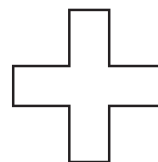


CHAPTER 4: ARCHETYPES

Archetypes are what determine your Super's play style, strengths, weaknesses, Base Stats, and the types of Talents they gain access to for their chosen **Powerset**. After choosing your **Archetype**, you have **5 Stat Points** to put into whatever stats you like, **but no Stat may go above 3 at level 1**, including any Stat Increases.

ARBITER



The ranged support **Archetype**. **Arbiters** are masters of protecting their Allies while hindering their Enemies to make them easier to take down. The **Arbiter** decides which Targets survive, and which ones don't with their strategic choices. Their main Stat is **Intellect**, and **Control Modifier** is usually what they want to focus on.

BASE STATS

STAT INCREASE: +1 **Intellect** at character creation.

HEALTH: 18 + **Durability** initial Health.

Max Health gain per level = 4 + **Durability**.

DEFENSE: 9 + **Durability**.

DAMAGE REDUCTION: 1 + 1 per 3 **Intellect**.

ATTACK MODIFIER: Equal to **Intellect**.

DAMAGE MODIFIER: Equal to **Power**.

CONTROL MODIFIER: Equal to **Intellect**.

RANGE: A Ranged Archetype with 10 Units of Range for Ranged Powers.

MOVEMENT: Base Value of 6 Units.

DRIVE: Once per round, reduce the **Drive** cost of a Power by **half of your Recovery Value**.

- **Drive Recovery** - Recover **Drive** equal to **2x your Recovery Value** when taking a **Break**.

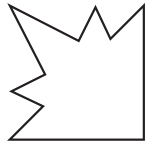
SKILL EXPERTISE: Pick 2: **Infusion, Insight, Medicine, Recall**.

ARCHETYPE ABILITIES

Arbiters gain these **Archetype Abilities** at the following levels:

Level 1: **HEAL**- *Ranged, Targeted, Support*. Up to twice per Encounter, you can use a **Minor Action** to heal yourself or an Ally within Range for 1d6 + **Intellect** health.

Level 3: **INVIGORATE**- *Ranged, Targeted, Buff*. Up to three times until you **Rest**, you can use a **Minor Action** to Invigorate an Ally within Range for 1 turn, which increases their **Action Point** total by 1.



BLASTER

The ranged damage dealing **Archetype**. **Blasters** are almost entirely focused on dealing as much damage to their Enemies as possible, and generally put their own defense on the back-burner, relying on their Allies to protect them and pin down Enemies so that they can finish them off. **Power** is their main Stat, and they generally want to focus on **Attack Modifier** and **Damage Modifier**.

BASE STATS

STAT INCREASE: +1 **Power** at character creation.

HEALTH: 16 + **Durability** initial Health.

Max Health gain per level = 3 + **Durability**.

DEFENSE: 10 + **Agility**.

ATTACK MODIFIER: Equal to **Power**.

DAMAGE MODIFIER: Equal to **Power**.

CONTROL MODIFIER: Equal to $\frac{1}{2}$ **Power**.

- When using Powers that scale with **Control Modifier** but only deal damage, you can use your **Attack Modifier** instead.

RANGE: A Ranged Archetype with 12 Units of Range for Ranged Powers.

MOVEMENT: Base Value of 6 Units.

DRIVE: Do not recover Max **Drive** by **Resting**, instead Start each Encounter with **Drive** equal to your **Recovery Value**.

- **Drive Recovery** - After your first turn in an Encounter, recover **Drive** equal to **2x your Recovery Value** at the start of every turn.

SKILL EXPERTISE: Pick 2: **Chemistry, Electronics, Engineering, Persuasion**.

ARCHETYPE ABILITIES

Blasters gain these **Archetype Abilities** at the following levels:

Level 1: **LOADED DICE**- Up to twice per Encounter, you can use a **Free Action** to re-roll ALL of the damage dice of a **Power**.

Level 3: **OVERCHARGE**- Up to three times until you **Rest**, you can use a **Free Action** to **Overcharge** a **Power**, increasing its **Drive** cost by 1, but adding 4 Damage to its effect.

BRUISER



The tough Melee **Archetype** of the bunch. **Bruisers** are apt at getting in the mix of combat, receiving blows and dishing out even more potent ones themselves. Bruisers are also very capable at controlling their Enemies, as long as they can get close. Their main Stat is **Might** and they work well focusing on nearly any Combat Stat, though they tend to have high **Health**, **Damage Reduction**, and **Attack Modifier**, but in exchange they have low **Defense**.

BASE STATS

STAT INCREASE: +1 **Might** at character creation.

HEALTH: 24 + **Durability** initial Health.

Max Health gain per level = 6 + **Durability**.

DEFENSE: 12.

DAMAGE REDUCTION: 1 + ½ **Might** initial. At every 5th Level gain + 1.

ATTACK MODIFIER: Equal to **Might**.

DAMAGE MODIFIER: Equal to **Power**.

CONTROL MODIFIER: Equal to **Durability**.

RANGE: A Melee Archetype with a Range of 4 Units for Ranged Powers.

MOVEMENT: Base Value of 6 Units.

DRIVE: No changes to **Drive** mechanics.

- **Drive Recovery** - Recover **Drive** equal to your **Recovery Value** when you are Successfully affected by a Damaging Effect or Status Effect, or when you Successfully affect an Enemy with a **Melee** Power or **Melee** Attack, up to once per round.

SKILL EXPERTISE: Pick 2: **Cunning**, **Fitness**, **Intimidation**, **Sense**.

ARCHETYPE ABILITIES

Bruisers gain these **Archetype Abilities** at the following levels:

Level 1: **BRUTAL STRIKE**- *Melee, Targeted, Offense*. Up to twice per Encounter, you can use a **Minor Action** to make a Melee Attack, dealing 2d4 per 3 **Might** damage (minimum of 2d4).

Level 3: **SECOND WIND**- *Self, Support*. Up to three times until you **Rest**, you can use a **Minor Action** to heal yourself for 2d4 + **Might** health.



GUARDIAN

The supportive tank **Archetype**. Often viewed as the leader of a team, **Guardians** are usually protecting their Allies as a shield against Attacks. They generally excel at controlling the battlefield and supporting Allies. A great **Guardian** does whatever they can to make themselves the prime Target of their Enemies and keep them at bay. Their main Stat is **Durability**, and they generally want to focus on the **Control Modifier**, and **Defense** Combat Stats.

BASE STATS

STAT INCREASE: +1 **Durability** at character creation.

HEALTH: 22 + **Durability** initial Health.

Max Health gain per level = 3 + **Durability**.

DEFENSE: 11 + **Durability**.

ATTACK MODIFIER: Equal to **Intellect**.

DAMAGE MODIFIER: Equal to **Power**.

CONTROL MODIFIER: Equal to **Durability**.

RANGE: A Melee Archetype with a Range of 4 Units for Ranged Powers.

MOVEMENT: Base Value of 6 Units.

DRIVE: No changes to **Drive** mechanics.

- **Drive Recovery** - Recover **Drive** equal to your **Recovery Value** when a Damaging Effect or Status Effect fails to affect you, or when you affect an Ally with a **Buff** Power or **Buff** Effect, up to once per round.

SKILL EXPERTISE: Pick 2: **Civics**, **Physics**, **Piloting**, **Survival**.

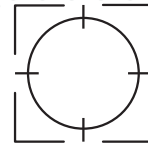
ARCHETYPE ABILITIES

Guardians gain these **Archetype Abilities** at the following levels:

Level 1: **TAUNT** - *Ranged, Targeted, Control*. Up to twice per Encounter, you can use a **Minor Action** to attempt to Taunt a Target within Range, they must Succeed an Intellect Check with a Difficulty of 9 + **Control Modifier** or become **Taunted** for 1 turn.

Level 3: **EMBOLDEN** - *Self, Area, Buff*. Up to three times until you **Rest**, you can use a **Minor Action** to Embolden yourself and your Allies in the area, granting them +2 Damage Reduction (+1 per 3 **Durability**) for 2 turns. Area of 5x5 units centered on you.

HUNTER



The dexterous, sneaky, **Archetype** that has a mixture of ranged and Melee capabilities. **Hunters** are the most mobile combatants found in the universe, they are capable of wading into and out of the fray, and are capable at both Melee and ranged combat.

Hunters work best when they let their Allies start things off and sneak into their Enemies blind spot, catching them in their most vulnerable state. Their main Stat is **Agility**, and they are sort of a Jack of All Trades when it comes to Combat Stats, though they generally have high **Attack Modifier** and **Defense**.

BASE STATS

STAT INCREASE: +1 **Agility** at character creation.

HEALTH: 18 + **Durability** initial Health.

Max Health gain per level = 5 + **Durability**.

DEFENSE: 9 + **Agility**.

ATTACK MODIFIER: Equal to **Agility**.

DAMAGE MODIFIER: Equal to **Power**.

CONTROL MODIFIER: Equal to **Durability**.

RANGE: A Ranged Archetype with 7 Units of Range for Ranged Powers.

MOVEMENT: Base Value of 7 Units.

DRIVE: No changes to **Drive** mechanics.

- **Drive Recovery** - Recover **Drive** equal to your **Recovery Value** whenever you Successfully affect an Enemy with an **Offense** Power, up to once per round.

SKILL EXPERTISE: Pick 2: **Acrobatics**, **Biology**, **Deception**, **Sneak**.

ARCHETYPE ABILITIES

Hunters gain these **Archetype Abilities** at the following levels:

Level 1: **COVERT STRIKE**- Up to twice per Encounter, if you are *Hidden*, *Invisible*, unseen, or Attacking with **Dominance** you can perform a Covert Strike on a Successful Attack, dealing bonus damage equal to 2 + ½ **Agility**.

Level 3: **CAMOUFLAGE**- *Self, Buff*. Up to three times until you **Rest**, you can use a **Main Action** to become *Invisible* for up to 2 turns, or 30 minutes out of Combat. This effect is removed after using any **Action** other than a **Movement Action**.