**Experience**

Your hero starts young and inexperienced. As he uses his powers to battle crime, he will become more powerful and learn new capabilities.

**Experience Points**

Every game session, you will gain experience points. In addition, the GM will award additional experience points for nearly all activities in which you engage in your superhero career.

Each game session in which you participate gives you 1xp. Additional awards are based on what happened during that session. For each activity you engage in, you get one additional xp. You cannot gain more than 1xp for a given activity, no matter how many times you complete that activity in a single game session.

Awards are divided into ***Group Awards*** and ***Personal Awards.*** Most awards are group-based, and if any member of the group earns the award, everyone in the group gains the xp. There are a few awards that are personal and only the character that completes the activity earns the award.

Group Awards

* Capture a villain
* Complete a story arc
* Engage in combat
* Interact with the public
  + Give an interview
  + Sign an autograph
  + Affect a rescue
* Investigate a crime
* Learn a secret of the campaign
* Learn an important piece of lore

Personal Awards

* Complete a personal arc/goal
* Get voted “Best Quote/Quip” of a session
* Get voted “Coolest Move” of a session
* Get voted MVP of a session
* Suffer from one of your weaknesses

**Hero Tiers**

Every three-level increment (including character creation) is considered a ***Hero Tier***.

|  |  |
| --- | --- |
| **Levels** | **Tier** |
| 1-2 | Trainee |
| 3-5 | Rookie |
| 6-8 | Journeyman |
| 9-11 | Veteran |
| 12-14 | Seasoned |
| 15-17 | Elite |
| 18+ | Legend |

Hero tiers have an effect mainly on the speed at which powers can be enhanced. You can generally assume that heroes and villains in the same tier have similar levels of enhancement on their powers, and thus have damage and armor numbers that are within a similar range. Heroes of a higher tier than their opponents will have more damage dice, more armor, and higher combat skills than those they are fighting.

**Leveling Up**

Once you earn 10xp, you gain a level. Each time you gain a level, you choose one level up bonus and apply it to your character. If your bonus comes with power points, spend those points to gain powers, or enhance ones you already have.

**Spending Your Power Points**

When you level, if you get power points to spend. You can either spend these to get a new power, or to buy enhancements to existing powers. Any points you do not spend are saved until your next level up.

**Enhancement Rules**

Power enhancements have a few rules regarding their purchase. Generally, these rules are meant to encourage you to purchase a diverse set of enhancements, and limit the speed at which certain aspects of your powers increase.

* Each enhancement has a maximum number of times it can be purchased on a given power. This limit is listed with the enhancement in the power list.
* A single power can be enhanced once each level up.
* You can only enhance a single power a maximum of six times.
* Multiple instances of a single enhancement can only be purchased once each hero tier. For example, if you have a power that can have its accuracy enhanced three times. You can purchase one of those enhancements at character creation, once again at level 3, and finally at level 6.
* Certain enhancements are locked to a certain tier and cannot be purchased until you have reached that tier.
  + Armor – Rookie
  + Block – Rookie
  + Dodge -- Rookie
  + Damage – Rookie
  + Resist – Rookie

**Level Up Bonuses**

In addition to your power points, you get a single ***Level Up Bonus*** with each level. You choose this bonus from the following list. When you choose a bonus, you get all the benefits listed under that bonus.

* Combat Training
  + 20 Power Points
  + Choose two combat skills to increase by 1
  + Hit Points +2
* Conditioning
  + 20 Power Points
  + Choose one stat to increase by 1
  + One random stat increases by 1
  + Hit Points +1
* Endurance (Journeyman)
  + Gain 1 Energy
  + Note: You can only gain one Energy per hero tier
* Power Discovery (Rookie)
  + 20 Power Points
  + Unlock a new power set from which to purchase
* Power Focus
  + 30 Power Points
* Skills Practice
  + 20 Power Points
  + All proficiencies +2
    - OR Learn a new proficiency
  + Hit Points +2
* Super Stat Discovery
  + 10 Power Points
  + Open an additional slot for Super Stats
  + You still need to buy the Super Stat for 30P
  + You can only open a slot each tier
  + Hit Points +1
* Toughen Up
  + 20 Power Points
  + Hit Points +5

**Super Stats**

When you create your character, you get one Super Stat slot into which you can buy a super stat for 30 Power Points.

You can open additional slots using the Super Stat Discovery level up package. When you take this package, you get an additional slot, but are still required to purchase the super stat. Super stat purchases are subject to the following rules:

* Each super stat purchased requires a slot
* Each super stat purchased costs 30 Power Points
  + But this cost increases by 10 Power Points each time you raise the same stat
* Each super stat gives a +4 to the stat
* A max of 1 slot can be opened each tier

**Medals**

Leveling up is not the only way to improve your characters. As you fight crime, and embark on adventures, you can also earn medals. Medals are a way to mark your achievements and milestones, as well as earn extra bonuses.

Each medal has a condition you must meet to earn it, and a bonus that you get if you earn, and subsequently equip, a medal.

**Medal Pool**

Each session, several medals are drawn at random and placed into the Medal Pool. Medals in the pool are available for heroes to earn. Any hero who meets the conditions of any of the medals in the pool is eligible to take that medal and equip it at the end of the game session.

The number of medals in the pool at any given time is ???

What happens if two or more characters earn the same medal in a night?

**Equipping Medals**

Once you earn a medal, you can equip it on your character. Each character can equip a single medal when they are a Trainee, but each tier they earn allows them to equip one more medal. Medals can be switched out at the start of a game session.

|  |  |  |
| --- | --- | --- |
| **Medal** | **Conditions** | **Effects** |
| Afflicted | Suffer a status effect by failing all 4 saving throws | Failed Save Stat +1 |
| Aerialist | Engage in hand-to-hand combat at least 10 hexes up | Dodge +1 while flying |
| Big League | Be the first hero to land an attack on a supervillain | Might or Power +1 |
| Bled Out | Be defeated by Bleed, or Ignite | Hit Points +3 |
| Burned, NOT | Have a burn rate of 11 in a combat round and keep your energy | One of your powers gets Burn -1 |
| By the Skin on My Teeth | Survive a battle and end with 3 or less hit points | +2 Hit Points and +1 Hit Point each level |
| Can’t Get It Out of My Head | Be controlled by an enemy in combat | Mental Saves +1 |
| Code of Honor | Save a villain from a perilous situation | Once per battle, afflict a villain with Smitten (Charisma, Wit) |
| Complete Coverage | Do damage to 4 or more characters in a single combat round with an area attack | Area Damage +1 |
| Did You Get the Name of that Truck? | Take 20 or more points of damage in a single shot | +1 AV in the category of damage you took |
| First Blood | Be the first character to deal a knockout blow this session | +1 Damage to all attacks |
| Fools Rush In | Be surrounded by enemies (all 6 hexes) for at least combat round and survive the battle | Once per battle, gain Defense +1 for 4 rounds |
| FOOM!!! | Cause a large explosion due to area damage, or a missed attack | Your attacks get Pierce(3) vs. inanimate objects and obstacles |
| Grenade! | Protect someone from an explosion or area attack such that they take no damage | Once per battle, you can use the Dive For Cover maneuver for free |
| Grounded | Be knocked prone 3 or more times in a single battle | Once per battle, recover from Prone as a free action |
| Ground Pounded | Take damage while Prone | Suffer no penalties to Defense while Prone |
| Hyperactive | Do damage to 3 or more enemies in a single combat round without using an area attack | Once per battle, Haste(2) for 4 rounds |
| Invader | Be the first hero to set foot in an enemy base | Sneaking checks +1 |
| Last Man Standing | Continue fighting even after all your teammates are defeated | +1 Toughness |
| Lucky Shot | Hit an enemy whose defense is 4 higher than your attack | Once per battle, get Accuracy +1 for 4 rounds |
| Mom Strength | Rescue someone by lifting or bending something with your raw muscle | +1 Muscle |
| Out of Gas | Survive a battle and end with zero energy | Once per battle, you get 1d4 Burn Reduction for 4 rounds |
| Perfect Win | Win a battle and end with full hit points, and full energy | Once per battle, you can heal yourself, or any ally 2d4 hit points |
| Renegade | Be the first character to get attacked by the police | Social checks with an underground, or criminal element +1 |
| Skilled Savior | Succeed in a task that saves someone from a perilous situation | Skills +1 |
| Slow Burn | Have a burn rating of 1 and lose energy twice | Move powers get Burn -1 |
| Snared | Try to move and fail because of a snare | Move(1) |
| Status Magnet | Be afflicted by 3 or more statuses at the same time | Saves +1 |
| Sticks and Stones | Make a quip that makes everyone at the table laugh, or groan | Once per battle, Taunt an enemy (no save) for 4 rounds |
| Think of the Children | Rescue a child from a perilous situation | +1 Charisma |
| Tile Tester | Be defeated in battle | +2 Hit Points |
| Tradesman | Succeed in using your proficiencies 4 times in a single game session | One Proficiency Stat +1 |
| Young Love | Go out on a date | +1 Social Checks |