 7d6 hit dice attacks at +7.
- **Damage** is based on the weapon or trait used. A **critical hit** on an attack roll (a natural 20) allows you to double the die result from your subsequent damage roll (before adding bonuses from abilities or traits). With the character above, if you roll 6 on the die for damage, you deal 11 points of damage (6 from the die, +5 from STR); on a natural 20, you deal 17 points of damage (6 from the die doubled, +5 from STR).

Regardless of circumstance or modifier, a natural 20 always hits, and a natural 1 always misses. If you must roll natural 20 to hit on an attack, you cannot score a critical hit on that attack.

FUMBLES

On a natural attack roll of 1, you may fumble. Roll a FEAT; if you succeed, you continue normally. If you fail this FEAT, you lose your next action as you recover.

CONTESTED ROLLS

Instead of rolling against a static (fixed) CR, you may make a contested roll against another creature's ability. For example, your success with a burglary FEAT is based on how well the foe rolls a sense FEAT. For a contested roll, each party involved rolls, and the higher result wins. On a tie, roll again.

FEATS

A FEAT is a resistant or defensive roll to withstand a power, fight off a poison, or endure a difficult circumstance; alternately, a FEAT may be an active roll to find, notice, or use a skill not governed by an attribute. A FEAT is always resolved as a check (1d20 roll) adding your FEAT rating (based on your level, possibly adjusted by your origin). If your total result is equal to or more than 20, you succeed. Supers have a base FEAT rating of 6 + level.

FEATS may involve situational modifiers, and many traits will modify the CR based on how powerful the opposing creature is. These modifiers are always listed with the talent or creature description.

OTHER FEATS: SENSE AND MORALE

Roll a **sense FEAT** to notice a passive environmental feature (a secret door, a hidden trap) or another creature using stealth against you. Roll 1d20 + your FEAT modifier, comparing this to the static CR (usually 20) or the result of the foe's sneak FEAT roll.

Other creatures (including your enemies and allies controlled by the GM), may need to make a **morale FEAT**, a check that determines if a foe or ally of the supers will remain in combat. If the check fails, the creature turns and flees. Creatures check morale if they suffer the loss of an ally or incapacitation of better than half of their forces. Supers never need to check morale; players decide if their characters continue to fight. A follower takes a bonus based on the CHA modifier of his leader. For example, if you have CHA 12, your followers take +3 to morale FEATS. Sidekicks take an additional +2 to morale FEATS (since they are more loyal). See page 66.

SENTINELS OF ECHO CITY

DELUXE EDITION CHARACTER RECORD

MONIKER

VIEWPOINT

IDENTITY & PROFESSION

MOVE

PURPOSE

RESOURCES

ORIGIN

EXPERIENCE

LEVEL

ARMOR
CLASS

HIT
POINTS

FEAT
MODIFIER

RESOLVE

STR

INT

PWR

DEX

CON

CHA

TRAITS

TALENTS

ATTACK

TO HIT

DAMAGE

RANGE/NOTES

DRAWBACKS

2: CHARACTER CREATION

Whether you want to play a hulking brute who beats down foes with his fists, or a flying elemental who hurls flaming bolts, a noble mutant mind controller who strives to protect his friends, or a rugged street fighter with superhuman reflexes who seeks fame and glory, this section provides a framework for your character. You have three options for making a character. A character sheet appears on page 15.

1. PREPARED CHARACTERS

The core rules, game supplements, and player forums already have a wide range of available playable characters you can immediately use in your game. In addition, Appendix A (page 174) includes a roster of level one supers for your use, modeled on popular superhero archetypes. Prepared characters are best when you have limited time, or when the scenario requires a specific set of abilities. Sometimes, it might be fun to put aside your custom characters for a game session and play prepared characters in an offbeat scenario.

2. POOL BUILDING

Instead of building a super using the rules outlined below, your Game Master may instead allow you to build a character based on your concept or modeled on an existing hero from comics or movies. In these cases, you start with a pool of points to spend and a total number of traits to select. Pool building works best when you know exactly what kind of character you want to make.

- You begin with $50 + 3d6$ points in attributes.
- You begin with $2d4$ traits of your choice.

3. RANDOM CHARACTER GENERATION

The most fun option, but the one giving you the least control, is the random option. This is best for firing up your creativity and will likely guide you into character concepts that you may never have come up with otherwise, but which can still be a blast to play (and sometimes more fun than ‘another’ variation on a popular super).

RANDOM CHARACTER GENERATION STEPS

1. ROLL FOR AN ORIGIN. Origin tells how you became a super.

ORIGINS (roll 1d8)

Roll	Origin
1	Altered Human. You were once a normal human, but something happened to change that. After assigning your attribute scores, take +1 to one attribute (your choice) and take +1 to your FEAT rating.
2	Artifact. Your powers and abilities are largely tied to a device you created, found, inherited, discovered, or were granted. This may be magical, alien, or technological in nature. Take +1 additional starting trait.
3	Construct. You were not born, but you were made. You may have been brought to life by magic, built in a factory, or engineered in a lab. Take an additional +1d6 to your hit points.
4	Cyborg. You are still human. Mostly. However, you have had several technological upgrades granting you special abilities. Take an additional +1 to your armor class.
5	Mutant. You were born with your powers and abilities, although they may not have appeared until recently. Take an additional +2 to your FEAT rating.
6	Outsider. You are not human but are instead from somewhere else. You may be from a hidden land on earth, another planet, or even another realm. Start +1 level higher.
7	Prodigy. You do not have super powers, but instead rely on training, abilities and gear. You have no PWR rating. When rolling for attributes, roll 2d6 instead of 3d6, with a maximum rating of 13 in any attribute EXCEPT for INT, DEX, or CHA. For one of these attributes, roll 1d6+12. When rolling for traits, roll 1d4 for categories instead of 1d20. You begin with one bonus profession (page 18). There is a 1 in 6 chance you use a battlesuit (see page 176).
8	Synthesis. You have two of the origins above. Roll 2d6 and combine the two origins (re-roll one of the dice if you get doubles). You get the better of two bonuses instead of adding them together; if one origin grants +1 to your FEAT modifier and the other grants +2 to your FEAT modifier, you take +2 (the better of the options) not +3 (the two combined).

2. ROLL FOR TRAITS. Traits includes all powers and abilities not directly tied to your primary attributes. You will have 2d4 traits. Roll first for the total number of traits. For each trait, roll 1d20 for the category of trait, and then roll the appropriate die (depending on which category) for the specific trait. Record these on your character sheet (page 15). Trait descriptions are listed in alphabetical order, starting on page 36.

1. QUALITIES (roll 1d10)

Roll	Result	Roll	Result
1	Burglary	6	Gadgeteer
2	Companion	7	Leadership
3	Contacts	8	Pilot
4	Determination	9	Sneak
5	Driver	10	Wealth

2. PROFESSIONS (roll 1d12) (* = take +1 to starting Resources)

Roll	Result	Roll	Result
1	Art	7	Law*
2	Business*	8	Medicine*
3	Culinary	9	Military
4	Education	10	Science*
5	Engineering*	11	Social Work
6	History	12	Technology*

3. GEAR (roll 1d6)

Roll	Result	Roll	Result
1	Body Armor	4	Vehicle
2	Shield	5	Weapon, Melee
3	Utility Belt	6	Weapon, Trick

4. SIMPLE COMBAT (roll 1d4)

Roll	Result	Roll	Result
1	Counter Attacks	3	Pummel
2	Martial Arts	4	Sharpshooter

5. SUPERHUMAN COMBAT (roll 1d6)

Roll	Result	Roll	Result
1	Armor Piercing	4	Shockwave
2	Bleeding Attack	5	Snare
3	Ki	6	Stun

6. DEFENSE (roll 1d8)

Roll	Result	Roll	Result
1	Electronic Countermeasures	5	Invulnerability
2	Force Field	6	Reflection
3	Immunity	7	Regenerate
4	Imperviousness	8	Tolerance

7. ADAPTATIONS (roll 1d8)

Roll	Result	Roll	Result
1	Air Supply	5	Non-Living
2	Amphibious	6	Quickness
3	Immortality	7	Serial Immortality
4	Large	8	Wall Crawling

8. ALTERATIONS (roll 1d4)

Roll	Result	Roll	Result
1	Elongation	3	Plasticity
2	Growth	4	Shrinking

9. TRANSFORMATIONS (roll 1d8)

Roll	Result	Roll	Result
1	Alter Ego	5	Mimic
2	Animal Forms	6	Multiplicity
3	Chameleon	7	Phasing
4	Invisibility	8	Shape Change

10. ELEMENTAL (roll 1d6)

Roll	Result	Roll	Result
1	Blast	4	Control Energy
2	Bolt	5	Energy Body
3	Burst	6	Energy Solidification

11. CHANNEL (roll 1d6)

Roll	Result	Roll	Result
1	Absorption	4	Drain
2	Boost	5	Matter Conversion
3	Disintegrate	6	Nullify

12. MENTAL COMBAT (roll 1d6)

Roll	Result	Roll	Result
1	Mind Blast	4	Shout of Inspiration
2	Mind Bolt	5	Shout of Intimidation
3	Mind Shield	6	Telekinesis

13. MENTAL MANIPULATION (roll 1d10)

Roll	Result	Roll	Result
1	Charm	6	Hypnotize
2	Confusion	7	Illusion
3	Emotion Control	8	Mind Control
4	ESP	9	Possession
5	Fear	10	Telepathy

14. MOVEMENT (roll 1d8)

Roll	Result	Roll	Result
1	Burrowing	5	Flight
2	Climbing	6	Leaping
3	Gliding	7	Levitate
4	Hyperspeed	8	Swingline

15. TRAVEL (roll 1d4)

Roll	Result	Roll	Result
1	Blink	3	Teleport
2	Dimension Shift	4	Time Travel

16. NATURAL (roll 1d6)

Roll	Result	Roll	Result
1	Animal Control	4	Natural Attunement
2	Communicate	5	Plant Animation
3	Control Weather	6	Poison

17. SUPERNATURAL (roll 1d6)

Roll	Result	Roll	Result
1	Healing	4	True Magic
2	Hex	5	Sorcery
3	Life Tap	6	Summon

18. INTUITIVE (roll 1d6)

Roll	Result	Roll	Result
1	Danger Sense	4	Object Reading
2	Detect	5	Precognition
3	Luck	6	Remote Sensing

19. SENSORY (roll 1d6)

Roll	Result	Roll	Result
1	Enhanced Senses	4	Sensory Shield
2	Night Vision	5	Sonar
3	Sensory Attack	6	X-Ray Vision

20. SURGE (roll 1d6)

Roll	Result
1	Attribute Surge. Select one of your six attributes and take +1d4 to the rating, you have a starting max rating of 22.
2	Talent Surge. You take an additional talent.
3	Temporary Surge. You can increase one attribute. This might be Rage (page 44) or a trait you develop that works in a similar way, increasing attributes in play based on circumstances you work out with your GM.
4	Roll twice, ignoring a result of 20.
5	Create a new trait.
6	Your character dies, overwhelmed by too much energy surging through his or her system. Start again.

TRADING TRAITS

You may elect to trade 2 traits you don't want for 1 trait you do. Choose from the list. In addition, you may elect to take 1 **drawback**. If you do this, you take either +2 to one attribute score (after balancing, see step D), or you take one extra trait of your choice.

DRAWBACKS (roll 1d12)

Roll	Drawback
1	Allergy, Minor. When within 30' of the uncommon allergen, you suffer a -2 penalty to all rolls.
2	Allergy, Major. When within 30' of the rare allergen, you suffer a cumulative -1 penalty per round to all rolls, to a maximum of -10 after 1 turn.
3	Bad Luck. On a natural roll of 1 or 2 on any check, you automatically fail, and may fumble (see page 14).
4	Complex. You have a psychological weakness, such as a fear or anxiety. When in a situation that triggers your complex, roll a FEAT or suffer -2 to all rolls for 1 turn.
5	Dependency. You must do something regularly. Once a threshold is passed (usually 1 day), take a cumulate -1 to all rolls each hour until meeting your dependency.
6	Dependent. Someone or something needs you, and you must make yourself available when the dependent calls, or you lose a total number of XP equal to your level.
7	Enmity. Someone or something hates you, hunts you, pursues you, and wants you destroyed. This creature or force is far beyond your abilities.
8	Obsession. You cannot help but to engage in some behavior or quirk. Any time you are faced with a situation that triggers your obsession, roll a FEAT (modified at the GM's discretion) or abandon all else to feed your obsession.
9	Secret. You must keep a terrible, embarrassing, or sensitive secret, you have an identity that you must protect. If your secret is ever exposed, you lose level x25 XP.
10	Small. You are exceptionally small. Instead of using d6 to roll hit points, you roll d4.
11	Susceptible. You are especially vulnerable to an energy or attack type. When this energy or attack type is used against you, you suffer -4 to FEATS and/or armor class, and you suffer +1 damage per die rolled of the type. Select a logical susceptibility based on your traits or roll randomly for an energy (page 34). Other possible susceptibilities include magic or mental powers.
12	Vow. You have taken a vow to always, or never, do something. If you break your vow, you lose level x10 XP.

3. ROLL FOR ATTRIBUTE SCORES. For each attribute, roll 4d6 and keep the best three results. Alternately, roll 3d6 and re-roll 1s. As a prodigy, roll 3d6 and keep the better 2 or roll 2d6 and re-roll 1s.

4. ASSIGN THE SCORES TO ATTRIBUTES AS DESIRED (based largely on your traits). You can adjust these scores if needed: for every 2 points you give up, receive 1 point back. You cannot decrease an attribute score below 6 in this way, and you cannot increase an attribute score beyond 18. As a prodigy, you cannot increase most scores beyond 13. Record these scores, and the applicable **modifiers** (page 9), on your character sheet. Put a mark in the box under the attribute abbreviation for any attribute rated 14 or better.

5. ROLL 2D6 FOR HIT POINTS. Remember to modify this by your CON modifier. Re-roll 1s. Record this on your character sheet.

6. DETERMINE YOUR FEAT MODIFIER. You have a FEAT modifier of 6 + your level, possibly modified by your origin. Record this on your character sheet.

Your level sets your base bonus to all attack rolls, your base modifier to Armor Class, and your base modifier to FEATS.

7. ROLL FOR A TALENT. Record this on your character sheet. At level one, and at every even-numbered level thereafter, you earn a new talent. Select from any talent listed or roll randomly.

TALENTS (roll 1d20) (* = you may take this talent more than once)

1. Enemy. Add your level to all rolls when interacting with this enemy and his or her agents/servants/minions. You take this bonus to attack rolls, damage rolls, FEATS, and checks when the enemy or his/her servants are directly involved.

2. Expertise*. Take +1 to one attribute.

3. Focused. Take +10% to all experience points you earn.

4. Fortitude*. Take +5 hit points.

5. Found Weapons*. Take +1 to the die type when you use found weapons; i.e. 1d6 becomes 1d8.

- 6. Improved Critical.** Increase your critical range by +1; on a natural roll of 19 or 20, you score critical damage.
- 7. Improved Dice*.** For one trait, increase the die type by +1. Ex: if you have a trait that deals 1d6 base damage, you can use this talent to increase the die to 1d8.
- 8. Improved Range*.** Increase the range increment for one of your traits to the next benchmark.
- 9. Initiative.** Take +4 to initiative FEAT rolls.
- 10. Iron Will.** You are immune to fear-based attacks and always make *morale* FEATS (NPCs only). In addition, you can roll a FEAT each round after reduced to 0 hit points or less. If successful, you continue to fight on for a total number of rounds equal to your CON modifier, even beyond wounds that would normally kill you.
- 11. Loner.** You are exceptional when you fight on your own. When fighting solo, you get +1 Resolve point per turn and earn +10% XP.
- 12. Partner.** You are at your best when teamed up with one other super. When with your designated partner, you get +1 Resolve point per turn and earn +10% XP.
- 13. Photographic Memory.** You can remember the exact details and specifics of every event from your life. Usually, no roll is required, but for any INT check regarding something you might have encountered in your life, make the INT check at +4.
- 14. Prowess*.** Take +1 to your FEAT rating.
- 15. Second Wind.** Once per turn, recover 1d6 + your level hit points as a free action. You may do this a total number of times per day equal to your level.
- 16. Sundering.** Make a simultaneous melee attack against all targets within 5' with every attack with your primary melee attack.
- 17. Surprise Strike.** Take +1d6 to damage on surprise attacks in melee combat.
- 18. Team Player.** You operate at peak efficiency when you work in a larger group, with two or more other supers. When fighting with your team, you get +1 Resolve point per turn and earn +10% XP.
- 19. Toughness.** Take +1 to your Armor Class rating.
- 20. Two-Handed Fighting.** You may attack with two hands in melee combat; either you join your fists for a mighty blow, or you wield a weapon two-handed. When attacking two-handed, take a +1 shift to the die type you use to roll damage.

8. DETERMINE YOUR ARMOR CLASS (AC), based on your powers and abilities, modified for DEX.

Armor Class = 10 + Level + DEX Modifier + other bonuses

9. DETERMINE YOUR COMBAT RATINGS, based on your attributes and traits. Most attacks are at a base bonus of level + STR modifier (for melee attacks) or level + DEX modifier (for ranged attacks). A **strike** is an unarmed melee attack; all supers can land a strike that deals 1d4 + STR modifier damage; the *pummel* trait improves this die.

10. DETERMINE YOUR MOVE. All characters have a move of 50', unless they have a trait modifying this.

11. DECIDE ON YOUR VIEWPOINT, and record this on your character sheet. In most games, the expectation is that all supers are heroic in their viewpoint. Ask your GM if you aren't sure what is allowed.

VIEWPOINT

Your viewpoint indicates your general ethos. The viewpoints include:

- **Hero.** You value fairness and honesty. You feel that life should be protected and would consider sacrificing your life to defend others. You generally respect others and expect them to respect you as well. You value law and justice. Most people would perceive your ethos as 'good'.
- **Neutral.** You try to deal in fairness and honesty, but you know that you cannot always trust others. You extend respect to those worthy of it. Most common people are neutral, trying to do good most of the time, but rarely considering exceptional sacrifices for others.
- **Villain.** You feel that lying and cheating are acceptable to get what you want. You value your own life more than the lives of others. Most people would perceive your ethos as 'evil'.

12. DETERMINE YOUR RESOURCES. Roll 2d6 for your starting resources rating, adding your INT modifier. Resources allows you to invest in vehicles and bases for your character. See page 66 for options for spending resources. At level 1, you don't start with anything yet, but your resources may allow you to upgrade soon.

RESOURCES RATINGS

Rating	Description
0-1	Destitute: you have no money and are probably homeless.
2-3	Poor: you have only the most meager of resources.
4-5	Struggling: you pay the bills – barely.
6-7	Middle Class: you manage to keep it all together.
8-9	Comfortable: you pay your bills and have a little left over.
10-11	Affluent: you can afford anything you need.
12-13	Well Off: you can afford considerable luxuries.
14-15	Wealthy: you are a millionaire.
16-17	Rich: you are a multi-millionaire.
18-19	You possess the wealth of a small country.
20-21	You possess the wealth of a major country.
22-23	You possess the wealth of a planet like earth.
24-25	You possess the wealth of a solar system.



13. DETERMINE YOUR RESOLVE. **Resolve** is a unique ability possessed only by supers (and the worst villains) that allows you to perform exceptional deeds. You have a total number of resolve points each turn equal to your level. Your resolve gives you a total number of opportunities each turn to do something special. When you spend a resolve point, you either take a bonus to a roll, or attempt a stunt.

When you use a resolve point to **take a bonus**, you roll 1d6 and add the result to any roll you have already made that round. Resolve allows you to push a little harder, lift a little more, or strike a little more forcefully. Resolve allows you to temporarily push your powers and abilities beyond their normal limits. If you barely fail a STR check, almost hit with your attack, or roll low for damage, resolve can help.

When you use resolve to **attempt a stunt**, you do something special and unusual, something beyond the defined scope of your powers and abilities. Suggested stunts appear on page 76.

14. SELECT A PURPOSE and record this on your character sheet. Your character's purpose is his or her greater calling, mission, goal, objective or passion. The purpose is the thing that drives your character to undertake adventures and explore the world.

After any encounter where you take a step towards accomplishing your purpose, take 1 bonus experience point.

A Good Purpose:

- Provides a motivation for your character to keep adventuring and/or to join a group.
- Is active; it makes you work to accomplish it (starts with the word 'to').
- Is difficult to accomplish. You should spend your entire career trying to fulfill your purpose.
- Motivates role-playing opportunities. Your character's purpose largely shapes his actions and reactions in a variety of situations.

SAMPLE PURPOSES (Roll 1d10)

1. To be respected as the greatest superhero who ever lived.
2. To bring law and justice over every corner of this city.
3. To wipe out/eradicate _____ (a criminal empire, an alien race).
4. To avenge the death of or to honor the memory of someone I loved.
5. To make up for a mistake from my past.
6. To protect/champion a specific place, group, or idea.
7. To fight until every criminal has been brought to justice.
8. To get my vengeance against _____ (I don't know what he did, but it was BAD).
9. To live life on the edge, making every moment worth the story it tells.
10. To get rid of the curse of these powers, and to live a normal life.

15. DECIDE ON A MONIKER AND AN IDENTITY.

Your **moniker** is your character's superhero name, while the **identity** is his or her given name. Your Moniker should somehow tie to your powers and abilities. In addition, consider your character's background, profession, and life before becoming a super.

CHARACTER PROGRESSION

Level	XP Required	Hit Dice	Tier
1	0	2D	Street-Level
2	300	4D	Hero
3	1,000	6D	Super Hero
4	3,000	8D	Champion
5	10,000	10D	World-Class
6	30,000	12D	Titan

New characters begin the game at level 1 with 0 experience points (XP). You earn XP from defeating foes, completing missions and performing deeds. When you earn 100 XP, you advance to level 2, earning the abilities of a level 2 character and increasing your hit points by +2D. Most supers roll d6 for hit points, but some may roll d4 or d8, and some foes or monsters may use different dice depending on their size.

IN PLAY: CHARACTER CREATION

I am playing in a game with random character generation, at level 1.

1. I roll 1d8 for origin and get [1]. My character will be an altered human, taking +1 to one attribute and +1 to my FEAT rating.

2. I roll 2d4 for number of traits and get [3+2=5].

- For the first trait, I roll 1d20 [11: Channel] then 1d6 [6: Nullify]. Based on the description for Nullify, I roll 1d4 for range [2: 60].
- For the second trait, I roll 1d20 [12: Mental Combat] then 1d6 [1: Mind Blast]. Based on the description for Mind Blast, I roll 1d4 for range [1: 30].
- For the third trait, I roll 1d20 [18: Intuitive] then 1d6 [6: Remote Sensing]. For the variable range, I roll 1d6 and get [6: anywhere in the world].
- For the fourth trait, I roll 1d20 [7: Adaptations] then 1d8 [8: Wall Crawling].
- For the fifth trait, I roll 1d20 [20: Surge] then 1d6 [3: Temporary Surge]. I'm not sure what to do with this yet.
- I could trade some of these traits, but I decide not to. I will, however, take a drawback to pick up one more trait.
- For the drawback, I roll 1d12 [6: Dependent]. I can figure out the specifics later.
- For the bonus trait, I roll 1d20 [6: Defense] then 1d8 [5: Invulnerability]

3. It's time to roll for attribute scores. My GM has me roll 4d6 and keep the best 3 for each. I roll: [6, 4, 4, 2 = 14]; [5, 5, 2, 1 = 12]; [6, 3, 2, 1 = 11]; [6, 6, 3, 3 = 15]; [6, 5, 3, 2 = 14]; [5, 4, 3, 3 = 12]. Excellent!

4. I have some decisions to make. I need high PWR (several of my traits are linked to that), but everything else is fair game. I'm thinking with the wall crawling to go with a bug-themed character, increasing STR and DEX to superhuman levels as well. I end up with:

STR 14 (+4); INT 12 (+3); PWR 15 (+4)
DEX 14 (+4); CON 12 (+3); CHA 11 (+2)

I still get a +1 to an attribute from being an altered human, so I take +1 to PWR, moving it to 16 (+5).

5. My character is level 1, so has 2d6 hit points. However, the CON 12 grants +3. I roll [5/2], for a total starting hit points of 10 (3+5+2).

6. For FEAT modifier, I start with 6, add +1 (level) +1 (for being an Altered Human). My total starting FEAT modifier is +8.

7. For my character's talents (I start with 1 at level 1), I roll randomly and get [7: improved dice]. I'm not sure where to use that yet...

8. Armor Class is going to be 10 (base) +1 (level) +4 (DEX modifier), for a total AC 15.

9. My character primarily attacks with the mind blast but needs a physical attack as well. I still have that improved dice talent, so I'm going to use that to increase unarmed melee damage from 1d4 to 1d6 (taking the pummel trait in effect, which my GM allows since it is in the spirit of the talent), so my character can deal decent damage with a fist (due to pretty good STR). That gives a melee strike of +5 to hit (+1 from level, +4 from STR) with damage of 1d6+4 (from STR).

10. My character has no movement traits, so takes the base move 50'.

11. My character is a hero, of course!

12. Rolling for Resources, I get 3+1 on the dice, +3 from INT, for starting Resources of 7. My character is middle class.

13. My character's Resolve is 1, from being level 1.

14. I decide to roll for a Purpose and get 10: my character views the powers as a curse and seeks to get rid of them...

15. And now it's the hardest part! I must pick a name and identity. Fortunately, I've been thinking about this as I created the character and know where I want to go with it. Since my character is new, I start with 0 XP. I note that on my character sheet.

LADYBUG (ALTERED HUMAN HERO 1)

Mercy Lewis, High School Student; Resources 7	
AC 15; HD 2d6 (hp 10); FEAT +8; Move 50'; Resolve 1	
Combat	Strike (+6/1d6+4) Mind Blast (1d4/30'/5x per turn/FEAT CR 25 for half damage)
Attributes	STR 14 (+4); INT 12 (+3); PWR 16 (+5) DEX 14 (+4); CON 12 (+3); CHA 11 (+2)
Traits	Mind Blast; Nullify; Remote Sensing; Temporary Surge; Wall Crawling
Talents	Improved Dice (strike to 1d6)
Drawbacks	Dependent
Purpose	"I want to get back to the life I used to have."

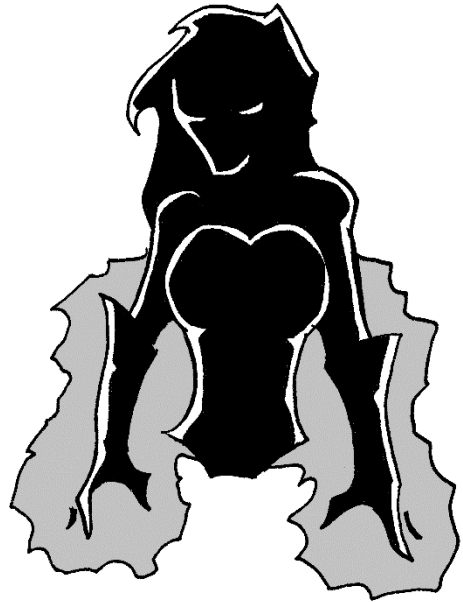
Background: Mercy is a high school student who volunteered to take part in a clinical trial involving the healing properties of ladybug bio-receptors, as it paid \$500. She did this to help support her younger brother, since their parents are deceased. The trial went horribly wrong, leaving her in a coma for several weeks. When she awoke, she had been awarded a large settlement (in a trust fund). A few weeks later, she started to develop superhuman abilities from the trials. She now fights as Ladybug.

Her temporary surge grants +2 to her DEX (and +1 to AC) whenever she is reduced to half of her hit points or fewer (5 or below). Her remote sensing allows her to see through the eyes of any ladybug, anywhere in the world.



3: TRAITS

Traits are unique powers and abilities that distinguish super-heroic characters from each other. While most traits are available only to super-powered characters, some are available to common people; additionally, many ‘super powers’ are normal abilities that have been enhanced to a superhuman level. Most characters can run – but only supers can run at speeds exceeding the fastest vehicles. Therefore, all powers and abilities are grouped together under the umbrella of ‘traits’, and all work in the same fundamental way.



TRAIT LISTINGS

Traits are listed alphabetically, starting on page 32. A listing includes:

The Trait Name (the maximum range in feet). A description of how the trait works, how long it lasts, and any special restrictions or effects. A power or ability without a specific duration happens in the round it is used and ends immediately. If a FEAT is allowed, modifiers to the FEAT and how the FEAT changes the effectiveness of the power/ability will be listed as well.

Note about range for powers/abilities: these will be ineffective against a target beyond its listed range.

Descriptions are left intentionally open-ended; players and GMs are encouraged to be creative in how and where spells are used. Many powers and abilities require no roll to hit; many automatically succeed, striking the target or going off in the area desired.

LIMITATIONS

Many powers/abilities will include an option for one or more limitations; by taking a limitation to a power or ability, you increase its effectiveness or potency. Specific limitations are listed with powers/abilities as applicable. The GM may allow you to take other limitations that are not listed here, based on how you would like a power to work. Some sample limitations include:

- **Incapacitation.** Using this trait puts exceptional strain on you. Each time you use the trait, you must roll a FEAT CR 20 or be stunned and unable to act for 1d6 rounds.
- **Harmful.** Each use of the trait hurts you. You suffer 1d6 hit points of damage each time this trait is used. You cannot neutralize this damage via imperviousness, invulnerability, tolerance, or the like.
- **Lack of Control.** Every time you attempt to use this trait, you must roll a FEAT CR 20. If you succeed, you use your trait normally; if you fail, you lose your action this round (and the trait fails to work), but you may try again next round.
- **Limited Application.** Your trait only works within a narrower field of circumstances than normal for the trait. A charm that only works on men, a holy bolt that only affects the truly guilty, or a force field that only blocks metals would all have limited application.
- **Power Source.** Your trait requires some form of power source for it to work, and without access to that it ceases to function until you regain access to the source.
- **Recharge.** It takes time for the trait to re-charge before it may be used again. Recharge typically takes 1 turn, although it may be longer at the GMs discretion.
- **Self Only.** This is a trait that normally works on yourself and on others, but you elect to only use this trait on yourself.
- **Others Only.** This is a trait that normally works on yourself and on others, but you elect to only use this trait on others.
- **Touch.** This is normally a ranged trait, but you elect to require a touch (no additional attack roll is usually required, although you must be in melee range).

ENERGIES

Many traits are tied to a specific element or energy. When indicated, roll on the table below to determine the element or energy.

ENERGY TYPES (roll 1d10)

Roll	Element/Energy
1	Cold; Frost
2	Darkness; Shadow
3	Earth; Stone; Geo-forces
4	Electricity; Lightning
5	Flame; Heat
6	Kinetic Energy
7	Light
8	Magnetism; Ferrous Metals
9	Radiation; Nuclear Energy
10	Sound; Sonic Energy

VARIABLE RANGE

Some traits are listed as having ‘variable range’. This means that different supers have different base ranges for the trait. One super may be able to establish telepathy only with creatures within 30’ while another can communicate with creatures anywhere on the same planet. Roll once at character creation; this is always this trait’s range.

VARIABLE RANGES (roll 1d6)

Roll	Range
1	Up to 10’ per level
2	Up to 100’ per level
3	Up to 1 mile per level
4	Up to 10 miles per level
5	Up to 100 miles per level
6	Anywhere in the world, regardless of level

ROLLING FOR RANGE

Many traits list the range as 1d4 x 30’. This means that the range is different for each hero who takes the trait. When you take this trait, roll 1d4 and multiply the result by 30’, giving you a range of 30’, 60’, 90’ or 120’ for this trait. This is always your range for this trait.

FEATS TO RESIST TRAITS

Many traits force the foe(s) to roll a FEAT to resist your trait. The CR for the FEAT is set at CR 20, often forcing a penalty equal to your applicable attribute modifier. A foe attempting to resist your *mind control* rolls with a CR of 20 + your CHA modifier. If you have CHA 7 (+0 modifier), the foe rolls a standard FEAT (CR 20). If you have CHA 17 (a +5 modifier), the foe rolls with CR 25.

OPTIONAL RULE: VARIABLE TRAIT RATINGS

Many traits are tied to an attribute, using the attribute modifier as the default rating for the trait. However, if your GM approves, roll 1d6 for your rating instead of using the attribute modifier. For example, *invulnerability* allows you to neutralize a total number of points of damage equal to your CON modifier. Alternately, you could have invulnerability with a random rating of 1d6 when you take the trait. If your trait is linked to an attribute rated 7 or lower, you should always use this optional rule.

MOVEMENT TRAITS

Some traits grant a bonus to your base movement rate. Use the table below to convert the rating to a movement in feet per round.

MOVEMENT RATES

Rating	Movement	Equivalent
0	50'	5 miles per hour (standard move)
1	100'	10 miles per hour
2	250'	25 miles per hour
3	500'	50 miles per hour (car on a highway)
4	1,000'	100 miles per hour (car top speed)
5	2,500'	250 miles per hour (race car)
6	1 mile	600 miles per hour (helicopter)
7	2 miles	1,200 miles per hour (jumbo jet)
8	5 miles	3,000 miles per hour (combat jet)
9	10 miles	6,000 miles per hour (cutting edge jet)
10	25 miles	15,000 miles per hour (missile)
11	50 miles	30,000 miles per hour (space shuttle)
12	100 miles	60,000 miles per hour (deep space probe)

ALPHABETICAL LISTING OF TRAITS

ABSORPTION (self). You can ‘soak up’ an energy or force, converting this into healing. Instead of suffering damage, you recover hit points from this energy equal to the damage you would have suffered. Ignore invulnerability or applicable tolerances; you automatically recover the full amount of damage, up to your maximum hit points. Select an energy type that you can absorb or roll on the chart on page 34.

AIR SUPPLY (self). You can survive without air for a total number of hours (instead of rounds) equal to your CON rating.

ALTER EGO (self). You have two forms, a super form and a ‘normal’ form. Roll up your normal form as a second character with PWR 0, rolling 2d6 for each of the other attributes. When you take this trait, roll 1d4 for how many rounds it takes you to change forms. Your alter ego has a level equal to your primary character’s level.

AMPHIBIOUS (self). You can move and breathe underwater as easily as above the waves.

ANIMAL CONTROL (1d4 x 30’). Once per turn, you may use 1 action to attempt to control a natural animal. The animal rolls a FEAT to resist, CR 20+ your CHA modifier. If the FEAT fails, you take control of the animal for 1 turn; it will understand you completely, obeying your every command. If you take a limitation to one type of animal, take +4 to control that animal type.

ANIMAL FORMS (self). You can assume a total number of different animal forms each turn equal to your level. It takes 1 round to change forms, and you stay in a form for as long as you want to, or until at hp 0. You keep your hit points when you change forms. Your animal forms are built on any natural creature 1 level lower than your level. As a hero 5, you can assume the forms of level 4 animals. You have access to a total number of different animal forms equal to your PWR modifier. If you take the limitation restricting you to one animal form, that form is the same level as you are.

ARMOR PIERCING (self, linked to another trait). Your linked attack bypasses the first points of a foe's invulnerability or imperviousness equal to your level; at level 3, you ignore the first 3 points of a foe's invulnerability or imperviousness with the applicable attack.

BLAST (1d4 x30'). Use 1 action to emit a blast of energy dealing level d4 damage in a straight line directly in front of you, measuring the length of your range. You may do this a total number of times per turn equal to your PWR modifier. Roll for the type of energy you blast (see page 34). As a hero 3 with PWR 15 (+4) and ice blast, you may emit an ice blast 4 times per turn that deals 3d4 damage.

All creatures within the area of effect are hit automatically, but each may roll a FEAT (CR 20 + your PWR modifier) for half damage.

BLEEDING ATTACK (linked to an existing attack). You have an attack that causes damage after a successful hit. Living creatures struck with the linked attack type must roll a FEAT CR 20 + your level or suffer a bleeding wound. Your bleeding attack deals an additional 1d6 per round, for a total number of rounds equal to your level. This ignores invulnerability or imperviousness, dealing full damage each round. Any one foe will only be affected by your bleeding attack once per turn.

BLINK (self) You can instantaneously travel short distances across space. You may travel up to 10' x your PWR rating. You may blink on every action you take, simultaneous with the other action, without taking a penalty. You may blink a total number of times per turn equal to your PWR modifier. With PWR 14 (+4) and blink, you may travel up to 140' per blink, and may blink 4 times per turn. You must be able to see the place you are blinking to, or a superhuman PWR check CR 32 is required; if you fail, you cannot blink, and you return to your starting location.

BODY ARMOR (self). You wear armor or have armored adaptations, adding your STR modifier to armor class, in addition to your DEX modifier. As a hero 3 with DEX 11 (+2) and STR 14 (+4), you have AC 19 (10 base +3 +2 +4). Note: your total bonus from DEX + STR cannot exceed +10.

BOLT (1d4 x 30'). Use 1 action to make a ranged attack roll to hit a target, dealing 1d6 + PWR modifier energy damage. Roll for the type of energy on page 34. You may do this as often as desired.



BOOST (1d4 x 30'). Once per turn, you can increase an attribute of yourself or one other living creature by your PWR modifier. When you take this trait, roll 1d6 for which attribute you can affect. Ex: If you have PWR 17 (+5) and roll 2, you can increase the INT of one creature within 30' once per turn by +5. This lasts for 1 turn. You can elect to boost your own attributes.

If you take the self-only or touch limitation, take +1 to the bonus you confer. If you elect to have this trait affect any attribute, you boost any attribute by your PWR modifier -2.

BURGLARY (self). You can do things that burglars can do: pick locks, disarm traps, and pilfer small items without people noticing. Whenever you attempt an act of burglary, roll a FEAT against the difficulty of the object/situation, or against the contested FEAT of the foe, as appropriate. While picking a high-security lock may require a FEAT against CR 24, an effort to swipe someone's ID card requires a contested FEAT against the foe's sense FEAT.

BURROWING (self). You can move through earth and stone at half of your normal move rate.

BURST (1d4 x 30'). You can throw a ball of energy up to range. This explodes in a 20' radius, dealing damage to all creatures within the area of effect. You have a pool of 1d6s equal to your level + your PWR modifier; you may use up to your level in total d6s with each burst you throw. For example, as a hero 4 with PWR 18 (+6) and burst of cold, you have a pool of 10d6 points of burst damage available per turn, but you may use no more than 4d6 at one time.

All creatures within the area of effect may roll a FEAT to take half damage. If you take the pointblank power limitation (meaning that the burst always centers on you), increase the die type to 1d8.

CHAMELEON (self). You may use 1 action to change the color of your skin, worn clothing, and carried items to appear as the same color, texture, or pattern as the nearest surface. When you do this, you gain the sneak trait while near the same or a similar surface. If you already have sneak, you take +4 to sneak attempts while your chameleon trait is activated. You may use this as often as desired, and you may turn it off as a free action.

CHARM (1d4 x 30') Once per turn, attempt to use 1 action to force a living human-like creature to roll a FEAT to resist, CR 20+ your CHA modifier. A creature who fails views you as a close friend, obeying reasonable commands. Based on their intelligence, creatures are allowed a new FEAT every turn (INT 18+), hour (INT 13-17), day (INT 10-12), week (INT 8-9), month (INT 6-7), or year (INT 5 or less). Charm drops if you attack the charmed creature. A creature who makes the FEAT is unaffected.

CLIMBING (self). You can climb vertical surfaces at your full movement rate, with no check required.

COMMUNICATION (self). You can communicate with one type of creature or object. Decide this based on your other traits. Some examples include animals, sentient creatures (allowing you to speak all formal languages), or technology (allowing you to speak with technological devices).

COMPANION (self). You have a companion that follows you on your missions. Unlike a sidekick (see page 66), this is a follower that does not share in XP. This may be a pet, robot assistant, or other creature. The companion is played as a second character, rolls morale FEATS with a bonus equal to your CHA modifier and has a level equal to half of your level, rounded up. If the companion dies or is lost, it will be replaced at the beginning of the next game session. Your companion is fiercely loyal to you.

CONFUSION (1d4 x 30'). At will, you may use 1 action to attempt to confuse one living creature within range. The target rolls a FEAT to resist, CR 20+ your PWR modifier. If the target makes the FEAT, the creature is immune to your confusion for the rest of the turn. If the target fails, it acts in one of these ways:

CONFUSION RESULTS (roll 1d4)

Roll	Action
1	Attack the confusion user's allies for 1d4 rounds, then roll again.
2	Attack the target's own allies for 1d4 rounds, then roll again.
3	Do nothing for 1d4 rounds, then roll again.
4	Wander away for the rest of the turn.

CONTACTS (self). You have one or more allies that you can call upon for aid. When you attempt to use your contacts, explain what you are trying to do, and make a CHA check. This will range from CR 16 (if you ask for something relatively easy) up to CR 24 (if you seek a huge favor). In general, the GM will only allow you to call upon your contacts once per game session.

CONTROL ENERGY (1d4 x 30'). This flexible and open-ended trait allows you to manipulate, shape, form, or create one type of energy. Roll on page 34 for the type of energy you can control. You can do several things with your control:

- Increase or decrease the intensity of the energy as a PWR check, based on the intensity. See page 83 for intensities.
- Replicate another trait (that you can logically justify) by spending a resolve point.
- Use this energy to perform a stunt (requiring a resolve point only if the stunt is particularly powerful or unusual).

Note: Because control is so flexible, the GM should be liberal in allowing you to try creative and unusual things with this power.

Example: Barnburner has PWR 16 (+5) and flame control. The GM allows him to light and extinguish candles without rolling, but he must make a superhuman check CR 32 to snuff out the flames consuming a burning warehouse. After doing this, he realizes that the fire was set by a villain. He quickly erects a wall of flame to hedge the villain back. He just wants to create a simple wall, so the GM allows this without the use of a resolve point, and has Barnburner roll a PWR action; he gets $9+16=25$. This equates to a common intensity, but at the high end (CR 24); the GM rules that the wall deals 3d6 damage to anyone trying to cross it, and it will burn for a total number of rounds equal to Barnburner's PWR modifier (5 rounds).

CONTROL WEATHER (around yourself). You may attempt to use 1 action to control the weather within a total number of miles equal to your level. Make a PWR check, with a CR based on the severity of weather change you want to enact. Weather changes typically last for 1 turn. Moderate changes (light snow on a cold day) require standard checks, while extreme changes (a blizzard on a warm day) require superhuman checks.

COUNTER ATTACKS (self). Any time a foe rolls a natural 1 on an attack against you, you take an immediate free action against that foe.

DANGER SENSE (1d4 x 30' radius around you). You are allowed an automatic sense FEAT (CR 20), taking a bonus equal to your PWR modifier, whenever potential danger moves within range; if successful, you detect the presence and general direction of the danger.

DETECT (1d4 x 30'). Once per turn, use 1 action to detect the presence of one energy, element, or force. Examples include detect magic, detect evil and detect mutants. In general, this will be successful, but energies that are shielded or hidden may require a successful PWR check.

DETERMINATION (self). When you use a resolve point, you roll 1d8 instead of 1d6; you also have 1 extra resolve point per turn.

DIMENSION SHIFT (self). Once per turn, you may use 1 action to travel to an alternate reality. You must make a PWR check, CR based on how far away the dimension is (typically CR 24). On a failed check, you cannot travel to that reality for at least 2d6 days. On a natural 1, you are cast into a random dimension, and your dimension shift power stops working for 2d6 hours. Each additional creature you take with you increases the CR by +2.

DISINTEGRATE (1d4 x 30'). Once per turn, you may attempt to completely obliterate an object or creature within range. Roll a PWR check against the material strength of an inanimate object (see page 83); living targets roll a FEAT to resist, CR 20+ your PWR modifier.

Note that heroic characters cannot use disintegrate against other living creatures without suffering considerable penalties (see Core Rules). In general, you cannot affect creatures or objects larger than about 10'x10'x10'; you could disintegrate part of the wing of a jumbo jet, not the full jet (unless you attempt a stunt).

DRAIN (1d4 x 30'). Once per turn, you may attempt to drain (diminish) one attribute of a living creature within range. The target rolls a FEAT to resist, CR 20+ your PWR modifier. If the target fails, that creature loses a total number of points from the affected attribute equal to 1d6 + your PWR modifier for 1 turn (roll each time the trait is used).

Roll 1d6 for the attribute you can drain during character creation. If you take the advantage to drain any attribute of your choice, you roll 1d4 instead of 1d6 each time you drain an attribute.

DRIVER (self). While all adult characters are assumed to be able to drive simple vehicles, you can drive vehicles in combat. When making a combat driving roll, make a DEX check, with a CR based on the control of the vehicle (see page 69).

ELECTRONIC COUNTERMEASURES (self). You defy the use of electronic devices to detect, monitor, or track you, foiling radar, sonar, and even video surveillance. You take +10 to FEATS to move past such devices undetected. A standard detection system will be CR 20, while a cutting-edge system may be CR 32 to evade.

ELONGATION (self). You can stretch to reach objects up to a maximum distance of 10' x your PWR modifier. You can land melee strikes against creatures within this range, and you can travel this distance with a single action.

EMOTION CONTROL (1d4 x 30'). Use 1 action to force a living target within range to roll a FEAT to resist, CR 20+ your CHA modifier. If the target fails,

you control the target's emotions for the rest of the turn. While you cannot control the actions of the target, you may make the target more susceptible to suggestions (and the use of your CHA) depending on how you manipulate the target's emotional responses.



ENERGY BODY (self). You are composed of or encased in one type of energy. Roll for the energy on the table on page 34. You deal bonus damage equal to your PWR modifier with all unarmed melee attacks (i.e. strike); all those successfully hitting you in melee combat suffer damage equal to your PWR modifier.

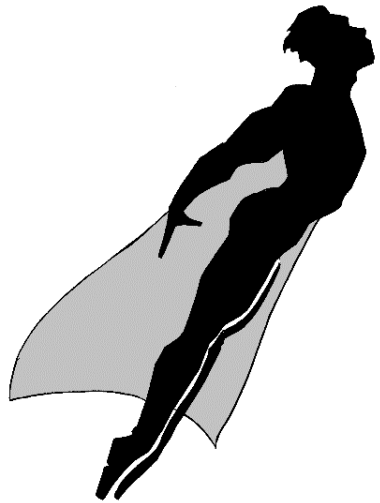
ENERGY SOLIDIFICATION (1d4 x 30'). Use 1 action to create solid objects out of one type of energy. You can create a suit of armor for yourself (granting + PWR modifier to AC for 1 turn), a melee weapon (acting as a found weapon dealing +1d6 that lasts for a total number of rounds equal to your PWR modifier), or a physical object like a wall, bridge or barrier. An object has AC 10 + PWR modifier, and your PWR modifier d6 hit points. With PWR 16 (+5), an object you create has AC 15 and soaks 5d6 damage before falling. A barrier blocks physical attacks from both without and within, although mental attacks continue to work normally, bypassing the barrier. Roll for the hit points of your object every time you create one.

ENHANCED SENSES (self). You take a bonus to sense FEAT rolls equal to your PWR modifier. If you limit this to one sense, you take +4 when applicable; limiting this to 2 senses gives you +2.

ESP (1d4 x 30'). Use 1 action to 'hear' the thoughts of one living, intelligent creature within range for up to 1 turn. Unwilling targets roll a FEAT to resist, CR 20+ your PWR modifier, to prevent you from reading thoughts.

FEAR (1d4 x 30'). Use 1 action to force a living target in range to roll a FEAT to resist, CR 20+ your CHA modifier. On a failed FEAT, the target succumbs to his or her greatest fears for 1 turn. Targets will either turn and flee (1-3 on 1d6) or fall to the ground writhing in horror (4-6 on 1d6). A target who makes the FEAT to resist is immune to your fear for the rest of the turn.

FLIGHT (self). You can fly, traveling up to your flight move with each action. You have a flight speed equal to your PWR modifier; with PWR 15 (+4), your flight speed is 1,000' per action; you can travel up to half of this (500' in this case) and still attack at -2. See movement rules on page 73. Note that if you have multiple actions per round (for example, from quickness), you can travel your flight on each action; a character with flight 4 (1,000') and quickness could travel 2,000' (about 1/3 of a mile) in one round!



FORCE FIELD (1d4 x 10' radius around yourself). Once per turn, use 1 action to construct a barrier that has AC 10 + PWR modifier, and which has your PWR modifier d6 hit points. With PWR 16 (+5), your force field has AC 15 and soaks 5d6 damage before falling. The force field blocks physical attacks from both without and within, although mental attacks continue to work normally. Roll for the hit points of your force field every time you create one.

GADGETEER (self). Once per turn, you may use 1 action to activate a gadget that you have been tinkering with, allowing you to replicate a power or ability one time (and then the device burns out). You may do this a total number of times per day equal to your INT modifier. When you activate your gadget, you can replicate any other trait, using your INT in place of the required attribute. A helmet that allows you to control minds will allow you to use INT (instead of CHA) to control a target's mind one time (as the trait), and then burn out completely.

GLIDING (self). You have a limited form of flight. You can glide along air currents, using them to travel through the sky. You are limited to manipulating current wind speeds. Typically, you will travel no more than 100' per round, although with a strong wind you can travel up to 250' per round. You may be required to make a DEX check to glide against a strong wind or to push yourself to glide more quickly than current air patterns would normally allow.

GROWTH (self). Use 1 action to grow to larger sizes; you take a bonus to STR, CON and to hit points based on your PWR modifier. With PWR 14 (+4), you take +4 to STR, +4 to CON, and +4 to hit points when you activate your power. Your bonus is the additional height (in increments of about 3') that you grow; growth +4 makes you about 12' taller. You cannot exceed a rating of 25 in any attribute, regardless. You remain in the larger size for as long as desired, or until reduced to hp 0.

HEALING (touch). Use 1 action to restore 1d6 + PWR modifier hit points to a living creature. You can do this a total number of times each turn equal to your level. Alternatively, you can use 1 of your healing attempts to cure a malady, sickness, or disease. This may require a PWR check, as determined by the GM.

HEX (1d4 x 30'). Use 1 action to inflict a minor form of curse on another living creature within range. The target rolls a FEAT to resist, CR 20+ your PWR modifier. On a failed FEAT, the target takes a penalty equal to your PWR modifier to all rolls for 1 turn. You may do this a total number of times per turn equal to your level, but you may only affect any one foe once per turn. A creature who makes the FEAT is immune your hex for the rest of the turn.

HYPERSPEED (self). You can run quickly, traveling up to your hyperspeed movement with each action. You have a running speed equal to your PWR modifier (see page 27); with PWR 15 (+4), your running speed is 1,000' per action; you can travel up to half of this (500' in this case) and still attack at -2. See page 73. Note that if you have multiple actions per round (for example, from quickness), you can travel your hyperspeed on each action; a character with hyperspeed 4 (1,000') and quickness could travel 2,000' (about 1/3 of a mile) in one round!

HYPNOTIZE (1d4 x 30' Once per turn, attempt to use 1 action to force a living human-like target to roll a FEAT to resist, CR 20+ your CHA modifier. A target who fails goes into a state of hypnotism, obeying your simple prompts. You can use your hypnotism to do any one of the following, as you choose:

- **Mesmerize.** You force the target to stand transfixed for up to 1 turn.
- **Plant a Suggestion.** You plant a command that will be acted out later, under specific circumstances. When the circumstance happens, the target rolls another resist FEAT (using the same CR, modified by your CHA). If the target fails, the target goes back into a hypnotic state for up to 1 turn, or until your command is followed through.
- **Put to Sleep.** You cause the target to fall to sleep for 1d6 turns.

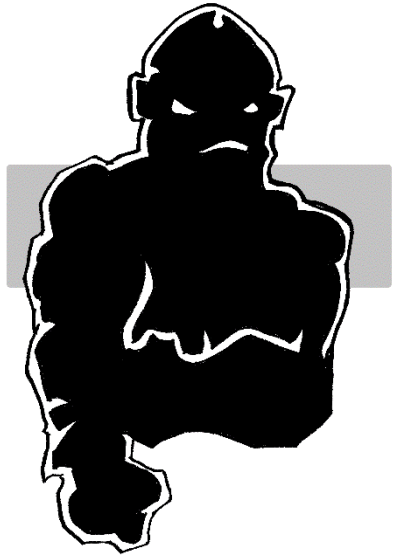
A target who suffers damage while hypnotized immediately comes out of the hypnotic state.

ILLUSION (1d4 x 30"). Use 1 action to create an illusion of an object, creature, or effect of your imagining. You can do this a total number of times each turn equal to your level. All targets roll a FEAT (CR 20+ your PWR modifier), to see through the deception. Those who fail believe your illusion is real, and they react accordingly. Your illusions cannot truly deal damage or affect others directly. Those who know you cast illusions may take +2 to FEATS to resist, but they are still subject to the illusion's effects.

IMMORTALITY (self). You are an immortal creature. You age very slowly, and you will never die from old age. You take +2 to FEAT rolls against poisons, diseases and other natural sicknesses.

IMMUNITY (self). You are completely immune to attacks of one elemental or energy type, never taking damage from it. Roll on page 34 for the type of energy you are immune to.

IMPERVIOUSNESS (self). You soak (ignore altogether) a random amount of damage from every attack or situation that causes physical harm. Roll 1d6 for your dice value of imperviousness: 1-2 = 1d4; 3-4 = 1d6; 5-6 = 1d8. This applies per attack (not per round), after all other factors are considered.



INVISIBILITY (self). Use 1 action to turn yourself and all worn or carried items invisible. An invisible creature remains invisible until he or she attacks. An invisible creature takes +12 to sneak FEATS; those attacking an invisible creature suffer -4 to hit rolls.

INVULNERABILITY (self). You soak (ignore altogether) the first damage you take from every attack or situation that causes physical harm equal to your CON modifier. With CON 12 (+3), you ignore the first 3 points of damage suffered. This applies per attack (not per round), after all other factors are considered.

KI (self). Ki gives you a pool of points each round equal to your PWR modifier. You may apply these points to your armor class (vs. one attack), one FEAT roll, one attack roll, or one damage roll, as needed. For example, with PWR 14 you have 4 points in your Ki pool. In one round, you may use 2 points to improve a FEAT result from 18 to 20 (making a FEAT you would have otherwise failed), 1 point to increase your AC vs. one attack (making an attack that hit you by 1 point now miss), and 1 point to damage on a successful strike (you hit, so didn't need the last point there; so you saved it for damage). This pool refreshes every round, but unused points do not carry over.

LARGE (self). You are exceptionally large. Instead of using 1d6 to roll hit points, you use 1d8.

LEADERSHIP (any ally who can hear or see you). Each of your allies, once per turn, may take a bonus to one action, resist or result roll equal to your CHA modifier. With CHA 14 (+4), you grant each of your allies +4 to one roll each turn, based on your leadership. This can be true even if you are communicating from far away.

LEAPING. You can travel great distances when you leap, up to 10' x your STR rating with 1 action; with STR 20, you leap up to 200'.

LEVITATE (self). You can float in the air, moving at half your normal movement rate.

LIFE TAP (1d4 x 30'). Use 1 action to emit a pulse of energy that deals damage to a foe, healing yourself in the process. Make a ranged attack roll against a living creature, dealing 1d6 + PWR modifier damage; if successful, you recover the same number of points that you force the target to lose. You may do this a total number of times per turn equal to your level. For example, if you deal 10 points of damage, but the target soaks 4 with his invulnerability, you deal and recover 6 hit points.

LUCK (self). You are exceptionally lucky, able to re-roll any natural roll of 1. You must accept the second roll result, even another 1.

MARTIAL ARTS (self). You are exceptionally gifted or trained in melee combat. Take +2 to all attack rolls in melee combat, either with melee weapons or while unarmed.

MATTER CONVERSION (touch). You can use 1 action to transform one specific element into another specific element. The most popular application of this is converting lead into gold, but you can select any two types of matter you want. You must make a PWR check to convert the matter; small amounts require a standard check, while larger quantities (typically more than your own mass) require a superhuman check. You may only attempt to convert matter once per turn.

MIMIC (1d4 x 30'). You can use 1 action to mimic (copy) an attribute or trait of another living creature within range. The target rolls a FEAT to resist, CR 20+ your PWR modifier. On a failed FEAT, you gain the attribute at the target's rating, or you take on the trait (using your existing attribute ratings). You may mimic up to your level in a total number of attributes and/or traits at any one time. By taking the touch only limitation, increase the total number of attributes and/or traits you can simultaneously mimic by +1.

MIND BLAST (1d4 x30'). Use 1 action to emit a burst of mental energy dealing level d4 damage in a straight line directly in front of you, measuring the length of your range. You may do this a total number of times per turn equal to your PWR modifier. As a hero 3 with PWR 15 and mind blast, you may emit a mind blast 4 times per turn that deals 3d4 damage. All living creatures within the area of effect are hit automatically, but each may roll a FEAT for half damage.

MIND BOLT (1d4 x 30'). Use 1 action to launch a mental strike against a living target within range. The target rolls a FEAT to resist, CR 20+ your PWR modifier; on a failed FEAT, the target suffers 1d6 + your level damage. You need to see the target, but mind bolt will bypass force fields and other transparent barriers.

MIND CONTROL (1d4 x 30") Once per turn, attempt to use 1 action to force a living human-like target to roll a FEAT to resist, CR 20+ your CHA modifier. A target who fails follows your every command, becoming a mindless automaton under your control. Based on their intelligence, creatures are allowed a new FEAT every turn (INT 18+), hour (INT 13-17), day (INT 10-12), week (INT 8-9), month (INT 6-7), or year (INT 5 or less).

Mind control drops if you attack the creature. A creature making the FEAT is unaffected.

MIND SHIELD (self). You are especially resistant to mind attacks and mind control. Against any mental attack or power, you take +4 to FEAT rolls to resist, and you automatically take half damage from mental attacks.



MULTIPLICITY (self). Once per turn, you may use 1 action to create many duplicates of yourself. You generate a total number of duplicates equal to your PWR modifier when you activate this trait. Each of your duplicates possesses all of your attributes and traits (except the power to create more duplicates). Each of your duplicates has 1 hit point, and a duplicate disappears when it suffers 1 point of damage. Those attacking you must roll a sense FEAT (CR 20 + the number of duplicates remaining) as a free action to target you; otherwise, they will attack one of your duplicates first.

NATURAL ATTUNEMENT (self). You have an attunement with the natural world. Roll a FEAT to identify plants or animals you interact with, or to track creatures through natural settings.

NEMESIS (self). You become more effective as you fight a specific foe, learning that foe's strengths and weaknesses, taking a cumulative +1 bonus each round after the first, up to your PWR modifier. In the first round of combat, you take no bonus. Each round thereafter, take a cumulative +1 until you reach your maximum bonus. For the rest of this combat, and any time you face that specific foe in the future, you take the bonus. The bonus applies to your attack rolls, FEAT rolls against that foe's powers and abilities, and to your armor class against that foe's attacks.

For example, you have nemesis and PWR 13 (+3). In a fight with the vampire Al-Vadak, you take +0 in the first round, +1 in the second round, +2 in the third round, and +3 in each round thereafter. Any time you fight Al-Vadak again, you start at a +3 modifier. Against any other vampire, you start at +0 again, and must learn that new foe's unique strengths and weaknesses.

NIGHT VISION (self). You can see in the dark as well as in normal light.

NON-LIVING (self). You are not a living creature. You are immune to poisons, diseases, and toxins; you do not need to eat, sleep or breathe.

NULLIFY (1d4x30'). Once per turn, you can use 1 action to temporarily render one of the traits of another creature inert. The target rolls a FEAT, CR 20+ your PWR modifier. On a failed FEAT, the target's trait is 'turned off' for 1 turn. You cannot affect attributes like STR, or traits like a profession, but only superhuman traits. You select the trait you want to affect each time you attempt to nullify.

OBJECT READING (touch). You can use 1 action to touch a physical object and 'read' its history, discerning its owner/users, as well as significant events that it has been involved in. Gathering general information and key events may require a PWR check CR 20, while discerning minor details will require a PWR check CR 32.

PHASING (self). Once per turn, you can use 1 action to enter a phase form, altering your density. While phased, you take an additional AC bonus equal to your PWR modifier, and you use your PWR modifier in place of your STR modifier for melee attacks and damage, if PWR is better. You may roll a PWR check to move through solid objects, depending on their material strength (see page 83). You keep all your attributes and traits when you phase. You return to normal form at the end of the turn, and you must re-activate phasing next turn if you want to use it again.

PILOT (self). You can pilot all air and space vehicles; you are also able to operate such vehicles in combat. When making a combat pilot roll, make a DEX check, with a CR based on the control of the vehicle (see page 69).

PLANT ANIMATION (self). Once per turn, you may use 1 action to animate plants to fight on your behalf. Plants have a level equal to your level -1, and you call forth a total number of plants equal to your PWR modifier. As a hero 3 with PWR 16 (+5), you animate 5 plants, each of level 2. Create the statistics for your plants ahead of time so you know what you summon (see sample plants on page 149). Plants you summon remain for up until 1 turn.

PLASTICITY (self). You can shape your body into any number of useful, flexible objects, including hang gliders, bouncing balls, air balloons, and other objects. You can also move through narrow openings or into tight spaces. Roll a PWR check when you attempt to use your plasticity to do something extraordinary: While turning yourself into a parachute for 1 character to use or sliding under a parked car may be CR 16, carrying a jumbo jet to the ground safely or slipping through the head of a needle may be CR 36.

POISON (self). One of your attacks injects a poison on a successful hit. The target rolls a FEAT to resist, CR 20+ your PWR modifier. If failed, the target suffers your PWR modifier d6 damage. With PWR 13 (+3), you force targets to roll a FEAT CR 23, suffering 3d6 damage if they fail. A target can only be affected by your poison once per turn and is immune for 1 turn on a successful FEAT. You may use poison a total number of times per turn equal to your level.

POSSESSION (1d4 x 30'). Once per turn, use 1 action to attempt to take control of another human-like creature within range. The target rolls a FEAT to resist, CR 20+ your PWR modifier. If the target fails, your body disappears (moving into the astral plane) as you take control of the body of your target. You maintain your own INT, but you take on all other attributes and traits of the target. You may continue to possess the target for as long as you desire, but the target is allowed a new FEAT at the beginning of every turn. A target who successfully resists is immune for the rest of the turn. You take -2 to all rolls in the host body, since you are not entirely used to this body.

PRECOGNITION (self). This trait operates beyond the abilities of its wielder to control. Once every 1d6 days, you receive a vision of some future event. The circumstances of the appearance of the vision differ from person to person, although this often comes as a dream during sleep.

When the vision comes, roll an INT check. On a failed roll, you remember only snippets, fragments of images of what may come. On a roll of 20 or better, you see some thread, or some specific details of an event to come. On a roll of 32 or better, you see a clear vision of a time soon to come, knowing specific details, often including places, dates, and times for this event.

In all cases, precognition gives a glimpse of what will happen should things continue exactly as they are. As soon as you take some action based on the vision, history changes and the event may or may not come to pass. Should you elect to do nothing as the result of your vision, the event will come to pass as it was seen.

NOTE: Precognition is a great way to give hooks for missions, and as the GM you can control how much information is revealed to give players motivation to set out on adventures.

PROFESSION (self). You are an expert in a field. Whenever you attempt to roll a check in your field, you do so at +4. For example, as a scientist with INT 11, you make INT checks regarding science at +15. A profession can be any area of expertise.

PUMMEL (self). You deal improved damage with unarmed attacks. Roll 1d6 for the damage die for your strikes: 1-2 = 1d6; 3-4 = 1d8; 5-6 = 1d10. Usually this reflects fists and/or kicks, but you may select another physical attack like a tail swipe or head butt.



QUICKNESS (self). You take one bonus action each round; you can use this bonus action to attack, move, or perform another act. This is a second full action, working as any other action.

RAGE (self). A total number of times per day equal to your level, you can enter a state of fury. This is a free action, and your rage lasts for 1 turn. While so enraged, you take +1 to STR and CON, and take + level to hit points. You cannot choose to leave combat once you activate your rage.

REFLECTION (self). You can reflect physical attacks back upon foes, even those that successfully hit you, as a free action. You may attempt to reflect a total number of attacks each turn equal to your level. When you attempt to reflect an attack, roll a PWR check against the original attack roll result; if successful, you reflect the attack back, and the original attacker becomes the defender against the attack, using your PWR check result. You may attempt to reflect a natural 20.

REGENERATE (self). You recover a total number of hit points every round equal to your CON modifier. With CON 15 (+4), you recover 4 hp at the end of every round. This is true even when you are at negative hit points; however, you can still die.

REMOTE SENSING (variable range, see page 34). You can piggy back on one of the five senses (decide when you get this trait) of a known creature within range. The target is allowed a FEAT to resist, modified by your PWR modifier. If successful, you can experience that sense alongside the target for 1 turn. For example, with remote vision, you can see through the target's eyes for up to 1 turn. The target who makes the FEAT blocks you and is aware of your attempted intrusion.

SENSORY ATTACK (1d4x30"). You have an attack that causes targets to temporarily lose one of their senses. Targets affected by your sensory attack must roll a FEAT (modified by your PWR modifier) of lose access to the sense, taking -4 to all FEATs involving that sense for 1d6 hours.

SENSORY SHIELD (self). You take + 4 to FEAT rolls to resist attacks targeting your five senses.

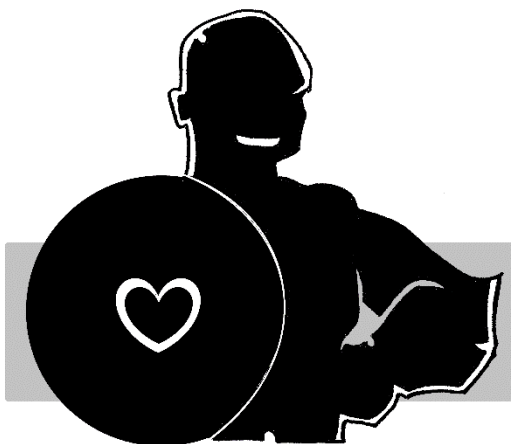
SERIAL IMMORTALITY (self). You cannot be killed: at least, not permanently. Any time you 'die', you are reborn at the beginning of the next turn, at full health. You will be disoriented for 1d6 rounds as you get your bearings. Work out the specific details of how and where you are reborn with your GM (Where do you appear? Wearing what?).

SHAPE CHANGE (self). Use 1 action to alter your appearance to look like another creature of the same general size and shape. Those who have no reason to question you will assume you are the creature you imitate, but those with reason to suspect the deception may roll a sense FEAT, CR 20+ your CHA modifier, to see through your disguise. This lasts for as long as you desire; you maintain all your attributes, talents, and traits.

SHARPSHOOTER (self). You are exceptionally skilled with ranged weapons. You take +2 to attack rolls with ranged weapons, and you add your DEX modifier to damage rolls. This works only for ranged weapons like guns, bows and energy rifles, not for ranged traits.

SHIELD (self). You carry a shield, or you have some sort of shield-like device or energy, that improves your Armor Class while you use it.

Roll 1d4+1 for the AC bonus you receive from this shield. Sometimes, a shield will also double as a melee weapon. You cannot attack with two hands while using a shield (unless the shield itself is the weapon).



SHOCKWAVE (1d4x30')

You use 1 action to clap your hands together, emitting a powerful shockwave that deals damage to all targets in a straight line, up to the range. Deal 1d6 + STR modifier damage to all targets automatically. Targets may roll a FEAT for half damage.

SHOUT OF INSPIRATION (1d4x30'). Once per turn, shout as a free action. When you shout, grant all living allies in range a bonus to their next roll (whatever type of roll that is) equal to your CHA modifier. This bonus must be used within 3 rounds or it is lost.

SHOUT OF INTIMIDATION (1d4x30'). Once per turn, shout as a free action. When you shout, force all living foes of lower level than you are within range to roll a morale FEAT, CR 20 + your CHA modifier, or turn and flee for 1 turn.

SHRINKING (self). Use 1 action to shrink to a very small size; you keep all your attributes and traits; you are just really, really small. Up to PWR 13, you shrink to a few inches; measure your movement in inches instead of feet; at PWR 14+, you shrink to microscopic size; measure your movement in millimeters. When shrunk, take a bonus to AC equal to your PWR modifier. You return to full size at will as a free action, or when reduced to 0 hp.



SNARE (1d4 x 30'). Use 1 action to attempt to snare a target within range. The target rolls a FEAT to resist, CR 20+ your PWR modifier; on a failed FEAT, you snare the target in place for 1 turn; the target must use 1 action and make a STR check to break free of your snare; only characters with superhuman STR may break your snare, and they must roll a check, CR 24+ your PWR modifier.

SNEAK (self). You can move about undetected. Roll a FEAT vs. either your foe's sense FEAT or a situational CR (example: the security camera's effectiveness) to move about undetected.

SONAR (Variable Range). You can 'see' in all directions, out to the trait's range, always. Take a bonus equal to your PWR modifier to sense FEATs. You may get a bonus to sense FEATs from both sonar and enhanced senses, adding the two bonuses together.

SORCERY (self). You can manipulate mystical forces to create a wide range of effects. You may use your sorcery to mimic any other trait as a spell. You may cast a total number of spells each turn equal to your level. Your range and effectiveness are always set at the lowest available for that trait (unless you have the spell power talent). This means that the base range for all spells is 30'; flight is 100'; etc.

When you attempt to cast a spell, explain the trait you are copying with your spell, and roll a PWR check CR 24. If successful, you cast the spell, wielding the trait as described. Two unique talents are also available for those with the sorcery talent:

- **Spell Casting.** With the sorcery trait, you have one extra spell casting slot per turn (a total of your level +1).

- **Spell Power.** With the sorcery trait, you take +1 to the range and effectiveness for traits that have scaled or random qualities. For example, your base range with most ranged spells would be 60' (instead of 30'), or your flight would be 250' (instead of 100').

STUN (1d4x30'). Once per turn, use 1 action to attempt to stun another living creature within range. The target rolls a FEAT to resist, CR 20+ your PWR modifier. If the FEAT fails, you stun the target for 1d6 rounds, and the target is unable to act. A target who makes the FEAT is immune to your stun for the rest of the turn.

SUMMON (self). Once per turn, you may use 1 action to summon one or more creatures to help you out. You automatically summon one or more creatures with a total CL equal to your level (see page 94). Summoned creatures appear within 30', remain for a total number of rounds equal to your PWR modifier, and will serve you without question. You should select a specific type of creature that you summon (i.e. bats, undead, giant insects, elementals).

SWINGLINE (self). You can use 1 action to generate a swingline, traveling a short distance. Your swingline takes you your PWR modifier x30' with 1 action. With PWR 14 (+4), your swingline always allows you to travel up to 120' in any direction on 1 action.

TELEKINESIS (1d4 x 30'). Use 1 action to manipulate objects at range, using your PWR in place of STR. With PWR 14 or better, you can perform deeds of superhuman strength with your telekinesis. Add your PWR modifier to your attack rolls (typically rolling 1d20 + level + PWR modifier to hit), and your base damage is 1d4 + PWR modifier with a telekinetic attack.

TELEPATHY (variable range, see page 34). You can use 1 action to open communication with another living creature within range. An unwilling target may roll a FEAT to resist, CR 20+ your PWR modifier, to refuse contact. A target who rolls a successful FEAT blocks your telepathy for 1 turn.

TELEPORT (variable range, see page 34). You may use 1 action to teleport to a place you can see, or with which you are familiar. You automatically teleport successfully on your own, but you may travel with additional targets by making a PWR check (CR 20 +2 for each creature you try to take). Unwilling targets roll a FEAT to resist, CR 20+ your PWR modifier. You must be close enough to touch a target to affect them with your teleport.

TIME TRAVEL (self). Once per turn, you may move through time, arriving at a destination you select. You must roll a successful PWR check CR 32 to time travel. A fumble (natural 1) on a time travel check deposits you into an alternate timeline where the event changed as you desired - but so did many other things. The world you knew may be vastly different. It will likely prove almost impossible to return to your native timeline.

NOTE: Include time travel in your game with great care. Time travel, by its nature, changes reality, giving an automatic 'do over' for events. Some Game Masters may restrict time travel from their games altogether. However, if time travel is allowed, it should automatically come with at least one, and possibly several, restrictions on its use.

TOLERANCE (self). You take less damage against a specific energy type. Roll 1d6 for the die you will roll every time you attempt to tolerate an energy: 1-2 = 1d6; 3-4 = 1d8; 5-6 = 1d10. Roll on page 34 for the type of energy you have tolerance to.

TRUE MAGIC. You wield magic. See Appendix C on page 181.

UTILITY BELT (self). You have a belt (or satchel, bag, cape, bandolier... you get the idea) that is full of cool stuff. Your belt has 3d4 of the items below. Re-roll duplicate results. Your utility belt refreshes whenever you have the chance to return home and re-stock (typically once per adventure). With one of your talents, you can elect to add 1d4 additional items to your utility belt.

NOTE: As an optional rule, instead of rolling for each item in your belt, you can instead roll a check each time you need an item. See page 61.

UTILITY BELT ITEMS (roll 1d20) (* = usable only one time)

(FEATS are set at CR 20 + the user's level)

1. **1 Vial of Acid.** This deals 2d6 damage and ignores all protection (excepting tolerance to acid). Glass ignores acid damage. Can be placed with a successful melee attack or hurled as a thrown weapon.
2. **1d4 Bolas.** You can throw these up to 30', forcing a target to roll a FEAT or be tripped and bound in place for 1 round.
3. **1d4 Sets of Caltrops.** Each set can be dropped in a 10' square area, dealing 1d6 damage to any creature moving over them, and cutting movement in half for 1 turn.
4. **1 Ear Shield.** Gives you +4 to FEAT rolls to protect your hearing from harm. Requires 1 round to put on.
5. **1 EMP Device*.** Roll a FEAT at +4 to disable an electronic device hit for 1 turn. Can be placed with a successful melee attack or hurled as a thrown weapon.
6. **1 Eye Shield.** Gives you +4 to FEATs to protect your eyes from harm. Requires 1 round to put on.
7. **1 Fire Extinguisher*.** Roll a FEAT at +4 to put out a flame with a radius of up to 10'. Range 30'.
8. **1d4 Flares.** Forces targets within 30' to roll a FEAT or be blinded for 1d6 rounds (taking -4 to all actions). Emits bright light (60' radius) for 1 turn. Can be hurled as a thrown weapon.
9. **1d4 Flash Pellets.** Use 1 action to set off a flash pellet, forcing all other creatures within 30' to roll a FEAT or be stunned for 1 round, unable to act, taking -2 to AC and FEATs.
10. **1 Inhibitor*.** Forces the target to roll a FEAT or turns 'off' one superhuman attribute or trait (wielder's choice; attributes are set to rating 7) for 1d6 rounds. Can be placed with a successful melee attack or hurled as a thrown weapon.
11. **1d4 Micro Grenades.** Use 1 action to throw one of these up to 30'. Each pellet explodes for 3d6 damage, affecting all targets in a 10' radius. Targets may roll a FEAT for half damage.
12. **1d4 Energy Grenades.** As micro grenades above but dealing energy damage instead. Roll for an energy on page 34.
13. **1 Vial of Pepper Spray*.** Spraying this makes the living target within 10' roll a CON check or suffer -2 to all rolls for 1 turn.
14. **1 Re-Breather.** You can breathe underwater or in a hostile environment for up to 1 hour.

15. **1 Vial of Repellent***. Spraying this makes the living target within 10' roll a CON check or turn and flee for 1 turn.
16. **1 Siren***. Makes targets within 30' roll a FEAT or be deafened for 1d6 rounds (taking -2 to all actions). Shatters glass and other breakables within 30' at +15.
17. **1d4 Smoke Pellets**. Use 1 action to set off a smoke pellet, allowing you to make one immediate sneak FEAT (if you don't have sneak) or take +4 to a sneak FEAT (if you have sneak).
18. **1 Taser***. Use 1 action to make a target within 30' roll a FEAT or be stunned for 1d4 rounds.
19. **1d4 Tracking Devices**. With 1 action, and on a successful contested FEAT, you can attach a tracking device to a foe without the foe noticing (the target adds any sense bonuses).
20. Double the quantity of one item in your utility belt.

OPTIONAL RULE: FEATS FOR UTILITY BELT & TRICK PIECES

The rules assume that you are going to amass and keep track of a specific assortment of items for your utility belt, or of your supply of trick pieces for a weapon. However, you can instead have a random assortment of items in your inventory. In this case, declare what item you are looking for each time you try to use something new, and roll a FEAT (CR 20) as a free action. If successful, you find the item and can use it; if you fail the FEAT, that item is not in your supply, and is not available to you until you have a chance to re-supply. You can continue to 'look for' multiple pieces, continuing to find additional items with each successful FEAT. Each game session, this re-sets, and you start rolling checks for each item from the beginning.

For example, you are fighting a flame-using foe. You check to see if you have a cold arrow in your satchel, and you make a successful FEAT. You draw and fire a cold arrow. You can do this as many times as you continue to make successful FEATs; once you fail a FEAT, you realize you have used up all of your cold arrows, and you must switch to something else.

VEHICLE (self). You start with a cool vehicle! Make an initial Resources roll at +4 to determine the value of the vehicle you begin with. Design the vehicle as you desire, based on the value you roll.

WALL CRAWLING (self). You may move along walls and ceilings at your normal movement rate.

WEALTH (self). You have access to riches others can only dream of. Roll 1d6 and add this to your initial Resources roll (minimum 14).

WEAPON, MELEE (self). You carry a unique melee weapon that allows you to deal bonus damage. Roll 1d6 for the damage die for this weapon: 1-2 = 1d6; 3-4 = 1d8; 5-6 = 1d10. This becomes the damage die you roll every time you use this weapon. You also add your STR modifier to damage with this weapon.

There is a 1 in 4 chance this weapon may also be **thrown**; a thrown weapon may strike a creature up to 10' away per point of STR, and automatically returns to your hand at the end of the round.

WEAPON, TRICK (1d4 x 30'). A trick weapon is a ranged weapon (or set of ranged weapons) that deals damage. Examples include a special bow, a satchel of darts, or a collection of boomerangs. Attack with this weapon at your normal attack modifier + your DEX modifier. Roll 1d6 for the base damage type for the weapon: 1-2 = 1d6; 3-4 = 1d8; 5-6 = 1d10. You may attack with this base attack at will, using 1 action to attack. You have as many pieces of the base weapon or its ammo as you need (i.e. Boom-R-Ang never runs out of basic boomerangs or boomerang puns, but he only has a few Flare-R-Angs in his arsenal).

You also have a variety of specialty trick ammunition/pieces that you can use as needed. Roll 2d4 for the number of trick pieces and roll on the next page for each piece. Re-roll duplicate results. Your supply of trick pieces refreshes when you have a chance to re-stock (usually once per adventure). With one of your talents, you can elect to add 1d4 new pieces to your collection.

NOTE: As an optional rule, instead of rolling for each piece, you can instead roll a check each time you need an item. See page 61.

X-RAY VISION (1d4 x 30'). Use 1 action to see through solid objects. You cannot see through objects made of or coated with lead.

TRICK PIECES (roll 1d12; all FEATS are vs. CR 20 + level)

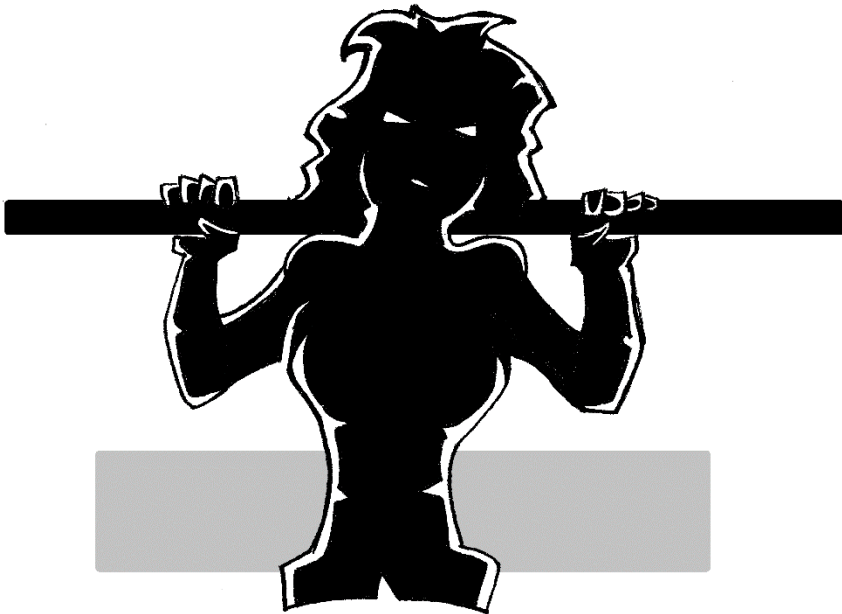
Roll	Item (“On a successful hit...”)
1	1d4 Acid Pieces. Deals 2d6 damage, ignoring all protection, tolerance, imperviousness, invulnerability (excepting tolerance to acid). Glass, by its nature, ignores acid damage.
2	1d4 Armor Piercing Pieces. Ignores the first 5 points of the target’s invulnerability rating altogether.
3	1d4 Cold Pieces. Emits a burst of cold, dealing 4d6 cold damage in a 5’ radius and freezing nearby objects. Targets may roll a FEAT for half damage. Against a flaming object, roll at +15 to extinguish flame in 10’ radius.
4	1d4 EMP pieces. Roll at +15 to disable an electronic device hit for 1 turn.
5	1d4 Fire Pieces. Bursts into flame, dealing 4d6 fire damage in a 5’ radius and setting flammables ablaze. Targets may roll a FEAT for half damage.
6	1d4 Flare Pieces. Forces targets within 30’ to roll a FEAT or be blinded for 1d6 rounds (taking -4 to all actions). Emits bright light (60’ radius) for 1 turn.
7	1d4 Inhibitor Pieces. Forces the target to roll a FEAT or turns ‘off’ one superhuman attribute or trait (wielder’s choice) for 1d6 rounds.
8	1d4 Rope Line Pieces. On a successful hit vs. AC 10, you anchor a rope line to a distant object up to weapon range distance; you can zip the line at your movement rate.
9	1d4 Snare Pieces. Deals normal damage and forces the target to roll a FEAT or be bound and unable to move, needing 1d4 rounds to get free of the binds. Those with STR 14+ get free as a minor action.
10	1d4 Sonic Pieces. Forces targets within 30’ to roll a FEAT or be deafened for 1d6 rounds (taking -2 to all actions). Shatters glass/breakables within 30’ at +15.
11	1d4 Stun Pieces. Deals normal damage and forces the living target to roll a FEAT or be stunned for 1d4 rounds.
12	1d4 Tracking Pieces. Deals normal damage and places a tracer that allows you to follow the target. The target may roll a sense FEAT to notice the tracker (CR 24 + level).

4: CHARACTER ADVANCEMENT

Every time your character advances a level, he or she improves in significant ways.

EVERY LEVEL

- Add 2d6 + your CON modifier to your total hit points, adding this to your previous total.
- Optional: Roll to see if your Resources change (see below).
- Make a Resources roll if you want to purchase new items or upgrade existing items (see page 66).
- Select or roll for a new talent, modifying any abilities affected by that talent.
- Take +1 to Armor Class.
- Take +1 to your FEAT modifier.
- Take +1 to attack modifiers (rolls to hit).
- Improve all traits affected by your level.



CHANGING RESOURCES (Optional Rule)

While the default assumption of the game is that your resources rating remains the same, you can elect to roll to see if resources change every time you earn a new level of experience.

When you level up, make an INT check (CR 20). If you succeed, take +1 to your Resource rating. If you fail, you stay where you are. If you botch (natural 1), you lose 1d4 points from your Resource rating. If you roll a natural 20, or roll a total result of 32 or better, you take +2 to your Resources rating. This allows some steady growth over time, with periods of nothing, and chances of a bad day at the office.

If, through role playing, you have demonstrated an effort to improve your character's Resources, take up to +4 to this roll (as determined by the GM). If, through role playing, you have made errors or engaged in activities that could hurt your income, take up to -4 to this roll (again, at the GMs discretion).

CHANGING RESOURCES IN PLAY

Zealot moves to level 2 and may roll to increase his Resources rating. The GM thinks about his activities during level 1; there were two times where Zealot called in sick to work to go about solving crimes, and a third time he missed work entirely because he was unconscious in an alley after a particularly bad day. The GM decides he must suffer -4 to this roll; he rolls a natural 1. The GM decides that the penalty carries over, taking an extra -1 from the 1d4 roll. Zealot rolls a 4 on the die, for a -5 to his Resources rating. He loses his job and is evicted from his apartment for failing to keep up with the rent. Zealot is now a homeless superhero (his Resources have fallen from 8 to 3), and now lives in a homeless shelter in a church basement.

He decides during level 2 to try and get a job washing dishes just to make ends meet and get back on his feet. When he gets to level 3, the GM notes that he's been making an effort to get to work, and intentionally took a few overtime shifts. The GM grants +4 to his Resources roll at level 3; Zealot rolls 17 on the die, modified to a 21, + his INT 9 is a total result of 30. The GM gives him +2 to his Resources rating, moving to 5. He now can afford a cheap apartment, and he is being given more hours at work. He is now allowed to work many late mornings and early afternoons, freeing up his evenings and nights for his work as Zealot.

ADVANCED CHARACTERS

While it's fun to travel around the city and stop criminals in their tracks, eventually the supers may decide to expand their sphere of influence, or to purchase vehicles and bases. This section provides an overview of some of the ways supers may increase in scope or power beyond their innate attributes, talents, and traits. Starting at level 2, you have the following options available.

SIDEKICKS

Sidekicks are close friends and allies of the Supers. They are loyal, faithful, and reliable. Although they tend to have similar attributes and talents to the primary super, they aren't required to.

- A sidekick is a second (or third, or fourth...) super you create and play; a sidekick must be lower level than the super who takes the sidekick on. In general, a sidekick starts as a level 1 character.
- A sidekick is quite faithful. Any time a sidekick must make a morale check, roll the FEAT (CR 20) at +2 (also adding the super's CHA modifier). If this check fails, the sidekick flees for 1 turn, but will return if possible.
- A sidekick is created and played by the player.
- A character may not employ more sidekicks than his or her CHA modifier; with CHA 12 (+3), a character may have 3 sidekicks.
- Sidekicks receive a share of experience. You must give 25% of your earned XP to each sidekick who comes with you on an adventure. You do not have to take any of your sidekicks on an adventure (and you will take no more than 3 sidekicks at once).

BUYING THINGS

Supers may purchase items in three categories:

- **Bases of Operations** are the caves, space stations, renovated mansions and isolated fortresses that supers tend to hang out in. In general, you may purchase or upgrade a base no more often than once per level.
- **Vehicles** are the cars, planes, helicopters and walkers that supers use to get to and from their adventures. In general, you may purchase a new vehicle, or upgrade an existing vehicle, no more than once per level.

- **Armor and Weapons** are generally not available to supers. Supers in the game should rely on their attributes and traits, and not on military gear they purchase on the black market.

BASES AND FORTS

As heroes grow in power and influence, they may decide to establish a base of operations (such as a hidden sanctuary, a renovated office building, a space station, or other homestead) to provide a place of rest, to train, and to serve as a base of operations.

In general, purchases of bases and forts are done as a group (but not necessarily; individuals can purchase bases on their own if so desired). Use the best resources rating available from the group, adding the resources modifier for all other members of the team to the roll. If three heroes work together to purchase a base, and they have resources of 14 (+4), 10 (+2) and 8 (+1), they make a single roll for a resource check at +17 (14+2+1).

In general, a group should only roll for a base once per level. A super team should not go through a new base every few weeks! Once they establish a base, it can (and maybe should) be their base of operations for their entire career, or at least long enough for the paint to dry.

Rather than a specific set of rules governing all the factors that go into designing a location, a few general options are included here. It is best that you ‘hand wave’ much of this; you don’t need to know the material strength of every wall in your base of operations, or the exact square footage of your training room.

When you purchase a base, you roll for three qualities of a base: location, size, and facilities. You will make three rolls, allocating those rolls as you see fit. For example, you roll 17, 22 and 26. You decide to put the 17 into size; you are going to only have a large loft consisting of a common room with built-in kitchen (maybe 30’x20’), a small bathroom, and some storage. For the 22, your team selects a location in downtown Echo City. You have a large loft atop an apartment building on the fifteenth floor. However, you use the 26 on facilities, purchasing an excellent computer system, security setup, training simulator, and multi-channel emergency scanning systems to get the first dibs on crimes as they happen. You’ve just established your base of operations!

SAMPLE COMIC BOOK BASES:

- **Homestead:** A large mansion (24) on a wooded country lot (20) with exceptional security and facilities, including a combat simulator and weight rooms for superhuman training (28).
- **The Skyview:** The top five floors of a renovated skysrise (32) located downtown (20) boasting the best technology in the world, some of alien origin (32).
- **Station Omega:** A hulking space station (36) located in geosynchronous orbit (36) containing the best technology in the galaxy (36).

LOCATION

Result	Examples
1-15	The slums
16-19	A lower-class section of town or a small lot in the country
20-23	Downtown; wooded lot; acreage
24-27	Prime real estate (waterfront, mountain view, private island)
28-31	Exotic Location: behind a waterfall; inside an iconic landmark; in a renovated castle
32-35	On a floating platform; in an underwater base
36+	On the moon; in a space station; at the earth's core

SIZE (note: a room is considered roughly 10'x10')

Result	Examples
1-15	1 small room
16-19	Up to 5 rooms
20-23	Up to 10 rooms
24-27	Up to 25 rooms
28-31	Up to 50 rooms
32-35	Up to 100 rooms
36+	Over 100 rooms

FACILITIES

Result	Examples
1-15	Thin walls, no utilities
16-19	Basic security and utilities
20-23	Standard security with minimal automation (garage door opener; dish washer)
24-27	Excellent security with some automation and considerable technology
28-31	Exceptional security and cutting-edge technology
32-35	Alien technology, world-class facilities and science-fiction upgrades
36+	Far future technology with nearly limitless communication and monitoring arrays

VEHICLES

Superheroes love their vehicles. Whether these are simple motorcycles or cutting-edge stealth bombers, superheroes often travel about in unique rides. Vehicles have several ratings:

- **Armor Class** is the CR for an attacker to hit the vehicle.
- **Hit Dice** is the range of how much damage (hit points) the vehicle can withstand. Most vehicles have average hit points for their size, although exceptional vehicles have exceptional hit points. If you use a vehicle to ram another vehicle or creature, you deal its maximum starting hit points in damage, but destroy the vehicle in the process.
- **Control** is the CR of a check to operate the vehicle through a difficult circumstance or maneuver.
- **Weapons** may give a bonus to hit (based on targeting systems built into the vehicle). Operators make ranged attacks with the weapon.



PURCHASING VEHICLES

Purchasing a vehicle requires a Resources check. You may make a Resources check once per level to purchase a vehicle. Vehicles are assumed to come with some form of insurance or replacement plan (even for supers!), although replacement will take 1d6 days for standard vehicles, and 2d6 weeks for super vehicles.

RESOURCES BENCHMARKS

CR	Cost Range	Notes
16	\$1,000 to \$10,000	It may take some doing but buying a used car or a new furnace is manageable for most people.
20	\$10,000 to \$100,000	With financing and a little planning, many people can purchase a new car.
24	\$100,000 to \$1 million	Buying a sailboat or high-end car will strain the resources of most people.
28	\$1 million to \$10 million	A custom, prototype race car loaded with spy gear is going to cost you.
32	\$10 million to \$100 million	Are you sure you NEED an F-16?
36	Over \$100 million	Having your own space shuttle is totally going to be worth it, though.

MOTORCYCLE (Cost CR 16)

AC 15; HD 2d6; Move 500'; Control 18

Carries a driver and up to 1 rider.

SPORTS CAR (Cost CR 20)

AC 15; HD 2d8; Move 500'; Control 20

Usually carries the driver and up to 3 riders.

SUPERHERO BATTLE CAR (Cost CR 28)

AC 18; HD 3d8; Move 750'; Control 18; Invulnerability 4

Usually fits only the driver and one passenger; weapons system has built-in trick weapon with ammunition (see page 63).

ARMORED CAR (Cost CR 24)

AC 18; HD 2d10; Move 500'; Control 24; Cannon (2d6/500'); Invulnerability 4. Usually fits the driver and up to 8 passengers.

TANK (Cost CR 28)

AC 20; HD 4d10; Move 250'; Control 30; Cannon (3d10/1 mile);
Invulnerability 6. Typically fits a crew of 4.

TYPICAL HELICOPTER (Cost CR 24)

AC 15; HD 3d10; Fly 2,500'; Control 20
Usually fits a pilot and up to 8 passengers.

COMBAT JET (Cost CR 32)

AC 16; HD 4d10; Fly 5,000'; Control 20;
Cannon (+2 to hit/1d10/500');
2 rockets (+2 to hit/3d10/1 mile). Fits a crew of 2.

STEALTH BOMBER (Cost CR 36)

AC 18; HD 5d10; Fly 5,000'; Control 24;
Cannon (+2 to hit/2d6/500')
Bombs deal 4d10 damage in 100' radius.

MEDIUM BATTLE WALKER (Cost CR 28)

AC 20; HD 3d10; Move 100'; Control 24;
Cannon (1d12/250'); Invulnerability 4

UPGRADING YOUR VEHICLE

When you earn a new level, instead of purchasing a new vehicle, you can instead decide to upgrade an existing vehicle. When you upgrade, select any two of these upgrades (no roll required):

- | | |
|---------------|---------------|
| +1 to AC | -1 to control |
| +2 hit points | +10% to move |

Increase the die type or range of your weapons by 1 benchmark

FINAL NOTE ABOUT VEHICLES

Ultimately, the GM has final say on available vehicles. Work with your GM to develop the vehicle you want to purchase.

OTHER TECHNOLOGY

ARMOR

Although the heroes won't be able to purchase armor separately (it must be taken as a trait), others (including thugs and other minor henchmen) may come into possession of armor.

- **Light armor** grants +2 to Armor Class (ex: leather armor).
- **Medium armor** grants +4 to Armor Class (ex: chain mail).
- **Heavy armor** grants +6 to Armor Class (ex: plate mail).

WEAPONS

Weapons may fall into the hands of super-villains, would-be-conquerors, and even minor thugs. Sample weapons include:

- **Pistol** (1d6/120') includes most common handguns.
- **Rifle** (1d8/250') includes most common varieties of hunting rifle.
- **Assault Rifle** (1d10/250') includes most military-grade rifles.
- **Machine Gun** (1d12/500') a heavy infantry weapon.
- **Grenades** (2d6/60') deal damage to all creatures in a 10' radius of the blast, allowing a FEAT for half damage. Some other varieties are stun grenades (forcing all in a 10' radius to roll a FEAT at -2 or be stunned for 1d10 rounds) or smoke grenades (forcing -4 to all actions in a 10' radius for 1d6 rounds).

ARTILLERY

While most people don't have to worry about surviving artillery fire, supers do! Field rounds and bombs automatically hit, but also allows a FEAT for half damage.

- Light field round (2d6/500'/10' blast radius)
- Medium field round (3d6/1,000'/10' blast radius)
- Heavy field round (4d6/2,000'/20' blast radius)
- Light Rocket (+2 to hit from targeting/2d10/1 mile)
- Heavy Rocket (+2 to hit from targeting/3d10/1 mile)
- Light Missile (+4 to hit from targeting/4d10/3 miles)
- Heavy Missile (+4 to hit from targeting/5d10/5 miles)
- Light bomb (4d10 damage in 100' radius)
- Heavy bomb (6d10 damage in 250' radius)

5: ENCOUNTERS

An **encounter** includes any meeting with an obstacle (such as a door to bypass or a puzzle to solve) or a creature (whether friend or foe, villain or minion). Measure time during encounters in **turns** of 1 minute and **rounds** of 6 seconds. A sequence of combat may last one round or many rounds, but combat is always assumed to take at least 1 turn (including the time recovering from the battle, tending to wounds, etc.).

MOVEMENT

Your movement rate indicates how many feet you can travel in one round (10 seconds) while doing nothing else. It also indicates how many 10' square areas you can explore in 1 turn. You can travel half of your move rating (in feet) as a *combat move*. When you make a combat move, you suffer -2 to the simultaneous action roll. Normal humans have a move of 50'.

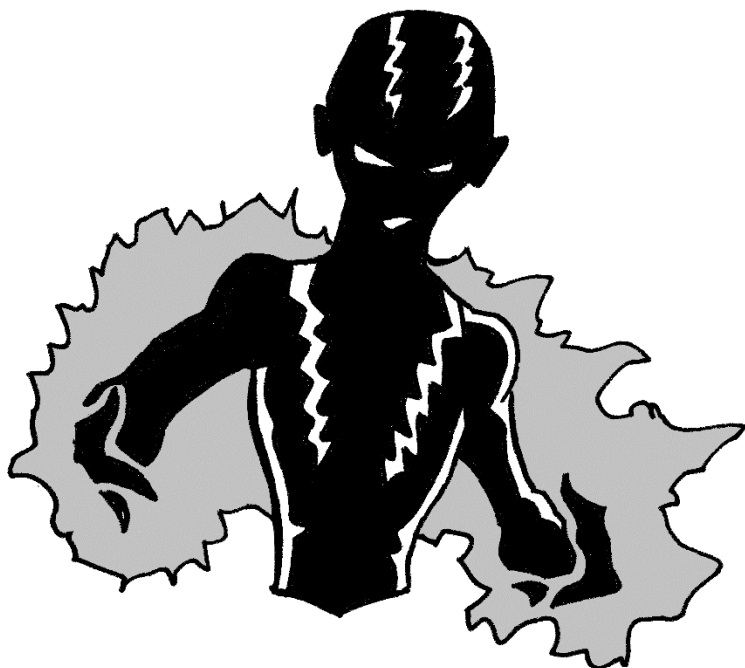
TIME: TURNS AND ROUNDS

In 1 **turn** (1 minute) you can:

- Explore an area equal to your movement rate (making a map of the area; rolling *sense* FEATs for traps and hidden objects; making notes of unique features of the area). Note: if using a grid where one square equals 10', you can explore a total number of squares each turn equal to your movement rating.
- Make a check to pick a lock or search a small area (about 20' x 20') for hidden objects.
- Recover up to half of your hit points by taking a knee (see page 78).

In 1 **round** (6 seconds) you can:

- Take one action.
- Sprint your movement rate x2 (you can do this for a total number of rounds equal to your CON, then you must rest for 1 turn or take -2 to all rolls). While sprinting, you suffer -2 to all defensive rolls and abilities (Armor Class, FEATs, and resistant checks).
- Run up to your full movement rate (without exerting yourself).
- Move up to half of your movement rate and attack at -2.
- Gather a found weapon and attack at -2.



BEGINNING AN ENCOUNTER

1. Determine if either side is **surprised**. The side gaining surprise takes +2 to their attack in the first round. A character who successfully uses *sneak* or who otherwise catches his opponent unawares typically gains surprise. For example, if the group suspects that there may be creatures on the other side of a door, and they burst through the door suddenly, they should be allowed to gain surprise with no roll. If you have surprise, you automatically win initiative.
2. If no surprise takes place, all participants roll a FEAT to determine combat order (initiative). Alternately, make one representative FEAT roll for each side in the combat, using the leader or a representative creature (for example, you will usually make one roll for a group of five thugs instead of rolling for each thug individually).
3. Follow this rotation throughout combat. The side that wins initiative goes first each round; the side that loses goes last each round. Any surprise modifier to attack rolls only counts in the first round.

COMBAT

- Melee combat while unarmed, or with hand-to-hand weapons like hammers or swords, occurs between opponents within 5' of each other. Any melee attack allows the attacker to add his STR modifier to both attack and damage rolls. Thrown weapons take the STR modifier to the attack roll, but not the damage roll.
- Missile combat with ranged and thrown weapons like crossbows, spears and bows, or with powers such as energy bolts, occurs against opponents greater than 5' away. You cannot use a ranged weapon against a foe who is already using a melee weapon against you! Any ranged or thrown weapon attack allows the attacker to add his DEX modifier to the attack roll (but not the damage roll).

RANGED ATTACKS

Many traits and weapons include a range. This is the maximum effective range of the trait or weapon; it will not work against a target further away; it either automatically misses or does not have sufficient power to travel that far. A rifle with a range of 250' will automatically miss targets more than 250' away, even though the round it fires may travel much farther.

WORKING TOGETHER

Sometimes, supers join in their efforts to accomplish a task. In general, take the best rating/bonus in the situation, and add the modifier from all helpers. A super with STR 16 trying to hold up a roof, getting help from a hero with STR 13 (+3), rolls at +19. The maximum bonus you can usually get from help is +4.

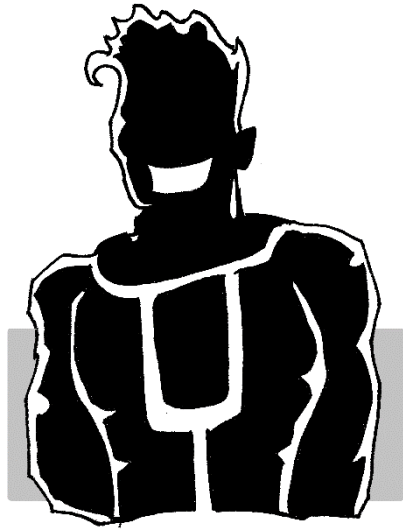
FOUND WEAPONS

In melee combat, you may gather a **found weapon** from the environment; this requires a minor action, forcing you to suffer -2 to the attack in the same round. A found weapon will allow you to deal bonus damage (roll your normal strike damage, rolling and adding the found weapon die as well). A found weapon breaks on a damage roll of 1, dealing 1 point but then being unusable thereafter. The damage scales depending on your STR score; a normal person may pick up a chair or piece of lumber; a character with superhuman strength picks up a car or telephone pole.

- With STR 13 or lower, your found weapon deals +1d4 damage.
- With STR 14 or better, your found weapon deals +1d6 damage.

For example, a super with STR 16 (whose unarmed strike deals 1d8+5 damage) picks up a found weapon; he now deals 1d6+1d8+5 damage with every hit. When the d6 rolls 1 for damage, the found weapon breaks and must be cast aside, although another found weapon may be gathered.

You can throw a found weapon up to your STR x5'. The found weapon deals the full damage, but automatically breaks on impact. With STR 16, you can throw a found weapon up to 80'.



KNOCKBACK (OPTIONAL RULE)

Any time an attack deals 10 points or more damage, the target may suffer a knockback effect. If you suffer 10 points or more from one attack, roll a FEAT (CR 20). If you fail, you are knocked back a total number of feet equal to the damage you suffered (unless you hit a solid object). You suffer 1d6 additional damage per 10 points of damage. For example, an attack dealing 25 points of damage will knock you backwards 25' on a failed FEAT, dealing +2d6 additional damage. Consider only the damage you suffer, not the damage dealt. If an attack deals 14 points of damage but your *invulnerability* soaks 6, you do not roll for knockback.

COVER

Cover (hiding behind objects and barriers) forces a penalty to ranged attack rolls targeting you of either -2 (moderate cover) or -4 (excellent cover). A character with complete cover (behind a wall) cannot be hit, but also cannot fire back!

STUNTS

Stunts are unusual actions in which you stretch your powers to their limits or use them in unusual ways. When you attempt a stunt, you must spend a resolve point. If you have no more resolve that turn, you cannot attempt a stunt.

While there are no limits to what you can attempt with a stunt, the following suggestions should give you an idea of the types of things to attempt with a stunt. The GM has final say on if you can attempt a stunt.

- **Charge.** On your attack, you throw yourself at your foe, acting as a battering ram. Add your CON modifier to the attack and damage rolls, in addition to all other factors. You must roll a FEAT (CR 20) or suffer a total number of points of damage equal to half the total damage you dish out on the attack.
- **Got Your Back.** As a free action, make a successful attack roll (against the original attack roll of the foe) to neutralize an attack on an ally. You block, parry, or otherwise neutralize an action that has successfully hit one of your allies. For example, Vyperion has successfully struck your best friend with a bio-kinetic bolt, rolling 22 on the attack. You attempt to punch away the bolt in flight, rolling a strike CR 22. If successful, you throw a mighty haymaker that sends the bolt ricocheting into the ground.
- **Grapple.** On a successful melee attack, you grab your foe and start squeezing. You deal strike damage every round thereafter automatically, and the target must make a contested STR roll to break free. While grappled, a target takes -4 to all actions.
- **Hail of Blows.** On your action, add your DEX modifier to both attack and damage, landing a series of fast blows upon your foe.
- **Living Shield.** As a free action, roll a FEAT CR 20. If successful, you force a foe within melee range to absorb a physical attack that has successfully hit you; the attack automatically hits the target, and the target suffers the effects of the attack.
- **Shockwave.** Use 1 action to slap your hands together forcefully, or to attack the ground, sending a shockwave forward, creating an area of effect in a line 5' wide and a total number of feet long equal to your STR x2, automatically dealing strike damage to all targets within the area of effect. You must have STR 14+ to attempt a shockwave attack.
- **Taunt.** As a free action, chastise a foe, forcing the foe roll a FEAT CR 20 + your CHA modifier, or concentrate all attacks on you for the rest of the turn; the foe also suffers -2 to all actions against you.

DAMAGE AND HEALING

Hit points are an abstraction of your physical toughness as well as your willpower, spirit, and moxy. At 0 hit points, you are incapacitated, either unconscious or dazed and unable to act.

DEATH BLOWS

The assumption is that you will not intentionally kill a foe. After a foe is reduced to negative hit points, you must take one extra attack to ‘finish’ the foe and land a death blow. While heroes should not do this (and lose XP for doing so), villains have no such qualms.

RECOVERING HIT POINTS

Up to half of your total hit points (reflecting your willpower and spirit) can be recovered by **taking a knee** for at least 1 turn. You completely focus on rest and recovery for a short period of time. The other half of your hit points (reflecting physical wounds) recover at the rate of 1d4 + CON modifier per hour of rest (a minimum of 1 point will be recovered each hour).

MOOKS

A mook is any creature with a level of less than half of your level. As a hero 5, any creature of level 2 or lower is considered a mook to you. You may make a simultaneous attack against a total number of mooks equal to your level, as appropriate to the situation (and at the discretion of the GM). Level 0 foes are always mooks.

For example, as a level 2 hero, you are stopping a bank heist by 5 armed thugs of level 0. If 2 of the thugs are on one side of the bank floor, and the 3 others are 50’ away, the GM may allow you to make a combined attack against either group, but not both. However, if you have hyperspeed that allows you to run 500’ in one action, the GM may allow you to take a melee strike against all 5 at one time due to your exceptional speed.

REACTIONS

Reactions require a CHA check, typically against CR 20. When you come across a creature and attempt to converse with it, roll a CHA check. If you succeed, the target generally views you favorably; if you fail, the target generally views you unfavorably. The roll suggests the intensity of the reaction (24+ = very favorable; below 16 = hostile).

6: THE GAME MASTER

As the **Game Master (GM)**, you have the most challenging (and most rewarding) role in the game. As the GM, your responsibilities include describing the scene, playing the roles of the ‘other creatures’ of the game world, and adjudicating the action

However, no matter what, your primary job is to facilitate fun! So long as everyone has a good time, you’ve got a successful game.

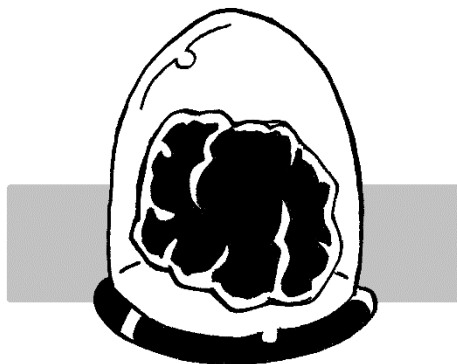
GENERAL THOUGHTS

As the GM, your job is to take the roles of the villainous masterminds, surly minions, demanding minor characters and adoring (or demanding) public. You also develop the storylines, set events in motion, and make decisions in play. If you are looking for a guide that gives you concrete guidelines for handling every situation, you want a different game! The few rules and suggestions here, along with some experience running the game, will empower you to make consistent and reasonable decisions in play. In general, you want to keep the game moving, keep the action going, and keep the story moving forward.

Remember that you are the referee for a superhero role-playing game; action should get a little zany and characters should try to do over-the-top things. Try to limit your use of ‘no’ as a response, and you’ll do just fine!

ADJUDICATING POWERS

The game leaves various power traits open-ended and flexible, because heroes in comics often use their powers in unconventional and inventive ways to overcome their adversaries. The game is designed in such a way as to allow for this flexibility. The rules for resolve allow for these especially strange or unusual power uses. When a power is going beyond its ‘normal’ purview, or when it’s being used to replicate another power, you should require the use of a resolve point.



DESCRIBING THE SCENE

As the GM, it falls to you to establish the environment, and to explain to the heroes what they experience, depending on their actions. In general, less is more. Aim for a few descriptive words and key details and allow the players to ask questions to better define the situation. It is tempting to provide a great deal of detail, but by keeping your descriptions simple and direct, you can keep the game moving and the players engaged. Sometimes, you will find it helpful to use a variety of props (such as miniatures or maps) to activate the imaginations of players and help everyone visualize the action.

PLAYING THE OTHER CHARACTERS

As the GM, you are the reporter looking into the secret identities of the heroes, the henchmen who guard the tunnel, and the super villain lair at the end. For each of the roles you take on, you should always consider the motivation for the various personalities you assume. What does this character or creature want? What's important to it? What is it willing to give up? What will it defend? An excellent GM will have different creatures react in different ways and will vary the motivations and tactics (and maybe even the voices!) of the various creatures the group encounters.

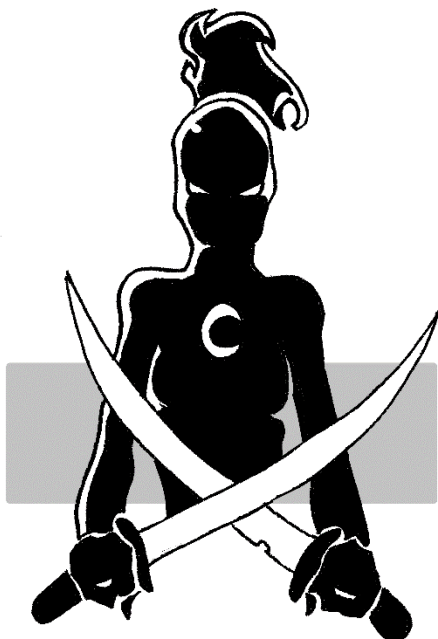
REACTIONS

Many encounters begin with the speaker making a CHA check. A result of 15 or less implies a very hostile reaction, 20 is a success, and 24 or better is a very positive reaction. This means that the police chief either refuses to listen to the heroes (roll of 15 or less), he sends a patrolman to investigate (a roll of 16 to 19), he offers the help that the player hoped (roll of 20 to 23), or he offers more than what was expected (roll of 24 or better). Most intelligent creatures will talk before fighting.

ARBITRATING THE ACTION

As the GM, you are the arbitrator as to if a character succeeded at an action. While no two GMs will rule in the same way every time, a good GM will always be consistent and fair. If you are a 'soft' GM who tends to let players take big risks and who always provides a way out, you are going to be viewed as capricious or mean-spirited if suddenly the group encounters a death trap with no escape.

In general, a middle ground is best. If the players feel that they can't possibly win – or if they feel that victory is inevitable, and they can't possibly lose – the game loses much of its dramatic heart. Every adventure should have a real possibility of success, and the genuine threat of meaningful loss.



RECORD KEEPING

During play, you should keep track of a wide range of information. You can keep a formal journal, work on a laptop, or simply scribble on scrap paper. With practice, you will find a method that best works for you. In play, keep track of:

- Hit points of various creatures involved.
- Time for ongoing effects.
- Experience points awarded and enemies defeated.
- Locations, characters, creatures, and items that may come up again.

ABOUT PREPARATION

A successful GM is prepared, meaning that you have familiarized yourself with the scenario and the rules. You know ahead of time how you are going to resolve the most common situations. However, not every situation can be prepared for, and the players will try things you didn't expect. These rules remain intentionally open-ended so that you have flexibility to allow for a wide range of possible outcomes. When you don't know, assign a modifier and roll:

+4 (Target 16). This should be easy for the characters to do.

No modifier (Target 20). This poses a genuine challenge.

-4 (Target 20). This should be quite difficult for the characters.

If you can't decide between two options, assign a modifier of +2 or -2 instead. Whenever possible, err on the side of 'winging it' rather than stopping play to look up a rule or consider your options. With experience you'll learn to trust your instincts.

HOUSE RULES

The game that inspired this one has a long history of house rules – personalized adaptations of the rules that apply during games you run. You are encouraged to develop house rules that modify these rules in order to tailor the game to the tastes of your group. Some of the house rules that I have used in my own game include:

- I sometimes use a point-buy system for attributes at character creation. Each character has 60 points to allocate among the attributes (plus any bonus for origin), limited to a range of 3 to 18. Players roll for the number of traits, but they get to choose any traits they want.
- If more than 2 players are at the table, I drop individual initiative and always roll group initiative. I don't apply modifiers – it's a straight up contested 1d20 roll between me as GM and the leader of the group. If one side has some reason for an advantage going in, I give +4 to one side. Either all the foes or all supers go first. We go around the table clockwise from me (if I win) or from the person to my left (if the group wins).
- Auto-level. Sometimes, I feel like the players have been at a certain level for too long, that progress is going a little slowly, or I'd like to up the level of the challenge. Sometimes, we reach the end of a huge quest or massive adventure, and it feels like everyone should have a sense of accomplishment. In these cases, I round everyone up to the next level (or even drop them into the middle of the next level) and we pick up XP from there. This is uncommon, but I have done it from time to time.
- I sometimes start supers at a higher level! If we want to run a game where the characters are powerful, established supers, I may decide to let them start at level 4... or even higher.

Even when you make some changes to the rules, you are still playing the game right! The only warning is this: make sure you have played the game and have a sense of how it works before you start tinkering too much. While it might seem like a good idea to allow characters to take +1 to attack rolls every level (instead of every other level, as the rules now set up), this will be fun at levels 2-3, but when the group hits level 10, you might find out that they automatically hit everything they fight!

COMMON SITUATIONS

Rules for some other common situations are listed below:

- **Chasing.** Generally, a faster creature will be able to outrun a slower creature. However, you can resolve chases using $1d20 +$ the move of the creature. A creature with move 30' attempting to run down a creature with move 40' rolls $1d20+30$, and the other creature rolls $1d20+40$. It's going to be difficult for a slower creature to chase down a quicker one, but it's possible. A movement difference of 20 or more makes this unlikely, unless one of the creatures rolls a natural 1, in which case a FEAT is required or the creature trips and falls.
- **Climbing.** Climbing requires a STR check. Generally, a new check is required every 30'. If a character is trying to climb a 90' cliff face, he may be required to make 3 consecutive STR checks.
- **Darkness/Vision.** A character who cannot see takes -4 to all action rolls; your roll to hit is at -4 while in total darkness, but you roll damage normally if you do hit.
- **Falling.** A creature suffers $1d6$ damage per 10' fallen, up to a maximum of $10d6$. *Invulnerability* soaks falling damage.
- **Leaping and Jumping.** A creature can automatically leap its height horizontally, or half of its height vertically. On a successful DEX check (CR 20), the creature can leap up to twice its height horizontally, or its full height vertically.
- **Swimming.** All characters are assumed to at least know the fundamentals of swimming. Swimming in normal water is done at $\frac{3}{4}$ of your move, while rapids or dangerous waters may require a STR check.

INTENSITIES AND MATERIALS

In many situations, you need to know the intensity of energy or an element, or the strength of a material. For example, a hero may attempt to extinguish a burning building using his flame control, or a character may try to break through a wall, and you need to determine how strong the wall is.

Intensities are measured in numbers of dice ($1d6$) and a default CR for checks. Use dice to determine damage (for example, stepping into a blast furnace deals $4d6$ damage per round).

Materials are similar; they have a durability equal to the dice (able to sustain that much damage) and require a STR check (or similar action) to break/bend them. Most materials have invulnerability equal to their dice; a titanium wall (CR 36) has invulnerability 8, requires a CR 36 STR check to break through, and/or sustains 36 points of damage before falling.

STANDARD INTENSITIES AND MATERIALS

CR	Dice	Sample Flame	Sample Material
16	1d6	A campfire	Light wood
20	2d6	A burning house	Heavy wood
24	3d6	A burning factory	Common metals
28	4d6	Blast Furnace	Stone/concrete
32	6d6	Inside a volcano	Heavy steel
36	8d6	Earth's core	Titanium

CHALLENGE RATINGS AND EXEMPLARS

Standard CR	Weight	Superhuman CR	Weight
16	50 lbs.	26	1 ton
17	100 lbs.	27	3 tons
18	150 lbs.	28	10 tons
19	200 lbs.	29	20 tons
20	250 lbs.	30	30 tons
21	350 lbs.	31	40 tons
22	500 lbs.	32	50 tons
23	750 lbs.	33	100 tons
24	1,000 lbs.	34	150 tons
25	1,500 lbs.	35	200 tons
		36	250 tons

For example, a fireman attempting to put out a burning house with common tools (a fire extinguisher or normal hose) must roll a FEAT (CR 20) to succeed. However, he is likely to use a fire hose (granting +4 to the attempt) and get some help from other firefighters (probably another +4) to make this a manageable attempt. A character jumping into a volcano (generally a bad idea) suffers 6d6 damage per round (although he may roll a FEAT for half damage).

CHALLENGE RATING 40

Challenge Rating 40 is reserved for truly monumental, earth-shaking events. If you are trying to use your magnetic control to lift a half-mile bridge with hundreds of cars into the sky, use your STR to hold up a mountain that has been dropped on you, or use your fire control to extinguish an entire forest fire, you are making a check vs. CR 40.

PROPS

The environments in which superheroes wage war are filled with obstacles, objects to throw, and miscellaneous set pieces that can become involved in the action. When developing a location for a superhero slugfest, you might find it helpful to generate a list of props for that location. Some sample location props include:

	City Steet	Roof Top	In the Factory
1	Fire Hydrant	Antenna	Chemical Vat
2	Hot Dog Stand	Gargoyle/Statue	Control Panel
3	Light Post	Generator	Fork Lift
4	Mail Box	Helipad	Machinery
5	Newspaper Box	Vents	Raw Material
6	Vehicle	Water Tower	Shipping Crate

For example, the heroes are fighting inside of a factory, and one of the supers grabs a found weapon to throw. You roll for what is at hand and get 3; the hero is standing near a fork lift, able to pick it up and throw it.



CON CHECKS, UNDERWATER, AND SPACE

A character with scuba gear or other adaptations (such as amphibious) is not required to make a CON check to survive at depths of up to 100’.

- A CON check CR 20 is required each turn at depths between 101’ and 250’. Characters with CON 14+ do not make this check.
- A CON check CR 24 is required each turn at depths between 251’ and 1000’. Characters CON 14+ do not make this check.
- A CON check CR 28 is required each turn at depths over 1000’. Characters with standard CON (13-) cannot dive to these depths without protective gear or a submarine.
- A CON check CR 32 is required to survive in space. A new check is required every turn. A creature failing this check suffers 1d6 damage per round, and this damage cannot be neutralized in any way. Characters with CON 13 or lower die in 1d6 rounds.

THE POWER OF INTELLIGENCE

INT may seem to be a less important attribute. However, intelligence plays a vital role in many superhero stories. Often, a villain is not overcome through the physical gifts or special powers of the hero; instead, the hero comes up with some intelligent way to solve the problem. The hero realizes that he can bring down a decaying bridge upon his foe, fool the villain into electrocuting himself by striking a power transformer, or cause the villain to use his own powers to set off a chain reaction that defeats the villain.

The players will sometimes come up with a clever solution to the problem that you hadn’t considered, using their own intelligence. When this happens, you should celebrate their success!

However, it’s a good idea to plan a situational event or factor that a successful INT check will reveal. Here are some examples:



- A successful INT check CR 20 reveals that the cables hanging from the ceiling are still live; anyone touching these suffers 2d6 damage, and anyone struck must also roll a FEAT or be stunned for 1d6 rounds.
- A successful INT check CR 24 reveals that the bridge is decaying. If the bridge (AC 14, hp 10) is struck on a key support beam, it will collapse, dealing 3d6 damage to anyone on it, and 5d6 damage to anyone underneath.
- A successful INT check CR 32 reveals that the polarity of the wave field can be reversed. Anyone standing within 30' of it when this happens will have to roll a FEAT (CR 24) or be sucked into the Null Zone.

INVOLVING THE SUPERS

While it's okay to have your super team respond to a police siren or the bell from a bank holdup, there are other ways to pull characters into an adventure. The next few pages include 36 different adventure hooks; you can either select a hook that sounds interesting and build an adventure around it, or roll randomly. Roll 1d6 for the type of hook, and then roll a second time for the specific nature of the hook. You can

always mix and match these results as well: the prince of the underwater city comes to the characters for help (call for help) because a super villain bent on conquest of their city (crime) has caused a dormant underwater volcano to erupt, threatening the city and its 5,000 mermaid and merman residents (disaster).



1. CALL FOR HELP

Someone somewhere needs the characters and calls for aid.

1. **Aliens.** Creatures from somewhere else (an undersea kingdom, a hidden city in the arctic, another planet, the shadow realm) show up and beg for help. Of course, the smiling faces of the Atlantean children because they now have clean water to breathe will be thanks enough.
2. **The Future.** Some event in the present has a long-term impact on the future. Visitors from that future ask the characters to either change the course of events to fix the future or take the characters into the future to help them out.
3. **The Government.** The government has a secret, subversive or simply unpopular mission to undertake, and the supers are just the fools... er... *friends* to call for the job.
4. **Another Super.** A fellow super-hero has come across an obstacle too large for even his or her abilities and calls on the characters for aid. This is a good hook for using enemies or villains that would be too powerful for the characters alone.
5. **A Villain.** The villain is used to causing trouble and getting punished for it – but now he or she has caused too much trouble, and the punishment is going to be harsh. The supers are honor-bound to help their former foe escape a death sentence, eternal suffering in another dimension, or a lifetime of forced labor on another planet. Nothing is harder than helping your enemy in his time of need.
6. **Contacts.** One of the contacts of the characters in the group comes calling. He got himself into a jam bigger than a missed credit card payment or forgotten homework, and it's going to take super-heroics and butt kicking to get him out of it.



2. CRIME

The classic. The bad guys do bad stuff, and the heroes stop them.

1. **Assassination Attempt.** The villain has either been hired or has chosen to (for personal reasons) hunt down and kill a notable figure. This could be a politician, celebrity, other villain, or one of the supers.
2. **Blackmail.** This is a role-playing one. The villain has dirt on someone in a position of power or importance to the characters, or on one of the supers.
3. **Conquest.** The villain wants power, plain and simple, and thinks that the easiest way to get it is to take something over. This could be a town, city, island, nation, planet or dimension.
4. **Hijacking.** The villain has taken control of a vehicle, using it for nefarious purposes. The supers need to stop the villain without destroying the vehicle or harming any of the passengers.
5. **Robbery.** The villain stole something, and it is up to the supers to get it back. Or, the supers get involved right in the middle of the robbery. 'Nuff said.
6. **Smuggling.** The villains are involved in illegal trade on the black market, and it is up to the supers to gather information on the ring, break it up, and turn the contraband over to the proper authorities.



3. DISASTER

Generally, disasters focus on the characters helping civilians to deal with the effects of catastrophic events. While there is less combat in these situations, there are more opportunities for role-playing.

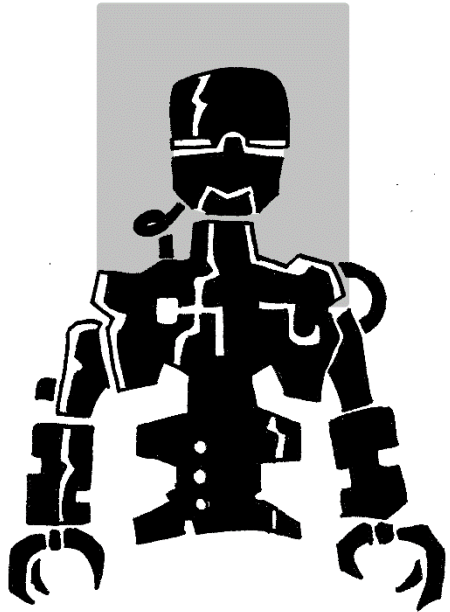
1. **Earthquake.** They should have known that building on a fault line was a bad idea. the earth cracks open, and the supers need to get civilians out of the way of falling debris, collapsing buildings, and the like – or (if they are powerful enough), stop the earthquake in its tracks.
2. **Fire.** A fire rages inside a building, through a neighborhood, or is consuming a forest. The supers are recruited to help either evacuate civilians or extinguish the flames... or both.
3. **Technological.** This includes such man-made disasters as nuclear meltdowns, power plant explosions, fuel depot spills, power outages, and the like. These can be messy and dangerous.
4. **Vehicle.** A vehicle sinks or crashes. These can be more involved, because the referee can put a clock on how long the characters have. It may be that by the time the team arrives, they only have six rounds before the plane crashes into the ground, eight rounds until the satellite burns up on re-entry, or ten rounds before the ship sinks beneath the waves and all remaining passengers perish.
5. **Volcano.** A volcano erupts, spewing ash and lava over miles and miles of land, putting cities, towns and villages in danger.
6. **Weather.** A tropical storm, blizzard, meteor strike, and flood all have one thing in common: civilians need help, or the supers jump in to lend a hand, possibly intervening before the disaster transpires.



4. RAMPAGE

For an evening of senseless destruction and wanton violence.

1. **Animals.** An animal has escaped from the zoo, all the animals have escaped from the zoo, or all the animals in the zoo have been artificially grown (as the *growth* power), busted out of their cages, and are tearing through the city streets, wreaking havoc.
2. **Super.** Another heroic super has suffered a great loss, been taken over, lost his mind, suffered amnesia, or simply gone berserk. In any case, the hero is shredding the city, and the supers have to stop him.
3. **Monster.** A monster from another dimension, another time, or another place has been brought here. Of course, all it wants to do is pillage and destroy. See what happens when you dump radioactive chemicals into the swamp or play with inter-dimensional transporters?
4. **Riot.** The common citizenry has been whipped into a frenzy, and is out in the streets pillaging, looting and generally making a mess of things. The supers have to stop the riot without clobbering civilians.
5. **Robot.** A scientist (with only the best of intentions) inadvertently activated a robot that was supposed to help humanity by vacuuming and washing the windows but has re-programmed itself to give the earth one good cleaning: by wiping out all life. She knew that giving her robot servant armor plating and a laser cannon was a bad idea.
6. **Villain.** A villain has suffered a great personal loss, gone insane, or simply missed the lottery by one number. Regardless, he or she is ticked off, and the rest of the city is going to pay.



5. WAR

It isn't good for nothing (say it again).

1. **Civil War.** A leader in another country is facing a coup and asks for aid from the supers -or- the leader of such a coup seeks to overthrow a cruel leader, and the supers may be the deciding factor.
2. **Gang War.** Criminal factions within the city or area have turned against one another, and it's up to the characters to sort out the bad guys from the, uh, other bad guys and kick all of their butts.
3. **International War.** Two members of the UWC go to war with each other, and the supers get pulled into the middle of the conflict. The supers may be recruited by their home nation as a mercenary force to take on a job that is too risky or unpopular for the established military.
4. **Interplanetary War.** The messari invade again, or another alien species shows up to join in the fun.
5. **Inter-dimensional War.** War rages in another realm of existence, and the battle spills over to our realm. The supers jump into the fray.
6. **Secret War.** Powerful entities take part in a cosmic chess game, with the supers as the game pieces.



6. QUIRKY

Use these sparingly...

1. **Clones.** You look familiar! Someone steals some of one (or all, what the heck) of the supers' DNA, and creates a clone (or clone army) of villains with the same powers. You loved that super cool power... until it was used against you.
2. **Defense.** While the supers are out saving the world, a villain sneaks into their headquarters and takes it over. They arrive home to find they must bypass their own security systems, fight through their own defenses, and defeat a villain who uses their own toys against them. Then, they pay to clean up after the fact.
3. **Haywire.** One of the super's powers (or the whole team's) goes haywire. It may be that overexposure to radiation on the last adventure left the super drained, or his growth power has kicked into overdrive, and he is growing at the rate of a foot an hour with no end in sight. The characters need to research the cause and find a solution to the problem, before it's too late.
4. **Jail Break.** The ultra-high security prison had a power outage, suffered an earthquake, or was in the path of an oncoming comet. Regardless, all of the villains have been set free, and are running amok. Basically, go back and re-roll about ten times; it's all happening at once.
5. **Media Attack.** Someone in the media decides that a super or the whole group is causing the fall of western civilization as we know it and undertakes a public relations campaign to destroy the reputation of the super(s). This one is more role-playing based, since you can't just walk into the editor-in-chief's office and hit him with his desk... although that sounds like fun.
6. **Mistaken Identity.** Someone who looks suspiciously like one of the characters is doing things that are ruining the super's reputation, and it is up to the team to hunt the imposter down and mete out some justice, or at least a good talking to.

BALANCING THE GAME

Only minimal effort has been made to ‘balance’ this game. Sometimes, what should be a minor threat turns out to exhaust the resources of the group, and sometimes a seemingly impossible task ends up being quite easy because of the cleverness of a player or a few lucky dice rolls. That is the nature of the game. However, you can use the concept of **Challenge Level (CL)** to balance encounters.

When determining CL, count every two foes of one level as one foe of the next level up. For example, one foe of level 3 provides a CL 3 threat; if he has 2 assistants of level 2 (or 3-4 henchmen of level 1), they together count as a threat of CL 4. XP is awarded based on the CL of the whole encounter, not of each individual creature.

There is no reason that you should feel compelled to balance every encounter to match the supers! Some encounters will be easy for them, and some may force them to run away, re-group, and come back later – or simply to avoid the encounter altogether.

RESOLVE AND VILLAINS

Most of the foes the supers face will have no access to resolve; this ability is reserved for truly exceptional characters. However, you can designate a villain as a master villain, granting that villain a pool of resolve equal to its level; a villain could conceivably be a master villain in one adventure, but lose that designation in another. A master villain is considered 1 CL higher.

REWARDS

As the GM, it falls to you to award Experience Points (XP), typically at the end of the game session. Primarily, supers will earn XP from defeating enemies. The more powerful a foe is (reflected in his Challenge level), the more XP that foe is worth. However, supers also earn XP through performing heroic deeds. Lastly, they earn XP through accomplishing tasks related to their purpose (see page 27).

XP BY CHALLENGE LEVEL

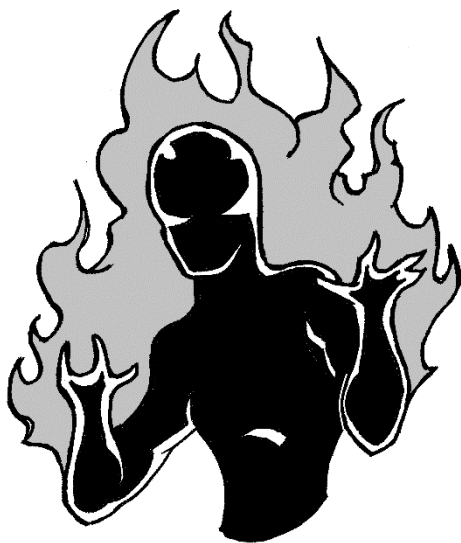
CL	XP Value	CL	XP Value
0	1	5	50
1	2	6	100
2	5	7	250
3	10	8	500
4	20	9	1,000

HEROIC DEEDS

Deed	XP Value	Examples
Minor	Level x1	Rescuing someone from danger, helping a citizen, performing an act of kindness, or following through on a commitment.
Standard	Level x3	Saving a small group of citizens, performing a difficult or challenging task, serving the public in a meaningful way
Exceptional	Level x10	Saving large groups of citizens; some important service to the larger community.

For example, Tribune (a hero 4) is moving about the city. First, he helps a pedestrian whose car has broken down, flying the car to a repair shop (4 XP). Later, he sees that a bus of students is about to fall from a bridge. He rescues them before the bus falls into the lake (12 XP). He ends his day by stopping a satellite that has fallen out of orbit, and threatens to lay waste to Echo City, saving thousands of lives (40 XP). Heroic supers should earn minor XP awards for things like fulfilling their commitments and keeping their promises.

NOTE: XP awards for foes are divided among all supers who help; award other XP individually.



XP PENALTIES

Sometimes, the heroes act in ways that aren't... especially heroic. When this happens, enforce a penalty equal to the awards for heroic deeds: while Tribune might lose 4 XP for lying to the police chief, he's going to lose 12 XP for destroying public property through reckless behavior, and would lose 40 XP for intentionally taking the life of another living creature – even a super villain. If you drop below your current level's minimum XP threshold, you do not revert to the previous level.

OTHER REWARDS

Superheroes, by their nature, do not seek financial gain or reward for what they've done; there are few (if any) special items that grant bonuses to character abilities, and the mechanism of the game doesn't provide for such rewards. Things to be used in the superhero persona must be earned through successfully overcoming the challenges set forth by the GM (reflected in XP and level advancement). As a result, the GM is left with fewer options for rewarding the players (through rewarding the characters).

The only true solution to this is immersion in the game world. The rewards linked to title, prestige and connections must be emphasized to build a long-term superhero game, one set in a world that is dynamic, changing and growing over time. While the first contact with the lead reporter at the local newspaper may give the heroes a source for information, eventually this contact can grow to be incredibly important as the supers advance and further interact with him. This supporting character (a connection to the game world) can be used in a total number of ways by a creative GM...

The reporter could eventually become the editor-in-chief of the paper, and his opinion of the heroes could shape the entire public perception of them as a group, either in their favor or against them. The reporter could run for political office (and win), using his newfound power to lend further aid to the heroes, or to work towards their destruction.

7: LONG-TERM PLAY

The core rules so far have provided the foundation needed to create and run adventures for super-heroic characters. Now, let's look at how you can use *Sentinels of Echo City* for long-term play.

SUPER HERO GROUP SIZE

Ideally, the size of a group is going to be based on the number of players; each player takes on the role of one super. Many super-hero comics and stories focus on a small group of characters, and the interactions between these characters. However, some teams are larger (and some much larger), with dozens of heroes considered part of the larger team. In a series with a larger group, each of the players should create a handful of supers (for example, 3 each) that they could play alternately depending on the needs of the group. Against global threats or exceptional obstacles, the players could then play all three of their characters, sending a large heroic group against the incredible threat. Additionally, you could have each player create supers at different levels, for example one super each at levels 1, 3 and 5. This way, you could mix up groupings to allow one player's super to 'shine' during a particular issue (teaming a super 4 with two supers 2 against a CL 5 threat, for instance).

tone

One of your first considerations should be tone. You and your players should all be on the same page from the outset regarding the tone for the game. This is an important discussion, since having a sword-wielding maniac driven by dreams of his dead father alongside a giant rabbit who gained his powers by eating radioactive carrots may lead to some unusual games...

- **Light-Hearted.** This is the best approach to take with younger players. In a light-hearted game, no one ever dies, and nothing too terrible ever happens. This is the approach of many Saturday-morning versions of superheroes, a Y-7 way to look at the game. The recent "Teen Titans Go" is an example of this approach. Light-hearted games are full of puns, outrageous gimmicks, and over-the-top events.

- **Animated.** Most published material for *Sentinels of Echo City* aims for the middle ground, in the arena of ‘animated’. This is a medium approach, wherein the supers may deal with some realistic problems in realistic ways, but the scope of the game remains larger than life, and some elements of whimsy may find their way in. This is the approach taken by many successful animated versions of superheroes over the last decade, taking a ‘PG’ approach to the whole. In an animated game, you use ‘superhero physics’, meaning that you rarely (if ever) consider the mathematical and scientific realities underlying how abilities work. Science itself becomes subjective, and the ‘scientific’ explanation for how one hero flies may differ wildly from the ‘scientific’ explanation for how another does; and both may defy every actual law of science.
- **Gritty.** In a gritty game, you lay over real-world issues, concerns and rules to the game setting. You concern yourself with the difference between a hollow point and full metal jacket bullet, you argue over the physics of lifting a bridge by one corner without the entire superstructure collapsing, and you may consider the effects of trying to hold your breath in the vacuum of space. For some players, these sorts of discussions add to the fun of the game, while for others this will take away from the experience of playing supers. These games tend towards PG-13, and should only be approached by older players (teens and adults). In all honesty, the rules for *Sentinels of Echo City* do not lend themselves easily to the grittiest games, because the ‘broad strokes’ approaches to traits and traits may not provide enough granularity for players in this mode.

OPTIONAL RULE: GRITTY DEATH

In gritty games, you may rule that a character dies at the negative value of their CON; at this point, you don’t get knocked out of the battle – you die.

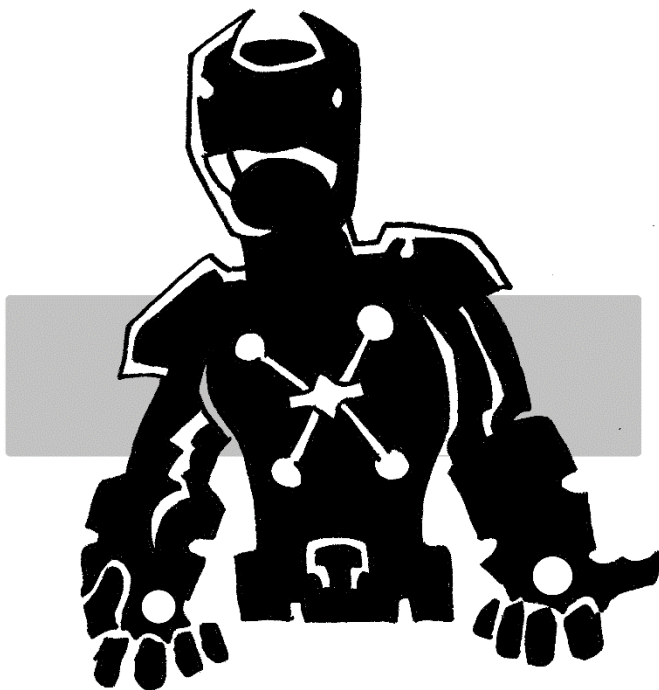
ONGOING PLAY: SERIES AND MINI-SERIES

A series (or mini-series) is a collection of linked adventures. A series may simply be unified by the supers; your series will follow the adventures of this group of supers. However, you can link a series together by concept, careful use of literary elements, or common, recurring villains (or, best of all, a combination of all three).

CONCEPT

Building a series or mini-series often starts with a concept: this is the central organization of the super-hero group in the game world. The concept of the team is what gives the series unity.

- **Stinkin' Muties.** Their shared background, and the collective hatred thrown at them by the rest of society, brings the hero group together. This is the setup of “mutant” comics and works nicely for an ongoing concept. The supers must work together against a world that generally distrusts (and may hate) them.
- **Champions of Justice.** The hero group is an independent force for good, generally respected by and allied with western nations, but operating independently. They could even form an independent nation unto themselves, joining the UWC or working with other international organizations to deal with global causes.
- **Para-Military Force.** The heroes are part of the military or affiliated with a government agency. The government sends them on missions, although they may not always know exactly who is pulling the strings, or what the purpose of some of their missions may be.
- **Pantheon.** The hero group is considered by some to be gods – creatures beyond the scope or limitations of humanity. This is an intriguing option, since it creates all sorts of moral dilemmas for the characters. If they show up and are surrounded by adoring worshipers, how do they handle this? How does their rejection of or abuse of such privilege affect the rest of the game world? Most nations will already be concerned about the presence of super-powered characters nearby. If the populace sees those same characters as possessing godlike status, they become an even bigger threat.



LITERARY ELEMENTS

“You're patrolling the streets and you hear an alarm bell go off... someone is robbing the bank!”

Now, while this isn't a *terrible* setup (okay, it *is* a terrible setup), it lacks punch. The supers know that they must go stop the bank robbery, and they'll have a big fight with the bad guy (and maybe some of the bad guy's goons), but that's about it. They have a clear purpose (stop the bank robbery), and clear obstacles (the guys robbing the bank) but that's about as complicated as it's likely to get. You may as well roll for initiative and get on with it...

If every adventure starts this way, your players are likely to get bored and the game quickly deteriorates into a series of mundane encounters. The worst part of this entire scenario is that it takes the supers, the ones about whom the story takes place, and puts them into a passive role. They aren't doing anything; they are reacting to something being done.

One way to solve this dilemma is by looking at literary elements (you remember those from English class, right?) and applying these to scenario building. This section explains the most common ones.

SETTING

Setting includes the time and place in which a story happens. The more interesting the time and place, the more interesting the story will be. Setting your game session in the city streets near a bank is relatively pedestrian; setting your session inside of a burning space station as it re-enters gravity is a bit more inspired.

CONFLICT

Conflict is when two (or more) forces come into opposition. Conflict is a good thing (for our purposes at least), and it's at the heart of any good adventure story. While most conflicts become man vs. man (one character or group of characters against another), other forms of conflict are often overlooked or underused. These other conflicts include:

- **Man vs. Self.** The character must overcome some aspect of his or her personality to solve the problem: the patriotic super-soldier must burn a flag to save an innocent life; the scientist must abandon an experiment that he's been working on for years; the boy who almost drowned and lives in constant fear must dive into murky water to save a friend. Most of these become role-playing rather than rolled situations, although the game master could easily require a FEAT to see if the super is able to overcome the strong central belief or fear for the greater good.
- **Man vs. Nature.** This often takes the form of natural disasters: earthquakes, fires, floods. In and of themselves, man vs. nature conflicts, while dramatic in real life, lose some of this drama in a game. Putting out a fire or stopping rising flood waters often comes down to a simple roll, or series of rolls. These conflicts are best tied to other conflicts. If the super has to stop raging floodwaters while battling the giant robots that destroyed the dam, things just got more interesting.
- **Man vs. Society.** This is often used in super hero stories, and with good reason. It's easy to face an enemy you can count and see; it's much harder to fight an enemy without number. This is the nature of man vs. society conflict. If the supers must oppose the government, or the collective population of a large area, they have a slew of problems to overcome. When themes such as racism emerge in superhero comics (for example, superheroes are viewed as a distinct race apart from the rest of humanity), man vs. society conflict follows.

Some conflicts cannot be resolved, at least not through force. If the editor-in-chief of the largest newspaper in the city has taken on a personal crusade against the hero team, they can't simply go into the newspaper offices and beat him up. Okay, they can, but there will be consequences. The same is true if one of the key villains is a powerful politician, a popular local businessman, or the president of an influential organization. Such enemies become more engaging for the heroes over the long term, as they must be fought with intelligence (and often through role playing), rather than simply with fists and energy blasts. There's an adage that 'you can't fight city hall', and you can use this to your advantage when designing a series.

One option with conflict is to take the characters out of the central conflict, and to put them as a third party in a broader conflict between even larger forces. This has several benefits: the world goes on even if the supers do nothing; they can take an active role in the conflict and get to make decisions and choose sides; their choices may have lasting consequences beyond if the bank loses half a few thousand dollars. Some examples include:

- A gang war between two powerful crime lords.
- A struggle between two societal factions. A war is going on, and those who oppose this war are increasingly antagonistic with those who support the war, or an election is coming up, and one of the candidates is sympathetic to the causes of the hero group, while the other stands in opposition.
- A rivalry rages between two powerful corporations, each using illegal tactics and underhanded dealings to gain strength against the other. The government may be hesitant to get involved, both because of the power of the players involved (each company's CEO has made significant financial contributions) or because of the effects of losing either of the companies.
- Two nations are at war, with the heroes caught in the middle, unable to simply take one side or the other.
- A rift exists between two worlds, dimensions, or times, with the heroes seeking to find order or resolve the conflict between these two forces.

CHARACTERS

In superhero games, we look to make characters iconic, and this often leads to superficiality. While a character can be symbolic of some larger issue or idea (patriotism, greed, technology), the ways in which that character is fleshed out should be – needs to be – deeper. The answer to this depth can be found in the ways in which actors build characters. There are three levels of need for a character: super objective, scene objective and actions.

- **Super objective.** This is the character's life goal (reflected in the character's purpose). This would include such broad statements like “to rule the world”, “to spread patriotism around the globe”, “to defend the weak”, “to uphold the law”, or “to grow wealthy beyond all imagining”. Any of these is an acceptable super objective. The best super objectives are at the far edge of possibility; they become ideals that may be approached but may be difficult to ever truly attain. These cause the super to don cape and mask every day.
- **Scene objective.** This is the character's goal in the specific scenario. What is the character doing today, and HOW is that going to move the character a step closer to the super objective? Remember, since super objectives cannot be accomplished in a single day (if ever), they need to be approached piecemeal. Already, this opens opportunities for further adventure. While the villain's goal may be world conquest, today's goal is to steal a shipment of a radioactive isotope that serves as a key ingredient in developing an ultimate weapon system.
- **Actions.** These are the moment-by-moment decisions that characters make. If the villain from our previous example must choose between being captured or losing the radioactive isotope forever, there are any number of factors involved in that choice. Is the villain confident he can escape from prison once captured? Can the isotope be replaced? Is the isotope in a safe place where he can recover it later if he can't get it today? How vital is this mission to the overall super objective? These variables inform the villain's choices in the situation.

IRONY

Irony is the occurrence of unexpected events, or when the opposite of expectation occurs. Irony can be very effective if used sparingly. Insert irony at a specific moment in a scenario, or you might base the entire scenario around an ironic vision. Some examples of how to use irony include:

- The villain kidnaps a leading physicist. The government assumes that this is so that the physicist will help the villain to develop a new weapon. In fact, the villain subjected himself to a new process, and he is dying; only the physicist may have the knowledge to save him. The supers may have to decide whether to let their primary villain live or die, and the scientist may have something to say on the subject! When the heroes arrive, the physicist may have decided to save the villain (and is willingly working alongside him) and the supers have to decide whether to stop the physicist and let the villain die, or to save him (and then probably have to fight him, possibly with new powers or abilities as an after-effect of the strange experiments he has been subjected to).
- A villain is breaking into the warehouses of a powerful technology company with government ties. When the heroes finally track the villain down, it turns out that he is a freedom fighter from a small country in a poor continent, and the weapons developed by this company are being used against his people. The heroes must decide whether to bring the 'villain' to justice, or join with him to take on the company, and maybe the government itself.
- The villain comes to the heroes for help. He has done something especially naughty and needs to enlist the heroes to his side. The arch-villain has opened a portal to the shadowlands and has let free a demonic entity beyond his ability to control. The heroes may temporarily align themselves with their greatest enemy to overcome a bigger threat.

PLOT

Plot occurs in a linear fashion. These are the basic steps of any plot:

- **Introduction.** We learn who the main characters are and where they are.
- **Problem.** We learn what their major problem is to solve.
- **Rising Action.** They run into complications that prevent them from solving this problem easily.
- **Climax.** After overcoming the obstacles, they face the problem, and (hopefully) solve it.
- **Resolution.** They are rewarded: they have a party or celebration, getting warm fuzzies for a job well done.

ABOUT RISING ACTION

The place where the plot is the most interesting, and where the most things happen, is during the rising action, where complications get in the way of the heroes. There are several types of complications that could arise, in the form of a variety of challenges:

- **Role-Playing Challenges.** These are challenges that require not the abilities of the characters, but those of the players.
- **Puzzle Challenges.** The heroes must solve a puzzle of some kind. This is a good place to bring in a prop, giving the players a physical object to manipulate that replicates what their supers face.
- **Combat Challenges.** These tend to be the most common challenges in a role-playing game; stuff must be beat up or defeated to progress to the next phase of the plot.
- **Combined Challenges.** These can be the most memorable challenges, because they combine two (or even three) of the other types of challenges. If the supers must disable a computer acting as a power source for a robot that gets stronger every round, this is a combined puzzle and combat challenge. Some of the supers work on defeating the computer program while others keep the robot busy.

THEME (AND SYMBOL)

Themes are the overarching ideas or concepts that provide unity and a sense of purpose to the overall series. A theme doesn't simply appear from time-to-time but becomes an ever-present element of the ongoing adventures of the supers. Symbols are the objects or characters that stand for and represent those larger ideas; since supers tend to be symbolic, you can devise villains who fall into thematic lines. In general, themes are easier to work with and explore when you establish a sense of balance (point/counterpoint) between contrasting themes. Some sample themes and how they could be used include:

- **Good and Evil.** This is the simplest and most frequently-employed theme in a superhero story. The heroes embody the concept of good, and the obstacles they face become the manifestation of evil in the game world. This is often symbolized using light and darkness.
- **Law and Chaos.** This theme plays itself out as a conflict between rules (rigid structure, sometimes pushed to fascist extremes) and chaos (independence and individuality that crosses over into anarchy and destruction). The heroes can find themselves on either side in this thematic conflict and may switch sides as one gains too much power.
- **Reason and Emotion.** This theme relies on the conflict between reason (rational, often clinical thought) and emotion (feeling, passion, belief). This can be within a group (one character is clinical, another passionate), and the struggles they face together force the team to make decisions balancing these two forces, or the obstacles they face often fall into one of the two extremes. If the supers come to embody emotion, the villains may tend to be mentalists, mad scientists, and technological constructs devoid of a soul.
- **The Past and the Future- tradition and progress.** Since heroes tend to play their characters as independent rabble-rousers (oh, tell me your players don't make trouble), this can be an excellent dynamic to explore in a superhero role-playing game. The heroes could be the 'new kids on the block', refusing to play by the rules of accepted superhero behavior, seeing certain codes and beliefs as unrealistic and outmoded in the contemporary world... and the old guard (an established team of superheroes) may take exception to the way the new kids operate. This can be

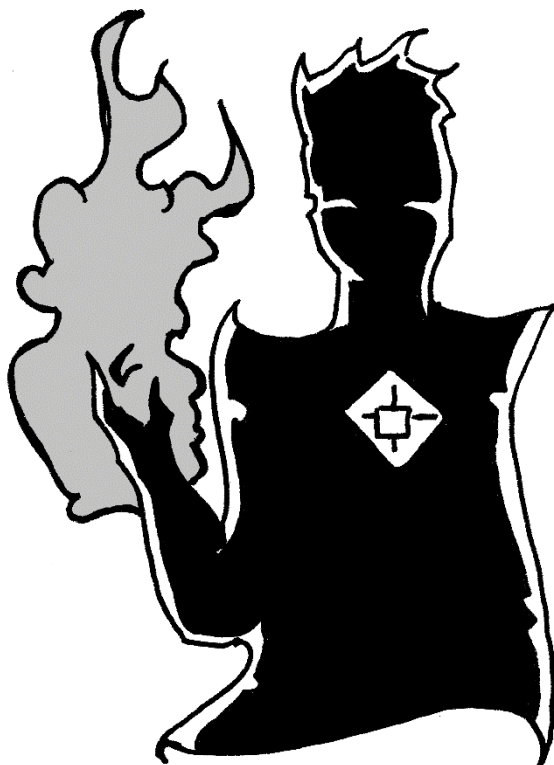
a fun approach, since the heroes may eventually end up slugging it out with other heroes. This takes the concept of mistaken identity and pushes it to the extreme. The heroes don't fight each other over a misunderstanding; they fight each other over a deep-seated and profound disagreement over the best way to serve the public good.

OTHER THINGS TO CONSIDER

As you develop longer storylines, keep these things in mind...

AN AIR OF MYSTERY

One thing that makes an opponent challenging is the fear of the unknown. When the heroes know what a villain's power is, how it works, what bonus he gets for it, and its maximum effective range, that opponent is no longer a villain to overcome, but a set of statistics to find a way around. The less you can reveal to the heroes about the villain's true nature and abilities, the better you can control the mystery around that villain.



USING GENRE CONVENTIONS

As the referee of a super-hero game, the greatest resource that you have is the long history of super-hero comics and what your players know about them. Use the conventions of comics to keep things going. Part of the fun of playing a super-hero game is incorporating conventions from the comics. Here are a few standard conventions to get the ball rolling:



- **The Deathtrap.** The villain has defeated the supers using treachery and deceit, and puts them in a fool-proof, impossible-to-escape deathtrap which will lead to certain doom while he is busy taking over the world, collapsing the global economy, etc. The supers try to escape.
- **Props and Locations.** This includes such elements as giant robots, monstrous mutant insects, lost cities at the core of the earth populated with intelligent apes, colossal intergalactic warriors coming to earth to conquer it, villain hideouts hidden behind waterfalls, stocked with giant props and vats of bubbling chemicals.
- **Brainwashing and Amnesia.** A super has had his memories wiped, or has suffered amnesia, and the story revolves around remembering – or trying to bury the memories forever.

FINAL THOUGHT

Comic writer Peter David argued nigh on 25 years ago now that a successful comic script is not generic; you can't write a script for *the Avengers* and (if it's rejected), cross out the character names, make it a *Justice League* script, and have it work. He's right. The best stories revolve around the specific supers. While a published or prepared scenario may give you something to work from, your game will work best when you tailor the specific challenges to the team of supers.

8. SENTINEL EARTH

This section includes an overview of Sentinel Earth, the default game setting. You are free to use this section as written, mix and match pieces in your game world, or ignore it altogether and come up with your own world! While the default setting is the bustling metropolis of Echo City, other areas of the world can have a significant impact on events that transpire in Echo City.

THE WORLD OF SENTINEL EARTH

The turn of the millennium has seen unprecedented change. Visitors from other worlds have made contact, initiating incredible events that have changed the face of the world, altering the fate of humanity forever. This section provides a brief history of the last two decades, outlines of two major locations (the Citadel of Tomorrow and the city of Meridian) and a primer to the default game location, Echo City. The modern age has seen three distinct eras of progress in terms of the involvement of supers: the Golden, Stalwart, and Resolute Eras.

THE GOLDEN ERA

- **50 Years Ago.** The Great War takes place between a force lead by the Americas and the New Reich. The discovery of a ruined alien ship from thousands of years ago sparks sudden scientific progress, as the components of the crash fall into the hands of many different forces.
- **45 Years Ago.** With key assistance from Heartland (the first Sentinel), the Americas declare victory, defeating the New Reich.

THE STALWART ERA

- **30 Years Ago.** An explorer ship belonging to the kind Na’Ru arrives, bringing help for mankind and a warning about the dangerous Messari, who are looking for planets like earth.
- **25 Years Ago.** The League of Sentinels, the world’s most powerful team of heroes, rises to prominence.

THE RESOLUTE ERA

- **15 Years Ago.** The alien Emissary arrives, warning mankind of the impending threat of invasion, and awakening dormant powers in the world; he brings with him the secrets of the omega gene, the key to unlock the latent talents of many mortals.
- **13 Years Ago.** The messari, an evil race of alien conquerors, launch a military strike against earth, destroying ten world capitals, including the great city of Meridian in the heartland of the Americas.
- **10 Years Ago.** Spurred by the death of Baldur the Beautiful, the elder races of earth, including the ancients of Atlantis, Olympus and Valhalla, reveal themselves to mankind, forging new alliances and helping to form a new international governing body, the United World Council. The UWC founds the Citadel of Tomorrow at the North Pole, undertaking every effort to empower mankind to fight the messari. The UWC sanctions the Ambassadors as the world's premiere team of supers and establishes Project Javelin as a powerful military force. This combined effort turns back the messari.
- **7 Years Ago.** The United World Council declares martial law, giving Project Javelin untold authority. Echo City reaches a population of 5 million. The Citadel of Tomorrow comes under intense scrutiny for its methods, including experimentation with dark magic and cloning, leading to considerable public outcry.
- **4 Years Ago.** The messari launch a second invasion, activating hundreds of sleeper agents among mankind. Dozens of world leaders die, the Citadel of Tomorrow falls into ruin, and mass chaos ripples across the globe. Inexplicably, the messari retreat while on the threshold of victory. Echo City reaches a population of 8 million.
- **Last Year.** Having discovered an impending third invasion, the most powerful heroes of earth take the fight to the messari, attacking the Devourer within a massive space station (Damascus Station) in earth's orbit. The Emissary reveals himself as a traitor, having been serving as an agent of the Devourer. However, at his final moments, the Emissary turns against his master, expending himself in a massive explosion that seemingly destroys the Devourer and nearly 10,000 messari, but also claims the lives of

nearly every major hero in the world. The ruins of Damascus Station fall into the Pacific Ocean.

- **Now.** New heroes arise to replace the fallen, as chaos erupts across the world, messari sleeper agents acting to avenge their fallen god.

UNITED WORLD COUNCIL (UWC)

The United World Council is a governing body composed of 99 of the most powerful world leaders. This governing body supersedes all national governments to (according to its official charter) “act for the collective good of mankind in the face of Armageddon”. A 2/3 vote of the membership of the UWC is required to enact an edict (an international law that overrides any national or municipal law). Thus far, the UWC has enacted over 50 edicts. These include:

- The 15th Edict established and granted international police authority to Project Javelin.
- The 23rd Edict established a worldwide system of currency.
- The 40th Edict granted full human rights to non-human sentient creatures including, but not limited to, residents of Atlantis, New Valhalla, and the Isle of the Amazons.
- Two proposed edicts that were eventually voted down included a mandatory registry for all super-powered humans, and the suspension of several basic liberties for identified mutants. Both were narrowly defeated, and each proposal is likely to come up again in the next term.

THE TOMORROW PROJECT & THE RUINED CITADEL OF TOMORROW

The Tomorrow Project was a collaborative effort by the United World Council to gather thousands of the greatest minds in the world to develop technologies and weapons systems to defeat the alien invaders. The three major aims of this project, housed in a massive hidden complex at the North Pole (and consisting of over a thousand sections), included:

- **Technology.** This phase of the Tomorrow Project researched and developed robots, battle suits, weapons systems, teleportation devices, anti-matter and alternate energy, trans-dimensional, and anti-gravity technologies to aid in the war effort against the messari.

- **Biological Mutation.** This phase focused on the development of superhuman abilities: first in animal test subjects, and later in human test subjects. This resulted in not only the creation of a wide range of superhuman soldiers, but in the genesis of thousands of monstrosities including genetically altered and giant-sized animals, monstrous insects, and artificial intelligences.
- **Mysticism.** This phase gathered and worked with ancient relics, items of antiquity and sources of magical power to find new ways to combat the messari. The most-secretive activities undertaken by this department included experimentation in un-life, including the creation of zombies and research into vampirism and mummification. All of these activities were publicly denied by the UWC as rumors, characterized as an effort by critics to undermine the UWC's mission to maintain world order.

NEW VALHALLA

Located on a floating cloud fortress over northern Europe, New Valhalla is populated by some of the gods of Norse mythology. They are ruled by Queen Sif, wife of the fallen god Thor.

RUINS OF ATLANTIS

Once the stronghold of power for the Mer Empire, Atlantis was destroyed by a messari attack in one of their first major strikes. The city now sits in ruins at the bottom of the Atlantic, its people spread across the seven seas. The Mer People have become a nomadic lot with no single king, each tribe ruled by a different warlord of various demeanors, some quite aggressive to surface dwellers.

RUINS OF MERIDIAN

Meridian is a ruined waste, 100 miles to the north of Echo City. It encompasses hundreds of square miles of burned-out buildings, decaying factories, and shattered homes. Hundreds of mutants dubbed 'the lost' roam its streets. A 30' wall surrounds the city, and the UWC (with the help of the Powers Family) has set the wall with radiation-dampening and absorbing technologies that keep fallout confined. Several humanitarian organizations have established outposts within the city, providing basic services to the lost. Most of the lost are peaceful, but some are savage and cruel, and violent escapees have become threats in Echo City and other places.

ECHO CITY

The fictional cities in which supers dwell often become as important, notable and memorable as the supers themselves. This section provides an overview of a city that is designed specifically for super-heroic adventure. I don't expect in a dozen pages to provide every detail of every corner of the city: instead, this guide should be a jumping off point, giving you enough of a foundation to build your own unique Echo City, with enough meat to keep you playing for a while.

Echo City is now the largest city in the Americas, a hub for superhuman activity. It was the 'sister city' to Meridian (100 miles to the north), but supplanted Meridian when that city was destroyed by the messari. Echo City is a growing metropolis of ever-increasing importance.

A BRIEF HISTORY OF ECHO CITY

Echo City sits on a relatively small (100 square miles) plateau in the heartlands of the Americas. This was once an overgrown wetland, where the Heart River's wide falls cascaded onto the plateau, creating a large marshland, with a meandering waterway that fell off the southern edge into the lake below.

About a century ago, work began on the first of what became known as 'mega-hydroelectric dams' in the Americas, Vigilance Dam. This dam changed the Heart River, depositing water into a condensed waterfall and ultimately (over the course of several years), allowing the pristine land upon which Echo City now rests to rise from the swamps.

Billionaire developer Norman Price purchased the land. Inspired by the emerging Art Deco movement, he held a competition to build the 'city of the future'. Naming this after his daughter Echo (originally calling it "Echo's City", but that name quickly fell out of fashion and soon was re-christened "Echo City"), Echo City became a sort of experiment. The greatest architects of their day set to work developing the elaborate structures and buildings of their dreams, all funded by the billionaire philanthropist and inventor. He envisioned this as a place where the wealthy and elite would work together, apart from the rest of the country, to imagine, plan, and create in a sort of utopian think-tank.

By the dawn of the Golden Era, and the beginning of the Globe War, Echo City had become the hub for the wealthy and elite. However, these ‘greatest minds of their time’ felt compelled to contribute to the war effort, and Echo City became the primary locale for experimentation into future warfare. Not only were the Atom Bomb and several means of secret communication developed here, but so were super-powered soldiers.

The first superhero, Heartland, was born here, and he became a champion of the Americas in the Globe War, setting the stage for the rise of the League of Sentinels, the first team of super-powered heroes. This group became a symbol of the Americas in the middle of the last century. A small steel industry was born in Eastway, as ore recovered from the nearby cliffs was forged into products that were then airlifted (often by zeppelin) to various manufacturing facilities across the Americas. Eastway thrived for thirty years, but saw steep decline two generations ago, as industries it thrived upon faded.

Echo City remained a relatively small and elite city (despite its impressive architecture and massive sky-rises) until two events propelled it forward. During Stalwart Era, the rise of the personal computer and a paradigm shift in culture caused Echo City to become known as ‘the Silicon Plateau’, as hundreds of thousands of young programmers and engineers decided to make Echo City their home, leading to the emergence of dozens of companies with global reach and incredible assets. Among these, Cybronetix Inc. stood apart as the most powerful and forward-thinking, with cutting edge research into cybernetics and ‘thinking machines’ as their hallmark.

Another population spike happened after the fall of Meridian, as millions of refugees from that city, many traveling downriver and ending up at Vigilance Dam, sought refuge in Echo City. This led to the rise of Eastway, as the poor transplants took over what had been the largely-ignored remnants of the faded steel industry of two generations prior.

There remain strong divides in the city. The ‘old money’ (families that first settled the city, many with ties back to Norman Price) often resent both the ‘new money’ (those who arrived during the heyday of the Stalwart Era), and often hate the transplants from Meridian, many of whom are poorer and of minority ethnicities. This has led to ongoing tensions in the city, with a sense among many that the problems of Eastway are not ‘our problems’.

As heroes arise, it is often a challenge for them to feel a sense of representing Echo City. It is a city of many cultures and viewpoints, and no single hero has been able to represent the variety and diversity that the city embodies.

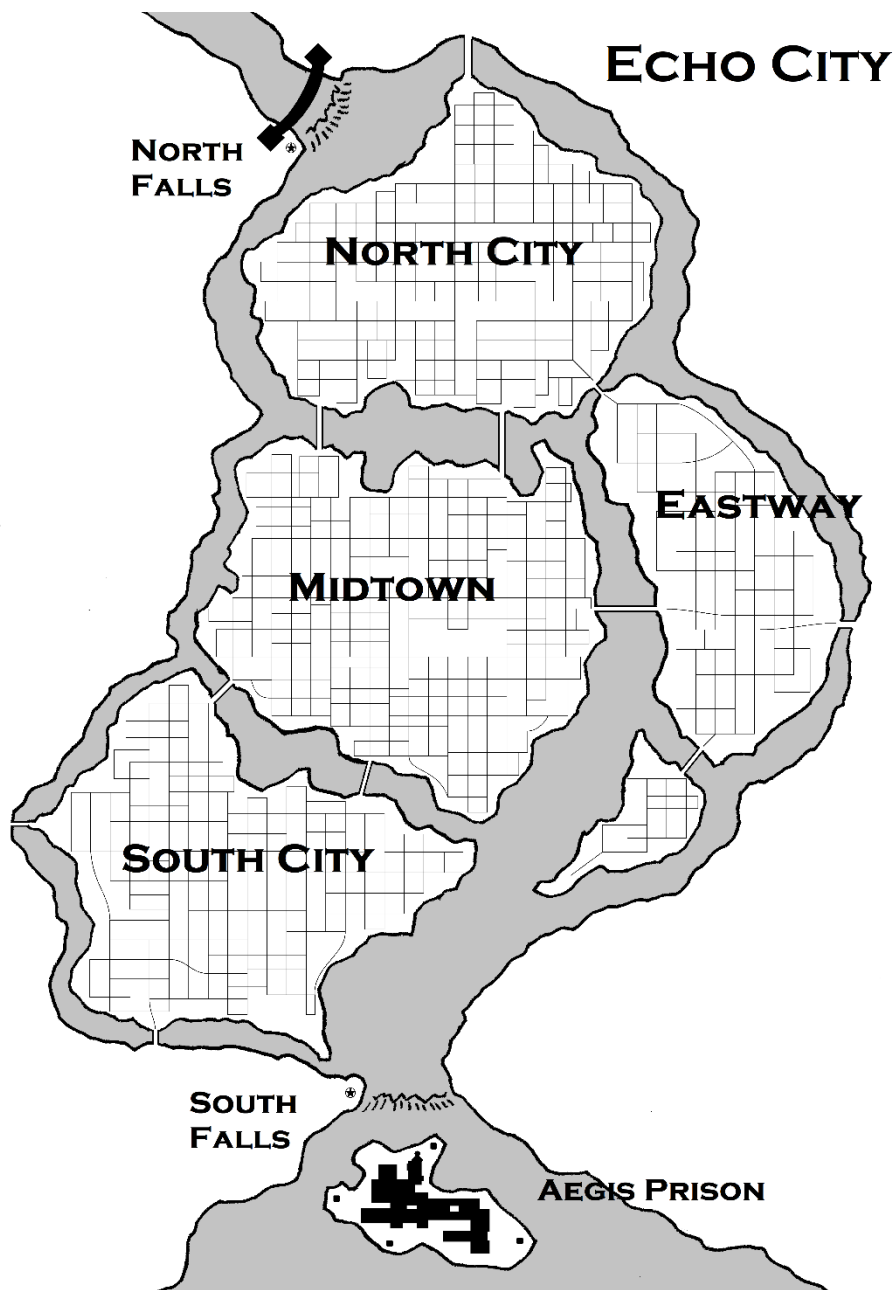
CONFLICTS

Conflict is a constant in any community this large, and Echo City is no exception. The primary conflicts are outlined below.

GANG WARFARE

Gangs of various power and influence have claimed sections of Echo City as their own. Primary gangs include:

- **The Goonsquad.** A loose-knit collective of hired muscle, the Goonsquad is under the authority of the Battle Master, who oversees the training and assignment of Goonsquad members. When a villain needs some hired guns for a job, he or she turns to the Goonsquad.
- **The Silver Eye.** Everyone knows that this organized syndicate is connected to Cybronetix Inc, yet no one has been able to prove it. Its fingers are deeply involved in politics, and several key leaders have undermined efforts to investigate Cybronetix Inc as a result. Heroes who have been found ‘illegally’ on Cybronetix property are often prosecuted vigorously, and the local police often respond quickly to any concern at a Cybronetix facility.
- **The First Family.** This wealthy family has risen to openly challenge the high-end crime that had previously had the market cornered by the Silver Eye. The First Family is descended from a group of eastern monks who moved to the Americas during the Stalwart Era, but many believe that they have sinister shadow agents who use martial arts to enforce the will of the First Family. Their leader, the Elder, is rumored to be both a master of the martial arts and a mystic of some sort.
- **The Bloody Knuckles.** This underground fight circuit also is involved in organized crime and drug trafficking. Bloody Knuckle events draw thousands of spectators to hidden fight clubs throughout the city. These are often announced the same day as the event, the location revealed through the dark web to its members. The Bloody Knuckles breaks down its membership into various ‘teams’ that sometimes allow their underground fights to spill into the streets and alleys of Echo City.



MEDIA RELATIONS

Two media giants, Echo Communications and the Twin Falls Press, stand at odds with each other. The powerful media giant, Echo Communications, presides over the *Echo City Times*, the most powerful newspaper in the world. This is linked to Channel One News, a station with both local and international broadcasts. Echo Communications is widely criticized for serving as a mouthpiece for the most powerful political and economic forces in the city, and it rarely publishes or airs stories that are critical of those in positions of great power, notably silent on the well-known and widespread corruption within Cybronetix Inc.

Twin Falls Press is a smaller corporation, publishing the *Echo Sentry*, a progressive newspaper that challenges those in political power, while also running *Echo City Seven*, a smaller channel with a lower-rated but important news broadcast that sheds light into some of the darker corners of Echo City. The editor-in-chief of the *Echo Sentry*, Lars Albright, has received several threats over the last few years, and is often under observation by Project Javelin. Despite this, his media network has provided important coverage of stories that might have otherwise gone unnoticed.

CLASS BATTLES

Considerable conflict exists between the various social classes of Echo City, and these conflicts often play out along social lines. The wealthy and elite tend to look at supers with suspicion or even disdain. They see these as representing the other classes and are often concerned that supers could pose a threat to their own wealth and status. In general, the middle and lower classes have a more favorable view of supers, although many cast them in the same light as others with power and wealth. To the common citizen of Eastway (for example), a super-powered figure has access to many resources and a level of status that is reserved for the wealthy and elite, meaning that a super may be viewed with suspicion and distrust, especially if that super has no direct ties to the specific community. Some street-level supers have overcome these divisions, working in and among these communities to bring order and some security.

The disparity shows up most directly in responses to calls for emergency services. A call for help in North City often meets with a response in under a minute, while those living in Eastway often wait hours for a response to a call for emergency services.

INFRASTRUCTURE

Several key pieces of infrastructure both unite the city, and also provide adventure possibilities.

THE DEPTHS

The Depths comprise a series of tunnels crisscrossing under the city that were used during several wars to smuggle people and supplies undercover. The Depths were largely sealed off during the Stalwart Era, but a few openings into them from far underground, and conduits into the sewer systems, mean that they occasionally become accessible. Several villains have found access to the Depths, building their bases of operations here, far below the notice of the common man.

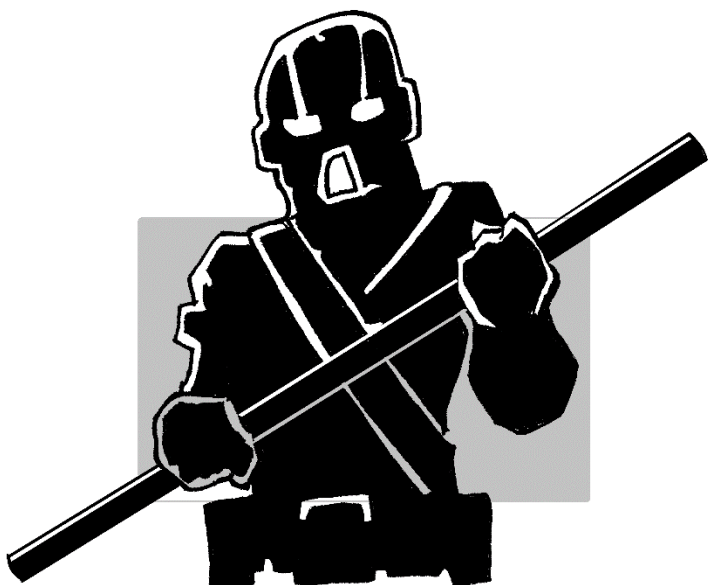
The Sewers have seen two iterations; the original sewer system became outdated and unworkable during the Stalwart Age, and an entirely new system was dug in and around the old. This has left a series of abandoned sewer tunnels that interconnect with newer functioning tunnels in many places.

THE SUBWAY SYSTEM

The Subway System has three primary lines - the Red, Blue and Gold lines - that provide underground traffic throughout most of the city. These systems are notoriously unsafe, and the trains often become the battlegrounds of gang warfare. Sometimes, street-level heroes patrol the subway system as often as they do the streets and alleys above.

THE HEART RIVER

The Heart River runs through the city. While it was once one of the most polluted rivers in the world, recent efforts have cleaned it up and made it an attractive and important waterway. It ends in two, 250' waterfalls (North Falls and South Falls) that are watched over by a pair of 100' statues representing Peace and Prosperity, respectively. The Four Boroughs include North City, Midtown, South City and Eastway. In addition to the sights listed here, each borough has several fire stations and police stations, shopping centers, banks, businesses, and residents.



AEGIS PRISON

Aegis Prison is located below the city in the torrent of South Falls. Aegis Prison is a high-tech, high-security prison for both normal criminals and super-powered villains. The Powers Family has been instrumental in helping to design and safeguard the prison, and the prison is under the full authority of Project Javelin. See page 166 for more on Aegis Prison.

VIGILANCE DAM

Towering over the city proper, Vigilance Dam is a mighty work of architecture. So confident were its designers in its durability that they allowed an entire city to grow up in its shadows.

At one time, Vigilance Dam served as the headquarters for the original League of Sentinels during the Golden Era. Their former headquarters has been turned into a museum, although many of their former offices and artifacts from their adventures remain locked away in the vaults of Vigilance Dam. More than a few super villains have sought the prizes here, but Project Javelin keeps a close eye on these vaults, and their security is world-class.

WARDS OF THE CITY

Echo City is divided into four wards.

NORTH CITY

North City was once the industrial heart of Echo City, its mighty grain factories, steel plants, and lumber mills providing the bulk of Echo City's infrastructure. When those industries all faltered during the Stalwart Era, this area fell into depression. However, the last ten years have seen a resurgence and North City has become a hub for arts, culture, and youth during the Resolute Era. Its college, Echo City Community College (ECCC) has become a trendy and vibrant school, adding in large part to the modern vibe of the region.

NORTH CITY SIGHTS

- **ECCC Campus.** This sprawling campus is known for its arts programs, cutting-edge library, and trendy coffee shops.
- **Echo City International Airport.** Among the busiest airports in the Americas.
- **The Lyric Theater.** Once the largest movie house in the Americas, the Lyric has been restored, and now serves as a major venue for live theater attractions.
- **The Edge.** This avenue that runs along the eastern branch of the Heart River serves as a major tourist trap, with dozens of trendy restaurants, specialty retailers, and assorted attractions (wax museum, believe it or not museum, arcades).
- **North Falls Park** is a popular destination, with a small amusement park and a family-friendly approach. Its star attraction is 'the Gambler', the oldest wooden roller coaster in the world.
- **United Energy.** This huge complex provides gas and electricity to all of Echo City. It has been a common target of various would-be conquerors and has seen recent upgrades in its security and technology, thanks in large part to the Powers Family and their efforts to protect Echo City.

MIDTOWN

Midtown is the economic hub of the city, with most banking and high-end business taking place.

MIDTOWN SIGHTS

- **City Hall.** All political power moves through this building. Cynics say it is also the heart of all of the corruption that has begun to impact Echo City.
- **Echo University.** This important university serves as one of the major research centers in the Americas. Cutting-edge advances in both science and medicine have taken place here, and billions of dollars go through this university every year. However, a recent scandal showed that some of this research was benefiting Cybronetix Inc, and an investigation into unethical use of funding has been hung up in court for two years.
- **Bridges Memorial Hospital.** A massive, ultra-modern hospital, Bridges Memorial has garnered a reputation for its innovative research into the brain. Bridges has a strong relationship with Echo University.
- **Cybronetix Arena.** The Echo City Lightning (basketball) play here, as do the Echo City Frost (hockey); the arena hosts regular concerts and shows. Artemis Cybron owns the basketball team, is a major investor in the hockey team, and has paid for the arena, earning his name on it.
- **Cybronetix Inc.** The mighty technology company run by Cybron has its 99-story building located here. Its enterprises are completely enmeshed with the medical and university programs in several ways, and many college students serve their internships with some branch of Cybronetix Inc.
- **Heartland Park.** Dedicated to the memory of the first superhero, Heartland Park is a sprawling natural wonder in the heart of the busiest part of the city.



SOUTH CITY

The oldest and most traditional borough, South City is the home to a variety of neighborhoods divided among ethnic lines. Residents of South City have garnered a reputation as hard-working and proud. South City's pride is the Echo Motor Corporation, a company that provides work for nearly 2,000 residents, most from South City. Recently, Kilwick Armaments has founded a plant here, taking defense contracts that have brought an infusion of cash into the area, but with some concern about the ways that their weapons are employed around the world.

SOUTH CITY SIGHTS

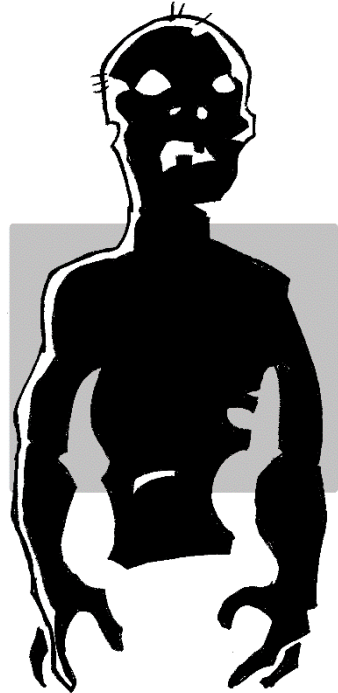
- **Echo Motors.** While at its height it employed over 10,000, this company still produces high-quality vehicles, albeit on a smaller scale than in the past.
- **South City Mall.** The most popular mall in the city, this has over one million square feet of retail space, with over 200 retail outlets, 50 restaurants, and a complete water park in the middle of the mall.
- **Echo Stadium.** The Echo City Thunder (football) and Echo City Stars (baseball) play here. This classic 82,000 seat venue is one of the oldest in the country, and the people of South City have fought to have it declared a national landmark, preserving it in the face of efforts to replace it with a more up-to-date and modern facility.
- **South Falls Park.** Less trendy and less well-developed than North Falls Park, this larger park provides more natural landscapes and trails, but also attracts a significant criminal element.
- **Kilwick Armaments** has a brand-new research and manufacturing facility here. Some rumors have spread that they have used illegal alien technology to create advances in weapons systems, and that they may be engaged in black market trade, although none of these rumors have been substantiated.

EASTWAY

Eastway encompasses the parts of town east of the Heart River before it cuts between North City and Midtown. Eastway centers on Three Mile Road, or 'the Three' as the locals call it. The Three encompasses a pass through the most dangerous and gang-infested parts of the city. About every half mile, a different gang claims territory along the Three. While the police maintain some presence here, their efforts are seen by most as superficial at best, and the Three has largely been left to the gangs and thugs to rule as they will.

EASTWAY SIGHTS

- **The Sanctuary.** Located in an old grain elevator, this hidden base used by Twilight Archer and Vesper is open to other heroes as well, forming a loose-knit organization he calls the Co-Op. He tracks the various activities of heroes and villains in and around Echo City, keeping updated files on them all.
- **Platinum Gym.** This popular workout facility is a front for Battle Master, who uses it to organize underground fighting and to recruit new members for the Goonsquad.
- **Witch Alley.** This series of row houses is rumored to be the hub for a group of occultists, although most pass of the charms shops and apothecaries as charlatans and fakes. While the gangs have taken over most of Eastway, they largely leave this area alone. Witch Alley becomes one of the most popular places in Echo City on Halloween, as the annual Halloween Parade through Witch Alley attracts tens of thousands.
- **Crossings Cemetery.** The largest cemetery in the city, this huge graveyard often sees its tombs defiled, and more than one missing body has been blamed on the residents of Witch Alley.



EMBASSIES

Several nations maintain official embassies in Echo City. This means that important world leaders often come and go, and international relations play out every day in the halls of Echo City. Some of the nations maintaining embassies include:

- **Arkovia.** This European nation was the genesis of the Great Reich during the Golden Era. While peace now exists between the Americas and Arkovia, some suspect that Arkovian leaders still secretly support Dr. Voltus and the rise of the Final Reich, despite the international community's condemnation of this organization.
- **Marakev.** This powerful eastern European nation took part in a Cold War with the Americas during the Stalwart Era. When its economy collapsed, many of its weapons systems found their way into the black market, and many blame Marakev for international drug trade.
- **New Valhalla.** The immortals of New Valhalla have joined the international community and have agreed to work alongside mankind as appropriate.
- **Saltmere.** This underwater settlement, inhabited by the former foes of Atlantis, sea-dwelling people of more fishlike appearance, has tentatively agreed to some interaction with the surface world. This is their only embassy in the human world. Tremendous disagreement exists about whether to acknowledge Saltmere's autonomy, and the agreement on the part of the Americas to house this embassy has been a signal to Baron Sanek, the current regent of Saltmere, that his rule is being acknowledged. This has undercut support for the Atlantean lords of old, who were Saltmere's fervent enemies.
- **Zualu.** This African nation has been secretive and isolated but has recently agreed to join the international community, and serves as a member of the United African Nations. Their possession of Zualu Ore, a powerful natural energy source, has created international tension for the small nation.

BEYOND ECHO CITY

Although not necessarily within the bounds of the city, these locations could have a significant impact on supers who operate in the city.

POWERS FAMILY SKY FORTRESS

Often hovering five miles above the city, the blocky sky dwelling of the Powers Family serves as a symbol of security. When they are not on other-dimension missions or in another part of the world, the family is here, actively monitoring the city and communicating with Project Javelin to ensure the security of its populace.

Project Javelin has a tense relationship with the Powers Family. Dr. Powers has been exceptionally helpful, proving to be an invaluable resource and assisting Project Javelin with key needs in security, technological development, and coordination. However, Dr. Powers has also been very clear in keeping some of her more dangerous and cutting edge research and discoveries secret. Within the Sky Fortress are portals to other dimensions, notes on time travel, and samples of elements from beyond our known universe. These Dr. Powers keeps hidden even from herself, secured in vaults for purposes of scientific inquiry only. Project Javelin could take more aggressive measures to get access to the vaults, but they don't want to lose Dr. Powers tremendous contributions as an advisor on urgent matters.

STATUES

The Statue of Peace and the Statue of Prosperity are not merely icons; they are hubs of important activity.

- **The Statue of Peace** at North Falls serves as the local base of operations for Project Javelin. This is one of the organization's key hubs, and hundreds of agents work here in bunkers that burrow far into the earth below.
- **The Statue of Prosperity** at South Falls is the center of the World's Trade Market, the international stock exchange. While much of the business takes place in Midtown, the actual trading of commodities takes place beneath this statue in an area known as the Concourse, where hundreds of traders meet every day in a chaotic atmosphere, where their decisions have international consequences. Traders come and go through a series of underground subways in a high-security network that connects directly to midtown, running far beneath the Heart River.

THE STYGIAN MIRE

While most of the plateau has been reclaimed, the area to the south of the city, consisting of about 200 square miles, was never drained, and remains a vast marshland called the Stygian Mire. The mire has become a hideout for the lawless and society's castoffs. Many sightings of huge alligators and dinosaur-like creatures have fueled rumors that a hidden 'lost world' is

somewhere within the swamp or connected to the swamp through some portal.

The Mire is the location of Boondock's Hideaway, a haven for scum and villainy.

Rumors also persist of a powerful construct with druidic powers who may watch over a gateway into another realm, although the identity and purposes of such a creature remain largely unknown and may be connected to this lost world.

In addition, the creature known only as the Shambling Horror wanders the swamp, bringing its own form of justice to the dark creatures hiding here.



BOONDOCK'S HIDEAWAY

Boondock, a powerful mutant, decided that he had enough with running afoul of the law, and founded a hideout for criminals in the depths of the Stygian Mire as a hideout and meeting place for villains. Here, many villains meet to conduct business, plan their next caper, and lay low while the heat is on. Boondock manages to keep the entire hideaway invisible to searches by Project Javelin through his mutant traits and Dr. Powers' Exponential Engine.

At any time, 2d4 super villains are in hiding here (paying considerable fees), and Boondock's bouncer, Knuckles, ensures that order is kept. Even villains are on their best behavior here; there is a general agreement that all benefit from access to this place as a neutral ground, and they work together to keep it that way.

20 HOOKS FOR ADVENTURE IN ECHO CITY

1. The heroes become involved in the underground fight circuit that filters through Platinum Gym, trying to earn an audience with Battle Master to find him and bring him to justice.
2. The heroes learn of a plot to discredit Lars Albright and run Twin Falls Press out of business; they learn that this would lead to blinding the public to some of the seedier activities altogether.
3. Lars Albright approaches the heroes with a lead that even he cannot believe - Project Javelin has been infiltrated from within and is about to fall under the sway of the Final Reich. He knows that going public with this will lead to his own death, and the deaths of many of his employees.
4. The heroes learn where Boondock's Hideaway is. Do they attack? Get help from Project Javelin? There are at least a dozen powerful villains here at any time, so direct assault may not be the best idea...
5. Boondock has been kicked out of his own hideaway, and another villain has supplanted him. In desperation, he reaches out to the heroes for help...
6. Infiltration. The heroes are approached by Project Javelin early in their careers. They have not yet made a name for themselves, and Javelin Agents want to help them to pose as criminals to infiltrate Boondock's Hideaway from within. The first step is going to be to help the heroes stage some crimes to garner a criminal reputation... robbing the bank sounds like a good start! Eventually, the heroes are approached by underworld contacts who lead them to the Hideaway...
7. The Powers Family has been defeated, and a powerful villain captures their home. The heroes are the only ones who can stop it from being used as a weapon against the people of Echo City... and may be the only ones who can save the Family.
8. The Powers Family goes missing, and their fortress starts to act... funny. Concern grows that the fortress may fall onto the city causing terrible damage and loss of life. The heroes seek to infiltrate the fort and stop it from falling out of the sky.
9. The Sky Fortress belonging to the Powers Family disappears, and scientists discover an energy trail showing that it has been teleported into another realm of existence. The heroes have one chance to follow the trail and try to save the Powers Family before the portal closes forever.

10. Something goes missing from the Powers' Family Sky Fortress, and Dr. Powers assumes that Javelin Agents, possibly rogue agents, are behind the theft. She will not directly challenge Project Javelin or try to infiltrate one of their bases, but maybe an independent team of heroes can...
11. Someone has broken into the vaults that belonged to the League of Sentinels, stealing an artifact of some power. The curator of the museum needs to keep it quiet. He calls upon the heroes because Project Javelin would shut the museum down and end his life's work.
12. A villain or force from the past returns to Echo City, and only a special artifact, locked in the vaults below the museum once belonging to the League of Sentinels, can turn back the threat. The heroes have to break into the Vaults, bypass the security, and recover the item.
13. Vigilance Dam and the entire complex are taken over by a powerful villain who raids the vaults and threatens to destroy the dam altogether, flooding Echo City and murdering millions, unless his demands are met.
14. Rumors surface that Norman Price may not be dead... his tomb is discovered empty, or rumors come back of some dark city far underground, populated with mutants.
15. Weapons show up in the hands of gang members with strange, possibly alien technology – and the logo of Kilwick Armaments.
16. Tremors begin shaking the city. Something is happening within the Depths that cannot be easily explained. It's almost like something is being born, and these are the birth pangs...
17. A subway train full of passengers vanishes. It left one station, but never arrived at the next. There is no logical explanation for its disappearance. Strangely, one of the key researchers working for Cybronetix Inc. was onboard.
18. People report that they've seen something like the Shambling Horror... in the streets of Echo City at night.
19. Aegis Prison is taken over from within by the inmates. However, it seems that they cannot agree on a leader, and villainous factions have gone to war with one-another inside the prison.
20. Lord Wrack declares himself overlord of Echo City. You may all bow. If not, his army of robots will convince you to comply.

9. SUPERS OF SENTINEL EARTH

A variety of ways exist for a super to be born. Here are some of the more common ones...

GUARDIANS

The guardians are those supers who have affiliated themselves with the United World Council. The most notable team of guardians was the Ambassadors. These were representatives of the most powerful and influential political organizations in the world. This group served not only as a police force of the highest order, but also as a symbol of unity and strength. The Ambassadors were the most powerful team of super heroes on the planet, working closely with both the UWC and Project Javelin to ensure global security. The Ambassadors were almost all killed on Damascus Station in battle with the Devourer.

The Powers Family are guardians, although they keep Project Javelin at arm's length, able to dictate terms of their partnership due to Dr. Powers' tremendous scientific knowledge.

REDEEMER MUTANTS

Redeemer mutants see the current crisis, and a prophecy that mutants are the future of humanity, as a call to aid humanity. Redeemer mutants view humanity as flawed but salvageable and define their role as helping humanity to move to its next incarnation. Many redeemer mutants believe that all humans will eventually become mutants (over the course of several generations), and they are the first members of the next step of humanity.

APOCALYPSE MUTANTS

These mutants have banded together under the philosophy that the arrival of the messari is the signal for the end of the world as it is known, and that mutants will supplant current humanity as the world's future. They see humanity as a disease that infects the world and limits its future; they seek to wipe out humanity entirely to hasten the dawn of the age of mutants. Apocalypse mutants cannot agree on the role of the messari in this struggle. Some feel the messari to be secret allies of this cause, while others see the messari as another enemy that stands in their way, possibly even more dangerous than mankind.

PARIAHS

The ranks of pariahs include supers who have gone underground and live in secret. Pariahs have been transformed through any number of causes (many through experimentation at the Citadel of Tomorrow, many living in the ruins of Meridian). Pariahs have not joined the efforts of the UWC, either because they see the potential for dangerous tyrannical rule, or because they reject order and control on principle. Outside of the ruins of the Citadel of Tomorrow, the largest enclave of pariahs exists in the tunnels beneath Meridian. Most of the pariahs are victims of exposure to high levels of radiation. Many are monstrous in form, having been made cruel and cunning through dangerous and harsh experience. A few pariahs have stepped forward to try and maintain order among their kind, but these few brave individuals face a difficult challenge, receiving little if any help from the established authority. Among the pariah, a few vigilantes of normal abilities but exceptional courage have arisen to bring some order to the chaos of their existence.

IMMORTALS

The immortals include the gods and titans of myth and legend. The most notable immortals include those from the lost Isle of the Amazons, the sunken city of Atlantis, a few of the gods of Olympus (who now dwell in the underground realm of Tartarus), and the Asgardian gods of New Valhalla, residing in a sky fortress. These immortal creatures have come together, restoring relations with man to fight off the shared threat of the messari. Several have sent envoys to join the UWC, and each had a representative among the active membership of the Ambassadors.

THE PLAYER SUPERS

As a super in the world, the player character supers are members of one of these factions. Most players will want to build supers that are from the same faction as the other players (for example, building a group of redeemer mutants), while others will want to build supers from a variety of backgrounds. So long as the GM and all players agree, any background is acceptable.

FRIENDS AND FOES

Friends and foes include a wide range of natural animals, mythological beasts, other-dimensional entities, robots, and civilians. These are the various ‘others’ that populate the game world and may interact with the supers.

The examples herein reflect the most common ‘generic’ sort of the creature for adaptability to the most games. GMs are free to develop their own versions or variations of the examples outlined herein. Friends and foes take a bonus to attacks equal to their base HD. A foe with 4d4 HD or 4d12 HD takes +4 to attack rolls. Each listing may include:

- Viewpoint, Size (small, medium, large or huge), the type of creature/friend/foe, and the challenge level (CL). Viewpoint tells whether the individual is *heroic*, *neutral* or *villainous*. Most creatures that act on instinct are *neutral*; these creatures will obey their stomachs and instincts rather than any larger philosophies of good or evil.
- Armor Class considers all factors, including worn protection, inherent dexterity and thick hide or natural armor.
- Hit Dice indicates total number of dice rolled and die type for rolling hit points. In general, better CON is reflected in a larger die rather than a modifier for friends and foes.
- FEAT modifier (with any special ability/talent ratings in parenthesis).
- Move lists all movement types for the creature.
- Combat includes all possible attacks that the friend or foe may use. Some take multiple attacks each round; others must choose between attack forms each round. The description will elaborate, as needed. Each attack type lists (in parenthesis) the bonus to hit; and the way damage is rolled on a successful hit. A strike is an unarmed attack, typically with a fist, kick, elbow or knee.
- Traits may be listed with the applicable modifiers.

FRIENDS

BYSTANDER (level 0)

AC 10; HD 1d6; Move 50'; FEAT +4

These are the people who tend to get in the way during epic slugfests.

DOCTOR OR SCIENTIST (level 0)

AC 10; HD 1d6; Move 50'; FEAT +4

These highly- educated people (INT 10 on average) take +4 to checks in their specialized fields of study. They typically have resources of 10-12.

POLICE OFFICER (level 0)

AC 12; HD 1d6+1; Move 50'; FEAT +5; pistol (+1/1d6/60') or night stick (+1/1d4)

A typical patrol officer and first responder.

MILITARY PILOT (level 0)

AC 11; HD 1d6; Move 50'; FEAT +5

Possesses the pilot trait and DEX 10.

REPORTER (level 0)

AC 10; HD 1d6; Move 50'; FEAT +4

A typical employee of a newspaper or news station, reporters are highly-skilled in investigation, taking +4 to sense FEATS.

SOLDIER (level 0)

AC 12; HD 1d6+1; Move 50'; FEAT +5; rifle (+2/1d8/120'), knife (+1/1d4), or grenade (+1/2d6 in 10' radius/60')

A typical soldier in a military unit.

SWAT TROOPER (level 0)

AC 14; HD 1d6+1; Move 50'; FEAT +5; rifle (+3/1d8/240')

A highly-trained and well-equipped police officer that responds to exceptional threats.

MINOR FOES

BURGLAR (level 0)

AC 12; HD 1d6; Move 50'; FEAT +4; pistol (+1/1d6/60')

Burglars, of course, possess the burglary trait. Many have utility belts.

COMMON THUG (level 0)

AC 11; HD 1d6; Move 50'; FEAT +4; pistol (+1/1d6/60') or knife (+1/1d4)

Common thugs often commit crimes and endanger civilians.

GOONSQUAD TOUGH (level 1)

AC 13; HD 2d6; Move 50'; FEAT +6; auto pistol (+2/1d8/60')

Goonsquad toughs are improved henchmen employed by villains.

GOONSQUAD BOUNCER (level 1)

AC 13; HD 2d8; Move 50'; FEAT +6; strike (+6/1d6+4)

Bouncers are goonsquad members who have been subjected to intense therapies granting them exceptional toughness (STR 14; CON 14).

THE GOONSQUAD

An organization that trains and supplies elite henchmen to super-villains; the brainchild of Battle Master (page 147). While minor criminals may have a handful of common thugs as their hired muscle, most villains of level 3+ have contracts with the Goonsquad to keep Goonsquad Toughs and Bouncers in their entourage. Many villains will costume their Goonsquad hirelings in matching garb: a clown-themed villain may demand that his Goonsquad hirelings wear clown makeup and garish costuming.

BATTLEBOTS

Battlebots are robots designed to oppose supers. Battlebots are non-living, immune to traits affecting the living. They come in three varieties: Mark I (6' tall), Mark II (8' tall) and Mark III (10' tall). All are basically humanoid in shape. Many bots have been designed to mimic animals and insects.

BATTLEBOT MARK I (level 1)

AC 14; HD 2d6; Move 50'; FEAT +6; energy bolt (+2/1d8/60") or strike (+2/2d4)

BATTLEBOT MARK II (level 2)

AC 16; HD 4d8; Move 50' (fly 100"); FEAT +7; energy bolt (+4/1d10/60") or strike (+4/2d6)

BATTLEBOT MARK III (level 3)

AC 18; HD 6d10; Move 50' (Fly 100"); FEAT +8; energy bolt (+5/1d12/60") or strike (+5/2d8); Detect Supers +4 (60"); Flight 3 (500")

DOG BOT (level 1)

AC 12; HD 2d4; FEAT +5; Move 50'; Bite (+2/1d6); Laser Eyes (+2/1d6/30")

These dog-like robots are composed of various leftover pieces.

SPIDER BOTS (level 2)

AC 14; HD 3d4; FEAT +7; Move 50'; Strike (+3/1d4+1); Binding Attack; Wall Crawling

These 3' long robots crawl along walls and ceilings. On their action, they can either bite or project a sticky 'web' up to 30' that forces one target to roll a FEAT or be stuck in place for 1 turn. Those stuck may use 1 action to roll a STR check CR 24 to break free.

SQUID BOTS (level 3)

AC 15; HD 5d4; FEAT +8; Move 50'; Strike (+5/1d6+1); Levitate; Sundering

These 3' tall robots levitate, spinning and attacking with a sundering strike (using razor-tipped 'tentacles'), targeting all creatures within 5'.

ANIMALS

Animals may be manipulated by villains, loosed upon the populace, or summoned (or their shapes assumed) by heroes.

ALLIGATOR (level 2)

AC 14; HD 3d6; FEAT +7; Move 30' (swim 50'); 1 bite (+3/1d8)

APE (level 1)

AC 13; HD 2d6; FEAT +6 (sense +8); Move 50'; bite (+2/1d3)

BEAR, BLACK (level 2)

AC 13; HD 4d8; FEAT +8 (sense +10); Move 50'; 2 claws (+4/1d4)
+ 1 bite (+4/2d4)

BEAR, LARGE GRIZZLY (level 3)

AC 13; HD 6d8; FEAT +9 (sense +11); Move 50'; 2 claws (+5/1d6)
+ 1 bite (+5/2d4)

GUARD DOG (level 0)

AC 12; HD 1d6; FEAT +4 (sense +8); Move 100'; bite (+1/1d4)

LION (level 2)

AC 14; HD 4d8; FEAT +8 (sense +10); Move 100'; 2 claws (+4/1d4)
+ 1 bite (+4/1d10)

SHARK (level 3)

AC 14; HD 5d8; FEAT +8 (sense +10); Swim 250'; 1 bite (+5/2d6)

SNAKE (level 0)

AC 12; HD 1d8; FEAT +6; Move 25'; 1 bite (+1/1d4); poisonous snakes force a FEAT or death in 1d10 rounds; constrictors force a STR check CR 20 on a hit, or target suffers 1d6 damage per round.

TYRANNOSAURUS REX (level 5)

AC 16; HD 10d12; FEAT +10; Move 100'; 1 bite (+10/4d6)

WOLF (level 1)

AC 13; HD 2d6; FEAT +7 (sense +11); Move 100'; 1 bite (+2/1d6)

HEROES

This section provides an overview of some of the important heroes of Echo City. While the players can play these characters, they serve better as support and allies for new supers.

THE AMBASSADORS

The premiere super team in the world, the Ambassadors fell in the destruction of Damascus Station. The Ambassadors were:

- **The Emissary.** A powerful red-skinned alien that claimed to be sent to aid humanity against the messari threat; in fact, he was a sleeper agent of the messari, activated as a traitor when the Devourer came to destroy the earth.
- **Prototype.** An armored nuclear knight and a colonel in Project Javelin. His suit was destroyed in Damascus Station; a second suit of armor has been commissioned, and a new Prototype is expected to appear soon in the service of Project Javelin.
- **Magni.** Eldest son of Thor, he was sent by the gods of New Valhalla to help mankind against this threat. His father's hammer, Mjolnir, has been lost since the destruction of Damascus Station.
- **Coral.** The last daughter of Atlantis. She was the Crown Princess of Atlantis, and her death left the throne empty, and the broken nation of Atlantis with no clear line of succession.
- **The Beacon.** Crown Prince Jericho of the United African Nations; he possessed a powerful relic that gave him absolute control of light. At his death, his relic disappeared. It is theorized to have survived the destruction of Damascus Station.
- **Eldritch.** Apprentice to the Keeper of the Mystic Veil, his death left the magical world in chaos, many forces vying for his role.
- **Artemis, the Huntress.** A daughter of immortal Zeus. Her death caused the Greek Gods to turn on earth and close the gates of Mount Olympus, seemingly forever.
- **Messenger** was en route to Damascus Station when it was destroyed. He survives and helps coordinate efforts among the next generation of heroes.
- **Tribune** had been seriously injured early in the fight at Damascus Station, and had been whisked to a hospital just before the death of his friends. He now serves as a mentor for young heroes to honor the memory of his fallen friends.

MESSENGER (ALTERED HUMAN HERO 4)

Sam Prescott, Adventurer; Resources 8	
AC 23; HD 8d6+16 (hp 52); FEAT +11; Move 25 miles	
Combat	Strike (+6/1d6+2)
Attributes	STR 10 (+2); INT 9 (+1); PWR 25 (+10) DEX 24 (+9); CON 14 (+4); CHA 8 (+1)
Traits	Hyperspeed (25 miles); Quickness; Pummel (1d6); Sneak
Talents	Expertise (x4)
Drawbacks	Complex (Regret that he failed the Ambassadors)
Purpose	"I will honor the memory of my fallen comrades."

One time the fun-loving prankster who went by the moniker 'Turbine', Sam grew up quickly when he was his friends and allies die in combat with the Devourer, alongside the Emissary. He now works largely behind the scenes, coordinating the efforts of other heroes and helping to support the next generation of supers. He is a close friend and ally of Tribune, and the two men work together often.

TRIBUNE (ALTERED HUMAN HERO 4)

Tom Titan, Adventurer; Resources 7	
AC 18; HD 8d6+24 (hp 60); FEAT +12; Move 50' (fly 500')	
Combat	Strike (+11/1d10+6)
Attributes	STR 18 (+6); INT 7 (-); PWR 12 (+3) DEX 12 (+3); CON 16 (+6); CHA 12 (+3)
Traits	Invulnerability; Flight; Leadership; Pummel (1d10); Quickness
Talents	Fortitude; Iron Will; Prowess; Toughness
Drawbacks	Will never kill
Purpose	"I will prepare the next generation of heroes."

"The oldest living hero" (not true, but that's how he's known), Tribune began his career almost 50 years ago as the teenage hero "Tom Titan". He has survived the rise and fall of many superhero groups, and now serves as not only a champion of Echo City, but also as a mentor to younger heroes. He routinely seeks out other heroes to work alongside, training them while also measuring their fitness for the role they've selected.

THE POWERS FAMILY

Ten years ago, Dr. Victoria Stalwart was one of the chief scientists working for Null Technologies and its CEO, Dominik Wallace. She discovered the existence of the Null Zone and fashioned the first exploratory vehicle that could carry people into the Zone. When she and the chief of security for Null Technologies, retired Navy Captain James Powers, discovered that Dominik Wallace planned to weaponize this technology, they threatened to go public. He cast them into the Null Zone, expecting that they'd be destroyed. They, however, managed to pull the exploratory vehicle with them into the Zone.

They spent about twenty years of their time there, or about 8 years of our time. In that time, they expanded the vehicle into a robust station, married, and had twin children. The whole family developed powers due to extended exposure to the radiations of the Null Zone, and eventually Amanda discovered a way to return home. They came home to find Meridian destroyed, Null Technologies at the center of catastrophe, and their former CEO now a costumed mastermind called Lord Wrack.

Since their return, they have actively worked against Lord Wrack, now taking residence in Echo City, their mobile laboratory now semi-permanently stationed five miles over the city. With both parents physically in their forties and the children in their teens, the Powers Family is the closest thing Echo City currently has to a full-time team of superheroes.

DR. VICTORIA POWERS (ALTERED HUMAN HERO 3)

Dr. Victoria Powers, Astrophysicist; Resources 15	
AC 15; HD 6d6+3 (hp 27); FEAT +10; Move 50'	
Combat	Strike (+4/1d4+1); Blast of Magnetism (3d4 to 30'/7 times per turn/FEAT CR 27 for half damage);
Attributes	STR 8 (+1); INT 18 (+6); PWR 20 (+7) DEX 10 (+2); CON 8 (+1); CHA 10 (+2)
Traits	Blast of Magnetism; Control Magnetism (90"); Force Field (10"); Gadgeteer; Profession (Astrophysics)
Talents	Enemy (void creatures); Expert (x2); Team Player
Drawbacks	Vow to protect her family
Purpose	"I will protect my family."

Dr. Victoria Powers is the default ‘leader’ of the team and serves as a consultant for Project Javelin. Although she doesn’t always agree with Project Javelin’s tactics and methods, she believes the agency is necessary, and would rather change it from within than fight it from without.

She is able to emit a blast of magnetic energy in a line 30’ long that deals 3d4 to all creatures in the line; all may roll a FEAT (CR 27) for half damage. She rarely enters hand-to-hand combat but will rely on her magnetic powers and gadgets she activates instead.

CAPTAIN JAMES POWERS (ALTERED HUMAN HERO 3)

Cpt. James Powers, Retired Captain; Resources 15	
AC 16; HD 6d6+3 (hp 27); FEAT +11; Move 50'	
Combat	Strike (+5/1d4+2)/when phased (+10/1d4+7)
Attributes	STR 10 (+2); INT 9 (+1); PWR 20 (+7) DEX 11 (+2); CON 9 (+1); CHA 8 (+1)
Traits	Phasing; Sneak
Talents	Enemy (void creatures); Prowess; Toughness
Drawbacks	Obsessed with vengeance against Lord Wrack
Purpose	"I will make Lord Wrack pay for his crimes."

When James Powers was assigned to a security detail for an experimental mission into the Null Zone, he had no idea how it would change his life. Now, he is fiercely loyal to his family, and determined to make Lord Wrack face justice.

When phased, James gains invulnerability that soaks 7 points of damage from every attack.

GRACE POWERS (MUTANT HERO 2)

Grace Powers, Student; Resources 8	
AC 14; HD 4d6+10 (hp 31); FEAT +10; Move 50'; Resources 8	
Combat	Strike (+8/1d8+6)
Attributes	STR 18 (+6); INT 8 (+1); PWR 8 (+1) DEX 10 (+2); CON 17 (+5); CHA 8 (+1)
Traits	Imperviousness (1d6); Pummel (1d8)
Talents	Fortitude; Found Weapons (1d8)
Drawbacks	Impatience: Must roll a FEAT CR 20 or will charge into combat.
Purpose	"I will watch over my younger brother."

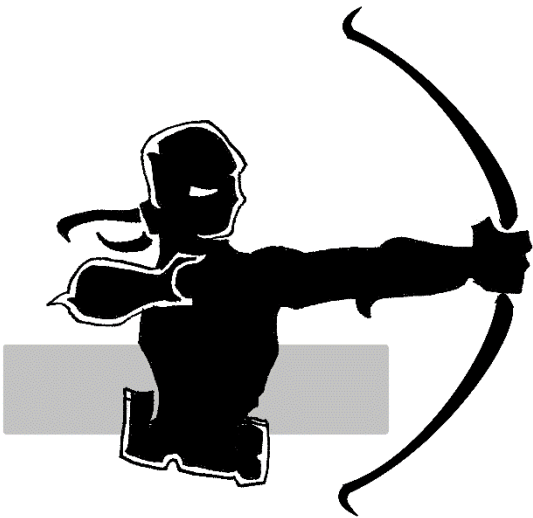
NOAH POWERS (MUTANT HERO 2)

Noah Powers, Student; Resources 8	
AC 12; HD 4d6-2 (hp 14); FEAT +11; Move 1 mile	
Combat	Bolt (+2/1d6+6/60")
Attributes	STR 5 (-1); INT 7 (-); PWR 18 (+6) DEX 7 (-); CON 5 (-1); CHA 7 (-)
Traits	Bolt of Lightning; Control Lightning; Hyperspeed
Talents	Initiative; Prowess
Drawbacks	Lack of self confidence
Purpose	"I will make my family proud of me."

Noah possesses the ability to move like lightning.

TWILIGHT ARCHER AND VESPER

The mutant Vesper started exhibiting powers in her early teens, and her brother gave up his promising Olympic career as an archer to help her come to terms with her powers. Their first mission together was to dismantle an underground network that was capturing children who exhibited mutant powers, trying to turn them into weapons. Although they have



always believed that Cybron was behind this network, they have never been able to prove it, nor have they been able to make significant strides against his mighty empire.

Now, they work together as protectors of Echo City. Their role as street-level heroes is vital, and they have become important allies of more powerful heroes such as the Messenger and of agencies such as Project Javelin. They often have a better sense of what's happening in the underbelly of the city than those who spend most of their time above it.

TWILIGHT ARCHER (PRODIGY HERO 3)

Arik Price, Former Olympic Hopeful; Resources 14	
AC 19; HD 6d6+6 (hp 35); FEAT +10; Move 50'	
Combat	Bow (+9/1d8+4)
Attributes	STR 10 (+2); INT 8 (+1); PWR 0 DEX 14 (+4); CON 10 (+2); CHA 9 (+1)
Traits	Body Armor; Contacts; Sharpshooter; Sneak; Trick Weapon (bow)
Talents	Fortitude; Improved critical; Prowess
Drawbacks	Vow to watch over his sister
Purpose	"To watch over my sister and keep her safe."

The Twilight Archer is a stoic, reserved man. He views his role as the default leader of heroes in Echo City as both a burden and a calling. See Appendix D, page 185.

VESPER (MUTANT HERO 2)

Skylar Price, Student; Resources 9	
AC 14; HD 4d6+2 (hp 26); FEAT +10; Move 50'	
Combat	See below
Attributes	STR 7 (-); INT 8 (+1); PWR 18 (+6) DEX 11 (+2); CON 9 (+1); CHA 8 (+1)
Traits	Burst of Shadow Energy (see below); Control Shadow (60')
Talents	Expertise (x2)
Drawbacks	Susceptible to light
Purpose	"To help the children of Echo City."

Vesper is quiet, reserved, and shy, but she seethes with anger at the injustice she sees in the world. Her burst of shadow energy is centered on herself. This affects all targets in a 20' radius around her. She has a pool of 10d8 per turn, up to 4d8 per round to emit a burst. All creatures within the area of effect are hit but may roll a FEAT for half damage.

BRONZE DRAGON AND STRONGARM

These two ‘Heroes You Can Hire’ work in Eastway. They are street-level heroes, who list fees for their services, but often end up working pro bono for the benefit of the underserved of Echo City’s poorest area.

BRONZE DRAGON (ALTERED HUMAN HERO 2)

Rand Daniels, Hero You Can Hire; Resources 6	
AC 16; HD 4d6+6 (hp 22); FEAT +9; Move 50’	
Combat	Strike (+6/1d6+2)
Attributes	STR 10 (+2); INT 7 (-); PWR 16 (+5) DEX 14 (+4); CON 12 (+3); CHA 8 (+1)
Traits	Ki; Martial Arts; Pummel (1d6); Quickness; Sneak
Talents	Iron Will; Partner (Strongarm)
Purpose	“I will master myself.”

Raised by a secret order of monks after his missionary parents died while in Tibet, Rand Daniels achieved mastery of their mystical powers before returning to his home of Echo City. He works alongside Gage Lucas to provide justice and hope to the downtrodden of Echo City.

STRONGARM (ALTERED HUMAN HERO 2)

Gage Lucas, Hero You Can Hire; Resources 6	
AC 16; HD 4d6+10 (hp 26); FEAT +9; Move 50’	
Combat	Strike (+6/1d8+5)
Attributes	STR 16 (+5); INT 8 (+1); PWR 7 (-) DEX 12 (+3); CON 16 (+5); CHA 8 (+1)
Traits	Contacts; Invulnerability (5); Pummel (1d8)
Talents	Partner (Bronze Dragon); Toughness
Purpose	“I will give the next generation a better life than I have had.”

After an accident nearly claimed his life, Gage’s father, a renowned doctor, used experimental medicines to save his young son, transforming him into Strongarm. He works alongside Rand Daniels to provide justice and hope to the downtrodden of Echo City.

His contacts include several police officers as well as an assortment of minor thugs who owe him favors.

PROJECT JAVELIN

A para-military organization under the purview of the United World Council, Project Javelin exists to monitor, coordinate, fight, oppose, control, and protect the populace from super-powered individuals. At one time, Project Javelin saw supers as potential allies and valuable resources. Officially, Project Javelin now takes a more neutral role, dealing with each super on his or her own merits. However, some senior members have grown to distrust all supers, putting the Project in conflict with supers quite often. Project Javelin has also come into direct conflict with larger villainous forces, specifically the machinations of Cybron and the Final Reich.

Currently, the Echo City Field Commander of Project Javelin is Colonel Lynn Nash, an outspoken advocate of several superheroes, including the Powers Family, Tribune, and the Messenger. Her gender and beliefs bring her into routine conflict with upper leadership of Project Javelin, but she is determined to persist.

As the international para-military police force of the UWC, Project Javelin has three primary goals:

1. Maintain peace among the world's peoples.
2. Regulate and control the superhuman population.
3. Protect humanity against the omnipresent threat of the messari.

The project has aggressively recruited from among the best military operatives of the world, drawing as much as the top 10% of the soldiers from every army belonging to the member nations of the UWC. In addition to the field operatives, Project Javelin employs thousands of scientists and technicians as well.

PROJECT JAVELIN WEAPONS

Project Javelin uses prism technology. At the lowest ranks, agents and captains are equipped with prism pistols and rifles that deal concussive damage. At the highest ranks, knights and Prototype himself, this prism energy is solidified, used to create physical objects. Prism's color constantly depending on the reflected light around it.

JAVELIN AGENT (level 1)

AC 14; HD 2d6; FEAT +6; Move 50'; Prism Pistol (+2/1d8)

Agents are the field operatives of Project Javelin, serving as the first line of defense whenever Project Javelin is called in. All have at least one profession, taking +12 to checks in that area of expertise.

JAVELIN KNIGHT (HERO 2)

Officer of Project Javelin; Cyborg	
AC 19; HD 4d6+8; FEAT +9; Move 50' (fly 1000')	
Combat	Energy Sword (+6/1d6+4); Prism blast (2d4 damage to 30'/2x per turn; FEAT CR 24 for half damage)
Attributes	STR 14 (+4); INT 8 (+1); PWR 14 (+4) DEX 8 (+1); CON 14 (+4); CHA 8 (+1)
Traits	Body Armor, Blast of Prism Technology; Flight; Invulnerability (4); Weapon (energy sword 1d6)
Talents	Prowess; Toughness
Drawbacks	Vow to serve Project Javelin
Purpose	"To follow orders."

Javelin Knights wear a lighter, less powerful variety of the armor that was granted to Prototype. They are capable fighters, often dispatched to deal with superhuman threats.

REGIMENT (ALTERED HUMAN HERO 3)

Jon Doe (real name unknown); Javelin Agent; Resources 10	
AC 17; HD 6d6+9 (hp 40); FEAT +10; Move 50'	
Combat	Strike (+7/1d6+4)
Attributes	STR 14 (+4); INT 6 (-); PWR 18 (+6) DEX 12 (+3); CON 12 (+3); CHA 7 (-)
Traits	Multiplicity; Pummel (1d6); Serial Immortality
Talents	Fortitude; Loner; Toughness
Drawbacks	May not be able to remember missions (see below)
Purpose	"I obey orders. That's what a soldier does."

"The ultimate fighting force", the man now called Regiment gave up his identity and memories when he became part of the Regiment Program with Project Javelin. He was granted serial immortality and the ability to replicate himself, making him the perfect soldier for suicide missions. He always awakes in the lab where he was 'born'.

His powers cannot replicate weapons or gear, so he relies almost exclusively on his physical prowess. Each time he dies and is reborn, he awakens at his home base; he must roll a FEAT (CR 20) to remember events of his previous life; otherwise, he awakens knowing only that his name is Jon Doe, a soldier in service to Project Javelin.

VILLAINS

Villains come in all shapes and sizes, and the challenges they present to heroes range from simple theft to world conquest, as well as all points in between.

CYBRON (VILLAINOUS CYBORG 5)

Artemis Cybron, Inventor; Resources 18	
AC 20; HD 10d6+20 (hp 60); FEAT +12; Move 50'	
Combat	Bolt (+5/1d8+5/60'); Strike (+9/1d4+4)
Attributes	STR 14 (+4); INT 16 (+5); PWR 16 (+5) DEX 8 (+1); CON 14 (+4); CHA 12 (+3)
Traits	Body Armor; Bolt of Electricity; Charm; Contacts; Gadgeteer; Imperviousness (1d6); Mind Shield
Talents	Expertise (x2); Iron Will; Photographic Memory; Prowess
Purpose	"I will rule Echo City with two fists: one iron, one open."

One of the most powerful (and most polarizing) figures in Echo City, Cybron owns nearly 10% of the city. His technology corporation, Cybronetix Inc., is a world leader in both weapons research and humanitarian efforts. He has single-handedly reformed the entire school system within the city at the same time as he supported the war efforts of world enemy Lord Wrack. His dual goals of absolute wealth and absolute adoration cause him to run at cross purposes, and his activities bring him into constant conflict with superheroes, who often have trouble defeating him because of the popular support he enjoys. He may golf on Sundays with the mayor and chief of police (he was their primary campaign contributor), and then spend Monday morning torturing thugs who work for rival crime lords to find out what they know.

His cybernetic implants and technological upgrades have enhanced his physical abilities and give him the ability to control the minds of others. This power he uses sparingly and strategically, preferring to plant suggestions and gently nudge others instead of attempting overt manipulation and control.

THE FINAL REICH

Rising from the ashes of World War II Germany, the Final Reich is under the leadership of Doctor Hans Voltus, a German WWII scientist who took part in testing to develop superhumans. His powers have prolonged his life, and he has recently emerged from hiding, now ruling over a para-military force that seeks world domination.

DOCTOR VOLTUS (ALTERED HUMAN VILLAIN 4)

Doctor Hans Voltus, Leader of the Final Reich; Resources 16	
AC 18; HD 8d6+16 (hp 48); FEAT +11; Move 50'	
Combat	Lightning Blast (4d4 damage 5x per turn to 60'; FEAT CR 25 for half damage)
Attributes	STR 8 (+1); INT 11 (+2); PWR 17 (+5) DEX 12 (+3); CON 14 (+4); CHA 12 (+3)
Traits	Blast of Lightning; Control Lightning; Leadership; Teleport
Talents	Improved Critical; Iron Will; Prowess; Toughness
Purpose	"I will finish the work my forefathers started."

A convicted war criminal, Dr. Hans Voltus was part of a top-secret team of scientists experimenting with ways to develop super soldiers for use by the Great Reich. He was transformed into a creature of pure electrical energy after being trapped within an experimental machine. Fifty years later, the machine was unearthed and Voltus was freed. Now even more insane than he was before, he has established the Final Reich, founding a small independent nation in what was once western Germany, called Voltenstadt. Here, he builds his army of enhanced stormtroopers while plotting to take over the world.

FINAL REICH ELITE TROOPER (level 1)

AC 13; HD 2d6; FEAT +6; Move 50'; Energy Rifle (+2/1d8)

These troopers wear full-body armor developed by Dr. Voltus that enhances their physical abilities. It comes built-in with an energy rifle (1d8/60') and plating that grants +2 to armor class and invulnerability 2.

BATTLE MASTER (MUTANT VILLAIN 5)

Real Name Unknown, Mercenary; Resources 14	
AC 23; HD 10d6+20 (hp 85); FEAT +15; Move 50'	
Combat	Staff (+10/1d10+3)
Attributes	STR 14 (+4); INT 14 (+4); PWR 14 (+4) DEX 14 (+4); CON 14 (+4); CHA 14 (+4)
Traits	Body Armor; Contacts; Counter Attacks; Danger Sense; Martial Arts; Nemesis; Quickness; Sneak; Utility Belt; Weapon (battle staff 1d10)
Talents	Fortitude; Initiative; Iron Will; Prowess (x2)
Purpose	"I will prove I am the world's greatest fighter."

Obsessed with perfection in combat, Battle Master has subjected himself to the most rigorous training, including a wide range of treatments and experimentation, as well as exposure to the most grueling conditions, seeking the peak of physical combat prowess. He serves as a mercenary to only the wealthiest and most elite leaders. He founded the Goonsquad, and through this organization he trains and equips the next generation of elite thugs. These he hires out to lesser criminals who need support for their various capers.

THE BOD (MUTANT VILLAIN 3)

Gus Bodowicz, Former Bodybuilder; Resources 7	
AC 15; HD 6d6+12 (hp 51); FEAT +11; Move 50'	
Combat	Strike (+8/1d10+5)
Attributes	STR 17 (+5); INT 5 (-1); PWR 12 (+3) DEX 10 (+2); CON 15 (+4); CHA 8 (+1)
Traits	Imperviousness (1d8); Strike (1d10)
Talents	Fortitude (x3)
Drawbacks	Dependency on "the Juice" (see below)
Purpose	"I will get back to the top."

Gus Bodowicz was a professional bodybuilder who, obsessed with his physique, took part in illegal experiments that left him endowed with incredible might, but exiled from the competitive bodybuilding community for life. He now serves as a mercenary. He has loyalty to no one. The Bod must inject his 'juice', a cocktail of steroids, hormones and other banned substances, daily, taking a cumulative -1 to STR and CON every day (minimum 2 in each) if he fails to do so.

FERAL (ALTERED HUMAN VILLAIN 3)

Paul Swinson, Hunter; Resources 12	
AC 17; HD 6d6+12 (hp 36); FEAT +10; Move 50'	
Combat	Spear (+7/1d8+4)
Attributes	STR 14 (+4); INT 9 (+1); PWR 14 (+4) DEX 15 (+4); CON 14 (+4); CHA 11 (+2)
Traits	Enhanced Senses; Nature; Night Vision; Quickness; Sneak Weapon (spear 1d8)
Talents	Initiative; Loner; Surprise Strike
Drawbacks	Once he picks a target, he becomes obsessed.
Purpose	"I will hunt and kill the most dangerous game there is – superheroes."

A lifelong hunter of big game, Paul Swinson wanted to understand his prey more fully, and willingly subjected himself to a battery of experiments that would imbue him with the traits of the animals he most admired. Now, he refers to himself as the 'most dangerous game', seeking to hunt the most dangerous animals he can think of, the superheroes of Echo City.

GILA THE MONSTER (MUTANT VILLAIN 2)

Real Name Unknown, Savage; Resources 3	
AC 16; HD 4d6+8 (hp 24); FEAT +10; Move 50'	
Combat	Claw (+6/1d8+4)
Attributes	STR 15 (+4); INT 3 (-2); PWR 7 (-) DEX 10 (+2); CON 15 (+4); CHA 4 (-1)
Traits	Amphibious; Communicate with amphibians and reptiles; Invulnerability; Pummel (1d8); Sneak
Talents	Toughness (x2)
Purpose	"Amphibians will again rule the world."

The origins of the creature called Gila the Monster are unknown, but his purposes and plans are clear – he seeks to restore amphibians and their ilk to the top of the food chain, casting the world back into a pre-history where dinosaurs and their kin ruled. His rudimentary intellect limits his potential, and he often kidnaps people, or liberates powerful serpents or amphibians, in order to move forward with his cause. He considers himself a 'friend' of Vyperion and has worked for the more powerful villain in the past.

FAUN AND FLORET

A brother and sister team of environmental terrorists, these mutant twins feel a unique kinship with the natural world, and against the world of man. They do not see themselves as villains, and will oppose Project Javelin for ripping up a park to build a base of operations just as quickly as they will attack Cybron for dumping pollution in the Heart River.

FAUN (MUTANT VILLAIN 3)

Jerry Jasper, Terrorist; Resources 6	
AC 15; HD 6d6+3 (hp 27); FEAT +12; Move 50'	
Combat	Strike (+4/1d4+1)
Attributes	STR 8 (+1); INT 7 (-); PWR 12 (+3) DEX 10 (+2); CON 8 (+1); CHA 6 (-)
Traits	Animal Forms
Talents	Initiative; Partner (Floret); Prowess
Purpose	"I will protect animals from the threat of man."

Faun's animal forms include alligator, black bear, or lion (page 135).

FLORET (MUTANT VILLAIN 3)

Jenny Jasper, Terrorist; Resources 6	
AC 15; HD 6d6+6 (hp 30); FEAT +12; Move 50'	
Combat	Strike (+3/1d4)
Attributes	STR 6 (-); INT 8 (+1); PWR 17 (+5) DEX 11 (+2); CON 10 (+2); CHA 8 (+1)
Traits	Control Plants; Summon Plants
Talents	Initiative; Partner (Faun); Prowess
Purpose	"I will protect plants from the threat of man."

Once per turn, floret will animate plants selecting either:

4 THORNY VINES (level 1)

AC 14; HD 2d6 (hp 7); FEAT +6; Move 10'; Strike (+2/1d6);
Elongation (30")

2 VENUS FLYTRAPS (level 2)

AC 15; HD 4d8 (hp 24); FEAT +7; Move 10'; Bite (+4/1d10)

LAB RAT (ALTERED HUMAN VILLAIN 2)

Mortimer Quivens, Inventor; Resources 10	
AC 17; HD 4d6+10 (hp 26); FEAT +10; Move 50'	
Combat	Claw (+4/1d6+2)
Attributes	STR 11 (+2); INT 15 (+4); PWR 12 (+3) DEX 15 (+4); CON 14 (+5); CHA 5 (-1)
Traits	Communicate w/ Rodents; Gadgeteer; Pummel (claws 1d6)
Talents	Prowess; Toughness
Drawbacks	Fear of fire
Purpose	"I will make rats the supreme creatures on earth."

A scientist working at the Tomorrow Project, Mortimer hated watching how the lab rats were subjected to experimentation in the name of progress. He conducted experiments on himself, becoming a hyper-intelligent man/rat hybrid. He now works to restore rats to their 'rightful place' as rulers of the world, seeking to overthrow man. He often travels with bio-engineered rats equipped with cybernetics.

BIO-ENGINEERED RAT (level 1)

AC 12; HD 2d4; FEAT +5; Move 30'; bite (+2/1d4); sneak as a FEAT.

THE LOBE (MUTANT VILLAIN 3)

Alvin Filmont III, Mastermind; Resources 10	
AC 14; HD 6d6 (hp 24); FEAT +11; Move 50'	
Combat	Mind Bolt (1d6+5/30')
Attributes	STR 6 (-); INT 11 (+2); PWR 17 (+5) DEX 8 (+1); CON 6 (-); CHA 14 (+4)
Traits	ESP; Force Field (10' radius); Levitate; Mind Bolt; Mind Control; Mind Shield; Telepathy
Talents	Expertise (x2); Loner
Drawbacks	Complex: Must roll a FEAT when subjected to taunting or suffer -2 to all action rolls for 1 turn.
Purpose	"I will make fools of those who mock me!"

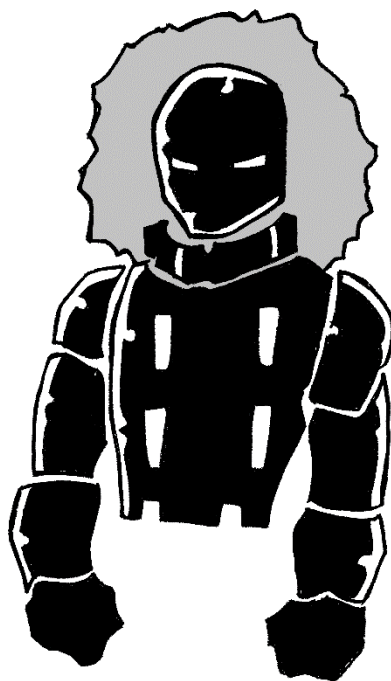
A young mutant born into a wealthy family, Lobe suffered terrible bullying before his powers surfaced. He first used his powers to exact revenge, reducing his tormentors at the private school he attended to babbling fools. He seeks to evoke fear in others that they did to him.

LORD WRACK (ALTERED HUMAN VILLAIN 5)

Dominick Wallace, Former CEO of Null Technologies; Servitor of Null the Vanquisher; Resources 18	
AC 23; HD 10d6+30 (hp 100); FEAT +13; Move 50' (fly 2500')	
Combat	Bolt (+8/1d10+9/60')
Attributes	STR 15 (+4); INT 16 (+5); PWR 24 (+9) DEX 12 (+3); CON 18 (+6); CHA 14 (+4)
Traits	Air Supply; Body Armor; Bolt of Null Energy (1d10); Disintegrate; Energy Form (null energy); Flight; Invulnerability; Mind Shield
Talents	Fortitude; Improved Dice; Iron Will; Prowess; Toughness
Drawbacks	Obsession with the power of the void
Purpose	"I will help my master to rule over creation."

After the discovery of the Null Zone, Dominik Wallace became obsessed with its potential, eventually transforming into a creature of null energy, a servitor of Null the Vanquisher, and a mastermind of terrible power. He seeks only one thing – the destruction of everything, and the collapse of our world into the Null Zone. Over time, he has had to fashion a suit of **agonite**, an alloy unique to the Null Zone, to contain his energies and keep himself from exploding. If his armor is every completely breeched, it is theorized that he would explode with the force of a thermo-nuclear device. He is in the midst of research to see if he can somehow weaponize his very form, destroying entire cities and then regenerating his essence thereafter.

In the past, his experiments have created living bombs out of people composed of Null energy and have opened portals for Null the Vanquisher to visit our world for a few hours at a time.



PROFESSOR FROSTEN (ALTERED HUMAN VILLAIN 3)

Professor Phineas Frosten, Cryogenist, Resources 9	
AC 17; HD 6d6+12 (hp 36); FEAT +10; Move 50'	
Combat	Strike (+6/1d4+3)
Attributes	STR 12 (+3); INT 12 (+3); PWR 19 (+6) DEX 9 (+1); CON 14 (+4); CHA 7 (-)
Traits	Body Armor; Burst of Ice (9d6 pool, 3d6 per attack); Control Ice; Cryogenics (+4 to INT checks)
Talents	Expertise (x3)
Drawbacks	Susceptible to fire damage
Purpose	"Another ice age will consume the world!"

A world leader in cryogenic experimentation, Professor Frosten intentionally mutated himself to be able to survive the rigorous cold and better understand the science he so loved. Now driven mad, he seeks to usher in a new ice age.

SLUDGE (ALTERED HUMAN VILLAIN 2)

Real Name Unknown, Former Custodian; Resources 2	
AC 16; HD 4d6+8 (hp 24); FEAT +9; Move 50'	
Combat	Strike (+6/1d8+4)
Attributes	STR 15 (+4); INT 5 (-1); PWR 15 (+4) DEX 14 (+4); CON 15 (+4); CHA 2 (-2)
Traits	Elongation; Plasticity; Pummel (1d8)
Talents	Initiative; Loner
Drawbacks	Susceptible to sonic attacks
Purpose	"I will make all things as ugly as I am!"

A custodian working for Cybronetix Inc, the man who became Sludge fell into a vat of experimental chemicals and was transformed into a horrid slime creature. He seeks vengeance against Cybron while also seeking to destroy beauty in any form.

VYPERION (ALTERED HUMAN VILLAIN 4)

Alvin Fistus, Professional Criminal; Resources 10	
AC 19; HD 8d6+12 (hp 53); FEAT +11; Move 50'	
Combat	Bio-kinetic Bolt (+6/1d6+6)
Attributes	STR 10 (+2); INT 9 (+1); PWR 18 (+6) DEX 13 (+3); CON 13 (+3); CHA 8 (+1)
Traits	Bio-kinetic bolt (60"); Danger Sense; Poison; Regenerate
Talents	Expertise; Fortitude; Toughness (x2)
Drawbacks	Obsession: fixated on serpents
Purpose	"All will fear the mighty Vyperion!"

The villain known as Vyperion was a professional snake handler who was bitten by one of his vipers after he had experimented upon it with various mutagens. He became Vyperion, using his new powers to try to amass wealth and invoke fear. His bio-kinetic bolt appears in the form of a semi-transparent snake that poisons as it bites (range 60").

ZERO, THE FINAL ROBOT (VILLAINOUS CONSTRUCT 6)

Zero, the Final Robot, Conqueror; Resources 24	
AC 26; HD 12d6+60 (hp 132); FEAT +13; Move 50' (fly 5 miles)	
Combat	Strike (+13/1d10+7); Burst (14d6 pool/max 6d6/60")
Attributes	STR 20 (+7); INT 16 (+5); PWR 22 (+8) DEX 12 (+3); CON 25 (+10); CHA 10 (+2)
Traits	Body Armor; Burst of Energy; Flight; Invulnerability; Nemesis; Non-Living; Pummel (1d10); Regeneration
Talents	Expertise (x2) Improved Critical; Initiative; Photographic Memory; Prowess
Purpose	"To save the world by ending mankind."

Zero the Final Robot was developed by Project Javelin as the ultimate tool to combat supers. This backfired when its programming determined the best way to prevent more supers was to destroy all mankind. Its great power and internal repair systems make Zero a very challenging foe.

ENTITIES

In general, it is better to resolve interactions with entities through role playing; entities exist largely beyond the scope of the game. These immortal creatures of nearly limitless power defy game mechanics and the limits of mortal understanding. When the supers do engage in combat with entities, it is because the entity appears in some diminished form, or through a proxy. Three of the more infamous entities include Null the Vanquisher, the Devourer, and the Keeper of the Mystic Veil.

NULL THE VANQUISHER

The Lord of the Null Zone, he slowly gained sentience after the Powers Family was cast into his zone, eventually becoming aware of the existence of another realm. He is the living embodiment of the Null Zone, a creature of nearly limitless power while in his home. Within the Null Zone, he is its deity, fully aware of all things and able to manipulate the entire zone, bending it to his terrible will. He often views visitors to his realm as beneath his notice, or at worst as an annoyance that he usually allows his servants to deal with.

However, when he crosses over into the mortal world, he can bring only a fragment of his power with him and diminishes in potency relatively quickly. For his first hour in our realm, he acts with a default result of +20 and always deals 12d6 damage with any successful action. He has access to all traits and can sustain 250 hits before being cast back into his realm.

However, each hour he loses 1 point from his bonus and 10 points from health; within 24 hours, he is diminished to a mere phantom, barely able to act or hold his form together, and at this time is pulled back into the Null Zone.

He is an object of fear and worship for Lord Wrack, and his servant constantly seeks ways to wield Null's power to conquer this world.

NULL SCAVENGER (level 2)

AC 17; HD 4d8; FEAT +9; Move 100'; Bite (+5/2d6)

These 10' long monstrous alien hounds pursue the enemies of Null the Vanquisher across time and space. They take +4 to FEATs when attempting to sneak or to track foes.

THE DEVOURER

An interstellar being of nearly limitless power, the Devourer sustains itself by consuming raw negative psychic energy, fueled by a proximity to fear, anxiety, doubt and despair.

It is the king and deity of the Messari, a creature composed of pure intellect. The Devourer has all mental powers at +30, imperviousness to all physical attacks, and seeming invulnerability to all known forces.

The Devourer was defeated only by a combined self-sacrifice of earth's greatest heroes, who stood against it with hope and love. In their noble sacrifice, it was seemingly consumed. However, it has slowly been regenerating at the fringes of our solar system, marshaling its energies, and preparing for another assault upon earth.

MESSARI SERVITOR (level 2)

AC 14; HD 5d6; FEAT +8; Move 40'; 2 Claws (+5/1d6); PWR 14 (+4) Illusion (+4/30'); Mind Control (+4/30'); Mind Shield; Shape Change

These creatures resemble humanoid lobsters in their natural form. They use their psychic and illusionary powers to move among mankind, siphoning fear and negativity to provide nourishment to their lord. Some theorize that each messari servitor is only part of a larger psychic hive mind, able to engage in some level of communication with the Devourer across time and space. It is unclear how this works, or if it can be manipulated. Severing a messari servitor's psychic connection forces it to take a -4 to all actions, resists and results.

KEEPER OF THE MYSTIC VEIL

An entity commissioned with watching over magic in the mortal realm, the Keeper has a vital role, maintaining balance along supernatural lines. The Keeper's purposes and aims are not always clear, and his actions do not clearly align with what many would consider 'good'; however, his primary purposes always strive to ensure something of a balance, protecting mortals (as a whole) from magical forces that could wreak havoc within Sentinel Earth. He was assisted by Eldritch, his apprentice. The Keeper rarely intervenes directly, but instead will call upon others (including superheroes) to help maintain the balance, as needed. He currently seeks a new apprentice on earth.

10: ADVENTURES

This section includes three starter adventure locations of CL 3 (for a team of 4 level 1 heroes).

A. WORMWOOD STATION

Wormwood Station is included as an introductory adventure location. Rather than presenting this as an adventure with a clear beginning, middle and end, Wormwood Station appears as a location for you to use in any number of ways. Any of the hooks below can be used to get the supers involved.

BACKGROUND

Wormwood Station is located in Echo City, along the border between the boroughs of Midtown and Eastway. It is operated by a research arm of Cybronetix Incorporated, although the paper trail connecting this complex to Cybron and his empire is tenuous, and even the best lawyer with tremendous resources would have trouble making a clear connection that could be used to bring charges.

Wormwood Station exists as a research facility examining young mutants and other supers who have been kidnapped and captured. They are being held here against their will, their powers examined to ultimately give Cybron knowledge for how to unlock or manipulate superhuman abilities. The station is in its infancy, having been here for only 3 months, and only the beginnings of research have been conducted. No one here knows they work for Cybron, and all are paid through third parties. There is a strict division of information: each employee knows only what he or she absolutely needs to know to perform the task at hand.

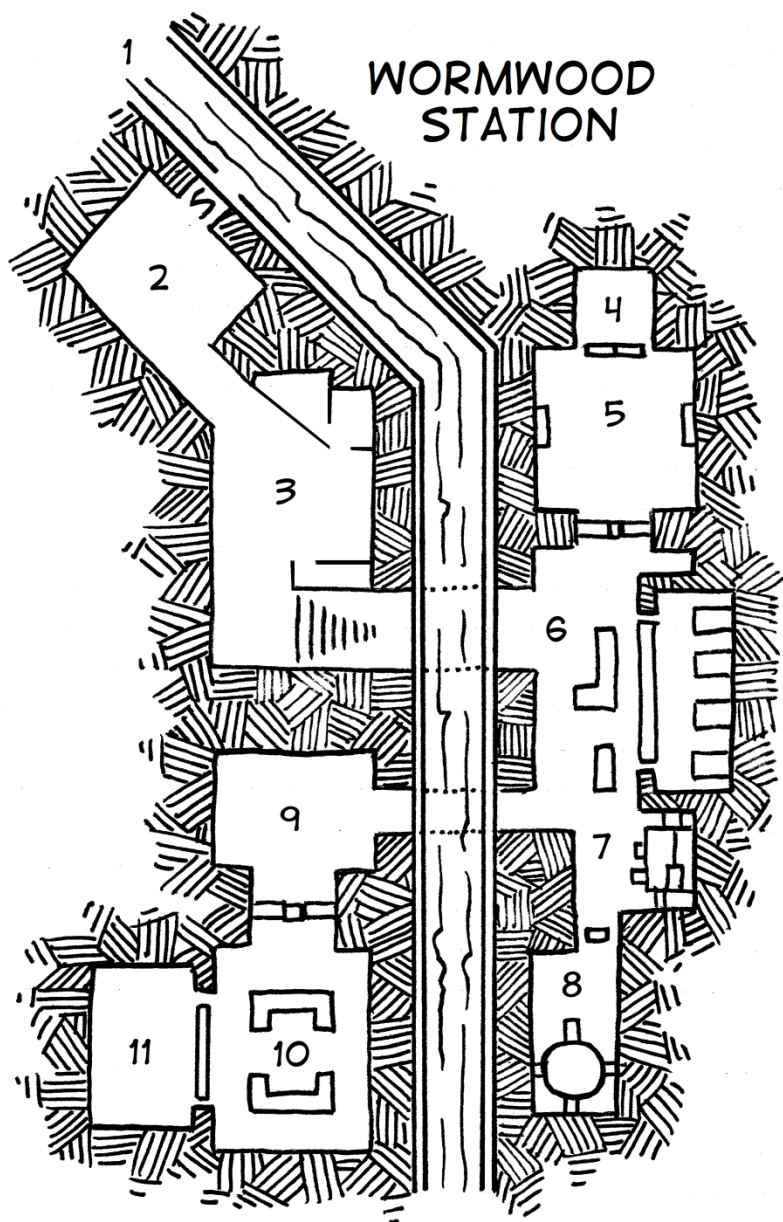
HOOKS

- The supers examine reports of shady figures moving into and out of the sewers (going through the secret door).
- The supers wake up here in area 6 – they have been victims of experimentation – as Project Javelin agents storm the facility, the last agent dying as he disconnects their inhibitors.
- Lab Rat (page 150) has found out about this installation and attempts to raid it (with 10 of his engineered rats) while the supers are here.

ENTRY POINTS

Two entry points lead out into other areas:

- The secret door (area 2) leads into the sewers.
- The elevator (area 4) leads up to a warehouse owned by a subsidiary of Cybronetix Inc.



GENERAL FEATURES

- The entire complex is lit by an eerie blue light that comes from wall pockets every 10’.
- Interior doors are CR 24 to bypass. Blast doors are CR 30.
- Inhibitors are powerful mechanisms that put super-powered characters into a virtual coma. These allow the powers and abilities to remain fully active for gathering research but put the character’s mind into a state of partial hibernation. A character hooked to an inhibitor must roll a FEAT at -4 or be stunned until removed. Scientists usually attach up to 4 inhibitor lines to a super.
- Scientists are neutral and are here for the money and to conduct research. They are not willing to fight and will flee or try to get help (either from a battlebot, or by taking off inhibitors of one of the prisoners so the supers have something else to fight).

KEY

1. Sewer System. This is a secondary run of the newer sewer system. The waters here are 5’ deep, but a walkway runs on both sides. The hidden door forces -4 on *sense* FEATS to find, and that’s only if looking for it. It requires a pass code to open (a keypad is hidden), and forces -4 on efforts to bypass.

2. Entry. 2 Battlebots Mark I (hp 10, page 134) stand guard here. They scan identity cards before anyone may enter. Their detection systems and artificial intelligence are not very sophisticated.

3. Barracks and Common Area. The scientists live here. There are ten sets of bunk beds, a kitchen area, and a common area for living. To the north is a small bathroom/shower area with thin walls connecting it to the main chamber. 1d6 scientists (hp 2, page 132) are here at any time.

4. Elevator. The elevator descends 40’ from an old warehouse above (used to store mundane manufacturing supplies). The elevator is hidden behind a false wall in the warehouse which is CR 20 to find. The elevator is behind a blast door.

5. Guard Post. 2 Battlebots Mark I (hp 10, page 134) stand guard here. They scan identity cards before anyone may enter. Their detection systems and artificial intelligence are not very sophisticated.

6. Command Center. 2d6 scientists (hp 2, page 132) move about the west side of this area among various control consoles. On the east side (beyond a glass partition) are a number of beds with inhibitor connections. This area is either empty, has another super-powered character, or is where the player characters begin the game!

7. Power Control. This large control panel supplies power to the whole complex. Shutting down power (requiring an INT check CR 20) will turn off all inhibitors and reduce the whole station to emergency lighting, which will kick in after 1d6 rounds.

8. Inhibitor Station. This inhibitor is a platform: above the platform Surge hangs in a series of cables and wires that gather data from him. If freed from the inhibitor, he immediately comes to life, confused and afraid. He will attack for 1d6+1 rounds no matter what the supers do, but after this may calm down and listen to reason. He only wants to escape and is unwilling to join and fight alongside other supers. He is a mutant that has, up until now, kept his powers hidden. 1 Battlebot Mark I (hp 10, page 134) stands guard.

SURGE (MUTANT NEUTRAL 2)

Marc Peters, Teenager; Resources 6	
AC 13; HD 4d6+2 (hp 23); FEAT +10; Move 50' (fly 1000'); Resources 6	
Combat	Bolt (+3/1d6+5/30')
Attributes	STR 7 (-); INT 7 (-); PWR 16 (+5) DEX 9 (+1); CON 10 (+2); CHA 6 (-)
Traits	Energy Bolt; Energy Form; Flight
Talents	Fortitude; Toughness
Drawbacks	Secret: Doesn't want anyone to know he's a mutant
Purpose	"I want to be left alone!"

Marc hates his powers, and hates having limited control over them. He wants nothing more than to be rid of what he considers a 'curse' forever. He is encased in a form of electricity.

9. Lab. 4 scientists (hp 2, page 132) are here, preparing to operate on 1 Null Scavenger (hp 15, page 154) that has been captured and transported here. It is hooked to one inhibitor line but has not yet been sedated.

10. Control Room. 3 scientists (hp 2, page 132) are here, monitoring the activities of **Sludge** (in area 11), who was recently captured.

11. Inhibitor Tank. In a thick, green fluid, a semi-comatose **Sludge** (page 152) floats in the ichor. He was captured in the sewers a few days ago and has been brought here for initial evaluation. They are still preparing him for research. He has only one inhibitor line running to him, and this can be deactivated with a simple switch on the main console in area 10. The glass is AC 10 and will sustain 10 hp before breaking. If his inhibitor is turned off, Sludge will come to life at the beginning of the next round. He will fight until he suffers half of his hit points in damage, and then seek escape.

FALLOUT

There could be any number of consequences, based on the actions of the supers:

- The supers will surely end up on Cybron's radar if they dismantle his operations here. Furthermore, if the supers were part of the experimentation here, he considers them his property – and he wants his property back.
- If Lab Rat got involved, the supers have probably made an enemy of him.
- If the lab is discovered or compromised, it will be flooded to hide it: an aperture in the sewer line above will fill most of the complex (areas 4-11) to a depth of 10'. The larger chambers have 15' ceilings, but the hallways will be flooded to their height (10'). Within a few weeks, Gila the Monster will set up shop here, bringing 2d4 alligators with him. Areas 2-3 will be abandoned entirely, their contents burned.

B: JUNKYARD DAWG

OVERVIEW

Appearing as a typical junkyard, the abode of the villain known as Junkyard Dawg is truly a facility for vehicle modification, weapons manufacturing, and the supplying of small arms, explosives, and other personal weaponry to various criminal forces and organizations.

HOOKS

You can use any of these hooks, or one of your own design, to get the supers involved in this scenario:

- The heroes have traced weapons used by various gangs to the Junkyard and set out to investigate.
- A contact calls the heroes, letting them know about a tip regarding the Junkyard and its involvement in criminal activity.
- Another villain the heroes are keeping tabs on makes suspicious stops at the Junkyard, leaving soon after with a case full of weapons.

ABOUT THE JUNKYARD

The Junkyard includes a small yard (fenced in by a standard 10' tall chain link fence, requiring a CR 32 check to uproot or tear through); this yard is full of assorted junk and encircles a run-down building that serves as the Junkyard Dawg's base of operations.

When the supers arrive, Junkyard Dawg is in area 6 working on Junkinator. If he has been warned, he already has disappeared into the hole in the floor and his robot Junkinator is ready to fight. If not, he will fight for 1 round and drop through the floor. A pile of scrap at the bottom will 'catch' him. Junkinator seeks only to protect Junkyard Dawg and will seek to prevent anyone from chasing him.

Any alarm will cause the Dawg to animate Junkinator, setting him upon the invaders, while he goes to area 7 and tries to cover his operations.

DURABILITIES

Exterior walls are CR 32; interior walls/ exterior doors are CR 28; interior doors are CR 24.

1. THE YARD

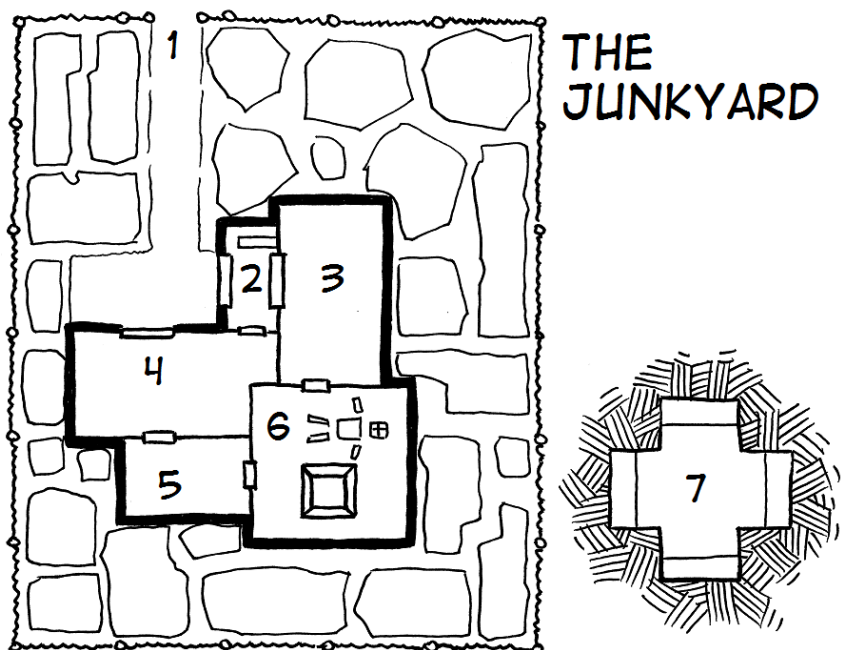
A pack of **5 dog bots** attacks (page 134, hp 5), starting 3d6 x10' away from the supers. The dogs will emit a loud 'bark' in addition to their first action. This bark forces a FEAT CR 20; those within 30' who fail the FEAT take -2 to all rolls while the barking goes on. Barking also alerts Junkyard Dawg to the presence of intruders. These dogs will not leave the grounds of the Junkyard.

For each hour spent searching the yard, a character may roll a sense FEAT CR 24. If successful, the super discovers one of the following items. A super will not find more than one piece of quality junk (see below) and may roll up to three times maximum.

When quality junk is found, you should describe the basic shape and appearance of the object. A successful standard INT check CR 24 will allow the super to determine the abilities of the object and may reveal something of its limitations.

JUNKYARD TREASURES (roll 1d4)

Roll	Find
1	MENTAL AMPLIFIER. Will grant +2 to all rolls with mental powers. This works 2d4 times and then burns out permanently.
2	OLD DISINTEGRATOR PROTOTYPE. This wide handgun will fire a single disintegration ray up to 30' with PWR 15. The gun then explodes, dealing 2d6 damage (no resist allowed).
3	PHASING WRISTBAND. This faulty device allows the user to phase once, but after 1d6 rounds cuts out suddenly, turning the wearer solid (even if in the middle of a solid object). The wristband will then be permanently disabled. Those phasing through solid objects when it fails are likely killed, and at least will have to make a CON check CR 24 to keep from dying instantly due to the shock to the system.
4	VIAL OF SHRINKING GAS. Inhaling this gas will give the character the shrinking trait (at the character's PWR rating) for 1 turn. At the end of the turn, the character returns to normal size when the gas wears off. There is only one dose of gas in the container. When found, several ants are carrying the vial across a pile of junk...



2. LOBBY

Here visitors check in and meet with the Dawg. A young receptionist who pops her gum and has no idea what this place is really about (it's just a job) will claim that 'the boss is busy' and says they have to make an appointment. She is a normal human (bystander, hp 2), and will flee at the first sign of danger. She thinks her boss is a freak and will spill information (what little she knows) on a successful CHA check CR 20.

3. WEAPONS WORKSHOP

Hundreds of pieces of dismantled weapons ranging from handguns to light field artillery litter the room. None of these are complete or usable at present.

4. VEHICLE WORKSHOP

This is a sort of chop shop, with several stolen cars in the middle of modifications for several villainous customers. There are pieces for a battle walker here as well, all in various states of disrepair. **1 squid bot** (page 134, hp 12) is working on the battle walker, re-attaching a severed leg. It will turn and attack.

5. STORAGE

All sorts of miscellaneous engines, robot parts, gears, and other mechanisms cover this room. **4 spider bots** move through the room, trying to ‘organize’. They will attack immediately.

6. ROBOT WORKSHOP

This large room has been completely dedicated to building the Dawg’s prized possession, a 15’ tall robot he calls the **Junkinator**. **2 spider bots** (page 134, hp 8) are here, helping Dawg work on the robot. They will attack immediately. If he is surprised, it takes Dawg 1d4 rounds to activate Junkinator, and then he attempts to drop down the hole in the middle of the room, dropping 40’ to area 7. He can drop down without harm using his levitation jets.

JUNKINATOR (Robot 3)

AC 17; HD 6d10 (hp 35); FEAT +8; Move 100’; Strike (+6/2d6) or laser beam (+6/1d8/60’)

This 15’ tall rusty giant is the favorite creation of Junkyard Dawg. Junkinator attacks with either a fist or a laser beam from its forehead.

7. WEAPONS LOCKER

Here the Dawg runs his primary operations. This large chamber is a manufacturing facility for weapons. Currently, there are 40 handguns, 10 rifles, and 6 heavy rifles here, as well as 20 grenades. He will attack with his own weapons systems, since these are more powerful and more precise than anything he has in the shop.

The Dawg is selling these to a very powerful villain soon and will protect them with his life; he knows that failure to deliver will be VERY bad for him.

THE LOG

Hidden in his work bench (requiring a sense FEAT CR 20 and 1 turn of searching) is his log. Inside, the Junkyard Dawg has a list of his customers. This can either provide hints to find other villains or can be something they can turn over to Project Javelin to earn favor with that agency, as appropriate.

The logs entries about the criminal mastermind are written in a sophisticated cipher, and it will take some time (and some good rolling) for the supers to decode this. You can have these clues lead in any direction that keeps the game going.

FALLOUT

The following events may take place after the supers encounter the Junkyard Dawg:

- Project Javelin soon swoops in and impounds the entire operation. They are probably unwilling to involve the supers in further investigation, upset that their own agents had been unable to find this operation, but the supers did.
- The Junkyard Dawg was the primary weapons supplier for several minor villains, and they are none too happy that Dawg is no longer in business.
- Your criminal mastermind of choice was the buyer for the weapons in area 7, and he is exceptionally put off by the Dawg’s failure and the intrusion of the supers. He may go right after the supers... or he might seek revenge on the Dawg first. This could lead the Junkyard Dawg to seek out the supers to protect him from this villain, if the threat is bad enough.
- The Junkyard Dawg had a good thing going, and he’ll be upset at the severity of the losses he’s sustained. When he escapes from prison (because it’s not really an ‘if’ sort of situation), he will seek revenge against the supers, probably using technology to do it. He would seek to ‘trash’ their home base, if that’s an option.

JUNKYARD DAWG (CYBORG VILLAIN 2)

Horatio Sana, Weapons Dealer; Resources 8	
AC 18; HD 5d6+8 (hp 25); FEAT +9; Move 50'	
Combat	Strike (+6/1d6+4); Bolt (+4/1d6+5/30')
Attributes	STR 14 (+4); INT 13 (+3); PWR 16 (+5) DEX 10 (+2); CON 14 (+4); CHA 5 (-1)
Traits	Body Armor; Bolt; Gadgeteer; Levitate; Profession (weapon design); Pummel (1d8)
Talents	Prowess; Second Wind
Purpose	“One man’s trash is my treasure!”

A brilliant inventor, Junkyard Dawg has made a living as a supplier of small arms to the criminal underworld. He has constructed a suit of armor from miscellaneous junk that provides protection, enhanced strength, and a concussion cannon that pops out of the helmet.

C: AEGIS SECTION DELTA

Section Delta is the busiest area in the massive penitentiary called Aegis Prison. A large high-security wing is west of here, Section Gamma, holding dangerous albeit normal prisoners. Deep beneath Section Delta is a series of labyrinthine tunnels, Section Omega, which holds convicted super villains inside individualized cells that have been fitted to contain the villain and best neutralize his or her unique powers. Far below, at least 20 villains of various levels and traits serve life sentences, or in some cases multiple life sentences. The security of Section Omega is unparalleled.

And then there is Section Delta.

Section Delta is a way-stop, a bridge, a transitional ward. The prisoners here may await trial, await extradition, or await a permanent cell far below. Sometimes, permanent cells can take several weeks to complete, since they often require exceptional material, technological and other security upgrades. In the interim, prisoners remain here, in short-term cells, sometimes with stop-gap modifications to temporarily contain the powers of the prisoner. This makes Section Delta the busiest, most chaotic, and most dangerous area of the Prison. Prisoners here are most likely to attempt a breakout, and those seeking to help prisoners are most likely to attack this section of the prison.

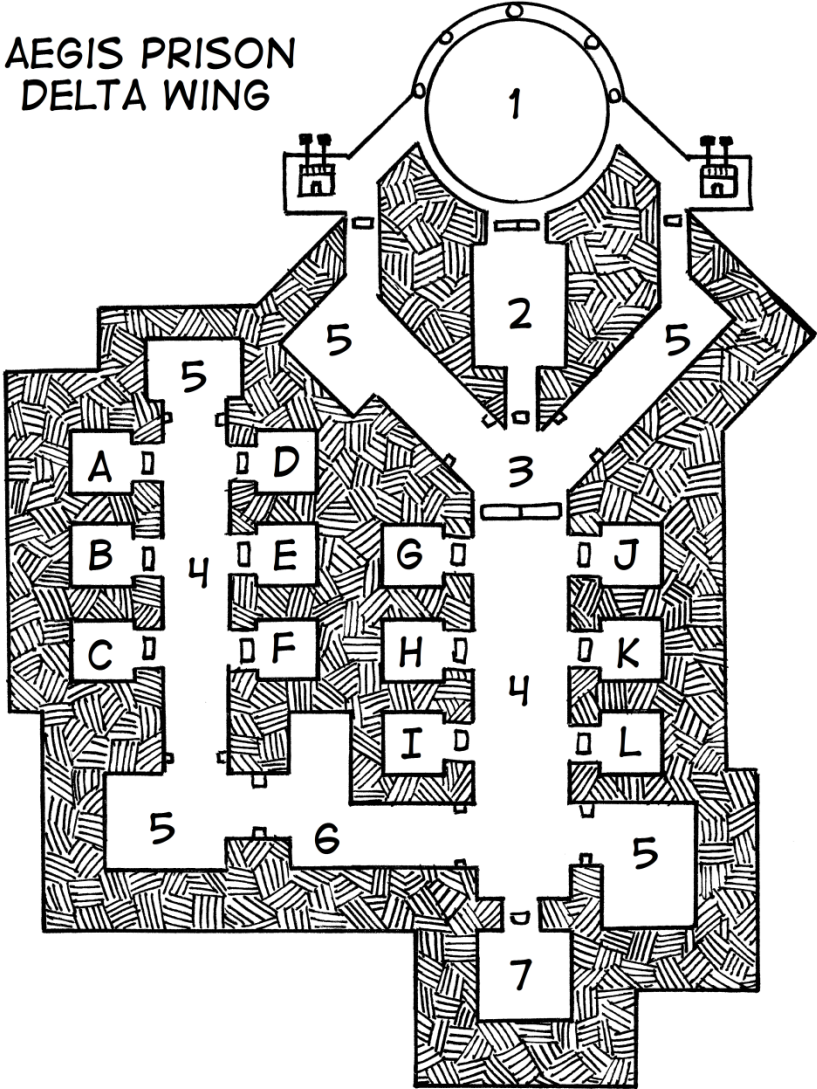
At present, Section Delta is filled near capacity: most cells are occupied, and there is a waiting list for transfers in from other facilities. Below, engineers and technicians work overtime to prepare new cells to make room for those temporarily housed here.

STAFF

- The entire prison is under the authority of Project Javelin. Several agents have been assigned here.
- Javelin Agents (hp 7, page 143) work throughout the facility in a variety of roles.
- Javelin Knights (hp 24, page 144) serve as the primary security force.

SECURITY

Throughout, the cells, walls, and blast doors are all of superhuman materials (CR 32). Each cell has an inhibitor field, which forces a FEAT at -4 when it is activated that turns off all powers and reduces all attributes of 14 or better to 13. Once a creature has been affected, no new FEAT is allowed while the inhibitor field is active. Each cell has a superhuman lock (CR 32) to bypass or override.



KEY

1. Landing Pad. Villains arrive via high-security helicopter. Two heavy concussion cannons (+2 targeting/ range 1 mile/ 3d10 damage) are manned by 2 Javelin Agents. 4 Javelin Knights also stand guard.

2. Processing. All new arrivals are processed here. 4 Javelin Knights are here with 2 Javelin Agents.

3. Checkpoint. 2 full sets of heavy blast doors (CR 32) block off the rest of the prison.

4. Cells. Most cells contain a current prisoner:

- | | |
|-------------------|-----------------------|
| A. Tradeback | G. Cabalist |
| B. Mongrel | H. Myrmidon |
| C. Rampage | I. Fragment |
| D. Monument | J. Mantle of Midnight |
| E. Master Stalker | K. (Empty) |
| F. (Empty) | L. Phanstasmos |

5. Guard Post. 2d6 Javelin Agents and 1 Javelin Knight are stationed at each of these guard posts.

6. Command Center. 3d6 Javelin Agents will be here at any time, completing paperwork, processing prisoners, communicating with other facilities, and administering the prison. Computers with files on all prisoners are here, under exceptional security (superhuman check to bypass).

7. Elevator. This elevator descends into the bowels of the prison, 300' below. It is as secure as the rest of the prison, requiring specific pass codes to operate.

CURRENT PRISONERS

These are the most recent arrivals to Aegis Prison's Section Delta.

CABALIST (ALTERED HUMAN VILLAIN 5)

Real Name Unknown, Sorcerer; Resources 12	
AC 17; HD 10d6+15 (hp 55); FEAT +12; Move 50'	
Combat	Life Tap (+7/1d6+6/30')
Attributes	STR 7 (-); INT 13 (+3); PWR 19 (+6) DEX 10 (+2); CON 12 (+3); CHA 15 (+4)
Traits	Control Undead; Life Tap; Sorcery; Summon Undead
Talents	Expertise (x3); Initiative; Iron Will
Purpose	"Mastering death will give me mastery of life."

Cabalist is an ancient man, a practitioner of sorcery. He has attempted several zombie apocalypses, and continues to work towards generating a serum that will turn the living into zombies under his control.

ZOMBIE MINION (level 1)

AC 12; HD 2d6; FEAT +7; Move 25'; Claw (+2/1d6+1)

FRAGMENT (MUTANT VILLAIN 2)

Brittany Benson, Dropout; Resources 5	
AC 15; HD 4d6 (hp 16); FEAT +10; Move 50'	
Combat	Blade (+3/1d8+1)
Attributes	STR 8 (+1); INT 8 (+1); PWR 14 (+4) DEX 11 (+2); CON 7 (-); CHA 8 (+1)
Traits	Burglary; Sneak; Teleport (500'); Weapon (crystal blade)
Talents	Loner; Toughness
Purpose	"I'm going to get rich or... scratch that. I'm getting rich."

Brittany has always been a troubled youth; the emergence of super powers only accelerated her decline. She is a tough, angry, and troubled girl.

MANTLE OF MIDNIGHT (ALTERED HUMAN VILLAIN 4)

Victor Nightshade, Madman; Resources 8	
AC 17; HD 8d6+12 (hp 44); FEAT +11; Move 50'	
Combat	Shadow Bolt (+6/1d8+5/90')
Attributes	STR 7 (-); INT 8 (+1); PWR 17 (+5) DEX 10 (+2); CON 12 (+3); CHA 7 (-)
Traits	Bolt of Shadow; Control Shadow; Phasing
Talents	Expert (x2); Improved Range (bolt to 90'); Toughness
Drawbacks	Susceptible to Light
Purpose	"To bring all things into shadow."

Victor is a reclusive, odd, and spiteful man. He once worked for Project Javelin as a consultant but gained his powers in a freak accident. He often phases into pure shadow for days at a time, returning with tales of a dark shadow realm where dread things dwell.

THE MASTER STALKER (ALTERED HUMAN VILLAIN 4)

Real Name Unknown, Assassin; Resources 16	
AC 19; HD 8d6+16 (hp 48); FEAT +13; Move 100'	
Combat	Claw (+8/1d6+4)
Attributes	STR 15 (+4); INT 13 (+3); PWR 16 (+5) DEX 14 (+4); CON 14 (+4); CHA 14 (+4)
Traits	Animal Forms (wolf or bat); Charm; Hyperspeed (100'); Invulnerability; Pummel (claw); Quickness; Regenerate; Sneak
Talents	Iron Will; Photographic Memory; Prowess (x2); Toughness
Drawbacks	Susceptible to sunlight; Susceptible to holy artifacts
Purpose	"To master the art of murder."

An elder vampire, the Master Stalker is the patron of a clan of deadly ninja called the Night Stalkers.

NIGHT STALKER CLAN NINJA (level 2)

AC 16; HD 4d6; FEAT +8; Move 40'; Sword (+4/1d6+2)

These ninja serve the Master Stalker with absolute loyalty. They have DEX 13 and can sneak at a total bonus of +12.

MONUMENT (ARTIFACT HERO 3)

Ted Warren, Priest; Resources 8	
AC 20; HD 6d6+12 (hp 36); FEAT +11; Move 50' (fly 500')	
Combat	Claw (+7/1d8+4)
Attributes	STR 15 (+4); INT 8 (+1); PWR 12 (+3) DEX 12 (+3); CON 15 (+4); CHA 5 (-1)
Traits	Body Armor; Bolt of Infernal Flame; Detect Evil; Energy Form; Flight; Invulnerability; Pummel (claw 1d8)
Talents	Iron Will; Prowess (x2)
Drawbacks	Radiates evil energy if detected for
Purpose	"To drive evil back into the darkness from which it came."

Ted Warren, a priest, was sent an amulet that transformed him into Monument. Monument is a hero, not a villain. Unfortunately for him, he was discovered while ripping apart a graveyard. And he looks like a gargoyle. And he smells of brimstone. And he radiates an evil aura.

So there's that.

But he's really a redeemed infernal who bonds with noble humans. And he's been trying to discover the Master Stalker's true grave. And no one will listen to him. He currently awaits trial, hoping that someone will believe him and give him a chance to not only clear his name, but also to carry on with his mission.

MONGREL (MUTANT VILLAIN 2)

Real Name Unknown, Thief; Resources 4	
AC 16; HD 4d6+8 (hp 24); FEAT +10; Move 50'	
Combat	Claw (+5/1d6+3)
Attributes	STR 13 (+3); INT 5 (-1); PWR 7 (-) DEX 15 (+4); CON 14 (+4); CHA 4 (-2)
Traits	Enhanced Senses; Nature; Pummel (claws); Sneak
Talents	Loner; Surprise Strike
Purpose	"I just want to be loved... hssssss."

The pathetic mutant called Mongrel is believed to be a pariah from Meridian that found his way into Echo City. Although it is likely that he will soon be returned to Meridian, a court has yet to hear his case for multiple assaults on young women, and he remains here.

MYRMIDON (IMMORTAL VILLAIN 5)

Envalios, Son of Ares; Demigod; Resources 10 (currently)	
AC 25; HD 10d6+30 (hp 90); FEAT +12; Move 50'	
Combat	Spear (+13/1d10+8/120')
Attributes	STR 22 (+8); INT 8 (+1); PWR 14 (+4) DEX 14 (+4); CON 19 (+6); CHA 14 (+4)
Traits	Bleeding Attack (see below); Body Armor; Immortal; Invulnerability; Weapon (spear, may be thrown)
Talents	Improved Critical; Initiative; Iron Will; Prowess; Sundering
Drawbacks	Overconfident: always assumes he is strongest.
Purpose	"To avenge the suffering of gods at the hands of mortals."

The son of Ares, Myrmidon has sworn vengeance upon humanity for crimes against the Olympians. He blames mankind for the deaths of several Greek gods, and harbors tremendous resentment that the gates of Olympus are seemingly forever closed to him. His resources while Olympus was open were 20, but with it closed his resources are much more limited.

His spear is magically enchanted to deal terrible wounds that bleed.

BLEEDING ATTACK (linked to an existing attack). You have an attack that causes damage after a successful hit. Those struck with the linked attack type must roll a FEAT CR 24 or suffer a bleeding wound. Your bleeding attack deals an additional 1d6 per round, for a total number of rounds equal to your level. This ignores imperviousness and invulnerability, dealing full damage each round. Any one creature will only be affected by your bleeding attack once per turn. Note: this trait is particularly savage, and it is unlikely that a heroic character would have such a trait, much less use it if he or she did. A heroic character who uses a bleeding attack would earn 0 XP for that encounter and may take an XP penalty if the target should die from the wound.

PHANTASMOS (ALTERED HUMAN VILLAIN 2)

Aldrick Rumsford, Professional Criminal; Resources 7	
AC 15; HD 4d6+2 (hp 23); FEAT +9; Move 50'	
Combat	Strike (+2/1d4)
Attributes	STR 6 (-); INT 9 (+1); PWR 18 (+6) DEX 10 (+2); CON 9 (+1); CHA 15 (+4)
Traits	Flight (250'); Fear (60'); Illusions (60')
Talents	Fortitude; Toughness
Purpose	"To alter your reality to my will."

A relatively minor villain, Phantasmos has caused great anxiety, using his illusions to deceive several notable figures of Echo City.

RAMPAGER (ALTERED HUMAN VILLAIN 4)

Luke Addams, One-Time Thug; Resources 5	
AC 18; HD 8d6+32 (hp 70); FEAT +11; Move 250'	
Combat	Strike (+10/1d10+6)
Attributes	STR 18 (+6); INT 6 (-); PWR 10 (+2) DEX 14 (+4); CON 22 (+8); CHA 5 (-1)
Traits	Hyperspeed (250'); Invulnerability; Mind Shield; Pummel (1d10); Rage
Talents	Expertise (x3); Iron Will
Purpose	"I am going to DESTROY!"

Project Javelin secretly undertook many experiments; one was with radiated steroids that would push muscular development. It worked.

TRADEBACK (MUTANT VILLAIN 3)

Chris Velrick, Professional Criminal; Resources 9	
AC 15; HD 6d6+3 (hp 30); FEAT +12; Move 50'	
Combat	Strike (+5/1d4+1)
Attributes	STR 8 (+1); INT 5 (-1); PWR 17 (+5) DEX 8 (+1); CON 9 (+1); CHA 8 (+1)
Traits	Burglary; Drain (60'); Mimic (60')
Talents	Initiative; Loner; Prowess
Purpose	"Your power will be mine!"

A mercenary, Tradeback uses the powers of supers against them.

APPENDIX A: CHARACTER ARCHETYPES

This section provides several quick-start characters. You can use these characters as presented, or you can modify them as you desire. Each is a new hero, built on 60 attribute points with 4 traits. You can move attribute points, swap traits, take drawbacks, and select new talents to customize these starter heroes as you want. However, if someone wants to play a big, strong hero, and only has a few minutes to get playing, hand him the stats for Bricky and away you go...

BRICKY (ALTERED HUMAN HERO 1)

Brad Hart, Former Wrestler; Resources 7	
AC 13; HD 2d6+5 (hp 14); FEAT +8; Move 50'	
Combat	Strike (+7/1d10+6)
Attributes	STR 19 (+6); INT 4 (-1); PWR 6 (-) DEX 10 (+2); CON 16 (+5); CHA 6 (-)
Traits	Invulnerability; Large; Shockwave; Pummel (1d10)
Talents	Fortitude
Purpose	"Gimme something to break."

A giant with a soft heart, Bricky often volunteers with sick children.

FIREBALL JUNIOR (ALTERED HUMAN HERO 1)

Chad Hills, Fashion Model; Resources 11	
AC 14; HD 2d6+1 (hp 9); FEAT +7; Move 50' (fly 250')	
Combat	Fire Bolt (+4/1d8+6/60')
Attributes	STR 6 (-); INT 6 (-); PWR 18 (+6) DEX 12 (+3); CON 8 (+1); CHA 10 (+2)
Traits	Alter Ego; Bolt (1d8); Energy Form; Flight (250')
Talents	Second Wind
Purpose	"To save the world and look hot while doing it."

An accident gave Fireball Junior his powers, but he already had his fiery attitude.

PSIONICA (MUTANT HERO 1)

Mary Warren, College Student; Resources 6	
AC 12; HD 2d6+1 (hp 10); FEAT +9; Move 50'	
Combat	Mind Bolt (CR 25 to resist; 1d6+5/60')
Attributes	STR 6 (-); INT 8 (+1); PWR 16 (+5) DEX 8 (+1); CON 8 (+1); CHA 14 (+4)
Traits	Levitate; Mind Bolt (1d8/60'); Mind Shield; Telekinesis
Talents	Focused
Purpose	"To protect my friends."

Born with mind powers, Psionica is a very private and shy girl.

PACER (MUTANT HERO 1)

Chaz Marker, Professional Stunt Man; Resources 7	
AC 16; HD 2d6+2 (hp 10); FEAT +9; Move 500'	
Combat	Strike (+2/1d6+1)
Attributes	STR 8 (+1); INT 6 (-); PWR 14 (+4) DEX 16 (+5); CON 10 (+2); CHA 6 (-)
Traits	Hyperspeed (500'); Quickness; Pummel (1d6); Sneak
Talents	Second Wind
Purpose	"To save the world and have fun doing it."

A showoff by nature, Pacer loves living life in the fast lane.

VIGILANCE (OUTSIDER HERO 2)

Ahana the Blue, Adventurer; Resources 8	
AC 15; HD 4d6+8 (hp 30); FEAT +8; Move 50' (fly 100')	
Combat	Strike (+7/1d8+5)
Attributes	STR 16 (+5); INT 6 (-); PWR 8 (+1) DEX 10 (+2); CON 14 (+4); CHA 6 (-)
Traits	Determination; Flight (100'); Invulnerability; Pummel (1d8)
Talents	Fortitude; Toughness
Purpose	"To defend the beauty of this world."

Visiting from another world, Vigilance sees herself as earth's helper.

APPENDIX B: BATTLESUITS

The rules assume that if you have a battlesuit, this operates under one of the other origins: your battlesuit might be an alien device that has made you its host (artifact) or might be a series of mechanic devices attuned to your DNA (cyborg). If you want to operate your suit this way, go right ahead. I won't stop you.

However, some people might want a more robust system for building a battlesuit. In that case, this appendix is just for you. As a battlesuit character, you build your primary character as a prodigy (see page 17). You should take INT as your favored attribute, since the ability to maintain your battlesuit is linked to your INT in significant ways. Once you have the character who goes inside, you build the suit that the character puts on. You build your suit with Battlesuit Points (BPs), that you invest in a variety of upgrades to your suit.

Each level (starting at level 1) you earn 2d6 +INT modifier Battlesuit Points (BPs). Your suit begins with a few built-in attributes, which you can then upgrade with BPs.

- STR starts at 14; each +1 beyond is 2 BP
- PWR starts at 10; each +1 beyond is 2 BP
- DEX is unaffected by a base suit; each +1 beyond is 2 BP
- CON starts at 14; each +1 beyond is 2 BP
- Your suit starts with one trait: Body Armor
- Purchasing a trait costs 2 BP per trait. Traits always start at their base or lowest dice value (usually 1d6) and range (usually 30'). Traits that are linked to an existing attribute (for example, Flight is linked to PWR) take the attribute modifier.
- Improving the dice benchmark of a trait costs 1 BP.
- Improving the range benchmark of a trait costs 1 BP.
- Battlesuits take 1 turn to **don** (put on).

Common traits for Battlesuits include:

Amphibious	Electronic Countermeasures
Flight	Imperviousness*
Invulnerability	Tolerance (Cold, Heat, Radiation)
Trick Weapon	Utility Belt

* With imperviousness, dice are based on suit's CON rating:

CON 14 to 17	1d6
CON 18 to 21	1d8
CON 22+	1d10

UNIQUE BATTLESUIT TRAITS

Battlesuits have several unique traits that only they can purchase:

- **Automated Donning System** (2 BP). Rather than taking 1 turn to don your suit, the Automated Donning System (ADS) allows you to don your suit in 1d6 rounds, less your INT modifier (minimum of 1 round). You can upgrade this to an Instantaneous Donning System (IDS) for 2 BP more (4 BP total), allowing you to don your suit as a minor action.
- **Durability** (1 BP per +1). You add bonus 2 hit points to the suit for every BP you invest; if you put 5 BP into durability, your suit takes +10 hit points.
- **Self-Repair System** (1 BP per +1). At the end of every turn, the suit automatically recovers a total number of hit points (for the suit only) equal to the BP you have invested.

HEALTH AND BATTLESUITS

Any suit you have has a level equal to your level. You have base hit points of your unarmored character. You add the CON modifier x level of the suit to this base; this is the number of hit points your suit provides beyond your personal hit points. Any damage you suffer comes from the suit first, until you get to 1 hit point remaining in the suit. Then, you begin to suffer damage to your personal hit points. When you get to 0 hit points personally, any further damage will be sustained by your suit. At a negative hit point value equal to its CON, your suit is destroyed. You must make a resources check (CR 28) to rebuild your suit before next level, when upgrades (and a new suit) would become available.

You can do a quick repair of your suit (taking 1d6 rounds) that allows you to restore 1d6 hit points with a successful INT check, CR 24. However, a full repair beyond this takes 1 hour per hit point you restore as you replace systems, patch armor, and rebuild processors.

UPGRADING YOUR SUIT

The suit you begin with at level 1 is your Mark 1 suit. Each level, you earn 2d6 +INT modifier BPs to upgrade your suit. You are continuously developing new prototypes and backup suits, and these models become the basis for future suit upgrades. Each upgrade is an entirely new suit, but you created several incomplete prototypes to get there. Roll 1d6 each level after level 1; this is the number of incomplete variations of suits it took to get to the next complete model. If you must wear a prototype suit for some reason, it is 1d6 BP lower than the current suit you wear; any time you roll a natural 1 in a prototype suit, it fails spectacularly (think explosions and pain).

For example, over the course of level 1, and by the time you earn level 2, you roll 1d6 and get [4]. You created 4 versions of your next suit before perfecting it. The suit you had at level 1 was the Mark 1 armor, but the next suit is the Mark 5 version. The 3 between are incomplete and never made it past the testing and development phases. At this point, you retire the Mark 1 suit (which is significantly inferior to your new suit), using it for scrap or putting it on display.

ALTERNATE SUITS

It is assumed that you have a primary suit that you wear most of the time. However, you may also maintain a total number of alternate suits equal to your level but limited by your INT modifier. With INT 16+, you could have 6 total suits at level 6, your primary suit and 5 alternate variations. Popular variations include: Sea Suit (Amphibious, Sonar, higher CON); Stealth Suit (Lower bonuses to STR and CON, but bonuses to DEX; chameleon, sneak); Might Suit (higher STR and CON, pummel).

OVERRIDING SUITS

A battlesuit is, by its nature, difficult to hack or override. Anyone attempting to use a trait to either control a suit (for example, making an INT check to try and hack the onboard computer) or overwhelm a suit (for example, using electrical control to short the suit out) does so against a default CR of 30 + the level of the suit. Electronic countermeasures increase this CR by +4. Attempting to override a suit in this way also requires the use of a resolve point. It should not be easy to simply take control of another character's battlesuit and force them to do your will. If successful, such overriding will only last for 1d6 rounds.

SAMPLE BATTLESUIT: PERSISTER

Morgyn Dell is a prodigy. By seventeen years old, she had registered nearly fifty patents, and was a multi-millionaire. At eighteen (last year), she was selected as one of ten finalists to help Project Javelin design the next version of the Prototype battlesuit. She made it to the finals, but her model failed spectacularly, exploding during the field testing. She was disqualified, but she realized that by modifying the power modulation subsystem, she could overcome many of the flaws in the design. She took her notes and developed her own battlesuit, and the Persister was born. Morgyn is now a college student and part-time hero, donning her armor when called, flying into adventure as Persister.

Morgyn Dell, Prodigy Hero 3; Resources 16

AC 15; HD 6d6 (hp 24); FEAT +11; Move 50'
STR 7 (-); INT 17 (+5); PWR 0;
DEX 9 (+1); CON 6 (-); CHA 9 (+1)
Traits: Gadgeteer; Technology; Wealth
Talents: Initiative; Prowess; Second Wind

This is Morgyn, in her base suit at level 3 (from the next page):

PERSISTER MARK 9 (BATTLESUIT PRODIGY HERO 3)

Morgyn Dell, Inventor and Student; Resources 16	
AC 19; HD 6d6 (hp 24+15=39); FEAT +11; Move 50' (fly 2500')	
Combat	Bolt (+4/1d8+5/90'); Strike (+8/1d6+5)
Attributes	STR 16 (+5); INT 17 (+5); PWR 16 (+5) DEX 9 (+1); CON 16 (+5); CHA 9 (+1)
Traits	Morgyn: Gadgeteer; Technology; Wealth Suit: Air Supply; Body Armor; Bolt; Electronic Countermeasures; Flight; Imperviousness (1d8); Pummel (1d6); Self-Repair System (1); Trick Weapon System (60')
Talents	Initiative; Prowess; Second Wind
Purpose	"To make the world a better place through technology."

PERSISTER BATTLESUIT MARK 1

(base suit at level 1; 12 BPs); Grants +4 hp
STR 14 [-]; CON 14 [-]; PWR 12 [4]; Body Armor [-]; Bolt (1d6/30") [2]; Flight [2]; Imperviousness (1d6) [2]; Pummel (1d6) [2]

PERSISTER BATTLESUIT MARK 4

(base suit at level 2; 25 BPs); Grants +10 hp
STR 15 [2]; CON 15 [2]; PWR 14 [8]; Body Armor [-]; Bolt (1d8/60") [4]; Durability (+2 hp) [1]; Flight [2]; Imperviousness (1d6) [2]; Pummel (1d6) [2]; Trick Weapon System (30") [2]

PERSISTER BATTLESUIT MARK 9

(base suit at level 3; 40 BPs); Grants +15 hp
STR 16 [4]; CON 16 [4]; PWR 16 [12]; Air Supply [2]; Body Armor [-]; Bolt (1d8/90") [5]; Electronic Countermeasures [2]; Flight [2]; Imperviousness (1d8) [3]; Pummel (1d6) [2]; Self-Repair System (1) [1]; Trick Weapon System (60") [3]

PERSISTER BATTLESUIT MARK 10: BRUISER BATTLESUIT

(first alternate suit at level 3; 40 BPs); Grants +22 hp
STR 20 [12]; CON 18 [8]; PWR 12 [4]; Body Armor [-]; Bolt (1d8/60") [4]; Durability (+4 hp) [2]; Flight [2]; Imperviousness (1d10) [3]; Pummel (1d12) [5]

This suit is for situations requiring a lot of muscle.

PERSISTER BATTLESUIT MARK 11: INFILTRATOR BATTLESUIT

(second alternate suit at level 3, 40 BPs); Grants +12 hp
STR 14 [-]; CON 14 [-]; PWR 18 [16]; Air Supply [2]; Body Armor [-]; Bolt (1d6/60") [3]; Chameleon [2]; Electronic Countermeasures [2]; Flight [2]; Imperviousness (1d6) [2]; Sneak [2]; Sonar (3 miles) [4]; Utility Belt [2]

This suit is for situations requiring stealth.

PERSISTER BATTLESUIT MARK 12: EXPLORER BATTLESUIT

(third alternate suit at level 3, 40 BPs); Grants +21 hp
STR 16 [4]; CON 20 [12]; PWR 14 [8]; Air Supply [2]; Amphibious [2]; Body Armor [-]; Bolt (1d6/30") [2]; Flight [2]; Imperviousness (1d8) [2]; Snare (60") [3]; Utility Belt [2]

This suit is for non-combat situations: emergencies or peacekeeping.

APPENDIX C: THE TRUE MAGIC SYSTEM

The simplest way to use magic is through sorcery, which is explained on page 57. This simple, flexible magic system will probably be sufficient for most games.

However, some players will prefer a more robust and well-defined magic system. This appendix provides guidelines for integrating a more complex magic system.

TRUE MAGIC

Magic has three components: an attribute, the trigger, and one or more displays.

- The **attribute** is the way in which you personally channel magical energy. You may use your great learning and knowledge of ancient lore (INT), your ability to shape magical forces (PWR) or your strength of persona and ability to impose your will upon mystical forces (CHA). To wield magic, you must have a linked attribute rated at 14 or better, since magic is, at its very essence, superhuman. When building your magic, roll 1d6 for one attribute: 1-2 = INT; 3-4 = PWR; 5-6 = CHA.
- The **trigger** is how the magic happens; it is the way in which you activate your magical powers. You will have one trigger (or a combination of triggers in some sort of ritual). When building your magic, roll 1d8 for a trigger (see next page).
- The **display** is how the magic appears; it is the type of magic you may produce or control. You will have 1 or more types of magic you are able to display. When building your magic, roll 1d4 for the number of display effects that you have access to. Then, roll 1d8 for each effect (see next page). If you get the same effect multiple times, you are one step better with that effect. For example, you roll 2 for the number of magical effects that you can display. You roll 2d8 and get 2 on each of the dice; you have conjuration twice. This makes you a **specialist** in conjuration.

SPECIALISTS

As a specialist, you are considered one level higher, and you are rated at one tier better, than your actual level would suggest. As a level 1 magician with specialization, you are an adept, and you cast as if you were level 2.

TRIGGERS (roll 1d8)

Roll	Trigger
1	Word. You must speak a word or phrase to activate magical effects. If you cannot speak or make sound for any reason, you cannot use your magic.
2	Chant or Music. You must sing, chant, or play music to activate magical effects. If you are unable to chant or play music, you cannot use your magic.
3	Gesture. You must perform some gesture or movement to activate magical effects. If you are bound, paralyzed, or unable to move, you cannot use your magic.
4	Alchemy. You must use a variety of ingredients to activate magical effects. If you do not have access to your trove of ingredients, you cannot use your magic. Note: Exceptional spells may require unusual or rare ingredients, and you may be required to find these before casting that particular spell.
5	Talisman/Familiar. You must use a magical object or creature to channel magical effects. If you are not able to come into contact with your talisman, or are not within 30' of your familiar, you cannot use your magic.
6	Necromancy. Your magic comes from the spirit world, drawing upon the power of the dead. If in a realm beyond the reach of death, you cannot use your magic.
7-8	Ritual. Roll 2d6 and take both results; reroll duplicates. For instance, if you roll ritual and then [2, 4], you must undertake a ritual that involves chants and a talisman to cast your spells. This may mean that your talisman is a magical drum that you must beat to generate magic.

CASTING A SPELL

Casting a spell always requires at least 1 action, and a successful check, as determined by the GM. More complex spells may take longer than a round to cast, at the GM's discretion. If you fail a spell, you may not attempt that spell (or one distinctly like it) again that turn; if you roll a 1 on a spell (but not a dart; see page 184), you cannot attempt any more spells that turn.

DISPLAYS (roll 1d8)

Roll	Display
1	Arcanum. You wield pure magical energy, also called eldritch. You can use this for a wide number of effects, as you channel and shape this raw magic. While an apprentice may be able to generate an arcane shield or rudimentary sword, a master could produce eldritch walls and bridges that can bear tremendous weight and last for days.
2	Conjuration. You can call things forward, produce things, generate, or summon creatures or objects. While an apprentice could summon a useful, common object for 1 turn, only a master could conjure a space shuttle for a month.
3	Divination. You can sense things beyond time and space. While an apprentice may be able to know the last owner of an object or hear on the other side of a door, a master can eavesdrop on conversations on the other side of the world or divine the intricate details of a lost historical event.
4	Elemental. You can draw upon pure elemental energy. While an apprentice may be able to control flame, a master could snuff out a burning building.
5	Enchantment and Charm. You manipulate or control other living creatures, or you cast magical effects upon items. While an apprentice could make a weapon sharper or put one creature to sleep for 1 turn, a master could make an entire army more powerful or hypnotize a hall full of people.
6	Illusion. You use your magic to deceive or trick. Use the guidelines for the illusion trait on page 47 as a guide. While an apprentice could make himself invisible for a turn or create an illusion of a door, a master could make a building seem to vanish or create the illusion of an army of foes.
7	Nature Magic. You can draw power from the natural world. While an apprentice may be able to summon a fox or walk across a pond, a master could summon a pack of wolves or part an ocean.
8	Transmutation. You can change the state of things. While an apprentice could repair a broken object or turn a bucket of water to ice, a master could turn lead to gold.

TIERS (BASED ON THE CHARACTER LEVEL)

Levels	Tier	Dart	Effects
1-2	Apprentice	1d4	May attempt effects up to CR 24; may attempt effects up to CR 32 with a resolve point
3-4	Adept	2d4	May attempt effects up to CR 32; may attempt effects up to CR 36 with a resolve point
5+	Master	3d4	May attempt effects up to CR 36; may attempt effects up to CR 40 with a resolve point

MAGICIAN'S DART

As a magician, you have a base attack. Use 1 action to deal damage to one target up to 60'. With this attack, you do not roll to hit; targets roll a FEAT (CR 20 + your attribute modifier) to resist. All traits that allow damage reduction (imperviousness, invulnerability, applicable tolerances) reduce damage from a dart. You must decide the energy that powers your magician's dart, based on your magic's display. One magician may use elemental flame, while another uses pure eldritch energy; one uses lightning, while another wields necromantic bolts.

ADJUDICATING MAGIC

Magic is, by its nature, flexible and open-ended. It is truly limited only by the creativity of the player, bound by the sample intensities (page 86). The GM will need to exercise a great deal of discretion; only say no when there is a clear line that this display would not cross. For instance, nature magic would not be used to summon zombies (since these are unnatural), but it could be used to summon any number of natural creatures.

There is also considerable overlap between the various displays. For instance, several can simulate the power of flight: an arcane caster may draw magical energy to lift him up, while an elemental caster manipulates air currents; a conjurer calls forth a pair of mechanical wings, but a transmuter changes his cloak to a glider.

APPENDIX D: THE NEW LEAGUE OF SENTINELS

The Shadow Archer waits in his chair. He realizes he's slouching. Before him stands the symbol of everything he's ever wanted to be. Tribune pauses at the window, erect, tall, his back to Shadow Archer. "It's a nice view."

It's actually a relatively unflattering way to take in the city. The ruins of Echo City's industrial past sometimes obscure the view of some of the lovelier architecture. There are thousands of more attractive vantages from which to experience Echo City. More glamorous vistas. But Shadow Archer knows what Tribune means. You can see almost everything from here, from the Sanctuary. You can see Echo City's daily dramas play out before you.

"Arik... may I call you Arik?" Tribune pauses. How did he? Of course. He's flippin' Tribune. Of course he knows. The question is both disarming and a clear indicator of "I've got your number, son."

Midnight Archer, Arik, clears his throat. "Sure."

Tribune hasn't turned around. He's still looking at the city. His city, "I've seen it change so much over the last hundred years. Yet in some ways, it hasn't changed at all. It's still got the same bones." He's talking to Arik through the city. Speaking through its heart.

"There was a time. Before the Ambassadors. We were the League of Sentinels. You know about that?"

Arik nods and makes a sound of something like a yes.

"Thought so. You're a student of history. You care about the past and the future."

Arik's still not sure where this is going.

"We stood for something back then. Something pure. Then came the Ambassadors. Well, we lost our way. But I think the League of Sentinels... well, we had something good. Something right. We kept our heart tied to the heart of the city."

Arik is nodding now but not speaking. He doesn't like where this is going. But he doesn't necessarily dislike it, either.

"You've got a good thing going here. I have been watching. You're building alliances. Bringing heroes together. Building something that's shaping up to be more than the sum of its parts."

Arik is still nodding. The Sanctuary is really just him and his sister. Sure, they've worked with a half-dozen other emerging heroes in the last year, but it's just been sharing resources. It's just been short-term collaboration. Shared interests to serve the greater good.

“This city needs a symbol. It needs protectors... It needs...” Tribune struggles. It’s not something he’s used to. He’s been thinking about this for some time, but still hasn’t found the right word. Then he does, “Sentinels. Those standing at the gate and keeping watch.”

“That’s what we’re doing,” Arik counters. He doesn’t mean to become defensive. But he’s been working pretty hard at this.

“That you have,” Tribune picks up. He’s somehow disarming and direct at the same time, “and some of us want to help.”

He produces a flash drive. Sets it on the desk in front of Arik. Arik looks up “What is it?”

“A starter kit. A way to get the ball rolling. The team is going to need a leader.”

“And that’s you?” Arik is now angry.

“No, son. That’s you. I’m too old. I represent too much of the past. This city needs a clean start. Its heroes need a clean start. I want to help. I have experience and knowledge. I can teach. I can mentor. I can be a resource to call upon as much or as little as you want. I’m happy to do it. But I’m not the future. You are. You can choose to use what’s on there. You can choose not to use it. It’s up to you. I just wanted to give you the option. I just wanted you to know how I felt. You’ll call if you want to.”

And with that Tribune is gone. Arik always wanted to meet him, and now he has. It was more... even... than he expected. Tribune didn’t talk down to him. He talked with him.

His curiosity bests his willpower within a few seconds, and the files appear before him on the monitor. Intelligence on hundreds of known and unknown criminals. Data files on dozens of emerging heroes in the city. Access to a bank account with a balance that has 7 numbers before the decimal point. The location and access codes to a hidden underground bunker containing several high-tech vehicles.

And it’s all in a file called “New League of Sentinels”.

The Twilight Archer has just entered the big time.

ABOUT THE NEW LEAGUE OF SENTINELS

A collaboration of several heroes, the New League of Sentinels is the emerging force in Echo City. Rather than a strong, unified group with a single mission, the New League of Sentinels operates as a collaboration of many young heroes, working together and sharing resources for the common good. These heroes work together as often as apart, and rarely does the whole ‘team’ (such as it is) go on a

single mission together. Sometimes, a hero who needs help puts out a call to the group, and others who are available step up to help. Other times, a threat arises, and Shadow Archer puts out a call to available heroes to aid in overcoming the challenge. The player characters can easily become part of the New League of Sentinels. To join, a player character must:

- Be a hero. Neutrals and villains are not invited to join the League under any circumstances.
- Be at least level 2. Level 1 heroes may be monitored but will not be invited until level 2.
- Take a Vow to assist the League, to protect its secrets, and to assist other members of the League whenever possible.
- Be approached by Twilight Archer. Arik personally recruits and vets all potential candidates. He will go on a mission with a hero or group of heroes before offering membership.

MEMBERSHIP HAS ITS BENEFITS

All heroes who join the New League of Sentinels receive Contacts as a trait, with the other members of the New League of Sentinels as a group of allies to call upon as needed.

- All heroes carry a League Communicator, which allows direct communication to the Sanctuary and a tracking device for other members to find the hero in the event of trouble.
- All heroes get an access card to enter the Sanctuary, use its facilities, and access its member files. Arik controls many hidden files, and only grants access to those when necessary, and only to those whom he truly trusts. Trying to hack this network or access restricted vaults is a quick way to get kicked off the team...
- All members can request the use of team vehicles.
- All members have an immediate increase of +1 to Resources, since joining the team brings a small monthly per diem to help defray personal costs associated with being a superhero.

FOUNDING MEMBERS

Only four members are 'set in stone': Twilight Archer, Vesper, Strongarm, and Bronze Dragon. All other members are up to the GM to determine. This team could comprise only those four and the player character supers or could include dozens of other heroes as well.

APPENDIX E: QUICK REFERENCE TABLES

ATTRIBUTE SCORES

Range	Descriptor	Modifier	Range	Descriptor	Modifier
0-1	Impaired	-3	14-15	Remarkable	+4
2-3	Feeble	-2	16-17	Incredible	+5
4-5	Poor	-1	18-19	Amazing	+6
6-7	Typical	+0	20-21	Monstrous	+7
8-9	Above Avg.	+1	22-23	Unearthly	+8
10-11	Good	+2	24-25	Cosmic	+9
12-13	Excellent	+3	26	Supreme	+10

ATTRIBUTE CHECK BENCHMARKS

CR	STR used to lift	PWR used to control flame
16	Up to 50 lbs.	Lighting a candle
20	Up to 250 lbs.	Extinguishing a torch
24	Up to 1,000 lbs.	Controlling a campfire
28	Up to 10 tons	Controlling a bonfire
32	Up to 50 tons	Controlling a house fire
36	Up to 250 tons	Cooling the inside of a volcano

VARIABLE RANGES (roll 1d6)

Roll	Range
1	Up to 10' per level
2	Up to 100' per level
3	Up to 1 mile per level
4	Up to 10 miles per level
5	Up to 100 miles per level
6	Anywhere in the world

XP BY CHALLENGE LEVEL

CL	XP Value	CL	XP Value
0	1	5	50
1	2	6	100
2	5	7	250
3	10	8	500
4	20	9	1,000



STANDARD INTENSITIES AND MATERIALS

CR	Dice	Sample Flame	Sample Material
16	1d6	A campfire	Light wood
20	2d6	A burning house	Heavy wood
24	3d6	A burning factory	Common metals
28	4d6	Blast Furnace	Stone/concrete
32	6d6	Inside a volcano	Heavy steel
36	8d6	Earth's core	Titanium

MOVEMENT RATES

Rating	Movement	Equivalent
0	50'	5 miles per hour (standard move)
1	100'	10 miles per hour
2	250'	25 miles per hour
3	500'	50 miles per hour (car on a highway)
4	1,000'	100 miles per hour (car top speed)
5	2,500'	250 miles per hour (race car)
6	1 mile	600 miles per hour (helicopter)
7	2 miles	1,200 miles per hour (jumbo jet)
8	5 miles	3,000 miles per hour (combat jet)
9	10 miles	6,000 miles per hour (cutting edge jet)
10	25 miles	15,000 miles per hour (missile)
11	50 miles	30,000 miles per hour (space shuttle)
12	100 miles	60,000 miles/hour (deep space probe)

CHALLENGE RATINGS AND EXEMPLARS

Standard CR	Weight	Superhuman CR	Weight
16	50 lbs.	26	1 ton
17	100 lbs.	27	3 tons
18	150 lbs.	28	10 tons
19	200 lbs.	29	20 tons
20	250 lbs.	30	30 tons
21	350 lbs.	31	40 tons
22	500 lbs.	32	50 tons
23	750 lbs.	33	100 tons
24	1,000 lbs.	34	150 tons
25	1,500 lbs.	35	200 tons
		36	250 tons

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