

**SPINDRIFT
GAMES**

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SECRET ORIGINS OF THE **cosmic LEGENDS** *OF* **UNIVERSE**

WHO IS YOUR HERO?

WHAT ARE THEIR STATS?

DARE YOU PEEK INSIDE?!

THE MOST ORIGINAL HERO IN HISTORY!

GAME CREDITS

This game was created by [Cadera Spindrift](#).

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HERO ORIGIN

To create your hero, you just follow these steps:

1. Pick a **Class**
 - Gain 2 **Core Power Words**
 - Pick six **Personal Power Words** from your Class list
 - Choose 2 words as your **Nova Power Words**
 - Pick your **Skills**, based on your Class
 - Pick a **Volume 1** ability from your Class
2. Assign 1 point to each **Approach**, then distribute more 5 points as you wish
3. Pick a **Fighting Style**
4. Choose 5 words as **Ideals**
5. Describe a **Storyline** you'd like to play out with your hero
6. Choose your hero's **Name**, **Pronouns**, and **Looks**

APPROACHES

Each hero's nature is defined by their scores in 5 different Approaches, which represent their preferred methods to solve problems.

- Action** - a direct, straight-forward approach
- Adventure** - a reactive approach, adapting to changing situations
- Detective** - a logical approach, based on gathering information
- Mystery** - a subtle approach, incorporating hidden motives and actions
- Suspense** - an approach based on using the senses to become aware of the environment

Each of your hero's Approaches starts with a score of 1, and you have 5 additional points to distribute to them.

FIGHTING STYLE

Your hero specializes in one style of fighting, whether they attack with their fists or their powers. Those styles are:

- Acrobat** Reduce by 1 the cost to counter a Crisis move targeting only you.
- Ace** Add 2 dice when you use a Vehicle power word to roll to advance any goal.
- Brawler** Add 2 dice when you use an unarmed attack to advance the Smash goal.
- Controller** Add 2 dice when you use a Power to advance the Outwit goal.

Demolisher Add 2 dice when you roll to advance the Smash Goal.

Frenzy Add 2 dice when you use any Personal power word to advance the Smash Goal.

Find Weakness Add 2 dice when you roll with Suspense to advance the Smash Goal.

Guerilla Add 2 dice when you use a Scene power word to roll to advance any goal or add to the Teamwork Pool.

Interceptor Reduce by 1 the cost to Take the Hit for someone else.

Inspiration Add 2 dice when you roll to add to the Teamwork Pool or advance the Allay goal.

Harrier Add 2 dice when you use a Flight power word to roll to advance the Outwit goal.

Jester Add 2 dice when you use humor to advance the Outwit goal against someone less funny than you.

Martial Artist Add 2 dice when you use an unarmed attack to advance the Outwit goal.

Makeshift Weapons Add 2 dice when you use a scene power word to advance the Smash goal.

Meteor Add 2 dice when you use an unarmed attack to advance the Smash goal against someone who is slower than you.

Mediator Add 2 dice when you roll to advance the Allay Goal.

Medic Add 2 dice when you roll to advance the Rescue or Allay goals.

Rescuer Add 2 dice when you roll to advance the Rescue Goal.

Sharpshooter Add 2 dice when you use a ranged Weapon to advance the Smash goal.

Tactician Add 2 dice when you roll to add to the Teamwork Pool.

Warlord Whenever any hero rolls to add to the Teamwork Pool, they increase the effectiveness of their roll by the Volume as long as they can see or hear you.

Weapon Master Add 2 dice when you use a melee Weapon power word to advance the Outwit goal.

If you choose the Knight class, you get to pick an additional fighting style before Volume One.

IDEALS

Your hero has five Ideals that drive them to feats of heroic courage. These are single words that can be freely chosen by you when you create your hero; there's no set list.

For example, one hero could have these five Ideals:

Truth	Restraint
Justice	Hope
Responsibility	

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Curabitur ornare ex nisi.

When you use all five of your hero's Ideals in a Storyline, your hero's Might is refreshed to its starting value, and you unlock your Nova Power Words. You can use those Nova Power Words until the end of current Storyline.

When a new Storyline begins, all the marked off Ideals are cleared and it's time to start again.

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RANDOM IDEALS

If you're stuck for ideas, you can roll two dice and check the following table – or just pick up to five from the list that sound good.

Rolls	Ideal	Rolls	Ideal	Rolls	Ideal
1, 1	Honor	3, 1	Faith	5, 1	Happiness
1, 2	Protection	3, 2	Survival	5, 2	Courage
1, 3	Fun	3, 3	Compassion	5, 3	Respect
1, 4	Helpfulness	3, 4	Truth	5, 4	Curiosity
1, 5	Responsibility	3, 5	Science	5, 5	Pride
1, 6	Patriotism	3, 6	Restraint	5, 6	Beauty
2, 1	Family	4, 1	Mercy	6, 1	Duty
2, 2	Loyalty	4, 2	Order	6, 2	Guilt
2, 3	Freedom	4, 3	Justice	6, 3	Hope
2, 4	Wealth	4, 4	Forgiveness	6, 4	Revenge
2, 5	Acceptance	4, 5	Love	6, 5	Honesty
2, 6	Perfection	4, 6	Competition	6, 6	Friends

POWER WORDS

Your hero has a list of words called Power Words that define their super-powers and how they use them. Power Words are used in three different ways:

- A **Power Display**, which uses a single Power Word
- A **Power Stunt**, using two (or more) Power Words
- A **Power Combo**, with Power Words from two (or more) heroes

There are four types of Power Words:

- Core Power Words**, unique to your class
- Personal Power Words**, picked from your class list
- Nova Power Words**, unique to your hero
- Scene Power Words**, based on the situation

CORE POWER WORDS

When you create your hero, you have two **Core Power Words** common to all members of your class. You don't have to choose them; you get them automatically.

PERSONAL POWER WORDS

In addition to Core Power Words, your hero also has 6 Personal Power Words. When you create your hero, choose these 6 from your class's list of 15 Personal Power Words. (If your class is Paragon, pick an extra one from your class, and another from any class's list.)

NOVA POWER WORDS

Your **Nova Power Powers** can be anything; you're encouraged to use your Nova Power Words to give your hero a unique ability.

Like Ideals, you can choose any two words you like for your hero's Nova Power Words.

Nova Power Words might look like this:

Soaring Dragon	Indomitable Spirit
Berserker Rage	Solar Flare

When you've checked off each of your hero's Ideals, you unlock your **Nova Power Words** and can use them until the end of the current Storyline.

SCENE POWER WORDS

Each scene where a Crisis takes places has up to 6 Power Words that describe the environment around your heroes. These are known as **Scene Power Words**.

The Editor comes up with Scene Power Words when describing a location, and if you think creatively, you can use them in your Power Stunts and Combos.

YOUR HERO'S IDENTITY

"Identity" is a general term, and you can define it however you like for your hero. It could include their racial or cultural identity, their sexual or gender identity, their physical appearance, their pronouns, their disabilities (if any), their age, or any-or-all of these.

In addition, you can decide if your hero is a normal human; a human changed through an experiment or magic; a strange visitor from another world; an artificial life form; a time-traveler; or anything else you can imagine.

Most heroes will go by two names – one being their personal, non-superhero name and the other being their superhero code-name.

It's up to you if everyone knows your hero by both names, or if one is a *Secret Identity* only shared with a few.

You can also decide if your hero has the same general characteristics in all identities, or if they change from identity to the next: are they taller or shorter in their secret ID? Do they have the same gender in each identity?

Use your imagination, and don't be afraid to bounce ideas off your fellow players and the Editor if you get stuck.

INITIAL STORYLINE

A **Storyline** is one or more connected Issues focusing on one hero, known as the **Spotlight** hero. At a climactic part of the Storyline, the Spotlight hero has an **Opportunity** to change – the chance to evaluate their assumptions and decisions, and react accordingly.

Once in each Volume, your hero gets to play through one Storyline where they have the Spotlight. You get to define what their *Opportunity* will be – it could be an important lesson they get to learn, or a piece of information about their origin they'd never known, or an experience you think will force them to make a difficult moral decision.

There are five rules for creating an Opportunity:

1. **Your Hero is the Star** - An Opportunity can't be focused on a group decision or a side character's experiences, except for how that affects your hero.
2. **You Want to Play Through It** - The Editor will plan Crises based on the assumption that if you ask for an Opportunity, it represents something you actually want to have happen to your hero in the game. If you *aren't* interested in it, then don't ask for it!
3. **Change is Never Easy** - This means that you should expect that any Opportunity you create represents something that your hero can't just easily dismiss or shrug off. If you say you want an Opportunity of being asked to join a villain team, then that should represent an actual struggle for your hero.
4. **Change is Not Required** - An Opportunity is just that: the *chance* for a change. But it's completely valid for your hero to come to that Opportunity and decide they *aren't* going to change.
5. **Play to Find Out** - Don't pick the outcome, just the Opportunity! In other words, *don't* come up with both the Opportunity *and* the result of the Storyline; be open to seeing where the questions will take your hero and let yourself be surprised through the act of playing the game.

When you create your hero, choose one Opportunity based on these five rules; you can ask the Editor and your fellow players for advice as well.

At the end of any Storyline where your hero is *not* the Spotlight hero, you have option of changing your Opportunity - for example, if you come up with a better idea during another her's Spotlight.

OPPORTUNITY EXAMPLES

These are examples of the types of Opportunities you can create.

1. Brigantia needs to learn that not everything can be solved by punching something.
2. I want Percival to cross swords with another Arthurian knight.
3. Kelly wants to confront poachers who harm sea animals.
4. I want Jack to get asked out by some villain dude.
5. The Sentinel of Saturn needs to let humans make their own mistakes.
6. I want Rockstar to be invited to join a new band.
7. Lin wants to fight one of their mother's supervillains.

SKILLS

Outside of a fight, your hero has one or more Skills from their civilian life - from their secret identity, their profession before their secret origin, or their advanced heroic training.

When you create your hero, you can pick two or more skills as determined by your class, which may also give additional skills.

USING SKILLS

When you make a roll that could be affected by one of your Skills, you add a number of dice to the dice pool equal to the current Volume.

If you don't have a Skill, you don't add any extra dice to the pool.

SKILL DESCRIPTIONS

The skills in **COSMIC LEGENDS OF THE UNIVERSE** are listed below, along with 3 to 5 suggestions how you could use the skill with your hero's Approaches, and consequences the Editor can propose on an Edge Success.

LOSING HEALTH OR MIGHT

If you lose Health, you can describe how you injured yourself while using your skill. Losing Might generally means becoming tired, possibly from stress or overwork.

Academic

You've spent many years in education, either as an instructor or just a long-time student - or both! - you can decide. Optionally, you can choose one or more fields studies as specialties; if you do, add 1 die to any roll related to those specialties.

Roll **Action/Academic** to dispute widely accepted facts.

Roll **Detective/Academic** to research facts in a library.

Roll **Mystery/Academic** to falsify school records.

Roll **Suspense/Academic** to spot plagiarism.

Edge Success: Someone in your department develops an intense jealousy of you. Online trolls try to get you fired from your job. You spend way too much time on a relatively trivial matter. It takes much more time than you thought it would. Lose 1 Health or 1 Might.

Artist

You are skilled at creating works of art; optionally, you can choose one or more media in which you primarily work. If you do, add 1 die to any roll related to that media.

Roll **Action/Artist** to make a bold splash in the art world.

Roll **Mystery/Artist** to plant secret messages in a work of art.

Roll **Suspense/Artist** to detect a forgery.

Edge Success: You're just not satisfied with this piece. Someone will start selling knockoffs of your work online. A critic savages your work in a review. It takes much more time than you thought it would. Lose 1 Health or 1 Might.

Criminal

You're skilled at evading the law and getting away with it. Optionally, you can add one or more types of crimes as specialties; if you do, add 1 die to any roll related to those specialties.

Roll **Adventure/Criminal** to crack a safe.

Roll **Detective/Criminal** to plan a heist.

Roll **Mystery/Criminal** to steal something, unseen.

Roll **Suspense/Criminal** to notice hidden cameras.

Edge Success: Your crime makes more noise than you had hoped. A criminal organization takes an interest in your actions. You owe a favor to someone dodgy now. It takes much more time than you thought it would. Lose 1 Health or 1 Might.

Deputy

You are a police officer of some kind. If you like, you can be currently deputized by a local or federal agency; if you do, add 1 die to any roll related to that law-enforcement agency. Remember: All cats are beautiful.

Roll **Action/Deputy** to shake down an informant.

Roll **Adventure/Deputy** to chase down an innocent person who is fleeing from you.

Roll **Detective/Deputy** to contrive a reason to arrest someone.

Roll **Mystery/Deputy** to plant contraband on a suspect.

Roll **Suspense/Deputy** to spot a "likely" suspect for a crime.

Edge Success: It takes much more time than you thought it would. Your actions are filmed by bystanders. The suspect can afford a lawyer. Your “evidence” won’t stand up in court. Lose 1 Health or 1 Might.

Engineer

You can build high-tech devices. This is the four-color version of “Engineering”, not real-world **engineering**. You can choose one or more optional specialties; if you do, add 1 die to any roll related to those specialties.

Roll **Adventure/Engineer** to build something unprecedented.

Roll **Detective/Engineer** to dismantle something safely.

Roll **Suspense/Engineer** to identify the weaknesses in a design.

Edge Success: You only have time to make one. You use up the last of your supplies on this device. The device is so complex that only you can make it work, in the field. It takes much more time than you thought it would. Lose 1 Health or 1 Might.

Explorer

You’re at home in the wilds, and have a great sense of direction. Optionally, you can choose one or more types of terrain as specialties; if you do, add 1 die to any roll related to those specialties.

Roll **Adventure/Explorer** to find food and shelter.

Roll **Detective/Explorer** to create a map.

Roll **Mystery/Explorer** to ambush someone in the wilds.

Roll **Suspense/Explorer** to predict the weather.

Edge Success: You attract the attention of a large predator. Any water or food you found is edible, but tastes terrible. You are easily tracked by anyone. It takes much more time than you thought it would. Lose 1 Health or 1 Might.

Hacker

You’re quite talented with computers and can easily overcome most forms of digital security.

Roll **Action/Hacker** to shut down a machine.

Roll **Adventure/Hacker** to search for information in a database.

Roll **Detective/Hacker** to program a machine to perform a complicated task for you.

Roll **Mystery/Hacker** to access a machine without detection.

Edge Success: You leave traces of your presence. You’ll get immediately disconnected after this task. Your computer could get counter-hacked. It takes much more time than you thought it would. Lose 1 Health or 1 Might.

Historian

You understand archaeology and are an authority on items and locations of the past. You can choose one or more specialties that are fields of study; if you do, add 1 die to any roll related to those specialties.

Roll **Adventure/Historian** to explore a dig site.

Roll **Detective/Historian** to recall the details of a historical event.

Roll **Suspense/Historian** to identify something’s age and origin.

Edge Success: You awaken something that shouldn’t have been awakened. The artifact you’re examining crumbles to dust. Another historian disputes your claims. It takes much more time than you thought it would. It belongs in a museum. Lose 1 Health or 1 Might.

Investigator

You are trained in spotting clues and gathering information. You might work for a law agency or, if you wish, you have a valid private investigator’s license; if you do, add 1 to any die roll related

Keep in mind that **COSMIC LEGENDS OF THE UNIVERSE** is a four-color game, not a simulation of reality – so Skills follow “comic book logic” rather than working as they really *should* in real life.

to working with police authorities.

Roll **Detective/Investigator** to piece together a solution to a puzzle.

Roll **Mystery/Investigator** to plant evidence implicating someone.

Roll **Suspense/Investigator** to notice clues others might overlook.

Edge Success: Someone notices you snooping around where you shouldn’t be. The evidence you’ve found won’t be admissible in court. It takes much more time than you thought it would. Lose 1 Health or 1 Might.

Journalist

You’re skilled at taking the facts and constructing a narrative for publication. Optionally, you can choose one or more media outlets with whom you have a working relationship; if you do, add 1 die to any roll related to that media outlet.

Roll **Action/Journalist** to make a story go viral.

Roll **Adventure/Journalist** to interview a hostile source.

Roll **Detective/Journalist** to track down a lead on a story.

Roll **Mystery/Journalist** to twist the facts to suit an agenda.

Roll **Suspense/Journalist** to spot something potentially newsworthy.

Edge Success: You get the message out, but you’ve made a powerful enemy. You can’t find a second source to confirm your story. Another reporter scooped the story and published it before you could. It takes much more time than you thought it would. This could get you “cancelled” online. Lose 1 Health or 1 Might.

Lawyer

You’re a member of the legal profession and can represent yourself and others in court. Optionally, you can choose one or more specific types of law that you specialize in; if you do, add 1 die to any roll related to those specialties.

Roll **Action/Lawyer** to strenuously object to something.

Roll **Adventure/Lawyer** to cross-examine someone.

Roll **Detective/Lawyer** to trap someone in a lie.

Roll **Mystery/Lawyer** to defend someone who is guilty, or convict someone who is innocent.

Roll **Suspense/Lawyer** to spot loopholes in a legal document.

Edge Success: This court’s decision is likely to be appealed by the other party. The judge declares that if there’s another outburst like that, they’ll clear the courtroom. You’ll answer to the state bar for this. It takes much more time than you thought it would. The judge accuses you of contempt-of-court. Your client (if not representing yourself) objects to your legal strategy. Lose 1 Health or 1 Might.

Mystic

You understand the roots of magical power and can even perform some rituals. As an option, you can specialize in one or more types of magic; if you do, add 1 die to any roll related to those specialties.

Roll **Action/Mystic** to counter someone else’s ritual.

Roll **Adventure/Mystic** to calm a magical creature.

Roll **Detective/Mystic** to comprehend a magical text.

Roll **Suspense/Mystic** to identify a magical effect.

Edge Success: You draw unwanted attention from an extra-dimensional power. You use up specific ritual ingredients that are in short supply. It takes much more time than you thought it would. You won't be able to repeat this specific ritual in the future. Lose 1 Health or 1 Might.

Performer

You're a talented actor, musician, acrobat, magician, or other type of performer. Optionally, you can choose one or more forms of expression as specialties; if you do, add 1 die roll to any roll related to those specialties.

Roll **Action/Performer** to make yourself or someone else the center of attention.

Roll **Adventure/Performer** to make the show go on even if something unexpected happens.

Roll **Mystery/Performer** to perform believably in an acting role.

Roll **Suspense/Performer** to notice anyone in the audience who *isn't* watching your performance.

Edge Success: Your performance draws the attention of a new rival. Your performance had flaws that you really hope nobody noticed. Someone declares that you're a sell-out and they were into you *before* you were cool. It takes much more time than you thought it would. This could get you "cancelled" online. Lose 1 Health or 1 Might.

Physician

You are trained as a doctor or other medical professional. You can optionally choose one or more specialties if you wish; if you do, add 1 die to any roll related to those specialties.

Roll **Action/Physician** to perform major surgery.

Roll **Adventure/Physician** to apply first aid.

Roll **Detective/Physician** to perform forensic medicine on a corpse.

Roll **Suspense/Physician** to diagnose someone's illness or injuries.

Edge Success: There are unexpected side effects to the treatment you suggest. You help your patient, but they'll need more care later. You use up the last of your medicine – until the end of the current Crisis. It takes much more time than you thought it would. Lose 1 Health or 1 Might.

Pilot

You know how to operate planes, helicopters, ships, submarines, spaceships, and similar vessels. Optionally, you can choose one or more types of vehicle as specialties if you wish; if you do, add 1 die to any roll related to those specialties.

Roll **Action/Pilot** to handle a craft in battle.

Roll **Adventure/Pilot** to weather the effects of a storm.

Roll **Detective/Pilot** to calculate a flight path.

Roll **Mystery/Pilot** to run a blockade.

Edge Success: Any landing you can walk away from is a good landing, right? This is a ... good landing. Your strain the capabilities of your craft. You use more fuel than you intended. The paint job on your craft is ruined. It takes much more time than you thought it would. Lose 1 Health or 1 Might.

Politician

You're practiced at playing the system to influence the public.

Roll **Action/Politician** to rile up a crowd.

Roll **Adventure/Politician** to avoid answering direct questions.

Roll **Detective/Politician** to discern someone's political positions.

Roll **Mystery/Politician** to speak in dogwhistles and empty promises.

Roll **Suspense/Politician** to read the room.

Edge Success: Your speech will be put on the Internet with humiliating captions. People believe you, ... but for the wrong reasons. You draw the attention of the rich and powerful. It takes much more time than you thought it would. This could get you "cancelled" online. Lose 1 Health or 1 Might.

Scientist

You understand science. Not *science* of the real world, but super-"science" that can create shrink rays or muscle serums. Optionally, you can choose one or more scientific specialties; if you do, add 1 die to any roll related to those specialties.

Roll **Action/Scientist** to directly test your hypothesis.

Roll **Detective/Scientist** to reverse the effects of super-science.

Roll **Suspense/Scientist** to measure natural phenomena.

Edge Success: You won't be able to replicate the effects again. It turns out that someone already patented your "new" technique. It takes much more time than you thought it would. Lose 1 Health or 1 Might.

Socialite

You are a known figure in high society, and know how to make an appearance.

Roll **Action/Socialite** to impress someone with how important you are.

Roll **Adventure/Socialite** to successfully mingle with the upper classes.

Roll **Detective/Socialite** to investigate a charity's funding sources.

Roll **Mystery/Socialite** to hide your true social rank.

Edge Success: Someone vows that you've crossed the wrong person. Oh no, it's your ex. Someone is wearing the same outfit as you – the *nerve*! You'll end up in tomorrow's edition of the local gossip rag. It takes much more time than you thought it would. You won't get invited to future parties of your normal social circles. This could get you "cancelled" online. Lose 1 Health or 1 Might.

Spy

You're trained in espionage, and have a number of false identities. Optionally, you have security clearance in a spy agency; if you do, add 1 die to any roll related to that agency.

Roll **Action/Spy** to sabotage a location or vehicle.

Roll **Adventure/Spy** to infiltrate a hidden base.

Roll **Detective/Spy** to break a code.

Roll **Mystery/Spy** to keep your secrets under interrogation.

Roll **Suspense/Spy** to see through another spy's disguise to identify their affiliation.

Edge Success: You won't be able to use this cover identity again. An alarm will sound shortly after you leave the area. Your fellow agents start to mistrust you. It takes much more time than you thought it would. You'll lose your security clearance (if you had one). Someone you trusted will turn out to be a double (or triple) agent. Lose 1 Health or 1 Might.

HERO CLASSES

Your hero's class is a broad archetype that determines their Skills, Core Power Words, Personal Power Words, Class Abilities, and Volume Abilities

Those are summarized in the table below.

Look over the descriptions for each class and choose one that you think sounds fun to play!

Class	Skills	Core Power Words	PPWs	Prime Ability
The Divine	Explorer, Historian, Mystic, plus any two	Blessed, Champion	6	Give Me Strength!
The Dynamo	Science, plus any two	Energy, Overload, plus one more	6	Energy Reserve
The Expert	Any one Prime Skill, plus any two	Renowned, Expertise	0	World-Renowned Expertise
The Haunt	Mystic, Historian, plus any two	Beyond, The, Grave	6	Immaterial World
The Inventor	Engineer, Hacker, Scientist, plus any two	Experimental, Prototype	6	No Wasted Effort
The Knight	Criminal, Investigator, Spy, plus any four	Prepared, Gambit	5	Peak Human Potential
The Mage	Historian, Mystic, plus any two	Sorcery, Supreme	6	The Price of Magic
The Monarch	Explorer, Historian, Politician, plus any two	Unexpected, Reserves	6	For My Kingdom!
The Monstrosity	Criminal, Explorer, plus any two	Strongest, Monster	6	Engine of Destruction
The Paragon	Any two	Powers, Abilities	6 + 1	My One Weakness!
The Psychic	Academic, plus any two	Focused, Totality	6	Our Minds As One
The Shaper	Artist, Scientist, plus any two	Sculpt, Environment, plus one more	6	Reshape the Battlefield
The Speedster	Scientist, plus any two	Fastest, Alive	6	Ignore the Laws of Physics
The Totem	Explorer, plus any two	Whatever, Can, plus one Totem Nature Core Power Word	6	Force of Nature
The Twins	Any two, plus any two	Twin, Powers, Activate!	6 + 6	Twin Powers, Activate!
The Wheelman	Engineer, Pilot, plus any two	Stunt, Driving, [plus one Vehicle < Core Power Word <	6] sup> 1 /sup>	Unique Vehicle

NOTES:

- ¹ The Wheelman class gains Vehicle Power Words instead of Personal Power Words.

ABILITY CATEGORIES

There are four categories of abilities that all use similar mechanics:

- **Arsenal Abilities** let you pick a number of single-use Core Power Words at the start of a Storyline;
- **Crossover Abilities** give you access to Power Words (and, usually, abilities) from another class;
- **Hero Cave Abilities** give you a personal headquarters where you can store your trophies or use your skills;
- **Pet Abilities** let you have an animal companion, familiar, or special pet that accompanies you.

For **Arsenal**, **Hero Cave**, and **Pet** Abilities, the following rules apply:

- You can have only one ability of each type.
- Thus you can have only one Arsenal ability, one Hero Cave ability, and one Pet ability.

For **Crossover** Abilities, the following rules apply:

- Each Crossover Ability is tied to a specific class;
- You can't already be a member of that class (including via Multi-Class or Dual-Class options);
- You can't take a second Crossover Ability tied to that class.
- Some Crossover Abilities let you take abilities from that class instead of your own class; however, ...
- You can't take a Crossover Ability as a result of another Crossover Ability. For example, if you take a Crossover (Mage) Ability that lets you take a Mage class ability instead of one of your class abilities, you can't take a Mage class ability that's a Crossover ability.

THE CONSTRUCT

"Just a machine."

That's all they say you are. Created in a lab, created by other people, originally from non-living material.

Who *doesn't* that describe? Spoiler: humans are all created by other humans.

Do **your** origins make **you** any *less* of a person than I am?

You're more than just a simple gadget or toy. You've found there is more to being a person than simply being born human or looking like they do.

PLAYING A CONSTRUCT

Your hero is really, really good at breaking things. You're going to want to advance the Smash goal whenever you can, but keep in mind that you're more than *just* muscle. You have Skills, Abilities, and possibly other Power Words that you can use switch up your moves from Hero Phase to Hero Phase.

QUESTIONS

As you create your Construct hero, answer any or all of these questions.

1. How do you look different from normal humans?
 - a. How much larger are you than other people?
 - b. What color is your skin, and what does it feel like?
 - c. What kind of strange appearance do you have that makes the ignorant assume you're a mere brute?
 - d. What does your voice sound like, and what kind of vocabulary do you employ?
2. Are you *always* a monster?
(If not, then you may want to consider playing your hero as a [Multi-Class Hero](#).)
 - a. If not, what triggers that change?
 - b. Is it an emotional state, a substance, a situation, or your own free will?
 - c. Will people not like you when you're angry? Why not?
 - d. *Were* you always a monster?
3. What kind of interests do you have that surprise other people?
 - a. Are you an artist at heart, a scientist, a poet, a doctor, a pilot?
4. Why *aren't* you the monster they say you are?
 - a. What makes you a *hero* and not a villain or mindless threat?
 - b. What would push you over that edge, and how have you avoided going over it so far?

SKILLS

You have the **Engineer** and **Hacker** skills, plus two additional skills of your choice.

Whenever you make a roll that uses one of your skills, add 1 extra die. If you have more than one skill that could apply to a roll, add 1 extra die for each applicable skill.

POWER WORDS

You can use your Power Words in the following ways:

As a **Power Display**, costing no Might

As a **Stunt**, costing 1 Might for each Word beyond the first

As a **Power Combo**, costing 1 Might and letting others join in

Joining a **Power Combo**, costing 1 Might.

When you use a Power Word, it goes on cooldown until the start of the next Hero Phase, and you can't use it until it is off cooldown.

Core Power Words

Your Core Power Words are **Synthetic** and **Sentience**. You can spend 1 Might point to add one of these to a Power Stunt or Combo, or 2 Might to add both.

Personal Power Words

Choose six Personal Power Words from the following list:

Analytical	Horrrifying	Savage
Animal (specific)	Immovable	Shifting
Artificial	Inhuman	Stomp
Automatic	Interface	Sterile
Beast	Leap	Stretch
Body	Networked	Strength
Claws	Override	Technical
Clobber	Positronic	Throw
Digital	Regenerate	Understanding
Giant	Rocky	

When you use a **Power Display**, you can add one Personal Power Word for free.

You can use two Power Personal Words together to form a **Power Stunt** or **Power Combo** by paying 1 Might for each beyond the first.

Nova Power

Choose any two single words you like; these are your **Nova Power Words**. When you check off all your Ideals, your Nova Power Words are **Unlocked** until the end of the current Storyline.

You can use one of your Nova Power Words in a Power Stunt or Combo for free; if you spend 1 Might, you can include the second Nova Power Word as well.

CONSTRUCT ABILITIES

Each Volume, you gain a new ability from your class. Your Construct Abilities show your increasing distance from biological humanity. Each ability can be chosen only once.

Prime Ability

Your hero has the **Engine of Destruction** Prime ability common to all Monstrosities.

Engine of Destruction

When you use your Core or Nova Power Words in a Power Stunt or Combo to advance the Smash goal, add add 2 to the Effectiveness.

Volume 1 Construct Class Abilities

At the start of Volume 1, choose two abilities from this list.

Asimovian Disciple

Prerequisite: You can't have the Golem class ability. Isaac Asimov's three laws of robotics are like scripture to you. As long as you abide by them, add 2 dice whenever you roll to advance the Allay or Rescue goals. If you deliberately break one, you lose this benefit until you successfully resolve a Crisis.

Coordinated Efforts

Your analytical mind lets you coordinate efforts with your teammates on joint projects. As long as you are in communication with them, they add 2 to the Effectiveness whenever they add to the Teamwork Pool.

Efficient Response

With a minimal amount of effort, you and your allies can ensure that no resources are wasted. Spend Might up to the Volume to reduce the cost to counter any Crisis move by the amount of Might spent, with a minimum cost of 1 Success from the Teamwork Pool.

Even An Android Can Cry

Prerequisite: Humaniform Robot *Prerequisite: You can't have the Golem class ability.* Add 2 to the dice pool when you display human emotions while trying to advance the Allay or Rescue goals.

Golem

You were created through mystical means, not technological ones.

Crossover Ability: with the Mage class Replace your Engineer and Hacker skills with Academic, Historian, and Mystic.

Humaniform Robot

Prerequisite: You can't have the Golem class ability. Some humans suspect that you approximate humanity with more accuracy than they actually live it. Replace two of your skills with Artist and Performer.

Iron Giant

Prerequisite: You can't have the Humaniform Robot class ability. You are much larger than humans – about the size of a building. Add **Giant** as a Core Power Word; whenever you lose Health, the maximum you can lose is 1. Whenever you add a Personal Power Word, you can choose one from the Construct Class Personal Power Words List, or the Monstrosity Class Personal Power Words List. Add the latter as Core Power Words.

It's Alive!

If you are ever killed, you return to life at the end of the next Crisis Countdown, with maximum Health and Might.

Perfect Recall

Prerequisite: You can't have the Golem class ability. You can perfectly remember, describe, and repeat back anything you read, hear, or see. If you use this ability in a dice roll, spend 1 Might to add the Volume to the roll. Whenever you add a Personal Power Word, you can choose one from the Construct Class Personal Power Words List, or the Inventor Class Personal Power Words List. Add the latter as Core Power Words.

The Modern Prometheus

No matter what your origins were, you are fully cognizant of contemporary human society. Choose up to three skills from the following list:

- Academic
- Artist
- Criminal
- Historian
- Engineer
- Journalist
- Performer
- Physician
- Pilot
- Scientist
- Spy

Whenever you add a Personal Power Word, you can choose one from the Construct Class Personal Power Words List, or the Monstrosity Class Personal Power Words List.

Purpose-Built

You were created with a specific function in mind.

Crossover Ability: with theDynamo, Shaper classes Add up to two Power Words from the Dynamo Energy Power Word List as Core Power Words, up to two Power Words from the Shaper Elemental Power Word List as Core Power Words, or up to two Power Words from the Inventor Personal Power Word List as Personal Power Words. Choose up to two fighting styles from the following list:

- Brawler
- Demolisher
- Interceptor
- Frenzy
- Makeshift Weapons
- Mediator
- Medic
- Rescuer
- Weapon Master

Purpose-Crafted

Prerequisite: Golem You were crafted with a specific function in mind.

Crossover Ability: with theMage, Shaper classes Add up to two Power Words from the Mage Power Word List as Core Power Words, up to two Power Words from the Shaper Elemental Power Word List as Core Power Words, or up to two Power Words from the Divine Personal Power Word List as Personal Power Words.

Reinforced Construction

You are amazingly hard to hurt. Increase your maximum Health by 5.

Self-Repair Circuits

Your injuries heal quickly. Regain 1 Health at the start of the Hero Phase if you have at least 1 Might and 1 Health.

Unique Energy Source

You can draw upon a rare form of energy that suffuses your artificial form.

Crossover Ability: with theDynamo class Add one Power Word from the Dynamo Energy Power List as a Core Power Word, and up to three Power Words from the Dynamo Personal Power Word List as Personal Power Words. If you start a Hero Phase with fewer than 2 Might, immediately refresh Might equal to the Volume. Increase your maximum Might by 5.

Unkillable

You get knocked down but you get up again. They're never gonna keep you down. Regain 1 Health at the start of the Hero Phase if you have 0 Health.

TBD

To be determined.

Volume 2 Construct Class Abilities

At the start of Volume 2, choose an ability from this list or the Volume 1 list.

Auspicious Alliteration

Prerequisite: Golem Everyone enjoys euphonious enunciation! When you roll a Power Stunt or Power Combo to add to the Teamwork Pool, add 1 die to the dice pool for each Word whose first letter matches the first letter of another Word in the Stunt or Combo.

Misunderstood Monster

Even at your worst, you wouldn't harm an innocent. Add 2 to the dice pool when you advance the Allay or Rescue goals. Whenever you choose a Personal Power Word, you can choose from the Construct Class Personal Power Words List, or the Monstrosity Class Personal Power Words List. Add any from the latter as Core Power Words.

Regeneration

Prerequisite: Golem If you're ever wounded, you don't stay that way for long. Regain 1 Health at the start of the Hero Phase if you are at less than half of your maximum Health but have at least 1 Health.

Relentless Power

You are a storehouse of untapped energy. Increase your maximum Might by 5.

TBD

To be determined.

Volume 3 Construct Class Abilities

At the start of Volume 3, choose an ability from this list or any previous list.

Nigh-Invulnerable

There are few things that can seriously harm you. Increase your maximum Health by 5.

Power Burn

You can call upon your life-force to fuel your powers. You can spend Health whenever you would normally spend Might. Increase your maximum Health by 3.

Volume 4 Construct Class Abilities

At the start of Volume 4, choose an ability from this list or any previous list.

Power Overwhelming

Your capacity for destruction is extraordinary, even for a hero. Increase your maximum Might by 5.

Immortal

You might be seriously wounded, but you never stay dead. If you're reduced to 0 Health or 0 Might, regain 1 point of each at the start of the next Hero Phase.

Volume 5 Construct Class Abilities

At the start of Volume 5, choose an ability from this list or any previous list.

TBD

To be determined.

TBD

To be determined.

TiE DiVine

You are imbued with power that originates with one or more deities, or at least powerful extra-planar beings who could be worshipped as gods.

PLAYING A DIVINE

As a Divine hero, you have a wide range of abilities to choose from. Look for ways you can find synergy with other heroes – if they join in a Power Combo that you initiate, your *Give Me Strength!* bonus applies to the dice they provide, too.

QUESTIONS

As you create your Divine hero, answer any or all of these questions.

- Are you a deity yourself?
 - A demigod?
 - The champion of one or more deities?
 - Or even someone who figuratively or literally stole power from the gods?
- What god, gods or pantheon are you associated with?
 - Do you gain power from your association with a single deity, or do multiple gods grant you power?
 - Are your powers bestowed by the gods, or are they a result of your own divine essence?
- How do you relate to the god(s) who empower you?
 - Are you on good terms with them, are they distant and silent, or have they sent you to a mortal existence for your own good?
 - Are there other gods or other people empowered by the gods, and if so, do you get along with them?
- Are there any mythological monsters or enemies that your choice of a divine power source implies?

- Do you have a single form and identity, or do you change through supernatural means between your Divine form and a “mortal” one?
 - If so, what triggers such a change – a spoken word, a transformation sequence, or just calling upon your Divine powers?
- If you're not a mortal yourself, what *do* you think of the mortal world?
 - Does it mystify you, or are you thoroughly immersed in modern culture?
 - What are your views on religion – both your hero's own religion and those that could be seen as rival faiths?

SKILLS

You have the **Explorer**, **Historian**, and **Mystic** skills, plus two additional skills of your choice.

Whenever you make a roll that uses your skill, roll an additional number of dice equal to the Volume.

POWER WORDS

You can use your Power Words in the following ways:

As a **Power Display**, costing no Might

As a **Power Stunt**, costing 1 Might for each Word beyond the first

As a **Power Combo**, costing 1 Might and letting others join in

Joining a **Power Combo**, costing 1 Might.

When you use a Power Word, it goes on cooldown until the start of the next Hero Phase.

Core Power Words

Your Core Power Words are **Blessed** and **Champion**. You can spend 1 Might point to add one of these to a Power Stunt or Combo, or 2 Might to add both.

Divine Class Personal Power Words List

Choose six Personal Power Words from the following list:

Anger

Peace

Strength

Armor

Radiant

Thunder

Command

Resist

Unbreakable

Extrapolanar

Senses

Wisdom

Faith

Flight

Speed

When you use a **Power Display**, you can add one Personal Power Word for free.

You can use two Power Personal Words together to form a **Power Stunt** or **Power Combo** by paying 1 Might for each beyond the first.

REAL-WORLD RELIGIONS?

It's a staple of superhero comic books that real-life deities are portrayed as either heroes themselves or the sources of power for a hero.

There's an assumption that these “aren't *real* gods who are sacred to anyone any more” – but that's not necessarily true at all. For example, many modern pagans revere one or more of the Norse gods of myth.

You should be careful when you use mythological deities, *especially* those from a culture that's foreign to you. Check with the other players and the Editor, and be prepared to change either your Divine hero or the concept behind them.

Nova Power

Choose any two single words you like; these are your **Nova Power Words**. When you check off all your Ideals, your Nova Power Words are **Unlocked** until the end of the current Storyline.

You can use one of your Nova Power Words in a Power Stunt or Combo for free; if you spend 1 Might, you can include the second Nova Power Word as well.

DIVINE ABILITIES

Each Volume, you gain a new ability from your class. Your Divine Abilities are gifts from the Gods, whether by birth or by boon. Each ability can be chosen only once.

Prime Ability

Your hero has the **Give Me Strength!** Prime ability common to all Divines.

Give Me Strength!

When you use your Core or Nova Power Words in a Power Stunt or Combo, you can count 6s as two successes instead of 1. If you do, lose either 1 Health or 1 Might after your roll, regardless of how many extra successes you gained.

Volume 1 Divine Class Abilities

At the start of Volume 1, choose two abilities from this list.

Stamina of Atlas

You are tougher than a mere mortal. Increase your maximum Health by 5.

Strength of Kratos

Imbued with power comparable to the titan personification of strength, you can break down most barriers with ease. Add 2 to the dice pool to advance the Smash or Rescue goals.

Weapon of the Gods

You have a weapon that is unique in the universe, possibly crafted by a deity of the forge. Decide on the specific weapon, and add that weapon's proper name as a Core Power Word.

Crossover Ability: with theDynamo, Shaper class In addition, choose either one Energy Power Word from the Dynamo class or one Element Power Word from the Shaper list, and use that as Personal Power Word whenever you have your weapon.

Wisdom of Athena

Your insight is unmatched by anyone save the gods themselves. Add 2 to the dice pool to advance the Outwit or Allay goals.

Volume 2 Divine Class Abilities

At the start of Volume 2, choose an ability from this list or the Volume 1 list.

Courage of Ares

Your divine spirit won't give up, even when the odds are against you. When you are below half your Health, add 1 to the dice pool to advance any Goal.

Speed of Hermes

You can run – or fly, if you have Flight as a Power Word – at speeds approaching Mach 1. The Timely Arrival move costs you 0 points from the Teamwork Pool.

Temple of the Gods

Prerequisite: You can't have another Hero Cave Ability. You have a hidden location that is your personal base of operations. Outside of a Crisis, you can spend 1 Might to teleport yourself to your Temple. Add 2 dice whenever you skill roll while in your Temple of the Gods. Choose two Scene Power Words for your Temple from the [See , page 18](#). In addition, choose one of the following as a third Scene Word: ::::: cpw ::::: - Divine - Hallowed - Holy - Quiet - Shrine
::::: This is a Hero Cave Ability.

TBD

To be determined.

Volume 3 Divine Class Abilities

At the start of Volume 3, choose an ability from this list or any previous list.

Power of Zeus

You're empowered with divine energy that crackles like electricity when you use Might. Increase your maximum Might by 5.

Skill of Artemis

Divinely granted knowledge gives you skill in nearly every field. When you make a skill roll, if you don't have that skill, add 1 to the dice pool.

Volume 4 Divine Class Abilities

At the start of Volume 4, choose an ability from this list or any previous list.

TBD

To be determined.

TBD

To be determined.

Volume 5 Divine Class Abilities

At the start of Volume 5, choose an ability from this list or any previous list.

TBD

To be determined.

TBD

To be determined.

DUAL-CLASS HEROES

A Dual-Class Hero is one who can change between a *primary class* and a *secondary class* form, and is likely a hero who looks different in each form. One might be a meek scientist while the other a rampaging monster; one could be a young student while the other is a dazzling magical star-princess.

Dual-Class Heroes are a way to build a hero who transforms to do their superheroic deeds, including magical girls and were-creatures.

When you create your Dual-Class Hero, you get to choose the following:

1. What they look like in their *primary class*.
2. What they look like in their *secondary class*.
3. How they change between *primary class* and *secondary class*, and how long that takes.
4. Their Class Abilities, Fighting Styles, Skills, and Personal Power Words for each class.

At the start of each Season, you choose a new Class Ability for each of the two classes. Whenever you gain a new Fighting Style or Skill, assign it to one of the two classes; it can only be used when your hero is in that class or form.

Whenever you get to choose a new personal power word, choose one word for each class and add it to the Personal Power Words for that form. If your Health or Might advances, it applies to *both* class forms.

These stay consistent between *primary class* and *secondary class* for the same hero:

1. The values for their Approaches. (Action, Adventure, Detective, Mystery, and Suspense.)
2. Their Ideals, and whether they've tagged their keys for each Ideal.
3. Their Season (which is consistent for the Series).
4. Their (maximum) Health and (maximum) Might.
5. Whether they've unlocked their Nova Power Words this Storyline, whether they're the Spotlight Hero, and their Advancements.

Switching from *primary* to *secondary* class does the following: 0. Costs 1 Might or 1 Health. 1. Resets their current Health to its maximum value. 2. Keeps their Might at its current level.

Switching from *secondary* to *primary* class does the following: 0. Costs 1 Might or 1 Health. 1. Resets their current Might to its maximum value. 2. Keeps their Health at its current level.

THE DYNAMO

You're a living source of energy. Whether you generate it yourself or tap into another plane of existence, you can use that energy as a blast, an explosion, a punch, and more.

PLAYING A DYNAMO

This makes you especially good at blowing things up; in fights, you use up Might quickly, but regain it almost as quickly. Dynamo is one of the few classes that gets a third Core Power Word, so use

that to increase your dice pools by spending Might freely.

QUESTIONS

As you create your Dynamo hero, answer any or all of these questions.

1. What type of energy do you use?
 - a. Do you produce it yourself, or does it come from another source?
 - b. How exactly did you gain your power to use this energy?
2. What visual, audible, and olfactory signatures accompany your power?
 - a. Is there a color associated with this energy, like silver, purple, or gold? Do you crackle with energy?
 - b. An earth-shattering kaboom when your power goes off, a simple "ZOT" or something else?
 - c. A burnt smell, or ozone, or petrichor?
3. How does your hero feel about these powers?
 - a. Do you revel in them, happy to show off?
 - b. Or are you more restrained, afraid to let loose with your full strength?
 - c. Have your powers ever harmed anyone else?

SKILLS

You have the Scientist skill, plus any two skills of your choice.

Whenever you make a roll that uses your skill, roll an additional number of dice equal to the Volume.

POWER WORDS

You can use your Power Words in the following ways:

As a **Power Display**, costing no Might

As a **Power Stunt**, costing 1 Might for each Word beyond the first

As a **Power Combo**, costing 1 Might and letting others join in
Joining a **Power Combo**, costing 1 Might.

When you use a Power Word, it goes on cooldown until the start of the next Hero Phase.

Core Power Words

Your Core Power Words are **Energy** and **Overload**.

In addition, you get a third Core Power Word – known as your Energy Power Word – chosen from the following list:

Cold

Heat

Light

Speed

Darkness

Radiation

Electricity

Sound

You can spend 1 Might point to add one of these to a Power Stunt or Combo, 2 Might to add another, or 3 Might to add all three.

CHARACTER SHEETS FOR DUAL-CLASS HEROES

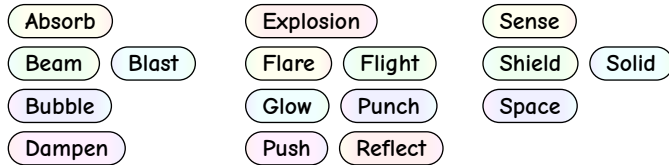
The easiest way to run a dual-class hero is just maintain two different character sheets, and flip between them when the character changes form/class!

OTHER ENERGY POWER WORDS

If you've got an idea for another type of energy, go for it! You can run it past the Editor for ideas, but if you say your energy is "thunder", for example, then your power's thunder!

Personal Power Words

Choose six Personal Power Words from the following list:



When you use a **Power Display**, you can add one Personal Power Word for free.

You can use two Power Personal Words together to form a **Power Stunt** or **Power Combo** by paying 1 Might for each beyond the first.

Nova Power

Choose any two single words you like; these are your **Nova Power Words**. When you check off all your Ideals, your Nova Power Words are **Unlocked** until the end of the current Storyline.

You can use one of your Nova Power Words in a Power Stunt or Combo for free; if you spend 1 Might, you can include the second Nova Power Word as well.

DYNAMO ABILITIES

Each Volume, you gain a new ability from your class. Your Dynamo Abilities are refinements of your energy powers. Each ability can be chosen only once unless otherwise noted.

Prime Ability

Your hero has the **Energy Reserve** Prime ability common to all Dynamos.

Energy Reserve

You're overflowing with energy. If you start a Hero Phase with 2 or less Might points, you regain 1 Might.

Volume 1 Dynamo Class Abilities

At the start of Volume 1, choose two abilities from this list.

Destructive Energies

Your energy is even more damaging than other sources of the same type. Add 2 to the dice pool to advance the Smash goal.

Eight Ball, Corner Pocket

You're extremely good at bouncing your blasts off solid targets. When you do, add 2 to the dice pool to advance the Outwit goal.

Fight Fire With Fire

If a Crisis threatens you or someone else with harm from energy blasts, you can fire off a blast of energy that intercepts and blocks it. You can spend points of Might instead of points from the Teamwork Pool to counter energy-themed effects.

Wide Angle

You can spread your energy in a burst that hits many targets. When you advance the Smash goal by at least 1, advance another goal by 1.

TBD

To be determined.

Volume 2 Abilities

At the start of Volume 2, choose an ability from this list or the Volume 1 list.

Energy Shaping

Crossover Ability: with the Shaper class Add a Word from the Shaper class's Personal Power Word list as a Personal Power Word.

You can take this ability more than once.

Energy Versatility

You've mastered another form of energy projection in addition to your primary energy type. Add a Word from the Energy Power Word list as a Personal Power Word. You can take this ability more than once.

TBD

To be determined.

Volume 3 Dynamo Class Abilities

At the start of Volume 3, choose an ability from this list or any previous list.

Power Conduit

You're able to channel your energy to great effect. When you initiate or join a Power Combo, add 2 to the dice pool.

Power Overwhelming

Your capacity for energy use is extraordinary, even for a hero. Increase your maximum Might by 5.

Volume 4 Dynamo Class Abilities

At the start of Volume 4, choose an ability from this list or any previous list.

TBD

To be determined.

TBD

To be determined.

Volume 5 Dynamo Class Abilities

At the start of Volume 5, choose an ability from this list or any previous list.

TBD

To be determined.

TBD

To be determined.

THE EXPATRIATE

PLAYING AN EXPATRIATE

Lorem ipsum dolor sit amet, consectetur adipiscing elit. Curabitur ornare ex nisi.

QUESTIONS

As you create your Monstrosity hero, answer any or all of these questions.

1. Lorem ipsum dolor sit amet, consectetur adipiscing elit. Curabitur ornare ex nisi.
 - a. Lorem ipsum dolor sit amet, consectetur adipiscing elit. Curabitur ornare ex nisi.
 - b. Lorem ipsum dolor sit amet, consectetur adipiscing elit. Curabitur ornare ex nisi.
2. Lorem ipsum dolor sit amet, consectetur adipiscing elit. Curabitur ornare ex nisi.
 - a. Lorem ipsum dolor sit amet, consectetur adipiscing elit. Curabitur ornare ex nisi.
 - b. Lorem ipsum dolor sit amet, consectetur adipiscing elit. Curabitur ornare ex nisi.

SKILLS

You have the **Academic**, **Explorer**, **Historian**, and **Pilot** skills, and plus two additional skills of your choice.

Whenever you make a roll that uses one of your skills, add 2 extra dice.

POWER WORDS

You can use your Power Words in the following ways:

- As a **Power Display**, costing no Might
- As a **Stunt**, costing 1 Might for each Word beyond the first
- As a **Power Combo**, costing 1 Might and letting others join in
- Joining a **Power Combo**, costing 1 Might.

When you use a Power Word, it goes on cooldown until the start of the next Hero Phase, and you can't use it until it is off cooldown.

Core Power Words

Your Core Power Words are **Human** and **Ingenuity**. You can spend 1 Might point to add one of these to a Power Stunt or Combo, or 2 Might to add both.

Personal Power Words

Choose six Personal Power Words from the following list:

Alien	Eye	Raygun	
Animal (specific)	Fascinating	Regenerate	
Anachronism	Fin	Resourceful	
Armor	Forgotten	Reputation	
Arrogance	Grok	Relic	Rocket
Competency	Helmet	Romance	
Backwater	Legendary	Sabotage	
Beast	Horrifying	Spaceship	
Body	Jetpack	Stomp	
Bravado	Jumpsuit	Stretch	
Charm	Immovable	Strength	
Civilization	Improvised	Tactics	Tank
Claws	Innocent	Teleportation	
Crash	Leadership	Throw	Trivia
Confusing	Leap	Unassuming	
Contradictory	Linguist	Unpredictable	
Customs	Military	Warlord	
Cyborg	Oxygen	Weapon (specific)	
Dangerous	Pet	Wisdom	
Discovery	Planetary		
Earth	Primitive		
Explosives	Radio	Rally	

When you use a **Power Display**, you can add one Personal Power Word for free.

You can use two Power Personal Words together to form a **Power Stunt** or **Power Combo** by paying 1 Might for each beyond the first.

Nova Power

Choose any two single words you like; these are your **Nova Power Words**. When you check off all your Ideals, your Nova Power Words are **Unlocked** until the end of the current Storyline.

You can use one of your Nova Power Words in a Power Stunt or Combo for free; if you spend 1 Might, you can include the second Nova Power Word as well.

EXPATRIATE ABILITIES

Each Volume, you gain a new ability from your class. Your Expatriate Abilities show your growth in a completely different environment from your home. Each ability can be chosen only once.

Prime Ability

Your hero has the **Quick Learner** Prime ability common to all Expatriates.

Quick Learner

At the start of each Volume, add one of the following Fighting Styles: **Acrobat, Ace, Brawler, Inspiration, Jester, Martial Artist, Mediator**, or **Tactician**.

At the start of each Volume, add one of the following Skills: **Academic, Criminal, Deputy, Engineer, Hacker, Historian, Investigator, Pilot, Scientist**, or **Spy**.

Volume 1 Expatriate Class Abilities

At the start of Volume 1, choose two abilities from this list.

Boundless Fortitude

You are amazingly hard to hurt. Increase your maximum Health by 5.

Self-Repair

Your injuries heal quickly. Regain 1 Health at the start of the Hero Phase if you have at least 1 Might and 1 Health.

In a Strange Land

To be determined

Unkillable

You get knocked down but you get up again. They're never gonna keep you down. Regain 1 Health at the start of the Hero Phase if you have 0 Health.

TBD

To be determined.

Volume 2 Expatriate Class Abilities

At the start of Volume 2, choose an ability from this list or the Volume 1 list.

Earth, Or A Reasonable Facsimile Thereof

*Prerequisite: You can't have another **Hero Cave** Ability. You have a holosuite or room made to replicate the environment(s) of your home planet. Add 2 dice whenever you make a skill roll while in your Facsimile. Choose two Scene Power Words for your Facsimile from the [See, page 18](#). In addition, choose one of the following as a third Scene Word: ::::: cpw ::::: - Earth - Familiar - Home - Terrain - Terrain*

::::: This is a **Hero Cave** Ability.

Regeneration

If you're ever wounded, you don't stay that way for long. Regain 1 Health at the start of the Hero Phase if you are at less than half of your maximum Health but have at least 1 Health.

Relentless Power

You are a storehouse of untapped energy. Increase your maximum Might by 5.

Volume 3 Expatriate Class Abilities

At the start of Volume 3, choose an ability from this list or any previous list.

Nigh-Invulnerable

There are few things that can seriously harm you. Increase your maximum Health by 5.

Power Burn

You can call upon your life-force to fuel your powers. You can spend Health whenever you would normally spend Might.

Volume 4 Expatriate Class Abilities

At the start of Volume 4, choose an ability from this list or any previous list.

Immortal

You might be seriously wounded, but you never stay dead. If you're reduced to 0 Health or 0 Might, regain 1 point of each at the start of the next Hero Phase.

Power Overwhelming

Your capacity for destruction is extraordinary, even for a hero. Increase your maximum Might by 5.

Volume 5 Expatriate Class Abilities

At the start of Volume 5, choose an ability from this list or any previous list.

TBD

To be determined.

TBD

To be determined.

THE EXPERT

Like the Knight and Inventor, you aren't a hero who relies on your super-powers. Instead, you're very skilled at one specific thing – and there are few in the world who can match your expertise in your chosen field.

PLAYING AN EXPERT

Don't be afraid to use your Engineer, Hacker, Scientist, or other skills in conjunction with your Power Words to represent making on-the-fly adjustments to whatever gear you carry.

QUESTIONS

As you create your Expert hero, answer any or all of these questions.

SKILLS

Choose any one skill as your **Prime Skill**. Whenever you use that skill in a roll, double the number of dice you get from being skilled; i.e., from 1 to 2.

Alternately, you can choose a **Prime Fighting Style** instead of a **Prime Skill**. Whenever you use that Fighting Style, double the number of dice granted by it; for example, if you chose Brawler, which says *Add 2 dice when you use an unarmed attack to advance the Smash goal*, you would instead add 4 dice when you use an unarmed attack to advance the Smash goal.

In addition, choose any two additional skills of your choice.

Whenever you make a roll that uses your skill, roll an additional number of dice equal to the Volume.

POWER WORDS

You can use your Power Words in the following ways:

- As a **Power Display**, costing no Might
- As a **Power Stunt**, costing 1 Might for each Word beyond the first
- As a **Power Combo**, costing 1 Might and letting others join in
- Joining a **Power Combo**, costing 1 Might.

When you use a Power Word, it goes on cooldown until the start of the next Hero Phase.

Core Power Words

Your Core Power Words are **Renowned** and **Expert**.

When you use a **Power Display**, you can add one Core Power Word for free.

You can spend 1 Might point to add one of these to a Power Stunt or Combo, or 2 Might to add both.

Personal Power Words

Unlike other heroes, you don't have any Personal Power Words.

Nova Power

Unlike other heroes, you don't have Nova Power Words. When you have marked all of your Ideals, you gain the standard Might refresh, but don't unlock any additional Nova Power Words.

EXPERT ABILITIES

Each Volume, you gain a new ability from your class. Your Expert Abilities reflect growing expertise in your primary field and a number of related fields. Each ability can be chosen only once.

Prime Ability

Your hero has the **World-Renowned Expertise** Prime ability common to all Experts.

World-Renowned Expertise

When you chose your skills, you picked one as your Prime Skill. Whenever you use that skill in a roll, add 3 dice instead of 1 die.

If you chose a Prime Fighting Style instead of a Prime Skill, triple the number of dice that Fighting Style provides.

Volume 1 Expert Class Abilities

At the start of Volume 1, choose two abilities from this list.

Armorsmith

You've invented a suit of armor. Add Armor as a Core Power Word and one Personal Power Word from the Dynamo's or Paragon's Personal Power Word list.

Flexible Faculties

Your abilities extend beyond your inventive endeavours, as you possess an actual super-power. Add one Personal Power Word from the Monarch, Monstrosity, or Psychic class lists as a Personal Power Word.

Perspicacious Pettifoggery

Using your vast vocabulary of super-scientific knowledge, you can easily out-technobabble your opponents. When you roll to advance the Outwit goal, add the largest number of syllables in a Power Word you're using to the dice pool, with a maximum of 2 + the Volume.

Stately Skyscraper

Prerequisite: You can't have another **Hero Cave** Ability. You have a base of operations at the top of a tall building. When you make a skill roll in that building, add 2 to the dice pool. Choose two Scene Power Words for your Skyscraper from the [See, page 18](#). In addition, choose one of the following as a third Scene Word: ::::: cpw ::::: - Downtown - High-Tech - Invisible - Penthouse - Phased

::::: This is a **Hero Cave** Ability.

TBD

To be determined.

Volume 2 Expert Class Abilities

At the start of Volume 2, choose an ability from this list or the Volume 1 list.

Puissant Polymath

Your education covered a wide range of topics. Gain a number of skills equal to the Volume. Add an additional skill at the start of each subsequent Volume.

Weaponsmith

Prerequisite: You can't have another **Arsenal** Ability. You've created a number of weapons with a wide variety of effects. At the start of each Storyline, pick a number of Power Words from the Dynamo or Shaper Personal Power Words lists equal to the Volume. You can use each Power Word as a Core Power Word once during the current Storyline without paying any Might. This is an **Arsenal** Ability.

TBD

To be determined.

Volume 3 Expert Class Abilities

At the start of Volume 3, choose an ability from this list or any previous list.

Absorption Field

Your defenses include an inertia-dampening force field that block harm to you. Instead of losing Health, you can lose an equal amount of Might.

Overclocked Systems

When you use a Power Display, Stunt, or Combo, choose one of the Power Words you're using. Count all 6s in your roll as 2 successes instead of 1. You then lose the use of that Word after the Display, Stunt, or Combo and don't regain it until the end of the current Crisis.

Volume 4 Expert Class Abilities

At the start of Volume 4, choose an ability from this list or any previous list.

TBD

To be determined.

TBD

To be determined.

Volume 5 Expert Class Abilities

At the start of Volume 5, choose an ability from this list or any previous list.

TBD

To be determined.

TBD

To be determined.

GENERIC HERO ABILITIES

GENERIC HERO ABILITIES

Each Volume, you gain a new ability from your class. Instead of taking a Class Ability, you can choose a Generic Hero Ability from the following lists. Each ability can be chosen only once.

Volume 1 Generic Hero Abilities

At the start of Volume 1, choose two abilities from this list or from your Class's Volume 1 Class Ability List.

Arsenal

*Prerequisite: You can't have another **Arsenal** Ability.* At the start of each Storyline, pick a number of Power Words from the Inventor or Knight Personal Power Words Lists equal to the Volume. You can use each such Power Word as a Core Power Word once during the current Storyline without paying any Might. This is an *Arsenal* Ability.

Dependable Allies

to be determined

Digital Interface

to be determined

Hero Cave

*Prerequisite: You can't have another **Hero Cave** Ability.* You have a hidden location that is your personal base of operations. Add 2 dice whenever you make a skill roll while in your Hero Cave. Choose two Scene Power Words from the following Hero Cave Power Words List:

HERO CAVE POWER WORDS LIST

Analysis

Arsenal

Beds

Cell

Communication

Computer

Costume

Crime

Database

Dark

Defenses

Dinosaur

Dock

Entertainment

Exit

Extra

Fountain

Garage

Globe

Hangar

Hidden

Kitchen

Laboratory

Library

Map

Medical

Memorial

Observatory

Passage

Penny

Portal

Repairs

Reinforced

Robot

Secure

Secret

Sensors

Shelter

Shielded

Statue

Storage

Studio

Toys

Trophy

Tunnel

Underground

Wealth

Weapon

Zoo

This is a *Hero Cave* Ability.

Break the Fourth Wall

Your hero knows they're in a comic book – or, at least, in a tabletop roleplaying game. When you roll to advance the Outwit goal, if you reference this knowledge in a nonsensical way, count all 4s, 5s, or 6s as successes.

Hero Without Fear

You are completely fearless. If you are exposed to any fear-based effects, spend 1 Might to counter that use for you only. Your lack of fear lets you take risks to save others without concern for your own safety: You can choose to add 2 dice when you roll to advance the Rescue goal. If you do, lose 1 Health or 1 Might after resolving the roll.

Local Hero

You and your home town are nearly synonymous. You know the geography of the city like the back of your hand. Add the name of your city as a single Core Power Word. Add 2 dice whenever you make a skill roll related to the city. While you're in your home city, add 2 dice when you roll to advance the Ally or Rescue goals.

Repetition You can take this Ability more than once. When you do, choose another city covered by this Ability.

Well-Connected

To be determined

Volume 2 Generic Hero Abilities

At the start of Volume 2, choose an ability from this list or the Volume 1 list.

Chameleon

You can change your physical features to match any person you've ever met, or a combination of such features. Add "Disguise" as a Core Power Word. When you use "Disguise" in a Power Display, Power Stunt, or Power Combo roll to advance the Outwit goal, add 2 to the Effectiveness of that roll.

Eidetic Memory

You have what's sometimes called *photographic memory* – you have perfect recall of anything you see, hear, read, or otherwise experience. Add 3 dice when you make a skill roll related to memory or knowledge.

TBD

To Be Determined

Volume 3 Generic Hero Abilities

At the start of Volume 3, choose an ability from this list or any previous list.

Weirdness Magnet

Strange things happen around you *all the time*. This means you are more likely to be on the scene whenever a Crisis breaks out! If your hero isn't present at the start of a Crisis, you can spend 1 Might during the *Teamwork Pool - Assemble!* phase of the *Countdown to Crisis* to say that you've been there the whole time. If you do, add 3 dice when you roll to create the initial Teamwork Pool.

TBD

To be determined.

TBD

To be determined.

Volume 4 Generic Hero Abilities

At the start of Volume 4, choose an ability from this list or any previous list.

TBD

To be determined.

TBD

To be determined.

Volume 5 Generic Hero Abilities

At the start of Volume 5, choose an ability from this list or any previous list.

TBD

To be determined.

TBD

To be determined.

THE HAUNT

You're dead.

Sorry about the bad news.

But for whatever reason ... you are cursed to walk the Earth, along the narrow line between life and death.

PLAYING A HAUNT

You have Skills, Abilities, and possibly other Power Words that you can use to switch up your moves from Hero Phase to Hero Phase.

QUESTIONS

As you create your Haunt hero, answer any or all of these questions.

- How do you look different from normal humans?
 - How much larger (or smaller) are you than other people?
 - What color is your skin, and what does it feel and look like?
 - What does your voice sound like, and what kind of vocabulary do you employ?
- Are you *always* a Ghost?

(If not, then you may want to consider playing your hero as [Multi-Class Hero](#) – this is appropriate for heroes who magically transform from child form to an adult shape!)

 - If not, what triggers that change? Is it an emotional state, a substance, a situation, a magic word, or your own free will?
 - Do you have any other friends your age, or do you just associate with adult heroes?
- Why do you still walk the Earth?
 - What (or who) prevents you from moving on to an afterlife?
 - How can your spirit finally be laid to rest?
 - Would your hero take the opportunity to move on, or fight against it?

SKILLS

You have the **Mystic** and **Historian** skills, plus two additional skills of your choice.

Whenever you make a roll that uses one of your skills, add 1 extra die. If you have more than one skill that could apply to a roll, add 1 extra die for each applicable skill.

POWER WORDS

You can use your Power Words in the following ways:

As a **Power Display**, costing no Might

As a **Stunt**, costing 1 Might for each Word beyond the first

As a **Power Combo**, costing 1 Might and letting others join in
Joining a **Power Combo**, costing 1 Might.

When you use a Power Word, it goes on cooldown until the start of the next Hero Phase, and you can't use it until it is off cooldown.

Core Power Words

Your Core Power Words are **To Be** and **Determined**. You can spend 1 Might point to add one of these to a Power Stunt or Combo, 2 Might to add two, and 3 Might to add all three.

Afterlife Aura Banish	Grim Grinning	Rattle Rest Seance
Banshee Beyond	Haunting	Sensitive Shadows
Bones Cavaderous	Immaterial	Sheet Shriek Slime
Chains Chill Cloak	Immortal Invisible	Soul Sounds Spectre
Coffin Cross Crypt	Legend Living	Spirit Spooky
Darkness Dead	Materialize Message	Supernatural
Death Disguise Eyes	Midnight Mist Moon	Terrorize Vision
Fear Fog Forboding	Music Mystic Omen	Wrath Wraith
Ghost GhouL Grave	Pallor Peace Punish	

When you use a **Power Display**, you can add one Personal Power Word for free.

You can use two Power Personal Words together to form a **Power Stunt** or **Power Combo** by paying 1 Might for each beyond the first.

Nova Power

Choose at least two but no more than four single words you like; these are your **Nova Power Words**, and together are known as your **Nova Power Phrase**.

When you mark all your Ideals, your Nova Power Words are **Unlocked** until the end of the current Storyline.

You can use one of your Nova Power Words in a Power Stunt or Combo for free; if you spend 1 Might, you can include the second Nova Power Word as well.

[No class picture]

HAUNT ABILITIES

Each Volume, you gain a new ability from your class. Your Haunt Abilities show your increasing distance from the living. Each ability can be chosen only once.

Prime Ability

Your hero has the **Beyond the Grave** Prime ability common to all Haunts.

Beyond the Grave
To be determined

Volume 1 Abilities

At the start of Volume 1, choose two abilities from this list.

Ironic Justice
To Be Determined

Poltergeist
To Be Determined

Possession
To Be Determined

This chamber has no windows and no doors
To Be Determined

Unfinished Business
To Be Determined

Volume 2 Haunt Class Abilities

At the start of Volume 2, choose an ability from this list or the Volume 1 list.

TBD
To Be Determined

TBD
To Be Determined

TBD
To Be Determined

Volume 3 Haunt Class Abilities

At the start of Volume 3, choose an ability from this list or any previous list.

TBD
To Be Determined

TBD
To Be Determined

TBD
To Be Determined

Volume 4 Haunt Class Abilities

At the start of Volume 4, choose an ability from this list or any previous list.

TBD
To Be Determined

TBD
To Be Determined

TBD
To Be Determined

Volume 5 Haunt Class Abilities

At the start of Volume 5, choose an ability from this list or any previous list.

TBD
To Be Determined

TBD
To Be Determined

THE HELLSPAWN

You are imbued with power that originates with one or more deities, or at least powerful extra-planar beings who could be worshipped as gods.

PLAYING A HELLSPAWN

As a Hellspawn hero, you have a wide range of abilities to choose from. Look for ways you can find synergy with other heroes – if they join in a Power Combo that you initiate, your *Give Me Strength!* bonus applies to the dice they provide, too.

QUESTIONS

As you create your Hellspawn hero, answer any or all of these questions.

1. Are you a deity yourself?
 - a. A demigod?
 - b. The champion of one or more deities?
 - c. Or even someone who figuratively or literally stole power from the gods?
2. What god, gods or pantheon are you associated with?
 - a. Do you gain power from your association with a single deity, or do multiple gods grant you power?
 - b. Are your powers bestowed by the gods, or are they a result of your own divine essence?
3. How do you relate to the god(s) who empower you?
 - a. Are you on good terms with them, are they distant and silent, or have they sent you to a mortal existence for your own good?
 - b. Are there other gods or other people empowered by the gods, and if so, do you get along with them?
4. Are there any mythological monsters or enemies that your choice of a divine power source implies?
5. Do you have a single form and identity, or do you change through supernatural means between your Hellspawn form and a "mortal" one?
 - a. If so, what triggers such a change – a spoken word, a transformation sequence, or just calling upon your Divine powers?
6. If you're not a mortal yourself, what *do* you think of the mortal world?
 - a. Does it mystify you, or are you thoroughly immersed in modern culture?
 - b. What are your views on religion – both your hero's own religion and those that could be seen as rival faiths?

SKILLS

You have the **Explorer**, **Historian**, and **Mystic** skills, plus two additional skills of your choice.

Whenever you make a roll that uses your skill, roll an additional number of dice equal to the Volume.

POWER WORDS

You can use your Power Words in the following ways:

- As a **Power Display**, costing no Might
- As a **Power Stunt**, costing 1 Might for each Word beyond the first
- As a **Power Combo**, costing 1 Might and letting others join in
- Joining a **Power Combo**, costing 1 Might.

When you use a Power Word, it goes on cooldown until the start of the next Hero Phase.

REAL-WORLD RELIGIONS?

It's a staple of superhero comic books that real-life deities are portrayed as either heroes themselves or the sources of power for a hero.

There's an assumption that these "aren't *real* gods who are sacred to anyone any more" – but that's not necessarily true at all. For example, many modern pagans revere one or more of the Norse gods of myth.

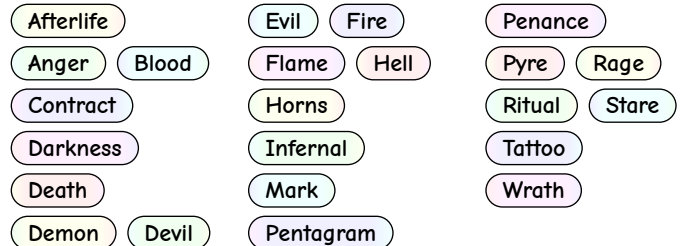
You should be careful when you use mythological deities, *especially* those from a culture that's foreign to you. Check in with the other players and the Editor, and be prepared to change either your Hellspawn hero or the concept behind them.

Core Power Words

Your Core Power Words are **Damned** and **Soul**. You can spend 1 Might point to add one of these to a Power Stunt or Combo, or 2 Might to add both.

Personal Power Words

Choose six Personal Power Words from the following list:



When you use a **Power Display**, you can add one Personal Power Word for free.

You can use two Power Personal Words together to form a **Power Stunt** or **Power Combo** by paying 1 Might for each beyond the first.

Nova Power

Choose any two single words you like; these are your **Nova Power Words**. When you check off all your Ideals, your Nova Power Words are **Unlocked** until the end of the current Storyline.

You can use one of your Nova Power Words in a Power Stunt or Combo for free; you can use additional Nova Power Words by paying 1 Might for each beyond the first.

HELLSPAWN CLASS ABILITIES

Each Volume, you gain a new ability from your class. Your Hellspawn Abilities are gifts from the Lower Powers, whether by birth or by boon. Each ability can be chosen only once.

Prime Ability

Your hero has the **Infernal Wrath** Prime ability common to all Hellspawn.

Infernal Wrath

Whenever you lose Health, you gain a bonus in the next Hero Phase on rolls made to advance the Smash goal. This bonus equals one die per point of Health lost, to a maximum number of bonus dice equal to the Volume.

Volume 1 Hellspawn Class Abilities

At the start of Volume 1, choose two abilities from this list.

Magicks of Hell

You have a variant of the Monstrosity Class's Prime Ability **Price of Magic**: *Hellish Bargain*.

Crossover Ability: with the Mage class When you use one of your Core or Nova Power Words in a Power Stunt or Combo, count 3s as Edge Successes in addition 1s.

In addition, choose one Power Word from the Mage Class's Personal Power Words List and add it as a Core Power Word. Whenever you pick a Personal Power Word, you can choose from the Hellspawn Class's Personal Power Words list or the Mage Class's Personal Power Words list. If you choose the latter, add those words as Core Power Words.

Instead of choosing a Hellspawn Class Ability of Volume 3 or higher, you can choose a Mage Class Ability of the same or lower Volume. Auspicious Alliteration (1st), Mists of Misdirection (1st), Talismans of Power (1st), Thinking with Portals (1st), and Arcane Infusion (3rd) are among the most applicable Mage Class Abilities to consider.

Rhymer

Whenever you use one of your Core or Nova Power Words in a Power Display, Stunt, or Combo, you can add any one word that rhymes with one of those Power Words – without paying any additional Might. The rhyming word need not be one of your usual Power Words.

TBD

To be determined.

TBD

To be determined.

Volume 2 Hellspawn Class Abilities

At the start of Volume 2, choose an ability from this list or the Volume 1 list.

Devil's Advocate

You have the Lawyer skill in addition to your other skills.

When you use your Core or Nova Power Words in a Power Stunt or Combo to advance the Outwit goal, or make a skill roll using your Lawyer skill, add 1 to the Effectiveness.

God of Evil

Your infernal powers come from your connection to an deity, such as Loki, Moros, or Bres.

You have a variant of the Divine Class's Prime Ability **Give Me Strength!**: *Unholy Empowerment*. When you use your Core or Nova Power Words in a Power Stunt or Combo, you can count 6s as two successes instead of 1. If you do, lose either 1 Health and 1 Might after your roll, regardless of how many extra successes you gained.

Crossover Ability: with the Divine, Paragon class In addition, choose one Power Word from the Divine Class or Paragon Class Personal Power Word Lists, and add it as a Core Power Word. Whenever you add a Personal Power Word, you can choose from the Hellspawn Class's Personal Power Words list or the Divine Class's Personal Power Words list. If you choose from the latter, add those words as Core Power Words.

Instead of choosing a Hellspawn Class Ability of Volume 3 or higher, you can choose a Divine or Paragon Class Ability of the same or lower Volume.

Fiendish Destroyer

You have a variant of the Monstrosity Class's Prime Ability **Engine of Destruction**: *Fiendish Destruction*.

Crossover Ability: with the Monstrosity class When you use your Core or Nova Power Words in a Power Stunt or Combo to advance the Smash goal, add 1 to the Effectiveness.

In addition, choose one Power Word from the Monstrosity Class's Personal Power Words List and add it as a Core Power Word. Whenever you pick a Personal Power Word, you can choose from the Hellspawn Class's Personal Power Words list or the Monstrosity Class's Personal Power Words List. If you choose the latter, add those words as Core Power Words.

Instead of choosing a Hellspawn Class Ability of Volume 3 or higher, you can choose a Monstrosity Class Ability of the same or lower Volume. All-Consuming Rage (1st), Misunderstood Monster (1st), Immortal (1st), Regeneration (2nd), and Nigh-Invulnerable (3rd) are among the most applicable Monstrosity Class Abilities to consider.

Volume 3 Hellspawn Class Abilities

At the start of Volume 3, choose an ability from this list or any previous list.

Flames of Hell

You're empowered with infernal energy that crackles like fire whenever you spend Might. Increase your maximum Might by 5.

TBD

To Be Determined

Volume 4 Hellspawn Class Abilities

At the start of Volume 4, choose an ability from this list or any previous list.

My Own Personal Hell

*Prerequisite: You can't have another **Hero Cave** Ability.* You have a stronghold located in one of the lower dimensions. Outside of a Crisis, you can spend 1 Might per person to transport yourself and any nearby, willing Heroes to your Personal Hell, or return to Earth at the location you left from. Add 2 dice whenever you make a skill roll while in your Personal Hell. Choose two Scene Power Words for your Personal Hell from the [See , page 18](#). In addition, choose one of the following as a third Scene Word: ::::: cpw ::::: # My Own Personal Hell Scene Power Words {#list-my-own-personal-hell-scene-power-words}

- Afterlife
- Flaming
- Hellish
- Infernal
- Secrets
- Torment
- Visions
- Warded

:::::::::: This is a *Hero Cave* Ability.

TBD

To be determined.

Volume 5 Hellspawn Class Abilities

At the start of Volume 5, choose an ability from this list or any previous list.

TBD

To be determined.

TBD

To be determined.

THE INVENTOR

Other heroes may have been born with power, inherited power, or been changed by power – but you *built* your own power with your own hand(s).

Whether you have a set of standard equipment, wear a powered suit of armor, or create whatever you need on the fly, your creations and Skills are more important than your own powers – if you even have any.

PLAYING AN INVENTOR

Many Inventors tend toward support roles, and your ability to add to the Teamwork Pool while advancing a goal reflects this.

Don't be afraid to use your Engineer, Hacker, Scientist, or other skills in conjunction with your Power Words to represent making on-the-fly adjustments to whatever gear you carry.

QUESTIONS

As you create your Inventor hero, answer any or all of these questions.

1. What kind of gear do you use?
 - a. How do you carry that equipment around with you?
 - b. What do your inventions look like?
 - c. Do you have a specialty or common themes that you tend to invent?
2. What potential applications for your tech could improve the world if everyone had access to it?
 - a. How could your inventions be used to make the world a worse place?
 - b. What steps do you take to prevent that from happening?
 - c. Why don't the authorities fully trust those steps?
 - d. In what way could your inventions be turned against you?
 - e. What's your blind spot when it comes to the implications of your own creations?
3. How did you come by your technical talents?
4. What inspired you to create these inventions?
 - a. Why are you the only person who can use your inventions to their full potential?
 - b. Who helped you create these inventions, and how do they feel about you using them?
5. How do you pay for your inventions?
 - a. Are you publicly linked with your source of funding?
 - b. Do you hold patents on any of your inventions?
 - c. Does anyone *else* hold patents on your inventions?

SKILLS

You have the **Engineer**, **Hacker**, and **Scientist** skills, plus two additional skills of your choice.

Whenever you make a roll that uses your skill, roll an additional number of dice equal to the Volume.

POWER WORDS

You can use your Power Words in the following ways:

- As a **Power Display**, costing no Might
- As a **Power Stunt**, costing 1 Might for each Word beyond the first
- As a **Power Combo**, costing 1 Might and letting others join in
- Joining a **Power Combo**, costing 1 Might.

When you use a Power Word, it goes on cooldown until the start of the next Hero Phase.

Core Power Words

Your Core Power Words are **Experimental** and **Prototype**. You can spend 1 Might point to add one of these to a Power Stunt or Combo, or 2 Might to add both.

Personal Power Words

Choose six Personal Power Words from the following list:

Adaptation	Force	Laser	Protection
Analyze	Miniaturize		Telemetry
Dynamic	Redirection		Transportation
Emitter	Robotic		Wings
Energetic	Rocketry		

When you use a **Power Display**, you can add one Personal Power Word for free.

You can use two Power Personal Words together to form a **Power Stunt** or **Power Combo** by paying 1 Might for each beyond the first.

Nova Power

Choose any two single words you like; these are your **Nova Power Words**. When you check off all your Ideals, your Nova Power Words are **Unlocked** until the end of the current Storyline.

You can use one of your Nova Power Words in a Power Stunt or Combo for free; if you spend 1 Might, you can include the second Nova Power Word as well.

INVENTOR ABILITIES

Each Volume, you gain a new ability from your class. Your Inventor Abilities reflect permanent additions to your stock of creations. Each ability can be chosen only once.

Prime Ability

Your hero has the **No Wasted Effort** Prime ability common to all Inventors.

No Wasted Effort

When you advance a Goal, you can choose to add some or all of the roll's Effectiveness to the Teamwork Pool instead of using all of it to advance the Goal.

Volume 1 Inventor Class Abilities

At the start of Volume 1, choose two abilities from this list.

Armorsmith

You've invented a suit of armor. Add Armor as a Core Power Word and one Personal Power Word from the Dynamo's or Paragon's Personal Power Word list.

Flexible Faculties

Your abilities extend beyond your inventive endeavours, as you possess an actual super-power. Add one Personal Power Word from the Monarch, Monstrosity, or Psychic class lists as a Personal Power Word.

Perspicacious Pettifoggery

Using your vast vocabulary of super-scientific knowledge, you can easily out-technobabble your opponents. When you roll to advance the Outwit goal, add the largest number of syllables in a Power Word you're using to the dice pool, with a maximum of 2 + the Volume.

Stately Skyscraper

*Prerequisite: You can't have another **Hero Cave** Ability.* You have a base of operations at the top of a tall building. When you make a skill roll in that building, add 2 to the dice pool. Choose two Scene Power Words for your Skyscraper from the [See, page 18](#). In addition, choose one of the following as a third Scene Word: cpw

STATELY SKYSCRAPER SCENE POWER WORDS LIST

- Downtown
- High-Tech
- Invisible
- Penthouse
- Phased` This is a *Hero Cave* Ability.

TBD

To be determined.

Volume 2 Inventor Class Abilities

At the start of Volume 2, choose an ability from this list or the Volume 1 list.

Puissant Polymath

Your education covered a wide range of topics. Gain a number of skills equal to the Volume. Add an additional skill at the start of each subsequent Volume.

Weaponsmith

*Prerequisite: You can't have another **Arsenal** Ability.* You've created a number of weapons with a wide variety of effects. At the start of each Storyline, pick a number of Power Words from the Dynamo or Shaper Personal Power Words lists equal to the Volume. You can use each Power Word as a Core Power Word once during the current Storyline without paying any Might. This is an *Arsenal* Ability.

TBD

To be determined.

Volume 3 Inventor Class Abilities

At the start of Volume 3, choose an ability from this list or any previous list.

Absorption Field

Your defenses include an inertia-dampening force field that block harm to you. Instead of losing Health, you can lose an equal amount of Might.

Overclocked Systems

When you use a Power Display, Stunt, or Combo, choose one of the Power Words you're using. Count all 6s in your roll as 2 successes instead of 1. You then lose the use of that Word after the Display, Stunt, or Combo and don't regain it until the end of the current Crisis.

Volume 4 Inventor Class Abilities

At the start of Volume 4, choose an ability from this list or any previous list.

TBD

To be determined.

TBD

To be determined.

Volume 5 Inventor Class Abilities

At the start of Volume 5, choose an ability from this list or any previous list.

TBD

To be determined.

TBD

To be determined.

THE iKID

PLAYING A KID

You have Skills, Abilities, and possibly other Power Words that you can use to switch up your moves from Hero Phase to Hero Phase.

QUESTIONS

As you create your Kid hero, answer any or all of these questions.

1. How do you look different from normal humans?
 - a. How much larger (or smaller) are you than other people?
 - b. What color is your skin, and what does it feel and look like?
 - c. What kind of strange appearance do you have that makes the ignorant assume you're just an animalistic brute?
 - d. What does your voice sound like, and what kind of vocabulary do you employ?
2. Are you *always* a kid?
(If not, then you may want to consider playing your hero as [Multi-Class Hero](#) – this is appropriate for heroes who magically transform from child form to an adult shape!)
 - a. If not, what triggers that change? Is it an emotional state, a substance, a situation, a magic word, or your own free will?
 - b. How do you get along with adult heroes? Do you look up to them as role models? Do they usually talk down to you?
 - c. In what ways are you less mature than the average hero?
 - d. In what ways are you more mature than the average hero?
 - e. Were you *always* a hero? How did you become one? Why did you become one?
 - f. Do you have any other friends your age, or do you just associate with adult heroes?
3. What kind of interests do you have that surprise other people?
 - a. Are you an artist at heart, a scientist, a poet, a doctor, a pilot?
 - b. What would push you over that edge, and how have you avoided going over it so far?

SKILLS

You have the **Academic** skill, plus two additional skills of your choice chosen from the following list:

Artist
Criminal
Engineer
Explorer
Hacker
Historian
Investigator
Journalist
Performer
Scientist

You can't ever gain the following skills, from any source:

Deputy
Lawyer
Mystic
Physician
Politician

Spy

Whenever you make a roll that uses one of your skills, add 1 extra die. If you have more than one skill that could apply to a roll, add 1 extra die for each applicable skill.

POWER WORDS

You can use your Power Words in the following ways:

As a **Power Display**, costing no Might

As a **Stunt**, costing 1 Might for each Word beyond the first

As a **Power Combo**, costing 1 Might and letting others join in

Joining a **Power Combo**, costing 1 Might.

When you use a Power Word, it goes on cooldown until the start of the next Hero Phase, and you can't use it until it is off cooldown.

Core Power Words

Your Core Power Words are **Youthful** and **Exuberance**. You can spend 1 Might point to add one of these to a Power Stunt or Combo, 2 Might to add two, and 3 Might to add all three.

Totem Nature Core Power Words

Bugs

Spider (Black Widow)

Spider (Recluse)

Spider (Tarantula)

Insect (Ant)

Insect (Scorpion)

Insect (Fly)

Insect (Bee)

Insect (Butterfly)

Insect (Moth)

Insect (Roach)

Insect (Wasp)

Insect (Hornet)

Insect (Yellowjacket)

Reptiles

Alligator

Crocodile

Dinosaur

Pterodon

Stegosaur

T-Rex

Lizard

Chameleon

Iguana

Snake

Asp

Cobra

Python

Rattlesnake

Viper

Tortoise

Turtle

Mythological

Dragon

Hydra

Wyrm

Wyvern

Pegasus

Sphinx

Unicorn

Felines

Cheetah

Cougar / Puma

Housecat

Lion

Panther

Smilodon

Tiger

Bird

Chicken / Hen

Dove

Eagle

Falcon

Hawk

Ostrich

Owl

Rooster

Turkey

Vulture

Amphibians

Frog

Newt

Salamander

Toad

Fish

Barracuda

Clam

Crab

Eel

Fish

Lobster

Merfolk

Moray

Octopus

Pirhanna

Sea Horse

Shark

Squid (or Kraken)

Starfish

Marsupials

Kangaroo

Koala

Mammals

Elephant

Mammoth

Mastodon

Pachyderm

Minotaur

Goat (or Satyr)

Bull (or Minotaur)

Cow (or Minotaur)

Monkey

Ape Chimp

Gorilla

Gibbon

Pig

Boar Hog

Deer or Stag

Moose Elk

Horse

Alicorn

Centaur

Hippopotamus

Pegasus

Unicorn

Rhino

Wolverine

Canines

Coyote

Dog

Mastiff

Hound

Wolf

Dingo

Fox Jackal

Bear

Black

Brown

Grizzly

Panda

Polar

Rodent

Badger

Bat

Mongoose

Mouse

Environment

Coral

Desert

Jungle

Mire

Peaks

Sea

Tundra

Void (space)

Plant

Flower

(specific)

Tree

(specific)

Vine

(specific)

Personal Power Words

Choose six Personal Power Words from the following list:

Alert Howl Regenerate

Ambus Huge Roar

Anima Hunge Savage

Armor Hunte Screech

Beast Immo Shell

Blood Inhun Shifting

Body Instin Silent

Brutal Instin Sly

Burro Leap Spiked

Camol Lift Stamina

Charg Massi Stampede

Claws Maw Stocky

Clever Musk Stomp

Const Mutan Strength

Curios Natur Stubborn

Dange Nest Survival

Dash Netwo Tall

Dig Overri Technical

Dire Pack Throw

Direct Poison Track

Distan Positr Trample

Echold Pounc Tunnel

Elusiv Predat Understand

Endur Prey Venomous

Envira Prowl Warning

Feral Purr Weather

Giant Quick Wild

Growl Rage

Horrif Reflexes

When you use a **Power Display**, you can add one Personal Power Word for free.

You can use two Power Personal Words together to form a **Power Stunt** or **Power Combo** by paying 1 Might for each beyond the first.

Nova Power

Choose at least two but no more than four single words you like; these are your **Nova Power Words**, and together are known as your **Nova Power Phrase**.

When you check off all your Ideals, your Nova Power Words are **Unlocked** until the end of the current Storyline.

You can use one of your Nova Power Words in a Power Stunt or Combo for free; if you spend 1 Might, you can include the second Nova Power Word as well.

TOTEM ABILITIES

Each Volume, you gain a new ability from your class. Your Kid abilities show your increasing ability to compete with adult heroes and handle serious threats. Each ability can be chosen only once.

Prime Ability

Your hero has the **Why, It's Just a Child** Prime ability common to all Kid heroes.

Why, It's Just a Child

Most adults underestimate you. Add the Volume to the dice pool when you roll to advance the Outwit goal against a source that's older than you.

Volume 1 Kid Class Abilities

At the start of Volume 1, choose two abilities from this list.

Animal Partner

*Prerequisite: You can't have another **Pet** Ability.*

You have an unusually intelligent pet or companion that accompanies you on your heroic adventures. This partner has three Core Power Words – one matching your Totem Nature Power Word, and two others from the Totem Personal Power Words List – that you can use for free without spending Might, each once per Hero Phase. Your animal partner's Health and Might equal the Volume.

Choose one Skill possessed by your Animal Partner; and a Fighting Style. You can use that skill or Fighting Style whenever your Animal Partner is present during a Crisis.

During any Hero Phase, either your hero can make a move or your animal partner can make a move – not both.

*Prerequisite: The **Mystic Totem** class ability.* If your animal partner is ever killed, they return to life at the end of the next Crisis Countdown, and join you as soon as they can.

This is a *Pet* Ability.

Comic Relief

Whenever you make a roll, count 2s as Edge Successes in addition to 1s. If the consequence is funny and at least one adult hero present laughs at the situation or your reaction to it, count each Edge Success for which you accept the consequence as two successes when you calculate the roll's Effectiveness.

Unbeatable

Your powers cause people to under-estimate you and you actually punch can punch far above your normal weight class. Whenever you have one or more companions of the same type as your Totem Nature Power Word present – including from the *Animal Companion* or *Summon Swarm* class abilities – add 1 to the Effectiveness of any roll you make to advance any goal.

Volume 2 Abilities

At the start of Volume 2, choose an ability from this list or the Volume 1 list.

TBD

To Be Determined

Kid Core Power Words and those **Exuberance**. You can Power Stunt or spend 1 Combo, or 2 Might point to add both. Your Core Power Words are Youthful^{of}

Kid Class Personal Power Words List

Choose six Personal Power Words from the following list:

..... cpw

Creative

Curious

Eager

Energetic

Friendly

Genius

Impulsive

Innocent

Original

Popular

Trusting

Witty

Young

Volume 2 Kid Class Abilities

Alien Pet

*Prerequisite: You must have the **Pet** class ability.* Your pet isn't from Earth – or might not even be from this universe, in the case of a magical pet.

Monstrosity, Totem Whenever you choose a Core Power Word for your Pet, you can choose from the Monstrosity Class's Personal Power Words List or the Paragon Class's Personal Power Words List. These become Core Power Words that you can use for free, once per Hero Phase, as described in the *Pet* class ability.

This is **not** a *Pet* Ability.

Holy Catchphrase!

Once per Hero Phase, you can make a pun related to one of the Scene Power Words or an Ideal that you or another hero Marked since the start of the last Hero Phase. If you do, add 3 to the next roll you or any other hero makes before the end of the current Hero Phase.

Knowing is Half the Battle

At the end of an issue, you can do a solo Vignette wherein you summarize the events of the last Crisis, and relate them to one or more of your ideals. When you do so, you can Mark those ideals.

Mentor

You are considered the sidekick of one of the other adult heroes. When you take this class ability, choose one hero and, with that player's agreement, they become your mentor.

Whenever you choose Personal Power Word, you can choose from the Kid Personal Power Words List or from any Core, Nova, or Personal Power Words possessed by your Mentor.

Whenever you join a Power Combo initiated by your mentor, add 2 to the dice pool. Whenever your mentor joins a Power Combo initiated by you, add 2 to the dice pool.

When your Mentor is present with you, you can use one of their skills once per Hero Phase, as if you had the Skill yourself.

Only a Child

Most adults underestimate you. Add 3 to the dice pool when you roll to advance the Outwit goal against a source that's older than you.

Pet

*Prerequisite: You can't have another **Pet** Ability. You have an unusually intelligent pet or companion that accompanies you on your heroic adventures.*

Totem This partner has three Core Power Words – one chosen from the Totem Class's Totem Nature Power Words List, and two others from the Totem Class's Personal Power Words List – that you can use for free without spending Might, each once per Hero Phase. Your animal partner's Health and Might equal the Volume.

Choose one Skill possessed by your Animal Partner, and a Fighting Style. You can use that skill or Fighting Style whenever your Animal Partner is present during a Crisis.

During any Hero Phase, either your hero can make a move or your animal partner can make a move – not both.

This is a *Pet* Ability.

Magical Familiar

*Prerequisite: You must have the **Pet** class ability. Whenever you choose a Core Power Word for your Pet, you can choose from the Divine Class's Personal Power Words List, the Hellspawn Class's Personal Power Words List, or the Mage Class's Personal Power Words List.*

Divine, Mage These become Core Power Words that you can use for free, each once per Hero Phase, as described in the *Pet* class ability.

If your Magical Familiar is ever killed, they return to life at the end of the next Crisis Countdown, and join you as soon as they can.

This is **not** a *Pet* Ability.

Intelligent Pet

*Prerequisite: You must have the **Pet** class ability. Your pet is smarter than an average animal of that type. It can communicate intelligently in one language that you choose when you gain this class ability, although its voice is clearly non-human.*

In addition, choose a second Skill possessed by the Pet, and one Approach. Whenever your Pet is present at a Crisis, add 3 dice whenever you make a roll using the chosen Approach.

This is **not** a *Pet* Ability.

Youthful Power

You are a storehouse of indefatigable energy. Increase your maximum Might by 5.

Youthful Relatability

When dealing with anyone who isn't an adult, add 3 to the dice pool when you roll to advance the Ally or Rescue goals.

Volume 3 Kid Class Abilities

At the start of Volume 3, choose an ability from this list or any previous list.

Volume 4 Abilities

At the start of Volume 4, choose an ability from this list or any previous list.

TBD

To be determined.

TBD

To be determined.

Volume 5 Abilities

At the start of Volume 5, choose an ability from this list or any previous list.

TBD

To be determined.

TBD

To be determined.

THE KNIGHT

Most other heroes – with the exception of some Inventors – have superhuman powers and abilities. You're not like them. Your own training and talents are what made you what you are: you may have a minor super-power; you may have high-tech devices, but ultimately it comes down to your skill against someone else's.

PLAYING A KNIGHT

When you play your Knight hero, come up with ways to use your Power Words that reflect your normal abilities instead of any superpowers you possess. Other heroes – such as the Dynamo or the Paragon – focus on their powers, but you rely on your Skills, your specialized tools, and your Fighting Styles.

You *can* combine your Fighting Styles with each other and with your Power Words, so look for synergies there – nearly every Knight has a *Weapon* Power Word for that reason. If you pick *Weapon* (or *Vehicle*), name the general kind of weapon – Rifle, Boomerang, Sword, Shield, and so on.

If you're going to play a more realistic hero, consider the *Weapons Locker* ability for access to more weapon Power Words, and devote your own Personal Power Words to expanding the variety of effects you can produce.

QUESTIONS

As you create your Knight hero, answer any or all of these questions.

1. Why are you so driven?
 - a. Which of your ideals were strong enough to make you devote so much time toward developing your talents?
 - b. Did someone hurt you or you those you love, or are you motivated by a patriotic or professional calling?
2. What kinds of gear do you use?
 - a. How do you carry those – a quiver, a belt, a backpack, or pouches all over your costume?
 - b. Are your weapons and devices completely mundane, are they the result of unrealistic super-science, or are they supernatural in origin?
 - c. Did you create them, or did someone else?
3. Do you have any powers, and if so, how did you come by them?
 - a. In what ways can you combine those with your more mundane talents?
4. Who trained you, and why?
 - a. Are they still in your life, in some way?
 - b. Are you on good or bad terms with them?
 - c. Did you learn from one person, or from multiple masters?
 - d. Did your instructor(s) have other students, and if so, how do you relate to each of them?

SKILLS

You have the **Criminal**, **Investigator**, and **Spy** skills, plus four additional skills of your choice.

Whenever you make a roll that uses your skill, add 2 dice to the Dice Pool.

POWER WORDS

You can use your Power Words in the following ways:

As a **Power Display**, cost of no Might

As a **Power Stunt**, cost of 1 Might (no Might if a Core Power Word, Nova Power Word, or Scene Power Word) for each Word beyond the first

As a **Power Combo**, cost of 1 Might (no Might if a Core Power Word, Nova Power Word, or Scene Power Word) and letting others potentially join in

Joining a **Power Combo**, costing 1 Might (no Might if a Core Power Word, Nova Power Word, or Scene Power Word).

When you use a Power Word, it goes on cooldown until the start of the next Hero Phase.

Core Power Words

Your Core Power Words are **Prepared** and **Gambit**. You can spend 1 Might point to add one of these to a Power Stunt or Combo, or 2 Might to add both.

Knight Class Personal Power Words

Choose five Personal Power Words from the following list:

Acrobat	Remove	Unerring
Armor	Fear	Ricochet
Hidden	Sense	Vehicle (specific)
Improvised	Shield	Weapon (specific)
Line	Snare	
Photographic	Throw	

When you use a **Power Display**, you can add one Personal Power Word for free.

You can use two Power Personal Words together to form a **Power Stunt** or **Power Combo** by paying 1 Might for each beyond the first.

Nova Power

Choose any two or three single words you like; these are your **Nova Power Words**.

At the start of any Storyline, your Nova Power Words are **Locked** and you can't use them in Power Displays, Stunts, or Combos.

When you mark all your Ideals, your Nova Power Words are **Unlocked** until the end of the current Storyline.

You can use one of your *Unlocked* Nova Power Words in a Power Stunt or Combo for free; if you spend 1 Might, you can include a second Nova Power Word as well.

You can use one or more of your *Locked* Nova Power Words in a Power Display, Stunt, or Combo by spending 1 Might per Nova Power Word. The Nova Power Word remains *Locked*.

KNIGHT ABILITIES

Each Volume, you gain a new ability from your class. Your Knight Abilities are based on continued training and perfection of your physical and mental capabilities. Each ability can be chosen only once.

Prime Ability

Your hero has the **Peak Human Potential** Prime ability common to all Knights.

Peak Human Potential

You represent the pinnacle of human achievement. If you have any powers, they're minor in comparison to your extensive training.

This is reflected in both your large number of skills and your combat prowess:

Choose one additional Fighting Style.

Volume 1 Knight Class Abilities

At the start of Volume 1, choose two abilities from this list.

Team, Together!

You are a natural leader and members of your hero team look to you for leadership. Add 2 additional successes to the Dice Pool whenever you add to the Teamwork Pool.

Toughness

Your training focuses on increasing your ability to withstand pain. Increase your maximum Health by 2.

Trick Arrows

Prerequisite: You can't have another **Arsenal Ability**. You have specialized weapons, each for a different job.

Crossover Ability: with the *Dynamo*, *Paragon* class At the start of each Storyline, pick a number of Power Words from the *Dynamo* or *Paragon* Personal Power Words lists equal to the Volume.

You can use each Power Word as a Core Power Word once during the current Storyline without paying any Might.

This is an *Arsenal Ability*.

Weapons Locker

Prerequisite: You can't have another **Arsenal** Ability. You have a huge cache of conventional weapons. From the following list, pick a number equal to the Volume and add those as Core Power Words:

Weapons Locker Core Power Words List: - Bullets - Grenade - Handgun - Knife - Non-Lethal - Reload - Rifle - Scope - Sword - Stun

At the start of each subsequent Volume, add one more from the list as a Core Power Word.

This is an *Arsenal* Ability.

Volume 2 Knight Class Abilities

At the start of Volume 2, choose an ability from this list or the Volume 1 list.

I Work Alone

Some people are just reluctant team members. When you roll to create or add to the Teamwork Pool, you can choose to add the roll's Effectiveness to your maximum and current Might instead of the Teamwork Pool.

Skill Mastery

Your education covered a wide range of topics. Gain a number of skills equal to the Volume. Add an additional skill at the start of each subsequent Volume.

Repetition: You can take this Ability more than once. When you do, the three skills you gain must be different skills. You only gain one skill at the start of each subsequent Volume, no matter how many times you've taken this Ability.

Patriot

Add your home country's name as a Core Power Word. You also gain a version of the Monarch's *For My Kingdom!* Prime ability:

Whenever you roll to form or add to the Teamwork Pool, you can declare the current Crisis is an existential threat to your country. If you do, add 2 dice to that roll.

Whenever you add a Personal Power Word, you can choose from either the Monarch Class Personal Power Word List or the Knight Class Personal Power Word List.

Repetition: You can take this Ability more than once. When you do, choose a subsection of your original home country as a Core Power Word.

Volume 3 Knight Class Abilities

At the start of Volume 3, choose an ability from this list or any previous list.

Implacable Foe

Your determination may be your greatest asset. Instead of losing Health, you can lose an equal amount of Might.

Super-Patriot

Prerequisite: The Patriot Class Ability. Instead of choosing a Volume 3 Knight Ability, you can choose a Volume 3 or lower Monarch ability. *Force of the Land* (5th), *Soul of the Land* (3rd), *Vengeance is Mine* (3rd), *Unkillable* (3rd) and *Inspiring Leadership* (3rd) are among the most applicable Monarch Class Abilities to consider.

Tactical Mastery

Your mastery of combat techniques is unparalleled. Gain a number of fighting styles equal to the Volume. Add an additional fighting style at the start of each later Volume.

Repetition: You can choose this Ability more than once; each time, you must choose different Fighting Styles. Only add one Fighting Style for each subsequent Volume, regardless of how many times you've chosen this Ability.

Volume 4 Knight Class Abilities

At the start of Volume 4, choose an ability from this list or any previous list.

Custom Super-Mobile

You have a custom-built vehicle unlike any other, and you have a variant of the Wheelman Class's *Unique Vehicle Class Ability*. Choose a Power Word from the Wheelman Class Vehicle Core Power Word list as a Core Power Word.

Repetition: You can choose this ability more than once. If you do, track each Wheelman Class Power Words and Class Abilities separately, assigning each to a specific vehicle.

Crossover Ability: with the *Wheelman* class Your Unique Vehicle's **Maximum Health** and **Maximum Might** equal the **sum of your own Maximum Health plus your Maximum Might**. When your maximum Health or Might change, recalculate the Vehicle's Maximum Health and Maximum Might.

The type of vehicle matches the Vehicle Core Power Word that you chose. Each Unique Vehicle has a set of Vehicle Scene Power Words.

Your Unique Vehicle can comfortably carry a number of human-sized passengers equal to the Volume.

Whenever you add a Personal Power Word, you can instead add a Vehicle Scene Power Word from the Wheelman Class's Vehicle Scene Power Words List.

In addition, you are considered to have the **Ace Fighting Style** whenever you are in your Unique Vehicle.

Dread Creature of the Night

You have chosen one specific type of animal to emulate, in your war on crime.

Crossover Ability: with the *Totem* class Choose one Power Word from the Totem Class Nature Core Power Words List, and add it as a Power Word. Unlike the Totem class, you don't physically or spiritually become that animal; you just draw upon its abilities as inspiration.

You have a variant of Totem Class's *Does Whatever a Totem Can Class Ability*, *Does Some Things a Totem Can Do*: When you use your Nature Core Power Word in a Power Stunt or Combo roll, add 2 dice as if you had a skill or fighting style that applies to such a use.

Super-Patriot

Prerequisite: *The Patriot Class Ability*. Instead of choosing a Volume 4 Knight Ability, you can choose a Volume 4 or lower Monarch ability. *Force of the Land (5th)*, *Soul of the Land (3rd)*, *Vengeance is Mine (3rd)*, *Unkillable (3rd)* and *Inspiring Leadership (3rd)* are among the most applicable Monarch Class Abilities to consider.

Repetition: You can choose this Ability more than once; each time, you must choose a different Monarch Ability.

Vehicle Customization

Prerequisite: *The Custom Super-Mobile Class Ability*. Instead of choosing a Volume 4 Knight Ability, you can choose a Volume 4 or lower Wheelman ability. *Intelligent Vehicle (1st)*, *Dude, Where's your Car? (1st)*, *Haunted Vehicle (1st)*, *Cursed Vehicle (1st)*, *High-Tech Vehicle (1st)*, *Autonomous Operation (1st)*, and *More than Meets the Eye (2nd)* are among the most applicable Wheelman Class Abilities to consider.

Repetition: You can choose this Ability more than once; each time, you must choose a different Ability.

Volume 5 Knight Class Abilities

At the start of Volume 5, choose an ability from this list or any previous list.

Change the Course of Mighty Rivers

As a move during the Hero Phase, you can roll a Power Display, Stunt, or Combo to affect the Scene.

Choose a number of Scene Power Words equal to the Effectiveness of the roll; those Scene Power Words don't exist (and can't be used by you, the Editor's characters, or any other Heroes) until the end of the current Crisis, after which the Scene reset to normal.

Super-Patriot

Prerequisite: *The Patriot Class Ability*. Instead of choosing a Volume 5 Knight Ability, you can choose a Volume 5 or lower Monarch ability. *Force of the Land (5th)*, *Soul of the Land (3rd)*, *Vengeance is Mine (3rd)*, *Unkillable (3rd)* and *Inspiring Leadership (3rd)* are among the most applicable Monarch Class Abilities to consider.

Limitation: You can't choose the *Bestow Citizenship (5th)* Monarch Class Ability unless you are literally the Monarch of your home country. (In such a situation, you may want to consider becoming a Multi-Class or Dual-Class Monarch.)

Vehicle Customization

Prerequisite: *The Custom Super-Mobile Class Ability*. Instead of choosing a Volume 5 Knight Ability, you can choose a Volume 5 or lower Wheelman ability. *Intelligent Vehicle (1st)*, *Dude, Where's your Car? (1st)*, *Haunted Vehicle (1st)*, *Cursed Vehicle (1st)*, *High-Tech Vehicle (1st)*, *Autonomous Operation (1st)*, and *More than Meets the Eye (2nd)* are among the most applicable Wheelman Class Abilities to consider.

THE MAGE

Mages wield a source of power that can be shaped into nearly anything they can imagine. For a few this power is a gift bestowed upon them, but all Mages spend time studying, perfecting, and controlling their magicks.

PLAYING A MAGE

As a mage, your hero is likely one of the most powerful around. Not only is it very easy to justify using the *Sorcery* Core Power Word for nearly anything but your class ability, *The Price of Magic*, increases the Effectiveness of your rolls if you're willing to take the consequences of Edge Successes.

And you *should* be willing to take those, because that's how the Mage class plays. You've got a lot of magical power, but there's a price to pay for it.

QUESTIONS

As you create your Mage hero, answer any or all of these questions.

1. All magic has a price – so what was the *first* price you had to pay?
 - a. What quality, talent, item, or relationship did you give up in order to gain magical power?
 - b. Was it worth it?
2. How do you cast your magical spells?
 - a. Do you use an incantation, or merely gesture with your hand while envisioning the effect you'd like to produce?
3. What does your magic look like?
 - a. Is there a color associated with it?
 - b. Are there common sounds, sights, or smells when you cast a spell?
4. Are there types of magic you can't evoke?
5. What master wizard instructed you?
 - a. What price did *they* demand?
 - b. Did they have other students?
 - c. Can you still ask your master for advice?
6. How do you view the world in a way that's different from heroes and others who aren't immersed in a magical mindset?
 - a. What strange quirks do you have?
 - b. What rituals do you follow that others couldn't possibly understand?
7. What happens if your power gets out of your control?

SKILLS

You have the **Historian** and **Mystic** skills, plus two additional skills of your choice.

Whenever you make a roll that uses your skill, roll an additional number of dice equal to the Volume.

PRIME ABILITY

Your hero has the **Price of Magic** Prime ability common to all Mages.

Price of Magic

When you use one of your Core or Nova Power Words in a Power Stunt or Combo, count 2s as Edge Successes in addition to 1s.

POWER WORDS

You can use your Power Words in the following ways:

- As a **Power Display**, costing no Might
- As a **Power Stunt**, costing 1 Might for each Word beyond the first
- As a **Power Combo**, costing 1 Might and letting others join in
- Joining a **Power Combo**, costing 1 Might.

When you use a Power Word, it goes on cooldown until the start of the next Hero Phase.

Core Power Words

Your Core Power Words are **Sorcery** and **Supreme**. You can spend 1 Might point to add one of these to a Power Stunt or Combo, or 2 Might to add both.

Personal Power Words

Choose six Personal Power Words from the following list:

Bands	Flight	Hex	Space
Banish	Blast	Magic	Summon
Charm	Sense	Time	Travel
Curse	Shatter	Ward	TBD
Extradimensional	Shield		

When you use a **Power Display**, you can add one Personal Power Word for free.

You can use two Power Personal Words together to form a **Power Stunt** or **Power Combo** by paying 1 Might for each beyond the first.

Nova Power

Choose any two single words you like; these are your **Nova Power Words**. When you check off all your Ideals, your Nova Power Words are **Unlocked** until the end of the current Storyline.

You can use one of your Nova Power Words in a Power Stunt or Combo for free; if you spend 1 Might, you can include the second Nova Power Word as well.

MAGE ABILITIES

Each Volume, you gain a new ability from your class. Your Mage Abilities are new ways of calling upon arcane power. Each ability can be chosen only once.

Volume 1 Abilities

At the start of Volume 1, choose two abilities from this list.

Auspicious Alliteration

Everyone enjoys euphonious enunciation! When you roll a Power Stunt or Power Combo to add to the Teamwork Pool, add 1 die to the dice pool for each Word whose first letter matches the first letter of another Word in the Stunt or Combo.

Familiar Familiaris

*Prerequisite: You can't have another **Pet Ability**.*

You have an unusually intelligent pet or animal companion that accompanies you on your magical adventures.

This animal partner has three Core Power Words – one chosen from the Totem Class's Totem Nature Power Words List, representing the animal form of the Familiar – and two others from the Totem Class's Personal Power Words List, the Mage Class's Personal Power Words List, or the Divine Class's Personal Power Words List. You can use each of these Core Power Words for free, once per Hero Phase.

Whenever you can pick a new Personal Power Word, you can instead choose a new Core Power Word for your familiar; from the Totem Class's, Mage Class's, or Divine Class's Personal Power Words list.

Your familiar's Health and Might are equal to the Volume. Choose one Skill possessed by your familiar and a Fighting Style. You can use that skill or Fighting Style whenever your Familiar is present.

During any Hero Phase, either your hero can make a move or your familiar can make a move – not both.

If your Familiar is ever killed, they return to life at the end of the next Crisis Countdown, and join you as soon as they can.

This is a *Pet Ability*.

Mists of Misdirection

Your magicks can cloud the minds of mortals. Add 2 dice when you use a power to advance the Outwit or Rescue goals.

Sanctuary of Sanctity

*Prerequisite: You can't have another **Hero Cave Ability**.* You have a base of operations hidden in a normal-looking city building or a medieval tower. When you make a skill roll in that building, add 2 to the dice pool. Outside of a Crisis, you can spend 1 Might per person to transport yourself and any nearby willing Heroes to your Sanctuary, or return to the location you left from. Choose two Scene Power Words for your Sanctuary from the [See, page 18](#). In addition, choose one of the following as a third Scene Word: ::::: cpw ::::: # Sanctuary of Sanctity Scene Power Words {#list-sanctuary-of-sanctity-scene-power-words}

- Archaic
- Haunted
- Historic
- Illusory
- Ley-Lines
- Unassuming
- Warded

::::: This is a *Hero Cave Ability*.

Talismans of Power

Prerequisite: You can't have another **Arsenal** Ability. You have a number of magical artifacts, each imbued with their own magical power.

At the start of each Storyline, pick a number of Power Words from the Divine, Mage, Psychic, or Shaper Personal Power Words lists equal to the Volume. Choose the form of each trinket from the following list:

TALISMANS OF POWER TRINKET FORMS

Amulet

Belt

Book or
Tome

Broom

Cloak

Doll

Fetish

Gloves

Hat or Crown

Mask

Mirror

Orb

Scroll

Skull

Tattoo

Wand

You can pick each Power Word only once, and each trinket shape only once.

You can use each Power Word as a Core Power Word once during the current Storyline without paying any Might.

This is an *Arsenal* Ability.

Theurgy

Your magic is grounded in the magic of the Gods themselves. Choose one Power Word from the Divine Class Personal Power Word List as a Core Power Word.

Crossover Ability: with the *Divine* class You have a variant of the Divine Class Prime Ability *Give Me Strength! Invoke the Divine*.

When you use your Core or Nova Power Words in a Power Stunt or Combo, you can count 6s as two successes instead of 1. If you do, lose either 1 Health or 1 Might after your roll, regardless of how many extra successes you gained.

Instead of choosing a Volume 2 Mage Ability, you can choose a Volume 2 or lower Ability from the Divine Class. *Weapon of the Gods (1st)* and *Speed of Hermes (2nd)* are among the most applicable Divine Class Abilities to consider.

Thinking with Portals

Add Portal as a Core Power Word. You can make the General Alert move for free, without spending any successes from the Teamwork Pool.

Volume 2 Abilities

At the start of Volume 2, choose an ability from this list or the Volume 1 list.

Arcane Arsenal

Prerequisites: You must have the *Sanctuary of Sanctity* Ability. You can't have another **Arsenal** Ability. At the start of each Storyline, pick a number of Power Words from the Psychic or Shaper Personal Power Words lists equal to the Volume.

Psychic, Shaper You can use each Power Word as a Core Power Word once during the current Storyline without paying any Might. This is an *Arsenal* Ability.

Diabolical Power

Much of your magical power is drawn from the pits of Hell and similar dark sources. You might not serve evil directly, but perhaps you've stolen a bit of power from Hell to use on the side of angels?

Crossover Ability: with the *Hellspawn*, *Mage* classes You have a variant of the Hellspawn Class's Prime Ability *Infernal Wrath: Hellish Rebuke*.

Whenever you lose Health, add 2 dice in the next Hero Phase on rolls to advance the Smash goal.

Add *Flame*, *Darkness* and *Demon* as Core Power Words.

Whenever you add a Personal Power Word, you can pick either one from the Hellspawn Class Personal Power Words List or the Mage Class Personal Power Words List.

Instead of choosing a Volume 3 or higher Mage Ability, you can choose a Hellspawn Class Ability of the same Volume or lower.

Eldritch Might

Your power continues to grow, but at what cost? Increase your maximum Might by 5.

Volume 3 Abilities

At the start of Volume 3, choose an ability from this list or any previous list.

Arcane Infusion

You can impart some of your magical power to another hero. Choose two of your Power Words. Until the end of the current Storyline, they gain those Words as Core Power Words. You can only do this once per Storyline.

Healing Mantra

You can use your magic to heal your allies. As your move during a Hero Phase, roll a Power Display, Stunt, or Combo. One or more heroes of your choice regain a total amount of Health or Might equal to the Effectiveness of your roll plus the Volume.

Volume 4 Abilities

At the start of Volume 4, choose an ability from this list or any previous list.

TBD

To be determined.

TBD

To be determined.

Volume 5 Abilities

At the start of Volume 5, choose an ability from this list or any previous list.

TBD

To be determined.

TBD

To be determined.

THE MONARCH

You are a leader in a city, nation, or people who exist outside of mainstream international society.

Your ways may seem unorthodox and even arrogant to those unfamiliar with your culture, but their ignorance can be excused ... mostly.

Although you fight for justice and freedom for all, you feel a special obligation to protect your home – even if you don't currently live there.

PLAYING A MONARCH

Your Monarch hero is most strongly defined by their home than by their Powers, Approaches, or Skills. You're most effective against threats against that home.

It's up to you to decide if any given Crisis endangers your domain, so you may want to ask the Editor or other players during the Countdown to Crisis about ideas to tie your home to the current situation.

QUESTIONS

As you create your Monarch hero, answer any or all of these questions.

- Where is your home located?
 - How does its location serve to isolate it from other cultures?
 - Is your home open to outsiders, or sealed off?
- What kind of distinct cultural traditions from your home could be seen as strange to outsiders?
 - And conversely, what Western customs are either baffling or unacceptable to you?
- Which languages are spoken in your home?
 - Do the people of your home know any languages of outsiders?
 - Is there a particular accent common to your people?
- Are your powers common to everyone from your home, or are you unique?
 - Do your powers descend from your lineage?
 - Do you have additional abilities based on your rank as a leader?
- What's your current status in your home?
 - Do you live there?
 - Are you the reigning monarch, or an heir in line for the throne?
 - If you're not the monarch regnant, who is, and how do you feel about each other?
 - Have you been exiled from your home, and if so – for what reason?

SKILLS

You have the **Explorer**, **Historian**, and **Politician** skills, plus two additional skills of your choice.

Whenever you make a roll that uses your skill, roll an additional number of dice equal to the Volume.

POWER WORDS

You can use your Power Words in the following ways:

POWER WORDS

You can use your Power Words in the following ways:

As a **Power Display**, costing no Might

As a **Power Stunt**, costing 1 Might for each Word beyond the first

As a **Power Combo**, costing 1 Might and letting others join in Joining a **Power Combo**, costing 1 Might.

When you use a Power Word, it goes on cooldown until the start of the next Hero Phase.

Core Power Words

Your Core Power Words are **Unexpected** and **Reserves**. You can spend 1 Might point to add one of these to a Power Stunt or Combo, or 2 Might to add both.

Personal Power Words

Choose six Personal Power Words from the following list:

Armor

Forest

Seas

Animal (specific)

Hidden

Technology

Beasts

Call

Remote

Sense

Skies

Vehicle (specific)

Command

Superior

Weapon (specific)

Communicate

Survivor

When you use a **Power Display**, you can add one Personal Power Word for free.

You can use two Power Personal Words together to form a **Power Stunt** or **Power Combo** by paying 1 Might for each beyond the first.

Nova Power

Choose any two single words you like; these are your **Nova Power Words**. When you check off all your Ideals, your Nova Power Words are **Unlocked** until the end of the current Storyline.

CULTURAL SENSITIVITY

You can define any details you like about your Monarch's home. That doesn't mean that you shouldn't be aware of real-world stereotypes, bigotries, and privilege.

Your Monarch's home is *never* somewhere that exists – or could exists – in the real world. You can live on the Moon, or in the Antarctic, or under the Pacific Ocean, or in an adjacent dimension, or on a floating city – but you can't be the Monarch of China or Uganda or Pittsburgh.

Check in regularly with your fellow players and the Editor to make sure that you're not straying into problematic stereotypes, including accents, as you play your Monarch.

You can use one of your Nova Power Words in a Power Stunt or Combo for free; if you spend 1 Might, you can include the second Nova Power Word as well.

MONARCH ABILITIES

Each Volume, you gain a new ability from your class. Your Monarch Abilities represent esoteric knowledge that is inaccessible to those outside of your home. Each ability can be chosen only once.

Prime Ability

Your hero has the **For My Kingdom!** Prime ability common to all Monarchs.

For My Kingdom!

You feel a special attachment to your homeland, whether it be a physical location or a metaphorical concept such as “the Seas”.

If you declare a Crisis threatens your domain, whenever you form or add to the Teamwork Pool add 2 extra dice.

Volume 1 Abilities

At the start of Volume 1, choose two abilities from this list.

Exotic Weaponry

The weapons from your home use a technology that defies conventional explanation. At the start of each Storyline, pick a number of Power Words from the Dynamo or Mage Personal Power Words lists equal to the Volume. You can use each Power Word as a Core Power Word once during the current Storyline without paying any Might.

Noblesse Oblige

You feel an obligation to protect the ordinary people of the world. Add 2 to the dice pool to advance the Rescue goal. If the bystanders are your subjects, also add the Volume to the dice pool.

Remote Palace

*Prerequisite: You can't have another **Hero Cave** Ability. You have a hidden base of operations somewhere in your distant monarchy. Add 2 dice whenever you make a skill roll while in your Palace. Choose two Scene Power Words for your Palace from the [See , page 18](#). In addition, choose one of the following as a third Scene Word: ::::: cpw ::::: # Remote Palace Scene Power Words {#list-remote-palace-scene-power-words}*

- Expansive
- Fortress
- Opulent

::::: This is a **Hero Cave** Ability.

Righteous Rage

If you are below half Health, add 2 to the dice pool to advance the Smash goal.

TBD

To be determined.

Volume 2 Abilities

At the start of Volume 2, choose an ability from this list or the Volume 1 list.

Monarch's Benevolence

Your favor is freely bestowed as a boon to those in need. Add 2 to the dice pool when you advance the Allay goal. If the source of the Crisis is one of your subjects, also add the Volume to the dice pool.

Unfamiliar Fighting Techniques

You have trained in a number of fighting techniques unknown to the outside world.

Gain a number of fighting styles equal to the Volume. Add an additional fighting style at the start of each later Volume.

Palace of the Privileged

*Prerequisite: You can't have another **Hero Cave** Ability. This is a **Hero Cave** Ability.*

Volume 3 Abilities

At the start of Volume 3, choose an ability from this list or any previous list.

Inspiring Leadership

Others follow your directions based on your force of personality, tactical acumen, or keen insight. Whenever another hero adds to the Teamwork pool, your leadership gives them a number of bonus dice equal to the Volume.

Soul of the Land

Whenever you are in your home, you can draw upon your connection to the land.

Add *Land* and *Soul* as Personal Power Words; when you use one of them in a Power Stunt or Power Combo while in your home, it doesn't cost any Might. (Adding both costs 1 Might.)

Volume 4 Abilities

At the start of Volume 4, choose an ability from this list or any previous list.

Unkillable

As long as your home is imperiled, you can't be killed. If you're reduced to 0 Health or 0 Might while defending your home, regain 1 point of each at the start of the next Hero Phase.

Vengeance is Mine

No slight goes unpunished. If someone has harmed you or your home, add 1 to the Effectiveness whenever you advance the Smash goal against them.

Volume 5 Abilities

At the start of Volume 5, choose an ability from this list or any previous list.

Bestow Citizenship

You can make someone an honorary member of your home – which also bestows a boon upon them, possibly even a supernatural one. Choose two of your Power Words. Until the end of the current Storyline, they gain those Words as Personal Power Words. You can only do this once per Storyline, although you can reaffirm someone's status in a later Storyline, if you wish.

Force of the Land

You can call upon the energy of your home – mystical, inspirational, or physical – to end a threat. As a move, you can spend 1 Might to fully Advance one goal of a Crisis that threatens your home. You can do this only once for each Crisis.

THE MONSTROSITY

A monster.

That's what they say you are.

Because of your strength, your size, your appearance.

You're more than that – you always have been – but most people won't look beyond the obvious and see you as you truly are.

Well, then. If they want a monster *that badly*, maybe you should be the monster they say you are?

PLAYING A MONSTROSITY

Your hero is really, really good at breaking things. You're going to want to advance the Smash goal whenever you can, but keep in mind that you're more than *just* muscle. You have Skills, Abilities, and possibly other Power Words that you can use switch up your moves from Hero Phase to Hero Phase.

QUESTIONS

As you create your Monstrosity hero, answer any or all of these questions.

- How do you look different from normal humans?
 - How much larger are you than other people?
 - What color is your skin, and what does it feel like?
 - What kind of strange appearance do you have that makes the ignorant assume you're a mere brute?
 - What does your voice sound like, and what kind of vocabulary do you employ?
- Are you *always* a monster?
 - If not, what triggers that change?
 - Is it an emotional state, a substance, a situation, or your own choice?
 - Will people not like you when you're angry?
 - Were* you always a monster?
- What kind of interests do you have that surprise other people?
 - Are you an artist at heart, a scientist, a poet, a doctor, a pilot?
- Why *aren't* you the monster they say you are?
 - What makes you a *hero* and not a villain or mindless threat?
 - What would push you over that edge, and how have you avoided going over it so far?

SKILLS

You have the **Criminal** and **Explorer** skills, plus two additional skills of your choice.

Whenever you make a roll that uses your skill, roll an additional number of dice equal to the Volume.

POWER WORDS

You can use your Power Words in the following ways:

As a **Power Display**, costing no Might

As a **Stunt**, costing 1 Might for each Word beyond the first

As a **Power Combo**, costing 1 Might and letting others join in

Joining a **Power Combo**, costing 1 Might.

When you use a Power Word, it goes on cooldown until the start of the next Hero Phase.

Core Power Words

Your Core Power Words are **Strongest** and **Monster**. You can spend 1 Might point to add one of these to a Power Stunt or Combo, or 2 Might to add both.

Personal Power Words

Choose six Personal Power Words from the following list:

Amnesia

Accidental

Animal
(specific)

Beast

Blood

Body

Brutal

Claws

Clobber

Confused

Dissociative

Giant

Horrrifying

Identity

Immovable

Immortal

Internal

Leap

Mindless

Night

Regenerate

Rocky

Savage

Shifting

Stomp

Stretch

Strength

Terrifying

Throw

Water

Worldbreaker

When you use a **Power Display**, you can add one Personal Power Word for free.

You can use two Power Personal Words together to form a **Power Stunt** or **Power Combo** by paying 1 Might for each beyond the first.

Nova Power

Choose any two single words you like; these are your **Nova Power Words**. Collectively, these are known as your **Nova Power Phrase**, although the words don't have to join together into a properly intelligible English phrase. When you check off all your Ideals, your Nova Power Words are **Unlocked** until the end of the current Storyline.

You can use one of your Nova Power Words in a Power Stunt or Combo for free; if you spend 1 Might, you can include a second Nova Power Word as well.

MONSTROSITY ABILITIES

Each Volume, you gain a new ability from your class. Your Monstrosity Abilities show your increasing distance from humanity. Each ability can be chosen only once.

Prime Ability

Your hero has the **Engine of Destruction** Prime ability common to all Monstrosities.

Engine of Destruction

When you use your Core or Nova Power Words in a Power Stunt or Combo to advance the Smash goal, add add 2 to the Effectiveness.

Volume 1 Abilities

At the start of Volume 1, choose two abilities from this list.

All-Consuming Rage

Your mind is a towering inferno of pain and anger. You can spend 1 Might or 1 Health to ignore any psychic or telepathic effect used against yourself.

Boundless Fortitude

You are amazingly hard to hurt. Increase your maximum Health by 5.

Fast Healer

Your injuries heal quickly. Regain 1 Health at the start of the Hero Phase if you are at or above half of your maximum Health.

Misunderstood Monster

Even at your worst, you wouldn't harm an innocent. Add 2 to the dice pool when you advance the Ally or Rescue goals.

Immortal

The monstrous forces that force you onward won't let you ever rest. If you are dead at the start of a Crisis Countdown, return to life – with full Might and Health – at the end of that Countdown.

TBD

To be determined.

Volume 2 Abilities

At the start of Volume 2, choose an ability from this list or the Volume 1 list.

Regeneration

If you're ever wounded, you don't stay that way for long. Regain 1 Health at the start of the Hero Phase if you are at less than half of your maximum Health but have at least 1 Health.

Relentless Power

You are a storehouse of untapped energy. Increase your maximum Might by 5.

Leave Me Alone!

*Prerequisite: You can't have another **Hero Cave** Ability. You have a remote, safe place to which you can retreat and hide from others. Add 2 dice whenever you make a skill roll while in your Safe Place. Choose two Scene Power Words for your Safe Place from the [See, page 18](#). In addition, choose one of the following as a third Scene Word: ::::: cpw ::::: # Leave Me Alone! Safe Place Scene Power Words { #list-leave-me-alone-safe-place-scene-power-words}*

- Comfortable
- Fortified
- Hidden
- Peaceful
- Refreshing
- Quiet
- Tranquil

::::: This is a *Hero Cave* Ability.

Volume 3 Abilities

At the start of Volume 3, choose an ability from this list or any previous list.

Nigh-Invulnerable

There are few things that can seriously harm you. Increase your maximum Health by 5.

Power Burn

You can call upon your life-force to fuel your powers. You can spend Health whenever you would normally spend Might.

Volume 4 Abilities

At the start of Volume 4, choose an ability from this list or any previous list.

Immortal

You might be seriously wounded, but you never stay dead. If you're reduced to 0 Health or 0 Might, regain 1 point of each at the start of the next Hero Phase.

Power Overwhelming

Your capacity for destruction is extraordinary, even for a hero. Increase your maximum Might by 5.

Volume 5 Abilities

At the start of Volume 5, choose an ability from this list or any previous list.

TBD

To be determined.

TBD

To be determined.

MULTI-CLASS CHARACTERS

THE PARAGON

You're convinced that your powers are meant to help others, not for your own benefit. You protect those who can't defend themselves, help those who can't help themselves.

You're the epitome of a hero. Flight, strength, invulnerability, and superhuman versions of normal human abilities are common among Paragons, along with the odd random power usually found in another class.

PLAYING A PARAGON

If you're playing a Paragon because you want to revel in your hero's power ... then you're probably playing the wrong class.

Paragons, despite often being the most powerful heroes *in concept*, are primarily support heroes. The class ability – *My One Weakness!* – takes your hero out of the fight but gives a boost to the other heroes!

Your Paragon may have more Health than other heroes – but that's because, ideally, you're using Take the Hit whenever you possibly can. Paragons are about protecting others first, and punching villains a distant second.

Also, look for creative ways to use your *Powers* and *Abilities* Core Power Words – they can justify any number of ad hoc power uses in combination with your other Power Words, such as *Vision Powers* or *Alien Abilities*. What do those mean? Whatever you say they mean!

QUESTIONS

As you create your Paragon hero, answer any or all of these questions.

- Why do normal people love you instead of fearing your power?
 - Why do you love humanity so much?
 - Do you wear a mask, or can everyone see your face?
 - Do you have a cape? If not, why not?
- What normal humans keep you grounded when you can fly so much higher than mere mortals?
 - Who taught you that you have a responsibility to others?
 - Do you ever adopt a disguise to pass as a normal human?
 - How do you deal with so much weight on your shoulders?
 - Who else do you rely on for assistance?
- Are there other people like you?
 - Do you have an arch-enemy who uses your best qualities to harm others instead of helping them?
- Why *haven't* you used your powers to make huge changes in the world?
 - What holds you back from ruling over humanity for its own good?
 - What kind of nightmares wake you up in the middle of the night, frightened by your own potential to break the world?
 - Who can be trusted to stop you if you're not in control of yourself?

SKILLS

You have two skills of your choice.

Whenever you make a roll that uses your skill, roll an additional number of dice equal to the Volume.

POWER WORDS

During a Crisis, you can declare at any point that your one weakness is present.

If you do, you temporarily lose access to *all* of your Power Words, your Might becomes 0, and you skip your turn during the Hero Turn. This lasts until someone else removes the source of your weakness from the scene, or until the end of the present Crisis.

Every Hero Turn that you're inactive, the other heroes get extra dice on their rolls equal to the Volume number.

When the source of your weakness is disposed of, you regain access to all your Power Words and your Might is refreshed to its normal maximum value.

POWER WORDS

You can use your Power Words in the following ways:

- As a **Power Display**, costing no Might
- As a **Power Stunt**, costing 1 Might for each Word beyond the first
- As a **Power Combo**, costing 1 Might and letting others join in
- Joining a **Power Combo**, costing 1 Might.

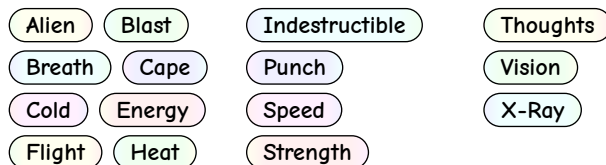
When you use a Power Word, it goes on cooldown until the start of the next Hero Phase.

Core Power Words

Your Core Power Words are **Powers** and **Abilities**. You can spend 1 Might point to add one of these to a Power Stunt or Combo, or 2 Might to add both.

Personal Power Words

Choose six Personal Power Words from the following list:



In addition, choose one Power Word from any other class's Personal Power Words list.

When you use a **Power Display**, you can add one Personal Power Word for free.

You can use two Power Personal Words together to form a **Power Stunt** or **Power Combo** by paying 1 Might for each beyond the first.

Nova Power

Choose any two single words you like; these are your **Nova Power Words**. When you check off all your Ideals, your Nova Power Words are **Unlocked** until the end of the current Storyline.

You can use one of your Nova Power Words in a Power Stunt or Combo for free; if you spend 1 Might, you can include the second Nova Power Word as well.

PARAGON ABILITIES

Each Volume, you gain a new ability from your class. Your Paragon Abilities reflect new uses for your vast array of super-powers. Each ability can be chosen only once.

Prime Ability

Your hero has the **My One Weakness!** Prime ability common to all Paragons.

My One Weakness!

Before Volume One, pick a weakness for your hero, like a substance, energy type, or other physical effect.

Once during a Crisis, instead of making a move, you can declare your weakness is present. Your Might drops to 0 and you can't use any Power Words. Each later Hero Phase that you don't make a move, add the Volume to the Teamwork Pool.

Volume 1 Abilities

At the start of Volume 1, choose two abilities from this list.

Boundless Fortitude

You are amazingly hard to hurt. Increase your maximum Health by 5.

Dedicated Defender

You protect others from harm with your own body. When you use the Take the Blow move, you lose a maximum of 1 Health.

Hero of the People

You are looked up to by the common people. Add 2 to the dice pool when you advance the Rescue or Allay goals.

Multipower

Unlike most heroes, your powers can be used frequently. The first time you make a Power Display, Stunt, or Combo move in a Hero Phase, choose one Power Word used. That Word doesn't go on cooldown.

TBD

To be determined.

Volume 2 Abilities

At the start of Volume 2, choose an ability from this list or the Volume 1 list.

Power Overwhelming

Your capacity for heroic deeds is extraordinary, even for a hero. Increase your maximum Might by 5.

Never-Ending Battle

You refuse to stay down if there are innocents in danger. When you are at 0 Health or 0 Might, regain 1 point of each at the start of the next Hero Phase if the Rescue goal can still be advanced.

TBD

To be determined.

Volume 3 Abilities

At the start of Volume 3, choose an ability from this list or any previous list.

Castle of Quietude

*Prerequisite: You can't have another **Hero Cave** Ability.* You have a base of operations in a remote location. Add 2 dice whenever you make a skill roll while in your Castle of Quietude. Choose two Scene Power Words for your Castle from the [See , page 18](#). In addition, choose one of the following as a third Scene Word:
..... cpw # Castle of Quietude Scene Power Words {
#castle-of-quietude-scene-power-words-list}

- Alien
- Locked
- Memories
- Relaxing
- Solitude
- Uncharted

..... This is a *Hero Cave* Ability.

Nigh-Invulnerable

There are few things that can seriously harm you. Increase your maximum Health by 5.

Volume 4 Abilities

At the start of Volume 4, choose an ability from this list or any previous list.

Faster than a Speeding Bullet

You can act and react at speeds that defy understanding.

Crossover Ability: with theSpeedster class You have a variant of the Speedster Class's **Ignore The Laws of Physics** Prime Ability: *Bend the Laws of Physics.*

Your speed lets you bend the standard laws of Newtonian physics – you can ignore the effects of inertia and start, stop, or turn on a dime, instantly; you don't suffer any negative effects from moving at excessive speed, such as wind burn, and you're able to breathe normally – as well as ignoring relativistic effects from moving near the speed of light.

Instead of choosing a Paragon Class Ability of Volume 3 or higher, you can choose a Speedster Class Ability of the same or lower Volume. *Anything's a Surface (1st)*, *Break the Time Barrier (1st)*, *Vibrate Through Walls (1st)*, *Burst of Speed (2nd)*, *Evacuate the Bystanders (3rd)*, *Human Whirlwind (3rd)*, *Untouchable (4th)*, and *Instant Power Recovery (4th)* are among the most applicable Speedster Class Abilities to consider.

Strange Visitor from Another Planet

You aren't from Earth, but are instead from another planet with advanced super-science. You have a variant of the Inventor Class's *No Wasted Effort* Prime Ability:

Crossover Ability: with theInventor class Whenever you advance a Goal, you can choose to add 1 success from the roll's Effectiveness to the Teamwork Pool instead of using all of it to advance the Goal.

Choose one Power Word from the Inventor Class's Personal Power Word List and add it as a Core Power Word.

Whenever you add a new Personal Power Word, you can choose from the Inventor Personal Power Words List or the Paragon Personal Power Words List.

Instead of choosing a Paragon Class Ability of Volume 3 or higher, you can choose an Inventor Class Ability of the same or lower Volume. *Persipacacious Pettifoggery (1st)*, *Puissant Polymath (2nd)*, and *Overclocked Systems (3rd)* are among the most applicable Inventor Class Abilities to consider.

Volume 5 Abilities

At the start of Volume 5, choose an ability from this list or any previous list.

TBD

To be determined.

TBD

To be determined.

THE PSYCHIC

Psychics are masters of mind powers, able to communicate with others and link minds together.

Their powers are often purely mental without a physical manifestation; a duel between two Psychics could take place in the middle of a crowded restaurant with no one any the wiser.

If normal people knew that a Psychic was among them – and could potentially access their innermost thoughts and desires! – they would react with fear and hostility. Some Psychics will pose as some other type of hero to avoid such prejudices ... even as they admit such biases might not be entirely unwarranted.

PLAYING A PSYCHIC

Your Psychic hero is likely the lynchpin of the team, although not necessarily the leader. This is a passive ability, though – unless you choose otherwise, everyone's connected when you're present – so look for ways to use your own Power Words, Skills, and Abilities in creative and original ways.

QUESTIONS

As you create your Psychic hero, answer any or all of these questions.

- How do you come by these amazing mental powers?
 - What kind of training or education did you undertake to master them?
- Are there obvious signs to your powers, such as an enlarged forehead, glowing eyes, or a visible crackle of power – or are they completely invisible and undetectable?
- What limits have you imposed on your own power due to ethical and moral concerns?
 - What type of actions won't you take, and what would push you to actually commit those acts?
 - What makes you a *hero* and not a mind-powered villain, looting others' skulls with impunity?
- What kind of mental self-image do you have?
 - Does your telepathic voice "sound" like your *physical* voice?
 - Do others recognize you when you make mental contact with you?
- Do you have any *physical* limitations, such as a disability?
 - How do your powers compensate for those limits, and in what ways can they never fully substitute for them?

SKILLS

You have the **Academic** skill, plus two additional skills of your choice.

Whenever you make a roll that uses your skill, roll an additional number of dice equal to the Volume.

NO ETHICAL MIND CONTROL UNDER CAPITALISM

Many comic books and roleplaying games will gloss over it, but I'll state it directly: nearly any use of mind control powers represents gross violations of another person's autonomy and consent.

This doesn't mean you can't *ever* do that in an Issue of **COSMIC LEGENDS OF THE UNIVERSE**, but it means that you have to be careful and safe by checking in with the other players and the Editor – because your Psychic hero is probably doing something that's quite horrific if you're using mind control.

During Issue 0 or the start of an Issue, you should ask the other players and the Editor about whether they view reading someone's mind without consent as the same kind of violation. Are surface thoughts fine, but deep memories not?

You *need* to have these kinds of talks, as a group, *before* it comes up during game play.

POWER WORDS

You can use your Power Words in the following ways:

As a **Power Display**, costing no Might

As a **Power Stunt**, costing 1 Might for each Word beyond the first

As a **Power Combo**, costing 1 Might and letting others join in Joining a **Power Combo**, costing 1 Might.

When you use a Power Word, it goes on cooldown until the start of the next Hero Phase.

Core Power Words

Your Core Power Words are **Focused** and **Totality**. You can spend 1 Might point to add one of these to a Power Stunt or Combo, or 2 Might to add both.

Personal Power Words

Choose six Personal Power Words from the following list:

Alter	Implant	Restore
Broadcast	Illusion	Sense
Confusion	Language	Shield
Emotion	Link	Thought
Erase	Memory	Transfer
Future	Past	Probe
		View

When you use a **Power Display**, you can add one Personal Power Word for free.

You can use two Power Personal Words together to form a **Power Stunt** or **Power Combo** by paying 1 Might for each beyond the first.

Nova Power

Choose any two to four single words you like; these are your **Nova Power Words**. When you check off all your Ideals, your Nova Power Words are **Unlocked** until the end of the current Storyline.

You can use one of your Nova Power Words in a Power Stunt or Combo for free; if you spend 1 Might, you can include the second Nova Power Word as well.

PSYCHIC ABILITIES

Each Volume, you gain a new ability from your class.

Your Psychic abilities are new ways of using your mind power to affect yourself and the world around you. Each ability can be chosen only once.

Prime Ability

Volume 1 Abilities

At the start of Volume 1, choose two abilities from this list.

Empath

You can sense the emotions of others; your powers work primarily on feelings rather than thoughts. Add 2 dice when you roll to advance the Allay goal, as long as you have at least 1 Might.

Mind Over Matter

You can overcome the physical limitations of your body, and shrug off wounds that would seriously harm a normal person. Instead of losing Health, you can lose an equal amount of Might.

TBD

To be determined.

Volume 2 Abilities

At the start of Volume 2, choose an ability from this list or the Volume 1 list.

Astral Projection

You can separate your consciousness from your physical form, creating a duplicate of your body that exists on the astral plane. When you do so, your physical body becomes unconscious. Refresh your Might to its maximum value when you use astral projection. You can awaken at any time, and if you do, your mind is drawn back to your body instantly. You automatically awaken if your physical body is harmed or you are roughly shaken. While astrally projecting, you are immune to all harm and can pass through any barriers. You can use any of your Psychic Class Abilities, Personal Power Words, Core Power Words, and your Nova Power Words. In astral form, you have "Flight" as a Core Power Word. You can choose whether your astral form is visible to those in the same location, or if it is invisible to all creatures lacking pan-dimensional vision or similar extrasensory abilities.

TBD

To be determined.

TBD

To be determined.

TBD

To be determined.

Volume 3 Abilities

At the start of Volume 3, choose an ability from this list or any previous list.

Power Overwhelming

Your capacity for psionics is extraordinary, even for a hero. Increase your maximum Might by 5.

Skill Sharing

Prerequisite: The Our Minds As One psychic class core ability.
Your mind link allows skills to be shared. Someone in your link is considered to have a skill if anyone in your link has that skill.

Volume 4 Abilities

At the start of Volume 4, choose an ability from this list or any previous list.

Battlemind

Prerequisite: The Our Minds As One Class Core Ability.
Prerequisite: The Skill Sharing Class Ability. Your mind link allows Fighting Styles to be shared. Someone in your link is considered to have a Fighting Style if anyone in your link has that Fighting Style.

Volume 5 Abilities

At the start of Volume 5, choose an ability from this list or any previous list.

Astral Retreat

Prerequisite: You can't have another Hero Cave Ability. You have a stronghold located on the astral plane. Outside of a Crisis, you can spend 1 Might per person to transport yourself and any nearby, willing Heroes to your Retreat, or return to Earth at the location you left from. Add 2 dice whenever you make a skill roll while in your Astral Retreat. Choose two Scene Power Words for your Astral Retreat from the [See, page 18](#). In addition, choose one of the following as a third Scene Word: ::::: cpw ::::: # Astral Retreat Scene Power Words {#list-astral-retreat-scene-power-words}

- Astral
- Cloaked
- Immaterial
- Memory
- Mental
- Psionic
- Solidified
- Viewing

..... This is a Hero Cave Ability.

TBD

To be determined.

THE SHAPER

A Shaper is able to control some physical – or quasi-physical – substance, such as rock, water, or shadows. Their powers have a greater effect on the world around them than most heroes' do, such as controlling the weather or leveling buildings with a glance.

PLAYING A SHAPER

Your Shaper hero focuses on two things: the type of matter you can control, and the environment around you.

Each scene has several Scene Power Words that are chosen by the Editor during the Countdown to Crisis. However, an Editor might not think of everything – so it's fine for you to suggest that perhaps there might be a magazine stand on the street corner, for example, if your hero controls paper.

One of the first things you're going to want to do is use your *Reshape the Battlefield* ability to give yourself and the other heroes Scene Power Words to use. Remember that a Scene Power Word costs 0 Might to use! Reshaping at the start of a Crisis can save you a lot of Might in the long run!

QUESTIONS

As you create your Shaper hero, answer any or all of these questions.

1. How did you get these powers, and what limits do they have?
 - a. Why can you control some types of matter and not others?
 - b. Can you affect people with your powers, or are living creatures beyond your control?

2. How much of your power is raw potential, and how much is rigid discipline?
 - a. If you lost control, would you shut down or would you lash out?
3. Can you generate your own element, or are you reliant upon having your element present to start shaping?
4. Do you view yourself as speaking to nature and asking for its aid, or as forcing the elements to bend to your will, or as an artist carefully sculpting exactly what you need from the world?
5. What effect does your emotional state have on the environment?
 - a. How does the state of your environment affect you?
6. Are there any manifestations of your power that follow you around, and if so, can you exercise conscious control over them?

SKILLS

You have the **Artist** and **Scientist** skills, plus two additional skills of your choice.

Whenever you make a roll that uses your skill, roll an additional number of dice equal to the Volume.

POWER WORDS

You can use your Power Words in the following ways:

- As a **Power Display**, costing no Might
- As a **Power Stunt**, costing 1 Might for each Word beyond the first
- As a **Power Combo**, costing 1 Might and letting others join in
- Joining a **Power Combo**, costing 1 Might.

When you use a Power Word, it goes on cooldown until the start of the next Hero Phase.

Core Power Words

Your Core Power Words are *TBD*.

You can spend 1 Might point to add one of these to a Power Stunt or Combo, 2 Might to add another, or 3 Might to add all three.

Personal Power Words

Choose six Personal Power Words from the following list:

Absorb	Destroy	Shield
Become	Ring	Flight
Blast	Move	Quell
Sphere	Reshape	Trap
Create	Sense	

When you use a **Power Display**, you can add one Personal Power Word for free.

You can use two Power Personal Words together to form a **Power Stunt** or **Power Combo** by paying 1 Might for each beyond the first.

OTHER ELEMENT POWER WORDS

If you can think of something else you'd like your Shaper hero to control, then choose that as your Element Power Word instead! If you decide that your hero controls dairy products, then go for it! If you need advice on a good Word to pick, you can always ask the Editor and other players for ideas.

Nova Power

Choose any two single words you like; these are your **Nova Power Words**. When you check off all your Ideals, your Nova Power Words are **Unlocked** until the end of the current Storyline.

You can use one of your Nova Power Words in a Power Stunt or Combo for free; if you spend 1 Might, you can include the second Nova Power Word as well.

SHAPER ABILITIES

Each Volume, you gain a new ability from your class. Your Shaper Abilities show a widening diversity in the applications of your control power. Each ability can be chosen only once.

Prime Ability

Your hero has the **Reshape the Battlefield** Prime ability common to all Shapers.

Reshape the Battlefield

When you use your Core or Nova Power Words in a Power Stunt or Combo, you can choose to spend 2 Effectiveness to change one of the Scene Power Words to one of your own Power Words.

During any given Crisis you can only change a number of Scene Power Words equal to the Volume.

Volume 1 Abilities

At the start of Volume 1, choose two abilities from this list.

Energy Generation

In addition to your ability to control physical elements, you can also create it as well.

Crossover Ability: with theDynamo class Add one Word from the Dynamo's Energy Power Word list as a Personal Power Word.

Force Field

You can surround yourself with a clear bubble of force. Instead of losing Health, you can lose an equal amount of Might.

Shelter the Innocents

Your power over substances makes you exceptionally skilled at protecting bystanders from harm. Add 2 to the dice pool when you use a Power to advance the Rescue goal.

Wall of Matter

You can construct a defensive wall to protect yourself and your teammates. When a Crisis Move affects all of the heroes, you can spend Might to counter it instead of spending from the Teamwork Pool.

TBD

To be determined.

Volume 2 Abilities

At the start of Volume 2, choose an ability from this list or the Volume 1 list.

Grand Unified Theory

You've discovered that your powers aren't limited to a single substance but can be extended to other types of shaping.

Add number of Words from the Element Power Word list as Personal Power Words equal to the Volume. Add another at the start of each later Volume.

Power Overwhelming

Your capacity for matter control is extraordinary, even for a hero. Increase your maximum Might by 5.

TBD

To be determined.

Volume 3 Abilities

At the start of Volume 3, choose an ability from this list or any previous list.

Draw Power from the Surroundings

When one of your Power Words matches one of the Scene Power Words – or has approximately the same meaning – regain 1 Might at the start of the Hero Phase whenever you are below half of your maximum Might.

Psychic Manifestation

Your powers also give you a measure of control over minds. Add one Word from the Psychic's Personal Power Word list as a Personal Power Word.

Volume 4 Abilities

At the start of Volume 4, choose an ability from this list or any previous list.

Shaper's Refuge

Prerequisite: You can't have another Hero Cave Ability. Outside of a Crisis, you can spend 1 Might per person to transport yourself and any nearby, willing Heroes to your Refuge, or return to Earth at the location you left from. Add 2 dice whenever you make a skill roll while in your Shaper's Refuge. Choose two Scene Power Words for your Refuge from the [See, page 18](#). Your Refuge also has your Element Core Power Word as a third Scene Power Word. In addition, choose one of the following as a fourth Scene Power Word: ::::: cpw ::::: # Shaper's Refuge Scene Power Words {#list-shapers-refuge-scene-power-words}

- Cloaked
- Defensive
- Energized
- Extraplanar
- Fortified

::::: This is a *Hero Cave* Ability.

TBD

To be determined.

Volume 5 Abilities

At the start of Volume 5, choose an ability from this list or any previous list.

TBD

To be determined.

TBD

To be determined.

THE SPEEDSTER

PLAYING A SPEEDSTER

QUESTIONS

As you create your Speedster hero, answer any or all of these questions.

SKILLS

In addition, choose any two additional skills of your choice.

POWER WORDS

You can use your Power Words in the following ways:

As a **Power Display**, costing no Might

As a **Power Stunt**, costing 1 Might for each Word beyond the first

As a **Power Combo**, costing 1 Might and letting others join in
Joining a **Power Combo**, costing 1 Might.

When you use a Power Word, it goes on cooldown until the start of the next Hero Phase.

Core Power Words

Your Core Power Words are **Fastest** and **Alive**.

When you use a **Power Display**, you can add one Core Power Word for free.

You can spend 1 Might point to add one of these to a Power Stunt or Combo, or 2 Might to add both.

Personal Power Words

Choose six Personal Power Words from the following list:

Action	Feet	Force	Reaction
Accelerate	Go	Inertia	Reflexes
Blink	Instant	Reverse	
Change	Light	Running	
Direction	Lightning	Speed	Stop
Fast	Faster	Momentum	Unseen

When you use a **Power Display**, you can add one Personal Power Word for free.

You can use two Power Personal Words together to form a **Power Stunt** or **Power Combo** by paying 1 Might for each beyond the first.

Nova Power

Choose any two or three single words you like; these are your **Nova Power Words**.

At the start of any Storyline, your Nova Power Words are **Locked** and you can't use them in Power Displays, Stunts, or Combos.

When you mark all your Ideals, your Nova Power Words are **Unlocked** until the end of the current Storyline.

You can use one of your *Unlocked* Nova Power Words in a Power Stunt

or Combo for free; if you spend 1 Might, you can include a second Nova Power Word as well.

You can use one or more of your *Locked* Nova Power Words in a Power

Display, Stunt, or Combo by spending 1 Might per Nova Power Word. The Nova Power Word remains *Locked*.

SPEEDSTER ABILITIES

Each Volume, you gain a new ability from your class. Your Speedster Abilities reflect your increased velocity and ability to maneuver at a high rate of speed. Each ability can be taken only once.

Prime Ability

Your hero has the **Ignore the Laws of Physics** Prime Ability common to all Speedsters.

Ignore the Laws of Physics

Your super-speed lets you break the standard laws of Newtonian physics – you can ignore inertia and start/stop/turn on a dime, instantly; you don't suffer any negative effects from moving at excessive speed, such as wind burn, and you're able to breathe normally – as well as ignoring relativistic effects from moving at or beyond the speed of light.

Volume 1 Abilities

At the start of Volume 1, choose two abilities from this list.

Anything's a Surface

Prerequisite: The Ignore the Laws of Physics Prime Ability. You can run on anything – water, lava, up the side of a building, on a beam of light from a flashlight – as easily as on flat, solid ground.

Break the Dimension Barrier

Prerequisite: The Ignore the Laws of Physics Prime Ability. The Vibrate Through Walls Class Ability. Add "Extra-Dimensional" as a Core Power Word. You can travel to alternate dimensions or timelines, including to alternate Earths.

Break the Time Barrier

Prerequisites: The Ignore the Laws of Physics Prime Ability. Add "Time" as a Core Power Word. You can travel forward or backward in time under your own power.

Hyper-Metabolism

You need to eat a lot because you burn through so many calories so quickly. Increase your maximum Might by 2.

Vibrate Through Walls

Prerequisite: The Ignore the Laws of Physics Prime Ability. Add "Immaterial" as a Core Power Word. By spending 1 Might at the start of a Hero Phase, you can run through any number of solid walls or solid objects until the end of that Hero Phase.

Volume 2 Abilities

At the start of Volume 2, choose an ability from this list or the Volume 1 list.

Burst of Speed

Prerequisite: The Ignore the Laws of Physics Prime Ability. At the end of a Hero Phase, you can spend a number of Might equal to the Volume and make another move. You can only make one such extra move per Hero Phase.

Escape Velocity

Prerequisite: The Ignore the Laws of Physics Prime Ability. You can move fast enough that you actually lift off the ground. Add "Flight" as a Core Power Word.

Multitasking

Prerequisite: The Ignore the Laws of Physics Prime Ability. Whenever you roll to advance any goal, you can subtract 1 Success from the roll's Effectiveness and add it to the Teamwork Pool instead.

Volume 3 Abilities

At the start of Volume 3, choose an ability from this list or any previous list.

Evacuate the Bystanders

Prerequisite: The Ignore the Laws of Physics Prime Ability. When you roll to advance the Rescue goal, you can spend as much Might as you wish and add 1 to the Effectiveness of the roll for each Might point spent.

Human Whirlwind

Prerequisite: The Ignore the Laws of Physics Prime Ability. Add "Wind" as an Elemental Core Power Word. *Crossover Ability: with the Shaper class* You gain *Reshape the Winds*, a variant of the Shaper's *Reshape the Battlefield* Prime Ability.

When you use your Core or Nova Power Words in a Power Stunt or Combo, you can choose to spend 2 Effectiveness to change one of the Scene Power Words to one of your own Power Words. During any given Crisis you can only change a number of Scene Power Words equal to the Volume.

Volume 4 Abilities

At the start of Volume 4, choose an ability from this list or any previous list.

Instant Power Recovery

Whenever you use one of your Core or Nova Power Words in a Power Stunt or Combo, those Power Words do not go on cooldown.

Untouchable

No one can lay a hand on you. When you are affected by a Crisis move, you can counter it by spending Might instead of Successes from the Teamwork Pool.

Volume 5 Abilities

At the start of Volume 5, choose an ability from this list or any previous list.

TBD

To be determined.

TBD

To be determined.

THE TOTEM

PLAYING A TOTEM

QUESTIONS

As you create your Totem hero, answer any or all of these questions.

SKILLS

You have the **Explorer** skill, plus two additional skills of your choice chosen from the following list:

Artist
Criminal
Historian
Investigator
Performer
Scientist

You can't ever gain the following skills, from any source:

Deputy
Lawyer
Mystic
Physician
Politician
Spy

Whenever you make a roll that uses one of your skills, add 1 extra die. If you have more than one skill that could apply to a roll, add 1 extra die for each applicable skill.

POWER WORDS

You can use your Power Words in the following ways:

As a **Power Display**, costing no Might
As a **Stunt**, costing 1 Might for each Word beyond the first
As a **Power Combo**, costing 1 Might and letting others join in
Joining a **Power Combo**, costing 1 Might.

When you use a Power Word, it goes on cooldown until the start of the next Hero Phase, and you can't use it until it is off cooldown.

Core Power Words

Your Core Power Words are **Wild** and **Nature**. You can spend 1 Might point to add one of these to a Power Stunt or Combo, 2 Might to add two, and 3 Might to add all three.

Totem Nature Core Power Words

Bugs

Arachnid

Black Widow

Recluse

Tarantula

Insect

Ant Bee

Butterfly

Fly

Hornet

Moth

Roach

Scorpion

Wasp

Yellowjacket

Reptiles

Alligator

Crocodile

Dinosaur

Pterodon

Stegosaur

T-Rex

Lizard

Chameleon

Iguana

Snake

Asp

Cobra

Python

Rattlesnake

Viper

Tortoise

Turtle

Mythological

Dragon

Hydra

Wyrn

Wyvern

Pegasus

Sphinx

Unicorn

Felines

Cheetah

Cougar / Puma

Housecat

Lion

Panther

Smilodon

Tiger

Bird

Chicken / Hen

Dove

Eagle

Falcon

Hawk

Ostrich

Owl

Rooster

Turkey

Vulture

Amphibians

Frog

Newt

Salamander

Toad

Fish

Barracuda

Clam

Crab

Eel

Fish

Lobster

Merfolk

Moray

Octopus

Pirhanna

Sea Horse

Shark

Squid (or Kraken)

Starfish

Marsupials

Kangaroo

Koala

Mammals	Environment
Elephant	Coral
Mammoth	Desert
Mastodon	Jungle
Pachyderm	Mire
Minotaur	Peaks
Goat (or Satyr)	Sea
Bull (or Minotaur)	Tundra
Cow (or Minotaur)	Void (space)
Monkey	Plant
Ape Chimp	Flower (specific)
Gorilla	Tree (specific)
Gibbon	Vine (specific)
Pig	
Boar Hog	
Deer or Stag	
Moose Elk	
Horse	
Alicorn	
Centaur	
Hippopotamus	
Pegasus	
Unicorn	
Rhino	
Wolverine	
Canines	
Coyote	
Dog	
Mastiff	
Hound	
Wolf	
Dingo	
Fox Jackal	
Bear	
Black	
Brown	
Grizzly	
Panda	
Polar	
Rodent	
Badger	
Bat	
Mongoose	
Mouse	

Personal Power

Words

Choose six Personal Power Words from the following list:

- Alert Howl Regenerate
Ambush Huge Roar
Anima Hunger Savage
Armor Hunt Screech
Beast Immo Shell
Blood Inhum Shifting
Body Instinct Silent
Brutal Instinct Sly
Burrow Leap Spiked
Camouflage Lift Stamina
Charge Massive Stampede
Claws Maw Stocky
Clever Musk Stomp
Construct Mutant Strength
Curious Nature Stubborn
Danger Nest Survival
Dash Network Tall
Dig Overrule Technical
Dire Pack Throw
Direct Poison Track
Distance Positron Trample
Echo Pounce Tunnel
Elusive Predator Understanding
Endure Prey Venomous
Environment Prowl Warning
Feral Purr Weather
Giant Quick Wild
Growl Rage
Horrid Reflexes

When you use a **Power Display**, you can add one Personal Power Word for free.

You can use two Power Personal Words together to form a **Power Stunt** or **Power Combo** by paying 1 Might for each beyond the first.

Nova Power

Choose at least two but no more than four single words you like; these are your **Nova Power Words**, and together are known as your **Nova Power Phrase**.

When you check off all your Ideals, your Nova Power Words are **Unlocked** until the end of the current Storyline.

You can use one of your Nova Power Words in a Power Stunt or Combo for free; if you spend 1 Might, you can include the second Nova Power Word as well.

TOTEM ABILITIES

Each Volume, you gain a new ability from your class. Your Totem abilities show your increasing identification with your totem nature and distance from humanity. Each ability can be chosen only once.

Prime Ability

Your hero has the **Does Whatever a Totem Can** Prime ability common to all Totem heroes.

Does Whatever a Totem Can

When you use your Core or Nova Power Words in a Power Stunt or Combo roll, add 2 dice to as if you had a skill or fighting style that applies to such a use. If you have a normal skill or fighting style that could apply to a roll, only add the bonus dice from your **Does Whatever a Totem Can** Ability.

Volume 1 Abilities

At the start of Volume 1, choose two abilities from this list.

Animal Partner

You have an unusually intelligent pet or companion that accompanies you on your heroic adventures. This partner has three Core Power Words – one matching your Totem Nature Power Word, and two others from the Totem Personal Power Words List – that you can use for free without spending Might, each once per Hero Phase. Your animal partner's Health and Might equal the Volume.

Choose one Skill possessed by your Animal Partner; and a Fighting Style. You can use that skill or Fighting Style whenever your Animal Partner is present during a Crisis.

During any Hero Phase, either your hero can make a move or your animal partner can make a move – not both.

This is a *Pet* Ability.

Prerequisite: The Mystic Totem class ability. If your animal partner is ever killed, they return to life at the end of the next Crisis Countdown, and join you as soon as they can.

Unbeatable

Your humble powers cause people to underestimate you and you actually can punch punch far above your normal weight class. Whenever you have one or more companions of the same type as your Totem Nature Power Word present – including from the *Animal Companion* or *Summon Swarm* class abilities – add 1 to the Effectiveness of any roll you make to advance any goal.

Volume 2 Abilities

At the start of Volume 2, choose an ability from this list or the Volume 1 list.

All Animals Love Me. Really. I Wouldn't Make Something Like That Up.

When you roll to advance the Allay goal and the source of the Crisis is an animal, or when you roll to advance the Rescue goal and animals are endangered, add 2 to the Effectiveness of the roll.

Totem

Core

Power

Words

Your Core Power Words are TBD
and TBD.
You can spend 1 Might point to add one of those to a Power Stunt or Combo, or 2 Might to add both.

Totem Personal

Power Words List

Choose six Personal Power Words from the following list:
..... cpw

Pet

Prerequisite: You can't have another **Pet** Ability. You have an unusually intelligent pet or companion that accompanies you on your heroic adventures.

This partner has three Core Power Words – one chosen from the Totem Class's Totem Nature Power Words List, and two others from the Totem Class's Personal Power Words List – that you can use for free without spending Might, each once per Hero Phase. Your animal partner's Health and Might equal the Volume.

Choose one Skill possessed by your Animal Partner, and a Fighting Style. You can use that skill or Fighting Style whenever your Animal Partner is present during a Crisis.

During any Hero Phase, either your hero can make a move or your animal partner can make a move – not both.

This is a *Pet* Ability.

Volume 3 Abilities

At the start of Volume 3, choose an ability from this list or any previous list.

TBD

To be determined.

TBD

To be determined.

Volume 4 Abilities

At the start of Volume 4, choose an ability from this list or any previous list.

TBD

To be determined.

TBD

To be determined.

Volume 5 Abilities

At the start of Volume 5, choose an ability from this list or any previous list.

TBD

To be determined.

TBD

To be determined.

.....

THE TWINS

PLAYING THE TWINS

You have Skills, Abilities, and possibly other Power Words that you can use to switch up your moves from Hero Phase to Hero Phase.

Alien Pet

Prerequisite: You must have a **Pet** Ability. Your pet or animal partner isn't from Earth – or might not even be from this universe, in the case of a magical pet.

Monstrosity, Totem Whenever you choose a Core Power Word for your Pet, you can choose from the Monstrosity Class Personal Power Words List or the Paragon Class Personal Power Words List. These become Core Power Words that you can use for free, once per Hero Phase, as described in the *Pet* or *Animal Partner* class abilities.

This is **not** a *Pet* Ability.

Intelligent Pet

Prerequisite: You must have a **Pet** Ability. Your pet is smarter than an average animal of that type. It can communicate intelligently in one language that you choose when you pick this class ability, although its voice is clearly non-human.

In addition, pick a second Skill possessed by the Pet, and one Approach. Whenever your Pet is present at a Crisis, add 3 dice whenever you make a roll using the chosen Approach.

This is **not** a *Pet* Ability.

Magical Familiar

Prerequisite: You must have a **Pet** Ability. Whenever you choose a Core Power Word for your Pet, you can choose from the Divine Class's Personal Power Words List, the Hellspawn Class's Personal Power Words List, or the Mage Class Personal Power Words List.

Divine, Mage These become Core Power Words that you can use for free, each once per Hero Phase, as described in the *Pet* class ability.

If your Magical Familiar is ever killed, they return to life at the end of the next Crisis Countdown, and join you as soon as they can.

This is **not** a *Pet* Ability.

QUESTIONS

As you create your Twin heroes, answer any or all of these questions.

- How do you look different from normal humans?
 - How much larger (or smaller) are you than other people?
 - What color is your skin, and what does it feel and look like?
 - What kind of strange appearance do you have that makes the ignorant assume you're just an animalistic brute?
 - What does your voice sound like, and what kind of vocabulary do you employ?
- Are you *always* a kid?
(If not, then you may want to consider playing your hero as **Multi-Class Hero** – this is appropriate for heroes who magically transform from child form to an adult shape!)
 - If not, what triggers that change? Is it an emotional state, a substance, a situation, a magic word, or your own free will?
 - How do you get along with adult heroes? Do you look up to them as role models? Do they usually talk down to you?
 - In what ways are you less mature than the average hero?
 - In what ways are you more mature than the average hero?
 - Were you *always* a hero? How did you become one? Why did you become one?
 - Do you have any other friends your age, or do you just associate with adult heroes?
- What kind of interests do you have that surprise other people?
 - Are you an artist at heart, a scientist, a poet, a doctor, a pilot?
 - What would push you over that edge, and how have you avoided going over it so far?

SKILLS

You have the **Explorer** skill, plus two additional skills of your choice.

Whenever you make a roll that uses one of your skills, add 1 extra die. If you have more than one skill that could apply to a roll, add 1 extra die for each applicable skill.

POWER WORDS

You can use your Power Words in the following ways:

- As a **Power Display**, costing no Might
- As a **Stunt**, costing 1 Might for each Word beyond the first
- As a **Power Combo**, costing 1 Might and letting others join in
- Joining a **Power Combo**, costing 1 Might.

When you use a Power Word, it goes on cooldown until the start of the next Hero Phase, and you can't use it until it is off cooldown.

Core Power Words

Your Core Power Words are **Does Whatever** and **Can**. You can spend 1 Might point to add one of these to a Power Stunt or Combo, 2 Might to add two, and 3 Might to add all three.

Personal Power Words

Choose six Personal Power Words from the following list:

When you use a **Power Display**, you can add one Personal Power Word for free.

You can use two Power Personal Words together to form a **Power Stunt** or **Power Combo** by paying 1 Might for each beyond the first.

Nova Power

Choose at least two but no more than four single words you like; these are your **Nova Power Words**, and together are known as your **Nova Power Phrase**.

When you check off all your Ideals, your Nova Power Words are **Unlocked** until the end of the current Storyline.

You can use one of your Nova Power Words in a Power Stunt or Combo for free; if you spend 1 Might, you can include the second Nova Power Word as well.

TWIN ABILITIES

Each Volume, you gain a new ability from your class. Your Twin Abilities show your Each ability can be chosen only once.

Prime Ability

Your hero has the **TBD** Prime ability common to all Twins.

TBD

To be determined.

Volume 1 Abilities

At the start of Volume 1, choose two abilities from this list.

TBD

To Be Determined

TBD

To Be Determined

TBD

To Be Determined

TBD

To Be Determined

TBD

To Be Determined

Volume 2 Abilities

At the start of Volume 2, choose an ability from this list or the Volume 1 list.

TBD

To Be Determined

TBD

To Be Determined

TBD

To Be Determined

Twin Core Power

Words

Twin Personal

Power Words List

TBD

TBD

To Be Determined

TBD

To Be Determined

TBD

To Be Determined

Volume 3 Abilities

At the start of Volume 3, choose an ability from this list or any previous list.

TBD

To be determined.

TBD

To be determined.

TBD

To be determined.

Volume 4 Abilities

At the start of Volume 4, choose an ability from this list or any previous list.

TBD

To be determined.

TBD

To be determined.

Volume 5 Abilities

At the start of Volume 5, choose an ability from this list or any previous list.

TBD

To be determined.

TBD

To be determined.

THE WHEELMAN

Psychics are masters of mind powers, able to communicate with others and link minds together.

Their powers are often purely mental without a physical manifestation; a duel between two Psychics could take place in the middle of a crowded restaurant with no one any the wiser.

If normal people knew that a Psychic was among them – and could potentially access their innermost thoughts and desires! – they would react with fear and hostility. Some Psychics will pose as some other type of hero to avoid such prejudices ... even as they admit such biases might not be entirely unwarranted.

PLAYING A WHEELMAN

Your Psychic hero is likely the lynchpin of the team, although not necessarily the leader. This is a passive ability, though – unless you choose otherwise, everyone's connected when you're present – so look for ways to use your own Power Words, Skills, and Abilities in creative and original ways.

QUESTIONS

As you create your Psychic hero, answer any or all of these questions.

1. How do you come by these amazing mental powers?
 - a. What kind of training or education did you undertake to master them?
2. Are there obvious signs to your powers, such as an enlarged forehead, glowing eyes, or a visible crackle of power – or are they completely invisible and undetectable?
3. What limits have you imposed on your own power due to ethical and moral concerns?
 - a. What type of actions won't you take, and what would push you to actually commit those acts?
 - b. What makes you a *hero* and not a mind-powered villain, looting others' skulls with impunity?
4. What kind of mental self-image do you have?
 - a. Does your telepathic voice "sound" like your *physical* voice?
 - b. Do others recognize you when you make mental contact with you?
5. Do you have any *physical* limitations, such as a disability?
 - a. How do your powers compensate for those limits, and in what ways can they never fully substitute for them?

SKILLS

You have the **Engineer** and **Pilot** skills, plus two additional skills of your choice.

Whenever you make a roll that uses your skill, roll an additional number of dice equal to the Volume.

POWER WORDS

You can use your Power Words in the following ways:

As a **Power Display**, costing no Might

As a **Power Stunt**, costing 1 Might for each Word beyond the first

As a **Power Combo**, costing 1 Might and letting others join in

Joining a **Power Combo**, costing 1 Might.

When you use a Power Word, it goes on cooldown until the start of the next Hero Phase.

Core Power Words

Your Core Power Words are **Focused** and **Totality**. You can spend 1 Might point to add one of these to a Power Stunt or Combo, or 2 Might to add both.

NO ETHICAL MIND CONTROL UNDER CAPITALISM

Many comic books and roleplaying games will gloss over it, but I'll state it directly: nearly any use of mind control powers represents gross violations of another person's autonomy and consent.

This doesn't mean you can't *ever* do that in an Issue of **COSMIC LEGENDS OF THE UNIVERSE**, but it means that you have to be careful and safe by checking in with the other players and the Editor – because your Psychic hero is probably doing something that's quite horrific if you're using mind control.

During Issue 0 or the start of an Issue, you should ask the other players and the Editor about whether they view reading someone's mind without consent as the same kind of violation. Are surface thoughts fine, but deep memories not? You *need* to have these kinds of talks, as a group, before it comes up in play.

Vehicle Core Power Word

Choose one of the following Vehicle Power Words to represent the special vehicle with which you have a unique bond. This becomes a Core Power Word for you, and you can add it to Power Stunt or Combo by spending 0 Might.

Barge Boat Motorcycle Spaceship
Car Jet Saucer Ship Tank Truck

Vehicle Scene Power Words

Choose six Vehicle Scene Power Words from the following list. Whenever you or anyone else are in your vehicle, they can add one of these Vehicle Scene Power Words to a roll for 0 Might, as if the Vehicle Scene Power Word were one of the regular Scene Power Words.

Air Alarm Intangible Soar Speed
Armor Invisible Jet Spikes
Blade Boost Jump Stable Stunt
Brakes Landing Lift Submersible
Burrowing Lights Oil Tires Tow
Cable Pontoons Trunk
Cannon Radar Radio Tunnelling
Cloud Crash Ramming Turbo
Eject Evade Rocket Roll Paddle
Exhaust Safety Vertical
Flames Scanner Wheel
Flight Float Shield Winch
Glide Sideways Window
Ground Siren Wings
Harpoon Skidmark
Horn Hover Slick Smoke

When you have your *Unique Vehicle* use a **Power Display**, you can add one Vehicle Scene Power Word for free.

You can have your *Unique Vehicle* use two Vehicle Scene Power Words together to form a **Power Stunt** or **Power Combo** by paying 1 Might for each beyond the first.

Nova Power

Choose any two single words you like; these are your **Nova Power Words**. When you check off all your Ideals, your Nova Power Words are **Unlocked** until the end of the current Storyline.

You can use one of your Nova Power Words in a Power Stunt or Combo for free; if you spend 1 Might, you can include the second Nova Power Word as well.

WHEELMAN ABILITIES

Each Volume, you gain a new ability from your class. Your Wheelman class abilities represent upgrades or changes to your *Unique Vehicle*. Each ability can be chosen only once.

Prime Ability

Your hero has the **Unique Vehicle** Prime ability common to all Wheelmen. Additional class abilities you can choose in later Volumes can increase the capabilities of your *Unique Vehicle*.

Unique Vehicle

You have a custom-built vehicle unlike any other. When you are in your vehicle, no one can compare to your driving and/or piloting skill.

Your Unique Vehicle's **Maximum Health** and **Maximum Might** equal the **sum of your own Maximum Health plus your Maximum Might**. When your maximum Health or Might change, recalculate the Vehicle's Maximum Health and Maximum Might.

The type of vehicle matches the Vehicle Core Power Word that you chose. Each Unique Vehicle has a set of Vehicle Scene Power Words associated with it.

Your Unique Vehicle can comfortably carry a number of human-sized passengers equal to the Volume.

Whenever you add a Personal Power Word, you can instead add a Vehicle Scene Power Word from the Vehicle Scene Power Words List.

In addition, you are considered to have the **Ace Fighting Style** whenever you are in your Unique Vehicle.

Volume 1 Abilities

At the start of Volume 1, choose two abilities from this list.

Autonomous Operation

Prerequisite: *Intelligent Vehicle* class ability. Your Vehicle can act whenever you are unable to. At the end of each Hero Phase, if you didn't make a move, then you can have your Vehicle make a move – using your own Approach scores, Skills, and Fighting Styles, if needed.

Cursed Vehicle

Prerequisite: *Intelligent Vehicle* class ability. Like the *Haunted Vehicle* class ability, your Vehicle is possessed by a supernatural creature.

Crossover Ability: with the *Hellspawn* class Choose one Personal Power Word from the Hellspawn class and add it as a Vehicle Scene Power Word. Whenever you add a new Vehicle Scene Power Word, you can choose from the Hellspan Personal Power Words List or the Vehicle Scene Power Words List; such Power Words become Vehicle Scene Power Words.

In addition, you gain the **Mystic Skill**.

Dude, Where's Your Car?

Prerequisite: *Autonomous Operation* class ability. During the Roll-Call phase of a Crisis Countdown, you can decide if your Vehicle is present at the scene. If it isn't, then you can use the Timely Arrival move and pay only 1 success from the Teamwork Pool, not 5 (the normal cost).

When your Vehicle arrives, you automatically enter it and are in control of it.

Intelligent Vehicle

Prerequisite: *Unique Vehicle* class ability. Your Unique Vehicle is sentient and can communicate with you. Choose one of the five Approaches. The Vehicle's score for that Approach equals the Volume plus 2.

While you are in your Vehicle, you can use the Vehicle's score for that Approach instead of your own.

In addition, choose one Skill possessed by the Vehicle. When you are in the Vehicle, you are considered to have that skill.

You can have a Vignette with your own Unique Vehicle if it's intelligent.

Haunted Vehicle

Prerequisite: *Intelligent Vehicle* class ability. Your Vehicle isn't merely intelligent, but is possessed by the ghost of a human or other creature.

Crossover Ability: with the *Haunt* class Choose one Personal Power Word from the Haunt class and add it as a Vehicle Scene Power Word. Whenever you add a new Vehicle Scene Power Word, you can choose from the Haunt Personal Power Words List or the Vehicle Scene Power Words List; such Power Words become Vehicle Scene Power Words.

In addition, you gain the **Mystic Skill**.

High-Tech Vehicle

Prerequisite: *Intelligent Vehicle* class ability. Your Vehicle is controlled by a computerized, artificial intelligence.

Choose one Personal Power Word from the Inventor Class Personal Power Words List or the Construct Class Personal Power Words List, and add it as a Vehicle Scene Power Word.

Crossover Ability: with the *Inventor* class Whenever you add a new Vehicle Scene Power Word, you can choose from the Inventor Class Personal Power Words List, the Vehicle Scene Power Words List, or the Construct Class Personal Power Words List; such Power Words become Vehicle Scene Power Words associated with your Unique Vehicle.

In addition, you gain the **Engineer Skill**.

Volume 2 Abilities

At the start of Volume 2, choose an ability from this list or the Volume 1 list.

Glorious Garage

Prerequisite: You can't have another *Hero Cave* Ability.

Add 2 dice whenever you make a skill roll while in your Garage. Choose two Scene Power Words for your Glorious Garage from the [See , page 18](#). In addition, choose one of the following as a third Scene Word: ::::: cpw ::::: # Glorious Garage Scene Power Words {#list-glorious-garage-scene-power-words}

- Automatic
- Fuel
- Hidden
- Repair

::::: This is a *Hero Cave* Ability.

More than Meets the Eye

Until you use one of your Vehicle Scene Power Words in a Power Display, Stunt, or Combo, your Unique Vehicle appears to be a completely normal, ordinary vehicle of its chosen type. At the end of each Crisis Countdown, your Unique Vehicle loses its *Revealed* status if was *Revealed* before.

Once someone has used one of those Vehicle Scene Power Words, your Vehicle is *Revealed* until the current Crisis is resolved, and every hero or character in this Crisis is aware your Vehicle is Unique and has special abilities.

If your Vehicle hasn't been *Revealed*, add the Volume to the dice roll whenever you use one of the Vehicle Scene Power Words to roll to advance the Outwit goal. (Note that this will also *Reveal* your Vehicle, as described in the previous paragraph.)

TBD

To Be Determined

TBD

To Be Determined

Volume 3 Abilities

At the start of Volume 3, choose an ability from this list or any previous list.

TBD

To be determined.

TBD

To be determined.

Volume 4 Abilities

At the start of Volume 4, choose an ability from this list or any previous list.

TBD

To be determined.

Volume 5 Abilities

At the start of Volume 5, choose an ability from this list or any previous list.

TBD

To be determined.

TBD

To be determined.

ACTION

ADVENTURE

CLASS

R.I.R.

VOLUME

□ □ □ □ □

IDEAL

☐

HERO NAME

CORE PERSONAL

IDEAL

☐

PRONOUNS

SKILLS

FIGHTING STYLES

HEALTH

might

NOVA

POWER WORDS

MAX

MAX

SUSPENSE

DETECTIVE

□ UNLOCKED

CLASS VOLUME 1

VOLUME 2 VOLUME 3

VOLUME 4 VOLUME 5

STORYLINE

LOOKS

MYSTERY

□ COMPLETED

IDEAL

☐

◀ RETCON

|| CONTINUED NEXT PAGE

MEANWHILE, ... ▶

LATER THAT DAY, ... ▶▶