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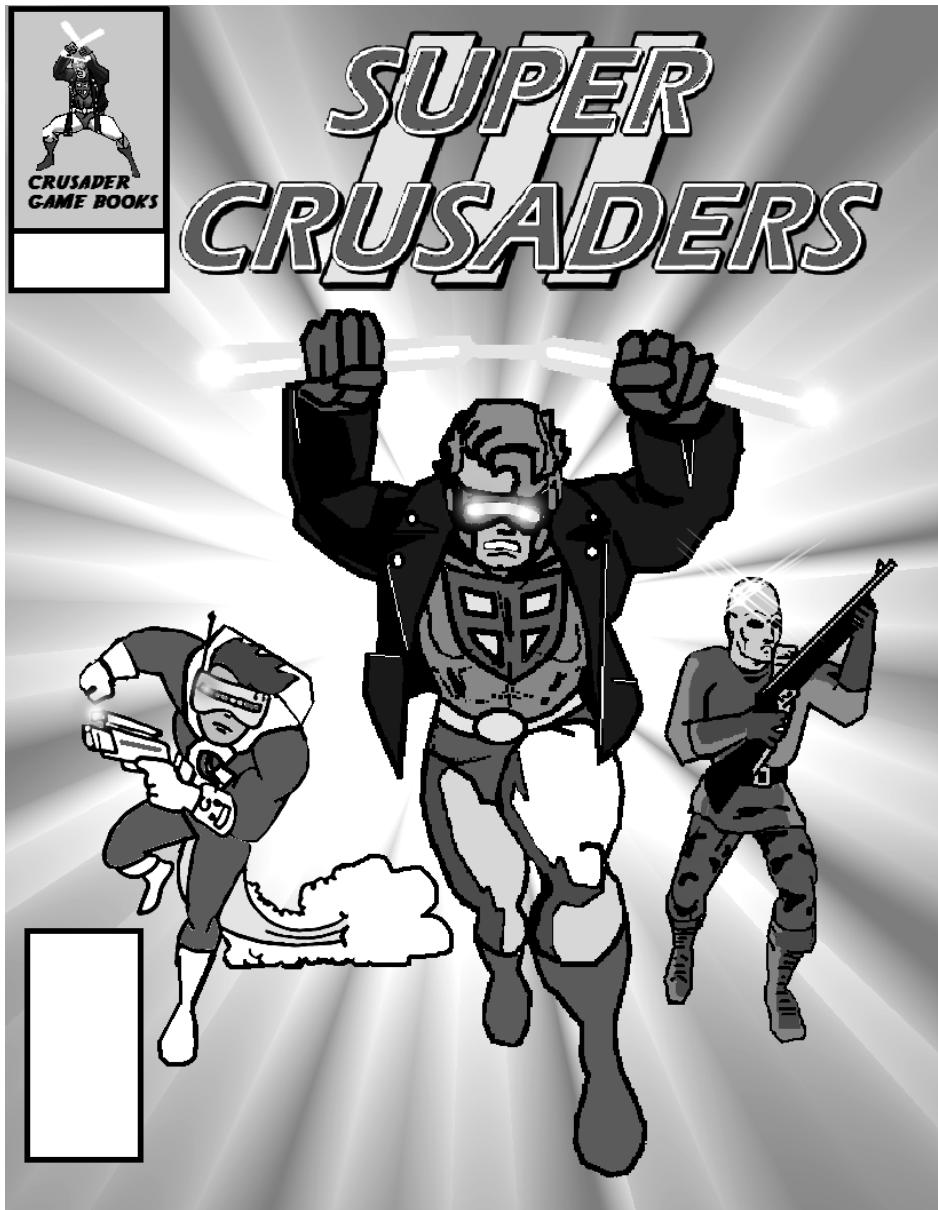
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CRUSADER
GAME BOOKS

SUPER CRUSADEERS





Game and Illustrations by Lee Walser
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INTRODUCTION

If you've never played this kind of game before, this is a role-playing game or a story telling game. In this game players make up characters and tell exciting adventure stories together. It's a grown up version of lets pretend. The game rules will make it clear what a player can do, and dice tell if an actions succeed. That way there's no need for the "I got you! No, You missed" arguments that children fall into.

What Makes This Game Unique

This system focuses on what a character can do, not how he compares to other characters, so there are no Levels, or Ability Scores, and instead of using points to buy powers, players just pick any Powers and/or Special Effects they want ("Powers and/or Bonuses" include skills). That makes it easy to make the characters you want, the way you want them.

Keeping it fast paced and simple has been a constant goal for this game. We only use standard **6** sided dice, so that no special equipment is needed, and numbers are kept low to keep math simple.

This game is focused on creating exciting adventure stories, not on rewards and penalties, so there are no levels or points to earn. Characters will develop over time, but the direction, and pace, are determined by the GM and players, as their stories unfold.

The Game World

This game is set in a world of Superheroes who do things normal people can only dream about, like picking up cars, flying, dodging bullet's or turning invisible; and things that ordinary people just wouldn't do, like wear tights, fight super villains & bring children along with them on dangerous missions.

This is a world where people who have near death experiences often walk away with special powers or a sense of purpose that sets them apart from normal humanity and begins a life of adventure.

This is a world on the edge, threatened by monsters and super villains. where superheroes are the only thing keeping civilization together. In this world the battle between good and evil is much more out in the open than in the real world, but the warriors who fight the battle are mysterious figures who's identities remain secret.

This is a rich universe with a past and a future, with many planets, and dimensions, but the primary focus of the game is the here and now. Despite all the incredible things going on, the world outside is familiar and close to the hearts of the players and the heroes they play.

Resources

The game can be played with this book alone, but there are other books available to make the game even more fun.

Minions & Monsters presents official game stats for hundreds of people and creatures, not just from a superhero setting, but branching out into other genres like Swords and Sorcery, Science Fiction, and Horror.

Knights of Saint George gives background info for the Crusaders World. It focuses on the heroes and villains of Technopolis, Virginia & Birmingham, Alabama, but it also includes characters from around the world.

Other Books, to enrich your game experience will be coming in the future, so keep an eye out for them.

THE BASICS

WHAT YOU NEED TO PLAY

This game is for 2-6 players. It uses ordinary 6 sided dice, you should have at least 3 of them. You will also need pencils and paper. There is other optional equipment, that can be helpful or fun to use, but really that is all you will need.

HERE'S HOW YOU PLAY

- 1) Everyone makes up the characters they want to be (The game tells you how to do it).
- 2) One player, called the Game Master (or **GM**) makes up an adventure to challenge the others.
- 3) The GM sets up the story by telling the players what their characters know. He plays the role of everyone the players interact with (villains, allies and innocent bystanders). The characters controlled by the GM are called Non-Player Characters or **NPCs**.
- 4) The other players (who are just called players) each decide what their characters will do. They will try to overcome the challenges set before them by the GM while playing the role of their character (working with the abilities and Weaknesses of their characters)
- 5) Together players and GM will tell a story.

Part of the challenge and fun is to act like your character, even when you would never act that way yourself. If your city were under attack by an invading army you would probably run away, but your character is a hero so he will stand and fight the enemy; single handed, if he must. This is what makes it an adventure.

EXAMPLE PART 1

Lily and Lee are going to play the game. Lily is the **GM**, and Lee is the **Player**. Lee has an awesome character named Paladin, a super strong, martial artist who heals super fast. Lily has prepared an adventure for him with an original villain that she created.

Lily starts the game by telling Lee what's going on: It's late in the afternoon, almost dark. Paladin is at East Lake Park, in his civilian clothes. He's feeding some ducks, and waiting for his friend, Swan Song, who's supposed to meet him here, for a date. Suddenly he hears a scream and a gun shot.

Lee responds, by saying what his character does: I run in the direction of the sounds, changing into my costume, as I run.

Changing clothes and running at the same time is a trick every superhero knows.

Lily tells Lee what Paladin sees: Running through the park you come up on a small crowd. It looks like a bunch of the Death Patrol (a local gang, already familiar to Paladin) have cornered a few citizens and are demanding their money.

Lee says what his character is thinking: I know a lot of these guys have powers, but this is no time to be too cautious those normal people are in danger, so I'm going to try to jump into the middle of the crowd and attack by surprise.

We'll come back to this action in a little while. What we've seen, so far, shows how role playing games are played, without getting into the rules. This example could be used in any role playing game. After we explain some of the rules, we'll come back to this story and use it to show how the rules are used.

To Be Continued.

HEARTS

All characters have a number of Hearts that show how tough they are. These Hearts will go up and down to reflect the character's current condition. Attacks, and other injuries cause **Damage** which means they take hearts from the victim. **The Maximum number of dice that can be rolled for Damage is 6.** When attacks reduce hearts to 0 or less the character is defeated. That means they're no longer willing or able to fight. Defeated characters might run away, surrender, fall unconscious or even die, but they can't attack or defend. The GM will decide what happens, based on the story, but most of the time they will be unconscious. Players almost always pass out when their Hearts reach 0.

ASSIGNING HEARTS TO CHARACTERS

Player characters should start with **36** Hearts. They can get more when they get their Powers. Other characters will be given a number of Hearts that the GM feels appropriate.

FINISH HIM

When an opponents hearts are reduced to 0 he is defeated. Usually that means that he's knocked unconscious but it doesn't have to. Some opponents will start talking, some will run away, and some may even die. It's all up to the GM.

An opponent does not always have to be reduced to 0 hearts to be beaten. If someone is hit with a Effect, that gets a **Critical Success**, he might not be able to **Break Free** and if there is no one to help him he will have no choice but to surrender.

CUT SCENE ENDINGS

Sometimes when an opponent is beaten he will escape. What?! That's right it doesn't sound fair but Arch-Villains who make appearances early in the adventure can't be captured. Those of you who've played video games know how it works. Once the villain is defeated the GM will narrate the scene explaining what the players learn from the villain and how he gets away. setting up the next scene. If it's a long adventure this might even happen more than once; but, don't worry, at the end of the adventure (after the villain's plot has been foiled) you can beat him again, and this time he'll stay down.

REST

Lost Hearts can be recovered by resting in a Safe Place for a few minutes. A rest will also allow a character to Recover from all Status Attacks but not from physical bonds. Characters will still have to break free from those. Most adventures take place in dangerous places, but a Safe Place can still be found with a little looking around. The GM will identify Safe Places when the characters come across them, and sometimes a place full of bad guys will become a Safe Place once the bad guys are beaten. Unfortunately, heroes who go back to the same safe place will often find that enemies have moved in, so once a safe place has been used it might not be safe again.

NOTE: A character who is keeping victims under the effects of his Status Attacks will have set them free before he can rest.

LIMITED USES

Some Powers can only be used a limited number of times before they burn out, then they can't be used again **until the character Rests**. Taking the same Power 2 or 3 times will double or triple the number of uses allowed.

DEADLY ATTACKS

Deadly weapons like Guns, and Knives, will cause injuries that require medical attention, or healing Powers. Victims can't be healed by a short **Rest**. Furthermore these attacks can be used to intimidate ordinary people. Most ordinary people will obey orders if threatened with a deadly weapon, for as long as the person threatening them can still see them.

GAME TIME

These rules make a lot of references to time. All of these references refer to "Game Time" not real time. This is an important distinction, even though this game does not insist on precise timekeeping (like some games do).

EG: The Rules say that if you get knocked out, you have to wait an hour or so to wake up. That doesn't mean the player is out of the game for an hour. Once the fight is over, the GM might decide to skip to the next scene right away.

GM: "OK you got knocked out. When you wake up the bad guys are gone. The police have arrived and Detective Simmons is wanting to ask you some questions."

PLAYER: "Well, good I have a few questions for him too!"

TURNS & ROUNDS

During "Actions Scenes" Players and NPCs take Turns acting. The time it takes for everyone in the scene to take his Turn is called a Round. You will see frequent references to Rounds and Turns in the game.

This game doesn't say how long a round is. This is left deliberately vague, so the GM doesn't have to worry too much about time keeping. Instead of crunching numbers just think of a round as a comic book panel. Just let the actions people take determine the pace of the game. If you need to have a countdown or some other time limit for a certain action just use a number of rounds and don't worry about how it translates to real time.

LONG ACTIONS

Some things take a long time to do , like picking a lock, defusing a bomb or searching for something. When you're doing something like that, you can't take any other actions, so when your turn comes you just get skipped unless you want to interrupt what you're doing. Long actions will always take a specific number of rounds set by the GM, but the GM doesn't have to tell the players how long it will take.

RESTART

If you've started an action and something interrupts you, you might have to start over. Before starting a long action ask the GM if you will be able to continue after interruptions or if you will have to start over. Then decide if you want to get started right away or wait until it's safer. (Your friends might be able to protect you, while you're doing something). Unfortunately, some actions will need to be done before a time limit runs out, or else you will fail a mission. If that is the case, you better not wait too long to get started.

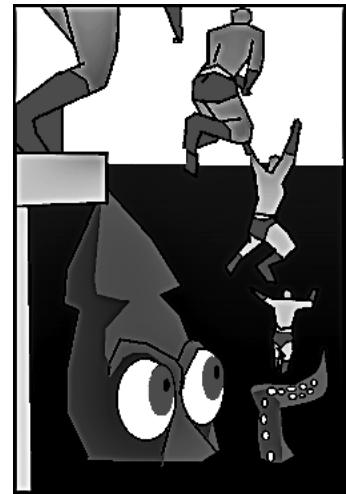
COOPERATIVE ACTIONS

Some actions are impossible for most characters to do alone and will require that 2 or more characters act together (Like pushing buttons in different rooms simultaneously). These actions are always long, actions, that have to be restarted if interrupted. These actions also require that the characters involved be in communication with each other.

DO YOU REALLY WANT TO DO THAT?

Often it happens, in the course of the game, that things will not be as clear to the players as they should be to their characters. This usually happens because the GM failed to describe something, or didn't get around to describing it yet, or maybe the player zoned out during the description and missed it. When the players don't realize the situation they're in, they might say they're doing something that seems really stupid. When this happens the GM should always ask the player, "do you really want to do that?" The GM should explain what the results of the action are likely to be, pointing out the conditions that would lead to this result. The GM might even be able to say that a certain result is inevitable if the player takes the stated action. **EG:** Attacking the boss villain will definitely cause you to be attacked by the 6 other villains that the GM was about to describe. If the player still insists on the action maybe he has a plan, or just thinks he can handle it, or maybe he really is stupid, Whatever.

The GM should NOT give warnings about dangers that the character could not know about. **EG:** If the player says he wants to move along a path that activates a trap. The GM Should not warn him, but let the trap go off. The character is surprised when he steps on the trigger.



Leap Before You Look

TAKE YOUR TIME

Since Game Time and Real Time are not the same, players should feel free to take their time deciding what they want to do. Remember that some characters are supposed to be really smart, maybe even super smart, and the only way a normal person can simulate that is to take extra time and think about what he's doing, then pretend that the character came up with his, plan in seconds. Just remember not to slow the game down too much or too often because this bothers the other players.

TAKING TURNS

During action scenes, characters take turns acting in the order shown below

- 1) Surprise Attackers
- 2) Runners
- 3) Initiative
- 4) Break Free

SURPRISE ATTACKERS

At the beginning of a fight, attackers will have chance to surprise their opponents. (see Standard Actions.)

RUNNERS

Anyone who decides to run away, at the beginning of a round, gets to act first in initiative. Runners can't attack, but they can do other actions so long as their first action is moving, away from the action. Runners are allowed to run backward at half normal speed, so that they can Block or Dodge as they run. If they turn their backs to move at full speed they might not be able to Dodge and definitely can't Block.

INITIATIVE

Everyone rolls 1 die for initiative, and they take turns, in order, from highest roll to lowest. If 2 characters on opposing sides get the same number, the hero goes first. The GM can roll just once, for all members of a group, if he wants, or he can roll separately for each individual, but Characters, who's powers let them roll extra dice, should never be grouped in with normal characters.

HOLD YOUR FIRE

Anyone can choose to delay his action, until after someone who rolled a lower initiative. This can especially be useful if he's waiting for the opponent to come into view or reveal his position. A character can even hold his action until an opponent says what he's going to do then act to stop him before he gets a chance to do it.

EXAMPLE PART 2

Since the Paladin is leaping into action, it's time to think about **Taking Turns**:

Paladin is hoping to take the punks attention away from the normal people, so he makes his entrance by jumping into the middle of the crowd. He isn't trying to **Surprise** anyone.

The only people wanting to **Run** are the civilians, and they're surrounded. So we skip right to **Initiative**.

The GM rolls for the 5 standard punks together and gets a 3, he rolls a 4 for the punk with the gun. And a 2 for the punk with powers who calls himself **Pyro**.

Lee rolls for Paladin and gets a 3 That's the same number as the 5 standard punks. Paladin goes before them, because he's the hero. So our turn order will be:

- 1) Punk with gun
- 2) Paladin
- 3) 5 Standard Punks
- 4) Pyro

To Be Continued.

DOING THINGS IN THE GAME

USING DICE

When a character tries to do something difficult, the player, or GM will normally roll 1 or more dice to see if he succeeds.

Ordinary Characters And Creatures Normally Roll 1 Die

Heroes, Villains And Monsters Normally Roll 2 Dice

All Dice Actions and most Characters are given 1 of 4 classes (**Arm, Eye, Leg or Mind**). Characters Roll 1 Extra Die for Actions In Their Class.

A Roll Of 1-4 Is A Failure.

5 Or More Is A Success.

11 Or More Is A Critical.

NOTE: Minions, Soldiers and even Sidekicks/Pets count as Ordinary characters.

CRITICALS

If an action gets a critical, then an opponent will need a critical to counter it (IE: **Block, Dodge Awaken or Break Free**).

Sometimes particularly difficult actions or conditions will require a critical just to succeed. Which means characters rolling just 1 die can't do it.

EXTREME CONDITIONS

In extreme conditions, actions become more difficult. Dice will be needed for actions that normally wouldn't use them, actions that normally use dice will need a critical just to succeed, and outrageous actions that normally need a critical, are just impossible. If an action needs a critical just to succeed, opponents won't need a critical to undo it.

EG: Running normally doesn't need a die roll, but running on the deck of a ship in a storm does. Attacking someone normally uses a die roll so shooting someone you can't even see needs a critical, and the target wont need a critical to dodge.

NON-DICE ACTIONS



Not all actions require dice. If there is no reason why the character would fail, there is no need for dice. Most ordinary actions like running, opening doors or pushing buttons, don't use dice. Lots of Powers don't need dice to work.

DON'T FORGET: Actions, that normally don't need dice, might in Extreme Conditions. **It's up to the GM.**

TYPES OF ACTIONS

When a character takes his turn he gets to do 2 Actions. A Hard Action and an Easy action.

HARD ACTIONS

Hard actions include **Attacking**, lifting heavy things and anything a character might do that would make it impossible for him to attack at the same time.

EASY ACTIONS

Easy actions include **Movements**, picking up small things, pushing buttons, opening doors, etc...These are usually Non-Dice Actions.

NON-ACTIONS

Some things, that characters do, don't even take an action at all. These things can be done at any time, even when it's not the character's turn. **EG:** most defense Powers don't take an action, which means they can be used when the character is attacked (so long as he isn't surprised).

CLASSES OF ACTIONS

All actions that use dice are divided into 4 Classes **Arm, Eye, Leg, & Mind**, which correspond to the Classes of characters. Characters roll 1 extra die for actions in their class. Classes are identified using the icons shown below:



STANDARD ACTIONS

How much can a character can lift? How fast can a character run? What happens when I punch someone? How about if I grab them, instead? These and other questions are usually answered by referring to the descriptions of **Standard Actions**. These are the most common actions used in the game. Of course some characters will have Powers that make certain Standard Actions obsolete but every character will use some Standard Actions.

AWAKEN	HIDE/SNEAK	STRIKE
BREAK FREE	JUMP	SURPRISE
CLIMB	LIFT	SWIM
DRAW WEAPON	PERSUASION	THINK
DRIVE/RIDE	RUN	THROW
GUARDING	SHORT MOVEMENT	
GRAB	SEARCH	

	AWAKEN	This action is used to recover from the effects of mental or magical attacks, like Restraining, mind controlling, or being turned into a frog. Victims get a chance to Awaken at the end of every round until they succeed. If a Status Attack gets a Critical, victims will need a Critical to Awaken. If the victim is only rolling 1 die he can't get a critical and will be effected until he Rests or is let go.
	Action: SPECIAL	
	Range: 0	
	BREAK FREE	This action is used to recover from the effects of Physical Restraints, like wrestling holds, ropes or hand cuffs. Victims get a chance to Break Free at the end of every round until they succeed. If a Status Attack gets a Critical, victims will need a Critical to Awaken. If the victim is only rolling 1 die he can't get a critical and will be effected until he Rests or is let go.
	Action: SPECIAL	
	Range: 0	
	CLIMB	Any character can climb, a tree or other rough structure. This always requires a die roll. Normally a failed roll will only mean that the character can't move but a roll of 1 or 2 will mean he falls.
	Action: Hard	
	Range: 20 ft	
	DRAW WEAPON	Drawing a small weapon like a knife, hand gun, or even a sword is usually an easy action. A new holster often turns it into a hard action, until it gets broken in, but that never happens in an action adventure unless the GM wants comic relief. This normally doesn't need a die roll, but if the character wants to draw the weapon without being noticed, it will.
	Action: SPECIAL	
	Range: 0	
	DRIVE/RIDE	Getting into a vehicle, or on an animal, is a Hard Action, and getting it started is another Hard Action. On the 3 rd round the character can start driving or riding with an Easy Action. That means the character can drive a car or ride a horse and shoot at the same time. Driving doesn't normally require a die roll, but when a character attempts difficult movements, like speeding through narrow gaps, sudden stops, sharp turns or jumping, he will need to roll dice.
	Action: Special	
	Range: Special	
	GUARDING	Any character can roll to stop an opponent from running past him. This doesn't take an action. The opponent can roll to maneuver around the guard but if the guard got a critical success the maneuver will need one as well.
	Action: NONE	
	Range: 10 ft	

	GRAB	This attack causes no damage but both the victim And the attacker can't Move or Dodge, until the victim Breaks Free or the attacker lets him go. This also Restrains one of the victim's arms. "One arm", you say, "Big deal, he'll just punch me with the other arm, or kick or bite".
	Action: Hard	
	Range: 0	Well, it's a big deal because, you're going to Restrain the hand that's holding the knife or gun! See, you're smarter than you thought you were.

Long weapons, like swords, axes, rifles etc...can't be used (even in the other hand) while a character is Restrained.

This attack won't immobilize super strong, or gigantic opponents, unless the attacker has **Super Strength** but it will force him to carry the attacker around until he breaks free or the attacker lets go.

	HIDE/SNEAK	When a character rolls to Hide/Sneak successfully, no one will notice him. If someone is searching for him then the opponent will need to make a Search roll, and if this character gets a critical hide then the opponent will need a critical Search to find him. A character can only move 20 ft while sneaking.
	Action: Hard	
	Range: 20 ft	NOTE: A guard keeping watch is usually not actively searching, he's passively waiting, so he doesn't roll to spot a character who is sneaking successfully.

	JUMP	A normal character can jump 10 ft. Normally this doesn't use dice but, if the character wants to jump onto a small or moving landing space, or wants to jump while on slippery ground, he will need to roll. Failure will mean he falls.
	Action: Easy	
	Range: 10 ft	

	LIFT	A normal character can lift up to 20 lbs with an easy action and up to 200 lbs with a hard action. Super Strength allows characters to lift 10 times this much and an be taken more than once.
	Action: Special	
	Range: 0 ft	See Super Strength

	PERSUASION	A character can attempt to convince NPCs to help or at least not hinder them. This only works when the NPC isn't too hostile. The NPC might also need to be really stupid. It just depends on what you want to convince him to do.
	Action: Special	HINT: The GM will almost never allow you to convince a villain to give up his evil plan, but he might let you convince someone to do something less evil. EG: You don't have to kill him, just take the money and go.
	Range: 0	

	RUN	A character can run 30 ft with a single action. Running doesn't normally require a die roll, but when a character attempts difficult movements, like speeding through narrow gaps, sudden stops, or sharp turns, he will need to roll dice.
	Action: Easy	
	Range: 40 ft	

	SHORT MOVEMENT	A character can move up to 10 ft once each round without even using an action. Since this doesn't use an action, it can be done during someone else's turn and is usually done to try to block someone else's movement, (See Guarding) to intercept an attack, or to catch something.
	Action: None	
	Range: 10 ft	

	SEARCH	Any character can look around and try to spot hidden things. The GM will always make these rolls in secret, whether or not there is anything to find.
	Action: Hard	Invisible targets will require special senses to detect. Also this can only be used when the character is searching. It does not allow the character to detect someone sneaking up on him.
	Range: 50 ft	

	STRIKE	Any character can punch or kick an opponent. Some can even hit an opponent with their claws or tails. Roll 1 die to see how much damage this causes to the target. Strikes normally cause Force Damage, but a character with claws will cause cut damage. (See Customizing Powers)
	SURPRISE	At the beginning of a fight the attacking character can roll to surprise his target. If he succeeds he can do 1 Hard Action, before anyone else! (this is usually an attack but doesn't have to be) and he will still be able to act on his own turn. Block/Dodge can't evade surprise attacks.
	SWIM	Everyone is assumed to know how to swim. Normally no die roll is needed, but if the character is trying to swim while carrying something or someone, or if he tries to swim against a current, then he will need to roll.
	THINK	Normally players should figure things out on their own, without resorting to dice, but let's face it, sometimes the character is supposed to be smarter than the player is. Hey, some superheroes are super smart, but no player really can be. So if the player gives up, or the GM feels like too much time is being wasted, a die roll can be used, to figure things out. The GM can allow a character to roll extra dice, if he gathers clues before rolling.
	THROW	Any character can pick up small hard objects and throw them. Roll 1 die to see how much damage this causes to the target. Unfortunately this only works if you have something to throw. Rocks bricks throwing stars, knives, & flower pots, all make good throwing weapons. Most objects cause force damage but sharp objects will cause cut damage.

Sometimes the GM will need to roll secretly for some actions like **Search** or **Think**. This is to avoid revealing things to the players that their characters don't know. If a player rolled a success and no information was given he would know right away that there wasn't any information to get.

COMMUNICATION

Talking usually won't require an action. Players can communicate freely with each other at any time, even while doing other actions. This includes shouting warnings and giving advice.

If the Characters in the story are separated, or if one of them is gagged or there is some other obstruction the GM might ask the players not to talk to each other. The Super Power Telepathy is really popular with player groups as a way to keep communication open at all times. If no one in your group has it, you might want some sort of radios. Radios count as Inventory not Powers even if they're tiny radios built into your costume (But stay out of the water).

If you have something important to say in the middle of a fight and you want to make sure your opponents listen. You can get their attention by using your easy action to say it. When you use an action to speak, Everyone listens.

NO! DON'T DO THAT!

Once a character declares what he's going to do, if someone (usually an NPC) shouts to him not to do it, the character can ignore the warning and do what he said he would, or he can hold his action till the **End Of The Round** and do something else.

EXAMPLE PART 3

O-K, now that we know how to do some standard actions, we can actually let someone do something. The punk with the gun doesn't have the guts to shoot just yet so he points the gun at Paladin and says "Oh, look, we got us a superhero here. You better get outta here if you know what's good for you." but he doesn't shoot.

Paladin runs to the gun punk and **Strikes** him. He rolls 3 Dice and gets a 9. Now he rolls for damage. A normal Strike rolls 1 die for damage but Paladin has **Super Strength** so he rolls 2 dice. He rolls 9 points of damage which knocks the punk out.

Now the 5 normal punks move in on him. Unfortunately only 4 of them can get to him. The 5th can't reach him because the civilians are in the way so he grabs one of them and pushes her out of the way. Now the GM rolls for the 4 that are attacking: 1,3,& 3. All of them miss (I used real dice for these examples).

Pyro acts next, but since Paladin is surrounded, he can't do anything, so he shouts at his minions, "Back off! I'll take care of this jerk!"

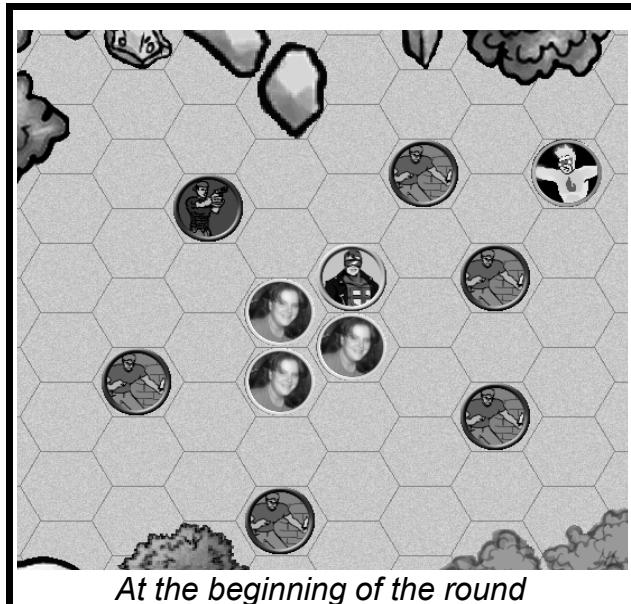
Now that their path isn't blocked, the civilians are free to run and they take off.

That's the end of the first round so the second round begins. The civilians get to run away at the beginning of the round this time, then the characters that remain, roll for initiative again.

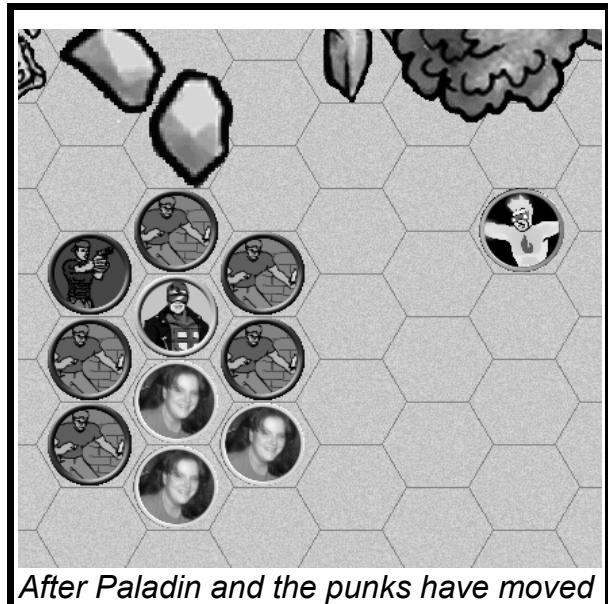
And that's how it goes.

USING MAPS & FIGURES

While playing, it's very helpful to represent your characters, using figures or markers, of some sort, on a map of hex paper. A map hex should normally represent 10 ft. Moving the markers, around on the map, will allow you to keep track of where the characters are, in relation to each other, and to see how far they can move or reach. The map should also show obstacles, that have to be moved around, and that can block ranged attacks. The maps below are screen-shots from Gametable, a FREE program that I use. It shows the fight, described in our examples.



At the beginning of the round



After Paladin and the punks have moved

CREATING CHARACTERS

BACKGROUND

So you're ready to become a hero? First of all, you need a story. Every character should be somebody, who comes from somewhere, and does something. If the character is just a collection of powers, you'll probably lose interest very soon, and start another character that has a different set of powers. Players like that run endless parades of faceless characters that don't leave much of an impression. However, if you create a character that you can really get into, then a role playing game can become a creative outlet as valuable as any art form, and the adventures you play will be memories you create. To make this happen, you'll first need to give the character some real depth.

BE YOURSELF

The easiest, and often the most fun, way to give your character a background is to pretend that **you** somehow got super powers and that this character is you, or at least an alternate version of you, who lives in a world where people have super powers. Now his secret identity is you. He goes to the same school or has the same job as you and he knows everything that you know. He also knows everyone you know.

As time goes on, the character's adventures will cause him to grow more and more different from you, but that's okay because it's part of the game.

BE WHAT YOU WANT TO BE

Now, suppose the GM is running a game in a setting far removed from the world you know, or maybe you just want to be someone different. Have you ever wanted to be a scientist, a lawyer, a soldier, a knight, or a 100 year-old wizard? Well, you can be anyone you want to be in a role playing game. Just make up a story. Whatever you put into your background needs to be approved by the GM, but working within the limits he sets, you can give your character knowledge, based on his interests and education; skills, based on his occupation; and motives, based on his beliefs and experiences. Not to mention friends, family, rivals, and even enemies.

TALENT/OCCUPATION

A character's background story should always give him a few talents and an occupation. This can include anything from drawing to sky diving, and from astrophysics to knowing shortcuts through the woods. If using a talent/occupation requires a die roll, The character can roll 3 dice. Only the 2 highest are used.

NOTE: If a player wants a character to be the best in the world, at something, or if he tries to soak too much out of his character's story, the GM can make some of these abilities count as powers.

MOTIVATION

In a superhero world people who have near death experiences often walk away filled with special powers or at least a sense of purpose that sets them apart from normal people and begins a new life; often with a new name, and new look.

A near death experience is a literary device that represents the character being chosen by destiny, "reborn" if you will. This calling not only moves him to do great things, but also justifies his actions. This is the source of his authority. It's the reason he can take the law into his own hands, without fear, and without being nuts.

In a world where the legal system is inadequate or corrupt many heroes will be motivated by a desire for justice. Some heroes have a mission given by whoever gave them their powers. If they got their powers from the government or a corporate sponsor, then they might even get paid to fight crime.

Some heroes see Power as a great responsibility and use their powers to do good because it's the right thing to do. Sometimes that's just how they were brought up but sometimes they feel a need to pay for some evil they're responsible for because of something they did or failed to do.

Some young heroes might be motivated by excitement. (This is almost certainly the reason the player is playing this game.) But a motive like this wouldn't last, for a character who has to do legwork, or sit on long stakeouts, waiting for something to happen. This character is going to need a backup motive or powers that take most of the real work out of fighting crime.



Paladin's Classic Costume

ORIGINS

Every character should have an Origin. This tells where his special abilities come from and what attacks or conditions will prevent the Powers from working. Most of the time when you see another character you can tell his origin by looking at him. There are 6 origins to choose from:

HI-TECH, HOLY, MAGIC, MUTANT, NON-HUMAN, SKILLS

HI-TECH

This character uses weapons, armor, and tools that are more advanced than anything the police or most criminals will have. He might be a robot, a cyborg, an inventor, an alien, a time traveler, or an agent of some government or company that does top secret research.

Hi Tech characters can recognize and use any kind of high tech devices he finds, including some alien devices.

High tech powers often don't work in places where magic is strong, and never work in the lairs of magical arch villains.

Any devices that are lost or destroyed will be replaced between adventures.

Hi-Tech characters will have to take the Devices Weakness (See Weaknesses) unless their powers are built into their bodies as bionic parts.

HOLY

This character received his powers from Heaven. He might be a priest, a visionary or even an angel. Holy powers work in any environment and can never be absorbed, mimicked or deactivated by force. Many characters with a Holy origin won't have any attack powers or will have attacks that only hurt evil creatures, but only characters with a Holy origin are allowed to have the Power, **Revive**.

MAGIC

This character's powers come from a spiritual source, other than heaven or Hell **EG:** Fairies, Elementals or Ghosts. These powers might not work in places where there is a lot of high tech stuff nearby, like the lair of a high tech Arch-Villain. They will, however, work better in enchanted places close to spirits.

Magic characters can recognize and use many magical Objects. Magic powers can be the most powerful and versatile, but they often have the most severe limitations. **EG:** Evil powers might only work at night; fairies are vulnerable to iron; demons are vulnerable to silver; ghosts can only travel to places that have strong connections to their life; wizards often have to stay close to a Power source of some sort; etc.

MUTANT

This character's powers are a natural part of him. He may have been born with his powers or may have gained them as result of some accident or experiment. This is by far the most common origin, because these powers will work in any environment. However, powers that Deactivate or absorb powers will usually work on mutants.

NON-HUMAN

This character isn't human. His powers are an innate part of what he is. They will work in any environment and can't be deactivated by opponents, but they are limited to whatever the creature would normally have. This origin can be for animals, or aliens. The real problem with most Non-Human characters is that there will be lots of other characters with the same abilities, unless this one is very rare, or unique, possibly the last of his kind. (Magic races, like elves will have to take a Magic Origin)

SKILLS

This character's special abilities are the product of intense training or surviving in hostile environments. These abilities are not as diverse as those available to characters with other origins, but they will work in any environment and can never be absorbed, mimicked or deactivated by force. Any character should have some skills no matter what their origin actually is, and that's important to remember when he can't use his powers.

Skills characters can never cause more than 3 dice of damage with unarmed attacks.

MIXED ORIGINS

Many characters will have more than one origin. Often Mutants, aliens, or skills characters will use high tech or mystic equipment. That's fine. Just write both origins on the character sheet and keep the Powers separated, so the GM can tell which Powers come from which origin.

HOUSE RULES

In some game settings, not all of the Origins will be available. It's up to the GM. He might want to use a "realistic world" where everyone uses skills only; a Swords and Sorcery world with no hi-tech or mutant Origins; A science fiction world with no mystic origins; or he might want a theme where all of their players are mutants.

CHOOSE YOUR CLASS

Every player character must have 1 of 4 Classes. All Dice Actions are divided into the same 4 Classes. Whenever a character is doing an action that's in his Class, he gets to roll an extra die for the action.



ARM



EYE



LEG



MIND

ARM

Characters with this Class will be good at hands on activities including Strike or Grab attacks, driving, picking pockets, and breaking free from physical restraints.

EYE

Characters who choose this Class will have keen senses and be good at spotting hidden things and at aiming ranged attacks.

LEG

Characters who choose this Class will be agile. They'll be able to maneuver easily with any type of movement action or power (except riding or driving) and will be good at Dodging.

MIND

Characters who choose this Class will be strong willed and good at thinking. They will also be good at using mental attacks or Awakening from them.



AND NOW, YOU GET YOUR POWERS !

Since superheroes start out with 36 Hearts and get to roll 2 or 3 dice for their actions, even without powers, a superhero is more than a match for 3 or 4 regular bad guys. But you're probably not going to ever find yourself fighting just 3 or 4 regular bad guys. You're going after Super Villains and Monsters! And for that you'll need Powers.

POWER THEMES

Before you start picking Powers think about the kind of Powers your character should have. Super heroes don't usually have a random bunch of Powers. They generally have a theme to their powers. Is the character a knight, a mutant, a wizard, a detective? Whatever the character is, there are certain abilities he should have, certain abilities he could have and other abilities that either don't really fit, or would require some explanation.

SAMPLES OF POWER THEMES USED IN GAMES AND COMICS

Air	Ghosts	Peace / Harmony	Solid Energy
Animals	Ice	Plants	Speed
Cloning	Illusions	Robot	Stretching
Cosmic Being	Leader	Scientist/Inventor	Water
Darkness	Light	Sea Creatures	Weapons
Earth	Luck	Shape Change	Weather
Electricity	Martial Arts	Size Change	Wizard
Fire			

Once the concept for the character is completely formed, it's easy to pick powers that make sense for him.

IMPORTANT HINT: A lot of players focus on the big 3 powers, Attack, Defense and Movement; but a well rounded character will need some sort of information power as well. Without that, how will he find the bad guys? Trust me, I've learned this the hard way. My character, Paladin doesn't have any special senses, so he relies on contacts for information. Of course a hero who's part of a team doesn't need to do everything himself.

HOUSE RULES

Sometimes the GM has his own rules for how things work, in the world he's created. Maybe, in his world, Wizards can't wear armor, robots can't use magic, or only the followers of a certain religion can heal people. These 3 rules are quite common and I use all 3 of them. These rules aren't officially part of the game, because the game is meant to be usable in any setting. Other GMs might have different rules for the worlds they want to use. Some GMs might even have different "house rules" in different environments or different universes within their multiverse.

HOW MANY POWERS DO I GET ?

The number is really up to the GM. I recommend giving 9 powers to most heroes, and 12 to heroes with a Skills Origin or with few real "powers" but lots of "skills". The GM can give more or less if he wants, and he doesn't have to give every player the same amount.

I NEED MORE POWERS

If the GM doesn't give you enough powers don't worry, you can get more powers by taking Weaknesses. If that's still not enough, more Powers can be added later, as the character develops.

If you're in love with a certain character who can't be built with less than 15 Powers, talk to the GM about it. You can start with more Powers, if the GM and other players don't mind. In fact, the GM might want to run a high Power game where everyone starts with 20 Powers. He might want to play a game where everyone adapts their favorite characters from the comics and they can have as many Powers as they need, to make the characters as they should be. In the Book ***Knights of Saint George***, which is made for this game, there are sample characters Heroes and Villains with many powers and with few. Players should feel free to use any of these characters or to make any characters of similar power level.

REMEMBER: A wider variety of powers doesn't always mean a more powerful character. Some character concepts just require more powers than others. The GM should be able to see the difference between a player who's trying to make the most powerful character he can, and a player who's just trying to make a concept work. He should make allowances for the second but not for the first.

FINALLY: If the GM is only planning 1 or 2 adventures, then making characters wait for Powers just won't work.

POWERS LIST

360 Vision	Divination	Mind Control	Summon Monster
Absorption	Dodge	Mind Probe	Summon Soldiers
Aid Speed	Earthquake	Mind Wipe	Super Hearing
Aid Strength	Empathic Bond	Monkey Kung Fu	Super Jump
Alchemy/Chemistry	Empathy	Necromancer	Super Speed
Alternate Form	Enrage	Night Vision	Super Strength
Amphibian	Escape Artist	Non-Living	Take Powers
Animal Control	Exorcism	Non-Threatening	Telekinesis
Animal Telepathy	Extra Hearts	Open Locks	Telepathy
Anti-Paralysis	Extra Limbs	Play Dead	Teleport
Antidote	Faith	Portable Hole	Teleport Attack
Aquatic	Fame	Possession	Teleport Friends
Astral Travel	Fear	Post Cognition	Telescope Vision
Aura Attack	Fitness	Provisions	Thief
Barrier	Floating Bubble	Pull	Time Stop
Blast	Fly	Radio Head	Time Travel
Blast, Powerful	Force Field	Rain	Tools
Blast, Sniper	Ghost Form	Reduce Damage	Tough Hide
Blast, Strong	Grab/Bite	Regenerate	Tracking
Blind	Grab/Bite Strong	Repair Minions	Trail
Blindsight	Gravity Increase	Replay	Transformation
Block	Gravity Reduction	Resist Energy	Translator
Blocks	Growth	Resist Knock Back	Transmutation
Boost Speed	Gymnastics	Resist Mental	Tree
Boost Strength	Hacker	Resist Physical	Trick Shot
Charge	Handcuff	Revive	Trip/Knock Down
Circle Of Protection	Heal Self	Revive Self	True Sight
Clairvoyance	Healing Aura	Scent	Tunneling
Cling	Healing Touch	Shape Matter	Visionary
Clone Self	Helpless	Shoulder Throw	Wall
Contaminate	Hidden Path	Shrink	Wall Of Fire
Convert Damage	Illusions	Sidekick/Pet	Wall Of Thorns
Cure	Immobilize	Slow	Ward Off
Danger Sense	Immunity	Sonar	Warp Gate
Deactivate Defense	Initiative	Sorcery	Water Walking
Deactivate Powers	Inscription	Sound Effects	Weaken
Deafen	Invincible	Space Survival	Wealth
Decoy	Invisible	Space Travel	Weapon Master
Deputized	Jump Attack	Splatter	Weave
Detect	Lock	Split	Will Power
Detective	Long Reach	Stasis	Wind
Dimension Travel	Long Step	Stealth	Wire Tap
Disarm	Luck	Strike, Powerful	World Travel
Disarm Traps	Make Room	Strike, Strong	Wrist Lock
Disguise	Micro-Vision	Strong Resistance	
Diversion	Mind Blast	Summon Minions	

There are 181 Powers. Powers are described beginning on page 26.

The Appendix contains several lists that divide powers into groups so you can find the type of power you want.

INVENTORY

A character is allowed up to 3 items in his Inventory. A character who wants a bigger inventory can trade 1 power for 3 more Items. The Inventory includes devices that fall into 4 groups: **Normal Equipment, Bases, Contacts & Minor Powers.**

NORMAL EQUIPMENT

Any normal device a player can think of can be included in the inventory if the GM approves. Miniature versions, of devices too large to carry, can also be allowed with GM approval. Sometimes ordinary tools from cell phones to pocket knives can be just what a hero needs to save the day.

Most equipment can be taken away from the character by **Disarm** or **Thief** Attacks, and if the character is captured ALL of his equipment will usually be taken away. Of course, it can automatically be replaced between adventures, and sometimes even during adventures by returning to a **Base, Vehicle** or **Contact**, but it can still be a real pain.

NOTE: Some items, that would have been separate, not long ago, are usually combined, in modern electronic devices. No one carries a camera any more, these days, we take pictures and even shoot videos, with our cell phones, and a lot of phones have many other features that used to require separate devices.

BASES & VEHICLES

Every superhero gets some sort of a base of operations, even if it's just his bedroom at his mom's house. This is a place where he can store, clean and repair his costumes and other equipment, and if the hero's powers need to be recharged, from time to time, then whatever he needs, to recharge them, will usually be in his base (you know, unless you have to go to Stonehenge, or something like that, you couldn't really keep one of those in your base).

Vehicles are included with bases because a hero who has a special vehicle will carry equipment around in it so he can replace lost or stolen equipment by returning to a vehicle which will naturally be closer than the base.

Bases & Vehicles can be decked out with all kinds of extra features like communication equipment, computers, libraries, labs, medical facilities, chapels, and even weapons. A wide variety of these and even more exotic stuff can be found in *The Equipment Book* for this game.

CONTACTS

A contact is a special source of information, help and possibly equipment. Without a contact heroes will have to rely on newspapers, patrolling the streets and listening to police radios to find adventures. You'll never get to a super villain that way. Some good ideas for contacts are listed below others could be allowed with GM approval.

Church	FBI	Old Martial Arts Master
Police	CIA	News Reporter
Sorcerer	Scientists	Military

Some contacts can be implied by a character's background story, without using up inventory space. **EG:** a character raised in the jungle might have contacts with local tribes, rangers and naturalists. Unfortunately, the contacts on the list above will always use inventory space.

MINOR POWERS

These aren't really equipment but they're placed in the inventory so you can get 3 of them for 1 power. A Minor Power allows the character to do some little effect not covered by any real Power. There are so many of these, that it's impossible to describe or even list them all, (and you probably wouldn't want me to either) A character can pick Minor Powers from the list below or create his own with the GM's approval.

Bend Spoons	Change Colors (turn toast green)
Create Visible Light	Hold breath for long time (but without improved swimming ability)
Erase Trail	Slowly move tiny objects with telekinesis
Instant Costume Change	Small (can get into tiny places but not nearly as good as SHRINK)
Locate Lost Or Hidden Objects	Small Flame (Like From A Lighter)
Predict Weather	Telepathy with just one person (a twin, sidekick or mentor)
Repel Insects	Tireless (never needs rest or sleep)

- A Minor Power can be much a weaker version of a real power. **EG:** A Sidekick/Pet that can't do much more than hide and fetch. "But I love my little Marmoset". At least it can fetch a key, if the character gets locked up.
- A Minor Power can help to build a unique power. **EG:** To make a Glue power, start with **Immobilize**, and **Lock** then add a Minor Power that sticks objects together. Or the character could only stick metal objects together, to make a Magnetic or Welding power.
- A Minor Power can even be an **attack** so long as the effect is something that wouldn't really matter most of the time. **EG:** an attack that makes victims unable to talk or turns them green, until they Break Free.

CREATING CUSTOM POWERS

There are 181 powers in this game, but sometimes you still can't find one that does exactly what you want. That's O-K Powers can be changed in several ways to create the exact power you want.

INFORMAL CUSTOMIZING

Some powers can be customized using visual effects that don't affect game play, EG: Flight could use a magic cape, a rocket pack or gravity control or you could even summon a flying creature to carry you etc... It might effect how you envision your character and draw him but, in the game, they all have the same effect.

Now imagine a Power like **Helpless**; The description just says the victim can't do anything until he breaks free. You get to decide what the Power does to him, to keep him from doing anything. He could be paralyzed, turned into a fish, forced to dance or overwhelmed by pain, fear, sneezing, coughing, itching, vomiting or even ecstasy. It's your Power. Make it do what you want.

But take NOTE: The exact form the attack takes will determine which resistances or immunities will apply. An attack that turns victims into a fish would be stopped by an immunity to transmutation but an attack that makes the victim cough would be stopped by **Non-Living** or **Immunity to poison**, and if the victim is covered in bugs, **Tunneling** (or a nearby body of water) will allow him to escape.

USING MINOR POWERS

Minor Powers take up inventory space instead of counting as powers. They can easily be used to enhance other powers, or to make weaker versions of listed powers. See **Inventory**.

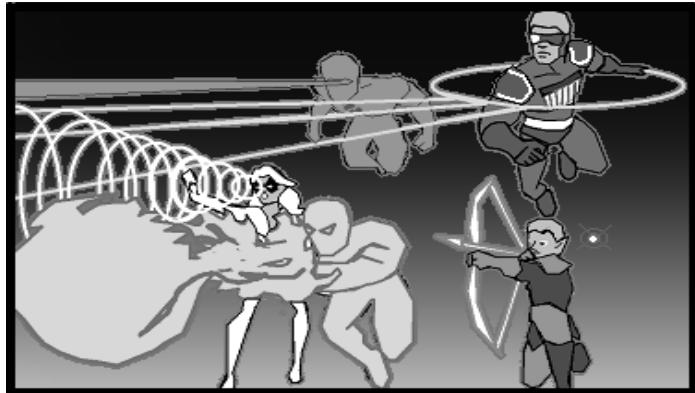
BONUSES

Bonuses are used to make custom powers by attaching them to Standard Actions or Powers. a Power can be traided for a Bonus.

An Action or Power can have any number of Bonuses. Once a Bonus is attached to a Standard Action it becomes a power and needs to be listed with the character's powers. So if you want to run very fast but not fast enough for super speed take run with a range bonus as a power. I don't expect a player to do that but lots of NPCs do.

BONUS LIST

Auto Hit	Hands Free	Rapid Fire
Bane	Hold	Slow Poison
Cloud	Knock Back	Stun
D.O.T.	Multi-Target	Trap
Disintegrate	Penetrating	Vampire
Grenade	Quick	Variety
Group Travel	Range X2	



These Are All Ranged Attacks

DAMAGE TYPES

When creating an attack Power, you'll need to assign it one of the 13 standard damage types, listed below. Write the chosen type on the character sheet with the name of the attack. **EG: Blast-Cut.** All damage types are treated the same but some targets will have protection or vulnerability to certain types.

Chemical	Choke	Cold	Cut	Darkness	Electric	Fire
Force	Gun	Holy	Magic	Psionic	Radiation	

Chemical: Acids and poisons cause this type of damage.

Choke: These attacks cut off a target's air so he can't breath. Armor can't protect against choking.

Choking normally occurs underwater, in outer space, when buried, when holding your breath to avoid the effects of poison gas and whenever the GM feels that the situation calls for it. This normally causes 2 points of Choking Damage every round until he passes out.

Cold: This includes all attacks that use freezing temperatures, including chemicals like freon or liquid nitrogen.

Blasting cold at a body of water can create a bridge that a character can run across. Characters who have cold powers can generally run across with no problem, but anyone else will need to roll dice to avoid slipping off the bridge. Ice bridges over moving water usually last 3 rounds, over slow or stagnant water they can last for hours.

Cut: These attacks use sharp edges or points to cut or stab the target and are quite deadly.

Darkness: This attack calls on the mystic power of the netherworld. It's tainted with evil and few heroes use it.

Electric: Lightning attacks tazers and any conveniently located exposed wires can do electrical attacks.

Fire: High temperatures, including open flames microwaves and infrared rays cause this type of damage. Fire attacks can start fires. Keep track of where they go when they miss. These small fires cause 1 die of damage to anything they touch. They can be put out by some attacks. They have 6 Hearts but might grow if left unchecked.

Force: This is the most common of all attack types. Fists or other blunt weapons, restraints and sonic attacks are all Force.

Gun: Guns include anything from a tiny 22 up to a giant mortar and many explosives that you might not normally think of as guns. They have a unique damage type, mainly because it takes a special kind of armor to protect from a gun.

Holy: This is a very special power that comes directly from Heaven. Holy attacks can only be used by characters who have the **Faith** power, and they only effect evil creatures like undead and demons.

Magic: These attacks draw on mystical forces, the power of spirits to harm targets, few targets will have much resistance to mystic attacks but, many mystical attacks have limits that prevent them from working against certain targets (particularly metals)

Psionic: These attacks use the power of the attacker's mind to assault the mind of the victim, and few characters have any resistance to mental attacks but these attacks never work on non living targets including robots, zombies and scenery. (psionic characters usually take some force attacks and call them telekinesis.)

Radiation: These attacks use nuclear power, alpha, beta, gamma or x-rays to damage targets in ways we can hardly begin to understand.

COMBINING POWERS

Some powers that are common in comics and games can be made in this game by combining the powers available. Some examples are listed below:

Combination Power	Powers Included
Air Control	Fly, Wind, Blast w. Knock Back
Chemical Control	Blast-Chemical w. Slow Poison, Blind, Stun
Earth Control	Earthquake, Wall, Shape Matter
Fire Control	Barrier, Blast w. D.O.T. Immunity-Fire, Wall of Fire
Gravity Control	Gravity Decrease, Gravity Increase, Telekinesis, Force Field
Magnetism	Telekinesis w. Specialized
Stretching	Long Reach, Long Step, Resist Physical
Water Control	Amphibian, Blast-Cold w. Knock Back, Floating Bubble, Force Field, Wind Environmental (powers only work in or near water)
Weather Control	Fly, Wind, Rain, Blast, Strong-Electric

NOW LET'S CREATE A POWER!

First we take a standard action: **Strike**, next we add 1-3 Special Effects. Lets go with **Skill, Damage & Knock Back**. Finally we pick an attack type. For the Power I have in mind, we'll go with Force. Now this Power is a skilled and powerful punch, or kick.

WEAKNESSES

Being a superhero isn't always a bed of roses, but even the Weaknesses can actually help. Weaknesses are optional, but most heroes have one or more because, characters can get an extra powers by taking them:

Players get 1 extra power for each Weakness

Warning: Only take Weaknesses if you're sure that they fit the character, and you can live with having them.

Alter Ego	Code	Disabled	Side Effect
Always On	Compulsion	Environmental	Specialized
Amnesia	Coward	Feeble	Strange Appearance
Arch-Enemy	Deaf	Gigantic	Stupid
Battery	Defenseless	Ground Bound	Troublemaker
Berserk	Devices	Phobia	Undead
Blind	Immobile	Pattern	Union
Burn Out	Insane	Random	Vulnerable
Can't Drive	Limited	Reflectable	Wanted
Can't Read	Multiple Personalities	Restriction	Wings
Can't Swim	Mystic Rule	Secret I.D.	Wounding
Can't Talk	No Hands		

Some Weaknesses in the game (like Strange Appearance, or Can't Drive) were made for player characters while some (like Immobile, or Stupid) are certain to be taken only by NPCs. Sometimes an NPC's Weakness isn't worth mentioning because it's assumed. It would be goofy to mention that animals can't talk and can't read, and if it's a **Sidekick/Pet** it won't get extra powers for these Weaknesses



CHARACTER SHEETS

Game information about characters (both Players and NPC) is recorded on a page called a character sheet, which players and GMs will cling to like treasure, lovingly decorating them with pictures of their characters. Below is a blank character sheet and, below that, a sample character sheet, filled in with a starter version of my own character **The Mighty Paladin**.

NAME			
HEARTS:	ROLE:	ORIGIN:	
POWERS/EQUIPMENT		BONUS	
INVENTORY		WEAKNESSES	
BACKGROUND			

Most of the stuff on this character sheet is pretty self-explanatory but there are a few things that need to be pointed out:

POWERS/EQUIPMENT: All powers, whether part of the character or built into devices, are listed here. Devices can be identified as such by putting a / in front of them. So **/Strike, Strong** is a Hand to Hand weapon.

INVENTORY: This is for Ordinary equipment, Base Features & Minor Powers.

ROLE: For players, this is optional and will usually be Hero. NPCs may play many different rolls. See **NPCs / Roles**.

The Mighty PALADIN			
HEARTS: 36	ROLE: Hero	ORIGIN: Mutant & Hi-Tech	
POWERS/EQUIPMENT		BONUS	
Boost Strength			
Heal Self			
Regeneration			
Super Jump			
Super Strength			
Tireless			
WEAPON MASTER			
INVENTORY		WEAKNESSES	
Nunchaku Throwing Stars	Minor Power Tireless	Secret I.D. Weakness: Fire	
BACKGROUND			
<p>Lee Walser saw a stranger being robbed and ran to help. He was stabbed in the fight but still managed to beat the robbers. When the fight was over, he saw that his wounds had already healed. Realizing that he had super powers he quickly ran away before he could be identified. Since then, Lee has battled the forces of evil and become one of the most well known and beloved heroes of Technopolis: The Mighty Paladin !</p> <p>Since I based Paladin on myself, Weapon Master lets him use the weapons I use in real life. Nunchaku, Swords & Throwing Stars. This is a teen version of me, before the police academy, so no guns.</p>			

This character sheet is what Paladin was like at the beginning of his career. It's the character sheet used in the Examples of how to play. A more experienced and powerful version of Paladin can be seen in the book ***Knights of Saint George***, for this game.

ADVANCEMENT

If the group is only playing one adventure there will be no need for rewards, but if the characters are going to be used over and over in a continuing series of adventures, (what we gamers call a campaign) then the players will want rewards to show their progress and to improve their characters.

New Powers

After an adventure, is over the GM may award a new Power, Bonus, or Inventory space to each of the player characters. Usually players will get to pick their new Powers, or Special Effects but sometimes the GM might want to reward all of the players with a specific Power that he has chosen for them. **EG:** they might all gain **Fame** at the same time or they might all be given a special gadget by someone that they helped. Or the GM might decide that an NPC from this adventure will join one of the players as his new Sidekick.

Other Rewards

Playing the game shouldn't be about gaining new powers, but telling stories about your characters, and anyway there are lots of other rewards to gain, like a kiss from the princess, money or a chance to advance the career of the character's secret I.D.

A character can also be adopted by a patron, who will be a contact and source of equipment. A really good patron might even provide a cool base for a hero group.

Sometimes a hero will go on a whole adventure just to find some object he needs to resolve another adventure.

Players might even be given wishes when they do missions for powerful mystic entities.

Tips & Clues

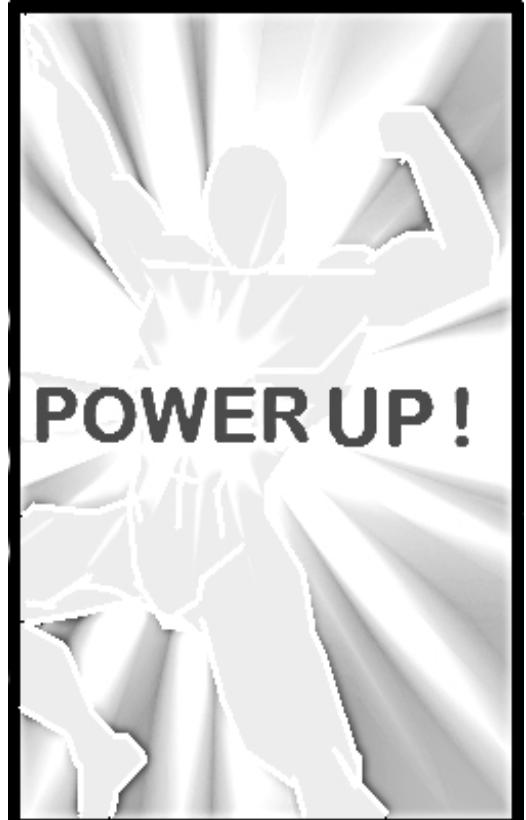
Tips are bits of information that a character can investigate to start a new adventure. Tips are usually gotten from a character's contact, but they can come from almost anywhere, like a newspaper or, even a family member.

Clues are bits of information, found during adventures, that advance the story. Clues might be handed over by bad guys during interrogations, or they could be found by searching a crime scene or a villain's lair.

Even ordinary punks out on the street might occasionally hand the player a Tip or a Clue.

Rebirth of a Hero

After you play your character for a while, you might decide that there are a few things you didn't get right when making him. Maybe you would like to switch some powers around or maybe there was a Power you forgot to take. Maybe it would have been better if he were a different Class. Or maybe your concept of the character changed a bit after you were inspired by a great movie you just saw. Well, don't feel bad, we all make mistakes. Fortunately this game lets you fix them. You can change anything about your character, and even completely redesign him between adventures. Just consult with the GM and make sure he approves of the new design, just as you did when you made the character in the first place. (For the GM to make adventures suited to you, he needs to know about the character you're using.)



POWER DESCRIPTIONS



360 VISION

CLASS	ACTION	RANGE	USES	DAMAGE
Eye	None	100 ft	inf.	

This character can see in all directions at once. It's normally impossible to sneak up on him, though invisible characters and teleporters might be able to do it.

This power doesn't normally use dice, but it might allow a Search roll when other characters couldn't make one.



ABSORPTION

CLASS	ACTION	RANGE	USES	DAMAGE
Arm	Hard	0 ft	inf.	

This Power allows a character to gain new powers for a short time by touching a target that has the Power he wants. Decide when taking this Power what sort of targets can be effected. You may choose any of the Origins, or you may absorb powers from normal objects that suggest those powers. Touching objects won't require a die roll.

Absorbed powers will last until this character is defeated, until he rests or until he decides to absorb powers from another source.



AID SPEED

CLASS	ACTION	RANGE	USES	DAM
ND	Easy	50 ft	6	

This Power will double the range of the target's movements, for 3 rounds. It can also cure a victim of a Slow attack and make him immune to that effect for 3 rounds.

The character can't use this Power on himself. See Boost Speed



AID STRENGTH

CLASS	ACTION	RANGE	USES	DAM
ND	Easy	50 ft	6	+1D

This Power gives the target **Super Strength**, and lets him roll an extra die for damage with his Strike or Grab attacks, for 3 rounds. Boost Strength can also be used to cure a victim of a Weaken attack and make the target immune to that effect for 3 rounds.

The character can't use this Power on himself. See Boost Strength



ALCHEMY/CHEMISTRY

CLASS	ACTION	RANGE	USES	DAM
ND	Hard	0 ft	1	

This character can spend a few hours in a lab to concoct potions that bestow powers on whoever uses them. Drinking a potion takes a hard action. A character can have as many potions as he can carry, but each one takes up an inventory slot. Characters with this power should probably take a few extra inventory slots. **Remember, one power can be traded in for 3 inventory slots.** Potions can also be given to other characters using up their inventory slots. **Remember,** you have to say what kind of scrolls you're carrying around. You can't wait until you're ready to use one to decide.

Potions will either have instant one use effects like Healing, or grant temporary powers that last **10 rounds**. Be very careful when using a potion to fly or breath under water. Some commonly used Potions are listed below, other potions will need GM approval and might require special ingredients.

Amphibian Animal Telepathy Antidote Cure	Fly Ghost Form Heal Self	Invisible Super Strength Translator
---	---	--

This power is rare in a superhero world, but very common in swords and sorcery world. In such a setting it's normal for characters to have a lot of inventory slots open in case they find something useful.

The biggest difference between potions and scrolls is that potions tend to break, when the person carrying them falls but scrolls tend to burn up when the character carrying them is hit by fire attacks. *Try sticking both into a Portable Hole.*



ALTERNATE FORM

CLASS	ACTION	RANGE	USES	DAM
ND	Easy	0 ft	inf.	

This character can change into a different, weaker form, with advantages of its own. Usually it's an animal or vehicle but it could be anything. While the character is in his alternate form he can only use the abilities of that form. Some forms are as good as being invisible, because even if someone sees the character, he won't think anything of it, and certainly wouldn't bother to attack. Most guards would never shoot at a bat?

Alternate form could also include Shrinking, but a character who uses this method to shrink will have to become Feeble when he shrinks.



AMPHIBIAN

CLASS	ACTION	RANGE	USES	DAMAGE
Leg	Easy	50 ft	inf.	

This character is equally at home on land and under water. He can breath underwater, and swim faster than most people can run.

This power doesn't normally need dice, but if the character attempts a difficult swimming feat he might need to roll.



ANIMAL CONTROL

CLASS	ACTION	RANGE	USES	DAM
Mind	Hard	50 ft	6	

This Power will force an animal to obey the attacker, until it Awakens. The character must control a particular type of animal, chosen when the power is taken. Some types that can be chosen are listed below:

Arctic Animals

Jungle Animals

Farm Animals

Desert Animals

Sea Creatures

Nocturnal Creatures

Insects Or Spiders

Circus Animals

Woodland Animals

NOTE: A character can even choose some thing that isn't an animal like plants rocks etc... In this case this power will animate and control the targets.

NOTE: Some small animals are handled in groups called swarms, that are treated as a single animal. That way no one has to control a single bee.

To make full use of this power you'll need the book ***Minions & Monsters*** for lots of **official** creature stats.



ANIMAL TELEPATHY

CLASS	ACTION	RANGE	USES	DAM
ND	easy	1 Mile	inf.	

This character can communicate silently with animals over a long distance. Animals are a useful source of information. They can tell you all about what they've seen, and keep an eye out for you. Furthermore you can shout out to any animals that might be in the area.

This Power also makes normal animals friendly, and even helpful. And if an animal is really an enemy, you'll know that something isn't right. But this does not allow you to control animals (See Animal Control).

Choose what kind of animals you can communicate with from the list below:

Arctic Animals

Jungle Animals

Farm Animals

Desert Animals

Sea Creatures

Nocturnal Creatures

Insects Or Spiders

Circus Animals

Woodland Animals

NOTE: A character can even choose some thing that isn't an animal like plants rocks etc... Of course talking to rocks or doors has to be magical so they can tell you about things they've "seen" just like an animal could.



ANTI-PARALYSIS

CLASS	ACTION	RANGE	USES	DAM
ND	Easy	0 ft	6	

This Power will free an ally from the effects of immobilizing attacks including Helpless, Restrain, slow & Stasis. Afterward the target will be immune to the effects of such attacks for 2 rounds.

The character can also use this Power to free himself from these attacks, but when this character, himself is paralyzed he must free himself before freeing anyone else.



ANTIDOTE

CLASS	ACTION	RANGE	USES	DAM
ND	Easy	0 ft	6	

This Power will neutralize the effects of any poison in the target's system and make him immune to poison for 3 rounds.



AQUATIC

CLASS	ACTION	RANGE	USES	DAM
Leg	Easy	50 ft	inf.	

This Power allows the character to hold his breath for up to 30 minutes allowing him to stay underwater or ignore some poison gases. Holding his breath doesn't use an action. The character can also swim faster than most people can run.

This power doesn't normally need dice, but if the character attempts a difficult swimming feat he might need to roll.

Also see **Water Breathing**, and **Water Walking**.



ASTRAL TRAVEL

CLASS	ACTION	RANGE	USES	DAM
ND	Easy	100 ft	1	

This character can leave his body behind and travel as an astral projection. While in this form the character is free from certain physical limitations. He can't be hurt by physical attacks and he can pass right through all physical barriers. He can even be invisible if he wants, except to those able to detect astral forms. An astral projection can fly 200 ft / round. But no matter how far it travels it will always return to its body instantly if the body is harmed.

Unfortunately astral projections can't touch or pick up anything and can't use any physical attacks of their own.



AURA ATTACK

CLASS	ACTION	RANGE	USES	DAM
Eye	Easy	30 ft	inf.	1D

When this Power is activated it will attack anyone who comes within 25 ft of this character, causing 1 die of damage. The character can choose not use this attack when he wants to get close to someone.



BARRIER

CLASS	ACTION	RANGE	USES	DAM
ND	None	0 ft	inf.	2p

This character is covered with a barrier that causes **2 points of damage** to anyone who touches him and destroys small projectiles like bullets and arrows, before they can hurt him.

When taking this Power, be sure to pick the damage type.



BLAST

CLASS	ACTION	RANGE	USES	DAM
Eye	Hard	200 ft	inf.	1D

This power is a ranged attack that causes 1 die of damage. The main difference between this and the standard throw attack is that this has a much longer range, and you don't have to have anything to throw. The attack just shoots from your body or weapon. This can cause any standard damage type.

Any Damage Type can chosen when the power is taken, but Darkness, Holy, Magic or Psionic attacks will have to be built into some weapon. To use these damage types without a weapon take Faith or Mind Blast instead.



BLAST, POWERFUL

CLASS	ACTION	RANGE	USES	DAM
Eye	Hard	100 ft	3	4D

This power is a ranged attack that causes 2 dice of damage.

Any Damage Type can chosen when the power is taken, but Darkness, Holy, Magic or Psionic attacks will have to be built into some weapon. To use these damage types without a weapon take Faith or Mind Blast instead.





BLAST, SNIPER

CLASS	ACTION	RANGE	USES	DAM
Eye	Hard	1,000 ft	6	2D

This power is a very long ranged attack that causes 2 dice of damage.

Any Damage Type can chosen when the power is taken, but Darkness, Holy, Magic or Psionic attacks will have to be built into some weapon. To use these damage types without a weapon take Faith or Mind Blast instead.



BLAST, STRONG

CLASS	ACTION	RANGE	USES	DAM
Eye	Hard	100 ft	6	2D

This power is a ranged attack that causes 2 dice of damage.

Any Damage Type can chosen when the power is taken, but Darkness, Holy, Magic or Psionic attacks will have to be built into some weapon. To use these damage types without a weapon take Faith or Mind Blast instead.



BLIND

CLASS	ACTION	RANGE	USES	DAM
Mind	Hard	0 ft	3	

When this attack gets a critical hit it will blind the victim, briefly stunning him and making him miss his next turn. Afterward the victims wont be able to Block or Dodge and ranged attacks will need criticals just to hit, and the range of his movements are halved, until he Awakens or Breaks Free. Opponents with Sonar won't be effected.



BLINDSIDE

CLASS	ACTION	RANGE	USES	DAM
ND	Hard	0 ft	inf.	+2D

This character can cause 2 extra dice of damage, when he attacks from behind or by surprise. This is especially useful to characters with Invisibility, or Teleport.



BLOCK

CLASS	ACTION	RANGE	USES	DAM
Arm	Hard	0 ft	inf.	

This defense allows a character to deflect most physical attacks, by rolling after being hit. A critical success is needed to deflect a critical hit. Block doesn't stop effects like Knock Back or Stun.

The character can also block attacks aimed at another character standing near him. This is very good for protecting innocents.

This power will not work if the character is Surprised. Characters can't attempt to Dodge and Block the same attack.



SPECIAL BONUS: AEGISITE

Aegisite is an indestructible material, and weapons made from it can be used to block Penetrating Attacks, and Knock Back.

SPECIAL BONUS: CATCH

This bonus allows a character to grab an opponent's weapon or limb, by rolling a critical success blocking a normal hit. If the attack was hand to hand, this is treated as a normal grab. If the attack was ranged, the weapon can be snatched out of the air and some weapons can be thrown back later.

SPECIAL BONUS: REFLECT

This Bonus allows the character to reflect ranged attacks back at an attacker, or some other target, by rolling a critical success blocking a normal hit. If the attack is successfully reflected the character makes another die roll to attack whatever target he wants it to hit.

If 2 characters both have this power, then they can bounce an attack back and forth between them until one of them fails to block, misses or sends the attack somewhere else. No matter how many times it goes back and forth it all takes one round and counts as one use of the power.



BLOCKS

CLASS	ACTION	RANGE	USES	DAM
ND	Easy	50 ft	inf.	

This Power creates a 10 ft solid block, which might be made of ice or stone. The character can also make smaller blocks, if needed. These can be used to block paths, to build things and to climb on. These blocks can even be created on top of things to push them down, and under things to support them. However, they cannot be used as attacks.

NOTE: If you want to make a wall, it's easier to take the Power **Wall** but this power is more versatile because the blocks can be stacked into many shapes.



BOOST SPEED

CLASS	ACTION	RANGE	USES	DAM
ND	Easy	0 ft	6	

This Power will double the range of this character's movements for 3 rounds. Boost speed can also cure the character of a Slow attack and make him immune to that attack for 3 rounds.



BOOST STRENGTH

CLASS	ACTION	RANGE	USES	DAM
ND	Easy	0 ft	6	+1D

This Power gives this Character **Super Strength**, and lets him roll an extra die for damage with his Strike or Grab attacks, for 3 rounds. Boost Strength can also be used to cure the character of a Weaken attack and make the target immune to that effect for 3 rounds.



CHARGE

CLASS	ACTION	RANGE	USES	DAM
Leg	Hard	50 ft	6	2D

Using this attack, the character moves in a straight line attacking everyone in his path, causing 2 dice of damage, and if it gets a critical hit, the targets will be knocked down, immobilizing them until they use a Hard Action to get up. When this attack is used the character can move right past guarding opponents.



CIRCLE OF PROTECTION

CLASS	ACTION	RANGE	USES	DAM
ND	Hard	50 ft	3	

This power creates a small circle that evil can't enter. This works against any mystical evil, not just undead or demons but also goblins, dragons, werewolves, what have you. While in the circle the character can't be attacked contaminated or even touched by evil beings. Even if the evil being uses a normal weapon. (no, Dracula can't shoot you).

This character can make the circle around himself or around someone else. It fits tightly around the protected character so he can't move, and it can only protect one or two characters. It lasts until the character steps out of it. Characters might be able to Rest in a protective circle, but remember. Thugs, rats and wolves are not mystical evil creatures so Dracula might get someone else to attack you.



CLAIRVOYANCE

CLASS	ACTION	RANGE	USES	DAM
Eye	Hard	1000 ft	inf.	

This power allows a character to see things that are far away. This power can be used to look in on any place within range, or any place the character is familiar with, regardless of range. The character can even move his point of view to follow a target, though this requires a die roll, each round.

Clairvoyance can only see where there is light available, so it can't be used to read a closed book. A subject that suspects he is being spied on can try to evade Clairvoyance by going through a very dark place, or he might just move around very fast since the spy will have to keep rolling to follow him, he could even create a blinding flash of light which would effect the spy.

Sorcerers often have a **Detect** power (Detect spies) that lets them know when anyone is spying on them.

Clairvoyance does not work in someone else's base. I don't know or care why, it just doesn't. This helps to protect secret I.D.s



CLING

CLASS	ACTION	RANGE	USES	DAM
Leg	Easy	50 ft	inf.	

This power lets a character climb up walls and across ceilings. This usually works without needing to roll dice. Dice are only rolled to resist, when someone tries to pull the character down.



CLONE SELF

CLASS	ACTION	RANGE	USES	DAM
ND	Easy	0 ft	1	

This Power creates an exact duplicate of this character. The clone will not have this Power. The clone will obey any commands from his creator. Clones last until defeated or until the character rests.

This Power can be taken more than once to allow more than 1 clone. This way there is no limit to the number of clones allowed. You could even make a character named "52 Pick Up" if the GM is goofy enough to allow it. (Mind you, that's probably the only way any GM would let a player start with 51 powers.)



CONTAMINATE

CLASS	ACTION	RANGE	USES	DAM
ND	None	0 ft	inf.	1p

This character has a dangerous contamination that he isn't effected by but spreads to others. Anyone who comes in close contact with this character will begin to take 1 point of damage every hour, will be unable to heal by resting and will spread the contamination to others he touches. Victims can't break free from this effect, they must be cured. Victims can be cured by medical treatment or the **Cure** power. This power can be poison, magic or radiation. **Unliving** characters & characters that **Regenerate** are immune to this power but, even characters that are immune can be contaminated and spread it to others.



CONVERT DAMAGE

CLASS	ACTION	RANGE	USES	DAM
ND	None	0 ft	inf.	

This character gains Hearts instead of loosing them when hit by a certain damage type. This can be any of the standard damage types.



CURE

CLASS	ACTION	RANGE	USES	DAM
ND	Hard	0 ft	6	

This Power will remove all status effects from the target and makes him immune to them for 3 rounds.



DANGER SENSE

CLASS	ACTION	RANGE	USES	DAM
ND	None	0 ft	inf.	

This character can't be surprised, he can use **Block** or **Dodge** even when Blinded, and he's immune to **Blindside**.

SPECIAL BONUS: VISIONS

This Bonus allows the character to not only know that there is danger but can get a clear idea where the danger is, and what form it might take. **EG:** the character knows that that package is trapped or an attack is coming from that direction.



DEACTIVATE DEFENSE

CLASS	ACTION	RANGE	USES	DAM
Mind	Hard	50 ft	6	

This attack causes no damage but will prevent the victim from using any defense powers, and prevent them from being used again until the victim Awakens. It deactivates **Block**, **Dodge**, **Danger Sense**, **Force Field**, **Ghost Form**, **invincible**, **Regenerate**, and **Resistances**. But not **invulnerable** or normal **Armor** sorry.



DEACTIVATE POWERS

CLASS	ACTION	RANGE	USES	DAM
Mind	Hard	50 ft	3	

This attack causes no damage but will prevent the victim from using any super powers, until he Awakens. This Power only works on powers from one particular Origin chosen when the Power is taken. It can't work on skills.

Taking this Power more than once can allow it to effect powers from more than one origin.



DEAFEN

CLASS	ACTION	RANGE	USES	DAM
Mind	Hard	0 ft	3	

This attack will deafen a target. This briefly stuns the target making him miss his next turn. Afterward he wont be able to hear until he Breaks Free.



DECOY

CLASS	ACTION	RANGE	USES	DAM
ND	Easy	50 ft	6	

This Power creates an illusion that looks just like this character. The decoy has 6 Hearts but even if it's not attacked it will only last until the end of the fight. Decoys mimic the character's actions, so opponents can't tell where attacks are coming from.

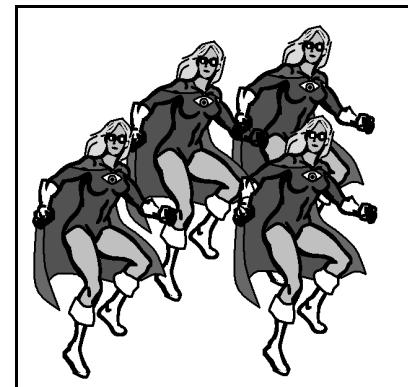
This Power is most effective if the character stays hidden or **Invisible**.



DEPUTIZED

CLASS	ACTION	RANGE	USES	DAM
ND	None	0 ft	inf.	

This character is legally authorized to investigate crimes, to enter crime scenes, examine evidence and pursue fleeing felons. Police will cooperate with him, and volunteer information.



DETECT

CLASS	ACTION	RANGE	USES	DAM
ND	None	100 ft	inf.	

This character's special senses will alert him to the presence of the thing he detects whenever it is nearby. Choose what it detects either from the list below or anything else approved by the GM, and write it as part of the Power's name **IE: Detect Aliens or Detect Demons etc...**

Aliens	Illusions	Mutants	Spies	Weapons
Ψ Danger	Lies	Radiation	Traps	
Evil	Magic	Secret Doors	Undead	

Ψ Note: This doesn't tell the character when he is in danger (see **Danger Sense**) but instead tells him when other people need his help.

Detect powers will often work at much greater distances, (even miles sometimes) if the thing being detected is in a specially intense concentration or personally connected to the character with the power. A character with **Detect Gold** would be like a compos pointing to Fort Knox, from anywhere in North America.



DETECTIVE

CLASS	ACTION	RANGE	USES	DAM
ND	Hard	50 ft	inf.	

This character can detect contraband, such as fake I.D.s, narcotics, and concealed weapons, he is also alert to suspicious activity that might not be noticed by civilians such as a criminal casing a joint or a junky waiting to meet a dealer etc... By noticing suspicious behavior he will be alerted to when a suspect is lying or when he's about to attack or run.

A detective can also recognize clues by examining a crime scene. He will be able to tell such things as: what kind of person might have committed a crime, and what kind of person couldn't have possibly done it without help, how many people were involved, how big they were etc...



DIMENSION TRAVEL

CLASS	ACTION	RANGE	USES	DAM
ND	Special	0 ft	1	

This character can visit adventure settings far removed from the normal environment. Often the very laws of nature will be different in these other worlds so your powers might work differently or just not work. Sometimes these strange and distant lands will have unseen connections to the world you know, and it will be necessary to make these journeys to eliminate some threat; but be careful when visiting such places or you risk making things far worse.

When you enter a universe, you can choose a city, but you can't be any more specific choosing your entry point. If you want to decide yourself where to enter (**EG:** I want to leave this universe, and then come back, right behind him to blindside him. Or I want to go directly to the villain's lair) then you need to have Teleport.

Using this power takes a whole round and during that round the action can be interrupted, or other characters can grab hold of this character to travel with him.



DISARM

CLASS	ACTION	RANGE	USES	DAM
Mind	Hard	0 ft	3	

This attack forces the target to drop what he's holding and he can't pick it up again, until he Breaks Free. If this attack gets a critical success, the attacker can take the object away from the target instead of just making him drop it.



DISARM TRAPS

CLASS	ACTION	RANGE	USES	DAM
ND	Hard	50 ft	inf.	

This Power will detect and disarm all Snares and Traps and defuse all bombs within range. This takes a whole round and the character can't do anything else. If he's attacked he will have to start over.



DISGUISE

CLASS	ACTION	RANGE	USES	DAM
ND	Easy	0 ft	inf.	

This character can change his appearance, and voice instantly to match someone else. He can disguise Himself to look like anyone he's seen, but he will need to know something about the victim if he wants to act like him and fool people who know him.

People who become suspicious can roll to Search and if successful will realize the character isn't who he appears to be, but this won't reveal who he really is.



DIVERSION

CLASS	ACTION	RANGE	USES	DAM
ND	None	100 ft	inf.	

This Power allows the character to draw the attention of all opponents in the area, so they will attack him and ignore his allies, unless attacked by them. Only characters with strong defenses should use this Power.

This doesn't take an action. Just say you want to do it. When you're ready to stop doing it, **Run Away!**



DIVINATION

CLASS	ACTION	RANGE	USES	DAM
ND	Special	Special	Special	

After a period of ritual meditation, this Power will give you answers to questions that you ask.

There is always some limit to when questions can be asked or the type of questions that can be asked and to the type of answers that can be given, based on the method of divination used. Some of the most common types of divination and the limitations are listed below:

Casting

Rune stones, tarot cards and other physical objects can be randomly drawn and examined. Meditating on these symbols can answer questions but the answers will be symbolic and difficult to interpret.

Nature

Examining stars or clouds or other such natural signs can answer questions at a certain time of day but the information is generally limited to questions very grand in scale or broad in scope. The stars are not going to align to tell you where the villain's lair is unless he's the ruler of a mighty nation.

Coin Toss

Some types of casting are designed to give clear yes or no answers. Of course this only works with questions that can be answered that way. You still can't ask where the villain's lair is.

Dreaming

This method gives the best answers but you can only ask one question each night.

For easier questioning try **Necromancy** or **Visionary**, but these have their own limits.



DODGE

CLASS	ACTION	RANGE	USES	DAM
Leg	None	0 ft	inf.	

This power allows this character to evade most physical attacks by rolling after being hit. You will need a Critical Success to dodge a critical hit.

This power will not work if the character is Surprised. Characters can't attempt to Dodge and Block the same attack.

SPECIAL BONUS: LURE

This Bonus allows the character to not only dodge attacks but also trick the opponent into attacking another target. To do this the character will have to get a critical success when dodging a normal hit. Also he will need to stand in front of the target he wants to lure the attacker into hitting.



EARTHQUAKE

CLASS	ACTION	RANGE	USES	DAM
Mind	Hard	100 ft	6	3D

This Power attacks all targets within range except those that are flying. Victims will be knocked down. Afterward victims can't Move or Dodge until they use a Hard Action to get up. In addition, this attack can cause landslides, cave ins or strong waves and **3 dice of damage** to weak structures, (bridges have a particular weakness to earthquakes). Use this Power with extreme caution.



EMPATHIC BOND

CLASS	ACTION	RANGE	USES	DAM
Mind	Hard	100 ft	6	

This is an attack that creates a special link between the attacker and the Victim. Any attacks that hit this character will effect his victim instead of him, until the victim Breaks Free.



EMPATHY

CLASS	ACTION	RANGE	USES	DAM
Eye	Hard	100 ft	6	

Empathy allows a character to detect emotions. such as fear, anger, shame, sadness, happiness, desire, desperation, etc... This can add a lot to what you learn by questioning someone, and can also be used to detect people who are hidden ("Someone is trapped in there. I can sense his fear").

This power doesn't normally use dice, but it might allow a Search roll when other characters couldn't make one.



ENRAGE

CLASS	ACTION	RANGE	USES	DAM
Mind	Hard	50 ft	6	

This attack makes the victim fly into a rage, attacking whoever is closest to him, until he Awakens. Enraged characters will attack friend, foe, or innocent bystanders so use this Power with care. Target opponents that are close to their friends.



ESCAPE ARTIST

CLASS	ACTION	RANGE	USES	DAM
ND	Special	0 ft	3	

This power lets a character automatically break free from physical bonds like ropes hand cuffs and grabs. It has to be used at the end of the round when characters normally Awaken or Break Free. And it still takes 2 rounds to break free from a bond with the Hold Bonus. The character can roll to break free normally, then decide to use this power if he fails.



EXORCISM

CLASS	ACTION	RANGE	USES	DAM
ND	Hard	50 ft	6	

This Power will free the target from any mental status effects. And make him immune to these attacks for 3 rounds. The character can't use this Power on himself.



EXTRA HEARTS

CLASS	ACTION	RANGE	USES	DAM
ND	None	0 ft	inf.	

This Power grants the character **12** extra hearts. **This Power can be taken more than once.** Everyone is going to want more hearts eventually, and this Power is the only way to get them.



EXTRA LIMBS

CLASS	ACTION	RANGE	USES	DAM
ND	None	0 ft	inf.	

This Power however lets the character do an extra Hard Action every turn. Unfortunately characters with this power just seem to invite people to cut off their limbs. That's something most super heroes would never normally do, but as soon as they see a hydra they throw restraint to the wind. Don't worry, they grow back between adventures.

But how do you cut off a limb? Well, if you have Trick Shot, all you have to do is get a critical hit with a Deadly Attack and off it goes. If you don't have Trick Shot, you need a critical hit and Cause 12 points of damage.

Now it gets scary

A character with Extra Limbs and **Auto-Clone**, can grow more extra limbs instead of whole new bodies. Did I forget to mention that having this power more than once gives another extra attack for each extra limb? I did didn't I? Well, it does. The additional limbs will fall off between adventures.

A creature with extra limbs doesn't always get this power. Extra limbs can be a **Minor Power** that just lets the character carry extra stuff and do an extra easy action every turn.



FAITH

CLASS	ACTION	RANGE	USES	DAM
Mind	Hard	50 ft	inf.	1D

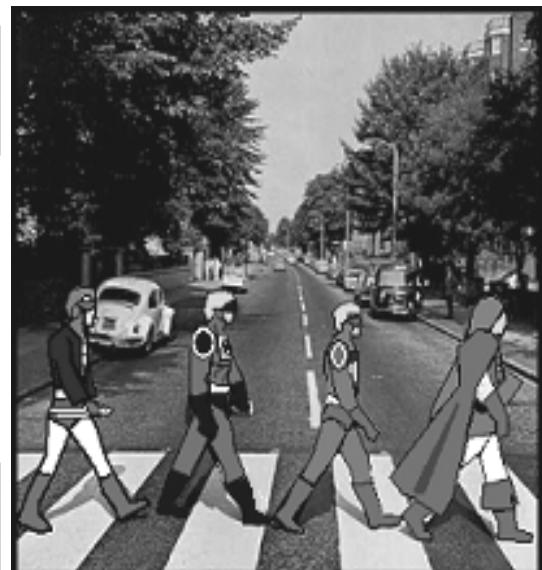
This character can recognize and use holy relics, and Sacramentals. In addition he can recognize the presence and work of spirits from heaven or hell, and by making the sign of the cross he can do an attack **roll 1 die to see how much holy damage he causes to demons, and undead.**



FAME				
CLASS	ACTION	RANGE	USES	DAM
ND	None	0 ft	inf.	

This Power makes people recognize and respect this character, wherever he goes. Ordinary people will want to help him. They will give things to him, and do things for him, just for the privilege of being near him. Ordinary thugs will be afraid of him, while tougher criminals will hope to make a name for themselves by fighting him.

This Power should only be taken by starting characters, particularly those assuming the I.D. of a famous hero who just died or retired, because everyone gets this Power free eventually **whether they want it or not**.



FEAR				
CLASS	ACTION	RANGE	USES	DAM
Mind	Hard	50 ft	6	

This attack causes no damage but makes the target flee from the attacker, until he Awakens.



FITNESS				
CLASS	ACTION	RANGE	USES	DAM
ND	None	10	inf.	

This power adds 10 ft to the range of ALL of the character's standard movement actions, and doubles the amount the character can lift. This power does not add to other powers or Bonuses.



FLOATING BUBBLE				
CLASS	ACTION	RANGE	USES	DAM
Mind	Hard	100 ft	3	

This attack causes no damage but traps a target in a bubble that will slowly float up and away. Moving 30 ft up and in the direction of the wind, every round, until the victim Breaks Free. If the victim Breaks free he will fall, but if he doesn't break free the bubble will land in an hour or so setting him free.

used when the character attempts difficult maneuvers.



FLY				
CLASS	ACTION	RANGE	USES	DAM
Leg	Easy	50 ft	inf.	

This character can move through the air, ignoring obstacles on the ground and staying out of reach of Hand to Hand attacks, by non-flying opponents. Flying around is an Easy Action but a character can hover without using an action. Flying characters will start to fall if they're stunned or helpless.

This normally requires no die roll but dice are used when the character attempts difficult maneuvers.



FORCE FIELD

CLASS	ACTION	RANGE	USES	DAM
ND	None	0 ft	inf.	-5

This power creates a solid energy barrier around this character. It protects the character by **subtracting 6 points of damage** from any attacks that hit him. It, holds in air keeping the character completely safe from poison gasses and allowing him to breath underwater or in space, for up to 5 minutes. Finally it makes the character immune to any kind of physical restraints Including **Grab** attacks.

Force Fields have 4 minor problems.

- 1) The character can't reach through the force field to make Strike or Grab attacks or to touch anything.
- 2) If the character is Stunned, or Helpless, the Power will be deactivated until he Awakens or Breaks Free.
- 3) If the character is restrained when he turns his force field on, he will remain restrained until he breaks free normally. The force field doesn't set him free.
- 4) A force field can only hold in air, if there is air where it's activated. If it's deactivated any air it was holding will be lost.



The protection a force field gives does not add to **Resist**.



GHOST FORM

CLASS	ACTION	RANGE	USES	DAM
ND	None	50 ft	inf.	

This character can walk through walls and other solid objects. This doesn't protect the character from attacks but, most characters with Ghost Form also have **Invincible**.

Only characters with a **Magic** or **Holy** origin can become Spirits, other characters with this power will become energy. A character who turns into energy can't pass through extremely dense materials **IE:** metal, or stone. Bit can easily walk through wood, Sheetrock, brick or glass.



GRAB/BITE

CLASS	ACTION	RANGE	USES	DAM
Arm	Hard	0 ft	inf.	1D

This attack causes 1 die of damage and both the victim **And** the attacker can't Move or Dodge , until the victim Breaks Free or the attacker lets him go. This also Restrains one of the victim's arms.

Long weapons, like swords, axes, rifles etc...can't be used (even in the other hand) while a character is Restrained.

This attack won't immobilize super strong,or gigantic opponents, unless the attacker has **Super Strength** but it will force him to carry the attacker around until he breaks free or the attacker lets go.

NOTE: A character can continue to Grab/Bite a target round after round without letting go.



GRAB/BITE, STRONG

CLASS	ACTION	RANGE	USES	DAMAGE
Arm	Hard	0	6	3D

This attack causes 3 dice of damage and both the victim **And** the attacker can't Move or Dodge , until the victim Breaks Free or the attacker lets him go. This also Restrains one of the victim's arms.

Long weapons, like swords, axes, rifles etc...can't be used (even in the other hand) while a character is Restrained.

This attack won't immobilize super strong,or gigantic opponents, unless the attacker has **Super Strength** but it will force him to carry the attacker around until he breaks free or the attacker lets go.

NOTE: A character can continue to Grab/Bite a target round after round without letting go.



GRAVITY INCREASE

CLASS	ACTION	RANGE	USES	DAM
Mind	Hard	50 ft	6	

This attack can increase the weight of a target, by as much as 1000 lbs until the victim breaks free. This will force the victim to use an action each round to lift himself. If he can't lift the weight, he won't be able to move.

If the character attacks the same victim more than once it will add another 1000 lbs each time.



GRAVITY REDUCTION

CLASS	ACTION	RANGE	USES	DAM
Mind	Hard	50 ft	6	

This attack can reduce the weight of a target, by as much as 1000 lbs until the victim breaks free. Decreasing a target's weight to 0 or less will cause them to be unable to control their movement without holding on to something and if there's nothing to grab he'll drift upward 10 ft/ round. When he finally breaks free or get's set free, he will fall.



GROWTH

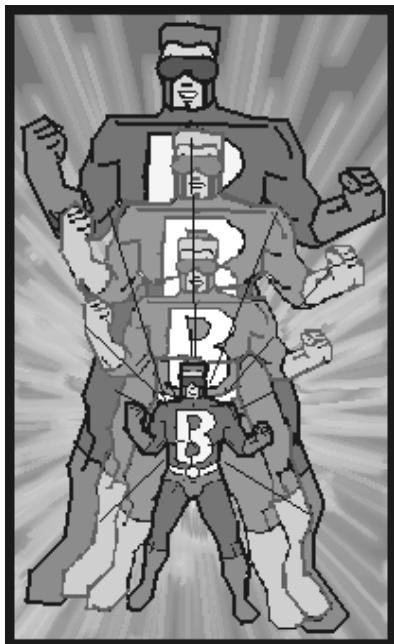
CLASS	ACTION	RANGE	USES	DAM
ND	Easy	0 ft	inf.	+1D

Activating this power adds gives the character **Super Strength**, and lets him **roll an extra die for damage** with his Strike or Grab attacks, but also makes the character **Gigantic**. **It's impossible to dodge while this power is activated.**

This power can be taken more than once to increase the character's size and strength even more. See Below.

LIFTING

	HEIGHT	WEIGHT	No Action	Easy Action	Hard Action
Normal	Up to 7 ft	Up to 300 lbs	2	20	200
GROWTH	12 ft	1 ton	20	200	1 ton
GROWTH x2	25 ft	10 tons	200	1 ton	10 tons
GROWTH x3	50 ft	100 tons	1 ton	10 tons	100 tons
GROWTH x4	100 ft	1000 tons	10 tons	100 tons	1,000 tons
GROWTH x5	200 ft	10,000 tons	100 tons	1,000 tons	10,000 tons



Note: Taking this power more than once does NOT give more dice for damage.



GYMNASICS

CLASS	ACTION	RANGE	USES	DAM
Leg	None	0 ft	inf.	-5

This power protects a character by reducing the damage from falls Knock Back or Knock Down by 5. It also allows the character to stand up after being knocked down with just a simple action. The character can move past a Guarding opponent without even having to roll dice. Finally, the character can roll after being hit to ignore knockdown or Knock back effects. This roll is allowed even if the character failed to dodge or block.



HACKER

CLASS	ACTION	RANGE	USES	DAM
Mind	Special	0 ft	6	

This character can roll to guess other people's passwords and gain access to their computers. They can also roll to locate files hidden in obscure locations. This takes about 5 minutes before the character can roll and if he's interrupted he has to start over. Oh! And this can be done through the internet.

Just how useful this is, depends on what information is on the computer, and what devices are controlled by the computer.



HANDCUFF

CLASS	ACTION	RANGE	USES	DAM
Mind	Hard	0 ft	6	

This attack will immobilize both of the victim's hands, making many Actions & Powers impossible to use. Or it can immobilize a target by binding one of his hands to a fixed object.

NOTE: This is a Super Power which can be used as an Attack, NOT the standard handcuffs device which can only be put on a helpless target.



HEAL SELF

CLASS	ACTION	RANGE	USES	DAM
ND	Hard	0 ft	1	-All

This Power instantly restores all of this character's lost Hearts. This Power can be taken more than once, so it can be used more than once before resting.

The character can only use this Power on himself.



HEALING AURA

CLASS	ACTION	RANGE	USES	DAM
ND	Easy	50 ft	inf.	-1p

This Power will **restore 1 lost Heart** to this character and all of his allies, in range, and **cause 1 point of Holy damage** to any undead creatures in the area. This Power does not work on unconscious characters.



HEALING TOUCH

CLASS	ACTION	RANGE	USES	DAM
ND	Hard	0 ft	6	3D

This Power will restore all lost Hearts to a target. Healing Touch will cause **3 Dice of Holy damage to undead creatures**, if the character has a Holy origin.

The character can't use this Power on himself, or on unconscious characters.



HELPLESS

CLASS	ACTION	RANGE	USES	DAM
Mind	Hard	0 ft	3	

This attack makes the victim unable to do anything, until he Awakens or Breaks Free. The victim can be attacked, moved and even handcuffed.



HIDDEN PATH

CLASS	ACTION	RANGE	USES	DAM
ND	Special	inf.	3	

This Power allows a character to travel through magical hidden pathways that connect similar objects or locations. The exact type of pathway must be chosen when this Power is taken. Some examples include:

Holy Places	Waterfalls	Abandoned Boiler Rooms
Closets	Oak Trees	Streets With A Certain Name
Graveyards	Fires	Under The Beds Of Sleeping Children
Pools	Mirrors	Wherever Puzzles Are Solved
Electric Outlets	Telephones	Computers Hooked up to the Internet

Using this power takes a whole round and during that round the action can be interrupted, or other characters can grab hold of this character to travel with him.



ILLUSIONS

CLASS	ACTION	RANGE	USES	DAM
ND	Hard	100 ft	inf.	

This Power allows the character to disguise certain features of his environment. He can make false floors or walls, pits pools, bridges doors, etc... Once created, an illusion lasts until someone interacts with it, even when the character rests.

Illusions can also make dangerous things look harmless and make harmless things look dangerous.

To make an effective illusionist be sure to take Disguise, Invisible, Fear and maybe even a summoning Power as well.



IMMOBILIZE

CLASS	ACTION	RANGE	USES	DAM
Mind	Hard	50 ft	3	

This attack makes the victim unable to move except by Teleporting. He can still take any other actions but he's held in place. Flying characters can be immobilized only when they're very close to some object **EG: wall, ceiling or tree**.

IMMUNITY	CLASS	ACTION	RANGE	USES	DAM
	ND	None	0 ft	inf.	

This character is immune to a certain Damage Type Weapon Type or Effect. Any of those listed below can be chosen.

This power can only be taken once, so Choose Carefully. Some other powers also make characters immune to certain attacks. Also, there are standard equipment items that grant immunities to certain attacks and more than one of these can be used (see *The Equipment Book* for this game).

DAMAGE TYPES		WEAPONS	EFFECTS		
Chemical	Fire	Claws and Bare Hands	Fear		
Choke	Force	Metal Weapons	Knock Back & Knock Down		
Cold	Gun	Wooden Weapons	Mind Control		
Cut	Magic		Rage		
Darkness	Psionic		Restrain		
Electric	Radiation		Stun		

NOTICE: No one can be immune to Holy attacks.

When you're playing solo, the GM will almost never have opponents attack you with something you're immune to, because he wants to challenge you. But, lots of attacks will have a **Stun Bonus**, and if there's a particular attack you just hate, like **Fear** or **Mind Control**, having this power makes certain you'll never have to deal with it.

INITIATIVE	INITIATIVE				
	CLASS	ACTION	RANGE	USES	DAM
	ND	None	0 ft	inf.	

This Power lets a character roll an extra die for initiative. This power can be taken more than once to roll even more dice. If you have a character with strong attacks and weak defense, taking your foe out before they get a chance to hit back can be very important.

INSCRIPTION	INSCRIPTION				
	CLASS	ACTION	RANGE	USES	DAM
	ND	Hard	0 ft	1	

This character can spend a few hours in a library to create scrolls that will have powerful effects when read. Reading a Scroll is a hard action. Scrolls will either have instant one use effects (IE: Attacks or Healing) or they will grant temporary powers that last **10 rounds**. Only characters with Magic or Holy Origins can have this power, and while any power can be put on a scroll, healing and cure scrolls can only be made by characters with a Holy Origin. Also, some powers work differently depending on who wrote it IE: Summoning powers from a wizard will summon demons, while those from a bishop will summon angels.

A character can have as many scrolls as he can carry, but each one takes up an inventory slot. Characters with this power should probably take a few extra inventory slots. Remember, one power can be traded in for 3 inventory slots. scrolls can also be given to other characters using up their inventory slots. Remember, you have to say what kind of scrolls you're carrying around. You can't wait until you're ready to use one to decide.

This power is rare in a superhero world, but very common in swords and sorcery world. In such a setting it's normal for characters to have a lot of inventory slots open in case they find something useful.

The biggest difference between potions and scrolls is that potions tend to break, when the person carrying them falls but scrolls tend to burn up when the character carrying them is hit by fire attacks. Try sticking both into a Portable Hole.

INVINCIBLE	INVINCIBLE				
	CLASS	ACTION	RANGE	USES	DAM
	ND	Easy	0 ft	3	

When this Power is activated the character can't be hurt. Damaging attacks might bounce off of him, or pass through him, or he might dodge them. **This lasts for 3 rounds**.



INVISIBLE

CLASS	ACTION	RANGE	USES	DAM
ND	Easy	0 ft	inf.	

This Power makes the character invisible. He can probably avoid combat altogether if opponents can't detect invisible, but if opponents shoot in his direction, they can still hit him if they get a critical. Invisible characters with **Blindside** can use it every round (except against opponents who can detect him).

Invisible characters can be spotted by True Sight, Sonar, and by some detect powers.

SPECIAL BONUS: EXTENDED

This Bonus will allow the character to turn other people and even objects invisible. This lasts until the character is defeated, or rests, or until the subjects decide to become visible.



JUMP ATTACK

CLASS	ACTION	RANGE	USES	DAM
ND	None	Special	6	

This character can jump and attack an opponent with a single action. A jump attack's range depends on how far the character can jump but **Super Jump** can be very helpful. Jump attacks are great against flying opponents especially if you grab or use a **Knock Back** or **Knock Down** Bonus.



LOCK

CLASS	ACTION	RANGE	USES	DAM
ND	Easy	0 ft	3	

This Power will securely lock a door, window or other closeable opening. This can be bypassed by the open locks Power, or by breaking the door or window but this can buy some time to escape or even create a **Safe Place to Rest**.

NOTE: This power isn't just slapping a padlock on something; the character can lock things that normally couldn't be locked or that have broken locks. Don't ask how it works.



LONG REACH

CLASS	ACTION	RANGE	USES	DAM
Arm	Easy	50 ft	inf.	

This character can reach out and touch things that are very far away. He might have stretching arms or long tentacles. The character can even feel his way around to reach things he can't see **EG**: he could reach through an air vent to unlock a door from the inside.



LONG STEP

CLASS	ACTION	RANGE	USES	DAM
Leg	Easy	100 ft	inf.	

This character can extend his legs and step up and over obstacles, moving long distances in a single step. This increases his movement rate and allows him to reach very high places.



LUCK

CLASS	ACTION	RANGE	USES	DAM
Mind	Easy	100 ft	6	

This Power makes improbable things happen. The character simply describes what he wants to happen and rolls, if the roll succeeds it happens.

Luck can be used after attacking to turn a miss into a hit or a standard hit into a critical hit; and Luck can use a critical hit to get spectacular results, the kind of thing that would make an audience shout "No Way Man!" **EG**: throwing a rock and making a helicopter crash. (Yup, Rambo has this Power)

Luck can also be used directly as an attack to make someone fall or drop something, or to make a gun misfire, or a vehicle to break down and it still uses a easy action when used this way.

Luck can't be used to cause damage to anyone. It can't be used to make totally impossible things happen, or to affect the fabric of space & time, so don't even try making worm holes open in space.



MAKE ROOM

CLASS	ACTION	RANGE	USES	DAM
ND	Easy	20 ft	3	

This Power creates an immobile circle of protection around this character, and forces all “Normal” opponents to step outside until he allows them to approach. Even if their boss is telling them to rush in and take this guy down, the minions will keep their distance.

Now here's the cool part: Only one opponent at a time can enter this circle, so they're much easier to fight, though the fight might take a long time. The circle of protection will last until this character steps out of it. The character can't Rest in this circle.

This has no effect on Heroes, Villains or Monsters, only Normal opponents. Also it's not very useful against opponents who have ranged attacks.



MICRO-VISION

CLASS	ACTION	RANGE	USES	DAM
ND	Easy	20 ft	inf.	

This character can see really tiny things. He can use this Power to detect various chemicals, and to identify substances or fingerprints.

This Power allows a character to look around a room instantly. He doesn't have to look at one tiny sample at a time, like a real microscope.



MIND BLAST

CLASS	ACTION	RANGE	USES	DAM
Mind	Hard	100 ft	inf.	

This an attack that causes 1 die of damage to the victim's mind. It can't be blocked or dodged, and It ignores physical barriers so it's no good taking cover. The damage type can cause Darkness, Magic or Psionic.

Mind Blasts can effect targets that are in ghost form, but they have no effect on mindless targets like robots or zombies.



MIND CONTROL

CLASS	ACTION	RANGE	USES	DAM
Mind	Hard	100 ft	3	

This attack causes no damage but forces the victim to obey the attacker, until he Awakens.

SPECIAL BONUS: POST-HYPNOTIC SUGGESTION

This Bonus allows the attacker to plant commands in the victim's mind that he will follow after he's been released from the attacker's control. (Remember you have to release him if you want to rest) Typical suggestions include liking or not liking something or someone, performing a set action in a given situation, not remembering the past few minutes and going to sleep.

It takes a whole round to plant a suggestion and it only works if the victim is released. If he Awakens on his own or is Cured it has no effect.



MIND PROBE

CLASS	ACTION	RANGE	USES	DAM
Mind	Hard	50 ft	3	

This attack causes no damage but looks into the targets thoughts and memories to learn things that the victim knows. Just ask a question, and roll dice. A success gives the answer. Unfortunately it's only possible to find out what the subject knows or believes. Often soldiers know very little about the villains they work for. Sometimes they don't even know who their boss is.

Asking very general questions can sometimes give long answers that reveal a lot of details but more specific questions get to the point a lot faster.

If a target is surprised and mind probed while he's not paying attention he won't even know he was probed.



MIND WIPE				
CLASS	ACTION	RANGE	USES	DAM
Mind	Hard	0 ft	3	

This attack causes no damage but makes the victim forget about recent events. Usually just about the last few minutes or hours but longer periods can be effected if desired. This attack can't be used in combat. It only works on unconscious victims.



MONKEY KUNG FU				
CLASS	ACTION	RANGE	USES	DAM
Arm	None	0 ft	6	

Using this Power, a character can use any hand to hand attack, that he has, and make it look like an accident. Most victims wont hit back, and anyone who does, will look like a total jerk to any witnesses.



NECROMANCER				
CLASS	ACTION	RANGE	USES	DAM
ND	None	50 ft	inf.	

This Power allows a character to detect and communicate with ghosts, and possibly other spirits. As a general rule, you can call up the ghost of anyone provided you have something or someone closely connected to the dead person. Often being in a place strongly connected to the person will also work.

NOTE: Hostile ghosts are usually not good sources of information.

It should also be noted that to try to communicate with the dead is a grave sin (no pun intended) and would bring the condemnation of the Church. But this Power might mean that the character doesn't try to contact spirits but is himself contacted by them, or able to see and communicate with them without trying.



NIGHT VISION				
CLASS	ACTION	RANGE	USES	DAM
Eye	None	200 ft	inf.	

This character can see clearly even in total darkness. This will allow him to ignore blinding attacks that use darkness. Usually darkness doesn't matter much in superhero stories but when a character has this power he has an incentive to lure opponents into dark places or turn out the lights, then start fighting before opponents have had a chance to adjust their eyes. This will blind opponents, See **Blind**.

This power doesn't normally use dice, but it might allow a Search roll when other characters couldn't make one.



NON-LIVING				
CLASS	ACTION	RANGE	USES	DAM
ND	none	0 ft	inf.	

A character with this Power doesn't eat sleep or breath, and is immune to poisons, psionics and infection. Because they don't have working blood or organs, Non-Living characters take half damage from gun and cut attacks. Finally they don't age the way people do and could be hundreds even thousands of years old. A Non-Living character could be undead, a robot, a spirit or a very strange alien.

WARNING: superheroes will not hesitate to destroy most Non-Living characters



NON-THREATENING				
CLASS	ACTION	RANGE	USES	DAM
ND	none	0 ft	3	

A character with this Power can stand right out in the open without being noticed by opponents, until he attacks. This is because the character looks like something harmless that would not look out of place in a wide variety of locations. **EG:** a small child, bird, rat, insect, cute little kitty, a telephone, a fire hydrant etc...

Opponents that are on alert for this character, or this type of creature, will notice him.



OPEN LOCKS

CLASS	ACTION	RANGE	USES	DAM
ND	Special	0 ft	3	

This character can open locks, without a key and without damaging them. This takes 2 turns, and he can't do anything else, while trying. If someone attacks the character, he will have to start over.

If finding keys is a major part of an adventure then this ability will not work on the "main" lock! I know players want it to, but it would ruin the adventure if it did.



PLAY DEAD

CLASS	ACTION	RANGE	USES	DAM
ND	Hard	0 ft	1	

When this character plays dead, he's very convincing. Even a doctor will be fooled. While playing dead the character is alert, and able to spring to action, in an instant, but if he play's dead for about 5 minutes he can **Rest**, even if he's not in a safe place. The character can keep playing dead for hours at a time.



PORTRABLE HOLE

CLASS	ACTION	RANGE	USES	DAM
ND	Hard	0 ft	inf.	

This character has a hole in his pocket that he can take out and put in other places. Inside the hole is a 12' x 12' room but no matter how full the room might be, the hole has no weight. No one else will be able to pick up the the hole, but other characters can enter the hole. If the character goes inside his hole and pulls it in after himself, he will have a Safe Place to Rest.

Trapping an opponent inside the hole is an attack and it requires a critical. (unless you lure the victim inside) Once the hole is picked up, there isn't any way out, but the character will have to let the victim out before he can **Rest**, or use the hole again. The hole can be emptied into another container like a jail cell.

Anything in a character's inventory can be kept in a portable hole, both to carry around and to keep safe when he falls or gets hit by a fiery blast. A portable hole will give a character 20 inventory slots, but for game balance purposes, these can not be filled with standard equipment. They can only be filled with items found during adventures. Just don't forget and trap an enemy in it with your stuff.



POSSESSION

CLASS	ACTION	RANGE	USES	DAM
Mind	Hard	50 ft	3	

This attack allows the attacker not only to mind control the victim, but also to enter the victim's body and control him from inside. That means that until the victim Breaks Free, the attacker cannot be seen or attacked by any physical means. psionic and Magic, Dark and Holy attacks will still effect the character normally.



POST COGNITION

CLASS	ACTION	RANGE	USES	DAM
ND	Hard	0 ft	3	

By touching a person, place or thing, this character see shadowy images of past events, associated with the subject. These images will tell what happened, and how it happened, but will not reveal who the people involved were. Though some important clues might be given.



PROVISIONS

CLASS	ACTION	RANGE	USES	DAM
ND	Hard	0 ft	inf.	

This character can produce enough food and water for everyone present. In addition to food for long journeys, provisions can also be used to make friends, bribe guard dogs and distract bears.

NOTE: **Rations** are available as Inventory items but they run out eventually. **Provisions** never run out.



PULL				
CLASS	ACTION	RANGE	USES	DAM
Eye	Hard	100 ft	inf.	

This Power can pull light objects or opponents to this character, or pull this character quickly to heavy or fixed objects. The character can brace himself (with an easy action) to pull targets that weigh much more than he does. This is one action but requires a second die roll and if the second roll fails the attacker will be pulled to the target instead.

NOTE: This could be done in several ways including a lasso, grappling hook, webs or a telekinetic force.

This Power doesn't require a die roll when it's used for movement, only when it's used to attack.



RADIO HEAD				
CLASS	ACTION	RANGE	USES	DAM
ND	None	Special	inf.	

This character can hear and broadcast, radio signals. He can listen in on enemy communications, call for help and rock out to the oldies, all without requiring a radio.



RAIN				
CLASS	ACTION	RANGE	USES	DAM
ND	Hard	100 ft	inf.	1D

This Power quickly creates a large amount of water, **roll 1 die to see how much damage it causes to fires**, and fills up low areas. Using this Power constantly will produce 1 inch of rain each round. In enclosed spaces or uneven ground, low areas will fill much more quickly 1 foot each round.

Rain normally causes no damage to any targets other than fire,

Because of the huge area of effect, and infinite uses the GM should reject most Special Effects being added to this power, unless it has a Burn Out disadvantage.



REDUCE DAMAGE				
CLASS	ACTION	RANGE	USES	DAM
Mind	Hard	50 ft	6	-1D

This attack subtracts 1 die from the damage of the victim's attacks until he Breaks Free. This is really effective with a Multi-Target Bonus when used on crowds of minions.



REGENERATE				
CLASS	ACTION	RANGE	USES	DAM
ND	None	0 ft	inf.	

This Power will **restore 6 lost Hearts** to the character every round, so long as he remains conscious. Once the character is defeated this Power wont work again until he rests in a safe place, or is revived.

A character with Regenerate can Temporarily share this power with others through a blood transfusion. It's too much trouble and doesn't last long enough to prepare for a fight but it can save the life of a dieing friend.

NOTE: In one on one combat, **Regenerate** is better than **Resistance**, but not against multiple opponents. Characters relying on Regenerate will probably need **Heal Self**, and/or **Block** or **Dodge** as well. Hit and run tactics will be very useful, because they give the character a chance to heal for several rounds while the opponents are trying to catch up. So take a good movement power.



REPAIR MINIONS				
CLASS	ACTION	RANGE	USES	DAM
ND	Hard	50 ft	6	-12

This Power restores up to 12 lost hearts to all of this character's minions, soldiers, monsters, and sidekick/pets that are within range. This works even if the minions are robots or undead.



REPLAY

CLASS	ACTION	RANGE	USES	DAM
ND	Hard	Special	3	

This allows a character to start a scene or even a whole adventure over again. All characters are returned to their starting positions all Damage is undone everything is reset exactly as it was.

The characters in the scene will have a sense of deja-vu that may effect their behavior so don't expect everything to go exactly the same way. (And if you keep doing this, then after the second time, everyone will know exactly what is going on!) but any information you learned the first time around will probably still be true. So if you wasted a lot of time looking for something, you can start the scene over and this time you know where it is right away; or if you were betrayed, this time you know not to trust that guy.



RESIST ENERGY

CLASS	ACTION	RANGE	USES	DAM
ND	None	0 ft	inf.	-5

This power will protect a character from Cold, Electricity, Fire & Radiation by subtracting 5 Hearts from the damage.



RESIST KNOCK BACK

CLASS	ACTION	RANGE	USES	DAM
Leg	None	0 ft	inf.	

This character can roll dice, after being hit, to ignore Knock Back or Trip/Knock Down effects. He'll need a critical success to resist a critical hit. Usually it's really agile characters that take this power. Really heavy characters often take Immunity to Knock Back.



RESIST MENTAL

CLASS	ACTION	RANGE	USES	DAM
ND	None	0 ft	inf.	-5

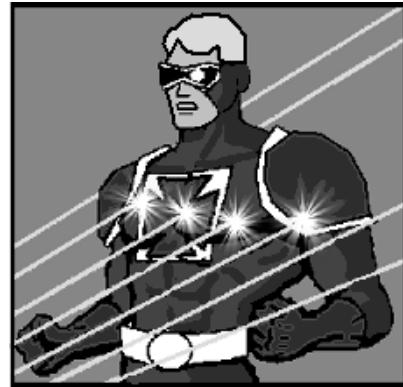
This power will protect a character from Psionic, Magic & Darkness by subtracting 5 Hearts from the damage.



RESIST PHYSICAL

CLASS	ACTION	RANGE	USES	DAM
ND	None	0 ft	inf.	-5

This power will protect a character from Chemical, Cut, Gun & Force by subtracting 5 Hearts from the damage.



REVIVE

CLASS	ACTION	RANGE	USES	DAM
ND	Hard	0 ft	3	

This Power will instantly revive a target that has been reduced to 0 or fewer Hearts even if he has hit by deadly attacks. The target will be restored to full Hearts. The character can't use this Power on himself, and it doesn't work on others until their Hearts are reduced to 0.

Only characters with a Holy Origin can have this Power.



REVIVE SELF

CLASS	ACTION	RANGE	USES	DAM
ND	None	0 ft	1	

This Power allows a character to rise up like a phoenix after being defeated. He can instantly restore all of his lost Hearts even if he was beaten by deadly attacks. The character can't use this power until after he is defeated.

There is **usually** some way to kill this character that will prevent him from reviving himself, but there doesn't have to be. A Character with this power would be immortal and might be thousands of years old.



SCENT				
CLASS	ACTION	RANGE	USES	DAM
Eye	Easy	50 ft	inf.	

This power allows a character to detect a wide variety of substances by smelling them even when they're in sealed containers, this includes foods, poisons, drugs, explosives, and many other chemicals. It can also recognize individuals by their scent. In a world where secret I.D.s are important, this can blow them wide open. The character can recognize the scent of a person when he comes across a place where that person has spent a good bit of time.

Most character with this Power will also have Tracking.

This power doesn't normally use dice, but it might allow a Search roll when other characters couldn't make one.



SHAPE MATTER				
CLASS	ACTION	RANGE	USES	DAM
Mind	Special	100 ft	inf.	2D

This Power allows the character to change the shape of objects, or create shapes out of materials like earth or water. This only effects 200 lbs of material but large objects can be reshaped bit by bit until whole buildings can be made. (It would be faster with the **Wall** Power) It can also make weapons and armor out of available materials.

With a hard action this Power can be used as an attack to cause 2 dice of damage to vehicles weapons or robots these things can be reshaped after they're broken.

This Power can be activated as a defense to melt away any solid weapons used against the character. This doesn't take an action and will effect not just small projectiles like bullets and arrows but even huge weapons up to 200 lbs, just not super powered weapons.

This Power normally has no effect on living things, but some NPCs might be able to use it on their servants to change their appearance and give them wings, claws, fangs, horns etc...



SHOULDER THROW				
CLASS	ACTION	RANGE	USES	DAM
Arm	None	0 ft	3	1D

This character can roll immediately to Break free from Grabs. He can do this even if he was surprised. When he gets a critical breaking free, he will throw his opponent to the ground, causing **1 die of damage** and stunning him. Stunned targets will miss their next action.



SHRINK				
CLASS	ACTION	RANGE	USES	DAM
ND	Easy	0 ft	inf.	

This Power allows the character to easily pass through very small openings like keyholes, or under doors.

Characters could do this by shrinking, by stretching themselves thin or by being fluid.

This power makes the character immune to most restraints like grabs, ropes even handcuffs, but they can be trapped in water tight containers like jars or Force Fields.



SIDEKICK/PET				
CLASS	ACTION	RANGE	USES	DAM
ND	None	inf.	inf.	

This Power gives the character a friend (a second character) who helps him out on his missions. The player has to decide exactly what sort of creature his sidekick/Pet is and prepare a character sheet for it. A Sidekick/Pet can be any type of creature with up to **24 Hearts**, it will have whatever Hearts & Powers are normal for the type of creature chosen, plus the player can choose **2 extra powers**. Sidekicks can't have sidekicks.



SLOW				
CLASS	ACTION	RANGE	USES	DAM
Mind	Hard	50 ft	3	

This attack halves the range of all movements, except Teleport, and makes the victim only able to use 1 action/round until he Awakens or Breaks Free.



SONAR				
CLASS	ACTION	RANGE	USES	DAM
Eye	None	100 ft	inf.	

This character can detect objects by emitting inaudible sound waves and forming images in his mind based on the echos. This allows him to see clearly through darkness and clouds, and to detect invisible things. Sonar cannot see colors, or writing, and it can't see through transparent objects.

The range of Sonar is always doubled underwater.

This power doesn't normally use dice, but it might allow a Search roll when other characters couldn't make one.



SORCERY				
CLASS	ACTION	RANGE	USES	DAM
ND	Easy	50 ft	inf.	

This Power allows the character to do a wide variety of minor magical tricks. Here are a few examples:

Changing clothes instantly. Tying or untying knots. Moving small objects around slowly in the air.

Locating lost objects. Dimming or brightening lights. Minor sound effects

Repairing damaged objects. Gentle winds. Minor temperature changes

By doing long rituals, Sorcery can also be used to do greater deeds that no other Power can. This can allow a character to do things like, Close mystic portals, Remove curses, or Hypnotize willing subjects, to recover lost memories.



SOUND EFFECTS				
CLASS	ACTION	RANGE	USES	DAM
ND	Easy	50 ft	inf.	

This character can mimic the sounds of any thing he has heard from a buzzing fly to a jet taking off. He can also change the volume, and pitch of a sound, and add effects like echoes or electronic sounds. He can create soundproof barriers to hamper enemy communications and stop anyone from listening to his conversations. He can even make it sound like a victim is saying whatever he wants him to say.



SPACE SURVIVAL				
CLASS	ACTION	RANGE	USES	DAM
ND	None	0 ft	inf.	

This character can survive in outer space. He doesn't need to breath, so he can ignore poison gasses, and remain indefinitely underwater.

This does not protect against direct attacks of any sort, and if the character tries to go underwater he will not swim any faster than normal, or be able to see very well.



SPACE TRAVEL				
CLASS	ACTION	RANGE	USES	DAM
ND	Special	Special	inf.	

This character can travel to other planets in minutes, to other stars in hours and even to distant galaxies in days. The character can navigate using the stars so he never gets lost.

If the character doesn't have Space Survival he will only be able to teleport directly to the surface of planets. If he does have Space Survival, he can travel anywhere in space.

This power can only be used when the character is out doors. Using this power takes a whole round and during that round the action can be interrupted, or other characters can grab hold of this character to travel with him.



SPLATTER				
CLASS	ACTION	RANGE	USES	DAM
Arm	None	20 ft	3	2D

When this character is hit by a gun or cut attack his blood will splatter on everyone in range **roll 2 dice to see how much damage this causes**. This is certainly a deterrent to anyone using knives or swords on the character but opponents with long ranged attacks might target This character on purpose to splatter people standing near him.

This character could have acid, boiling or freezing blood.

If the character is non-human, and all members of the race have this Power, they will not harm each other.



SPLIT				
CLASS	ACTION	RANGE	USES	DAM
ND	Easy	0 ft	inf.	

This power allows a character to divide into several smaller creatures each with a portion of the character's Hearts. The character can divide up his Hearts however he wants so long as each creature created has at least 6 Hearts. Every creature created will have all of the same powers as the original (except for **Extra Hearts**).



STASIS				
CLASS	ACTION	RANGE	USES	DAM
Mind	Hard	50 ft	6	

This attack causes no damage but prevents the victim from taking any actions (including Break Free) for 5 rounds. While in Stasis the character can't be attacked but he also can't Rest or be healed, even **Regenerate** doesn't work.

The victim could be turned to stone, trapped in a bubble, frozen in time, or even banished from this universe.



STEALTH				
CLASS	ACTION	RANGE	USES	DAM
Leg	Easy	40 ft	inf.	

This power allows a character to Hide/Sneak in impossible situations, like when the ground is covered in leaves or glass. It also allows him to sneak past alarms and cameras that normal people have no chance against.



STRIKE, STRONG				
CLASS	ACTION	RANGE	USES	DAM
Arm	Hard	0 ft	inf.	2D

This is a strong hand to hand attack that causes 2 dice of damage.



STRIKE, POWERFUL				
CLASS	ACTION	RANGE	USES	DAM
Arm	Hard	0 ft	6	4D

This is a strong hand to hand attack that causes 4 dice of damage.



STRONG RESISTANCE				
CLASS	ACTION	RANGE	USES	DAM
ND	None	0 ft	inf.	-10

This power will protect the character by reducing the damage he takes from one of the standard damage types. Choose which type it effects when taking this power. Damage is reduced by 10 points.

This power can be taken twice, (**but no more**) to resist another damage type, but not to increase the protection.

The Standard Damage Types that can be resisted are listed below. No one can resist Holy Damage.

Chemical	Choke	Cold	Cut	Darkness	Electric
Fire	Force	Gun	Magic	Psionic	Radiation



SUMMON MINIONS				
CLASS	ACTION	RANGE	USES	DAM
ND	Easy	50 ft	6	

This Power will summon 5 minor creatures or thugs to serve this character. Decide on a theme for the minions when taking this Power and anything that fits the theme can be summoned when the Power is used.

Small Animals **Imps** **Punks** **Robots**

Minions can be any type of creature having up to **12 Hearts**. Minions will stay with this character until defeated, even if this character is defeated, but they will disappear when this character rests.



SUMMON MONSTER

CLASS	ACTION	RANGE	USES	DAM
ND	Hard	50 ft	1	

This Power will summon 1 monster to serve this character. Decide what kind of monsters can be summoned when taking this Power and anything of that type can be summoned when the Power is used.

Mythical Creatures

Powerful Undead

Dinosaurs

Elementals

Demons

Dragons

Gargantuan Radioactive Monsters

Monsters can be any type of creature having up to **36 Hearts**. Monster will stay until defeated, even if this character is defeated.



SUMMON SOLDIERS

CLASS	ACTION	RANGE	USES	DAM
ND	Easy	50 ft	3	

This Power will summon 5 soldiers or creatures to serve this character. Decide on a theme for the soldiers when taking this Power and anything that fits the theme can be summoned when the Power is used.

Angels Or Demons **Animated Pictures** **Elementals** **Robots** **Vicious Animals**

Animated Objects **Animated Plants** **Ninjas** **Thugs**

Soldiers can be any type of creature having up to **18 Hearts**.

Soldiers will stay with this character until defeated, even if this character is defeated, but they will leave when this character rests.



SUPER HEARING

CLASS	ACTION	RANGE	USES	DAM
Eye	None	Special	inf.	

This allows a character to hear tiny sounds like heart beats, and people calling for help from far away. It can also be used to listen in on people from across the street or across a crowded room and to hear what the person is on the other end of a phone is saying.

This power doesn't normally use dice, but it might allow a Search roll when other characters couldn't make one.



SUPER JUMP

CLASS	ACTION	RANGE	USES	DAM
Leg	Easy	100 ft	inf.	

This power greatly extends how far a character can jump. Lots of comic books show characters traveling across the rooftops of a city while the narrator describes them as jumping 30 to 50 ft, but this is obviously a mistake, because you couldn't get far at all, traveling by rooftop, in a large city, unless you can jump across a 5 lane road, with parking lanes and side walks. That's at least 100 ft.



SUPER SPEED

CLASS	ACTION	RANGE	USES	DAM
Leg	Easy	200 ft	inf.	

This power greatly extends how far a character can run. The character can skip over many obstacles such as fences, vehicles, & bodies of water, without slowing down. The character can run as much as 200 ft over water and up walls so long as he runs at top speed in a straight line. Unfortunately, if that's not far enough to make it across or to the top then the character will fall at the end of the round. (**Don't Run Up A Wall That's 201 Ft Tall.**)

Running up a cliff, will require a die roll because the ground is uneven and possibly crumbling. Running up trees or telephone poles is a completely different matter, unless you have Cling or Gymnastics. Don't push your luck.





SUPER STRENGTH

CLASS	ACTION	RANGE	USES	DAM
ND	Special	0 ft	inf.	

This character can lift up to 200 lbs with an Easy Action and up to 2,000 lbs with a Hard Action. This also effects how far objects can be thrown. See **Throwing Things**.

Super Strength works with normal lifting or Telekinesis. (see Telekinesis) But if the character does NOT have Telekinesis, then this adds one die to the damage of his Strike or Grab attacks.

This power can be taken more than once increasing the lifting ability even more (See Below).

	No Action	Easy Action	Hard Action
Super Strength	20	200	1 ton
Super Strength X2	200	1 ton	10 tons
Super Strength X3	1 ton	10 tons	100 tons
Super Strength X4	10 tons	100 tons	1,000 tons
Super Strength X5	100 tons	1,000 tons	10,000 tons
Super Strength X6	1,000 tons	10,000 tons	100,000 tons
Super Strength X7	10,000 tons	100,000 tons	1,000,000 tons



Note: Taking this power more than once does NOT give more dice for damage.



TAKE POWERS

CLASS	ACTION	RANGE	USES	DAM
Mind	Hard	0	inf.	0

This power is similar to absorption but instead of just mimicking powers this attack takes a power from the victim and gives it to the attacker. This only works against mutants. Powers taken by this attack will not return to the victim until the attacker is defeated or rests.



TELEKINESIS

CLASS	ACTION	RANGE	USES	DAM
Mind	Special	100 ft	inf.	

This character can lift and move objects from a distance. Up to 20 lbs can be lifted with an easy action and up to 200 lbs can be lifted with a hard action. Objects moved with Telekinesis are not thrown. They can't be used as weapons or moved beyond the range of this power.

This Power can be used to do subtle things like open doors, push buttons, set off traps from a safe distance and even use powers like **Disarm Traps**, **Open Locks** or **Thief**, but these are all arm actions, and this is a mind power so the character can never roll an extra die no matter what his Class.

NOTE: To create a telekinetic attack, take a **Blast** with a **Knock Back** Bonus. See **Super Strength**

SPECIAL BONUS: THROW

This Bonus allows a character to throw objects using Telekinesis, See **Throwing Things**



TELEPATHY

CLASS	ACTION	RANGE	USES	DAM
ND	None	1 Mile	inf.	

This character can silently communicate at a long distance with his team mates and other people he knows. He can also link a group of people together allowing anyone in the group to communicate with anyone else in the group.

The character can also read the thoughts of an opponent, that he can see, against his will. This will have limited usefulness, because it will only tell what the target is thinking right now. It can't probe his mind for answers to questions. (see Mind Probe). But it can tell if someone is lying.

SPECIAL BONUS: WARNING

This Bonus allows a character to instantly be alerted to hostile intent so that it's impossible for attackers or thieves to surprise him. Unlike danger sense, it won't warn the character when he's threatened by a trap, or by a mindless opponent such as a zombie or robot. But Danger sense won't warn you about thieves.



TELEPORT				
CLASS	ACTION	RANGE	USES	DAM
Leg	Easy	50 ft	inf.	

This Power allows a character to instantly travel to any location within range. If the character can't see where he wants to go, he can just state the distance and direction. If he appears in a place already occupied by a solid object, he will return to his start location stunned until he Breaks Free. Stunned targets will miss their next action.

This doesn't normally need a die roll but if a character tries to teleport into or onto a moving vehicle or into a small space he'll need to roll dice. A failed roll will mean he misses. If the character tries to teleport behind someone, to **Blindside** them. He'll need to roll, and a failed roll will mean he gives himself away and cant **Blindside**.



TELEPORT ATTACK				
CLASS	ACTION	RANGE	USES	DAM
Eye	Hard	500 ft	6	

This attack causes no damage but instantly transports the target to another place within the Power's range. Targets teleported into the air will usually fall and take damage. To teleport a target into a solid object take **Stasis**.

BEGONE FOOL.



TELEPORT FRIENDS				
CLASS	ACTION	RANGE	USES	DAM
ND	Easy	10 Mile	3	

This Power allows a character to instantly transport his friends to him from far away. This Power contacts the friends and asks them to come. If they agree they will be teleported, if not, there is no chance to explain: they just don't come.



TELESCOPE VISION				
CLASS	ACTION	RANGE	USES	DAM
Eye	Easy	1 Mile	inf.	

This allows a character to see things clearly over long distances. He can look at anything as if he were up to a mile closer to it. This is even better than a real telescope because the character doesn't have to search through a tiny tube, he can just look around instantly. This can even be combined with other vision powers like X-Ray or 360 Vision, but that takes a hard action.

This power doesn't normally use dice, but it might allow a Search roll when other characters couldn't make one.



THIEF				
CLASS	ACTION	RANGE	USES	DAM
Arm	Hard	0 ft	inf.	

This attack takes something away from the target, without the victim noticing. The character can go after a particular item or take whatever happens to be in the victim's pocket. But only normal items, like weapons and money, can be taken, not super items like powers.

This Power can be used at a long distance if the character has **Telekinesis**.



TIME STOP				
CLASS	ACTION	RANGE	USES	DAM
ND	Easy	Special	3	

This Power stops time for everyone, except this character, allowing him to move around and do things without anyone interfering. The Time stop lasts for 3 rounds. The character can pick up and move objects and people but he can't do anything that causes damage to anyone or anything, and he can't use this time to **Rest** either.

Group Travel works with this power allowing the character's team mates to do things while time is stopped.

NOTE: Objects and people can be moved but wont move on their own, so a target placed high in the air will start falling when the Time Stop wears off. Subjects that were falling, when time stopped, will be suspended in the air, and can be moved safely to the ground.



TIME TRAVEL

CLASS	ACTION	RANGE	USES	DAM
Mind	Special	0 ft	1	

This character can visit adventure settings in the distant past and future. The character can visit wizards or dinosaurs, in the past, or robots in the future. Short time jumps are not possible, in this game. Sorry. Maybe in the future.

Using this power takes a whole round and during that round the action can be interrupted, or other characters can grab hold of this character to travel with him.

Time Travel doesn't usually need a die roll but if the character is trying to follow someone else through time, keep from being followed, arrive at a very specific destination or travel through some Chronal disturbance he'll need to roll. Failure can result in arriving in the wrong place, time or even the wrong time-line, (that means a place where history is different). Characters can't normally be more specific about time travel than picking a city and a year. Within those parameters he could turn up anywhere or when. Trying to be more specific about location or time will require a die roll.

"Good Grief! Doctor, I know we were off a bit, but what happened? the whole city is in ruins!"

"Well, that shouldn't have happened. Oh I see. We're in the garbage dump."

Finally if the character ends up in the wrong time-line, he'll need to roll to get back to his own.

If the character does anything to change history, just remember that there are other people time traveling, and they'll almost certainly fix what he messed up, before he even gets home to see the results. On the other hand sometimes he will be the one called on to fix what someone else messed up.

If the character has the **Group Travel** Bonus, he can take others with him, and even try to take people against their will, by attacking.



TOOLS

CLASS	ACTION	RANGE	USES	DAM
ND	Easy	0 ft	inf.	

This power lets the character make tools from his body, or from solid energy. This doesn't create complex machines but simple shapes like swords, hammers, saws, wrenches, etc...The character can even make keys. These tools can't be taken away.

NOTE: Characters can do the same thing with shape matter but they have to have the kind of matter that they control.



TOUGH HIDE

CLASS	ACTION	RANGE	USES	DAM
ND	None	0 ft	inf.	

This power protects the character from Cold, Chemicals, Fire & Force reducing damage from those attacks by 5 points. This isn't the sort of power most superheroes want because it doesn't protect from guns or knives but elephants have it and so do some awesome Kung-Fu Masters.



TRACKING

CLASS	ACTION	RANGE	USES	DAM
Eye	Hard	1/4 Mile	3	

This character can follow a subject's trail. Every time he rolls a success he can track the target 1/2 mile. A critical will be needed to track targets though heavy traffic areas or in inclement weather. Normal people can't track targets that fly or teleport, but super heroes and villains might be able to. Especially if they use **Scent** or have a magical origin.



TRAIL

CLASS	ACTION	RANGE	USES	DAM
Leg	Hard	Special	6	1D

This character can leave a trail of energy (usually Fire) behind him as he moves. This attacks everyone that he runs past, and afterward the trail becomes a barrier causing 1 Die of damage to anyone trying to cross it. The trail lasts for 3 rounds. The length of the trail is equal to the range of the character's movement.

This power is usually most effective when the character moves along the ground. Flying characters will have no trouble avoiding the trail, but gigantic opponents might step over the trail without being hurt unless it's made above ground level.



Silver Streak's Fire Trail



TRANSFORMATION

CLASS	ACTION	RANGE	USES	DAM
ND	Easy	0 ft	inf.	

This Power allows a character to use a wide variety of other powers by changing his shape. Whatever he turns into he gains the powers, associated with that form. Unfortunately, when he's in a different form, he can't use any of his own powers, only those of the form he's assumed.

Choose what kind of forms can be assumed when taking this Power. Some examples are listed below:

Aliens

Mythical Creatures

Water, Fog, And Frozen Shapes

Dinosaurs

Normal Animals

Ψ Individuals

Machines (Robots & Vehicles)

Vampire Forms (Bat, Wolf, Fog)

Change the material his body is made of: Cloth, Metal ,Wood etc...

Ψ A character who can assume the forms of individuals to mimic their powers, will have to touch any individual he wants to mimic.



TRANSLATOR

CLASS	ACTION	RANGE	USES	DAM
ND	None	0 ft	inf.	

This Power allows a character to instantly understand any language he encounters, even alien languages and secret codes, but not animal sounds. See Animal Telepathy.

NOTE: speaking languages will normally come from the character's background and not require a Power. Immortal characters might speak a lot of languages because they've really been around.



TRANSMUTATION

CLASS	ACTION	RANGE	USES	DAM
Mind	Hard	100 ft	6	

This attack causes no damage but will change the target into another form, until he Awakens. Choose when Creating this Power just what kind of changes can be made. Some examples are listed below:

Harmless things into dangerous things (EG:kitten to lion)

Dangerous things to harmless things (EG: gun to flower)

People into animals

Shrinking (make things small)

Enlargement (make things big)

Age change (make living things younger/newer or older)



You cannot turn victims into totally helpless forms, unless you have the Power **Helpless**. You can't turn victims into forms that can't move unless you have the Power **Immobilize**. You can always turn people into frogs, because frogs can try to get away, but you need other powers to turn people into fish when you're on land, tigers when you're underwater, or barnacles anywhere.



TREE

CLASS	ACTION	RANGE	USES	DAM
ND	Easy	0 ft	1	

When a character activates this power he turns into a tree, **or other stationary form**. In this form he can't do anything except **Rest** and wait hoping no one notices him, but his chances of going unnoticed are pretty good. If the character isn't noticed, he can **Rest** wherever he is, just as if he were in a safe place. He can even recover from deadly attacks.



TRICK SHOT

CLASS	ACTION	RANGE	USES	DAM
Eye	Hard	Special	inf.	

This character can do fancy tricks with Ranged Attacks. Some things that can be done with trick shots include:

- Attack Targets Around Corners.
- Disable Vehicles with one shot.
- Hit A Target That's Surrounded By Other People.
- Surprise The Target (so He Can't Use Block or Dodge).
- Hit a button or lever, to activate a machine, without damaging it.

All of these actions require critical hits.



TRIP/KNOCK DOWN

CLASS	ACTION	RANGE	USES	DAM
Leg	Hard	0 ft	6	

This attack knocks the target down. Afterward victims can't Move or Dodge until they use a Hard Action to get up. GMs may also overrule the use of certain hand to hand attacks when a character is knocked down. **EG:** Most characters couldn't choke a standing target while on the ground?

This attack can't be blocked.



TRUE SIGHT

CLASS	ACTION	RANGE	USES	DAM
ND	None	100 ft	inf.	

This mystic Power allows the character to see hidden and invisible things, to see through illusions, and even to see the true form of creatures that have been Disguised, transmuted, or shape changed.



TUNNELING

CLASS	ACTION	RANGE	USES	DAM
Leg	Easy	50 ft	inf.	2P

This character can move through solid walls and ground leaving a tunnel behind so others can follow. The tunnel lasts until the end of the scene but if the character wants, he can use a easy action to close it, to prevent anyone from following. If someone else is already in the tunnel, he can attack to close it on them. This will trap the victims and cause them to 2 points of damage each round from suffocation until they Break Free.



VISIONARY

CLASS	ACTION	RANGE	USES	DAM
ND	Special	0 ft	Special	

Once or twice every adventure this character will receive a vision, dream or visitation that can give him instructions, warnings, help and advice. If the character is ever captured his spirit contact will certainly come to set him free.

The vision will usually come at the beginning of the adventure or at a critical moment when the character really needs help, but he has no control over when it will happen.



WALL

CLASS	ACTION	RANGE	USES	DAM
Eye	Easy	50 ft	inf.	

This Power creates a 10 ft high 50 ft long wall right in front of the character. It can extend in any direction along the ground. It can also be made diagonally (12 ft on one end 0 on the other) so people can run up it. Walls have 24 Hearts and usually made of either stone or ice.

Normally this power doesn't require a die roll but if the character wants to create the wall in front of a fast moving target then he'll need to roll. If he fails it will end up behind the target.



WALL OF FIRE

CLASS	ACTION	RANGE	USES	DAM
Eye	Easy	50 ft	6	1D

This Power creates a 10 ft high 50 ft long wall right in front of the character. The wall can extend in any direction along the ground. A wall of fire can also be made of other energy types (Pick a Damage Type) but it's not solid and anyone can run right through it, but **they will take 1 Die of Damage**. Walls have 24 Hearts.

Normally this power doesn't require a die roll but if the character wants to create the wall in front of a fast moving target then he'll need to roll. If he fails it will end up behind the target.



WALL OF THORNS

CLASS	ACTION	RANGE	USES	DAM
Eye	Easy	50 ft	6	1D

This Power creates a 10 ft high 50 ft long wall right in front of the character. The wall can extend in any direction along the ground. A wall of thorns is made of wood and has 24 Hearts but anyone trying to climb over it or smash through with his bare hands will **take 1 Die of cutting damage**.

Normally this power doesn't require a die roll but if the character wants to create the wall in front of a fast moving target then he'll need to roll. If he fails it will end up behind the target.



WARD OFF

CLASS	ACTION	RANGE	USES	DAM
Arm	Special	10 ft	inf.	1D

When the character first activates this defense, everyone standing within 10 ft in front of him will be pushed back. After that, as long as he keeps it up, it will attack anyone who tries to come within 10 ft in front of him. This attack causes 1 die of damage and if it gets a critical hit, it will knock the target down. (See Knock Down) If anyone **Charges** at this character, from the front, while he's using this defense, the attack will cause 2 dice of damage and knock them down.

This defense does nothing to opponents approaching from the rear or using ranged attacks, but a group of people using this defense while in formation can be very difficult to approach.



WARP GATE

CLASS	ACTION	RANGE	USES	DAM
ND	Hard	inf.	3	

This character can create a dimensional gate that he can later teleport to, from any location. The gate will remain in place, until the character uses it or creates another one.

Using this power takes a whole round and during that round the action can be interrupted, or other characters can grab hold of this character to travel with him.



WATER WALKING

CLASS	ACTION	RANGE	USES	DAM
ND	None	50 ft	inf.	

This character can walk around on top of water, just like it's solid ground.



WEAKEN

CLASS	ACTION	RANGE	USES	DAM
Mind	Hard	0 ft	3	

This attack reduces the amount the victim can lift to 1/10 normal and reduces the damage of his Strike or Grab attacks by 1 die until he Awakens or Breaks Free.



WEALTH

CLASS	ACTION	RANGE	USES	DAM
ND	None	0 ft	inf.	

This character is rich. We don't need to worry about just how rich but he has several vehicles, a big home and can afford to travel all over the world. High tech heroes without government connections often have this Power, but if you don't, well, don't worry. Maybe you just found some salvage from an alien crash site.



WEAPON MASTER

CLASS	ACTION	RANGE	USES	DAM
ND	Special	Special	Special	

Many weapons have Powers that can only be used by a weapon master. See Individual weapon descriptions.

This character can roll to resist disarming attacks. He will need a critical success to resist a critical disarm. This roll is in addition to other defenses, like blocking or dodging.

Finally a Weapon Master can use a short weapon in his off hand, so that if the lead hand is grabbed he can strike with the other hand. Some groups of weapons are listed below:

A Martial Arts Style	Soldier	Knight	Samurai
Hunter	Police	Pirate	Alien

NOTICE: Weapons are NOT grouped according to similarity, but according to who uses them. This way you don't have to take more than one weapon master, just to make a credible character. A character who uses more than one group of weapons, still doesn't have to take this power more than once; he just has to explain it in his background.



WEAVE

CLASS	ACTION	RANGE	USES	DAM
ND	Easy	Special	inf.	-5

This character can create a soft material from nothing and shape it into various tools like gloves, nets, ropes, pillows, parachutes and even gliders. The material is strong and anything made from it will have 12 Hearts. Thick clothes made from this material will insulate against heat, cold, electricity and chemicals. This protects against casual contact, (IE: weather or the hero touching something) but not against barriers or from attacks. Pillows or nets made from this material can catch falling objects or creatures reducing the damage from the fall by 5 points.

Anything made from this material will disappear after a few minutes.



WILL POWER

CLASS	ACTION	RANGE	USES	DAM
Mind	None	0 ft	inf.	

This Power allows a character to resist mental attacks, like **Fear** or **Mind Control** by rolling dice after being hit. A critical is needed to resist a critical attack. If the character fails to resist, this won't help him Break Free, See **Break Free**.



WIND

CLASS	ACTION	RANGE	USES	DAM
Eye	Easy	100 ft	inf.	1D

This attack strikes a 100 ft wide 100 ft long square.

Tiny targets targets will be moved along by the wind.

Fires can take 1 die of damage and be moved 10 ft, or they can be fanned, adding a die to its Hearts.

Clouds can be moved along or broken up.



WIRE TAP

CLASS	ACTION	RANGE	USES	DAM
ND	Special	Special	3	

This character can listen in on other people's phone conversations. He can do it from a remote location by tapping directly into phone lines. Just don't get caught doing it. It takes several rounds to set up the tap, but that really doesn't matter since no one is going to do this while under fire anyway.



WORLD TRAVEL

CLASS	ACTION	RANGE	USES	DAM
ND	Special	Special	inf.	

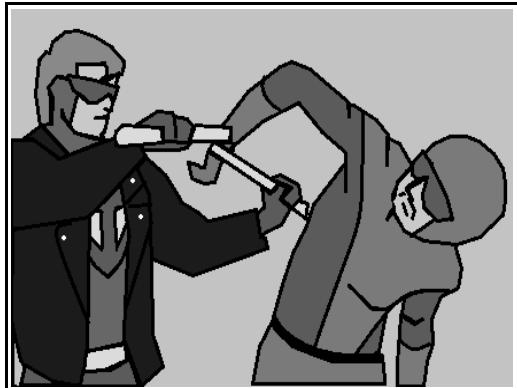
This power allows a character to travel several miles in an instant. This power can only be used when the character is out doors. Using this power takes a whole round and during that round the action can be interrupted, or other characters can grab hold of this character to travel with him.



WRIST LOCK

CLASS	ACTION	RANGE	USES	DAM
Arm	Hard	0 ft	3	

This attack makes the victim unable to do anything, until he Breaks Free and the attacker can force the victim to move where he wants him. Since this is a wrestling hold, the attacker has to hold on to the victim but unlike a standard hold this can be maintained with one hand, allowing the attacker to do things with his other hand. The victim can be attacked, or handcuffed.



X-RAY

CLASS	ACTION	RANGE	USES	DAM
Eye	Easy	100 ft	inf.	

This character can see clearly through any obstructions, walls ceilings, floors etc... And examine the contents of packages. He can also detect hidden weapons and such at a glance.

This power doesn't normally use dice, but it might allow a Search roll when other characters couldn't make one.

BONUS DESCRIPTIONS

Auto Hit	Hands Free	Rapid Fire
Bane	Hold	Slow Poison
Cloud	Knock Back	Stun
D.O.T.	Multi-Target	Trap
Disintegrate	Penetrating	Vampire
Grenade	Quick	Variety
Group Travel	Range X2	

AUTO HIT

An Attack with this Bonus will always hit, but never gets a critical. The attack also can't be Dodged, unless the target can LURE it into hitting something else.

BANE

This attack will ignore a certain target's resistances and cause 6 extra points of damage. The type of target can be anything chosen from the list below or approved by the GM.

This Bonus can't be taken more than once for a particular attack. Bane attacks are often found on Temporary Powers.

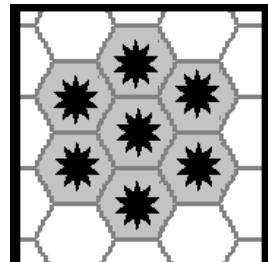
Aliens	Wizards	Demons & Devils
Fairies & Goblins	Mutants	Trolls & Giants
Undead	Ψ A Minority or The Majority	Materials IE: wood, Metal etc...
Dragons	Thieves & Robbers	Flesh (unarmored targets)

Ψ Yes bane attacks can discriminate on the basis of race, religion or even gender.

CLOUD

An attack with this Bonus creates a large cloud that attacks anyone who enters it. The cloud will be round about 30 ft across, as shown in the illustration. Clouds will normally stay in place for the rest of the scene, but winds can move them along or break them up.

Clouds Can't Be Blocked or Dodged but Force Fields will keep them out.



DISINTEGRATE

This attack ignores the resistances inherit in most materials and will completely destroy small inanimate objects or create holes big enough to crawl through in large objects. This has no extra effect on living targets, magical objects or objects made of Aegisite. This attack can't be blocked.

D.O.T.

When this attack gets a critical hit it will cause the victim to start losing **2 Hearts every round**, and be unable to heal (even with healing powers) until he Breaks Free. The damage from this Bonus can be Choke, Darkness, Fire, Poison or Radiation. It does not have to be the same as the attack it's attached to. **IE:** A flaming Sword might do cut damage and Fire D.O.T.

GRENADE

A ranged attack with this Bonus doesn't have to be fired in a straight line, it can be thrown over or rolled under obstacles. It can even be tossed around corners.

Unfortunately grenades always roll just 1 die when attacking Flying targets, because they fall back down when thrown in the air.

GROUP TRAVEL

This Bonus modifies a movement Power so that it helps all allies within 60 ft. Group Travel powers will move allies keeping them within range. They don't have to worry about getting too far from the flying character and falling, but if the flying character gets knocked out everyone falls.

HANDS FREE

A power with this Bonus can be used when the character's hands are restrained. Many Powers, especially Mind powers don't need this Bonus. But if you have a blast that shoots from your eyes, you'll want it.

HOLD

Using this Bonus makes a Status Effect harder to Awaken or Break Free from. Victims must successfully Awaken or Break Free 2 times before they are actually free.

KNOCK BACK

This attack knocks the target back 30 ft, and causes an extra die of damage. (flying characters won't take the extra die of damage unless they're knocked into something.) Afterward victims can't Move or **Dodge** until they use a Hard Action to get up. GMs may also overrule the use of certain hand to hand attacks when a character is knocked down. **EG:** How would you choke a standing target while your on the ground? But you can always Trip him.



MULTI-TARGET

This attack can strike up to 6 targets. All of the targets need to be clustered together in the same general area. The attacker should roll to hit each target separately.

This Bonus can be taken more than once for a single power. Write as Multi-Target X2 or Multi-Target X3 etc...

PENETRATING

This attack can't be blocked (except by force weapons or Aegisite).

A Penetrating Blast will extend to its full range striking all targets in its path in spite of any normal barriers. It might even leave holes through the barriers. Roll separately to hit each target in the path. All targets get to use their own defense powers.

Make sure no friends or innocent bystanders are in the path before using this attack, and to minimize property damage, only use this attack when it's really needed. Be sure to take X-Ray vision or the attack might strike unintended targets hidden by large barriers.

QUICK

This Bonus modifies a power or action that normally takes a hard action and makes it use an Easy Action.

RANGE X2

This bonus will doubles the range of a power. Arm Actions & Powers can't be given this bonus. (See Long Reach & Telekinesis).

This Bonus can be taken more than once for a single power, increasing the factor by 1 each time. Write as Range X2 or Range X3 etc...

RAPID FIRE

This attack can be used twice with one Hard Action. All of the attacks have to be aimed at the same target. **See Multi-Target.**

SLOW POISON

This attack poisons the target. Half an hour later the victim will start to lose 1 heart every 30 minutes and be unable to Rest or Regenerate until he Breaks Free. Victims can be Cured before the Bonus takes effect, but can't attempt to Break Free until after. Furthermore victims can only attempt to Break Free once every hour (instead of every round).

STUN

When this attack gets a critical hit it will stun the victim making him miss his next turn and drop anything heavy he was holding. If he was balancing or hanging he will fall. Stun on ranged attacks can help you get close to an opponent.

Victims of Stun don't need to Awaken or Break Free. They recover automatically after their next turn.

FLYING CHARACTERS will lose 50 ft of altitude and take falling damage if they hit something.

TRAP

An attack with this Bonus can be set in a location so that an opponent will set it off on himself, when he touches the trigger. If more than one trap is set in the same place they will only go off one at a time, but they can all be disarmed at once.

VAMPIRE

An attack with this Bonus, drains life from victims. Hearts taken from living victims are added to the attacker. This Attack can even raise the character's Hearts above his normal maximum but the additional Hearts vanish when the fight is over.

VARIETY

A Power with this Bonus can use 2 different Damage Types simultaneously. This doesn't mean double damage but allows the attack to ignore certain defenses or take advantage of certain weaknesses.

Hint, Take one damage type that's physical and one that's Energy or Mental. EG: a flaming Sword would cause Cut and Fire.

OR

The attack with this Bonus can cause up to 4 different types of damage, one at a time. The character must say what damage type he's using, each time he attacks. An archer could carry 3 kinds of arrows, and a famous space hero used heat, cold and force blasts, from his wrist bands.

This Bonus does not work for the Power **Immunity**.



WEAKNESS DESCRIPTIONS

Alter Ego	Code Compulsion	Disabled Environmental Feeble	Side Effect Specialized Strange Appearance
Always On	Coward		
Amnesia			
Arch-Enemy	Deaf	Gigantic	Stupid
Battery	Defenseless	Ground Bound	Troublemaker
Berserk	Devices	Phobia	Undead
Blind	Immobile	Pattern	Union
Burn Out	Insane	Random	Vulnerable
Can't Drive	Limited	Reflectable	Wanted
Can't Read	Multiple Personalities	Restriction	Wings
Can't Swim	Mystic Rule	Secret I.D.	Wounding
Can't Talk	No Hands		

ALTER EGO

This character sometimes turns into a normal person with no powers. And either has to change back sometimes or does not have complete control over what causes him to change. The GM and player should work out the details together.

A good alter ego could be gigantic when his powers are activated or who has a **Barrier** that's always on so the character has to turn back to normal most of the time, especially indoors.

ALWAYS ON

This character has a power he can't turn off. It could be any of these powers:

Barrier **Ghost Form** **Invisible**

If he doesn't have any of these powers, he shouldn't take this Disadvantage. However, the character could have an attack power that's always on and attacks anyone who gets too close to him. In that case the attack wouldn't use an action when it goes off automatically but the character wouldn't ever be able to stand too close to anyone.



AMNESIA

This character can't remember anything about his past, but the enemies out to kill him sure do. Characters with this Disadvantage should also be homeless at the beginning of their careers.

ARCH-ENEMY

One of this character's enemies just keeps coming back. He might have some real connection to the character like being a family member, or having a connected origin, or he could just have a weird obsession with him.

Arch enemies always have some special advantage over the hero like being impossible to imprison, knowing the hero's secret I.D. being immune to the hero's best attacks or just being a lot more powerful than the hero.

BATTERY

This character's powers have to be recharged from time to time, or they burn out. Recharging requires a process that can't be done just anywhere, so the character might be reluctant to travel too far from a place where his powers can be recharged.

When the character is expecting to go on a long adventure, he might be able to get a special long lasting recharge but this should only be on rare occasions.

BERSERK

This character tends to fly into a rage and attack his opponents without fear or common sense. The berserker doesn't have to go around picking fights, nor is he compelled to accept any challenge. But if he starts fighting he won't stop till he wins, loses, or gets dragged away in handcuffs.

BLIND

Blind superheros usually have sonar help them get around, so blindness might not seem like much of a disadvantage, (blindness can even protect a character by making him immune to blinding attacks) but blind characters have certain Weaknesses that sonar doesn't make up for: They can't see pictures, colors or writing including warning signs and important instructions. They can't see or feel clouds of poison gas, or other obvious hazards, and they can't see through transparent or translucent barriers, like windows, or Force Fields.

BURN OUT

One or more of this character's powers can only be used once before the character needs to rest. It must be a power that can normally be used more than 3 times, **unless** it effects more than one power. It can never be a power that normally gets just one use.

CAN'T DRIVE

This character doesn't have a driver's license, and if he gets behind the wheel of a car he'll need to roll dice for even simple maneuvers, like getting in or out of a parking space. For difficult maneuvers, that anyone would need to roll for, he will need a critical. And when his mom sees what he's done to her car, boy! will he get it.

This Disadvantage is only for player characters. Sidekicks and pets normally can't drive.

CAN'T READ

This character may be illiterate or maybe he can only read a language like Arabic that's rare in the game setting.

This Disadvantage is only for player characters. Pets aren't expected to read.

CAN'T SWIM

This character can't swim at all. Even characters who don't need to breath can take this disadvantage, because if they can't swim to the surface they'll have to walk to the shore and climb out.

Some characters with this Weakness will be able to swim if they drop the devices that their powers are built into.

CAN'T TALK

This character can't talk or doesn't know any language common to the game setting. This disadvantage is often taken by one half of a duo. The partner having some ability that allows them to communicate.

This Disadvantage is only for player characters. Sidekicks and Pets should be seen and not heard.

CODE

This character follows a code of conduct. Several suggested codes are listed below. The GM should remind players of their code and require them to follow it.

Chivalry

This character won't attack women or children and if he's forced to defend himself against them, he will always try to use non-damaging attacks to restrain them. Male heroes are expected to act this way with no compensation but villains might have this as a disadvantage. Female characters can't have this Code.

Fight Fair

This character may not attack opponents by surprise, use weapons against unarmed opponents or use ranged attacks against opponents who can't do the same. He won't hit an opponent who is stunned, held tangled etc...

Honesty

This character may not lie. He would never be able to have a secret I.D.

Holy

This character can never use or accept help from magic.

Honor

A villain with this code will accept challenges and challenge those who insult him. Challenges are almost always to single combat. An arch-villain with this code might have a champion stand in for him. Anyone who refuses a challenge will be considered an honor-less, untrustworthy coward.

Legal

All super heroes are expected to cooperate with the law and avoid the use of deadly force, but there are some heroes who are real serious about it. Maybe they're cops or live in a city where super heroes are kept on a short leash by the authorities. Such a hero will never enter a villain's lair without a warrant, except in a hot pursuit situation. He will never remove evidence from the scene of a crime, and he will inform the police of his whereabouts and activities. On the other hand such a hero will have contacts with the police that will share info and give him missions so it has it's good points

Proud

A villain with this code will want to avenge any insult. However, unlike the character with honor he doesn't have to do it openly or fairly. An arch-villain with this code might kill an underling who questions, or offends him. His minions will always live in fear, and might even have the code: suicide.

Primitive

A character with this code can never use or accept help from technology

Prime Directive

A character with this code can never interfere with the culture or destiny of the people he interacts with. He is probably from a very advanced society, possibly the future.

Protect

All heroes are expected to protect innocent bystanders but some are also sworn to defend something else, **EG:** symbols of their faith, patriotic symbols, the environment, or great works of art.

Suicide

Villainous minions with this code will kill themselves, if they fail in a mission.

COMPULSION

This character has something he feels compelled to do even though it makes no sense. **EG:** leaving a calling card at the scene of his crimes, dancing while fighting or loudly insulting his opponents.

COWARD

This character is not a fighter, and will panic and run as soon as he sees danger. Any attack that causes him damage will make him surrender instantly. If he's threatened he will tell everything he knows. He will never attack unless he thinks he can take out a target with one shot. He doesn't have a clear idea just how much damage attacks cause, or how many Hearts various targets have, so he'll usually be willing to attack from behind, or with a gun, even when it's not a good idea.

Naturally no player will take this disadvantage, and the NPCs who have it will be ashamed, and want to keep it a secret.

DEAF

A deaf character can get along surprisingly well, in a comic book world, because most action adventures are very visually oriented, and deaf superheroes are better at reading lips than real people could ever be (and that can be really useful sometimes). Still not being able to hear calls for help, alarms and shouts of warning can be a serious drawback, and when a villain gives a speech, revealing his master plan, He's not likely to give it in sign language. Finally, a lot of masks cover the wearer's mouth making lip reading impossible.

DEFENSELESS

One Attack Type will ignore this character's defense powers and cause him 1 extra die of damage. Chose a standard damage type or weapons made of a particular material, or anything similar approved by the GM.

DEVICES

This character has at least $\frac{1}{2}$ of his powers in magic or Hi-Tech devices that can be taken away if he's defeated, or he could just have several of his best powers in a single device that can be taken away by a thief or disarming attack.

This Weakness can be taken twice if all of the character's powers, that can come from devices, do.

Hi-Tech characters will have to have this weakness unless they're robots or their devices are built into their bodies as bionic parts.

These devices can't be destroyed permanently. Lost or destroyed devices can be replaced between adventures.

DISABLED

This character is confined to a wheelchair and can't use movement powers.

ENVIRONMENTAL

Some of this character's powers only work in a certain environment. A character could have Heal Self that only works on Holy Ground or in water. Some characters only have Super Strength while touching the ground, and some character have powers that only work at night or in the daytime.



FEEBLE

This reduces the amount a character can lift to 1/10 normal. Feeble characters can only lift 2 lbs with an easy action and 20 lbs with a hard action. This Weakness can be taken twice to weaken the character further.

Most small characters have this disadvantage, so a small character who doesn't have it is pretty surprising to most people.

GIGANTIC

This character is too big to ride in most vehicles and needs to use a hard action to get through most doorways, he might even fall through some floors, and he can't **Dodge**.

GROUND BOUND

This character can't jump, fly or climb. Alligators and elephants have this Weakness.

IMMOBILE

This character is unable to move at all. He might be rooted to the ground, or on life support. He could even be a mountain, tree or building. If anyone tries to move him, it will be very difficult and it could kill him, unless great care is taken. I really don't expect a player to take this disadvantage but a lot of NPCs might have it.

INSANE

This character is nuttier than a fruitcake, and everyone knows it. Even if the character has a good idea no one will listen to him because he's a nut.

LIMITED

This character's powers can't effect certain common targets, like targets made of wood, glass, or metal, or maybe living targets. Also his defense powers wont protect him from weapons of the same type.

MULTIPLE PERSONALITIES

This character is sometimes a Hero and sometimes a villain. He doesn't have complete control over when he changes. Players will have to be Heroes most of the time but NPCs could be villains most of the time.

MYSTIC RULE

This character is bound by certain mystic rules and there are places he cannot go or where his powers won't work.. Some examples include, Holy Ground, homes where he hasn't been invited, Across running water, or across a line of salt etc...

This Disadvantage will have to be defined clearly for each character.

NO HANDS

This character can't grasp and manipulate things. He's probably an animal with paws or flippers. That means he can't turn a doorknob or push the little buttons on a keyboard but he might still be able to hit a simple off switch. The character can't pick up and throw things.

PATTERN

This character has a fixed sequence of actions that takes at least 2 rounds to complete. Once he starts the sequence he will always complete it (if able) even if opponents have come to recognize this pattern and use it against him. Normally only boss enemies and robots have this Disadvantage.

PHOBIA

This character has an irrational fear of something that will cause him to run away when confronted by it. Phobias are irrational fears so a character can't have a phobia of something he has a weakness or vulnerability too. That would be rational.



RANDOM

This character has a Power that can have unpredictable effects. He might not be able to control what kind of minion or monster he summons, or he might not be able to control what damage type his Blast causes.

This Disadvantage will have to be defined clearly for each character.

REFLECTABLE

This character's ranged attacks can be reflected by a common mirror. This affliction usually strikes villains with very powerful attacks but it could effect heroes as well.

This Disadvantage is one the character will probably try to keep a secret (though if he goes around using reflective surfaces to do bank shots that won't be possible). But even if the character's opponents find out about this Disadvantage, mirrors are easy enough to break so don't give up.

RESTRICTION

This character can't use certain actions, while certain powers are activated. **EG:** can't attack while invisible, can't move while his force field is activated, can't dodge while holding his really big gun.

SECRET I.D.

Most super heroes have secret I.D. For some of them it's no big deal, but this character doesn't quite have it all worked out. Often this character will show up a few rounds later than his team mates, because he was looking for a place to change into his costume, and often he will have time limits on his missions with serious personal consequences if he doesn't finish in time.

SIDE EFFECT

This character has some unpleasant side Bonus whenever one of his powers is activated. **EG:** Darkness, Flashing lights, changes in his appearance, loud noise, or drastic temperature changes.

SPECIALIZED

This character's powers only work on one type of target. This is usually taken by characters with Telekinesis so they can only control one type of material like metal, earth or glass. Unlike **Limited** this doesn't have to effect all of the character's powers. IE: a character with **Magnetism** would only be able to effect metal objects with Telekinesis or Shape Matter but he could still do an Electric Ranged Attack that can effect any targets.

STRANGE APPEARANCE

This character looks like a freak. It's impossible for him to blend into a crowd normally and very hard to disguise him. Even in disguise he's pretty much counting on no one looking too closely at him. This character can't have Alter Ego, or Disguise. NPCs that wouldn't need or want to blend in with people (like animals or zombies) don't get this disadvantage.

STUPID

This character is easily fooled and prone to making bad decisions. I really don't expect any players to take this Disadvantage but lots of NPCs might have it.

TROUBLEMAKER

This character knows someone who makes a lot of trouble for him. It could someone who keeps getting into danger, someone with a grudge, or someone dependent on the character who needs his time. **It has to be someone the character can't just ignore.**

This Disadvantage will have to be defined clearly for each character.

UNDEAD

This character is damaged by Healing Touch and Healing Aura. Also Super heroes won't hesitate to use lethal attacks against him. Undead character must have the power **Non-Living**.

UNION

One or more of this character's powers can only be used when he works together with a partner (or team). One famous pair of twins had to touch to shape change, and another pair of twins, (not quite as famous but they tried harder) could make a blinding flash of light when they touched.

VULNERABLE

This character will be incapacitated when exposed to some condition or substance that has little or no effect on normal people. Like sunlight, an alien mineral or loud noises.

WANTED

This character has to hide from the cops and from other heroes.

Villains cannot have this disadvantage, because most of them are wanted, just because they're villains. This disadvantage is only for heroic characters, who are on the run. They could be falsely accused and out to clear their name; or they could be vigilante types, wanted for killing criminals.

WINGS

Wings limit the character's flight ability making him unable to fly in severe weather or thin atmospheres. Characters with this weakness can't have **Space Travel**.

Wings also have an effect similar to **Strange Appearance**, so the character can't have that disadvantage also, but the character could still have a Secret I.D. If he has **Alter Ego**.

WOUNDING

When this character uses some of his powers it wounds him causing him to loose 2 Hearts. Characters with **Healing touch** often have this Disadvantage.

MISCELLANEOUS RULES

FALLING

When a character or object falls, it will crash and take Damage. The amount of Damage depends on the distance of the fall.

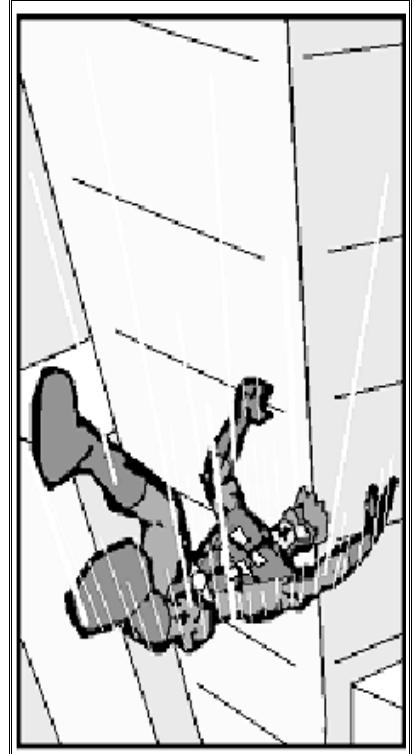
DISTANCE	ROUNDS	DAMAGE
Up to 20 ft	Ψ 0	0
50 ft	Ψ 0	1 die
100 ft	1	2 dice
200 ft	2	3 dice
2,000 ft	3	4 dice
20,000 ft	4	5 dice
More Than 20,000 ft	6	6 dice

Ψ character lands the same round

Normally falling causes Force Damage, but if the character lands on sharp objects it can cause cutting. Landing on a particularly hard ground, like concrete can also turn a fall into deadly damage.

REMEMBER: normal people have just 6 Hearts. So, a fall of just 50 ft can be deadly. Though superheroes and villains aren't likely to be too seriously hurt.

Falling characters always land at the end of the round, so maybe they have time to save themselves or to be saved by someone else. If it takes you more than one round to fall you will have extra time to try something. Super heroes seldom fall all the way to the ground.



MOVEMENT IS RELATIVE

When 2 objects are moving in the same direction at the same speed, they are considered motionless relative to each other. That means superheroes can jump from one moving vehicle to another without much difficulty. (You might think this would take a die roll, but it doesn't) They can also shoot from one moving vehicle at another without difficulty. And 2 super fast characters running or flying together can even make Hand to Hand attacks against each other .

Don't try this stuff at home, please!

WHICH POWERS STACK ?

MOST POWERS DON'T

Several different powers protect characters by subtracting from the damage they take. These numbers don't add together. So a character with Tough Hide & Resist Physical, doesn't subtract 10 from force damage he only subtracts 5.

Likewise, Super Strength, and Growth both add one die to a character's Strike or Grab attack damage. And dramatically increase his lifting. But having both powers at once doesn't help. In fact, giant characters, usually, don't even take Growth; they just take Super Strength, then take Gigantic, and Alter Ego, as Weaknesses.

AID & BOOST POWERS DO STACK

(Aid Strength, or Boost Strength) + (Super Strength or Growth) can let a character cause a lot of damage and lift some mighty heavy weights. Likewise Boost Speed and Aid Speed, allow a character to run at incredible speeds.

THROWING THINGS

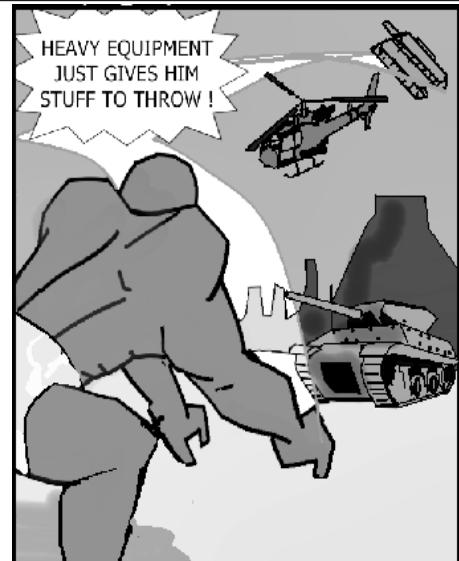
A character can throw anything he can lift.

- Objects that take a hard action to lift can only be thrown 10 ft
- Objects that can be lifted with an easy action can be thrown 50 ft
- Objects that can be lifted with no action can be thrown 100 ft.

To throw an opponent, first Grab. If the victim doesn't escape before your next turn, you can roll dice to throw him. Or, just get an attack with a Knock Back Bonus.

Targets hit by thrown objects take damage based on the object's weight. People and objects that are thrown, take damage based on their weight.

WEIGHT	DAMAGE
Up to 10 lbs	1 die
20 lbs	2 dice
200 lbs	3 dice
1 ton	4 dice
10 tons	5 dice
More than 10 tons	6 dice



HEAVY WEAPONS

To use an object as a Hand to Hand weapon a character must be able to lift it with an easy action.

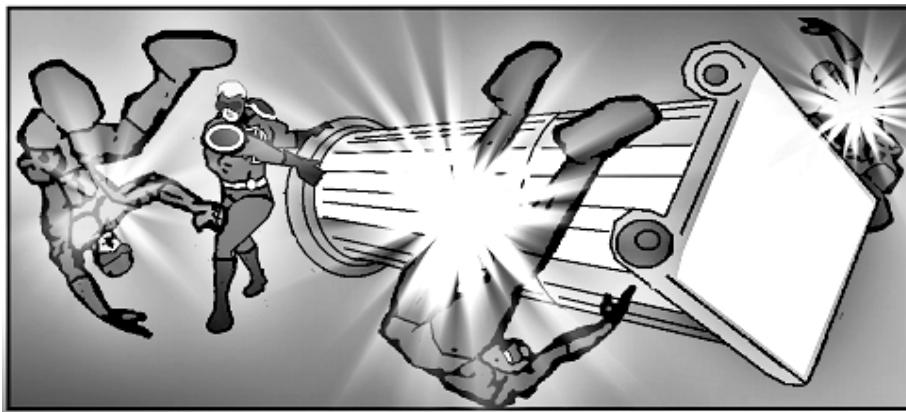
- Heavy Objects cause damage based on weight as described directly above in **Throwing Things**
- Large objects like chairs can also be used to **Block**.
- Long objects usually get a **Multi-Target Bonus**
- When a weapon larger than the target gets a critical hit, victims may be swept away **or** trapped under the weapon. Attacker's choice.

Swept Away

This means the victim is knocked back or aside as much as 30 ft. and Restrained until he recovers (Break Free).

Trapped Under

The victim is Restrained until he Breaks Free, but he **can't** break free unless he is strong enough to lift the weapon. Of course, the attacker has to leave the weapon, if he wants to use this option.



BREAKING THINGS

Superheroes are always picking up things and breaking them. Not good for property owners but good for... Well, no one really, but if it stops the bad guys we're all for it. So just how hard is it to smash a door or a car or a doomsday device?

Just like people, objects have Hearts to tell how tough they are. When an object is damaged it loses hearts and when it's hearts are reduced to 0 it doesn't work any more. That doesn't always mean it's totally destroyed. Usually broken things can be repaired or even used for something else. IE: a broken sword can make an OK dagger, and a broken tree or telephone pole makes a great Heavy Weapon. Breaking a wall or door means that the character can get through, but pieces of the broken wall or door can be picked up and thrown.

Assigning Hearts to objects is a judgment call, a big heavy object might be fragile. The list below tells how many hearts various common objects have.

Electronic device	3
Bonn-fire	24
Heavy Artillery (Cannon, Rocket, Vehicle Mounted Rocket Launcher)	36
Heavy Weapon (Telephone Pole, Tree)	36
Household Appliances (Refrigerator, Stove, Washer)	24
Huge Engine (Jet or Ship)	80
Industrial Machine (vending machine, band-saw, drill press)	36
Industrial Machine, Large (injection mold machine)	80
Missile	80
Vehicle, Large (Big Rig, Tank, R.V.)	80
Vehicle, Medium (Car, Truck, S.U.V.)	36
Vehicle, Small (Motorcycle)	24
Weapon, Hand to Hand (Sword, Mace, Nunchaku etc...)	12
Weapon, Ranged (Gun, Bow, Crossbow)	6
Wood Pile	36

NOTE: A character holding an object can usually use his abilities to protect the object he's holding.

Structures like buildings and ships must be attacked one piece at a time.

Door	6
Door, car	18
Door, Heavy	12
Door, Vault	36
Support Beam	24
Wall or Floor (most Interior, non weight bearing walls)	12
Wall or Floor, Thick (Exterior walls and weight bearing walls Ψ)	24
Window	6
Window, Barred	24
Window, Plate Glass	12
Windshield	12
Tire	6
Tank Tracks	18

Ψ Weight bearing walls are usually located near the middle of structures.

MATERIAL RESISTANCES

Breaking an object isn't always as easy as it's Hearts might suggest. Many objects are protected by being made of materials that are resistant to attacks (and possibly vulnerable to others). The lists below show the defenses of some common materials.

NOTE: All inanimate objects normally have Non-Living and wouldn't be effected by Holy attacks unless they somehow became Evil.

MATERIAL	DEFENSES	MATERIAL	DEFENSES
AEGISITE	Aegisite is indestructible nothing can damage it. Unless it somehow becomes evil, then Holy attacks can destroy it.		
ELECTRONICS	Defenseless-Fire & Electricity Immunity-Cold Vulnerability-Water		
FIRE	Barrier-Fire Convert Damage-Fire Defenseless-Cold Resist Energy		
GLASS	Immunity-Chem Strong resistance-Cold		
ICE	Convert Damage-Cold Physical Resistance Defenseless-Fire		
LIGHTNING	Barrier-Electric Resist Energy Resist Physical Vulnerability-Water		
METAL	Defenseless-Chem Resist Energy Resist Mental Resist Physical		
RUBBER	Armor-Cold Resist Physical Strong Resistance-Electric		
STONE/BONE	Resist Energy Resist Physical		
WOOD	Resist Physical Strong Resistance-Cold		

SUPERHERO TACTICS

Once upon a time, an inexperienced superhero spotted a robbery in progress. Charging into the robber at hypersonic speed he created a sonic boom that trashed the store. The robber was taken into custody, the store owner and the sales clerk were taken to the hospital, and \$30,000 dollars in damage was done to the store; but the \$500 in the register was saved. Learn from this!

Take It Outside Please

A superhero's first priority is to protect the lives and property of the public. If you spot a robbery you need to act quickly but you need to move the fight away from innocent bystanders. 3 good ways to move a fight in the direction you need to are:

- **Luring:** Shout at the bad guy and challenge him to fight you. Lots of bad guys will run wherever you lead. If he seems a little reluctant, get him mad by hitting him then running. Or tell him that his Mom wears combat boots.
- **Chasing:** Give the bad guy a head start, that way maybe you'll be away from the public by time he turns to fight you.
- **Knock back:** If all else fails, use your attacks to move the bad guy away from other people.

Of course if the fight starts out in a nice remote place, don't let the bad guys get away.

Hit and Run

Attack the gang, and try to take out as many as you can, even though you can't possibly win. Here's the tricky part: you have to make sure that the opponents you take out won't Break Free and rejoin the group. If you're not a brutal killing machine, like most Hollywood heroes, you'll need to keep the fight moving, so that the bad guys you take down will be left behind and presumably picked up by the police. After you escape, you can try again later, and since you took out as many as you could the first time, there won't be so many the next time.

Getting Surrounded

When facing opponents who specialize in ranged attacks being surrounded can help you out. The opponents won't want to shoot, when they have you surrounded, because if they miss, they'll hit their friends right behind you. When they try to move, so they can all shoot from one side, run into the crowd.

WARNING: this doesn't work if you're higher or lower than the opponents. You need to be on level ground, no flying.

Take Me Captive Please

The plan is to let yourself get captured so the villains will take you to their lair. This sometimes works faster than beating the bad guys and questioning them, since no one wants to talk when captured but everyone wants to question their prisoners. If you're lucky, this can even get you right to the main villain, for a little 1 on 1, where he will tell you all about his secret origin and master plan. Of course you'll have to figure out how to escape and some villains put you into silly death traps instead of cells.

WARNING: Make sure you're not dealing with the kind of bad guys who don't take prisoners.

Spread Out

When the opponents are using ranged weapons, especially weapons that effect a large area, standing close together lets the whole team get taken out at once. It helps a lot to attack opponents from more than one direction. Just don't shoot each other.

What Else Have We Got?

If you don't seem to be able to hurt your target, it's probably time to try something else. Try a different attack type or a weapon made of a different material. Grab some Power lines and shock him, or try some fire, Freon, silver or Iron. Whatever the enemy is vulnerable to, it's sure to be around here somewhere. Just remember that Guns usually don't work, because if they did, the cops would take care of the bad guys and we wouldn't need super heroes.

Give Him What He Wants

Think about the villain and his plan. If a villain is totally nuts, sometimes the easiest way to beat him is to give him what he wants, because his nutty plan can't work and is destined to backfire. Of course you can't know this, unless you first find out what his plan is, and think about it. Or you could find out by failing the adventure, but that's no fun.

Just remember, sometimes things that would never work, in the real world, will work in a comic book world. You need to let the GM know, if you're thinking about doing this. That way if you're wrong he can tell you. Your character lives in a comic book world, so he would never make a mistake like that based on that goofy real world science.

VILLAIN TACTICS

Human Shields

It's best not to attack villains who hide behind civilians. Even if the hero hits, the villain can roll dice to make the hero hit the hostage instead. He'll need a critical success if the attacker got a critical hit.

One Step And The Kid Gets It

When a villain points a gun at a hostage, he can shoot at the beginning of the initiative, and still take his turn when it comes. The hero's only hope is to surprise the villain or wait until he lets the hostage go.

You'd Probably Better Take Care Of THAT!

A villain's main priority is usually getting away, especially if the encounter is early in the adventure, and an easy way to keep heroes from following is to give them something more important to worry about. Time bombs thrown into crowds are a favorite. It has to be a **time** bomb, because if the bomb blows up right away, the hero won't chase after it, and the deaths of innocents will only make the hero more determined to catch the villain.

It's All A Matter Of Timing

Villains can escape by moving through an opening that will disappear as soon as they're safely through. If no one can fly, that can be as easy as crossing some railroad tracks right in front of a train. Hopping on board a subway just before the door closes can also make a handy escape. If the villain planned his crime carefully, he might even know the train schedule. In a situation like this the villain's planning becomes a super power. The GM doesn't need to count down rounds risking failure. The train will take off when the villain gets on board.

ANIMAL ATTACKS

Go For The Throat

Most animals will attack by Biting or grabbing with their claws. This is a **Grab/Bite** attack with a **D.O.T.** Bonus. The initial attack will cause cutting damage but the **D.O.T.** is **Choking**.

Remember that while grabs Restrain both victim and attacker, both of them can still attack. Animals will continue to attack their targets, by clawing or by holding on and twisting or jerking, while the D.O.T. causes damage until the victim escapes.

REMEMBER: Armor, and Regenerate won't help against choking but it's unlikely an animal can choke anyone through leather or metal armor or a Force Field.

Team up to Blindsides

Many predators wont attack a larger opponent until they can blindsides. Often these will surround a target and circle, to confuse him, until one of them sees a chance to attack from behind. This tactic allows one of the animals to roll to surprise each round even though the target knows the animals are there. This doesn't work on targets with 360 vision.

Ambush

Animals that attack by surprise will usually do a **Charge Attack** with a **Blindsight**.

CHASES

Even a normal punk, who can't possibly beat a hero in a fight, can present an interesting challenge, if he has a chance of getting away, especially if he could warn someone else.

Stop Him!

When a punk is trying to get away from you, it isn't enough just to catch up to him, you have to somehow stop him; otherwise when you get in front of him he'll just turn and keep running. The usual way to stop someone in his tracks is with some sort of attack. Damaging attacks won't stop the chase unless they knock the opponent out. What you need is some kind of restraining attack, like **Helpless**, **Stasis**, **Stun**, **Mind Control** and fortunately anyone can **Grab**. Or you could use **Rage** to make him turn and fight.

Catch Him!

Of course if you don't have any ranged attacks at all, you'll need to catch him and that may not be as easy as it sounds. Street punks will vault over or slide under obstacles, turn corners at high speed and even jump from one rooftop to another. Furthermore it only takes a easy action to knock things over, or shut doors behind them to slow you down, and they can do things like that without stopping! It only takes a easy action to open a door, but you have to stop to do it. A punk can slam a door behind himself without slowing down.

Sometimes bad guys even try to lure you into an ambush. If you chase someone through his own base, he might know where traps are and can lead you into them while stepping over the trigger himself. If a runner manages to get around a corner there is a good chance he will either escape or wait in ambush.

Of course superheroes might have movement powers that allow them to ignore many obstacles altogether. And a hero with super fast can easily take a longer path to go around these obstacles; and blasts can end a chase very quickly, if you can get a clear shot. Just be aware of where an attack might land if it misses, and take note of laws concerning use of force against fleeing felons

Stop That Car!

Hitting a moving vehicle isn't that easy. All moving vehicles can dodge! And even if you do hit it, a car can keep driving with lots of bullet holes. Normal attacks simply have no chance of stopping a car, much less stopping a tank or helicopter.

If you want to stop a vehicle, you've gotta do 1 of 5 things:

- 1) Hit it with a big attack, like a grenade, a Ranged attack with Cone or Bomb or a tree.
- 2) If the hero can lift the vehicle he can **Grab** it and force it to stop.
- 3) Use **Trick Shot** to hit the driver or the tires or whatever can disable this kind of vehicle
- 4) Block its path so it's forced to stop.
- 5) Take control of the vehicle (which usually means getting in it).

Superheroes are pretty fond of options 1, 2 and 3. Police usually use option 4, but for a serious action hero with down to earth abilities (like our mascot Paladin) option 5 is often the only way.

Stop That Train

So, the hero wants to **Grab** a train and force it to stop? If he can lift 100 tons he can get away with it. However, after he grabs the train it will take **1 mile** to stop it. That's a whole minute, and ...well look, now you've gone and forced me to say how many rounds are in a minute. Well, lets say somewhere between 1 and 60. It's up to the GM. He should decide based on the pace of the action. NYAA NYAA!

A hero who lifts less will need to get creative. Use an Restrain attack. But trains are really strong so they can roll 5 dice to break free, and if they break free the first round they wont stop. Though they'll be slowed down enough that they only roll 4 dice next round.

Good thing the hero lives in America. If he tries this stuff with a French or Japanese bullet train he's gonna end up super smeared on the tracks. The only way to stop a bullet train **safely** is to get inside and use the brakes.

WARNING: Attempting to stop a train in less than 1 mile will cause it to go off the tracks. Attempting to stop a bullet train in less than 10 miles will be a giant disaster.

NPCs

The GM will have to play the roles of all of the people the player characters interact with. This can be a big job but you can have a lot of fun with it. Give different characters different personalities and voices. Don't just give a player information, take the role of the NPC And say it the way the NPC would. Respond to questions or volunteer information in keeping with the personality you're playing. Some NPCs will rattle on and on others will quickly get to the point. Some won't volunteer any information and some really want to make sure that the players get their message. And always players will get better information if they ask good questions and that will require thought on their part. Sometimes you can even have characters, who should play minor roles, suddenly steal a scene with an unexpected outburst, humorous line or heroic action. This is why we call it a role playing game.

Some NPCs that work for the players (especially sidekicks) can be handed over to the player's control most of the time (you can even let the player roll all the dice for his NPC) But remember that you still must speak for the NPC. And players will enjoy having their NPCs more if they enjoy interacting with them.

ROLES

All NPCs need to be assigned a role so the GM can know at a glance how to use the character in the game, how many hearts he has and how many dice he rolls for his actions.

ROLES		HEARTS	DICE
CIVILIANS	or	MINIONS	6 or 12
SOLDIERS	or	THUGS	12 or 18
SIDEKICK	or	VEHICLE	24
SUPERHERO	or	VILLAIN / MONSTER	36
LIVING LEGEND	or	ARCH VILLAIN	60
GIANT MONSTER	or	COSMIC ENTITY	90

CLASSES

Just like players, most NPCs get a Class that allows them to roll an extra die for actions in their Class. The GM should assign the most appropriate class to NPCs but what's most appropriate isn't always the best class for the character. Here are a few rules of thumb:

1)	Minions usually don't get a class , and if they do it's usually Leg .
2)	Soldiers are Usually Arm , even if they use guns. Skilled Archers and Snipers are exceptions.
3)	Natural predators are usually Arm and herbivorous are Always are Leg .
4)	Angels are usually Mind and Demons are usually Arm .
5)	Arch Villains are almost always Mind , even if all of their powers are physical.

NPC POWERS

There are some powers that just aren't for players. Sorry. A few of these, (like Self Destruct or Basic Block) are powers a player just wouldn't need or even want, but most of these powers do things that could make the game unplayable in the hands of a player so only NPCs can have them. We can only hope the GM will show the kind of restraint in using them that a player could not be expected to show.

As GM you have the last word. You can allow players to have these powers if you want to, and players are going to want these powers. They will try to get you to make an exception in their case promising to use the Power responsibly and not ruin your game. They will say that they're just in love with a certain character concept that needs Auto Clone. They'll tell you it's not as Powerful as Sorcery They'll try to bribe you, or refuse to play. In the end it really is up to you. And who knows, maybe you can trust this player. You know him better than I do. Just remember: The GM giveth and the GM taketh away. If you allow it, but later decide it was a mistake, you can stop allowing it. Make it clear from the start that if the Power is abused then you will require that the character be changed or banned.

Alter Reality	Clone Ray	Mass Destruction	Victory
Arch-Villain	Control Device	Mind Switch	Voo-Doo
Armor	Convert	Open Seal	Water Breathing
Auto-clone	Final Attack	Permanent	Wish
Basic Block	Heavy Artillery	Reincarnation	
Basic Dodge	Infection	Self Destruct	
Battlefield	Invulnerable	Ultimate Power	

NPC POWER DESCRIPTIONS



ALTER REALITY

CLASS	ACTION	RANGE	USES	DAM
ND	Hard	Special	1	

This character can alter the world around him to turn an area as large as a city into his own personal theme park. All objects and people will be transformed to fit the theme. This might alter some character's origins and attack types. Usually wizards use this Power to turn a city into a medieval city with cars turning to wagons and horses; guns turning into swords; and super heroes turning into knights or barbarians. But this Power could be used in other ways by different types of entities.



ARCH-VILLAIN

CLASS	ACTION	RANGE	USES	DAM
ND	None	0	special	

Arch villains get 60 Hearts and they can always escape after being beaten, unless it's the final scene of the adventure.

NOTE: Most villains, even if they're super villains are not arch villains.



ARMOR

CLASS	ACTION	RANGE	USES	DAM
ND	None	0	inf.	

This power protects the character from just one type of damage by subtracting 5 Hearts from the damage. This is listed as an NPC power because players would normally choose one of the better protection powers. A player could take this as a minor power if he wanted to. See Inventory



AUTO-CLONE

CLASS	ACTION	RANGE	USES	DAM
ND	Hard	0	inf.	

This Power makes the character immune to a certain damage type, and creates an exact duplicate of the character whenever he is hit by that damage type. This character cannot clone himself just any time he wants, he must be hit by the selected damage type. But if Electricity clones him, then all he has to do is Grab some cables and hold on to make a clone every round. Clones last until defeated or until this character is defeated.



BASIC BLOCK

CLASS	ACTION	RANGE	USES	DAM
Arm	None	0	inf.	

This works just like the standard Block Power except that the character can only block **Force** or **Cut** attacks, nothing else. This is listed as an NPC power because players would normally take Block. A player could take this as a minor power if he wanted to. See Inventory



BASIC DODGE

CLASS	ACTION	RANGE	USES	DAM
Leg	None	0	inf.	

This works just like the standard Dodge Power except that the character can only dodge Physical Ranged attacks, nothing else. This is listed as an NPC power because players would normally take Dodge. A player could take this as a minor power if he wanted to. See Inventory



BATTLEFIELD

CLASS	ACTION	RANGE	USES	DAM
ND	None	0	inf.	

This Power is used by the boss enemies in many video games. When this character is attacked, he can seal the battlefield. No one can join the fight or flee from it. Movement powers will still work normally, in the battlefield, but cannot be used to enter or leave. Make sure your team is together before attacking a villain with this Power.

NOTE: Summon Servants, Soldiers & Monster will all work normally, but if a Sidekick isn't with you when the battlefield is sealed he stays outside.



CLONE RAY

CLASS	ACTION	RANGE	USES	DAM
Mind	Hard	60 ft	inf.	

This attack will create a duplicate of the target. This clone will be under the attacker's complete control. The character can have up to 4 clones at once, so when he has 4 clones he can't use this Power any more until some of them are lost. Clones last until they are defeated, until the creator is defeated or until he rests.

Clone rays can be dodged, but not blocked. Spirits and Non-Living entities can't be cloned.



CONTROL DEVICE

CLASS	ACTION	RANGE	USES	DAM
Mind	Hard	0	3	

This character can control a target's mind by placing a control device on the victim. Once the device is in place, the victim cannot Awaken and remains under the attacker's control as long as the device stays in place. **Victims can even be kept under control while the character rests.** Other characters can attempt to set the victim free by attacking the device but it takes a critical, to hit the device, instead of the victim, it's attached to.

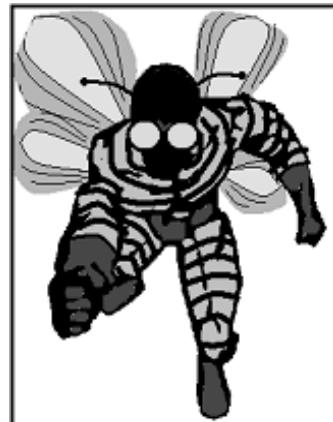


CONVERT

CLASS	ACTION	RANGE	USES	DAM
ND	Special	0	1	

This power turns helpless prisoners into minions. Granting them whatever powers are normal for this villain's servants. It's impossible for victims to Awaken or Break Free, and Cure doesn't normally work but some sort of cure will be possible; usually exorcism or several cures, but sometimes just beating them will turn them back to normal.

Queen Bee uses her power to turn victims into Bee Men. If they're beaten they will wake up normal, with no memory of what happened when they were Bee Men.



FINAL ATTACK

CLASS	ACTION	RANGE	USES	DAM
ND	None	Special	1	special

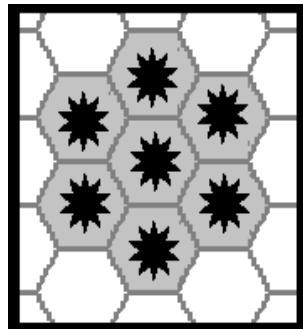
Several seconds after this character is defeated, he will rise again for one last attack, that will cause **maximum damage**. So when players finish this guy off, they should get out of the area quick ! A character can use the self destruct Power for his final attack, but don't have that kind of thing happen too often. It'll get old real quick, and players will hate you for it, unless you have just certain types of opponents that do it, so they can get used to it and know what to do.



HEAVY ARTILLERY

CLASS	ACTION	RANGE	USES	DAM
Eye	Hard	6000 ft	inf.	4D

This is a really powerful blast. It's usually built into a big heavy machine that's slow to move. It effects a large area striking all targets in a 30 ft diameter.



INFECTION

CLASS	ACTION	RANGE	USES	DAM
ND	Hard	0	3	

This is actually a Bonus but it's listed with the NPC Powers to keep it out of player hands.

An attack with this Bonus inflicts a special disease or curse on targets. If the victim of the attack dies within the next few days, he will rise again as the same type of creature that infected him.

Characters with Revive Self are immune to this Bonus because they can revive themselves normally instead of rising up as one of the creatures that infected them.

A player who wanted to be a werewolf, vampire, or some aliens, will probably want this Power, but it's only available to NPCs. Just say that the character has the Power, **but would never use it** (probably because he couldn't control the evil creatures he would create). Of course the GM can decide to allow it. That's up to him. Just remember: It's an NPC Power for a reason. Don't say I didn't warn you.



INVULNERABLE

CLASS	ACTION	RANGE	USES	DAM
ND	None	0	inf.	

There is only 1 way to hurt this character, and the GM knows what it is but he won't tell. Players will just have to experiment.

Here are several possible ways to hurt the character but the GM could come up with his own. GMs are like that:

1. The character is covered by a shell and you have to find his weak spot (only a critical hit will effect him.)
2. The character can be effected by 1 particular attack type
3. You have to lure him to a certain place to fight him
4. You have to fight him at the right time of day
5. You have to destroy some object or other creature that's the source of his Power.
6. You have to get inside the character to attack him. This only works with gigantic monsters unless a hero can shrink.

Whatever you have to do, to hurt the character, there will probably be clues somewhere in the adventure. Unless it's the shell thing, you don't need a clue for that.



MASS DESTRUCTION

CLASS	ACTION	RANGE	USES	DAM
ND	Special	Special	1	4D

This is the ultimate attack power. It **causes 4 dice of damage** every round for 100 rounds, to every target in an area as big as a city (or even bigger).

This attack should be extremely rare. Heroes should go on adventures to stop villains from getting or using this power. If it ever actually gets used, lets just hope it was used by the good guys against some horrible giant monster, and hope that the monster wasn't immune to the attack type.



MIND SWITCH

CLASS	ACTION	RANGE	USES	DAM
Mind	Hard	100 ft	3	

This attack puts the mind of the attacker into the body of the victim and the mind of the victim into the body of the attacker. Both characters keep any mental or mystic powers but they switch all physical powers, until the victim Awakens, or the attacker lets go or rests.



OPEN SEAL

CLASS	ACTION	RANGE	USES	DAM
ND	Hard	0	1	

Some magical locks can only be opened by the powerful magic used by deities. Players will need help to get into places sealed in this way.

PERMANENT				
CLASS	ACTION	RANGE	USES	DAM
ND	Hard	Special	1	

This is actually a Bonus but it's listed with the NPC Powers to keep it out of player hands.

A power with this Bonus has effects that don't wear off, on their own. The victims can't Break Free or recover just by resting, so they will have to find a cure, (there's **always** a cure!) This usually applies to attacks with Status Effects, but it could also work with some other powers like illusions that don't disappear when someone interacts with them, or summoned creatures that don't go away when the character rests. Be careful using this Bonus, it can be really dangerous.
EG: Never ever give it to **Mind Switch!** (That's why **Wild Cards** was such a nightmare. Hey, writers, we stopped reading it because it stopped being fun!)

REINCARNATION				
CLASS	ACTION	RANGE	USES	DAM
ND	Hard	0	1	

A short time after this character is defeated, he will rise again as a more powerful creature, (his true form ?) usually the first form is a super villain and the second form is a Monster. The character will revert to the first form at some later time, so if the players ever fight him again he can use this Power again.

SELF DESTRUCT				
CLASS	ACTION	RANGE	USES	DAM
Eye	Hard	0	1	3D

This character can blow himself up in hopes of taking everyone else down with him. This can attack as many as 5 targets standing nearby!

Only fanatical lunatics, robots or zombies will have this Power, because the character making the attack dies.



ULTIMATE POWER				
CLASS	ACTION	RANGE	USES	DAM
Mind	Hard	Special	inf.	3D/-10

This power exists to save space on the character sheets of really powerful entities. Characters with this power can do pretty much anything so long as it fits their theme. Yes, **they have to have a theme**. This Power also subtracts 12 points from any damage this character takes, and allows him to survive in any environment.

If Ultimate power is used to attack it can cause **3 dice of damage**.

VICTORY				
CLASS	ACTION	RANGE	USES	DAM
ND	Hard	Special	1	

This character is some sort of deity with control over combat, (like Tyr, Ares or just a Valkyrie) before a fight even starts, this character can decide which side will win. The winning side will still be able to suffer losses and their victories might be quite narrow and Pyrrhic but victory is never the less certain.

If the chosen winner is about to be defeated, then he will suddenly become immune to all of the loser's attacks.

If both sides use this Power, it doesn't work.



VOO-DOO				
CLASS	ACTION	RANGE	USES	DAM
Mind	Hard	inf.	Special	2D

This character can create a magical object that can be used to attack his victims from any distance, even if he doesn't know where they are. The character can have any number of Voo-Doo dolls but he can only use this Power to make 1 attack on each target, every day.

The attacker can use any of his attack powers against his victims, (Rage is a fun one to use with this Power) or he can just jab it with a needle and cause 2 dice of magical damage.

If the victim gets his hands on the object, or the object is destroyed, then the spell is broken until next time.



Steel Head's Paladin toy



WATER BREATHING				
CLASS	ACTION	RANGE	USES	DAM
Leg	Easy	50 ft	inf.	

This character is more at home underwater than on land. He can breath underwater, and swim faster than most people can run. This power doesn't normally need dice, but if the character attempts a difficult swimming feat he might need to roll.

Unfortunately: The character can't stay out of the water for too long. After an hour he will dry out become helpless, and after a few hours he will die. Death will come even faster in a hot dry place. This is why no player would ever want this power. Players prefer **Amphibian** or **Aquatic**.



WISH				
CLASS	ACTION	RANGE	USES	DAM
ND	Hard	Special	3	

This character can give people anything they wish for, but he cannot grant his own wishes. Often characters with this Power are free to interpret the wishes to some extent and just how much license they take will depend on their nature. Don't bother taking wishes from demons. It always turns out badly.

Wishes usually have rules, like you can't wish for more wishes, or you can't kill or resurrect anyone but that also varies according to who is granting the wishes.

CREATING ADVENTURES

This section is for the GM. Way back in the basic introduction, I told you “1 player called the game master (GM) will create a scenario featuring challenges for the players to overcome. He will set up the story by telling the players what their characters know. The players decide what their characters will do and together players and GM. Will tell a story. Well that's all well and good but how do you create a scenario? Most superhero stories have 4 basic parts: Investigate a tip

1. **Investigate A Tip**
2. **Discover the bad guy's plot**
3. **Stop the bad guy's plot**
4. **Confront the Main Bad Guy**

1. Investigate A Tip

Tips are bits of information that send heroes off on their adventures. A tip can come from a contact, it can be overheard on the street, found in the newspaper or even given up by a captured criminal, or a tip can be nothing more than a loud noise, that the hero rushes to investigate.

Players can be given more than 1 tip at a time so they will have a choice about which adventures to go on. This is especially easy if the players use a newspaper or police radio as their main contact. Sometimes it's fun to give the players a tip while they're in the middle of an adventure, so they'll have something else to investigate after the adventure is finished. And don't forget that if a player passes on a particular tip, it may show up again later. **EG:** Paladin heard about Steel Head killing criminals several times, but didn't start trying to track him down, until he ran into him in person, because he was busy with other adventures. Often, when the bad guy's are planning something really big, the first tip the players get will be a preliminary crime (the villains have to steal something they're going to need to commit the big crime.). It might even be a distraction to keep the heroes busy while the villains commit the real crime, on the other side of town. If this is the case then when the heroes finally get around to investigating a tip, the villains might have their plan very well under way.

If there are a lot of players, then the opening scene of the adventure, might involve just 1 or 2 of them acting on some tip until they send out a call for the rest of the team. A GM might even bypass tips all together by having the players receive “Missions” directly from “The Chief”.

2. Discover The Bad Guy's Plot

Sometimes steps 1 and 2 are combined the hero's first tip might reveal the villain's whole plot. (**EG:** if the tip is a loud noise it could lead the heroes to a robbery in progress) but more often discovering the plot will require an investigation. Tips will send a hero somewhere to search for clues. **Clues** are bits of information players need to advance or resolve a story. When a hero investigates a crime in progress or infiltrates a villain's lair he will often be looking for clues. Sometimes even if they think they're looking for something else, like a villain or a prisoner to rescue. All they'll be able to find is a clue. Clues are not usually puzzling bits of physical evidence, a la Scooby Doo, but something that clearly points to the next stage of the adventure. Remember, superhero stories are seldom whodunits, because villains usually want everyone to know just who got away with this crime. A clue is more likely to be something like, the one minion, who knows what's going on, spilling his guts after being beaten, an address in a computer or on a receipt, or even a taunting note from the villain himself.

If players are particularly action oriented, some of the clues can be skipped over by saying something like: “your investigation leads you to...” and letting them start out at one of the villain's bases. But if you do that it should almost never be the main villain's own base. This sort of short cut is good for players who are just getting started. Lengthy investigations can be saved for experienced players, or players that really enjoy that sort of thing.

3. Stop The Bad Guy's Plot

Usually heroes discover the bad guy's plot when there is very little time left to stop it and they have to rush to another location or quickly contact someone else to warn them. Sometimes even when the Hero knows the plot he might have to return to his contact to find out how to stop it.

4. Confront The Main Bad Guy

Often, the heroes will have to confront the main bad guy when they show up to stop his plot. Sometimes, the bad guy shows up after his plot is foiled and tries to get revenge. Occasionally, the heroes will run to confront the villain after they foil his plot, perhaps even before the villain realizes his plot is foiled.

The confrontation is usually a big fight, but if the heroes are more into investigating than fighting, then the confrontation might be a conversation where the heroes have to figure out how to get the villain to confess. Some heroes might even try to get the villain to see the error of his ways and repent, especially if the villain is really trying to do good or can never be locked away securely.

If any part of a standard adventure is missing, it's going to be this one. Sometimes confronting the main villain doesn't happen until the heroes go through more than one adventure, and sometimes even if they do confront him, the villain will have his escape prepared, until next time.

ADVENTURE SETTINGS

Each stage of the adventure will usually require a separate setting, and a simple map, showing where the villains are at the start of the scene. In the first scene of the adventure it might be necessary to show where the heroes start but after the first scene heroes will often be free to scout the scene and decide which direction they want to approach from.

It would be a good idea to make 2 versions of each map. One for the players that shows what they can see, automatically, and one for the GM that shows things the players will have to discover.

Remember that all settings will have their own resources for players to use, like heavy objects to pick up, sources of water or Electricity, places to hide etc... and also certain obstacles and hazards. Also consider the movement capabilities of the heroes and villains, as well as the range of their attacks. Make sure the map is as big as it needs to be.

Don't forget that the bad guys expect police and heroes to try to stop them. They will want to be prepared. Lookouts and muscle will be guarding the most obvious ways into the scene and also surrounding most of the mission objectives. Often an important goal for the players will be to avoid sounding an alarm.

TEMPORARY POWERS OR NPCs

Sometimes when a character accepts a mission or when he discovers the bad guy's plot he will be given a temporary Power. This is usually a device but some contacts might be able to give the character powers by mutating them, enchanting them or charging them with cosmic energy. Temporary powers might work for a whole mission, or the rest of the mission, or they might just work a certain number of times so that players will have to be careful about when they use them.

Temporary powers should be given when the players are certain to need specific powers that no one in their group has. A group of heroes going up against a very powerful foe might be given a weapon with the Bane Bonus.

An alternative to temporary powers is a temporary ally. If a particular Power will be needed the players might be joined by an NPC who has the needed Power.

FAILURE

What happens when the heroes are defeated? In the comics, the good guys always win eventually, but that doesn't mean they win every fight. When they get beaten a number of things might happen:

The villains escape

In the early stages of his plan, a villain will regard a hero's interference as a chance encounter, and an occupational hazard. His only interest in the heroes will be getting away from them, to get on with his plan.

Hero taken prisoner

If the hero has seen too much, or has clearly taken an interest in this villain, or If the villain has a personal vendetta against the hero, then the villain can't just ignore him. The hero will wake up in a cell, or a death trap. Often the villain will take this opportunity to tell the heroes about his secret origin and master plan.

Why do villains reveal their plans?

Some villains might use this opportunity to try to convince the heroes to join them. Sometimes this even works, Not everyone who commits a crime is a villain. Sometimes a hero might even pretend to join the villain just so he can escape. Some villains hope to demoralize the heroes. Revenge isn't very satisfying, if the victim doesn't know who beat him and why. Finally, some villains could really use a good therapist, but this is as close as they're going to get.

Failing In The Final Scene

The consequences of defeat grow more severe as the adventure progresses, so if you are beaten in an early scene, don't worry too much. Just shake it off and keep going, but if the heroes fail in the final scene of the adventure, there won't be time for them to Break Free. The villains will have victory in their grasp. But since it's a comic book, something will happen to turn things around. The heroes might be saved by another group of heroes, or maybe the villain's plan was flawed and didn't work anyway. The heroes have failed but the world will be safe. No new powers are awarded, and whoever came to the rescue won't let them forget it.

DEATH TRAPS

If your players get put into a death trap here are a few you might use:

Being Tied Up

This one isn't actually a death trap but it's part of a lot of them. When a character is tied up while unconscious This should be treated the same as a Helpless attack with a critical hit. That means the character will need a critical success to Break Free.

Coliseum

The character is forced to fight a monster, wild animals, gladiators or robots. If he wins he can go free, or maybe winning earns him the honor of fighting the main bad guy. The GM should be careful to have the arena sealed so the hero can't just fly away. On the other hand, the monster or whatever it is, could be set to attack the town so the heroes have to stop it.

Friend against friend

Some of the heroes are mind controlled and forced to attack the others. Or perhaps some of the heroes are disguised by an illusion so the others think they're monsters, or it could be as simple as a villain using lies to turn the heroes against each other.

Time bomb

The character must escape or be rescued by his friends before a time limit runs out or else he will be killed by an explosion, or some other deadly force. You could allow the character to attempt each round to escape, just to see if he gets out early and wins some time to catch up to the villain, but since he is a super hero, if the dice don't help him out he will escape on his own at the last moment. By then however, it'll be too late to keep the villain from escaping.

Trapped in a game

The characters are trapped in a giant version of some board game, pinball or video game and the only way out is to win the game.

Why did I take that vulnerability?

The hero gets thrown in a pit with the thing he's vulnerable to. He can't climb out or get away from the thing so all he can do is wait to be rescued, unless there is a secret way out that he must discover. This only works with characters who have a vulnerability and it should only be used if he has team mates or the GM has planned an escape or rescue.

Running the gauntlet

This starts out as one of the other deathtaps, but there is one obvious escape route. This leads straight into another deathtrap. That leads into another, etc...



GETTING RESCUED

Sometimes getting captured is part of the heroes plan, or an unavoidable part of the story. In that case it's a good idea to plan an escape or rescue ahead of time. The easiest and most obvious plan is to have a partner save the hero. The hero might have a way to call for help, or a partner might be checking in on him periodically.

Maybe some other hero was investigating the same case. He could pop up unexpectedly, to save the hero and exchange clues. This is a clear sign that capture was something the GM planned, that the hero couldn't avoid. It's also a great way to introduce a needed NPC.

Another way to handle it, could be to have the hero taken somewhere else before he's thrown into his death trap. This first location (most likely a cell, a vehicle or a hospital) could be a chance to escape, or a chance to pick up clues. The hero might even befriend someone, who works for the villain, and could set him free or disable a deathtrap when no one is looking.

LET THE PLAYERS MAKE THEIR OWN ADVENTURES

GMing can be a lot of work but players are usually willing to help in ways that make the game a lot more fun. Players have ideas about what kind of adventures they want their characters to have. They should be allowed to do the things they want to do, to fight the villains they want to fight, see the people and places they want to see and sometimes even get the rewards they want to get. The GM should find out what the player like, and work these things into the missions he designs.

A role playing game is basically a story telling game, so players can even write their own stories from beginning to end. If the GM likes them, he can let them happen in his game world. Players always do that for their characters' background, so why not let them keep on doing it as their careers advance?

Player made stories and player inspired adventures can enrich a game in many ways. A player written story is likely to reveal more personal details about the hero, that the GM never would have known about otherwise; and once a player creates something, and makes it part of the world, the GM can use it in adventures that he creates. Characters hate to disappear after just one story, especially villains.

Of course a role playing game is a cooperative effort but the GM is the one in charge. He has veto power over any thing the players want to introduce into his world, but if the player really wants to use something, that the GM doesn't, there are options. He could modify it to make it work, stick it into a corner (where it won't effect the rest of the world) or let the player create his own world, and be the GM himself sometimes.

If there are 2 or more GMs running different worlds, in the same gaming group, then they can even work together to create a **Massive Multidimensional Crossover Adventure**, involving some villain or event that might even bring still more worlds into play.

MAKE IT UP AS YOU GO

Even when the GM makes the adventure all by himself, players can have helpful suggestions, that won't come up until during play. **EG:** "Shouldn't there be a fire extinguisher in the lab?" "Shouldn't there be a bathroom around here somewhere?" And when a player is right, changes in the environment can be made instantly to accommodate common sense and reasonable suggestions. "Of course there's a fuse box in the basement, I'll just draw it in, on my map, right here". This is one of the things that makes pen and paper games different, and I think better, than most online gaming: **we can make things up as we go**.

Suppose you planned a big fight inside a shopping mall. The players might decide that a less populated place is better and move the fight. (A good idea if they can do it) But where can they take it? The parking lot is probably safer. Especially the back parking lot, which is usually less crowded. But the GM didn't have a map of the parking lot ready. **Make one up.** It's a freaking parking lot, not even a house. Just show where some cars are and space out a few light posts. There you go instant parking lot. Now Fight. Accommodate the players' good Ideas, and keep the game going.

Now, suppose they took a more complicated option of moving the fight to a basement or even further underground and you really have no idea what the basement of a shopping mall looks like. The players probably don't know either, but you could make some reasonable assumptions about there being storage spaces, wires, pipes, some forklifts parked somewhere, a big elevator and some empty spaces. The empty spaces are probably what they're looking for. Just to keep it simple. Make it the same size and shape as the shopping mall above. If it still seems too complicated, just drop them into a sewer tunnel, and keep it going.

A SUPERHERO UNIVERSE

Superheroes do things that normal people can only dream about, like picking up cars, flying, dodging bullet's or turning invisible; but they also do things that ordinary people just wouldn't do, like wear tights, fight super villains & bring children along with them on dangerous missions. These things are called conventions of the genre. That is things we accept in this kind of story that would never work in real life, and might not work in other kinds of stories. So let's list the conventions that define the superhero genre and set it apart from all other genres? There are 7 cardinal rules:

1. ORIGINS

People who have near death experiences often walk away filled with special powers or at least a sense of purpose that sets them apart from normal humanity and begins a life of adventure. Ordinary people don't just put on costumes because they're bored. That's insane. The near death experience is a literary device that represents the character being chosen by destiny. This calling not only moves him to do these things but also justifies his actions. This is the source of his authority, which is the reason he can take the law into his own hands without fear.

Writers who forget this tend to write about lunatics who put on costumes to satisfy some personal need. But superheroes are supposed to be heroes not lunatics.

2. SEMI IMMORTALITY

The continuing stories of superheroes and villains represent an eternal struggle between good and evil. We seldom see a final ending. Superheroes and villains have long careers, spanning decades, escaping many times from capture and almost certain death, but still linger somewhere between 17 and 40 years old. They almost never die, retire or even age. (Hollywood almost always gets this wrong especially with the villains.)

3. HERE & NOW

The primary focus of the multiverse is the present day earth, even though the universe certainly has a past and a future and there are many other planets, and dimensions where stories are sometimes set. Furthermore, even though superheroes and villains have often been around for quite some time, the world is relatively unchanged! Superheroes have defended the status-qua against villains who have tried to seize Power for themselves. **Ordinary people have been the movers of history.** There are more detailed discussions of history and geography later.

4. PLASTIC SCIENCE

The laws of physics work when it's convenient and don't matter when they would be inconvenient. Sometimes a hero or villain even seems to make things happen by quoting (or misquoting) some obscure scientific fact. No one's powers ever stop working just because they're impossible, but you might think of a specific situation that will keep a Power from working and try to exploit it. There is a more detailed discussion of science later.

5. WORLD ON THE EDGE

The government isn't capable of controlling super villains and monsters without the help of superheroes. This is the main reason why the government not only tolerates superheroes, but sometimes cooperates with them, and occasionally even supports them or recruits, it's own (often secretly).

6. SECRETS

Most of the super powered beings, and those who work closely with them, operate with a degree of secrecy, (which is at least part of the reason for the costumes) but in the words of Green Arrow "It's a loud kinda mysterious".

Secrecy is one of the most important tools for keeping the world as much like the real world as possible, and keeping the heroes as much like real people as possible. If someone has no secret I.D. he can't be a normal person which means he isn't anything that most readers can relate to.

Of course, some fans prefer to fantasize about someone they wish they could be, rather than identify with someone who feels familiar; so superheroes don't always have a secret I.D. but they always have their secrets. There's a famous group of **4** heroes who are very public figures with no secret I.D.s, but the readers keep learning new things about them, all the time; and the general public, in the comic universe, never hears about half of the mind blowing, cosmic adventures they have.

Secret I.D.s actually pale compared to some of the other secret things going on in a superhero world. Vampires, Aliens, geographic locations, and super technology (even space travel) are all normally hidden from the general public. If normal people knew about these things it would change the world and that's exactly what can't happen in a superhero world.

7. COSTUMES

Although not everyone with powers wears a costume, some do, and no one thinks it's strange that they do. People might make fun of a particularly bad costume, but they never ask why people wear costumes. OK, if superheroes are something new, in this particular world, some people might think costumes are strange, at first, but pretty soon they get used to the idea, and stop questioning it.

Costumes and secret I.D.s are a tradition that started in a time when many superheroes fought against repressive governments and needed to operate in secret. (Think of Zorro, The Scarlet Pimpernel & The Boston Tea Party) They also remind us of the knights in shining armor, who's helms covered their faces, sometimes granting them needed anonymity. Often the costumes are used more for inspiration than anonymity (When Prince Valiant put a duck on his face it didn't just hide who he was, it scared people).

Superheroes have a strong sense of tradition, and value it more than practicality. For those who find this unrealistic, just remember that kilts are still around. Priests still wear vestments and, nun's habits are coming back. Look at the costumes of such famous military units as the, the Swiss Guard, the Guardians of the Tomb of the Unknown Soldier, and the Guards at Buckingham Palace. On the street level, we still see caps and gowns at graduations, and chefs with floppy hats, judges wearing wigs in many countries, police on horseback in major American cities, and punks who wear leather jackets even when it's hot. So when some jerk, with no respect for tradition, tells you superhero costumes are silly, feel free to ignore him. The Truth is: people just like costumes. Most prefer looking at them, but a few have the courage to wear them.

If you follow these 7 rules you have a superhero universe. If you don't, you have something else that might be similar in a lot of ways but it's just not the same thing. On the following pages there are more detailed discussions of various peculiarities of a comic book universe.

MORE ON COSTUMES

Secret I.D.

It doesn't matter how flimsy your disguise is, no one will recognize you. The most famous superhero of all has gotten by on a pair of glasses for going on a century, and another one has a fancy curled and forked blond beard that he wears openly in both his normal and heroic I.D.s.

Costumes Are Indestructible

Now some heroes or villains just look cool with part of their costume torn, especially the cape, but even if you get blown up, and dipped in lava, enough of your costume will remain intact to keep it recognizable, your secret I.D. unrecognizable and your dignity intact.

Costumes Adapt to Your powers

Whether the hero stretches, turns invisible, or covers himself with fire his costume always goes along for the ride.

You Never Trip Over Your Cape

Capes do not get caught in anything ever. ([The Incredibles](#) got it wrong, but that's because they ripped it off from [Watchmen](#) which was science fiction, not superhero.)

MANLY OR GIRLY POWERS ?

This is not a rule, because there are too many exceptions to call it a rule, but there is a general tendency, in both comics and games, for certain powers to be perceived as either masculine or feminine. Hand to Hand attacks are masculine while ranged attacks and control powers are more feminine. Having a bulletproof body is masculine, force fields are feminine. Running jumping, and climbing are masculine. Flying and teleporting are more feminine. Regeneration is masculine, healing touch is feminine. Telekinesis is feminine but stretching which does basically the same thing is masculine.

Even origins have gender. Magic is feminine & hi-tech is masculine, but mutants, holy & aliens are all neutral.

Make of this what you will. As I said there are plenty of exceptions.

By the way, ranged attacks can be masculine if they come from guns, especially big guns.

THE SUPERHERO GENRE IS NOT SCIENCE FICTION

Superhero stories are all about adventures set in a world very much like our own and many of the conventions of the genre are about keeping the world as much like our own as possible, despite all of these fantastic elements. Science fiction stories are about worlds that are different from our own and about how these changes effect the people and the world. Science fiction doesn't have to be about strange powers, hi tech or aliens it can be about mundane changes like different governments, as in *Fahrenheit 451*. Superheroes on the other hand, just aren't the same without these elements.

The 2 genres can be used together, and there have been a lot of science fiction stories about superheroes, but these stories explore how people with super powers would really act, and the effect the writer thinks superheroes would really have on the world. After all that's what science fiction is about. Well, to begin with: **out go all of the conventions of the superhero genre!** After all, that's not what would really happen, real people just wouldn't act that way.

In comic books, science fiction stories have often been set in parallel universes, and most so called science fiction TV shows (like *Star Trek*) are really superhero. Sadly in the 80s much of the comics industry began to slip into science fiction after the success of some major limited series in the genre¹. I say 'sadly' because while science fiction is fun, in its own way, it's not a good genre for a continuing, heroic, adventure series, and over time a violent science fiction series tends to slip toward tragedy, horror, and gritty, crime drama. The GM will have to decide just how much of his own world is superhero and how much of it is science fiction.

Don't Over Think

To preserve the superhero genre, and avoid slipping into science fiction, it's important not to over think the stories. Don't worry about the aftermath of a grand adventure. Did the villains mind control the president and take over the country? Well, defeating the villains sets everything right. All the crazy stuff the president did, while he was being controlled, is forgiven and forgotten. No one thinks it was a hoax, no one still blames him, no one wants to go to war or impeach anyone. The heroes don't need to take over the government. It's just over, and we all live happily, until the next crisis.

DON'T MAKE TERRIBLE THINGS HAPPEN

If a hero smashes a mind control device, it frees the people who were being controlled. It doesn't lobotomize them. If a hero's actions make things worse, he's not a superhero, and the game isn't going to be any fun.

Even when a hero fails, because of the players mistakes, or some unfortunate die rolls, there is usually no reason to have fatal consequences. This is a superhero world. There are other heroes out there, and someone can show up at the last minute to save the day. Afterward the players will know that they failed, and whoever saved them will get to lecture them on their mistakes, but the villain is not going to destroy a city.

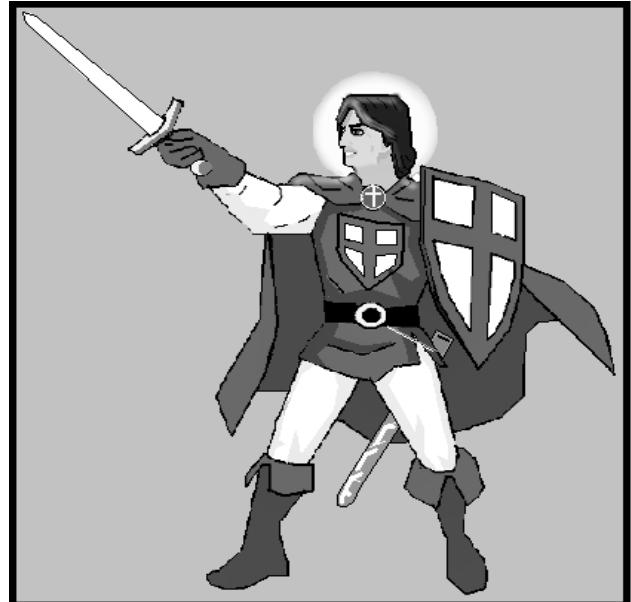
Finally, if you do let something really bad happen, (we all make mistakes) that's what time travel and wishes are for. In a superhero world, there is nothing that can't be fixed.

¹ Many people will remember *The Dark Knight* and *Watchmen* but I think it started with the *What If* series, and my favorite story in the genre was *Squadron Supreme*. I really liked these stories, but there's a reason they were all set outside the mainstream continuity.

HEROES

Virtue

Superheroes are not about ultimate Power trip fantasies. That's what super villains are about! Superheroes are usually less powerful than the villains, or hopelessly outnumbered. They win through greater virtues, like courage, determination, self sacrifice, team work, wisdom, just plain common sense or humility (they aren't too proud to ask for or accept help, or instructions from normal people) a lot of superheroes have few or no powers at all, but they have a sense of purpose that tells them they have to do what's right, they believe in justice and they care about the innocent. "with great Power comes great responsibility", "the greater good for the greater number of people". "not might is right, but might for right".



With Great Power

Villains do whatever they want to do. Heroes do what needs to be done. Although we love reading about and pretending to be superheroes, if you really think about it, actually being a superhero wouldn't be fun most of the time. It's hard dangerous work.

G Rated Language

Superheroes don't use naughty words no matter how angry, frustrate, hurt, scared or surprised. In fact most superheroes have strange sounding catch phrases that replace bad words. Like "great fill in the blank!" Or "holy fill in the blank!"

Altruistic

Superheroes (with few exceptions) are not in it for fame and fortune. That just isn't what being a superhero is about. It's about helping people. Those who look for rewards usually find it easier to become villains. Greed makes mercenaries, not heroes.

Orphans Preferred

Certainly not all superheroes are orphans, but a surprisingly large number of them are, either orphaned or separated from their families. This is because a life of adventure is really incompatible with family life and no sensible or moral human being would choose a life of adventure over a peaceful life, with the love of a family, if he had a choice.

Superheroes often think about giving it up and trying to have a normal life, but they seldom do because being a superhero is a vocation, like the priesthood. It demands sacrifices sure, but for those called to it, a normal life would never satisfy the longing of their hearts. That's why it took Superman so long to marry Lois Lane. It couldn't happen until he had to have writers who just didn't get him.

Superheroes Aren't Brutal Psychopaths

Many superheroes & villains have powers and abilities far beyond those of normal weapons of mass destruction. A super strong hero, if you really think about it, could easily pop a normal person's head like a pimple, or Grab a villain, fly him the moon and leave him there. No more villain. But superheroes don't use their powers in that way, neither do villains.

This rule, the GM will need to enforce, because if he doesn't, then the world will be a much more deadly place, and the only thing that can challenge these brutal killing machines will be equally brutal villains and monsters. Say goodbye to civilization and hello to Martial Law or Call Of Cthulhu!

Superheroes Don't Kill Or Get Killed

They don't even get scarred except maybe in an origin story. If a deadly weapon hurts a hero he might bleed and lose consciousness requiring medical attention but pretty soon he'll be good as new. **But the characters in the story don't know this**, and they will be afraid of "deadly" weapons. So guns swords and claws can be used to scare people.

Heroes Don't Attack Innocent People Based On Bad Information

The information heroes get from their contacts is always either right, or a trap. It's never just wrong.

Superheroes Don't Have To Go To Court

If a superhero beats up a bad guy the police will come along and take the bad guy to jail.

Mistaken For A Villain

On the other hand, when 2 heroes arrive at the scene of a crime, the second one to arrive will often assume he has caught the first one in the act, and a fight will start. It always seems that the one who arrives first is the one who has some cloud of suspicion over him anyway. Usually, they fight until the real villain runs into them on his way out. These fights are NEVER concluded (no one gets to know which hero would have won) but they go on long enough for both heroes to be hurt and unable to stop the villain's escape.

Apolitical

Their few political expressions are simple, not controversial and usually made in opposition to an outside enemy such as Communism, Nazism or terrorism. Heroes can represent principals such as patriotism, freedom or faith; but not political parties like democrats, republicans or libertarians. In spite of this, most superheroes are pretty conservative.

Superheroes living in countries with corrupt or repressive governments aren't expected to follow this rule. Go Robin Hood.

Disorganized And Unprofessional

Though superheroes usually cooperate with law enforcement, there are very few government-sponsored groups. Since superheroes often have secret I.D.s and don't work for pay, they're very difficult to organize. Most superhero groups are small voluntary clubs with no legal standing. State sponsored superhero groups are a feature of repressive governments.

Villains Want Recognition

Superhero adventures are very seldom whodunits, because super villains want credit for their crimes. They leave calling cards and even have their soldiers dress in uniforms so everyone knows who is behind the crime. Sometimes a villain will want to keep his involvement secret until the right moment but he will always reveal himself, in due time. But that doesn't mean they make it easy to catch them. Just knowing it was Boppy the Clown who committed a crime doesn't tell you where Boppy is, or where he will strike next.



Unabashedly Evil

In real life, criminals, and tyrants usually try to justify themselves, to convince people that they aren't really evil, and to win people over to their side. If they didn't, then who would want to work with them? But comic book villains often embrace evil proudly. They dress in a way that is intended to inspire fear and hate, and name themselves after ugly creatures, threats, sins and even demons. It's like all super villains are fans of punk rock, gangster rap or heavy metal. Most villains only try to justify themselves when their primary motive is revenge.

Revenge

Villains are never content to move on with their lives. If you send a villain to jail, you become his enemy and he'll plot his revenge the whole time he's in jail. He might even team up with other villains that you locked up and form the anti you league. Many villains originally put on their costumes just to get revenge on someone.

PG 13 Violence

Heroes fight robbers, smugglers, kidnappers, and evil geniuses. While they might solve the occasional murder mystery, superheroes do not deal with rapists, child molesters, or sadistic serial killers. These sick crimes just don't fit the tone of comic books.

With that said, let me point out that a professional assassin is different in motive and methods from a serial killer and many comic book villains are assassins/hit men. Like all genre rules, this has a number of notable exceptions, but even if a villain, like the Joker, does often kill (even casually) killing is hardly ever his primary goal; and if it is, then it's going to be a mass terror attack, involving some elaborate scheme, like poisoning the city's water supply; the kind of thing you know the hero will be able to stop.

Death Traps

If a villain defeats a hero, he never kills him or unmasks him. Instead he puts him in an elaborate death trap and leaves. Then the hero escapes. **That's just how it's done.**

Speeches

Villains often want to tell you about their secret origin and master plan. And they want to brag about how nothing can stop them now. You should listen to what they say, because it will often give you clues about how to stop them.

Where Do All Those Minions Come From?

In real life, even in the worst of times, career criminals are a small minority of the population, but if you put together the minions from all the super villains running around, in a comic book city, they would probably outnumber the honest citizens of the city by 2-1. Where do all these minions come from?Nobody knows.

Uniqueness

In Real life fame inspires imitations and every famous criminal inspires copycats, but in the comics heroes and villains don't copy each other's names and costumes. If 2 heroes have the same name, you can be sure that the first one was out of commission before the second one showed up, unless they come from parallel universes. If a villain takes the same name as another villain, he's probably in for a fight, even if the original was retired. An 80 year old villain will escape from the prison hospital to take back his name from some young imitator.

A Fresh Start

If a villain ever repents and becomes a hero, he will be accepted as a hero and escape prosecution for his past crimes. Lots of heroes started out as villains.

Fallen Heroes? Never!

Heroes never become villains. If a hero ever betrays his friends you can be sure he was mind controlled or had a good reason, unless he was really a spy, the whole time. But if a hero decides to fake it, so he can infiltrate a villain group, he won't have much trouble convincing people that he switched sides. (Especially if he was a sidekick)

Other Genres

Villains in a superhero world come in such variety that some of them cross over into other genres. Horror is the most common crossover, because superheroes get to fight monsters a lot. When this happens some of the genre rules get changed with regards to how the villain can interact with civilians. A horror story doesn't work if the monster can't kill people. However, they still have to face the normal restrictions when dealing with superheroes. Dracula is not going to kill The Last Crusader, because The Last Crusader is a superhero.

Anarchists, Nihilists & Satanists

Anarchists, Nihilists or Satanists are much more common among comic book villains, than in the real world. There are several reasons for this:

- 1) Since these villains are pretty unrealistic, you don't run as much risk of offending anyone, as you would if you used some more popular Ideology or religion.
- 2) Silly as they are, these are still beliefs that some people in the real world have held, and they always have terrible consequences; so you can easily picture mindless minions being drawn to a charismatic leader of these kinds.
- 3) Villain organizations with realistic ideologies require more work. If you want to use communists, you need to think about what a communist villain would want to do, to advance the cause of communism. Anarchists, Nihilists & Satanists don't have to make sense. They don't have to believe that killing the mayor will advance some cause, they just want to kill him, because it messes things up for the civilized people, that they hate.

So what do these things mean? **Anarchists** are the most appealing of the 3. They love freedom, hate authority and want to do away with government. **Nihilists** are more pessimistic, they don't believe in freedom. They just hate civilization and want to do away with it. **Satanists** are the worst of all. Reveling in pleasure and power, they see themselves as superior to ordinary people and privileged to do as they please. Often, they unapologetically worship a symbol of evil, but that's not really necessary. They could be fascists or just plane egotists.

HISTORY

There have been many attempts to tell stories about a group of superheroes who are the first ones in the world, **but it never works**. A superhero world needs history. There have to be heroes from the past to inspire us, and to be the source of immortal heroes and villains; and you can't have time travel stories without a past and a future to travel to.

As a rule successful superhero worlds have a recognizable pattern to their history:

Prehistory

Most of the world is primitive and dinosaurs rule, but there is at least one very advanced civilization which comes to an end in a cataclysm. (The Flood)

Ancient And Medieval World

Magic rules the world, and the gods and heroes of classic mythology are real. This includes medieval legends like King Arthur.

Note: In a historic setting, magic should never be so common that it takes the place of technology and creates a world very much like our own. (No mass communication via crystal balls or flying ship airlines.) Doing this would not only ruin the historic feel of the era, but also ignore the fact that since only scholars and spirits can use magic, it's impossible to mass produce magic items. You could never get a bunch of wizards to work on an assembly line. It's just stupid.

On the other hand, a small community, built around a wizards academy, or some such power source, could have a ridiculous amount of magic, especially if it's been around for a long time. Just keep it small.

REMEMBER: This note only applies to historic settings, that are part of a superhero universe. If you want to run a swords and sorcery game in a fantasy setting that's totally different.

Recession

For some reason, magic became weaker, the pagan gods disappeared, and there was a period in which there were very few super Powered beings. This is when most of them started to operate in secret.

Resurgence

Usually this starts around WWII but it doesn't have to. Super Powered beings make a dramatic come back. Mutant heroes make their first appearance. And the number and variety of heroes is far greater than at any other time. This period includes the present day and is usually the period we focus on.

Future Cataclysm

In the not too distant future, superheroes disappear. Perhaps a utopian civilization develops where they no longer seem to be needed or perhaps humanity turns on its heroes and banishes them. Either way there is no one to save the world from a cataclysm, that destroys civilization. Often there is a machine or alien tyrant who takes over for a while. (He might have even been behind the disappearance of the heroes). Afterward there is a period of savagery as civilization is slowly rebuilt. During this period many records of the 20th century are lost so when we get to the distant future people don't know much about the present.

Interstellar Civilization

One day humanity will join the community of the universe, in a galaxy where space travel is as normal as airplane travel in our present age. Superhero groups often consist of aliens, from many worlds, each using the abilities natural to his own race. Magic and mutants are both very rare.

Of course this time line extends into the future because superheroes time travel.

It Was A Different Time

Often when players time travel they'll discover that the rules of the genre change a bit with the times. In the past fights, were often more deadly, Governments less cooperative and heroes more eager to change the world rather than letting ordinary people work politics out for themselves. That's why we had heroes like Zorro and the Minute Men who's primary activity was standing up to oppressive governments. Going all the way back to the middle ages or further will often reveal a world much more like a typical swords and sorcery setting than any superhero world. Who knows, your GM might even have giants, dragons and fairy creatures running around in those days. (I do.)

Just remember that time travelers need to follow strict rules to avoid changing history or earn the wrath of the time police or whatever cosmic entity is in charge of keeping time from changing and fixing it when it changes.

It's A Different Place

Even in the modern world, different rules often prevail outside western civilization. Which is why we have some countries ruled by super heroes or villains.

HISTORY IN MY OWN GAME

The **ANTI-ANTEDILUVIAN** world had 3 very advanced civilizations, Atlantis, Lemuria and the Virumar. The Virumar left the earth to explore the stars. Atlantis and Lemuria fought a great war that caused the world to be flooded. There weren't many survivors but Noah and his family were the most well known survivors.

The Virumar weren't effected by the flood, but they were far away, building their own empire, in space. They had sporadic contact with the earth eventually forging close ties to the Roman Empire. Today the galaxy is populated by many creatures, that were genetically engineered, by the Virumar.

The period known as **RECESSION** took place in 2 stages. During the first century AD, Apollo rallied the young Olympians to rise up against Zeus. After the war these gods had no more contact with humanity. Around the same time a terrible plague spread throughout the galaxy, which destroyed the Virumar Empire. Then the fall of Camelot and Ragnarok both took place near the end of the viking age. Magic became weaker and weaker, and by the end of the middle ages, dragons had become extinct.

The **RESURGENCE** begins in the 1920s when magic starts to reappear. Many people suspect that it was reawakened by some archeologist digging up some ancient source of magic.

The process, for giving human beings mutant powers, was invented in Nazi Germany. Where it was known as Project Übermensch, and the first super soldier they created was named Der Übermensch. English spies stole the process, and passed it to the Americans, who developed their own "Power Up" process. The first American given powers through this process was called American Dream.

After the war, Project Übermensch fell into the hands of the Russians, who created a process called "Empowerment". and much of the Cold War arms race focused, not on nuclear weapons, but on superheroes. Today's superheroes are often descendants of people experimented on in the 1940-60s.

After the Korean war, the U.N. Banned the use of "Super Soldiers", and from that point on, they were only used in covert operations by both the U.S. And U.S.S.R. Because of this ban, the actual military value of superheroes was not enough to justify the risk and expense of creating them, so by 1960 the military, pretty much, got out of the superhero business.

The CIA continued to create and use Super Agents until 1977, when President Carter ordered a stop to it. Leaving NASA as the only part of the government still making super soldiers. When Ronald Reagan became president most people expected him to get America back to work on making superheroes but instead he started work on a nuclear arsenal that eventually forced the USSR to collapse.

Instead of trying to create super soldiers or agents, Reagan worked to build connections with existing, civilian super groups, like the Knights of Saint George. Though sometimes strained, these connections continue to this day.



GEOGRAPHY

In a superhero world there are always countries and regions that you won't find on Google Maps. The United States, Western Europe, Israel, Russia, China and Japan are pretty much the same as in the real world, but Eastern Europe and just about any other place are targets for major changes. The types of places found in a superhero world fit into certain types:

Utopia

Magic or super science has created a peaceful enlightened society where people live in harmony with nature. This is the most boring place on the planet and some hero and/or villain just couldn't wait to get out of there and get to work on the rest of the world. The only use for a place like this is either to be where someone comes from, or to have it threatened by the outside world. Of course every super world has a place like this and most have more than one. Some Utopias are inhabited by humans, some by deities and at least one is inhabited by telepathic gorillas of all things.

Dystopia

Every comic book world has at least one of these on every continent. Usually there are so many of these, even the writers can't remember them all. Dystopias are miserable little countries ruled by super villains. Usually the people live like peasants, while the ruler lives in a medieval style castle filled with ultra high tech or magical devices. If the country is industrialized, it will be extremely polluted. My Dystopias are always real world countries with fictional characters in charge. Romania ruled by Vlad The Slayer is my favorite (Transylvania is in Romania).

Stepford

This is a place that looks like a utopia but it hides a dark secret, a secret so sinister, that once it's exposed, the heroes will be forced to destroy the place. The Star Trek universe has lots of these.

History Alive

There are places that have been cut off from the outside world, where time has stood still and people live their lives just like the people of the distant past. Visiting one of these places is like walking into history. Most of them look like ancient Greece or Rome but some look like the middle ages, and there's usually one in South America that's just like Nazi Germany, and one in New England where superheroes are in danger of being burned as witches. Sometimes places like this are created by a weird combination of a militant utopian community, and the Society for Creative Anachronism.

Atlantis

The mer-folk dwell in cities of their own, but even they have left most of the ocean floor unexplored. There are mysterious places in the deep filled with giant monsters and strange races; and many a ship or island has vanished below the waves to leave its haunted remains.

Outcasts Sanctuary

In some remote corner of the world or deep under the earth, perhaps even just below the sewers, there is a city where the unwanted, outcast, mutants and monsters make their way to escape persecution and find acceptance. Humans are not welcome and most superheroes are a little too human to be welcome.

Vampire City

This is just like outcast sanctuary but the inhabitants are vampires and humans are all too welcome. For obvious reasons, these places have to be small, but if they exist, then there's always more than one.

Monster Island

Dinosaurs and other monsters roam the jungles of this land that time forgot. Often found in the center of the Earth, or in the middle of Antarctica.

Portals

There are doorways that lead to distant lands and different worlds. All players have to do, is find the portals, and the multiverse will open to them. Characters that come from other worlds might already know about one or more of these portals. Sometimes the portals don't stay open all of the time, but when and where they appear can be predicted.

The City

This is the place where the heroes live. It gets it's own chapter.

The Rooftops

Police don't patrol the rooftops of the city, so many criminals and dangerous creatures prowl the rooftops, never descending to the streets. Unfortunately, regular citizens don't realize this, so there are often ordinary people seeking some privacy and even children at play on the rooftops, blissfully unaware of the risks they're taking.

The Underworld

Subway tunnels, sewers, storm drains, natural caves, forgotten catacombs, abandoned cold war bunkers, and smuggling tunnels are so common that the underground is often as crowded as the city above. Further down in the tunnels are subterranean worlds filled with Strange creatures, and civilizations unimagined by man.



SCIENCE

It Just Works

Superhero stories, should not be science fiction. We don't have to bog down the story with long explanations of how stuff works. You want a bulletproof, flying suit? Fine I don't care how it works or what it's made of, or how you can afford it. It just works.

Inventing Stuff

Superheroes are supposed to save the world, not change the world. If someone invents a bulletproof, flying suit, he knows that, in the wrong hands, it'll be very dangerous. Why not mass produce it, and sell it to the military and police? Because that would change the world, not save it. This is the origin of a superhero or villain, not the beginning of a science fiction story, and it's certainly not a story about an inventor and entrepreneur.

What happens, if someone wants to change the world? Well, he builds a prototype, then right after he tests it, he gets killed. That's right, dead. Then, someone, with more respect for the genre, will take the prototype, and become a hero or villain. Or maybe the invention gets stolen by a giant corporation and the legal battle drags on till the inventor grows old and dies. That real enough for you?

Making Stuff

How does one guy build a secret lair the size of an airport, and move tons of equipment into it, without anyone knowing what he's doing? How does he provide his base with water and Electricity, and still maintain a secret I.D.? How does he get hi-tech hot rods, helicopters and jet planes! All in secret? It just works.

Raw Materials

The Earth's core is made of iron, so theoretically there's a lot of it, and that's all it takes, in a comic book universe, to justify an unlimited supply of metal for all those robots, space ships, weapons, armor, etc... You probably can't get a penny for 10 tons of scrap metal in a superhero world.

Heavy Metal

There is some indestructible metal out there and someone knows how to make stuff out of it. In my game, it's called Aegisite. Named after the indestructible shield of Zeus.

If it's indestructible, how do you melt it down to make something out of it? Obviously, you make something out of it before it becomes indestructible. Then how does it become indestructible? It just works, Dang it!

Competence

Everyone knows how to use his powers. **EG:** if you have microscopic vision, you can recognize various chemicals from trace samples, because if you couldn't, the Power would be useless. If you can jump 90 ft or fly, then you can land without crashing. No one wants the Power to kill himself. It just works, unless the theme of the story is learning to use your powers. (A theme that, trust me, will get real old, after just one adventure).

Aliens

The universe is filled with a variety of humanoid, and sometimes even human looking aliens that often speak English. There are so many different alien races that the writers can't remember them all, but it doesn't matter since most of them will only show up for one story anyway. There seems to be at least one inhabited world around every star, and most of these worlds have one dominant life form living in one environment, and one culture.

If more than one race lives on a single planet then one of them has a large interplanetary empire and the others are a subject people.

Zoology

Normal animals, in a comic book universe, are often bigger and much more aggressive than the animals in the real world. If you see a bear, a wolf or a gorilla it will almost always attack you. Good thing there are superheroes to save us.

Parallel Universes

There are many universes that are very similar to ours but with some important difference. Maybe all the heroes you know are villains. Maybe the axis powers won WWII, or the communists launched nuclear war in the 1960s. Almost any difference you can think of is a reality in some universe, including differences that primarily affect one main character.

Not all of them are bad but, alternate universes are where things happen, that would never be allowed in the mainstream continuity. Many parallel universes are completely different genres, including science fiction, swords and sorcery, horror, comedy and even romance.

Time Travel

Time travel works and most of the difficulties associated with it, in science fiction, are ignored. There is always someone who will know how things are supposed to go, who can't be effected by time changes and can fix them or send the heroes to fix them. History doesn't get changed, **unless it's supposed to get changed**. By the way, Doctor Who is a superhero.

Cryogenic Freezing

This is a classic theme, that we've seen a lot of times, because, in comic books, people can be frozen solid by attacks, and when they Break Free, they're fine! No frostbite, no hypothermia. They're just stuck for a while. So cold makes for a nice non-lethal attack. The only time an explanation for the victim's survival is ever needed is when he survives for years in ice. Apparently suspended animation that allows the character to survive without food, water, or bathroom breaks is a bit too much to swallow without an explanation. Fortunately the usual explanation is that the character's super human physiology (whatever that means) was enough to protect him.

Head Injuries / Don't Try this at home!

Not just in superhero worlds but in any world of action and adventure, people who get knocked unconscious tend to stay out for an hour or so, then wake up, with no serious after effects. Since this is an established convention, we're going to go with it. We actually like it. It's a convenient way to end a fight, and a scene, and it gives bad guys a chance to put the heroes into death traps. Above all it's a lot better than what happens in real life. In real life, if anyone ever gets knocked unconscious near you, call 911 right away. This is very serious.

Lighting

In most fantasy worlds (weather science fiction, superhero or swords and sorcery) total darkness never occurs in nature. There are luminescent rocks, plants, fungi, and animals that light up the caves and tunnels of the underworld, and in space, the stars can all be seen, just as if there were an atmosphere. Total darkness only happens when some evil magic is used. Normal people still have a hard time seeing in the dark, but no superhero or villain would ever use a flashlight.

Reverse The Polarity

Reversing the polarity of a device is something a character with a Hi-Tech Origin can do. What does it mean? It's cheesy sci-fi double talk, that doesn't mean anything, but when you do it in a superhero story, the effected device will run backwards, undoing whatever it's just done, **or just blow up**, whichever is more convenient.

Reversing the polarity on a teleportation or time travel device doesn't call people back, but if you do it before someone uses the device, then they'll end up being sent somewhere bad, instead of where they wanted to go.

How do you do it?

Just switch the red wire with the black wire, but simple as this sounds, you can't do it without a Hi-Tech Origin or at least some high school credits in an advanced science. It takes a whole round and can be interrupted. If the character is attacked, he will have to start over.

A character who isn't qualified can attempt it (Die roll needed) if he has a tech savvy character talking him through it over a radio or telepathic link, but it takes 5 rounds instead of just 1.

A WORD ABOUT MUTANTS

Mutants Are A Good Idea

To have it established that from time to time people are just born with extraordinary powers (or the potential to develop them in the right circumstances) makes everything a lot easier for us, as creators.

Before we had mutants, we had origin stories. A lot of them were good but a lot more were pretty lame. The real problem though, was that all of them were highly improbable, even by comic book standards. Of course this was on purpose because it helped keep each superhero or villain unique. If an origin was something that could easily be repeated, then someone would be making thousands of super Powered soldiers.

Unfortunately built in improbability also created a serious contradiction. Continuing stories required a continuing supply of antagonists. How could there be so many super Powered beings if super powers were so unlikely? Mutants solved the problem and made the stories (in their own way) more believable.

Mutants In This Game

This game makes no distinction between those born with powers (or the potential to develop them) and those who gain them as the result of accidents or experiments. In fact, the only reason accidents and experiments ever give people powers, is because some of the subjects were born with the potential to develop powers. The others all got radiation sickness and died.

Mutant Paranoia Is Bad

Unfortunately, one of the more popular comic book companies decided to make mutants into unwanted outcasts of society and the subject of an endless stream of symbolic stories about racism and paranoia (eyes rolling). This is bad. I don't use this plot line in my game, or encourage anyone to use it in his game.

Anti-mutant paranoia goes against the grain. It ruins the generally positive outlook of most comics and turns powers into a curse. It encourages mutants to see themselves as separate from and morally superior to humanity. It dehumanizes everyone involved, and provides more than enough justification to villains.

It Doesn't Even Make Sense!

Why single out mutants, when the general public has no way of knowing who's a mutant and who got their powers from a goofy origin story? If the people accept Captain Patriot they have no reason to be suspicious of the Letter Men. So it eventually casts a dark cloud over every hero and makes the whole world a more pessimistic and dismal place to die.

You Want to Do A Story About Racism?

Fine, do one, it might be good and insightful, but use a different race instead of using mutants. People could be afraid of aliens, morlocks atlantians or real minorities? You could even use human heroes who look like monsters.

THE LAW

Superheroes Seldom Have Any Legal Authority. Usually the police and the public appreciate their help, and realize that they need it, so the courts are willing to overlook the fact that superheroes are taking the law into their own hands.

The Courts Are Usually On The Heroes' Side

The courts know that if they make it too difficult for the superheroes, the world will be left at the mercy of villains, monsters and disasters that the police just can't do much about. But the leniency that courts show to superheroes is not without its limits.

Superheroes Have Power But The Police Have Authority

Even though a cop is a regular guy with no powers, any superhero who doesn't do as he's told will be in for a world of trouble.

A Superhero Is Not Expected To Follow The Letter Of The Law But...

Police take a dim view of so called heroes who cause more problems than they solve, who blatantly disregard the law, disobey lawful orders from police, or worse: habitually leave a path of destruction or a trail of dead bodies. Such vigilantes will be seen as villains, and attacked by police and other heroes.

Throwing cars and swinging telephone poles should be a last resort not a first response

Players Should Respect The Police And The Public

If they step too far outside the law the results for the game can be disastrous. Unless everyone really wants to run an outlaw game where all of the players are **Wanted**, I guess that's OK, as long as everyone enjoys it, but superheroes are supposed to be the good guys.

The Public Does Not Turn Against Heroes For Long

Individual heroes might encounter difficulty with the law and the public, but the idea of the public or authorities trying to bring heroes under control or put an end to them entirely really just doesn't make sense, unless it's part of a villain's plot which is doomed to fail.

Just think about it, if the heroes did all hang it up, there would still be villains, monsters, alien invasions and natural disasters. No outcry from the public or government crackdown could ever change that. In the real world we can do without superheroes, and we're probably better off without them, but in a world with super villains and monsters, civilization couldn't last without super heroes, and humanity wouldn't survive.

Science Fiction Laws?

If you want to play around with science fiction, then the kinds of laws that might get passed, in a superhero world, are a ripe place for speculation. Most science fiction, that has looked into this, has been poorly thought out, and based on either mutant paranoia, or on the way the real world deals with vigilantes. These approaches ignore the facts of a superhero world. **IE:** the long standing tradition of superheroes, that predates most modern governments, and the fact that, most free societies, would never have come into existence and couldn't continue to exist without the help of superheroes. Remember those super villains, and monsters?

So, what would laws in a superhero world really be like? Would there be such a thing as a superhero license or academy. Would the government recruit superheroes into some organization, training and paying them to fight crime? Who would be in charge of them? Would the ones with secret I.D.s be looked upon with suspicion, or just be seen as old fashioned? Would the courts have forced superhero groups to integrate back in the 1960s? How would the military make use of super soldiers? and in each case, what might be the consequences, of different courses of action?

SUPER PRISONS

Prisons in a superhero universe have to deal with a lot of problems unknown to real world prisons and they're justly famous as revolving doors. There are several different approaches to solving the problem of super inmates.

Power Deactivators

Some prisons have a way to Deactivate super powers, either constantly to prevent break out attempts or with a weapon used to subdue violent prisoners. Some might even have a way to remove powers permanently. Though if the authorities have a way to permanently remove super powers, this would make many superheroes view the government with extreme fear and distrust. Another big problem with this, is that it usually only works on mutants. Of course Tech powered prisoners can have their toys taken away, but government authorities are usually helpless against Magic or Alien criminals.

Specialized Cells

Some prisons will try to custom build cells to resist each individual inmate's powers. Obviously this is a very expensive option but not as expensive as the next 2. The biggest problem with this is that sometime the measures needed to counter a particular villain's Power will fall under the class of cruel and unusual punishment.

Leavenworth On Steroids

Some prisons will be fortresses with enough firepower to quickly subdue even the most powerful super villains. Remember that in this game the Power of a hero or villain is supposed to be comparable to a tank or a jet fighter not an atom bomb.

Devil's Island On Steroids

Some prisons will be in extremely remote and dangerous locations like on the ocean floor, in the arctic or on the moon. To make escapes much less likely.

Australia On Steroids

Some might say that Australia is already on steroids, but in a superhero world some villains might get sent to places of no return, like whole other planets or universes! There are even small pocket universes where the prisoners can be kept in total isolation, and the only reason they don't starve, is that these places are outside of time making them eternal cells.

Naturally, only the most dangerous monsters or villains would be sent to such a place, but strangely it's usually the heroes who make the decision to send someone there, and they do it without even consulting any legal authority!

No one wants to give the government the Power to banish people to Hell, but we can always trust the guys in tights who won't tell us their names. See the section on religion.

RELIGION

THE SUPERHERO GENRE IS ABOUT THE STRUGGLE BETWEEN GOOD AND EVIL. IT DEALS WITH THE MYSTERIOUS AND MIRACULOUS IN A SYMBOLIC WAY. ANYONE WHO DOESN'T REALIZE THAT SUPERHEROES ARE REALLY ABOUT RELIGION, JUST ISN'T PAYING ATTENTION.

Most comic books don't deal with religion directly, after all it's just fantasy, but some of us take our fantasies quite seriously, and whether or not we take religion seriously, we wonder about illogical problems like Greek and Norse deities hanging around in a Judeo-Christian culture, or if superheroes can wield powers and abilities far beyond those of other mortals, then how can we know that Jesus was the Son of God and not just some super mutant who claimed to be God? Wouldn't this question have been a tremendous barrier to the development of a Christian culture, unless there was a clear answer? After all, superheroes and pagan deities demonstrate their powers all the time.

For people who want to address these issues here is a little help. These are optional rules and background suggestions that can make a superhero world compatible with Christianity without forcing you to cut out a lot of the stuff you love from the comics.



Jesus

Jesus said to believe in him, because of the works he did, and Nicodemus said that he knew God was with Jesus because no man could do the things he did, unless God was with him. But what if superheroes can fly and bend steel? What do Jesus' works mean then? Well, the only way you can deal with this, is to make sure there is a clear difference between the **types** of powers available to most superheroes and the type of powers used by Jesus and the Church. The miracles that Jesus did to prove that he was the Messiah included healing, casting out devils, feeding people & resurrection. You can easily say that only heroes with a holy origin can use these powers.

Pagan Gods

So why are Donner and Heracles running around New York, with Saint Patrick's Cathedral in the background? The comics generally agree that humanity turned from these pagan deities long ago because they never did much for us. These gods never asked to be worshipped in the first place so it didn't matter to them that people gave up such nonsense. However Judaism, Christianity and Islam say that there is only one God. If Donner, and Heracles are running around the streets, doesn't that mean these religions must be wrong? **No**. Who says that Donner and Heracles are actually gods? Yes, they're immortal and Powerful, but so are angels, demons and fairies, (or jinn and Affrits). When the Bible declares that there is only one God it doesn't deny the existence of these other beings, only the claim that they are gods. (People used to worship the Earth and sun also, and the Bible doesn't deny that they exist.) None of these entities are omnipotent, omnipresent, or omniscient. None of them are the creator of the universe, and none of them are love life and truth. Just say Donner is an Asgardian, and Heracles is an Olympian.

Pagan Cults

Of course there are some people who still insist on worshiping these other "gods" and some dark beings that enjoy being worshiped or find worshipers useful from time to time.

The Cosmos

God made distant galaxies, black holes, dark matter and quasars, though we have no idea why. He might have also filled the universe with cosmic entities that each have their own roles to play. Sadly not all of them are doing what they were made to do. Some have gone their own way and found their own purpose. The judgment still waits.

Afterlife and Undeath

Ghosts are the spirits of the dead. They can be condemned to Hell, Sanctified in Heaven or waiting in Purgatory. We have it on very good authority (Pope John Paul II) that Heaven, Hell, and Purgatory are not so much places as conditions of the soul. This means we don't really know **where** these souls are. They might be much closer than we realize. We can pray for the souls in Purgatory and ask for the prayers of the saints in Heaven. Beyond this, it's a sin to try to contact the dead, but that doesn't keep them from taking the initiative and contacting us.

Undead with bodies, like vampires, ghouls and zombies are another thing entirely. Don't ever confuse these abominations with the people who's bodies they're using. These are always evil creatures that must be destroyed. Most of them maintain their existence in this world by doing evil things like murder, drinking blood and cannibalism.

Religion Is Not Magic

Magic comes primarily from either pagan or demonic sources. (Pagan means any religion other than Christianity and Judaism; demonic refers only to spirits that are hostile to humanity) There is a distinction between magic and religion and not all pagans use magic. The difference is this:

- ❑ **MAGIC or SUPERSTITION** is using spiritual power to subject this present world to our own will.
- ❑ **RELIGION** is obedience to a spiritual direction, with hope in the next life.

Most religions condemn the use of magic, but in many comics there is one type of magic that would not fall under this condemnation, because it doesn't involve calling on spirits but instead comes from natural talent developed through discipline and practice. A wizard of this type is more like a martial artist than a scholar. A perfect example of this is seen in the magnificent TV Show, *Avatar the Last Air Bender*². This type of magic does not have a single name, or even take a specific form because it's an invention of modern fantasy, rather than something drawn from real mythology or folklore. So a magical superhero is not automatically an enemy of the Church, but don't expect everyone in the Church to know that.

The Origin And End Of The World

Keep these things a mystery. These parts of time are impossible to reach with time travel. Some interference keeps people from going that far in either direction.

² OK, the Avatar himself clearly had a spiritual dimension to his powers, but for most of the Earth, Water and especially Fire benders, it wasn't so.

BREAKING THE RULES IS OK

A superhero world is a very big and diverse place, and the best of them are cross time multiverses where just about anything can happen. The rules of a genre describe the world, but clearly they do not apply equally to every character in the world. There are lots of non-traditional Characters who add contrast and sometimes a little conflict to the stories. Just because you have powers and/or a costume doesn't automatically make you a superhero or villain. Make your own way in the world. It's your game. Maybe you're just a costumed vigilante or a loony. Even if you are a superhero, that doesn't mean you have to follow all of the rules all of the time. You could be a superhero who never wears a costume, who works for the FBI, or who openly expresses his partisan political views. One of my characters, The Last Crusader, is a very vocal Catholic who takes a stand against abortion.

DISRESPECTING THE RULES IS NOT OK

The rules aren't iron clad, but that doesn't mean, as some might argue, that there are no rules. We all know the rules, because we've grown up with them. They were created by a collaborative effort of comic book writers, government authorities, and TV cartoons. And just as we know the rules we recognize exceptions when we see them. Characters who break the rules are always described, (often by their own creators and publishers) as "Rule Breaking". That's what we mean by an exception that proves the rule. You can't break a rule that doesn't exist.

I realize that many of the conventions of the superhero genre originally came about because the genre was primarily aimed at children, and that some writers and fans resent them for that reason. I know that there have been many efforts in recent decades to dispense with some of the conventions to make comics either more "adult" or more realistic (as if a story about a superhero is ever going to be realistic). I also know that Hollywood has never respected the rules of the genre (usually killing off the villains, which is a cardinal sin). But I also know comics don't sell anywhere near as well as they used to, and comic fans have often been disappointed with movies based on comics.

A genre is what it is, and if you change it too much, it becomes something else. These efforts usually come across as soulless rip offs, or attacks on the genre that insult those who love it. The best of them are parodies and sometimes they can even be really good one shot stories, but they can't have the depth and lasting appeal of the original.

Using Vampires As An Example

Vampires are a lot like superheroes, in the sense of having a lot of traditions that have frequently been scoffed at in recent years. So lets use them as an example of how to balance the old and new.

So, you want an original type of Vampire. Well, it's not going to be original, because no matter how you dress it up, it's still a vampire; and it can't be part of a tradition, because you changed it. But, if it's neither original nor traditional then there's no reason for anyone to like it.

I hate it when writers say "forget everything you think you know about Vampires". I like what I know about vampires, the stuff I know about vampires is the reason I'm interested in them & they never mean it anyway. In all of these stories, most of what I know about vampires is still true. They just changed a few things. If everything had really been changed, they wouldn't even call them vampires.

But...

You **can** do vampires that are different. There are ways of making them different, without insulting the people who love the traditions. Say that there's more than one type of vampire. This lets you create anything you want but gives the audience the comfort of knowing that the familiar thing, that they love, is still out there, somewhere, (even if it doesn't appear in this story). You could start out with normal vampires and have something happen in the story that changes them. You could have people with strange abilities get turned into vampires with strange abilities, have an alien get bitten by a vampire, or show ordinary vampires who've learned to use high tech or magic weapons.

Changes don't have to be big to be spectacular. I still remember the impression I got the first time I saw a vampire in a suit of plate armor using a sword. That was awesome! He was a totally traditional vampire but he was doing something I'd never seen a vampire do before and it was exciting. So get out your chainsaws and get creative. If you start with the traditions, then you can add anything you want. Enrich the world instead of making a lame rip off.

Finally...

If you don't like the conventions of the genre, don't try to reinvent it, just admit that you don't really like the genre. **You can play this game in any genre you like.**

WELL, THAT DIDN'T WORK

With all that said, now I have to point out that role-playing games are different from comic books and some established conventions of the comics just don't work, in a game, and must be done away with, or severely modified.

Non-Heroic Subplots

Oddly enough, many superhero role playing games put a lot of emphasis on this sort of thing. They say it adds depth and interest to the character, but a role playing game is not a creative writing assignment! And it's been my experience that no one plays a superhero game to be Clark Kent, they play to be Superman. Being normal is what we do when we aren't playing the game. It's great to have the non heroic I.D. as part of the character. It's OK to have stories start out with the character in his secret I.D., but never let the secret I.D. Be the focus. Get to the action and mystery.

Secret I.D. Plots

Sometimes in the comics a whole story will revolve around a hero trying to maintain his secret I.D. Such stories are usually humorous but they have to be, because they come dangerously close to reminding the readers just how silly, and basically dishonest secret I.D.s are. In a game, plots like this have too much chance of the players failing, and having terrible consequences, for the character and the game. It's just not worth the risk.

Romantic Complications

Players like having their characters find a girlfriend and might even enjoy a few plots revolving around their love interest (maybe her ex or her uncle is a super villain), getting married is a good subplot too, but the game is primarily about superhero action, and players don't really want the GM roll playing their girl friends or doing a lot of personal interaction of this sort. It's just uncomfortable. So jealousy and loneliness don't work in the game. (But a player who dumps his normal girlfriend for a super heroine will always have to face some sort of revenge, as the ex becomes a super villain)

Reluctant Hero

This is a very popular plot device in fiction of all sorts, but it doesn't work in role playing games of any sort, because it means the GM will have to force the players to play his game. Now once I saw a GM who pulled it off with effective humor by having a blue lightning bolt shout "you, get on up that mountain!" that was great, but it's one of those "exception that proves the rule" kind of things. Really, the only reason anyone is playing is because they want to.

It is possible to use this plot, by creating a reluctant NPC, for the players to motivate, but players usually hate that.

Giving Up the Mask

In the comics superheroes often struggle with the idea of giving up their costume and living a normal life, but there is no reason why a player would ever do that. Maybe you could make this work by having an NPC consider it and let players convince him to continue the fight. This won't work unless the players know the NPC's secret I.D. or he announces his intention to quit in front of them (perhaps dramatically taking off his mask as he does so).

Funny Bad Guys

Think about the comics you've read where the bad guys were funny. You had a good laugh reading them, but did the hero have any fun? No he didn't. That doesn't mean this can never work. Unlike the other devices on this list, I think you should try to use this one, but it's on the list for a reason. You have to be really careful using funny villains because they stop being funny really fast, especially once players start losing Hearts. The best way to handle them is to make sure the players aren't the butts of the joke. Let the villain be funny enough that he doesn't have to belittle the heroes. And funny attacks should always cause Status Effects, not Damage!

Coming to the Rescue

In the comics, superheroes often rescue people from car wrecks, plane crashes, burning buildings and other mundane hazards. It shows that the heroes are really heroic and not just crazy people who trash the city with endless violence. This sort of thing can also make for exciting stories.

The trouble is that, in a role playing game, these situations usually aren't much fun to play. Players simply describe actions and they work. If the GM requires a die roll for a standard rescue, then the hero might fail. Even worse, what if the player has no idea what to do, or does something that's just wrong? No one wants to be the hero on the scene when a civilian isn't rescued. **Remember the game is supposed to be fun.**

However there are 3 ways to use a rescue in the game:

- **Trap** the villains put people in danger, or create a fake hazard, to trap the hero. A certain reporter is also known for using a fake accident to lure a hero to an interview.
- **Distraction** a call for help suddenly gets the heroes' attention, the villain will have to wait till later. This can be used to insure a villain's escape, so he can come back in a later scene, or just to delay the heroes and make a scene more challenging.
- **Narration** The scene opens with the hero completing a rescue, and as he is being thanked, the action begins.

GOSH! THAT DIDN'T WORK EITHER

Superhero games are different from other kinds of RPGs in a number of ways. People used to playing science fiction, swords and sorcery or online games might bring to this game certain misconceptions that will make it difficult to really get the feel of superheroes. So let's discuss some of these differences.

Buildings are not bigger on the inside

In many games, especially computer and video games, the inside of a building and the outside don't fit together, it doesn't matter because the game designer or GM Will tell the players where they start and lead them in the direction they have to go. In a superhero game, the buildings have to make sense, because when the hero looks at it from the outside, he will decide if he wants to use the doors, the windows, the skylight, a window on an upper floor, tunnel up from below or just smash through the wall.

Fortunately, no one is going to critique your building plans. It won't matter if you forget to put in closets or bathrooms or if the rooms are too big or too small, its just a game, man. And if you really like making crazy mazes that don't fit into the shape of a building just make it underground in caves or tunnels that way it doesn't have to make sense.

Splitting Up Is Good

Most games insist that players stick together and always act as a team, (presumably to make it easier on the GM) but superheroes are often loners. My best memories of gaming were times when I was alone with the GM or GMing a single player. Often a superhero's methods flow naturally from his abilities. One hero might rush in letting bullet's bounce off him, while another might want to sneak in and take the guards out one at a time. These two heroes will find it difficult to work together, unless the first hero acts as a distraction (and even then, they'll be splitting up). Splitting up let's each player face his own challenges, and be the star of his own part of the show. Ultimately splitting up might even save time because fights will be smaller and take less time to run. Plus with long range communication powers like telepathy, there is no need to separate players just because the characters are separated. Finally once the heroes locate the Boss Enemy, they'll usually want to get back together as soon as they can (unless one of them wants to challenge the villain to a chess match).

Heroes Don't Have Their Own Agenda

Online games are about exploring and repeating missions over and over to pursue goals of your own, while ignoring whatever doesn't appeal to you, or is too low level to get you any rewards, but superheroes are public servants. They're out to help people not make themselves rich or more Powerful. They will fight any villain they hear about, and protect any person in need. But if players aren't going to be perusing their own goals (most of the time) the GM has a job making sure there is something in each adventure that every Player is interested in.

Power Balancing

Other RPGs try to have all players be about the same Power level (it never works, but they try). In a comic book, heroes with no super powers stand alongside godlike beings. Instead of trying to balance powers, each character plays a different role in the story. The GM should make sure that the opponents are also of diverse Power levels, so that each player has an opponent of his own to challenge him. (you might need to make sure that the most powerful villains show up first and jump on their designated foes so that the players' powerhouse doesn't hog all the action.) And if one of the players is supposed to be the brains of the group, make sure there's something for him to figure out. When the heroes split up it's even easier, just decide where to place each villain based on which direction each player goes. That way everyone fights who they're supposed to fight.

Leveling Up

In a typical game that uses levels, a hero might start out fighting crime in the streets, then, as he gains more experience and powers he moves to new places to face new and growing challenges. That's OK for what it is, but it's not what superhero stories are like. A superhero is usually created for a particular environment, and a particular kind of adventure. Some are street level crime fighters, some focus on threats to national security, some of them defend the world against the ongoing threat of an alien or magical invasion.

Of course, a superhero needs to be ready for just about anything and occasionally being taken out of his element can be interesting, but **a leveling up game never gives a hero a chance to be at home in any element**. A player who wants a cosmic hero has to start out fighting street crime and wait for the kinds of adventures he really wants. Blah! If a player wants to fight street crime, then advancing to a point where that type of adventure isn't any challenge, means the character stops being what the player created him to be.

New Powers ? Ptthhh!

While the most famous superhero of all spent his first couple of decades gaining new powers at every turn, most superheroes remain the same year after year. Sure they become more skilled and powerful but they don't usually do it by gaining new powers. Even The Big Red S eventually settled into a fixed set of powers and hasn't gained a new one in over 50 years. That's not to say players should never gain new powers, only that as they gain new powers they should take care to preserve their character's basic concept. Improve him, but keep him the same. New powers should expand on the powers the character started with, not suddenly change him into something completely different.

We Don't Need No Stinkin Treasure

In most role playing games, the main goal and reward for an adventure will be treasure of some kind. As soon as a barbarian and his buddies kill a wizard they loot his body, and start searching for his treasure room. Superheroes are different. Not only are they not out for treasure, but even if a fantastic treasure just falls into their lap they won't take it! If you beat Vlad the Slayer, you don't put on his armor! Even if it would really help you, you just don't do it. You get rid of it, destroy it instead; presumably hoping it will never be seen again, even though, as a player, you know that the GM will bring it back, if he wants to. This is Role Playing in the genre.

Massive Multi-Player AAA!!!!!!

Gaming groups should never ever have more than 5 players and a GM. In fact 1-3 players is best. Those accustomed to online games might want bigger groups, but remember, a computer can handle all players simultaneously, a human GM can only handle 1 player or NPC at a time, and having a bunch of people **actually in the same room together** creates a lot of distractions.

I've played games with large numbers of characters, and it wasn't that unusual for a single round of combat to take hours to play. Fortunately, the large numbers also meant that a lot of the characters were out of the fight before the first round was over, so it went faster, after that; but obviously not everyone is going to be up for that kind of game.

Personally I had a lot of fun doing that sort of thing (but I wasn't the GM) so if it's something you're willing to try go for it. I hope you have as much fun as I did. Just make sure to keep lots of paper close by.

One Character Per Player

Many players will be a lot more comfortable experimenting with a wide variety of characters, when they have a primary character, that they know they like. If the players like or need a big group, then letting players have more than one character is a lot more fun than having too many players or having the GM run a lot of NPCs. By the way, if you ever do want to do a big battle, let each player take control of several of the NPCs. That way players have more to do, and they're not just sitting around watching the GM roll dice at himself. Once again fewer players works better because each player will control more characters and act more often.



THE CITY

Most superhero stories are set in some major metropolis. It can be a fictionalized version of a real city (like New York or Washington DC.) or a totally fictional one (like Technopolis or Bright City). Whichever you use, you should try to make the city come to life, for your players. To make this happen, there are a few things you need to decide, about the city and use consistently as they come, up over and over, in the course of an ongoing game:

Man About Town

When superheroes aren't in costume they like to relax by taking in local events and tourist attractions. This is important because it allows the city that the stories are set in to actually be part of the story, and even if it's a fictional city, it helps it to feel more real. In addition such locations and events are often targets for super villains. If a superhero is attending a concert, fair or special museum exhibit in his civilian clothes, he can be on the scene much more quickly than if he's out patrolling the city while listening to a police radio.

History

You don't need a lot of history, just an idea when and why the city was founded in case players travel back in time. Why the city was built could give you an idea for some features that remain. **EG:** was it a railroad town, a mining town, a fishing village, a utopian community, a mission, a trading post or a farming community?

Location And A Few Geographic Features

If there are any rivers, mountains, forests or beaches they might be important. Also make a note of the major roads especially highways and bridges.

A Few Named Neighborhoods, And Parks

Some neighborhoods can have generic names like: downtown, the docks, the business district, the financial district (which is always near the city hall) industrial park, china town, & the fairgrounds, but residential neighborhoods will need real names, like Brent's Wood or The Brick Yard.

Religion

2 or 3 local churches will be needed, make one of them a cathedral, then you need a synagogue a graveyard, and a mosque. You could even throw in a monastery. **When some weird cult pops up, for an adventure,** make sure it doesn't come from one of these frequently referenced places of worship. Though it might target one of them.

Local Media

Newspaper, television and radio stations. Don't forget to include some radical alternative media (usually radio or newspaper).

Culture

A classy restaurant, theater, museum, and tourist attractions.

Local Officials And Celebrates

The mayor and police chief plus a few T.V. news people will be all you really need but you can also add some other super heroes (besides the players I mean) and maybe some sports heroes, millionaires, civil rights leaders and performers.

A College, A Sports Team And A Stadium

The college will often play a big role in super hero stories. The sports team is just background, and the stadium is a target for terrorists.

Medical Facilities

Superheroes spend a lot of time at hospitals, injured, visiting each other and questioning witnesses and suspects. Plus some might have jobs there. Don't forget to include a clinic in a bad part of town.

Mass Transport

Bus co. An airport, maybe some train lines, and a taxi co. A superhero might travel on his own Power but many suspects wont, and mass transit is often targeted by terrorists.

Popular Hangout Spots

A dance club, a seedy bar, a carnival, and a fast food restaurant.

The Mean Streets

This should include some housing projects, and the name of some local gangs. Gangs are usually racially segregated. There will be Black, White, and Hispanic gangs in most cities, and some cities will have Asian or American Indian Gangs. (That's not something that should be, just something that is.) In addition there are a few themed gangs like surfers, satanists, punks, bikers, survivalists, cowboys and martial artists. In a superhero world there might be some more extreme themes like magical gangs, and mutant gangs. One thing you gotta remember about gangs, in a superhero world, is that whenever one gets beaten another can pop up in its place.

Landmarks

Finally a super city will always have something cool to look at. A giant statue, a nuclear power plant a really big sky scraper, a water fall or dam. Whatever it is, draw a cool picture of it if you can.

This won't take much work and if you use these references consistently it can really bring your game world to life for you and your players. Consistency is the real key. Every time a character on *Star Trek* steps into the transporter we know someone has to push all of those sliding buttons down all together. It always works the same way, so we know what to expect, and it feels right to us when we see it. When it feels right it seems real.

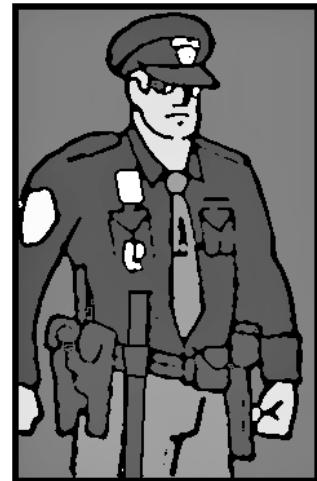
COMMON PEOPLE & CREATURES

The character sheets presented on the following pages are for the most common types of people and creatures in a superhero world. Frankly though they're kind of blah. If you want some more interesting critters to use in your game check out the books, *Minions & Monsters*, and *Knights of Saint George*. Both of these books present the official game stats for lots of characters and creatures.

CIVILIAN			CLASS:						
HEARTS: 6	ROLE: civilian	ORIGIN: None							
POWERS/EQUIPMENT		BONUS							
Ordinary citizens get all of their abilities from their background story.									
INVENTORY		WEAKNESSES							
BACKGROUND									
These are the ordinary citizens that heroes are sworn to protect and serve.									



POLICE			CLASS:						
HEARTS: 12	ROLE: Minion	ORIGIN: Skills							
POWERS/EQUIPMENT		BONUS							
Deputized Grab/Bite Wrist Lock									
INVENTORY		WEAKNESSES							
Ammo X2 Car or Motorcycle Club Flashlight Handcuffs Handgun	Kevlar Vest Radio Shotgun in car Tazer Training Room	Code-Legal							
BACKGROUND									
Police are helpful allies and dangerous foes. Superheroes don't always see eye to eye, but they're supposed to be on the same side. Some of the items in the Policeman's inventory are described in <i>The Equipment Book</i> for this game.									



PUNKS			CLASS:						
HEARTS: 6	ROLE: Minion	ORIGIN: Skills							
POWERS/EQUIPMENT		BONUS							
Basic Dodge Open Locks Thief									
INVENTORY		WEAKNESSES							
Knife , Club or Gun		Code: Proud							
BACKGROUND									
Dangerous punks are a constant danger to the ordinary citizens of a superhero world. While punks are good at running away from the police, they're also young and stupid, so they often think fighting a superhero is their big chance to show everyone what they're made of.									



THUGS			CLASS:	None			
HEARTS: 12	ROLE: Minions	ORIGIN: Skills					
POWERS/EQUIPMENT		BONUS					
Contact							
Grab/Bite							
Open Locks							
Strike, Strong-Force							
Stealth							
Thief							
INVENTORY		WEAKNESSES					
Knife, Gun or Club		Code: Proud, Obedience					
Brass Knuckles or							
Maybe even a hand grenade							
BACKGROUND							
More experienced and tougher than the young punks, these career criminals are closer to the bosses and can get their hands on better equipment.							
JUDO BLACK BELT			CLASS:	Arm			
HEARTS: 18	ROLE: Soldier	ORIGIN: Skills					
POWERS/EQUIPMENT		BONUS					
Basic Block		Catch					
Disarm							
Resist Knock Back							
Shoulder Throw							
Strike		Knock Back					
Trip/Knock Down							
Wrist Lock		Hold, or D.O.T.					
INVENTORY		WEAKNESSES					
Training Room							
BACKGROUND							
This character sheet is for masters of wrestling type Martial arts.							
KARATE BLACK BELT			CLASS:	Arm			
HEARTS: 18	ROLE: Soldier	ORIGIN: Skills					
POWERS/EQUIPMENT		BONUS					
Basic Block							
Resist Knock Back							
Shoulder Throw							
Strike, Strong		Knock Back, Stun					
Trip/Knock Down							
INVENTORY		WEAKNESSES					
Training Room							
BACKGROUND							
This character sheet is for masters of punching and kicking type Martial arts.							

BOXER			CLASS:	Arm			
HEARTS: 18	ROLE: Soldier	ORIGIN: Skill					
POWERS/EQUIPMENT		BONUS					
Basic Block Strike, Strong Resist Stun		Knock Back, Stun					
Resist Knock Back							
INVENTORY		WEAKNESSES					
Training Room							
BACKGROUND							
Boxing is a unique and highly specialized fighting style.							
ZOMBIE			CLASS:	None			
HEARTS: 12	ROLE: Minion	ORIGIN: Magic					
POWERS/EQUIPMENT		BONUS					
Grab/Bite Night Vision Non-Living							
INVENTORY		WEAKNESSES					
BACKGROUND							
Zombies are mindless undead slaves, magically animate by necromancers or voodoo cult leaders.							
SLIMOIDS			CLASS:	Arm			
HEARTS: 18	ROLE: Soldiers	ORIGIN: Non-Human					
POWERS/EQUIPMENT		BONUS					
Auto-Clone-cut Immunity-Chem Night Vision							
Regeneration Shrink Splatter							
INVENTORY		WEAKNESSES					
BACKGROUND							
These bizarre creatures are the products of illegal genetic experiments. They escaped from the lab and spread throughout the city's sewers, their advance was stopped by The Last Crusader and Gallaxan but they were not completely eliminated and from time to time they reappear with new plots. They are often found stealing lab equipment and kidnapping people to use as test subjects. They hope to one day replace humanity as the dominant species on earth. One of their experiments created the hero, Rubber Band Man .							

ROBOT WARRIORS			CLASS:	Arm			
HEARTS: 18	ROLE: Soldiers	ORIGIN: Non-Human					
POWERS/EQUIPMENT		BONUS					
Blast							
Night Vision							
Non-Living							
Resist-Fire-Magic-Cold							
Resist-Force-Gun-Cut							
Self Destruct							
Strike, Strong-Force							
INVENTORY		WEAKNESSES					
		Can't Swim, Gigantic, Defenseless-Electricity					
BACKGROUND							
These robots are built for fighting and are usually encountered in large groups working for some villain.							
LION							
HEARTS: 18	ROLE: Soldier	ORIGIN: Non-Human	CLASS:	Arm			
POWERS/EQUIPMENT		BONUS					
Grab/Bite-Cut							
Night Vision							
Charge-Cut							
Run		Range					
Fear (Roar)							
Tracking							
INVENTORY		WEAKNESSES					
		Gigantic, Phobia-Fire					
BACKGROUND							
Lions are the only cats that normally travel in groups, so an animal controller can get several lions at once while other big cats would only show up 1 or 2 at a time.							
WOLF							
HEARTS: 6	ROLE: Minions	ORIGIN: Non-Human	CLASS:	Arm			
POWERS/EQUIPMENT		BONUS					
Grab/Bite-Cut		D.O.T.					
Night Vision							
Fear (Howl)							
Super Hearing							
Tracking							
INVENTORY		WEAKNESSES					
		Phobia-Fire					
BACKGROUND							
INCLUDES: coyote, dingo, hyena and other wild dogs							

SHARK			CLASS:	Arm			
HEARTS: 36	ROLE: Monster	ORIGIN: Non-Human					
POWERS/EQUIPMENT		BONUS					
Blindside							
Night Vision							
Strike, Strong-Cut							
Super Strength							
Tracking							
Water Breathing							
INVENTORY		WEAKNESSES					
BACKGROUND							

When players have underwater adventures you can almost bet on some of these showing up.

ANIMATED TREE			CLASS:	Arm						
HEARTS: 18	ROLE: Soldier	ORIGIN: Non-Human								
POWERS/EQUIPMENT		BONUS								
Resist-Physical										
Non-Threatening										
Strike, Strong		Multi-Target, or Knock Back								
Grab/Bite		Hold, or D.O.T.								
Strong Resistance-Cold										
INVENTORY		WEAKNESSES								
Apples or oranges make great throwing weapons and a tree might have lots of them										
BACKGROUND										
Ever seen the Wizard of Oz ? How about Puff n Stuff ? or the apple pie trees from McDonald land. I loved that stuff. Well, now a plant controller can turn any tree into a goofy walking DESTRUCTIVE BRUTE ! What ? Did you think they were gonna sing?										



INVENTORY

Ordinary devices, included in a characters inventory, need to be described in terms of the game rules so we can see how they work in the game. The Stats needed for a device are the same as the stats needed for a power **IE: CLASS, ACTION, RANGE, USES & DAM** and many objects are described by simply assigning them powers, and weaknesses. On the next few pages. A few of the most common devices are described. Many more devices are found in [The Equipment Book](#) for this game.

EQUIPMENT WEAKNESSES

Many equipment items just don't work as well as real powers. Below are several Weaknesses that many normal items have. These Weaknesses are not introduced as a balancing factor of any kind. Devices are described as accurately as I'm able to, to make them work the way they do in a comic book world.

AMMO

All weapons with this Disadvantage will get 6 shots. Automatic weapons fire more than one bullet per shot so they still get just 6 shots. (Attacks with Bonuses like **Rapid Fire** or **Multi-Target** count as 1 attack !). The biggest differences between ammo and a power that just has limited uses, are that ammo takes up inventory space and doesn't come back when you rest.

Extra Ammo counts as another inventory item. Each "Extra Ammo" taken gives 6 more shots. A hero with a normal weapon has the option of changing the type of ammo sometimes. Here are a few special types of ammo that can be used for special effects:

AMMO TYPE	SPECIAL EFFECT
Armor Piercing	Changes damage type to Cut so Kevlar doesn't protect.
Exploding	Damage. But these are illegal so use judiciously
Hollow Point	Flesh Bane: causes extra damage only to unprotected targets.
Silver	Damage is both gun (or cut) and Holy

BULKY

Equipment identified as Bulky can't be used without drawing attention, and anyone wielding them won't be able to do any Leg Actions that require dice, **Except Charge**. That Means No Dodging!

LESS EFFECTIVE

Often the powers, built into a normal device, just don't work quite as well as a super power would. This is something explained in the individual device descriptions.

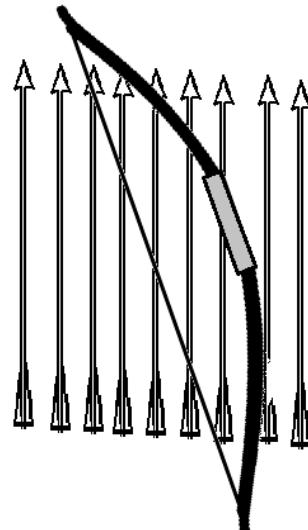
SLOW

These Items take a hard action to prepare before they can be used. Many weapons take a hard action to reload and a gas mask takes a hard action to put on. Equipment that takes even longer to prepare (Like Armor) should normally be readied before going into action.

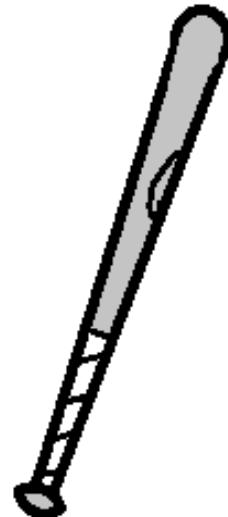
COMMON WEAPONS

Weapons are devices with attack powers built into them. Some weapons have Powers or Bonuses that can only be used by someone with an appropriate **WEAPON MASTER** Power. These Special Abilities will be indicated by **ALL CAPS TYPE**. If all of a weapon's powers are written this way, then the weapon just can't be used without special training.

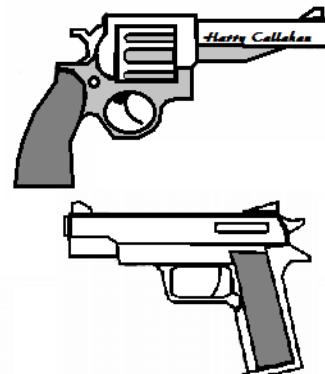
BOW	
POWERS	BONUS(es)
/Blast-Cut /INITIATIVE	RANGE, RAPID FIRE, QUICK
DISADVANTAGES	
Ammo	
COMMENTS	
<p>Lots of superheroes and villains use bows. Even before the superhero genre was born, Robin Hood was doing impossible things with a bow. Many, many trick shots and trick arrows have been made over the years.</p>	



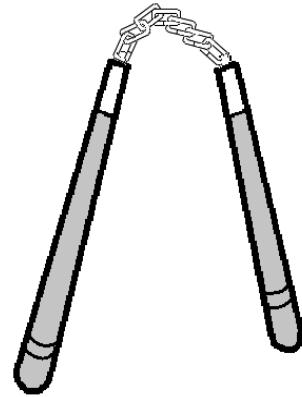
CLUB	
POWERS	BONUS(es)
/Strike, Strong-Force /Basic Block	Knockdown, KNOCK BACK,
/DISARM	
DISADVANTAGES	
<p>Bulky Smaller clubs like the ones police use, can't do Knock Back. Wooden clubs will often be broken or knocked away after blocking axes or heavy swords</p>	
COMMENTS	
<p>This is the most common type of weapon in the world. Cane probably used one of these to kill Able. They can be made of anything but pots and small figurines usually break the first time you use them.</p> <p>The damage type can be changed to cut by adding nails to the club.</p>	



HAND GUN	
POWERS	BONUS(es)
/Blast-Gun /Initiative	QUICK
OR IF ITS A MAGNUM	
/Blast, Strong-Gun /Initiative	Knock Back
DISADVANTAGES	
Ammo	
COMMENTS	



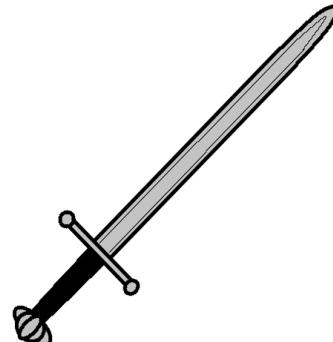
NUNCHAKU	
POWERS	BONUS(es)
/Strike, Strong-Force	RAPID FIRE
/BASIC BLOCK	
/DISARM	
/WRIST LOCK	
DISADVANTAGES	
If you don't know how to use these things, you're going to hurt yourself.	
COMMENTS	
Anyone who doesn't just love these things will have to answer to Paladin... and Bruce Lee, but Paladin has electric nunchaku so he's scary too.	
In the movies people who don't know what they're doing always hit themselves in the head, but when I was learning, I always hit my elbows.	



SHIELD	
POWERS	BONUS(es)
/Basic Block	
/Charge Attack-Force	
DISADVANTAGES	
COMMENTS	
This is a normal shield. You want a super Shield? Well just take Block then draw a picture of your character with a shield. There ya go lovely super shield. You could even take an Aegisite Bonus! If you want to.	

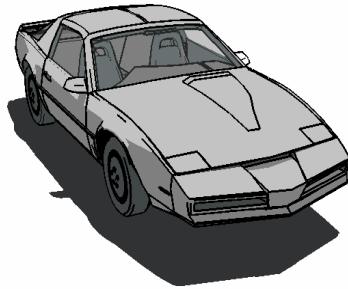


SWORD, LONG	
POWERS	BONUS(es)
/Strike, Strong-Cut	MULTI-TARGET
/Basic Block	
/WARD OFF	
DISADVANTAGES	
COMMENTS	
This is a common weapon in every kind of action adventures. It's also one of the coolest weapons ever made. And if you don't sharpen it, the damage type changes to Force so superheroes can use it without killing people.	

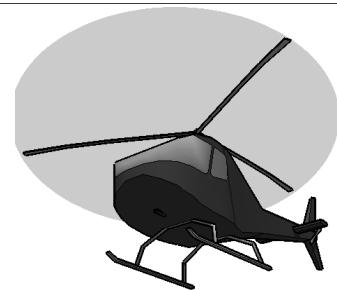


COMMON VEHICLES

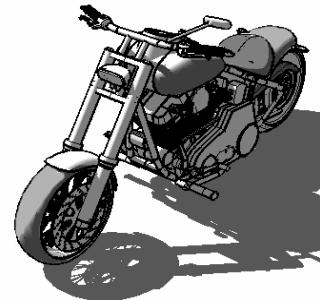
CAR	
POWERS	BONUS(es)
/Charge /Super Speed /Super Strength	
DISADVANTAGES	
Side effect-Charge damages car and everyone inside	
COMMENTS	
This is a regular car not the bat mobile. You want a super car, give it some powers	



HELICOPTER	
POWERS	BONUS(es)
/Fly /Super Strength	Range X6
DISADVANTAGES	
COMMENTS	



MOTORCYCLE	
POWERS	BONUS(es)
/Super Speed	
DISADVANTAGES	
COMMENTS	
Motorcycles can easily drive through gaps that a car would never fit through.	



APPENDIX

I put all of the powers together on one alphabetical list so it would be easy to find anything but sometimes when you're looking for just the right **kind** of power, a super long list, with everything on it, isn't very helpful. So, here are some shorter, easier to digest lists, with powers divided into groups. **Sadly, powers that didn't fit into any group are not listed.**

ATTACK POWERS			
ARM	EYE	LEG	NO DICE
Disarm	Aura Attack	Charge	Blindside
Grab/Bite	Blast	Trail	Boost Strength
Grab/Bite Strong	Blast, Powerful	Trip/Knock Down	Contaminate
Long Reach	Blast, Sniper		Diversion
Monkey Kung Fu	Blast, Strong		Extra Limbs
Splatter	Pull		Growth
Strike, Powerful	Teleport Attack		Initiative
Strike, Strong	Trick Shot		Jump Attack
Thief	Wind		Super Strength
Wrist Lock			Weapon Master
MIND			
Blind	Faith	Mind Blast	Slow
Deactivate Defense	Fear	Mind Control	Stasis
Deactivate Powers	Floating Bubble	Mind Probe	Take Powers
Deafen	Gravity Increase	Mind Wipe	Transmutation
Earthquake	Gravity Reduction	Possession	Weaken
Empathic Bond	Handcuff	Reduce Damage	
Enrage	Immobilize	Shape Matter	

DEFENSE POWERS			
Alternate Form	Extra Hearts	Play Dead	Tough Hide
Barrier	Force Field	Resist Energy	Wall
Block	Immunity	Resist Knock Back	Wall Of Fire
Circle Of Protection	Invincible	Resist Mental	Wall Of Thorns
Convert Damage	Invisible	Resist Physical	Ward Off
Danger Sense	Luck	Shoulder Throw	Will Power
Decoy	Make Room	Space Survival	
Disarm Traps	Non-Living	Split	
Dodge	Non-Threatening	Time Stop	

RECOVERY POWERS		
Anti-Paralysis	Exorcism	Repair Minions
Antidote	Heal Self	Revive
Barrier	Healing Aura	Revive Self
Convert Damage	Healing Touch	Tree
Cure	Escape Artist	Regenerate

NORMAL MOVEMENTS	RANGE
CLIMB	20
HIDE SNEAK	20
JUMP	10
RUN	40
SHORT MOVEMENT	10
SWIM	10



MOVEMENT POWERS	RANGE
Amphibian	50
Aquatic	50
Astral Travel	100
Cling	50
Fitness	x2
Fly	50
Ghost Form	50
Long Step	100
Pull	100
Shrink	0
Stealth	40
Super Jump	100
Super Speed	200
Teleport	50
Tunneling	50
Water Walking	50

SPECIAL SENSES & INFORMATION POWERS			
Power	Range	Power	Range
360 Vision	100 ft	Non-Threatening	0
Animal Telepathy	1 mile	Open Locks	0
Clairvoyance	1000 ft	Play Dead	0
Contact	Special	Radio Head	Special
Danger Sense	0	Replay	Special
Deputized	0	Revive	0
Detect	100 ft	Scent	50 ft
Detective	50 ft	Shrink	0
Disguise	0	Sonar	100 ft
Divination	0	Super Hearing	Special
Empathy	100 ft	Telepathy	1 mile
Hacker	0	Tracking	½ mile
Micro-Vision	20 ft	Translator	0
Mind Control	100 ft	True Sight	100 ft
Mind Probe	50 ft	Visionary	0
Necromancer	50 ft	Wire Tap	Special
Night Vision	100 ft	X-Ray	100 ft

Want to make a character who doesn't have any powers? Well there's a lot of heroes like that in the comics & if you picked a skills origin you probably had that in mind. But this game only has powers no skills! What can I do? Well, the "Powers" on the list below are things ordinary people can learn to do.

Skills characters can never cause more than 3 dice of damage with unarmed attacks.

POWERS AND BONUSES THAT MIGHT NOT BE SUPER

POWERS		BONUSES
Blindsight	Handcuff	D.O.T.
Block	Helpless	Hands Free
Charge	Initiative	Hold
Deafen	Make Room	Knock Back
Deputized	Monkey Kung Fu	Multi-Target
Detective	Open Locks	Rapid Fire
Disarm	Play Dead	Stun
Disarm Traps	Shoulder Throw	Trap
Disguise	Sidekick/Pet	
Diversion	Slow	
Dodge	Stealth	
Enrage	Strike, Strong	
Escape Artist	Thief	
Extra Hearts	Tough Hide	
Faith	Trick Shot	
Fame	Trip/Knock Down	
Fear	Weaken	
Fitness	Wealth	
Grab/Bite	Weapon Master	
Grab/Bite Strong	Will Power	
Gymnastics	Wire Tap	
Hacker	Wrist Lock	

BONUS LIST

Auto Hit	Hands Free	Rapid Fire
Bane	Hold	Slow Poison
Cloud	Knock Back	Stun
D.O.T.	Multi-Target	Trap
Disintegrate	Penetrating	Vampire
Grenade	Quick	Variety
Group Travel	Range X2	

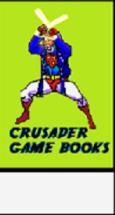
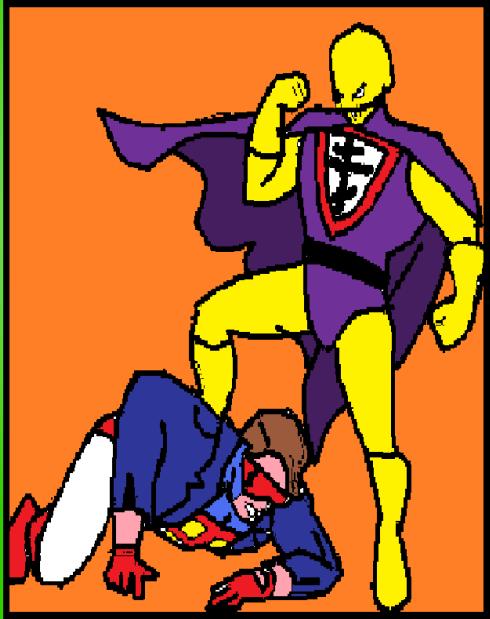
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