

BASIC ACTION SUPER HEROES!

ULTIMATE EDITION



ROLE-PLAYING GAME

BASIC
ACTION
GAMES



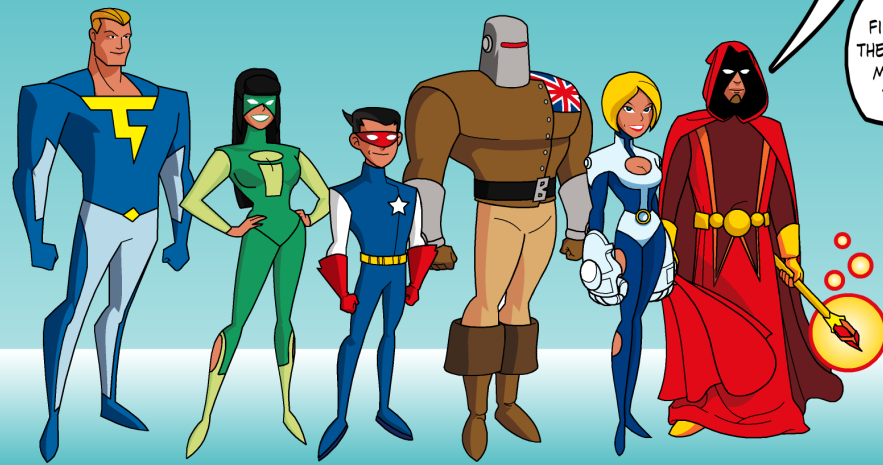
BASIC ACTION SUPER HEROES! DICE ROLL CHART

Roll	x2	x3	x4	x5	x6	x7	x8	x9	x10
1	2	3	4	5	6	7	8	9	10
2	4	6	8	10	12	14	16	18	20
3	6	9	12	15	18	21	24	27	30
4	8	12	16	20	24	28	32	36	40
5	10	15	20	25	30	35	40	45	50
6	12	18	24	30	36	42	48	54	60
7	14	21	28	35	42	49	56	63	70
8	16	24	32	40	48	56	64	72	80
9	18	27	36	45	54	63	72	81	90
10	20	30	40	50	60	70	80	90	100
11	22	33	44	55	66	77	88	99	110
12	24	36	48	60	72	84	96	108	120
13	26	39	52	65	78	91	104	117	130
14	28	42	56	70	84	98	112	126	140
15	30	45	60	75	90	105	120	135	150
16	32	48	64	80	96	112	128	144	160
17	34	51	68	85	102	119	136	153	170
18	36	54	72	90	108	126	144	162	180
19	38	57	76	95	114	133	152	171	190
20	40	60	80	100	120	140	160	180	200
21	42	63	84	105	126	147	168	189	210
22	44	66	88	110	132	154	176	198	220
23	46	69	92	115	138	161	184	207	230
24	48	72	96	120	144	168	192	216	240
25	50	75	100	125	150	175	200	225	250

- 10 TYPICAL
- 20 TOUGH
- 30 SUPERHUMAN
- 40 EPIC
- 50 HIGH-IMPOSSIBLE
- 80 IMPOSSIBLE
- 120 BEYOND IMPOSSIBLE
- 160 BEYOND BELIEF
- 200 BEYOND IMAGINATION

YOU DON'T HAVE TO BE A MATH WIZARD TO ENJOY BASH! SIMPLY ROLL THE DICE, THEN FIND YOUR ROLL IN THE LEFT COLUMN.

FIND YOUR MULTIPLIER IN THE TOP ROW. WHERE THEY MEET IS THE RESULT OF YOUR ROLL. SIMPLE!



EVER WANT TO BE A SUPERHERO? ALL YOU NEED IS A PAIR OF DICE, THIS BOOK, AND IMAGINATION! STREAMLINED RULES MAKE IT QUICK TO MAKE A HERO, AND EASY TO PLAY. CUSTOMIZE DOZENS OF POWERS TO MAKE ANY SORT OF SUPERHERO FROM LOW-POWERED MYSTERY MEN TO COSMIC HEROES WHO DEFEND THE GALAXY. PLAY IN A VARIETY OF ERAS AND SETTINGS, SUCH AS THE GOLDEN AGE OR SILVER AGE OF COMICS, SCI-FI SUPERHEROES, AND MORE. DOZENS OF PRE-MADE ARCHETYPES LET YOU QUICKLY CREATE HEROES AND VILLAINS SO YOU CAN JUST PICK UP AND PLAY.





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*SPECIAL THANKS TO: STEFANO COCCIARDI & INSPIRED DEVICE PUBLICATIONS.
ALSO THANKS TO STAN LEE, JACK KIRBY, BRUCE TIMM, ERIC LARSEN, AND
ALL THE OTHER CREATORS WHO GOT ME EXCITED ABOUT COMICS.*

*QUESTIONS? COMMENTS? IDEAS? VISIT OUR WEBSITE AT
WWW.BASHRPG.COM FOR INFORMATION AND FREE DOWNLOADS,
OR LOOK FOR BASIC ACTION GAMES ON FACEBOOK.*

TABLE OF CONTENTS

INTRODUCTION	1	Mental Powers	47
What is Role-Playing?	1	Intense Training Powers	50
What is Basic Action Super Heroes?	1	Mastery Powers.....	52
What's Changed?	1	Bio Manipulation Powers.....	54
Key Terms	1	CHAPTER 4: NARRATOR'S SECTION	59
CHAPTER 1: CHARACTER CREATION	3	Running a Super Campaign	60
Character Scale	3	Focus of the Issue: Mysteries, Brawls, or Subplots?	62
Building a Hero Step 1: Stats	3	Random Events.....	64
Character Option: Weakness	4	Villains.....	66
Building a Hero Step 2: Powers.....	5	Minions	68
Building a Hero Step 3: Skills	7	Minion Ratings	68
Building a Hero Step 4: Advantages & Disadvantages	10	CHAPTER 5: SETTINGS	73
Building a Hero Step 5: Hero Points & Setbacks.....	14	What Are Settings?	73
The Final Touch: Mental Malfunction.....	14	Sample Setting: Modern Age.....	73
CHAPTER 2: PLAYING THE GAME	15	Pulp Heroes.....	74
Dice Mechanics and Doubles	15	Golden Age.....	76
Basic Combat Rules	16	Silver Age	81
Hero Points & Setbacks	19	Bronze Age.....	83
Hero Dice	20	Iron Age.....	85
Special Combat Rules	21	Super Teens.....	86
Weapons and Equipment.....	24	Science Fiction	88
Beyond Combat	26	Fantasy.....	89
Special Hazards.....	27	Cosmic.....	92
Extended Checks.....	27	Crossovers Between Scales and Settings	101
Super Vehicles	30	APPENDIX: HERO & VILLAIN ARCHETYPES BY SCALE	103
Vehicles in Combat.....	32	Mystery Men (20 Character Points).....	103
Headquarters	34	Street-Level (25 Character Points)	106
CHAPTER 3: POWERS	36	World Class (40 Character Points)	113
Power Limitations.....	36	Cosmic (60+ Character Points).....	120
Power Enhancements	38	APPENDIX: ALTERNATE GAME MECHANICS	125
Reading Power Descriptions	39	INDEX	129
Movement Powers	41		
Combat Powers.....	44		
Perception Powers.....	46		

INTRODUCTION

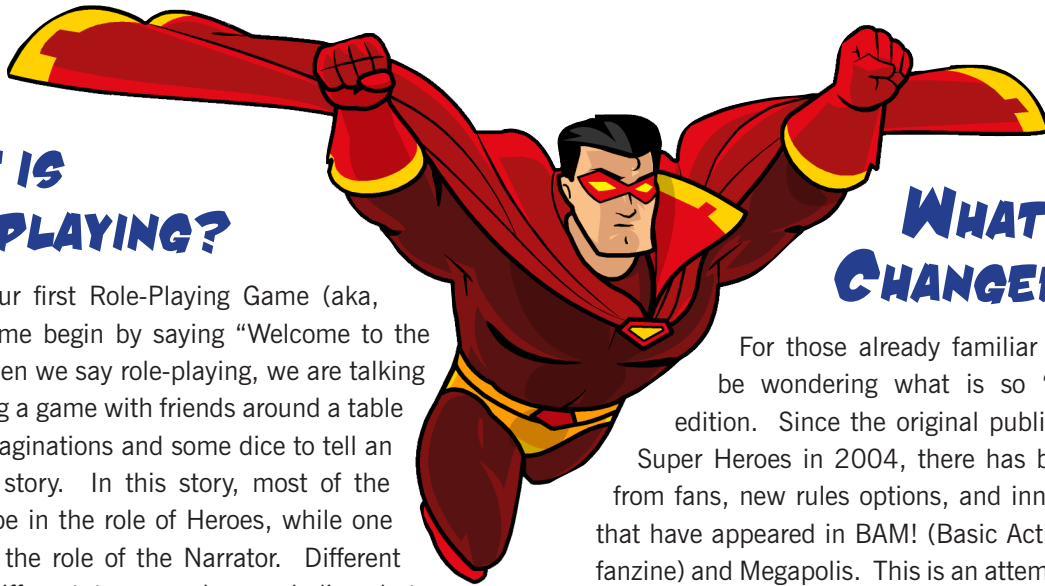
WHAT IS ROLEPLAYING?

If this is your first Role-Playing Game (aka, “RPG”), let me begin by saying “Welcome to the hobby”! When we say role-playing, we are talking about playing a game with friends around a table using our imaginations and some dice to tell an entertaining story. In this story, most of the people will be in the role of Heroes, while one will take on the role of the Narrator. Different RPGs use different terms, rules, and dice, but they have one thing in common: spending some time with your friends and living a story together. RPGs are also memories of that crazy character you made, laughing about that day you botched that easy skill check, pride in your best performance, meeting interesting people, or when you felt truly Heroic saving the day!

WHAT IS BASIC ACTION SUPER HEROES?

The Basic Action Super Heroes (aka BASH!) game was a product of my attempt to invent a role-playing game that would appeal to kids. What I found, however, was that it really worked well as an RPG for gamers of all ages. The rules are light and simple, yet expansive and precise. Most superhero rpgs are either too bogged down with details (describing every imaginable attack as a unique, separate power), or far too simplistic (telling players to just “make up their own powers and let the GM decide how many points it should be worth”. We know how that often goes...). BASH gives a complete list of powers without requiring the players to learn complicated formulas or memorize charts. In short, you will spend less time creating your hero, and more time playing your hero.

The way that the system works is that the players roll two standard six-sided dice, and multiply the result by their stat or power to indicate the result relative to their opponent's or the difficulty of an unopposed task. If the roll is “doubles”, roll another die and add it (repeat if it matches) before you multiply. The higher number is victorious. Simple, eh?



WHAT'S CHANGED?

For those already familiar with BASH! you may be wondering what is so “Ultimate” about this edition. Since the original publication of Basic Action Super Heroes in 2004, there has been a lot of feedback from fans, new rules options, and innovations in game play that have appeared in BAM! (Basic Action Magazine, our free fanzine) and Megapolis. This is an attempt to incorporate those ideas into a single work. In addition there are some entirely new ideas that are appearing in BASH! Ultimate Edition. The biggest are described below:

Energy: Players no longer have to keep track of a pool of energy points that fuel their powers. A character having limited use of their powers is now a Limitation rather than the default.

Weapons: Weapons no longer add to damage- instead they do a set multiplier of damage that might be augmented by Brawn (but not by Mind).

Range and Area: These aspects of powers are now figured differently, in a way that will give more bang for your buck on Character Points. Radius attacks are now known as Burst. Burst attacks now are much easier to hit with than standard attacks (no need to roll vs. each target).

KEY TERMS

Active Multiplier: The number by which any action is multiplied other than damage. The maximum active multiplier is normally x10.

Contest: When two or more characters are in direct opposition with one another at some task, they each roll dice. After multiplying by the relevant stat or power, the character with the higher result wins. Ties go to the Hero, or whoever is acting more heroic at that moment.

D6: An ordinary six-sided die. In this game, you usually roll two at once.

Dice Bonus/Penalty: A number that is added/subtracted from the 2d6 roll before multiplying. When written, the dice bonus comes before x. So a roll with a multiplier of 3 and a dice penalty of 2 is written -2x3.

DM, Damage Multiplier: The number by which 2d6 are multiplied to determine how much damage an attack does, how much damage is soaked, or how much damage is healed.

Domino Effect: The ability for Heroes or Villains to attack an additional minion in hand-to-hand combat if they have just taken one out.

Doubles: When both d6s display the same number. If this happens, roll another d6 and add it. If this also matches, roll and add until it doesn't. This is sometimes also called "exploding" dice.

Issue: The current game session, within an ongoing plot known as a "story arc".

Hero: A character portrayed by a player in the BASH! game. Heroes have abilities far beyond ordinary men, and use them in the name of justice. In game mechanics, Heroes have several advantages over Minions (more Hits, ability to utilize Doubles) and Villains (Heroes always win on a tie).

Hero Dice: Special Dice that can give Heroes an edge- even when they are at a disadvantage. They can be used for many purposes. A Hero Die is worth five Hero Points.

Hero Points: A pool of points that some Heroes can spend to improve a dice roll result after seeing the initial result. When a Hero is created, any "left over" Character Points become Hero Points that refresh every issue. Narrators can also award Hero Points to players for good play.

Hits: This is how much physical damage a character can withstand before being knocked out. Heroes usually begin with 100 hits. Minions have less.

Intensity: This is how strong the effect of a power is, whether it is damage, healing, or knock-back.

Minion: Less important characters in the story. Minions may be a Villain's faceless army of henchmen, but may also be innocent bystanders, ordinary police, etc. In combat, Minions are less capable than Heroes & Villains.

Multiplier: This is the number by which you are multiplying your 2d6 roll. When written, the multiplier comes after x. So if you are multiplying by 3, you'd write x3.

Multiplier Bonus/Penalty: A number that is added to/ subtracted from the multiplier. For example, a +2 Multiplier Bonus would change a x3 to a x5.

Narrator: While most of the players in a BASH! game are portraying Heroes, the Narrator's job is to set up the story, the backdrop of the setting, and portray all characters other than the Heroes- from innocent bystanders to Villains and their Minions.

Page: One round of combat is known as a "page". On each page, there are several "panels" that take place.

Panel: During a "page", each character takes an action, known as a panel. Panels are numbered according to the combatants' priority.

Power Stunt: A common occurrence in superhero comics, a Power Stunt is when a character uses one power in a creative way, to essentially emulate another power- for example a super-speedster vibrating his molecules in order to move through a solid wall.

Priority: The order in which Heroes' and their adversaries' "panels" occur. This is based on whoever has the highest Agility, and is affected by speed-wiring or similar powers.

Setbacks: Somewhat similar to Hero Points, Setbacks are spent by the Narrator to reduce the dice rolls of Heroes.

Scene: A part of the issue that takes place at a given time and place. When the Heroes leave that place, or a significant amount of time passes in the game, that scene is over. There are usually several scenes per issue. Some powers have a duration that lasts for an entire scene.

Soak: The number by which 2d6 are multiplied to reduce the number of damage Hits taken from a given attack/accident. This is based on Brawn, and reinforced by the Armor power.

Square: The standard area of physical space used to measure distances of movement, attack range, Burst, etc. A square is 5 feet by 5 feet. Thus a range 5, attack has a 25' range. Squares of measurement is handy for people who play using a battle mat with miniatures, but you can just as easily measure in inches, use a hexagonal mat, or just play without any miniatures.

Story Arc: The ultimate goal of the Heroes over a given time. Once that goal is achieved, players may move on to another story arc.

Stats: These are the fundamental raw aptitudes of any character. They are Brawn, Agility, and Mind. See page 3 for more details.

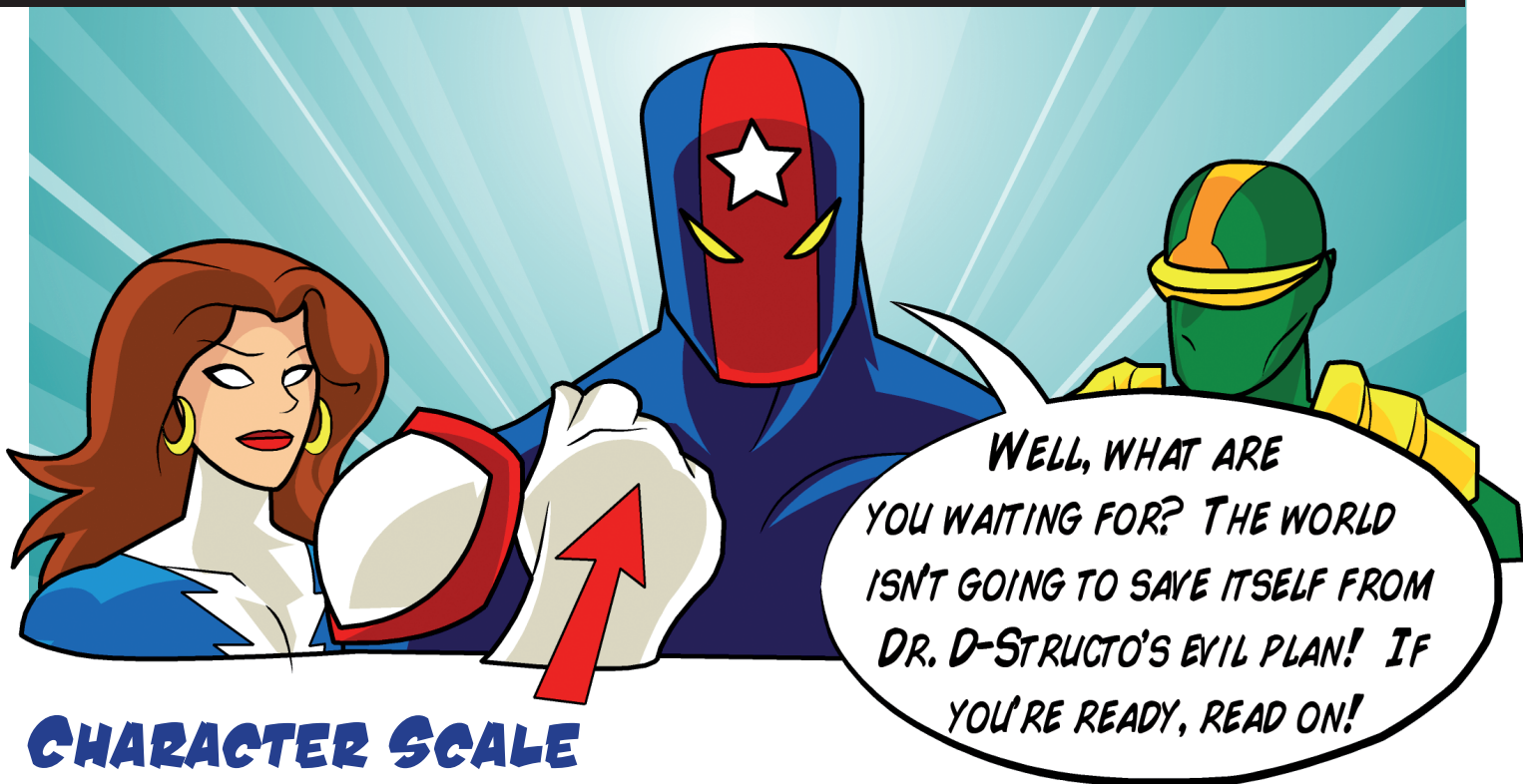
Result Bonus/Penalty: A number that is added/subtracted from the total result of a die roll after multiplying. It is written after the multiplier. For example, with a +5 Result bonus, x3 multiplier, you write x3+5.

Villain: A character portrayed by the Narrator in the BASH! game. Like Heroes, Villains also possess abilities beyond those of ordinary people- but use these abilities for evil.

Villain Dice: The evil equivalent to a Hero Die. Villain dice are used against Heroes.

x: A lowercase letter x represents multiplication. So if you multiply by 3, it would be written as x3.

CHAPTER 1: CHARACTER CREATION



CHARACTER SCALE

Before you begin making your own superheroes, you should have a general idea about the “scale” that the Heroes will be playing at. Are these teenage Heroes just coming to grips with their powers, or are they cosmic entities trying to save an entire galaxy? The degree of power that Heroes have is represented as Character Points, and these points are used by the Heroes to create their characters.

The Character Point Value is determined by the scale of the campaign. Below are examples of several scales of play, how many Character Points a Hero gets for that scale, and a recommended breakdown of Stats & Powers for that scale. These recommendations are a guideline of course- you can feel free to invest more or less of your points in Stats or Powers as you see fit (though the Narrator is free to set limits). The Narrator is also free to set the scale of the campaign somewhere between these guidelines.

BUILDING A HERO STEP 1: STATS

Each Stat is rated from 0-5, rating the characters in terms of their physical and mental prowess. Each point of stats costs 2 Character Points. Thus, a Character with a Brawn of 3 would have to pay six Character Points for it.

A Stat of 0 costs no Character Points, and indicates a Stat that is far below average, indicating some sort of severe impairment. When using a multiplier of zero, roll only 1d6 whenever making a roll. It “explodes” only on a result of a 6.

Table 1-1. Character Scale and Point Values

Point Value	Campaign Scale, Example, and Recommended point division
20 points	Mystery Men. Low-powered heroes common to the Pulp era. <i>Recommended: 12 pts for Stats, 8 pts for Powers.</i>
25 points	Street Level. Mid-powered Heroes who usually protect a city or neighborhood. <i>Recommended: 14 pts for Stats, 11 pts for Powers.</i>
40 points	World Class. Among the most powerful in the world, these Heroes often save the Earth. <i>Recommended: 18 Pts for Stats, 22 pts for Powers.</i>
60+ points	Cosmic. God-like Heroes who battle over the fate of entire galaxies. <i>Recommended: 24+ pts for Stats, 36+ pts for Powers</i>

BRAWN

This is the character's strength and overall toughness. Below is a description and benchmark examples of what a character with given level of Brawn could expect to be able to do.

Table 1-2. Brawn			
Score	Cost	Examples	Lifting
0	0	Weak & Feeble	Cannot lift 50 lbs
1	2	Normal Man	Lift at least 50 lbs
2	4	Pro Football Player	Lift 400 lbs
3	6	Minor Super Strength	Lift several tons
4	8	Greater Super Strength	Lift tens of tons
5	10	World's Strongest	Lift hundreds of tons

AGILITY

This is how quick the character's reflexes are. It is used to determine priority in combat, to dodge all physical attacks, and strike in close combat. It also determines how fast a character can move.

Table 1-3. Agility			
Score	Cost	Examples	Movement
0	0	Severely Disabled	Run 1 square
1	2	Normal Man	Run 3 squares
2	4	Black Belt	Run 6 squares
3	6	Superhuman Agility	Run 9 squares
4	8	Very Fast	Run 12 squares
5	10	Ultra Fast	Run 15 squares

MIND

This is the character's IQ, will power, and psychic potential. It is also used to make ranged attack damage, social interactions, resist mental attacks, and represents the character's awareness.

Table 1-4. Mind		
Score	Cost	Examples
0	0	Severely Impaired Faculties
1	2	Normal Person
2	4	PhD.
3	6	Genius
4	8	Super Genius
5	10	One of the greatest Minds in history

CHARACTER OPTION: WEAKNESS

You do not have to have one, but it is very common for Heroes (and Villains) to have a weakness, a fatal flaw that makes them vulnerable despite their mighty powers. If you have a weakness, your character gets additional Character Points. At the Narrator's option, you may have more than one weakness if you choose.

There are three varieties of weaknesses. First, there is the Negating Weakness. Whenever you are exposed to your weakness (often within 5 squares of it), or you go 1 day without the source of your powers, you lose all of your powers, and your Brawn and Agility are reduced to 1 each. In essence, you have become a normal person, and extremely vulnerable to attack. This is worth 2 Character Points.

Examples: An aquatic, amphibious Hero might have a Negating Weakness to being without salt-water (the source of his powers) for 24 hours; a fire-elemental Hero might have a Negating Weakness to fire dousing effects such as vacuum or being submerged in water.

Another variety of weakness is the Damaging Weakness. This means your character is vulnerable to a specific type of attack, and takes double damage from that source (before rolling to soak). A character might have a damaging weakness against electricity, heat, cold, magic, blades, or anything else you can think of and the Narrator approves. This is worth 2 Character Points.

Example: A robotic hero might have a Damaging Weakness to electricity.

Even more debilitating effect than a standard weakness is the Devastating Weakness. Choose one of the following effects: You take triple damage from a given type of attack or you have a Negating Weakness that in addition to losing stats and powers as above, also causes you to take x3 damage each page whenever you are within 5 squares of the substance or without the source of your powers! This is worth 4 Character Points. It may be possible to have two weaknesses, but it is not recommended to players.

Example: A vampire might have a Devastating Negating Weakness to daylight and a Devastating Damaging Weakness to wooden piercing weapons.

BUILDING A HERO STEP 2: POWERS

Once points have been spent on Stats (and possible gained by taking Weaknesses), a character is ready to acquire the powers that make them super!

Something a player should also consider is the source of his/her powers, and how s/he acquired them. In most comic books, there are three standard sources of powers: genetic (you are an alien/mutant), Technological (you are a robot/cyborg/gadgeteer), and mystical (you are a sorcerer or a magical being). The origins of your powers are not important to game mechanics, but do provide your character with a back-story, and make the game more interesting.

One final note about powers: two characters might have the exact same power, but each may be represented in totally different ways. For instance, two characters, each with Flight 3 could fly in completely different ways- one might have a jetpack, while the other has wings growing out of his back. These sorts of details also make your character more unique and interesting. When you buy a power, specify how it works.

POWER LEVEL

All powers have a base cost of 1 Character point per level in the power. So a level 3 power would have a base cost of 3 Character Points.

However, the Character Point cost of a power may be higher or lower than the power's level due to enhancements and limitations placed on the power. For a list of power enhancements and limitations see Chapter 3: Powers.

POWER CATEGORIES

Powers come in seven Categories: Movement, Combat, Perception, Mental, Intense Training, Mastery, and Bio-Manipulation. Below is a list of powers sorted by category, giving a page number to each power in Chapter 3: Powers.

Movement: These powers enable you to move in ways beyond that of mortal men, be it super speed, flight, or even burrowing. See Page 41.

Combat: These powers are useful in a fight, whether it is taking damage or dishing it out. See Page 44.

Perception: These powers give you sensory abilities beyond that of normal humans. See Page 46.

Mental: These powers cover a wide variety of mind-powered abilities and resistance to them. These powers are usually psionic in nature, but may be magical or technological. See Page 47.

Intense Training: These “powers” are actually the result of hard work. Even “normal” people can have these powers. See Page 50.

Mastery: These powers give a character great awareness or control over a certain thing. These powers can often be used for a great variety of effects. See Page 52.

Bio-Manipulation: These powers involve transforming or controlling one's own body far beyond normal ability. See Page 54.

SPECIAL EFFECTS

Characters in comics often use their powers for everyday tasks not represented by the powers in this book. Assume that your characters also can produce similar “special effects”. For example, a character who can blast flames at his enemies could also make a torch to see in the dark, or light a candle by snapping his fingers. Such minor uses of power are inconsequential to a character, and don't need to be “bought” with points — assume they are part of the package.



POWERS LIST

Movement Powers (Personal)

Clinging	p41	1 pt;, Sustained
Flight	p41	1-5 pts; Maintained
Gliding	p41	1 pt; Sustained
Hovering	p41	1 pt; Sustained
Super Jump	p41	2 pts
Super Running	p41	1-5 pts; Maintained
Super Speed	p42	3 or 5 pts; Tiring
Super Swimming	p42	1-5 pts; Sustained
Swinging	p42	2 pts; Maintained
Teleportation	p43	1-10 pts
Water Walking	p43	1 pt; Maintained

Combat Powers

Armor	p44	1-3 pts; Personal, Sustained
Continual Damage	p44	1-5 pts; Range, Area
Immunity	p44	1-5 pts; Personal, Sustained
Damage Aura	p44	1-5 pts; Personal, Area
Deflect	p44	1-3 pts; Sustained
Force Field	p44	1-5 pts; Range, Area, Concentration
Immobilization	p45	1-5 pts; Range, Area
Push	p45	1-5 pts; Range, Area
Nullify	p45	1-5 pts; Range, Area
Resistance	p46	1-5 pts; Personal; Sustained
Slow	p46	1 pt; Range, Area
Special Attack	p46	1-5 pts; Range, Area,
Weaken	p46	1-5 pts; Range, Area,

Bio-Manipulation Powers

Boost	p54	1-3 pts; Situational
Copycat	p55	2-10 pts;
Duplication	p55	1-5 pts;
Extra Limbs	p55	1-3 pts; Sustained
Ghost Form	p56	1-3 pts; Maintained
Growing	p56	1-5 pts; Sustained
Healing	p57	1-5 pts; Concentration
Mimic	p57	3-4 pts; Maintained
Shape-Shifting	p57	4 pts
Shrinking	p57	1-5 pts; Sustained
Stretching	p58	1-5 pts; Sustained

Intense Training Powers

Attack Weak Point	p50	2 pts;
Double Taps	p50	1 pt
Disarm Expert	p50	2 pts
Fleet of Foot	p50	1 pt; Personal;
Martial Arts Mastery	p50	1-3 pts; Personal;
Offhand Shooting	p51	2 pts;
Paired Weapons	p51	2 pts
Skillful	p51	1-5 pts; Personal;
Swift Strike	p51	2 pts
Weapon Technique	p51	1-2 pts; Personal;

Mastery Powers

Conjuring	p52	1-5 pts
Sense X	p52	1 pt
Summoning	p53	1-5 pts; Concentration
X Mastery	p53	1-5 pts; Maintained, Concentration

Mental Powers

Clairvoyance	p47	1-3 pts; Concentration*
Confusion	p47	1-2 pts; Range, Area
Danger Sense	p48	2 pts; Personal;
Daze	p48	2 pts; Range, Area
Illusion	p48	1-3 pts; Range, Burst, Variable
Invisibility	p48	1/3/5 pts; Personal; Maintained
Memory Tampering	p48	4 pts;
Mind Control	p49	5 pts; Maintained
Mind Shield	p49	1-3 pts; Personal; Sustained
Mind Spikes	p49	1-5 pts; Personal, Sustained
Omni-Linguist	p49	2 pts; Personal; Sustained
Omni-Reader	p49	1pt; Personal; Sustained
Restore	p49	2-5 pts; Range, Area
Suggestion	p49	1 pt; Concentration
Telekinesis	p50	1-5 pts; Range 5 Squares, Maintained
Telepath	p50	1-3 pts; Sustained

Perception Powers

Keen Senses	p46	1 pt; Sustained
Scan	p46	1-5 pts; Concentration
Super Senses	p47	2-5 pts; Sustained
X-Ray Vision	p47	3 pts; Maintained

BUILDING A HERO

STEP 3: SKILLS

Heroes have more going for them than super powers and flashy costumes. They know how to do things too, from stunt-driving to surgery. Your choice of skills can really help to flesh out a character and reflect their background. A magical character might have the Occultism skill while a billionaire in power armor would likely have commerce.

There are two types of skills: Mental (based on Mind) and Physical (based on Agility). Brawn does not grant skills as most physical skills are accomplished by Agility, whether they require muscle or not. Note that ALL super heroes know how to fight, so combat skills are not included on the list.

CHOOSING SKILLS

The number of choices of skills a character has are called “slots”. The number of Physical skill slots you will have is equal to your Agility; the number of Mental skill slots is equal to your Mind stat. So if you have an Agility of 3 and a Mind of 2, you have three Physical skill slots and two Mental skill slots.

Specialties: Each skill has a list of specific uses for it. You are capable of using the skill for any of these things, but are an expert at one. You may pick one of these uses as a Specialty, for which you may roll twice and take the better result.. Skills are usually written with the Specialty like this: Skill /Specialty.

Skill Multiplier: Your base multiplier to use a skill is equal to your Agility for physical skills, and your Mind for mental skills. You can choose to invest multiple slots into a single skill. Each additional slot increases your multiplier with that skill by one. Instead you could invest an extra slot to gain an additional specialty. This decision is made when creating the character. So if you had an Agility of 3 and invested all three slots in Stealth, your multiplier could be x5, or you could have Stealth x4 with two specialties instead of one, or Stealth x3 with three specialties.

If you have a low base multiplier, using additional slots to increase the multiplier is a good idea. If you already have a high multiplier in a skill, having multiple specialties (thus more protection against bad rolling) is a good idea.

For a standard skill check, your roll must equal or exceed a certain difficulty. 10 is the difficulty for normal tasks, 20 is tough even for professionals, and a 30 or higher difficulty requires superhuman ability for any chance of success. In a contested skill check, you and your opponent both roll, and whoever gets the higher result wins. For skills that cannot be

resolved all in a single roll, see the Extended Check rules on page 28.

Defaulting: You may also try to use a skill you do not know. This is called “defaulting”. Whenever you do this, subtract 1 from the Stat being used, and you have no specialty. The Narrator can decide that a default would not be possible in certain situations (you can default giving someone first aid, but not performing brain surgery). If the “default” leaves you with a zero multiplier, roll 1d6 only. It explodes only on a 6. A character with a Stat of zero cannot default a skill check with that stat.

Example: A character with Agility 3 can attempt to use Escapology to slip free from ropes with a x2 multiplier, even if he does not have the Escapology skill.

Assistants: When you try to do something with a skill, you can have people with the same skill help you. These are assistants. Each one up to 5 gives you a +1 Dice bonus for a skill check. The person with the highest chance of success rolls, but only once. Assistants are very useful for surgery, gathering information, making repairs, and several other things. *Example:* a mechanic wants to repair a damaged jet. He has a Mind of 3, with repair as a specialty, and a garage with 3 mechanics beneath him. He rolls 2d6+3, and gets 10 x3= 30. Without his assistants, he would have only had a 21, so they make a rather significant difference! To assist in a skill, a person has to make a 10 or better on a skill check (x3 or better skill can automatically assist).

PHYSICAL SKILLS LIST

Below is a list of Physical based skills followed by specialties for those skills.

Athletics: Running, Throwing, Acrobatics, Climbing, Swimming, etc.

Craftsmanship: Carpentry, Construction, Metalwork, Weaponry, Leatherwork, Stonework

Drive: Steering, Control, Tricks, Acceleration

Escapology: Loosen Binds, Contortion, Knots, Improvising.

Perform: Play Instrument, Dance, Juggling, Singing, Acting, etc

Pilot: Evasion, Pursuit, Tricks, Control

Ride: Gallop, Jump, Tricks, Control

Stealth: Hiding, Shadowing, Moving Silently, Evading Security Cameras and Alarms, Palming & Planting items.

MENTAL SKILLS LIST

Below is a list of Mental skills followed by specialties for those skills.

Commerce: Appraisal, Bargaining, Finance, Accounting, Bureaucracy

Computers: Hacking, Building, Repairing, Programming, Encrypting

Deception: Disguise, Lying, Jargon, Detect Deception, Manipulation

Domestic: Cooking, Sewing, Cleaning, Gardening, Manage

Humanities: Art, Foreign Cultures, Religion, Philosophy

Investigation: Analysis, Finding Clues, Questioning, Gut

Medicine: Diagnosis, Research, Paramedic, First Aid, Surgery, Toxicology, Genetics

Military: Gunner, Command, Tactics, Strategy

Occultism: Astrology, Alchemy, Artifacts, Rituals, Monsters, Legend

Outdoor: Tracking, Direction Sense, Survival, Flora & Fauna

Sailing: Piloting, Navigation, Command, Tacking, Gunner

Science: Mathematics, Physics, Biology, Chemistry

Security: Cracking Safes, Picking Locks, Disabling Security Alarms and Cameras, Surveillance

Social Science: Law, History, Archeology, Geography

Streetwise: Gut, Gather Information, Gambling, Shortcuts, Crime

Technology: Repair, Invent, Jury-Rig, Modify, Sabotage

SKILL DESCRIPTIONS

Athletics: This skill grants the character greater than normal ability to perform physical tasks, such as climbing, running, throwing, etc.

Commerce: This is the skill of buying and selling for profit. It includes the ability know the value of things (appraise), make sound investments (finance), negotiate price (bargaining), run a business (accounting), and cut through the red-tape to do so (bureaucracy).

Computers: You know computers far better than a typical user. You can hack systems, build machines, program, and encrypt just about anything on a computer.

Craftsmanship: This skill enables a character to build and repair things with their hands using raw materials. It is relatively “low-tech” compared to the Technology skill, which is used to build complex machinery.

Deception: You are particularly skilled in making others believe you, whether you are telling the truth or not. Likewise, you may be better at discovering when people are trying to deceive you as well.

Driving: This skill allows the character far greater control over vehicles than a common person. Almost any character can be assumed to know how to drive, but characters with this skill can drive circles around them. Drive/Steering is used to determine defense in a ground vehicle. Drive/Control is used to maintain control of the vehicle if it has hit some hazard or to brake in time to avoid one. Drive/Tricks are used to pull off stunts, like power slides, etc. Drive/Acceleration is used when trying to chase or race another vehicle.

Escapology: You have trained long and hard for this task, or perhaps you are double-jointed. In either case, you can escape from handcuffs, ropes, straightjackets, etc just like Houdini. Improvising means using your environment to facilitate your escape- like breaking a window and using the broken glass to cut the ropes.

Humanities: You are a student of mankind. Some disciplines you can focus on are Art, Foreign Cultures, Philosophy, and Religion.

Investigation: You might be a detective, you may be a reporter, but for some reason, you are really good at finding pieces of information, and putting them together into a larger picture.

Medicine: You might be a doctor, or maybe a paramedic. Regardless, you know how to identify and treat injuries and illnesses in humanoids.

Military: This skill grants the character general knowledge of military tactics, including the use of heavy ordinance and the ability to inspire troops with leadership. Military/Gunner skill is used to roll attacks with tanks or howitzers. Strategy is used for long-term planning (wars), and Tactics is for short-term planning (battles).

FOREIGN LANGUAGES

In general, a character speaks a number of languages equal to their Mind (including their native language).

Characters with a 0 Mind can speak their native language, just not eloquently. If a character has the Humanities skill, they speak twice as many languages as their Humanities multiplier. If they have Foreign Cultures as a specialty, they have three times as many. You can always choose to speak less languages, if that fits your character concept.

Occultism: This skill is the study of the arcane mysteries of the world. All realms of supernatural study from alchemy to numerology are governed by this skill. Note, this skill grants the character knowledge of various supernatural powers- it does not necessarily grant the ability to use such powers!

Outdoor: You are more at home in the wild than most other people. You could survive in the wilderness indefinitely .

Perform: You can use your grace and natural talent to entertain people, through dance, music, juggling, etc. Some arts don't make sense to be based on Agility- such as singing. In cases like these, use a base multiplier of 2 (4 if Singing is a specialty), and applying advantages (such as Appeal) as appropriate. Unlike most skills, a person with Perform cannot do everything indicated by the skill. Instead, choose two talents, one of which is your specialty. By investing extra slots into the performance skill, you may also choose an additional two talents.

Pilot: You are able to handle vehicles most people cannot- planes, space-ships, and even blimps are no problem for you. This skill can be based on Mind instead of Agility if you prefer, but still counts as a physical skill slot. Pilot/Evasion is rolled to avoid attacks and obstacles, Pilot/Pursuit is rolled to increase speed in chases and races, Pilot/Control is used to maintain control of the vehicle in unusual circumstances, and Pilot/Tricks is rolled to perform flying stunts.

Ride: This skill allows the character far greater control over a mount (horses unless specified otherwise). Gallop is used to during a race or chase, Control is used to stop the mount, or keep from falling, Tricks allow the rider to perform various stunts (like vaulting into the saddle), and Jump allows the mount to clear an obstacle by leaping over it.

Sailing: This skill enables a Hero to know just about everything there is to do on a watercraft, from navigation to piloting and even manning the guns. Sailing/Tacking is used to sail against the wind (if the ship has no engines), while Sailing/Gunner is used to roll attacks (Military/Gunner can be used for attacks as well).

Science: As a scientist, you have a good understanding of all the fundamentals: math, physics, biology, chemistry: but you are a master at one of these fields.

Security: You are skilled either in the proper use, or the circumvention of, security devices. This includes safes, locks, alarms, and surveillance equipment.

Social Science: You are a student of man's rational disciplines: history, law, geography, etc.

Stealth: This skill enables the character to hide and prowl around undetected, and even take/place objects without being noticed.



Streetwise: You are a savvy individual when it comes to things they don't teach in school- like where to buy a "hot" car and who would buy one. You are also good at finding things out, and finding the shortest way out of a difficult situation. Because you can read people well, this skill helps with gambling. This skill is useful not only for crooks, but for undercover cops or superheroes looking to catch crooks!

Technology: You have a gift for machinery, and you know how it works inside and out. You can fix it, build it, and if need be, figure out how to destroy it.

BUILDING A HERO

STEP 4: ADVANTAGES & DISADVANTAGES

ADVANTAGES

An advantage is a special edge a hero has that are not governed by their skills and powers. Super vehicles, headquarters, and sidekicks are all purchased as advantages. If you want to have advantages for your character, you must purchase an equal number of disadvantages. Here are sample advantages below.

Alter Ego: Far more complicated than a mere, “secret identity”, you are literally living two lives. A character with the Alter Ego disadvantage essentially has two different personalities that may or may not get along or even be aware of each other. Each ego has its own separate memories, interests, and skills (though it may have the same skills and be aware of the other personality’s memories and activities). A common thing in Superhero comics is a character who has both the Normal disadvantage and the Alter Ego advantage. Thus it would be possible to have a character who is a brilliant professor by day, and a rampaging monster at night. When you take this advantage, you need to flesh out the abilities of both personalities, and also figure out conditions under which they “swap” egos. Does the monster come out when people make you angry? Can you simply transform at will? Once the Alter Ego is created, the Narrator will decide if it is Convenient or Inconvenient. If it is an inconvenience (such as the professor turning into the monster when he doesn’t want to), this does not count as an advantage (you don’t need to take a disadvantage to pay for it). If it is a convenience (such as the monster being able to get advice from the professor in his head), then it does count as an advantage.

Appeal: People like you and want to be around you. It may be because you are very attractive, it may be something about your voice, or the way you dress, but people like you. Whenever you try to charm or persuade someone of anything, you get a +2 Multiplier Bonus. This will not work in combat.

Celebrity: You are loved by millions. Everywhere you go you are met by well-wishers and autograph seekers. People are often willing to listen to you, and are anxious to do favors for you.

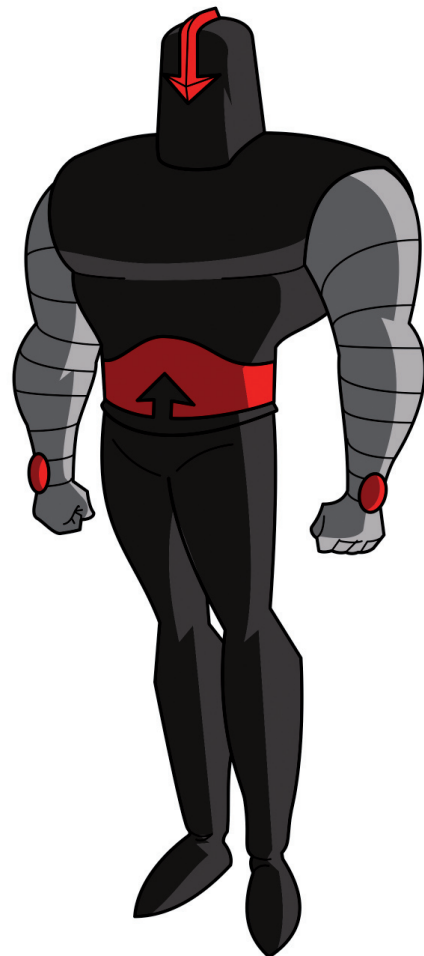
Contacts: You know people who owe you favors all over town. It seems everywhere you go, you know someone who can help you out, whether it be information, a place to hide, etc. As long as you don’t ask a contact to put themselves at great risk,

they will help you however they can. Contacts can really help you find out things that would otherwise remain unknown- like a villain’s whereabouts, or a laboratories top secret project- but you will usually get this info in the form of subtle hints- not direct information. You can find a nearby general contact by paying 1 Hero point. While you have lots of general contacts, you also have three specific, important ones. These can be individuals (like the chief of police) or organizations (like the CIA). These three will take more risks to aid you and provide more direct information, and you don’t need to spend a Hero point to find them.

Dumb Luck: Once per issue, you may re-roll any dice roll.

Frightening Presence: Something about you scares people. Whenever you try to frighten or intimidate someone, you get a +2 Multiplier Bonus.

Gadgeteer: You do not use the same arsenal of equipment at all times, but are always making new equipment for yourself to meet specific needs. Once per issue you can invent (you must successfully use the Science skill), build (you must successfully use the Technology skill), and use a new piece of equipment. To do this, one piece of your normal equipment must be replaced by the new piece. The point value of the new piece must be equal or less than the old piece. Similarly, you could build two or even three weaker devices to replace a more powerful one.



Headquarters: You have a headquarters, which can provide you access to an array of special features from a supercomputer to your own private laboratory. See “Headquarters” page 34. In addition, your Headquarters has one half your number of Character Points to spend on powers. These powers will typically be defenses against intruders, but might also include Clairvoyance, Teleportation, or even Flight (if the headquarters is some flying fortress). These powers are either from high-tech gadgetry, magic, or both.

Immortality: You are not capable of dying, whether by old age, disease, or axe blows. You are also completely immune to the effects of aging, illness, and disease. If you are “killed” your body will go into stasis for a month or two, and you’ll come back. Even if your body is completely destroyed, it will eventually reform. Note that this advantage does not prevent one from being knocked out or otherwise physically injured, nor does it prevent the immortal character from being teleported away or in any other way banished.

Characters who have this advantage are usually gods or Cosmic Beings of some sort, but would also be applicable to holograms, undead, self-replicating robots, etc. Note that a character with this advantage can rarely be killed, but only as the result of a special plot-device created by the Narrator. This advantage can only be taken with the Narrator’s permission.

Instant Change: You can instantly transform from your secret id/normal mode to super mode.

Jack of All Trades: You have a certain degree of aptitude with all skills. When you roll to default with a skill your character is not trained in, you have a -1 Dice Penalty with the skill instead of a -1 Multiplier Penalty.

Leadership: Whether it is by teamwork, or sheer inspiration, you can bring out the best in people. You may spend Hero Points to improve the rolls of other team members or allies. Each Hero Point you spend in this way has the effect of two Hero Points. Each issue, you begin with five extra Hero Points that can only be spent this way. Call these “Team Hero Points”. Only one member of a team may have this advantage.

Mentor: You are aided by a wise mentor who offers guidance and support. Your mentor could be an elderly master who speaks in riddles, an absent minded professor, a holographic computer program, a disembodied spirit that lives in a crystal ball, or various other things. You can periodically ask your Mentor for advice, hints, or for knowledge (the Mentor is usually very knowledgeable in one or two subjects) though the Mentor will not always be available (at the Narrator’s discretion). The Mentor does not travel with you- you must take time to go and visit your Mentor to get help. Sometimes, however, the Mentor might contact you to warn you of danger or set you on the right path. A mentor may have powers, like clairvoyance for

instance, but such things should never be given stats or rolled- the Narrator will just decide what happens (usually what is best for the plot).

Never Surrender: You are not one to give up easily. Once per issue, you may “snap out of it” when unconscious, immobilized, dazed, mind-controlled or under some other ongoing status effect, and restore your Hits to 20 (if they were lower) without spending a Hero die.

Non-Sentience: This “advantage” (if you can call it that) cannot be taken by Heroes, but may be useful for a pet. Most animals (and some machines) have this advantage. A non-sentient creature’s Mind is considered a 0 in terms of reasoning and intelligence, and is considered 2 higher than normal for senses, cunning, and resistance to certain powers requiring a Mind contest such as Daze, Illusion, Mind Spikes, etc. For example, a non-sentient creature with Mind 1 has Mind 0 for some tasks and Mind 3 for others.

A non-sentient creature is immune to Mind Control, Suggestion, and similar powers because it cannot understand what it is being told to do [unless the power was bought with an enhancement that allows it to affect such creatures].

The number of Mental skill slots a Non-Sentient creature has is based on its actual Mind, but its multiplier is Mind+2.

An animal can only choose the following mental skills: Investigation, Outdoor, Streetwise, and its ability to use these skills is limited. For instance, an animal can track, but it cannot start a campfire. It can search for clues, but it cannot question witnesses, or it could find a shortcut in a chase, but not gamble. Use of physical skills is also limited. Driving, Pilot, Craftsmanship, and Ride for example, are inappropriate for an animal, and some like Perform would be very limited.

A machine can only use skills to follow its program — it does not get creative with their use. So a machine can do accounting, but not bargaining. It can hack a computer, but not create a new program. It can repair a machine but not invent one.

Photographic Memory: You remember every detail of just about anything, and you can recall this information upon command, just like a computer. This can be especially helpful when you are solving crimes, describing a criminal to a sketch artist, determining what part of the galaxy you are in by the position of the stars, etc. Whenever the Narrator decides your photographic memory would apply, you get a +2 Dice bonus to any skill rolls when using it, or may even declare it an automatic success.

Police Powers: You have been invested with legal authority by the government or law enforcement. You can arrest criminals and carry weapons normally restricted from civilians. However, you are also required to uphold the law and follow police procedures, i.e. search warrants, etc.

Quick-Thinking: You are always ready to react to danger. Once per issue, you can perform an interrupt action without having to spend a Hero Die.

Resources: You are a multi-millionaire. You probably own several companies and have access to such things as private jets, R&D labs to work on your own special projects, etc. There is a drawback inherent in this, however, in that you will be in the public eye, and your wealth may be the target of villains. Likewise, it is possible that unsupervised employees who work in your companies can do things in your name you don't want or embezzle your money.

Security Clearance: You have high-level security clearance from the government. This enables you to know some top-secret information, get into contact with the CIA or similar organizations, etc. However, this clearance often requires some service on your part to the government, and means they probably keep a close eye on you.

Sidekick/Pet: You have a loyal protégé or animal who you have trained to help you fight crime. A pet might be a normal animal, or a special one (like a magician's familiar or a little alien dragon). A sidekick or pet is built by you with Character Points (three-fourths as many Character Points as you). If you go over this limit, the extra Character Points become Setbacks that can be used against your friend. Leftover points become Hero Points your friend can use. If your sidekick or pet has any advantages, s/he gets two disadvantages (you may take one of them instead).

Super Vehicle: You have a super vehicle of some type: a car, plane, boat, submarine, spacecraft, or even a combination of the two. The way a super vehicle works is similar to building a Hero. See "Super Vehicles" on page 30.

A Super Vehicle is built with 5 Character Points less than you. Any excess points become Setbacks that can be applied to rolls when using the Vehicle. You are allowed to take this Advantage multiple times to have multiple Super Vehicles.

Unliving: You are not alive, but either a machine, undead, or magical construct of some sort. As such, you automatically gain immunity to mind control, suggestion, and other "psionic" powers (unless the power is bought with an

enhancement that allows it to affect you). You also require no food, water, sleep or oxygen, and you do not age. The downside to this is that you cannot heal normally. You cannot benefit from the healing power unless it is bought with an enhancement that it affects Unliving, and the medicine skill cannot work on you. Instead, it takes either a successful technology or Occultism skill check (Narrator determines which is appropriate, use as you would medicine skill) to heal you of hits. This is obviously a slow process.

Versatile: You are extremely creative in the use of your powers. Once per issue, you can perform a Power Stunt without having to spend a Hero Die.

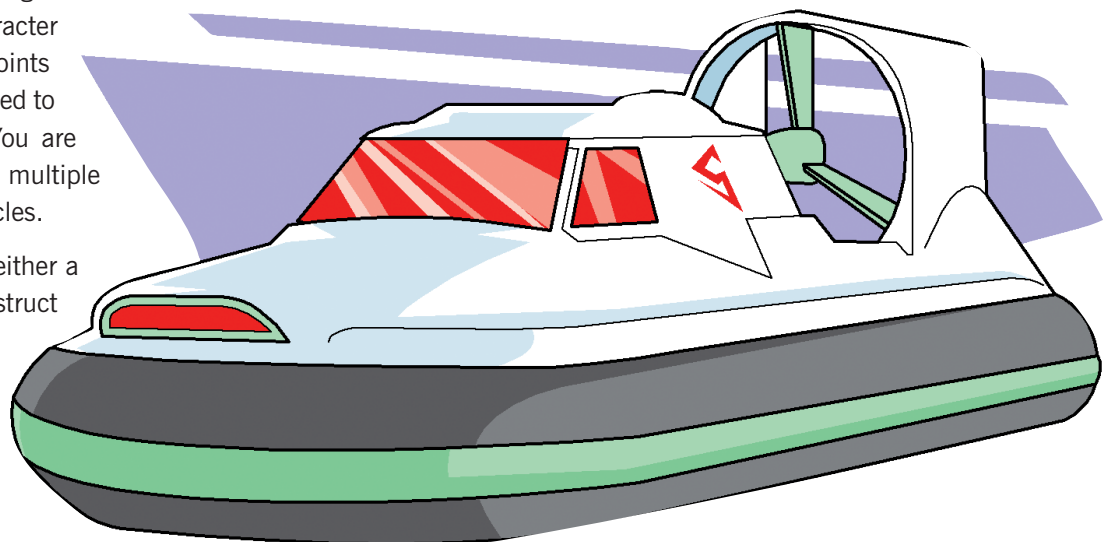
DISADVANTAGES

Just as heroes have their perks, they also have drawbacks. For every advantage you chose, you must choose a disadvantage. Note that you cannot have disadvantages that obviously conflict with your advantages. A destitute character for instance cannot afford a super vehicle!

Age: You are either over 50 or under 18. Old characters are less resilient, only having 80 hits instead of 100, while young characters are considered minors according to the law, and must deal with things such as attending school, and being unable to go certain places, like bars.

Arch-Enemy: At some point in your past, you crossed a very powerful Villain. This person has become your Arch-Enemy, and has devoted considerable effort to your destruction. Your Arch-Enemy is at least your equal in Character Points (if not, s/he gets free Setbacks to make up the difference), and also gets a free Villain Die.

Destitute: You are poor. Very poor. You live in a bad neighborhood, in a small apartment, probably with roommates/family. You cannot afford many of the things most people consider a normal standard of living, such as a car, computer, or even a television set.



Freak: You are physically unlike a normal person. You might be a big orange rock man, or a green hulking lummoX. This does not necessarily make you unattractive, as proven by many green female supers, but you are obviously not a “normal” human.

Hidden Powers: You do not know what your powers are at the start of the campaign. You will have to discover it by trial and error. The Narrator will decide what powers (and a weakness if any) you have (after you assign your stats) and keep track of it himself. If you want to use one of your powers, tell the Narrator, and s/he will pick one, have you roll whatever dice are appropriate, and from there, explain the result. When you figure out what your power is (by deduction and practice) you may write it down on your character sheet. Once you have figured out all of your powers (and your weakness, if any) you can then buy off this disadvantage by selecting a new one (perhaps you’ve made an enemy in the time it took you to discover it, etc).

In a Relationship: You are either married or in a long-term committed relationship. Your partner may or may not know about your super identity- they may even be super themselves- but nevertheless this is an added stress in the life of a superhero. Even if your loved one is a powerful superhero, you will be stressed when they are in danger, and vice-versa. If your significant other is not super, and does not know about your powers, your constant disappearances and excuses no doubt put strain on the relationship, and there is always the chance an enemy may try to hurt you through your partner.

Involuntary Change: Your ability to take on your super form is not one you can control. It happens under certain circumstances- perhaps when you get angry, when a person in need calls the magic words to summon you, if you get too hot or cold, the full moon, or a variety of other things. When you take this disadvantage, work out with the Narrator what exactly can cause you to change, and how to change back. If the character is aware of the potential to change, the Narrator can give them a roll to resist changing (most likely a Mind check), but that may only delay the inevitable.

Normal: You are a normal person, either all the time (and thus all your powers are from *gadgets* or intense training, and your Brawn and Agility cannot exceed 2) or some of the time (you transform into a super form). This makes you vulnerable at times when you are not in “super” mode. While a “normal” hero may be a skilled martial artist even while in his public normal identity, he does not normally carry around grappler guns!



On the Run: You may not be a villain, but the media and police think you are. Characters with this disadvantage are in a difficult position of wanting to obey the law, while simultaneously being wanted by the law, or at very least, lambasted by the media. A character with this disadvantage has difficulty gaining allies, and has to worry about ordinary citizens trying to turn them into the police if they see them. The public usually views characters with this disadvantage as a menace, as they believe what they read/hear/see about you. Note: only misunderstood heroes can take this disadvantage. Villains are assumed to be on the run!

Outsider: You are completely alien to the world you are living in, and you have not fully adapted yet. You could be from another world, or perhaps from another time. You don't understand common expressions, the function of household appliances, etc. Your own speech and habits may be equally confusing to others.

Public ID: The public at large knows that you are a superhero- you have no secret identity to protect your own privacy or that of your family.

Rogue's Gallery: Over the years you have defeated a lot of costumed ne'er-do-wells, and seem to run into the same ones again and again. You have at least 3 Villains who are enemies of yours that will come after you or cross your path. These Villains are within 5 Character Points of you (if not, they gain Setbacks to make up the difference). Between the three of them, they share a Villain Die.

Secret: You have a secret you try to protect at all costs. The Narrator decides if the secret is damaging enough to allow it as a disadvantage. Note that this secret is something that NOBODY other than yourself knows. If your family or team-members know it, then you cannot take this disadvantage (for this reason most Heroes who have a secret identity don't have this disadvantage).

Susceptibility: Not nearly as damaging as a weakness, Susceptibility is something that nonetheless causes you problems. Usually these problems are in the form of a -3 Dice penalty with a given stat in certain situations that the Narrator declares, although the player and Narrator can work out the details between themselves.

Example: a character with super-hearing having a Susceptibility to loud noises get a -3 Dice penalty to Agility rolls while in a noisy environment (like in a bell-tower chiming 12' o'clock).

Social Stigma: You do not fit into the “accepted social norm” of everyday society. As a result, you may be the victim of intolerance, based on what makes you different. In some campaigns, for instance, there is a social stigma attached to being born a mutant, even though other superheroes that got powers through scientific accidents get parades in their honor. When trying to persuade or charm people who are not like you or close to you, the difficulty increases by 10 or more.

Uncontrollable Powers: You do not have perfect control over your abilities. Whenever you roll dice to use a power, one of the dice must show a 4, 5, or 6, or the power fails to work properly. You also have difficulty “turning off” some of your powers. Whenever you intentionally try to turn off a power with the Sustained or Maintained qualities, roll 1d6. If the result is higher than the power’s level, it is turned off, otherwise it remains on. Also, in times of extreme stress (the Narrator decides) the power may turn on (if you fail the same d6 roll).

Unskilled: You don’t have a great deal of training to take advantage of your raw potential. You have half as many skills as you would normally be allowed (round down) and if you attempt to default with a skill you have a -2 multiplier penalty instead of the usual -1. You cannot take the Skillful power or the Jack of All Trades advantage.

Ward: You are the primary caretaker of a normal person. They may or may not know about your being a super hero. This person can be used by villains as bait, attacked, etc to get to you. You constantly have to rescue this person as a result.

BUILDING A HERO STEP 5: HERO POINTS AND SETBACKS

What if you want to use a 30 point character for a 25 point game? What about a 25 point character for a 30 point game? No problem. The game is designed to be able to handle Heroes in a group with some disparity in their power. This is handled by Hero Points and Setbacks.

Any leftover Character Points you have remaining at this time become Hero Points. Any excess Character Points you spent become Setbacks. So if you made a 32 point character for a 30 point game, you have 2 Setbacks.

HERO POINTS

Hero Points represent a pool of luck, skill, and pure determination that heroes can draw upon to enable them to succeed when others would expect them to fail. Any number of Hero Points

can be spent from the pool in an issue to add an equal Result Bonus to any roll. So if a character fails a dice roll by 3, she can spend three of her Hero Points to turn the failure into a success! The player can declare to use Hero Points after seeing the dice roll. Five Hero Points can be spent to gain a Hero Die (see page 21).

Each issue, these Personal Hero Points (gained at Character Creation) are refreshed. Characters can also earn Hero Points for a variety of reasons (see Earning Hero Points, page 20).

SETBACKS

Essentially, Setbacks work just the opposite of Hero Points. They are essentially a pool of bad luck, fate, poor judgment, over-confidence, or hesitation that can cause even the mightiest Heroes to fail. Just like Hero Points, they are spent, and refresh every issue. Unlike Hero Points, they are spent by the Narrator (but the player should keep track of them).

Personal Setbacks (those gained at Character Creation) can only be spent against the Hero who incurred the Setbacks. So the Narrator cannot use a 40 point character’s Setbacks against the 20 point Hero! The Narrator also begins with a pool of Setbacks that can be used against the entire group (See Narrator Setbacks page 67), and Heroes can also earn Setbacks for bad behavior.

The Narrator can apply Setbacks to subtract from the total result of a Hero’s roll (or add to a Villain’s roll). Five Setbacks can be used for the Narrator to gain a Villain Die- as long as the effects of the Villain Die are used against the Hero with the Setbacks. A Villain Die can be used to do anything a Hero Die can be used for. Thus, a Villain could use a Villain Die to turn on their Force Field in time to stop the Hero’s eyebeams, or to show up at just the wrong moment- though they can be added to dice rolls just like Hero Dice, too!

THE FINAL TOUCH: MENTAL MALFUNCTION

There is no such thing as a “normal” superhero (or villain). The very nature of being a superhero warps one’s reality. Every superhero/villain has some mental quirk. One hero may be the prototypical boy-scout while another has an unending thirst for vengeance. One may have amnesia while another is trying to forget his past. What is your Mental Malfunction?

An easy way to come up with an answer is to think “what drives this character to put on a costume and risk life and limb?”

CHAPTER 2: PLAYING THE GAME

DICE MECHANICS AND DOUBLES

The game is played with two standard six-sided dice. Whenever the result of a situation is not certain, the Narrator may call upon the players to roll the dice to determine the result. The Narrator must decide which of the three stats, Brawn, Agility, or Mind is most important in the given situation (in many situations, this is indicated by the rules). The player rolls the dice and multiplies the results by the number of that stat + any bonuses (for instance, many powers, such as Deflect, grant bonuses to certain rolls). If this character is in conflict with another, the Narrator (or player controlling that character) rolls the dice multiplied by their relevant attribute. Whoever rolls the highest wins.

This doesn't necessarily mean that characters with higher multipliers will always defeat those with lower multipliers. Sometimes, random chance has a part to play. When a player rolls "doubles" (two of the same number) on the dice, roll another d6 and add this to the result before multiplying. If this die matches the other two, roll and add again, until you get something that does not match. Example: A player rolling at x3 rolls a pair of twos. He then rolls another two, then a six. Instead of $3 \times 4 = 12$, his end result is $3 \times 12 = 36$. As you can see, rolling doubles can make quite a difference between success and failure.

In situations where the character is not in conflict with another, but is still trying to use a skill or ability that is not certain of success, the player still rolls the dice as written above. However, in this case, the player is trying to beat a set number (decided by the Narrator) rather than an opposing dice roll. The standard difficulty numbers are:

TABLE 2-1. STANDARD DIFFICULTY NUMBERS

10	Typical
20	Tough (difficult for a professional)
30	Superhuman
40	Epic (difficult for a superhuman)
50	Nigh-impossible

NOTE TO NARRATORS: THE IMPORTANCE OF TRANSPARENCY

BASH! is not like many other role-playing games where the "Game Master" rolls dice secretly behind a screen. In BASH!, the Narrator should tell the players what the enemy's defense roll was, or how high the difficulty is to defuse the bomb. This is important because it will affect the player's decision to spend Hero Points, Hero dice, or Push themselves. The purpose of Hero Points is to turn failure into success- it would be rather frustrating for a player to spend all their Hero Points and still fail. The goal of BASH! is to have fun- not frustrate the players! By that same token, the Narrator should explain what powers are being used if players ask.

Example: a Hero is moving towards an evil hypnotist who shouts "Stop!". The Narrator calls for a Mind contest with the Hero and the Villain wins. The Narrator declares that the Hero cannot move, because of the hypnotic command to stop. But was that Daze, Suggestion, or Mind Control? The answer would affect the player's decisions of what they should do next.

There might be times when it makes sense to roll secretly, but these things are the exception and not the rule. For example, a Narrator might like to roll for a Hero on certain checks, such as to notice things (telling all the players to make vision checks for instance, might "break the 4th wall" by tipping off the players that there is something to see in that area).

THE DICE ROLL CHART

To make your dice rolls easier to figure out, you can consult the chart on the back of the book. You simply cross-reference the number you rolled on 2d6 (including any Dice Bonus or Penalty) in the left-hand column with the multiplier, which runs along the top row. Any Result bonus you have is added after you cross-reference. Example: Mary rolls an 11 with her x3 multiplier. She also has a +2 Dice bonus. She looks down the Roll column and goes to 13 (11+2) and then follows the row over until she gets to the x3 column, seeing her result is 39- Superhuman. Since she was trying to get a 40 (Epic) she spends a Hero point, adding +1 to her result, giving her the 40 she needs.

You'll notice that the Roll column starts below 3- even though 3 is the lowest you can roll, Dice Penalties can take a result below 3. Any dice roll of 0 or less automatically fails, of course. Likewise, the Dice Roll column goes well beyond 12, up to 25, so that when you roll a lot of matching dice, you'll still be able to figure the result fast. Also, the Multiplier row on the top starts at x2. If you are multiplying x1, you just use the Roll column.

The chart is also color-coded so you can tell if you beat a certain difficulty for a task at a glance. If you know the difficulty you are trying to beat, simply look down to find the first box of that color for your multiplier, then look at the left column to see what you need to roll.

Example: David knows he needs a Superhuman result with his x4 Multiplier. Looking down the x4 column, he sees the first yellow box says "32", looks left and knows he needs to roll an 8 to succeed. He also knows that if he only rolls a 7, it will take 4 Hero Points to make up the difference.

ZERO MULTIPLIER

There will be times when a character, either through penalties or a low Stat will have a x0 multiplier. In these situations, roll 1d6. A result of a "6" will explode- allowing you to roll another die and add it. As long as you get a "6" you can keep rolling and adding. If you get a result other than "6", you are done rolling; add up the total.

THE GOLDEN RULE

Heroes always win on a tie. If two heroes are contesting each other, and tie, the winner is whoever is being more heroic at that moment! Whenever you must round anything, always round in the Hero's favor.

SITUATIONAL MODIFIERS

Of course, not everything in the game occurs under "normal" conditions. Sometimes outside forces impact a Hero's chance of success. What if you are trying to blast an enemy surrounded by a fog, or wrestle an opponent covered in a slick oily coating? These are situational modifiers, and the Narrator can apply them to a character's dice roll before multiplying. The Narrator decides whether the modifier is moderate or major, and tells the player what the dice bonus or penalty will be. Situational modifiers usually apply to contested rolls. In a non-contested roll, the Narrator simply increases or decreases the difficulty as s/he sees fit.

TABLE 2-2. SITUATIONAL MODIFIERS

Major Hindrance (-4 Dice Penalty)
Examples: Attacking or dodging an enemy you cannot see, Fight on a tightrope, Convince somebody who hates you, Use Mind Control to force someone to harm their child
Moderate Hindrance (-2 Dice Penalty)
Examples: Attacking or dodging an enemy who is hard to see, Fight on ice or in handcuffs, Convince someone who doesn't like you, Use Mind control to force someone to harm their friend
Moderate Benefit (+2 Dice Bonus)
Examples: Player came up with a good creative idea, Convince someone who likes you, Use Mind Control to force someone to do something they want to do anyway
Major Benefit (+1 Multiplier Bonus or +3 Dice Bonus [Player's Choice])
Examples: Player came up with a great idea, Convince someone of something they desperately want to believe, Use Mind Control to force someone to harm their hated enemy

BASIC COMBAT RULES

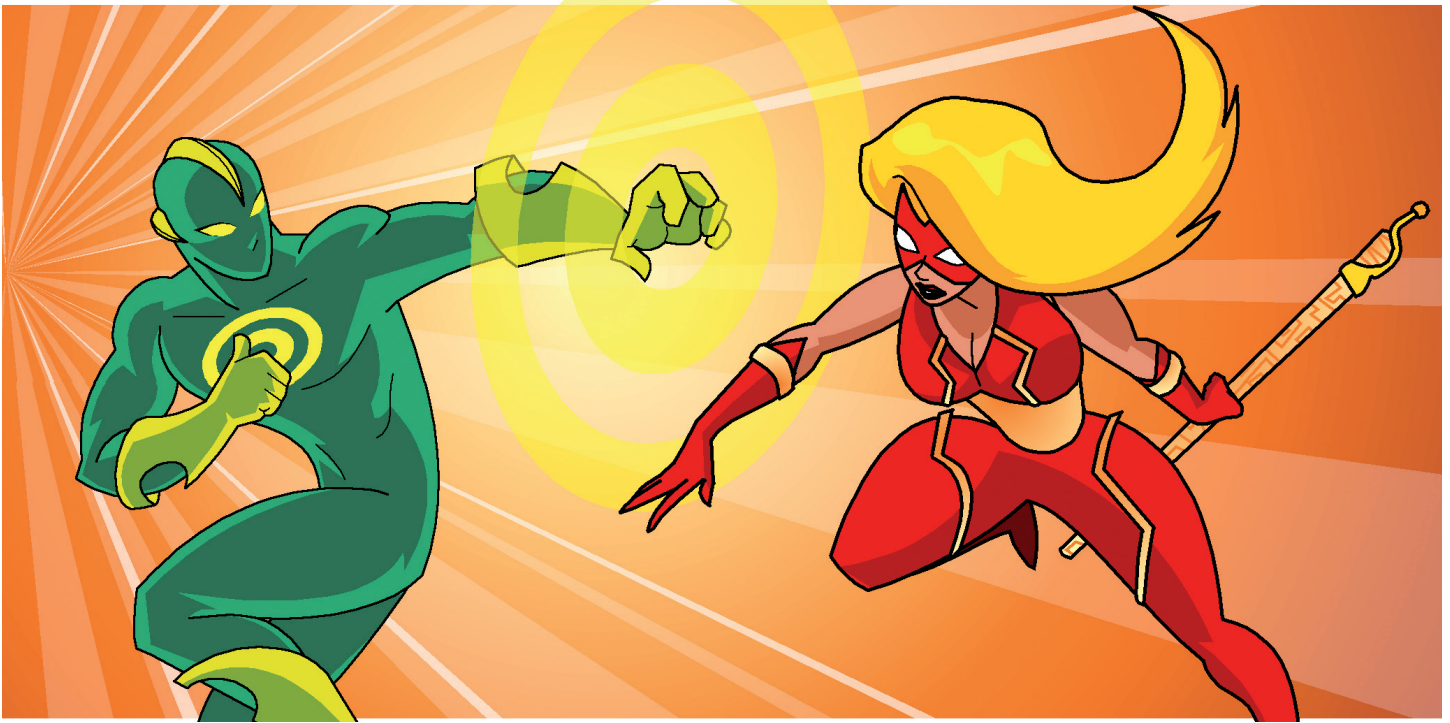
In comics, Superheroes often have to save the day from Super Villains, and the bad guys usually don't come along peacefully. These rules are used to play out such brawls, but can also be used for various other dangerous situations such as getting bystanders out of a burning building.

PAGES & PANELS

Time in combat is measured in Pages and Panels. A page represents a few seconds of time during a fight, during which each character involved takes a turn to act. This turn to act is called a panel. Once everyone in the battle has taken their panel, the page is over, and a new page begins.

RANGES, AREAS, AND DISTANCE

All ranges, areas, and distances in BASH! are measured in squares. A square is an area roughly 5 feet by 5 feet. You can use an erasable grid map (like those made by Chessex™) and miniatures (either paper fold-up models or plastic figures work fine) to make things easier to keep track of. Most hobby



shops that sell role-playing games also sell these materials. Of course, you don't need these things to play. You could just as easily use a chessboard and chessmen, loose change, beads, or various other tokens to represent Heroes and Villains. You can even just use graph paper and pencil, or forgo using any visual aids at all (see Cinematic Scale Combat pg. 124).

PRIORITY

The first thing to consider when heroes brawl is who goes first. This is called "Priority" and is decided in one of several ways (depending on the size of the group). The simplest way is to proceed in order of who has the highest Agility (adding any bonuses from various powers), rolling a d6 to break any ties (if the d6 is a tie, ties go to the Hero). Characters using certain powers requiring Concentration go last, as usual. The advantage to doing it this way is that it is fast, but it is also very predictable. This is the best method to use when playing with very large groups, as it keeps things very fast.

Another way is to have everyone roll for Priority. Roll times Agility, which might be modified by various things such as Martial Arts Mastery, Danger Sense, or Super Speed. This makes it possible for a with a low Agility character to occasionally act first, and makes the fights less predictable. This is the best method to use for a medium-sized group.

To make things more interesting, roll a new Priority every page (to speed up the process, the Narrator could have the players roll their next page's priority at the end of their panel). Another nuance you could include is allowing characters performing mental actions to roll using Mind, while those performing actions of sheer strength can roll Brawn for priority. If more

that one stat could be used, use the lesser of the two. This more detailed method is best used with smaller groups.

WHAT CAN I DO IN A SINGLE COMBAT PANEL?

Here are the possible options:

Move then Attack. Until you attack, you may activate any number of non-combat powers. Thus, a person can fly, sense the presence of robots, and use eyebeams all in one panel- but as soon as you attack, your panel is over.

Move twice (sprint).

Reach Top Speed with a movement category power.

Attack then Move your allotted number of squares (but you cannot activate any other powers).

Heal. Healing, Restore, and similar powers count as an attack for the purposes what one can do in the panel.

Use a skill. Some skills take concentration and time and, at the Narrator's Discretion, may take an extended check to complete. An example would be the team's computer expert trying to open the electronic gate on an alien prison ship while his comrades hold off the guards.

Hold off. You are waiting to take your turn, usually for something to happen, to team up with someone else, etc. If you are holding off to do something in a certain situation, when that situation comes up, you may interrupt the action by taking your panel. If you are just holding off without a specific plan, then you cannot interrupt another person's panel when you decide to take your own- you go immediately after them.

MOVEMENT

Depending on how they are moving, and if there are powers involved, characters move at different speeds. Swimming, Climbing, and other forms of special movement may require a skill check at the Narrator's discretion. Below are speeds for non-powered movement:

Run Agility x3 squares

Sprint Agility x6 squares (this takes a full page)

Swim Brawn x1 squares

Climb Brawn x1 squares

Jump Brawn x Brawn squares (you move 10 of these squares/page in midair)

Creep Half your Run speed (round down). You can use stealth/prowl while creeping. This is also the speed at which you can crawl.

ATTACKS

In battles, characters have different modes of attack. They are: hand-to-hand, ranged, area, thrown, and mental.

Hand-to-Hand: Hand-to-Hand fighting includes brawling and using hand held weapons like swords or baseball bats. You must be in the same or adjacent square as your opponent to make Hand-to-Hand attacks. Generally, you roll Agility against the opponent's Defense to hit. Hand-to-Hand attacks typically use Brawn as a base damage multiplier or as a Dice bonus with specific weapon damage. For rules on using wrestling attacks, see page 22.

Thrown: Thrown attacks are ones that use hurled objects to hit the enemy, like ninja stars or harpoons. The distance you can throw a weapon is detailed in the weapon's description (often based on Brawn) or decided by the way you build a power. Typically, Agility is rolled to hit against the opponent's Defense roll. The damage from Thrown attacks is based on Brawn or the specific weapon with Brawn adding a Dice bonus.

Ranged: Ranged fighting includes using powers or weapons that shoot targets from a distance, like energy blasts or crossbows. The target must be within range of the power to be hit,

usually by rolling Agility against the opponent's Defense. Ranged attacks typically use Mind or an assigned DM for a weapon as a base for damage. Some Ranged attacks are also Area attacks.

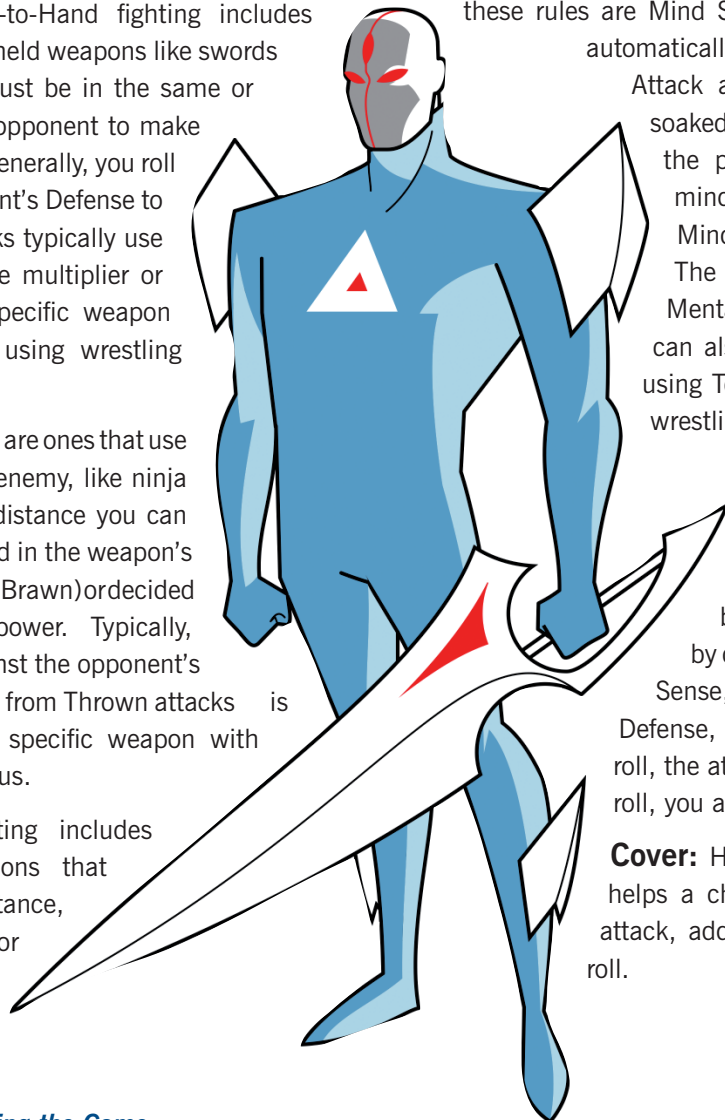
Area: Area attacks include using powers or weapons that can affect multiple targets at once, like lightning bolts or hand grenades. Area attacks can be ranged- measure the start of the area from where the attack was targeted. Other Area attacks come directly from the attacker- measure these with the attacker at the center (in the case of a Burst) or edge (in most other cases) of the attack, and exclude the attacker from the effect. Area attacks can take on a variety of shapes, from a Burst to a line, each with different specific effects (see page 39). Sometimes the attacker does not need to roll to hit at all (like in a Burst), while other areas do require a roll to hit (like a ricochet), typically using Agility. In either case, the targets do get a roll to defend themselves from the effect, utilizing Agility.

Mental: Mental attacks are typically do not do damage to a target, but are used to read their thoughts, slow them down, or control their mind. In these cases, the attack rolls Mind against the defender's Mental Defense. Major exceptions to these rules are Mind Spikes and Telekinesis. Mind Spikes automatically "hits" someone who tries a Mental Attack against you and the damage is not soaked normally (see page 49). Telekinesis, the physical moving of objects with the mind, is a physical attack made rolling Mind to hit and Telekinesis for damage. The target would roll their Defense (not Mental Defense) to avoid it. Telekinesis can also be used to "wrestle" an opponent using Telekinesis as Brawn (see page 22 for wrestling rules).

DEFENSE

Defense is a character's multiplier to avoid being hit in combat. It is based on Agility, and can be modified by certain powers such as Deflect, Danger Sense, or Martial Arts Mastery. If you roll Defense, and you beat the opponent's attack roll, the attack missed. If you lose to the attack roll, you are hit and take damage (see below).

Cover: Having something to hide behind also helps a character's Defense. Against a Burst attack, add +10 Result bonus to your defense roll.



Against a direct attack, the enemy must attack around your cover. To do this, they have to make a called shot, hitting by 10. If the cover is especially good, the Narrator may declare a hindrance to their attack roll as well. If they would have hit you, but don't make the called shot, they hit your cover, which takes damage. A wooden crate will get chewed up by an Uzi a lot faster than a pile of bricks, so harder cover is better.

An enemy can choose to attack your cover directly, without trying to hit you around it (if the cover isn't moving, they don't need to roll to hit it). If the cover is destroyed, and the enemy was able to see you before making the attack on your cover, any remaining damage goes through and hits you (which you can soak normally).

MENTAL DEFENSE

Mental Defense is a character's multiplier to resist certain mental powers, such as Mind Control, Suggestion, or Daze. A character's Mental Defense is based on their Mind, and can be augmented by the Mind Shield power. Most powers that overcome Mental Defense do not do Damage, but there are some exceptions (Mind Spikes).

DAMAGE AND SOAK

When you connect with an attack, you need to determine how powerful the blow was. This is represented by Damage. Hand to hand and thrown attacks use Brawn as the Damage Multiplier (DM), plus any bonuses from powers. This number is then multiplied by the result the dice rolled to give you the Damage roll. Ranged and Area attacks caused by powers use Mind as the base Damage Multiplier (plus bonuses from powers). Ordinary weapons usually do a set multiplier for damage.

The person struck by an attack rolls 2d6 and multiplies by their Soak. Soak is based on Brawn and can be enhanced by the Armor power. If the damage roll exceeds the soak roll, the target loses a number of Hits (see below) equal to the difference.

Example: A roll of 35 damage is soaked by a roll of 22. The target of the attack loses 13 hits of damage.

If the damage is less than the soak roll, the person takes no damage, but still may have been knocked back a bit (see "Knock-Back"). Every hit that got through the soak is marked off on the character's record. When his total hits equals zero or less, a character out of commission.

HITS

All characters have a measure of Health and ability to keep on fighting. This is called Hits, and when a character is down to 0 or less, they are defeated and unconscious. Heroes and Villains all have 100 Hits. Minions have

less (see page 68). Damage that exceeds a character's Soak reduces that character's remaining Hits.

KNOCK-BACK

When people with super strength start throwing punches, fighters go flying. Whether any damage got through or not makes no difference. Every point of damage rolled on an attack knocks the opponent back 1 foot- reduced by their Brawn x10. If this reduces the number of feet to zero or less the character is not knocked back at all. Also, the Narrator may declare that certain attacks, like a rapier thrust, would not do any knock-back, either.

Being knocked back does no additional damage- unless you are knocked into something solid. In that case, treat it as falling damage (1DM for every 10 feet). A character who is knocked back is also knocked down. Getting up uses half your movement squares (round down).

For Example: Black Talon has a Brawn of 3, and gets punched for 62 damage. His Brawn of 3 reduces the distance he is knocked back by 30 feet, sending him 32 feet flying, slamming into a wall, the equivalent of a three-story fall. He takes x3 damage from the collision.

HERO POINTS AND SETBACKS

Hero Points and Setbacks are acquired at character creation (see page 14), but they can also be earned in other ways (see below). They are used to give a Result bonus to dice rolls (or penalty in the case of Setbacks). To keep track of Hero Points and Setbacks you can just mark them on a piece of scratch paper, but poker chips, beads, or coins work well also. With poker chips or beads, you can color code Hero Points and Setbacks to be different colors, and also code larger denominations. For example, all the blue chips are 1 Hero Point, red chips are 5 Hero Points, white chips are 1 setback, and black chips are 5 setbacks.

Hero Points and Setbacks cannot be used to cancel each other. Once a Hero Point has been spent on an action, the Narrator cannot spend a Setback to cancel it, and vice-versa (bidding wars waste points and are in general not fun). Sometimes, a character may spend a Hero or Setback point simply to "guarantee" their result. However, even if a Hero Point or Setback was spent on an action, either side may still elect to spend a Hero or Villain die (see below and page 67).

NARRATOR SETBACK POOL

The Narrator begins with a pool of 2 Setbacks per Hero each issue. Additionally, some Villains have their own pool of Setbacks. Unlike Personal Setbacks, these pools of Setbacks can be used against any of the Heroes, and 5 can be converted into a Villain Die (see page 67).

EARNING HERO POINTS

In the game, when a character performs an action of amazing sacrifice, heroics, or even a really good one-liner, they can gain Earned Hero Points. If a Hero spends their panel saving an innocent bystander, that is usually good for a Hero point. Unlike Personal Hero Points, Earned Hero Points do not refresh. Once they are spent, they are gone for good. They can be saved up between issues to be cashed in later (to a maximum of 10).

Additionally, a Narrator may decide to award Heroes these Earned Hero Points at the end of every issue or Story-Arc for good play- much in the way that Experience points are awarded in other games. Indeed, if you are using the optional Experience point rules, you can treat every 5 Earned Hero Points as 1 Experience Point, or spend an Experience Point to immediately gain 5 Hero Points.

Alternatively, the Narrator might award Hero Points at the start of the game to players who recall details of last issue's events.

Finally, if the Narrator forces the Heroes into a situation beyond their control, such as having them be rendered unconscious by gas with no roll to avoid it, then the players get 3 Hero Points. This is called a Plot Twist. Plot Twists are used to move the story along, but may upset players (they usually like some control over their characters' own destiny). The Hero Points will lessen the sting.

EARNING SETBACKS

Just like Hero Points can be earned, so can Setbacks. Cowardly, selfish, or petty actions on the part of a Hero can earn Setbacks as high as 5 points. Just like Earned Hero Points, Earned Setbacks are gone for good once they are spent.

When a Narrator uses a Hero's Setbacks, the Narrator should inform the player how many have been used, and the player is responsible for keeping track of how many are left.

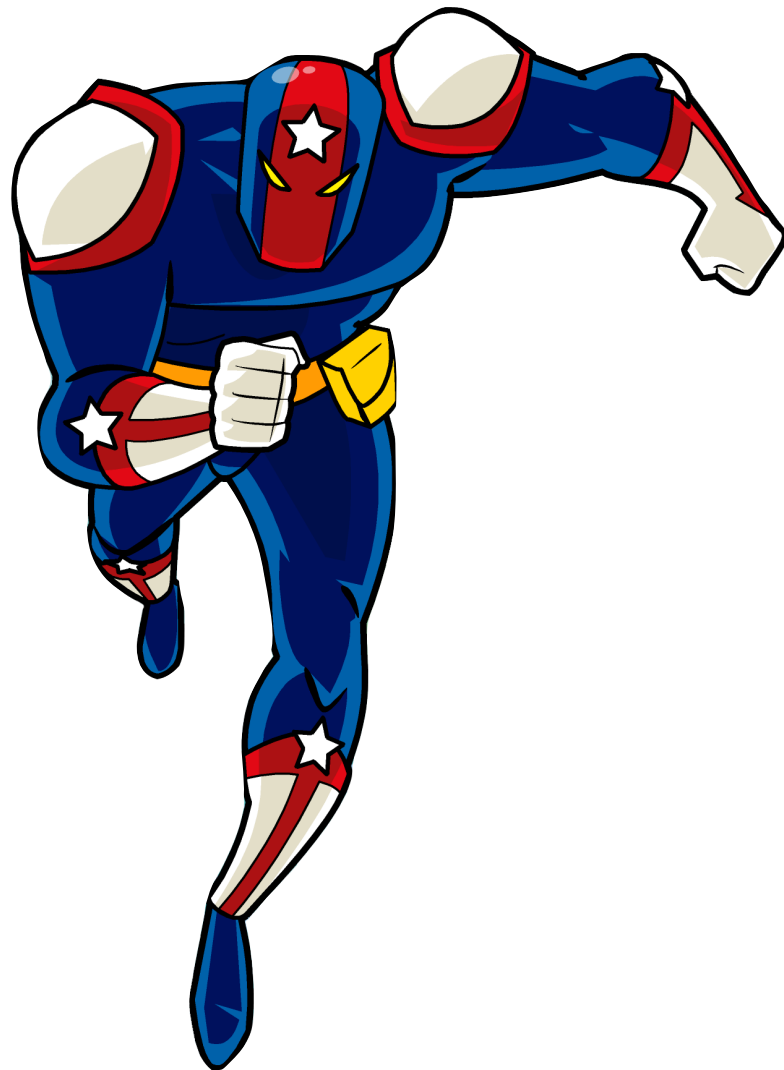
HERO DICE

Hero Dice can really turn the tide in a desperate situation. All characters begin with one Hero Die each issue. Alternatively, a character can spend 5 Hero Points to use as a Hero Die.

"I do my best work under pressure." Automatically succeed on any skill check, or automatically get a 20 on an untrained skill. In the case of an extended check, you automatically get a result as if you had rolled a "20" on 2d6!

"Never say die!" Have an unconscious, dazed, immobilized, mind controlled, (or any other status effect) character "snap out of it" and be instantly restored back to 20 Hits (if they were below 20).

"Whew! That was close!" Reactively use a power (turn on a force field, deflect an attack aimed at someone else, use Ghost Form as bullets approach you, etc) even when it is not your panel or have already gone. You can counter the use of a power either with a similar power or an opposing power- i.e. you can block an enemy's heat vision with your own heat vision or with ice beams.



“You weren’t gonna start his party without me were you?” Use a Hero Die to enter a scene you were previously not in. This might mean burst through the wall, or were there all along in a cunning disguise or by chance. You can use this to bring in your Sidekick or Super Vehicle as well (this is when the sidekick shows up in the nick of time to save his guardian from the slow death trap, etc).

“Never underestimate me!” Roll another die and add it to your regular 2d6 roll. If this die matches either of the other two, it counts as doubles, and you may roll another die and add it, continuing until the last die rolled doesn’t match.

“Power Stunt!” Temporarily gain a new power by using an existing power creatively. This is seen all the time in comics when the super-fast character vibrates his molecules so fast he can phase through shackles or runs in circles so fast he makes a tornado. To do a power stunt, choose a power you want to gain and explain to the Narrator how you are doing it. Spend a Hero Die and you can use this power for the rest of the scene.

“I can keep this up all day!” Trade it in for 5 Hero Points.

SPECIAL COMBAT RULES CALLED SHOTS

Whenever you attack an enemy you can try to “up the ante” by calling a shot. In many cases, this will be an attempt to hit an enemy’s gadget to destroy it or disarm him. However, there may be times when you want to specifically aim for an enemy’s head, trip them, need to shoot around cover, etc. Before rolling an attack, declare your called shot. To succeed, you need to hit by 10 or more. If there is no other effect (like disarming, breaking a gadget, tripping, avoiding cover, etc) a called shot does +10 Result Bonus to the damage. The called shot mechanic is rather versatile and can be used to pull off any number of “tricks” during combat. For instance, you could use it to knock a pile of crates down on top of an enemy, throw a tarp over his face so he can’t see, pull a rug from under a bunch of minions, etc. These effects can really amplify the comic-book feel of the game.

ZANY ACTIONS

Sometimes, superheroes pull some zany stunts. Some of these are called shots (see above). Here are some examples of things that they can do:

Alley-Oop: Similar to the Fast-Ball Special, this action is just used to move a willing team member from one place to another. This is not a Teamwork maneuver, and does not require anyone delaying their panel, so you can do it on your turn to anyone who is willing. You throw them a distance as if they were a

(usually heavy) improvised weapon. Remember, though, that what goes up, must come down- so be sure your friend has something safe to land on (or is really tough)!

Disarm: Instead of damage, you can attempt to blast a weapon or item out of the hands of an opponent. If the item has the Easily Taken limitation, this is especially appropriate. Roll to hit, making a called shot to disarm the opponent. Roll damage as normal but instead of taking the damage, the target must roll Brawn against the damage roll. If the target loses, they are disarmed of the item. Instead of knocking the item out of the foe’s hand, you can try to destroy it if it has the Fragile limitation or is just an ordinary object. If you chose to disarm it by breaking it, your roll needs to hit by 10, and the damage applies to the item directly.

Improvising Cover: Strong characters can improvise cover, using an attack and ripping up the floor and holding or placing it as a wall. The Hits that this improvised cover has is equal to the Brawn roll made by the improviser with a Result penalty to the Brawn roll equal to the soak value of the material (see Collateral Damage, page 23). A result of 0 or less indicates you failed to improvise the cover. This weakened material has half its original Soak value. The area that it covers is like a wall, with 1pt of Arc for every 20 Hits the cover has.

Example: Captain Brick is on the metal roof when a flying enemy attacks. While Captain Brick may be nearly invulnerable, his friends are not, so he tries to rip up some metal to make cover. This is Thin Steel, and he rolls 32 for his Brawn check. The Thin Steel has a soak of 10, reducing his roll to 22. This ripped up improvised shield counts as an Arc 1 wall, with 22 Hits and 5 Soak.

Staple: This trick shot only works while using a sharp, ranged weapons that actually stick in the target (bows, shuriken, spears, etc.). If you choose to, you can declare you are attempting a staple shot. If you succeed in a called shot, the target’s clothing or an item is stapled in place to the ground, wall, etc. A stapled target must make a 10 Brawn check to break free from where they are stapled. If they succeed by less than 10, breaking free uses up their panel for that page (thus it takes a 20 or better to break free without using one’s panel).

Take the Hit: By holding off on taking your panel, or using a Hero Die to make an interrupt action, you can dive into the way of an attack meant for someone else, or provide cover to someone in a Burst. You can also hold onto an explosive and let it blow up in your hands or fall on it, so that only you take the damage from it instead of everyone else. By doing this, you are essentially taking a 0 for your defense. This move is only recommended for really tough or self-sacrificing characters.

WRESTLING

Characters may hold, slam, and squeeze in addition to punching and blasting their enemies. This style of fighting is especially good for characters who are stronger than they are agile. There are a variety of maneuvers that a character can attempt to use on an opponent when wrestling:

Grab: You grab your enemy and hold them fast. Roll Brawn or Agility against the opponent's Brawn or Agility (each person picks) to initiate the grab. If you succeed, you have the opponent in your iron grip. If you succeed by 10, you can immediately use a wrestling maneuver. From this point forward, it is Brawn against Brawn only. Each page, on his panel, your victim can try to break free. If they succeed by 10, they can take the rest of their actions for the panel (normally trying to break free takes their whole panel). If they succeed by 20, they can reverse the hold, so that now you are in their grip. The victim can choose to take an action other than breaking free but it must be something they can do with limited motion (push a button on their belt, make an unarmed attack against you, etc.).

Each page, on your panel you may do one of the following moves to a grabbed opponent:

Carry: Make a Brawn Contest and you can carry them kicking and screaming wherever you move. Fail by 10 or less and you move at half normal speed. Fail by more than 10 and you have to drop the person to move.

Throw Them: Roll Brawn with a +2 Multiplier Bonus. Your held target takes the result, reduced by 10x their Brawn, as knock-back and is released from your grasp. "Note: If you are ten stories high with you throw your target then they'll take much more damage than if you were standing on the ground! This could also be the case if you throw them at someone else. (See Wield Them below. If the attack misses, the "weapon" still takes the knock-back but the target is unaffected.)"

Crush Them/Joint Lock: Make a Brawn Contest. Your target takes the difference as damage, ignoring Soak bonuses from Armor.

Hit Them: You get a +2 Dice bonus to a hand-to-hand attack against someone you've grabbed. The bonus applies to damage as well.

Wield Them: Like they were a weapon! Roll a regular attack against a target. If it hits, roll Brawn+1 as damage multiplier against the target. The "weapon" takes the same damage. Both soak normally.

Disarm Them: If the foe has an easily taken gadget or weapon, make a Brawn Contest to take it from them. If it is a breakable gadget, you may roll Brawn as damage against it.

Restrain Them: Make a Brawn contest with the foe. If you win you can prohibit them from taking a certain action on their panel other than trying to break free, or something that cannot be restrained physically, such as using Ghost Form or Telekinesis, etc. You may choose to even prevent them from speaking.

Block with Them: You can use your victim as a human shield (a favorite tactic of Villains) for the page by winning a Brawn contest against the struggling victim. This gives you cover. If you successfully defend and roll doubles, the "shield" was hit by the attack! The opponent has to hit by 10 to hit you and not your cover.

Body Slam: With a running, jumping, or even flying start, you use your entire body as a weapon. It isn't as precise as a punch, but it's a lot harder to dodge! When you make a Body Slam attack against an opponent, then will decide to either hold their ground or to dodge.

If they hold their ground, you automatically hit and roll Brawn (plus Momentum, if applicable) for damage. They can roll their Soak as normal. A character who holds their ground can choose to use Deflect as if it were Armor for this purpose (this is instead of using Armor). If you lose, you take the difference in damage (or your roll, whichever is less), excluding your momentum bonus (it hurts more when you run into a brick wall than when you walk into one). The damage is not soaked.

If they try to get out of the way, they roll their Agility-based defense (excluding Deflect) or Athletics/Acrobatics vs. your Brawn (+Momentum if any, see page 41). If they win, they move out of the way and take no damage. You keep moving in a straight line for a distance equal to what you moved to get to them, or until you run into something else (possibly another target). If they lose, they take the difference in damage, which bypasses their normal soak.

Wrestling & Minions: Some of the wrestling rules work differently when applied to minions.

Put their Heads Together: You can grab two minions and slam their heads together. Make a Brawn roll against the better one's Defense or Brawn (whichever is better). If you win by 10, you grab them both and slam their heads together. The damage is equal to your attack roll.

Let's Get Ready to Rumble: When you are Wrestling minions, you can execute a move in the same panel you establish the hold. Just as normal, the domino effect applies. You could take out multiple minions in a single page by wrestling.

Bowling for Henchmen: You can body slam an entire group of minions. Essentially, when you charge, you get to make a body slam attack against each minion in your movement path. Apply your full momentum to all minions in the path (when

you move in a straight line). If any hold their ground, and somehow beat you, you are stopped. Most minions would try to get out of the way (Narrator should roll- don't use static defense values).

TEAMWORK

If two or more Heroes hold-off and combine all their panels for that page together, they might get a Teamwork bonus. The players come up with a creative description of what they do, and the Narrator may reward them with a Hero Die for the action. Using the same shtick over and over will not qualify. When rolling for a teamwork action, each player involved must roll one aspect of resolving the action. For instance, if it were an attack, one rolls to hit, the other rolls damage. Usually this is done by who is better. If there is only one roll needed to resolve the action, both roll and take the better. Characters can also swap stats and powers when resolving a team-up attack.

Example: A pair of Heroes attempt the classic "fastball special" team-up seen in many comics. The team's scrapper with +3DM claws but only a Brawn of 1 gets thrown by the brick with Brawn 4 at the enemies. The scrapper rolls to hit using his own Agility 3 (the higher of the two characters) and the brick rolls the damage using his Brawn 4 +3DM from his buddy's claws for x7 damage. The Hero die the Narrator awarded for resolving this action can be used for the attack or damage roll. The next page, they do it again- but this time the Narrator does not award a Hero die- it's no longer original.

COLLATERAL DAMAGE

It happens to the scenery whenever a Superhero and Villain brawl. Windows break, cars smash, and concrete crumbles. Naturally smashing into (or through) these objects hurts (see knock-back page 19).

The list below shows how much damage an object soaks each time it is hit, and how many Hits an object can take before it is broken. The amount of damage the object takes from a target being slammed into it is the same as the target took before soaking. If the damage sustained by the victim was knock-back only, the collateral damage to the object is half the knock-back amount.

Example: Two super-strong characters (each with a Brawn of 4) are fighting in a condemned building. The Villain blasts the Hero doing 70- enough to knock him back 30 feet (x3 falling damage) into a concrete wall. The concrete wall also takes 70 damage- leaving a nice, Hero-shaped hole. The Hero stands, dusts himself off (he soaked the fall) and uses a shockwave effect, rolling doubles, doing 100 knock-back to the Villain- knocking him back 60 feet- he takes x6 falling damage as he is slammed through a wooden door (which took 50 dmg from



the knock-back effect- half its effect on a character). The villain then gets up, and the two proceed to turn the condemned building into rubble as they fight each other.

TABLE 2-2. COLLATERAL DAMAGE

Glass, Rope	10 Hits, 0 Soak
Windshield, Wooden Door, Drywall	20 Hits, 5 Soak
Concrete, 1"+ Plexiglas, Thick Wood, Thin Steel	40 Hits, 10 Soak
Solid Metal, an I-Beam	80 Hits, 20 Soak
"Unobtainium"	160 Hits, 40 Soak

VICTORY WITHOUT VIOLENCE

A common mindset that occurs in role-playing games is the idea that the only way to triumph over an enemy is to pound him to unconsciousness. It is important to point out that there is more than one way for superheroes to triumph over a supervillain. A Villain might be invulnerable to harm, but that doesn't mean that the battle is hopeless. Against such an opponent, a Hero might use trickery, luring them into a position where they can be captured. A Villain who is Immobilized, Dazed, trapped

inside a Force-Field or under a similar effect, with no hope to escape (or way to avoid being put back into that effect as soon as s/he does escape) should be considered defeated. Likewise, proper use of skills may be enough to achieve victory.

Example: A Hero once defeated an invulnerable robot by jumping on its back and using a Technology/Sabotage extended check to shut it down (while allies kept it distracted, enabling the person to continue working).

The Narrator should be willing to allow Heroes to come up with creative ways to defeat a foe. If the Hero is fighting at a construction site, and wants to knock a foe into wet cement, let there be wet cement handy. Trickery should also be an option—usually involving a Mind, Agility, or Skill contest, the Hero might get the Villain to make a crucial mistake (like punching out the last support beam as the Hero dives out the window, and the ceiling crashes down). It's even conceivable that a Hero could simply convince a Villain to end the fight, or even push their buttons to the point they break down (usually through good role-playing and knowledge of the Villain's psychology, though it could be accomplished with an extended check of some sort). In other words, Narrators should not be afraid to pit Heroes against foes they cannot defeat by brute force alone, and should give (and listen to) alternatives.

WEAPONS AND EQUIPMENT

GUNS & EXPLOSIVES

Guns are not normally used by either super-heroes or villains. A normal gun that you could buy in a gun store does not count as a power. It has a set Damage Multiplier (not enhanced by Mind).

Range: Guns have a set range to which they are accurate. A Sniper Rifle's range of 40+ indicates it is normally limited to 40 squares, but can be fired at a longer range provided the shooter has a clear shot and makes a vision check equal to half the distance in squares. A scope adds a +5 Result Bonus to the vision check. Every 10 squares (or fraction thereof) beyond 40 is a -5 Result penalty to hit. Example: A sniper with a scope wants to shoot a target 63 squares away. He has a clear shot, and makes a vision check (difficulty is 32, but he makes it by getting 27, +5 for scope). He has a -15 Result penalty to hit because of the distance. Of course, if the target is unaware they are being shot at, they'll be an easier target.

Area: Many weapons cover a Burst area, or can by engaging Full Auto (see below).

Ammo: All standard guns use ammunition. A unit of ammo is spent for each attack roll the weapon makes. Ammo

does not necessarily represent a single shot and could instead be a volley of rounds. When all the ammo is spent, the weapon is out of ammunition and must be reloaded (consider reloading as an attack). Bows and Crossbows can be loaded and fired all in the same panel.

Full Auto Rules: Also known as the "spray and pray" method of firing, you can sacrifice accuracy for area. When firing weapons such as an Assault Rifle or Machine Gun, you can spend 5 Ammo to go Full Auto. Because you aren't really aiming, the targets get a +1 Multiplier bonus to their defense rolls, but you increase the Burst area of attack by one category. Thus a weapon that normally does not cover a Burst now covers a Small Burst, a weapon covering a Small Burst now covers a Medium Burst, etc.

Energy Weapons: These are futuristic versions of ordinary firearms. They do +1DM more than their modern counterpart, with double the Ammo (if any), and +5 to range. Such weapons are only common among aliens, government strike teams, or powerful Villain groups— they cannot be bought on the street. A Hero would have to have Resources, Security Clearance, Contacts, or the Gadgeteer advantage to begin with such a weapon.

Restricted Weapons: Weapons marked with an asterisk (*) are not common among the general populace or police. They are usually used by military, special agents, or criminals.

HAND WEAPONS

Just as Superheroes and Villains don't often use ordinary firearms, they also don't often use ordinary "hand weapons," but do often improvise with scenery around them. Hand weapons do a set damage multiplier, but it is affected by the Brawn of the wielder.

SPECIAL EQUIPMENT

Usually a character's personal equipment is built as powers, unless they are ordinary weapons. However, if you want an "ordinary" weapon with just a little something extra— like an enhancement— you can do that, too. Simply pay for the enhancement to the ordinary equipment with character points. Some examples:

A special weapon that destroys monsters has Extra Effect (+2DM) vs. Supernatural enhancement.

A special item that transforms into another item (like a cane that transforms into a hammer) or an item that can function as two items (like a rifle with a grenade launcher mounted on it) has the Multi-Power enhancement.

TABLE 2-3. WEAPONS

Weapon	Damage	Ammo	Notes
Pistol	x2	6	Range 10
Shotgun	x3	2	Range 5, Small Burst
Assault Rifle, SMG*	x4	10	Range 20, Full Auto
Tripod Machinegun*	x5	10	Range 40, Small Burst, Full Auto
Rifle	x4	1	Range 40
Sniper Rifle*	x5	1	Range 40+
Bow or Crossbow	x3	N/A	Range 20
Grenade or Dynamite Stick*	x5	N/A	Range 5/10/40 for Brawn 1/2/3+, Medium Burst
Molotov Cocktail	x4	N/A	Range 5/10/40 for Brawn 1/2/3+, Small Burst
Bazooka*	x6	1	Range 20, Medium Burst
C4, TNT Bundle*	x10	N/A	Medium Burst
Energy Weapon	+1DM	Double	+5 Range

When you use a hand weapon, use the Damage Multiplier listed for that weapon, adding your Brawn*5 as a Result Bonus (to a maximum of +15 damage). A person with Brawn 5 is better off punching than using a baseball bat, though a dump truck might work for them instead (see Improvised Weapons below). So if you have a Brawn of 2, and used a knife, you'd do x1 +10 damage.

IMPROVISED WEAPONS

Heroes and Villains often make use of the scenery around them as weapons. Depending on how strong a hero is, and how heavy the weapon, improvised weapons can be anything from a chair to an I-beam.

There are two kinds of Improvised weapons: Heavy and Light. These are relative terms- what is Heavy to you might be Light to somebody else. A car, for instance, would be Heavy for a person with a Brawn of 3, Light to a person with a Brawn of 5, and impossible to lift for someone with a Brawn of 2 or less.

A Heavy improvised weapon requires you to use two hands. A Light improvised weapon can be used one-handed. Both can be thrown, but you can throw a Light improvised weapon farther (range is based on Brawn, see the Improvised Weapons Chart). A weapon can only be accurately thrown 40 squares, however.

Depending on how big the object is (its Damage Multiplier is a good benchmark), it may be an area effect. A character swinging an uprooted tree like a baseball bat, for instance, can threaten a wide area!

Finally, improvised weapons were not designed to be used as weapons and are prone to breaking. The

TABLE 2-4. HAND WEAPONS

Hand Weapons	Damage	Notes
Knife, Brass Knuckles, Chain	x1	Throw Knife Brawn x3 Squares
Lead Pipe, Sword, Baseball Bat, Monkey Wrench, Fire Poker	x2	
Two-Handed Sword, Axe, Sledge-Hammer	x3	

maximum damage an improvised weapon can do is equal to its Hits + Soak (See the Collateral Damage, page 24). If it does this maximum damage, it breaks.

TABLE 2-5. IMPROVISED WEAPONS

Improvised Weapons	Light	Heavy
Damage	+0DM	+1DM
Range Brawn 1	5 sq	1 sq
Range Brawn 2	10 sq	2 sq
Range Brawn 3	50 sq	5 sq
Range Brawn 4	200 sq	20 sq
Range Brawn 5	2,000 sq	200 sq
Area x4 Damage	Small Burst	Small Burst
Area x5 Damage	Medium Burst	Medium Burst
Area x6 Damage	N/A	Large Burst

BEYOND COMBAT

HEALING

Healing usually happens “off camera.” If you need to know how long it will take to recover from your injuries, you heal Brawn + Agility in Hits per hour. The rate of healing can be doubled if you receive successful Medicine/First Aid attention, with a difficulty equal to half the damage you’ve sustained. If you are knocked unconscious (brought down to 0 hits or less) you heal Brawn + Agility hits per day until you are healed up to 50 hits, at which point you are restored to consciousness. A 30 Medicine/Surgery skill check will triple the rate of healing until consciousness is restored.

NOTICING THINGS

A character can notice things by rolling a Mind check. The higher the difficulty of the check, the harder the thing is to notice. A 10 should be all that is necessary to notice most things, a 20 or better required for very faint traces, things that have been deliberately hidden, etc. Keen Senses really helps with this ability.

PUSHING YOURSELF

Superheroes often prevail against all odds because they reach down deep inside themselves and tap into power they did not know they had. When you push yourself, you take damage in increments of ten, varying by what you are trying to do. Nothing can soak this damage. You can spend many Hits this way, even to the point of unconsciousness. You can only push yourself while you are conscious, but can take damage from it putting you below 0 Hits. Some ways you can push yourself are:

Push a Power: Increase one of your powers by 1 level for a single page for every 10 Hits of damage you take. Alternatively, you can push a power to ignore a Limitation or add an Enhancement on the power for a single page. You cannot push a power that is part of a gadget, only one that comes from within you. Also, some Limitations (like Single Use) cannot be ignored, though the final say is up to the Narrator.

Example: Lord Lightning needs to create a Force Field strong enough for his team to survive an impending explosion on a spaceship. He knows that his 30 Hit force field won't be enough to save them. Gritting his teeth as sweat beads upon his brow, Lord Lightning takes 40 damage, and increases the Force Field's hits by 120 to 150, confident that it will hold, keeping his friends intact and out of vacuum.

Push a Skill or Stat: Gain 1 Hero point for every 10 Hits of damage, which must be immediately spent. This only applies to situations where you are placing yourself under great strain- i.e. you cannot take damage to find clues, but you could to break free of some ropes.

Example: Tiger-Girl is buried under a pile of rubble, and the Narrator says she needs a 30 Brawn check to get free. Tiger-Girl rolls a 27. With a roar, fighting back the pain, Tiger-Girl pushes herself, taking 30 damage to give her the +3 she needs to get out.

Go for Broke: Gain a Hero Die, which you must immediately spend by taking 50 Hits of damage. This only applies to situations in which you are under great strain- i.e. you could do it to fuel a power stunt, but not to automatically succeed on a Humanities skill roll.

Example: Blink is the only Hero still standing in the fight against Dr. D-Structo. Seeing his fallen comrades around him, he rushes the Villain, whom he knows to be far stronger. In a flurry of fists, Blink pushes himself beyond what he or the Villain ever thought he could do! Rolling an excellent attack roll, and hitting by 25, Blink takes 50 damage going for broke to power stunt Attack Weak Point, then takes 10 more damage for a Hero point to declare the attack roll to also be his damage roll. Lastly, he takes another 50 damage

for a Hero die to use on the damage roll, finishing off Dr. D-Structo in one page! Then, in exhaustion, Blink collapses, knowing the city is safe...

Ignore Exhaustion: Re-Use a power which had been exhausted by taking 10 Hits of damage / level of the power.

Example: Umbra has Ghost Form 3 [Limitation: Tiring] and has been in his shadowy form for two pages already. However, he needs to run through a wall to find the bomb before it is too late. Fighting fatigue, Umbra takes 30 damage to continue using Ghost Form for another page.

SPECIAL HAZARDS

UNDERWATER

Acting underwater is a minor hindrance to anyone without Super Swimming. All characters can hold their breath for 5 pages. After that, a character can continue to hold their breath by making a Brawn check at the beginning of their panel. The first check is difficulty 5. Each succeeding check has a difficulty 5 higher than the previous. Once you fail a Brawn check, you inhale water, and take x3 Dmg each panel from drowning (this damage cannot be soaked). You stop taking damage when you can breathe again normally (the damage heals completely after an entire page spent catching your breath). If you are brought to 0 Hits by drowning, you can be saved by a 20 Medicine/Paramedic check delivered within a few minutes of this happening. Use these same rules for a character exposed to Vacuum, or in some other way suffocated.

FALLING

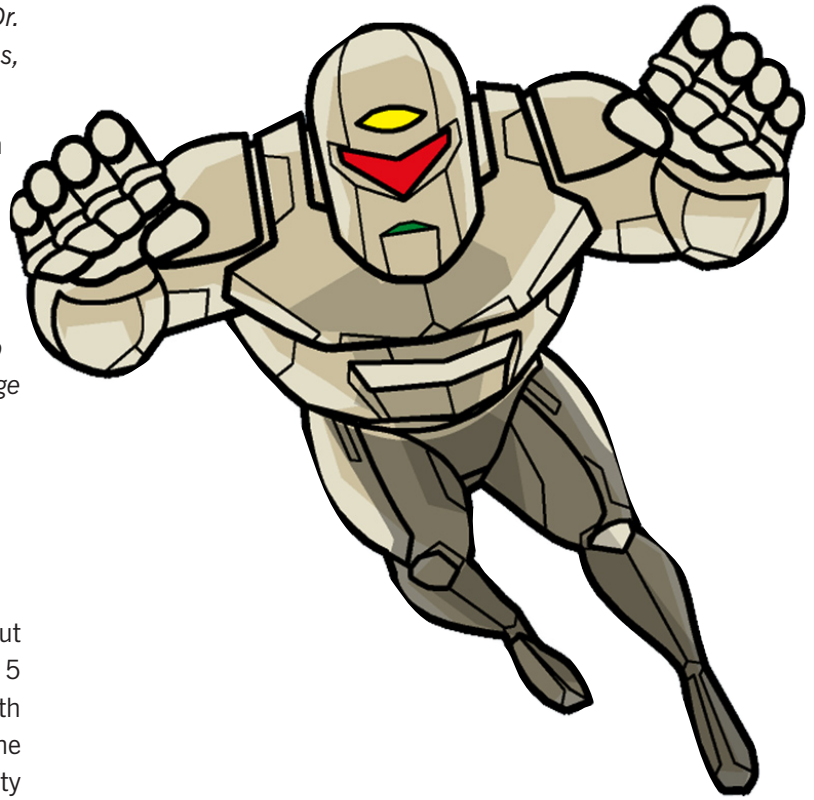
If you fall from a height, you fall 3 stories the first page, 6 stories the next page, and 10 stories per page after that. Falling “movement” (after the initial fall) occurs at the start of your panel.

When you hit the ground, you take x1 Dmg for every building story (about 10 feet) you fall to terminal velocity of x10. So falling from a 5 story building causes you to take x5 Dmg. Falling from a 10, 13, or 20 story building causes x10 Dmg. Note that being knocked back into an object is treated the same as falling damage in most respects.

When you hit the ground, you can attempt an Athletics/Acrobatics check to mitigate the falling damage. Your result/20 (discard any remainder) is added to your soak multiplier against the falling damage. This does not affect knock-back.

FIRE

If you move through flames, you take x2 Dmg per page. If you stand in a burning room, you take x4 Dmg each page. You also



have to worry about breathing (see drowning rules above for dealing with smoke inhalation). If you are standing in fire, you take x6 Dmg per page. If you actually lost any hits do to any of these situations, you are on fire. The first panel you are on fire, you take x1 Dmg, which doubles every panel after that, until you do something to extinguish the flames (stop, drop, and roll; jump into water; etc).

EXTENDED CHECKS

Defusing a bomb before it explodes, escaping the handcuffs before the room fills with water, researching an antitoxin for the poison before it's too late- these are examples of tasks that superheroes accomplish all the time. Such long-term tasks should not be resolved by a simple skill check. Instead, an extended check is called for.

Goals & Progress: When the Narrator calls for an extended check, the required difficulty is usually much higher than normal- 50, 100, or even higher. However, the Heroes get more than one roll to succeed. This end difficulty is called the “goal” of the check. Each time the Hero rolls, the result is added to all previous results. For example, a Hero is trying to escape a pair of handcuffs- the Narrator says this will take a goal of 50, and that the Hero can roll once per page. The first page, the Hero gets a 16. On the second page, he gets a 24, bringing his total up to 40. On the third page, he gets a 10- getting a total of 50, enough to pop free of the cuffs. The running total of a Hero's extended check is called “progress”.

Time Frame: Extended Checks should have some sort of time pressure on them- either trying to achieve a certain result before someone else- or before a set time elapses. In the case of the handcuffs, perhaps the room was going to fill with water on the fourth page. If there is no consequence for failure, you should not use extended check rules. Likewise, consequences for failure should not necessarily mean the game is over- once the room fills with water, the Hero in the handcuffs would still be able to hold his breath while he tried to undo the cuffs. Even an explosion that takes a character to 0 Hits should not kill the Hero- but perhaps they wake up unconscious in the clutches of an enemy! Note that each roll does not always have to represent a single page- you might roll once per hour during surgery, each day to find an anti-toxin, or once per month to reverse some ongoing condition.

Participation: Some extended checks would make sense to allow more than one Hero to participate, while others really cannot. Picking a lock, for example, is a one-man job- but multiple people can search for clues simultaneously. When more than one person can participate in a task, the Narrator chooses one of the following options: allow the better of all the rolls to be used for a single check, let all the rolls be cumulative (in which case the time allotted should be short, or the goal really high), let all the rolls be independent (all the Heroes are separately trying to accomplish the same task, like running a race), or let the most skilled person roll, while helpers aid as assistants.

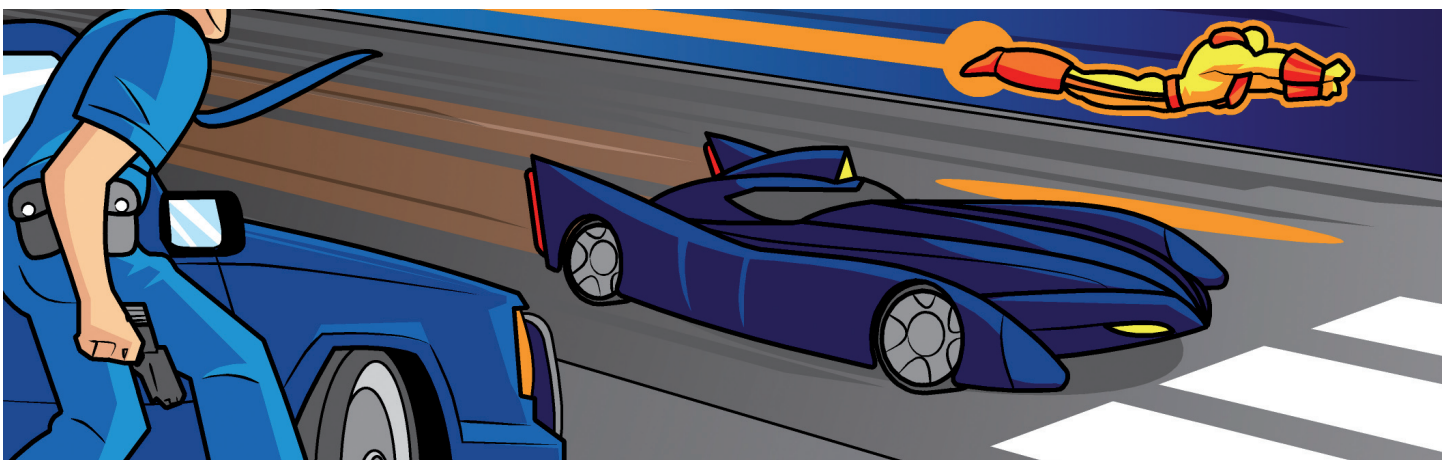
Complications: Complications can be thrown into an extended check to spice things up. Complications come in two forms- planned and random. Planned complications occur at set intervals. For instance, after the fourth page, the room fills with water, after the sixth page, robotic sharks are released into the room, after the tenth page, depth charges are dropped from the ceiling, etc. Random complications are also technically planned, but they are keyed to random events rather than a set time interval. For example, if the Hero rolls a “3” on 2d6, the computer virus mutates and reduces the Hero’s progress by 30.

Chase Scenes: Special rules apply to extended checks that are chase scenes. Often the quarry begins with a head start bonus to their progress at the beginning of the chase. This might be a difference in squares if it is a short chase, or miles if it is going to be a long chase. Each page, the pursuer and the quarry make an appropriate skill check (Athletics, Driving, Pilot, etc) and add their base speed to the result. So a character in a vehicle with a speed of 12 squares would add 12 to the result. Each page the progress of the quarry and pursuer are compared. The quarry escapes if s/he reaches a set goal- usually 100 (higher when using especially high speeds). If the pursuer’s progress is equal or greater than the quarry’s, the chase ends. If neither condition is met, the chase continues, with both adding their Speed and their roll to their progress again. If the progress is close enough (within range

SAMPLE EXTENDED CHECKS

Task: Defuse a Bomb	
Goal:	50 Military/Demolitions or Technology/Sabotage
Time Frame:	4 pages
Participation:	One person per bomb
Complications:	x7 Dmg, Large Burst, on page 4

Task: Stop Computer Hacker/Virus	
Goal:	60 Computers/Hacking or Program
Time Frame:	Opposed by Hacker
Participation:	One person w/ assistants
Complications:	Random: Result is 3 on 2d6 = -30 progress



Task: Invent Something for Single Use	
Goal:	100 Technology/Invent or appropriate Science skill
Time Frame:	7 days
Participation:	Best roll
Complications:	Random: result less than 20: proto-type fails. -30 progress

Task: Jury Rig	
Goal:	50 Technology/Jury-Rig
Time Frame:	3 pages
Participation:	One person w/ assistants
Complications:	Random: Result is 3 on 2d6 = lose all progress

Task: Escape Restraint	
Goal:	50 Brawn, Escapology, or Security
Time Frame:	4 pages
Participation:	One person
Complications:	Page 4: Narrator's choice Roll is Skill & Result is 3 on 2d6 = lose all progress Roll is Brawn = -10 to each result

Task: Chase Scene	
Goal:	100 Athletics, Drive, or other skill
Time Frame:	Opposed by Pursuer
Participation:	Separate progress
Complications:	Random: Result is 3 on 2d6 = Obstacle in the way no progress made this page.

Task: Find the Clues	
Goal:	60 Investigation or other appropriate skills (Narrator chooses)
Time Frame:	1 hour
Participation:	Cumulative
Complications:	Progress = 20: find 1 clue Progress = 40: find 2 clues Progress = 60: find 3 clues

Task: Major Breakthrough in Chronic Problem	
Goal:	200 Medicine/ Research, or sensible Science or Occultism skill
Time Frame:	10 issues
Participation:	One person w/ assistants
Complications:	Random: Result is 3 on 2d6 = -50 progress

Task: Track the Quarry	
Goal:	100 Outdoor/Tracking vs. Stealth
Time Frame:	5 hours
Participation:	Best Roll, keen senses apply
Complications:	Tracker Failure = trail goes cold. Success = quarry is found.

Task: Win a Long Argument (Debate, Trial, etc.)	
Goal:	100 Commerce, Streetwise, Social Science, etc
Time Frame:	Opposed by Opponent
Participation:	One person at a time
Complications:	Result is Doubles- opponent is speechless and gains no progress on next page.

Task: Social Combat (Gossip, Insults, Repartee, Intimidation)	
Goal:	100 Mind check, aided by Appeal or Frightening Presence
Time Frame:	Opposed by Opponent
Participation:	One person w/ assistants
Complications:	Failure = Humiliation (-1 Dice Penalty for the scene)

Task: Find the Sniper	
Goal:	40 Vision check vs. Sniper's Stealth
Time Frame:	Opposed by Sniper
Participation:	Best Roll
Complications:	Failure = Both sides start over, sniper moves to new position & fires

before rolling), the pursuer can make a ranged attack against the quarry, but doing so halves their result added to progress (unless the attacker is just a passenger- it is hard to fire a gun and drive at the same time).

SUPER VEHICLES

A Hero with the Super Vehicle advantage begins with a Super Vehicle with a number of Character Points equal to 5 less than the Hero has. Any extra Character Points become Setbacks that apply to the vehicle's use or the person operating it. A vehicle that has less than the correct number of Character Points has a pool of Hero Points that can be used for rolls involving the vehicle's use.

A Super Vehicle has stats and powers just like a character, but it has no skills. A vehicle can also have advantages and disadvantages, but is limited to Vehicle advantages and disadvantages (see below).

VEHICLE STATS

A vehicle buys stats at the same scale as a Hero. The Vehicle's Mind equates its computing ability and overall firepower. Brawn represents a vehicle's mass, and Agility is its maneuvering ability and base speed. The Vehicle's Agility may be higher or lower than that of the pilot- but when rolling you use whichever of the two is lower and apply the difference as a Dice bonus (superior driving or superior handling pay off). You may use

your Driving or Pilot skill (or whichever is appropriate) instead of Agility in most cases.

Example: The Cowled Detective has an Agility of 2, but has the Drive skill at x4. The Cowl-Car has an Agility of 4. Therefore when driving the Cowl-Car, he can use his x4 multiplier with Drive. At some point, he may get into a regular SUV which has an Agility of 3. He can only roll with a x3 multiplier but gets to add a +1 Dice bonus (the difference of 3 and 4).

VEHICLE POWERS

It is recommended that vehicles take Movement Powers such as super running, super swimming, flight, etc. Some powers, such as Immunity, or Invisibility are conferred to the passengers of the vehicle. A vehicle obviously does not need to breathe itself, but Immunity to suffocation power might enable the driver to breathe with a self-contained air supply. Of course, a person could have a vehicle with Invisibility with a Limitation that it doesn't apply to the people inside.

Many Super Vehicles also have offensive capabilities. In addition to lasers, guns, etc, [bought with Special Attack], a vehicle might have caltrops, oil slicks [Slow vs. Agility or Push might work for these], or smoke screens [Confusion]. They also have defenses, like Armor, Cloaking Devices [Invisibility], Anti-Missile Flairs [Deflect vs. Missiles], or electrified chassis [Damage Aura].

Any non-movement or protective power must have some restriction on its use (like the Ammo or Tiring limitations) and gains no extra points from it!

Size is a very common power for a vehicle to have. It increases the vehicle's soak and damage, as usual, and impacts how many passengers it can hold. A vehicle can hold a number of passengers (in addition to the driver or pilot) based on its size (there is one example to go with each):

TABLE 2-6. VEHICLE SIZE CHART		
Size	No.of Passengers	Example
0	1 Passenger	Motorcycle
1	4 Passengers	Car
2	16 Passengers	Van
3	60 Passengers	Bus
4	250 Passengers	747
5	1,000 Passengers	Aircraft Carrier

VEHICLE ADVANTAGES

Vehicles can have their own special advantages. Each one your vehicle has means that you take 1 Vehicle Disadvantage for it.

Ejector Seat: With the push of a button, you can launch yourself (or an uninvited guest) out of the vehicle (includes a parachute).

Extra Room: Your vehicle can hold twice as many passengers as normal.

Remote Control: You can control your vehicle while not inside it. This can make it easy to bring the Vehicle to you when you need it.

Secure: Your vehicle can only be operated by you, or people authorized by you. If anyone else tries to drive it, it will be unresponsive at best, or trigger some sort of (possibly dangerous) security measure.

Self-Destruct: Your vehicle can be set to Self-Destruct. If you activate this command, the Vehicle blows up and is destroyed, doing x10 damage in a 5x5 square area. The self destruct can be time delayed if you wish.

VEHICLE DISADVANTAGES

The following Disadvantages can be taken for a Vehicle, one for each Vehicle Advantage you took.

Cramped: Your vehicle does not have much room for passengers. In addition to the driver, it can only hold 1 Passenger x its size (thus a Size 0 vehicle can have 0 passengers, a size 3 vehicle can have 3 passengers, etc).

Crew: The vehicle cannot be piloted by a single person- it takes a minimum of 2 people, and probably more to run it properly. Without a full crew, the vehicle can only move at half speed or take a single action each page.

No Seat-Belts: Something most true Heroes would never consider is a vehicle without seatbelts, but some vehicles, like motorcycles, just won't have them. When your vehicle crashes, those aboard take the same crash damage as the vehicle.

Open: This vehicle is not fully enclosed. An enemy can target you (or your passengers) instead of hitting the vehicle. To do so, their attack must hit by 10. Hitting by less than 10 indicates the vehicle was hit instead.

Sea-bound: Your vehicle is only designed to work on (or under) the sea.

Space-bound: Your flying vehicle is only designed to work in space- it cannot enter a planet's atmosphere, and doesn't function properly in gravity.

Street Only: Your vehicle is only designed to work on the street (or any hard flat surface). Rough terrain like rubble, bushes, mud, or snow slow your vehicle down to half speed. This disadvantage only applies to land vehicles.

VEHICLES IN COMBAT

In battle, a Vehicle takes damage and soaks, while the people inside usually do not. For attacks, the person rolls Pilot or Drive/Pursuit. If pursuit is a specialty, re-roll one failed attack per page. For defense, the person rolls Pilot or Drive/Evasion. If evasion is the specialty, re-roll one failed defense per page. Don't forget the size penalties to dodge attacks, and the size bonuses for damage rolls.

VEHICLE KNOCK-BACK

If a Vehicle takes knock-back, the pilot/driver must make a Pilot or Drive/Control check or lose control of the Vehicle. The difficulty of the check is 10+ the amount of knock-back taken. If the pilot succeeds, the Vehicle is moved by the knock-back, but is undamaged by it, swerving around any obstacles or stopping to avoid them.

If the pilot or driver fails, the vehicle crashes or rolls (see below)! The speed of the collision is either the speed the vehicle was moving when it was hit, or the knock-back in mph, whichever is greater.

CRASHES, DAMAGE, & REPAIRS

Even superheroes can have an accident. The vehicle (and what it crashes into) takes 1DM for every 10 mph it was going when it crashed, and all aboard take 1DM for every 20 mph (in either case the maximum damage is x10, round down). The impact is the difference in speed. Hitting a 50 mph car when going 60 mph the same direction is only a 10mph collision. If they collide head on, add their speeds together to get the crash speed. A vehicle that crashes stops moving immediately (but may be able to move again depending on how badly damaged it was).

Example: A vehicle going 60 mph crashes head on into another vehicle going 60 mph for a crash speed of 120 mph. The vehicles each take x10 Dmg, and all aboard take x6.

If the vehicle is reduced to 0 hits, it is totaled and unable to do anything, even move. If a vehicle is knocked down to half of its maximum hits, it is crippled, and moves only half speed per page until it is repaired.

Vehicle damage is repaired by rolling the Technology/Repair skill. The number rolled is how many hits of damage are restored after a week of repair work. Only one roll per week is allowed, but you may use assistants.

RAMMING

Sometimes drivers intentionally ram their vehicles into an enemy. Ramming sometimes, but does not always cause a vehicle to crash. When you ram a target, if the target cannot get out of the way, simply roll damage as if you had crashed into the target. If the target is trying to avoid being rammed, roll Driving/acceleration or Pilot/pursuit against their Defense or Driving/steering or Pilot/Evasion. On a success, roll damage as if you crashed into the target, otherwise you move past them. If the target you rammed has Brawn or Size equal or greater than the vehicle, the vehicle crashes and stops when it impacts the target. Otherwise, the vehicle runs over the target and keeps going.

SAMPLE SUPER VEHICLES

Below are some examples of Super Vehicles. Some of these are beyond modern technology, while others are simply high-tech military equipment. Either way, a character needs the Super Vehicle advantage to have one.

Alien Star Fighter

B3 A5 M3 Powers: Flight 4 (20 Squares) [Enhancement: Space] 5pts, Super Speed 3 [Limitation: Movement Only] 2pts, Turbo Blasters: Special Attack 5 (Mid Range, Small Burst, x5 damage). 5pts. Immunity 1: Suffocation 1pt, Size 1, 1pt. Advantage: Self Destruct. Disadvantage: Cramped. Total: 36 pts

Fighter Jet

B4 A4 M4 Powers: Size 1 (+5 Brawn & Soak) 1pt, Flight 5 (25 Squares) 5pts, Super Speed 5 [Limitation: Movement Only] 4pts, Combat Multi-power 6pts, Machineguns: Special Attack (x5 Dmg, Long Range, Small Burst) Missiles: Special Attack: (x5 Hit, Mid Range, x5 Dmg, Small Burst) Advantage: Ejector Seat, Disadvantage: Cramped Total: 40 pts

Gravity-cycle

B2 A5 M1 Powers: Hovering (20 squares) 1pt, Super Jump 40 squares 2pts, Clinging 1pt, Super Speed 3 [Limitation: Move Only] 2pts. Advantage: Remote Control, Disadvantage: Open. Total: 14 pts

Jet-Car

B4 A2 M1 **Powers:** Shape-Shifting [Limitation: only 2 forms: Car, or Jet (B2 A4 M1) 3pts, Super Speed 3 [Limitation: only for movement] 2pts, Size 1 (+5 Brawn & Soak Rolls) 1pt Movement Multi-Power [Limitation: only usable in certain forms] 5pts:
Flight 5 (25 squares) [Limitation: Only as Jet]
Running 5 (16 squares) [Limitation: Only as Car] Total: 27 pts

Mech

B3 A3 M3 **Powers:** Size 2 (+10 Brawn checks & Soak) 2pts, Super Running 2 (15 squares) 2pts, Armor 2 (x5 Soak) 2pts, Super Jump (90 Squares) 2pts, Turbo Blaster: Special Attack 3 (Mid Range x4 Damage) 3pts. Damaging Weakness to Electricity. Advantage: Secure. Disadvantage: Cramped. Total: 27 pts

Spider Crawler

B4 A2 M1 **Powers:** Size 2 (+10 to Brawn & Soak Rolls) 2pts, Stretching 1 (Reach 4) 1pt, Super Running 2 (10 squares) 2pts, Web: Immobilization 5 (Close Range, Medium Burst, Brawn 20) 5pts. Total: 24 pts

Super Car

B3 A3 M1 **Powers:** Size 1 (+5 Brawn & Soak rolls) 1pt, Super Running 4 (21 Squares) 4pts, Armor 2 (x5 Soak) 2pts, Gas Vents (Medium Burst, Brawn 20 Immobilization) 4pts. Advantage: Secure, Disadvantage: Street Only. Total: 25 pts

Drill Pod

B3 A1 M1 **Powers:** Size 1 (+5 Brawn & Soak rolls) 1pt, Burrowing 3 (12 Squares) 3pts, Immunity 2 (Suffocation, Heat) 2pts, Drill Bit: Special Attack 4 (x7 Dmg) 4pts. Total: 20 pts

Jet Sled

B2 A5 M2 **Powers:** Flight 4 (20 Squares) 4pts, Energy Cannon: Special Attack 4 (Mid Range, x4 damage) 4pts. Disadvantage: Open, Advantage: Ejector Seat. Total: 26 pts

ORDINARY VEHICLES

Not all vehicles that heroes go in (or chase after) are super vehicles. But even ordinary cars and helicopters are stronger and faster than normal people. Use these stats below to figure out if your heroes can outrun a car, or is strong enough to rip the doors off the hinges!

A character may also own ordinary vehicles, depending on

their wealth. A character with the Destitute disadvantage cannot own any vehicle. Only a character with the Resources advantage can own a flying vehicle or armored vehicle.

747

B5 A4 M1 **Powers:** Size 4 (+20 Brawn & Soak Rolls) 4pts, Flight 5 (25 Squares) 5pts, Super Speed 5 [Limitation: Only Move] 4pts. Total: 33 pts

Armored Car

B3 A2 M0 **Powers:** Size 2 (+10 Brawn & Soak) 2pts, Super Running 3 (12 Squares) 3pts, Armor 2 (x5 Soak) 2pts Total: 17 pts

Bus/Big Rig

B4 A2 M0 **Powers:** Size 3 (+15 Brawn & Soak) 3pts, Super Running 3 (10 Squares) 3pts Total: 18 pts

Car

B3 A3 M0 **Powers:** Size 1 (+5 Brawn & Soak) 1pt, Super Running 3 (18 Squares) 3pts. Total: 16 pts

Helicopter

B3 A2 M1 **Powers:** Size 2 (+10 Brawn & Soak) 2pts, Flight 4 (20 Squares) 4pts. Rotors: Special Attack 3 (x6 Dmg) 3pts. Total: 19 pts

High Performance Car

B3 A4 M1 **Powers:** Size 1 (+5 Brawn & Soak) 1pt, Super Running 4 (28 Squares) 4pts. Advantage: Secure, Disadvantage: Street Only. Total: 21 pts

Motorcycle

B2 A4 M0 **Powers:** Super Running 3 (24 Squares) 3pts, Disadvantages: Open, No Seatbelts. Total: 15 pts

Private Jet

B3 A5 M1 **Powers:** Size 2 (+10 Brawn & Soak) 2pts, Flight 4 (20 Squares) 4pts, Super Speed 5 (Limitation: Movement only) 4pts. Total: 24 pts

SUV

B3 A3 M0 **Powers:** Size 2 (+10 Brawn & Soak) 2pts, Super Running 2 (15 Squares) 3pts. Total: 16 pts

HEADQUARTERS

Heroes (and Villains) often have headquarters that function as bases of operation, laboratories, or even a home. Not all Headquarters are alike, as different heroes have different needs.

HEADQUARTERS STATS

It won't come up often, but if you need to know stats for your Headquarters, consider it to have a 3 in all stats. This will mostly be necessary for using certain powers.

HEADQUARTERS POWERS

When you build a Headquarters, you should consider what powers you want it to have. The Headquarters has half your Character Point value of powers when you build it. Here are some ideas:

Auto-Doc: Healing, Restore

Hologram Generators: Illusion, Conjuring [Limitation: Cannot leave the room], Summoning [Limitation: Cannot leave the room]

Propulsion: Flight, Hover, Super Swimming

Protection: Force Field, Armor, Summoning (Robots)

Psionic Defenses: Mind Shield, Mind Spikes

Sensors: Scan, X-Ray Vision, Keen Senses, Sense X

Stealth System: Invisibility, Ghost Form

Super Holding Cells: Force Field, Nullify, Weaken

Teleporter: Teleportation

Traps: Continual Damage, Immobilization, Damage Aura, Nullify, Slow, Confusion, Daze, Illusion, Suggestion, Summoning (defense robots)

View Screen: Super Senses, Clairvoyance, Omni-Linguist, Omni-Reader

Weapons System: Special Attack, Push

Shrink Ray: Shrinking [Usable on Others] Growing [Usable on Others]

HEADQUARTERS ADVANTAGES

Choose any three of the following Headquarters Advantages. If you want more than three, for each additional one, you must choose a Headquarters Disadvantage.

Battle Gym: This room has all sorts of traps, automated weapon systems, or simulated opponents for you to fight using holograms or robots. Practicing in the Battle Gym helps you hone your skills. In any issue where Heroes use the Battle Gym, they may place up to 3 of their Hero Points in a team pool, which has a base value of 3 Hero Points. Any member who chipped in Hero Points can use the pooled Hero Points that issue (during combat), as the Battle Gym training kicks in.

Garage/Hangar Bay: You have a place to store your Super Vehicle that makes it very convenient to enter or leave your headquarters. Also, you get a +2 Dice bonus to any Technology/Repair checks to work on your vehicles here.

Heavily Defended: Your headquarters is defended with all manner of traps, weapons, robots, etc, that will take on any intruder that tries to enter uninvited. An intruder will have to make three 30 Security checks to enter without incident. Failure indicates some defense mechanism (like weapons systems, or traps) has been sprung, as well as the alarm set off. You can also choose to activate these mechanisms against someone else. The real drawback is if somehow the system is corrupted to think that YOU are an intruder!

Laboratory: You get a +2 Dice Bonus to any Science or Technology skill checks made here.

Library: You get a +2 Dice bonus to any Occultism, Social Science, or Humanities skill checks made here.

Mental Amplifier: This room is made for psionic or mystic characters to concentrate their powers usually sitting in some special chair with a special helmet or using a crystal ball. They get a +2 Dice bonus to any rolls to use psionic or mystic powers made here. This room is often used with the Clairvoyance power, for example.

Sickbay: You get a +2 Dice bonus to any Medicine skill checks made here, and characters heal here at double the normal speed.

Staff: The headquarters has employees or robots that take care of daily maintenance and can assist you on occasion.

Super Computer: You get a +2 Dice bonus to any Computers or Investigation skill check made here.

Workshop: You get a +2 Dice bonus to any Craftsmanship checks made here.

HEADQUARTERS DISADVANTAGES

Fixer-Upper: There is constantly something that needs fixing here- every once in a while one of your Headquarters Advantages won't work right because of it (the computer's on the fritz, the microscope in the lab is broken, etc).

No Quarters: There is no place in here for people to live- it is mostly just a meeting place.

Publicly Known: Your headquarters is publicly known- it is not a secret lair. This means it can easily be found and targeted by your enemies should they be so inclined...

Remote Location: Your headquarters is in a very remote location- perhaps on a lonely island, the South Pole, or even in the black of space. While this keeps away potential attackers, it also makes getting there inconvenient for you as well- requiring some special vehicle or a movement power to do so.

SAMPLE HEADQUARTERS

Here are a few sample HQs that you can modify or drop in the game as-is if you don't want to make a custom HQ.

Space Station

This headquarters looks over the world by orbiting above it. Its advanced sensors and view screen alert you to problems, while the teleporter and hangar bay help you to reach them quickly.

Powers: Teleporter (Teleportation 5), Propulsion (Flight 2), Sensors (Scan 3), View Screen (Super Senses 2, Omni-Linguist 2), Weapon Systems (Special Attack 5), Holding Cells (Force Field 1) [20 Points]

HQ Advantages: Hangar Bay, Heavily Defended, Battle Gym, Super Computer, Sickbay

HQ Disadvantages: Remote Location, Publicly Known

Remote Base

This base is located in some remote place- on the moon, under the sea, at one of the poles- the perfect place to concentrate.

Powers: Protection (Armor 2), Stealth (Invisibility 3), View

Screen (Clairvoyance: Present 1), Auto-Doc (Healing 3), Weapons System (Push 3), Hologram Generator (Illusion 1) [13 Points]

HQ Advantages: Heavily Defended, Library, Laboratory, Workshop

HQ Disadvantages: Remote Location

Arcane Sanctum

The ideal place for the mystically inclined to reflect and meditate.

Powers: Crystal Ball (Clairvoyance 3), Psionic Defenses (Mind Shield 2), Stealth System (Invisibility 3, Ghost Form 3), Trap (Suggestion 1 "Go Away!"), Protection (Force Field 1) [13 Points]

HQ Advantages: Staff (animated furniture, familiars, etc), Library, Mental Amplifier

Public Hall

A symbol to the public at large- your headquarters is a place that they know they can call on when the city needs help!

Powers: Protection (Force Field 4, Summoning 3, Armor 3), View Screen (Clairvoyance: Present 1), Auto-Doc (Healing 3), Weapons System (Special Attack 3), Super Holding Cells (Nullify 3) [20 Points]

HQ Advantages: Battle Gym, Garage/Hangar Bay, Heavily Defended, Laboratory, Super Computer

HQ Disadvantages: No Quarters, Publicly Known

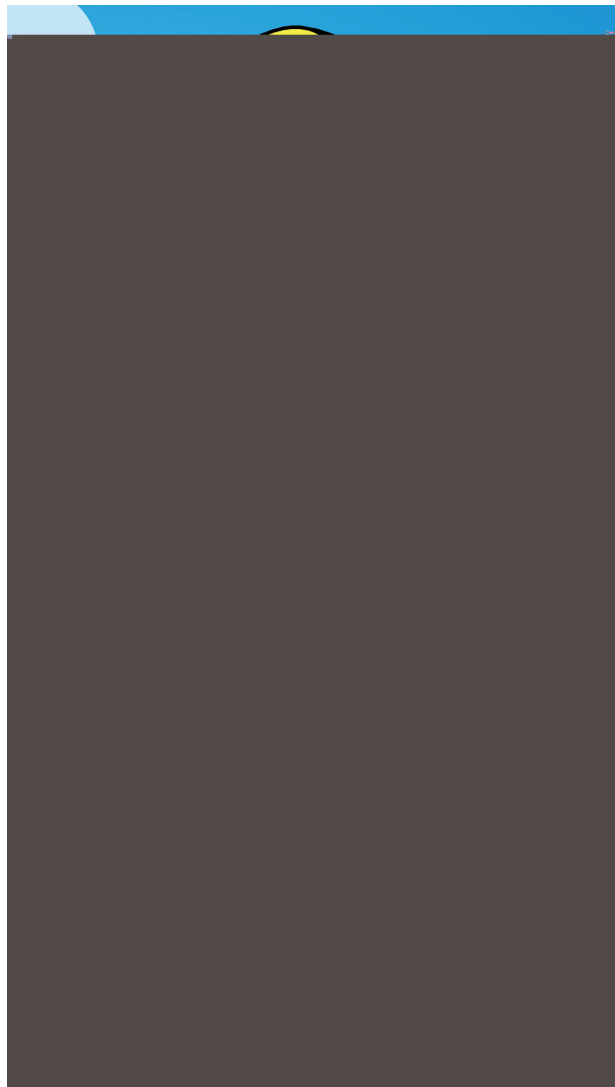
Old Mansion

Hiding in plain sight, this lavish mansion on a large estate conceals many secrets.

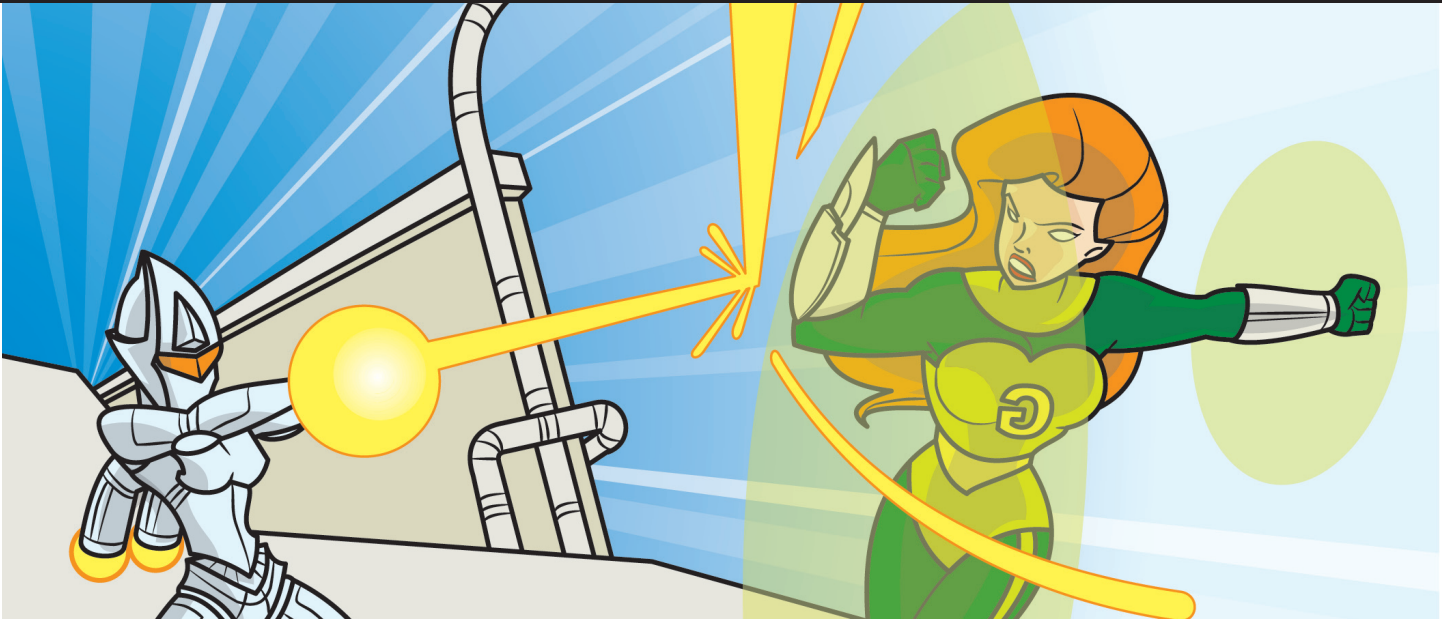
Powers: Traps (Immobilization 3), Weapon Systems (Special Attack 4), Sensors (Scan 3) [10 Points]

HQ Advantages: Garage/Hangar Bay, Heavily Defended, Battle Gym, Super Computer or Mental Amplifier

HQ Disadvantages: Fixer-Upper



CHAPTER 3: POWERS



Part of what makes Heroes and Villains so super are the incredible powers at their disposal. Some characters develop these powers as a result of some sort of accident, while others may have been born with amazing abilities. Still others may have studied the arts of magic, or invented equipment that grants powers. There are even some who have no apparent powers or gadgets at all, but are super simply because of intense training and sheer will.

POWER LIMITATIONS

You can make a power 1 point cheaper by giving it a limitation (the minimum cost is still 1 point). However, you cannot take a limitation that is not truly limiting the power, such as trying to limit an attack by saying it only affects enemies. In general, you can only have one limitation per power that lowers the cost. You can choose to have more limitations, but the cost is only lowered by 1 point. Below is a list of example limitations, but you and your Narrator should feel free to come up with your own:

Activation: some powers don't work all the time. An activation power requires you roll a d6 each time you use the power. On a result of "1" the power does not function this page (but you can try again the next page). In certain situations, the Narrator may declare that activation is more difficult, and thus failure will occur on a 2 or even a 3.

Always On: This Limitation only can apply to powers with the "Sustained" property. This power cannot be turned off! This Limitation only counts if being unable to turn off the power would truly burden the character. For example: a suit of armor

you could never take off would be a major pain, but a character with invulnerable skin "having" to be invulnerable all the time would not really be that inconvenient. The Narrator should decide if/when this Limitation counts.

Burn-Out: This power cannot be used limitlessly- it will eventually give out until the power has had enough time to recharge (usually a scene). Each time the power is used, roll a d6. If the result is equal to or less than the power's point cost, the power has been spent, and cannot be used for the rest of the scene unless you "push yourself".

Charges: the power has a set number of uses, and once exhausted the power cannot be used until it has had time to recharge. The recharge time is either measured by scene or by day. If it is daily, the power has charges equal to nine minus the power's level. If it is by scene, the power has only three charges per scene.

Concentration: This limitation is for a power that requires extra focus or a little extra time. When you use a power with this limitation, you cannot attack (unless the power in question is an attack) or activate any other powers that panel. You may move, but only at half your normal speed. In addition, your panel is delayed until the end of the page (multiple people using Concentration powers compare their priority rolls to see who goes first).

Disorienting: A power with the disorienting limitation causes the character to lose his bearings and need to refocus each time it is used. The page after the power is used, the character cannot take any action. This limitation works best with powers that don't get used in the heat of combat.

Energy Cost: This power taps some reserve of energy that can run out. Whenever you make a power that has this Limitation, you have a reserve of 10 Energy points. Each time you use this power, you have to pay an Energy Cost equal to the power's final point cost from this reserve of Energy points. If you don't have enough Energy points, you cannot use the power.

If a power has the "Maintained" property, you pay the Energy Cost only when you turn on the power, and cannot recharge that energy until the power is turned off. If you put this Limitation on a Sustained power, it automatically becomes Maintained instead (and such things are rather unusual- super hearing that you have to 'turn on' for instance). If you have multiple powers with this same Limitation, they draw power from the same reserve of Energy points- and for each additional power with this Limitation, your maximum Energy points increases by 1. So if you had four powers with the Energy Cost Limitation, you'd have a reserve of 13 Energy points.

Your Energy points recharge in the following ways: you can spend an entire page to Rest- in which you do nothing but move at half speed- you recover 5 Energy. You can also spend a Hero Point to recover 1 Energy (don't forget you can also "push yourself" to gain a Hero Point).

Fading: A power with the Fading Limitation gets weaker with each subsequent use. Each scene, a power with the Fading limitation begins at full strength, but each time it is used becomes 1 level weaker. The user decides what aspect of the power that level comes out of. This limitation only works with powers that can be bought at weaker versions. By spending a panel to rest, a character with a Fading power can "charge it up" 1 level- counter-acting some of the fading effect.

Finite: This power cannot be used limitlessly. It will eventually give out until the power has had enough time to recharge (usually an issue or a day). Each time the power is used, roll a d6. If the result is equal to or less than the power's level, the power has been drained by one-third. After three such results, the power cannot be used for the rest of the issue (or day) unless you "push yourself".

Gadget: A gadget is an item that you use to produce a certain power. A gadget can be anything from a high-tech gizmo to a magic wand. A gadget normally has 20 Hits and 10 Soak per level of the power it grants, and can be targeted by enemies (attack must succeed by 10). A gadget is normally repaired by rolling the Technology/Repair or Occultism/Artifacts skill. The number rolled is how many hits of damage are restored after a week of repair work. Only one roll per week is allowed, but you may use assistants. A gadget that is destroyed can be rebuilt, but doing so takes double the time repairing it would take (likely occurring between issues).

If your character is helpless, the gadget can be taken away in one page. If the item cannot be taken in this manner, or is not subject to breakage (as in the case of a suit of armor), you do not consider the item a gadget. Every gadget also has some additional shortcoming. Choose from the following:

Easily Taken: Your gadget is something that anyone can pick up. Instead of making an attack to damage you, an enemy can attempt to disarm you. If the attack succeeds by 10, the item is knocked to the ground 1d6 squares in a random direction. If the attack succeeds by 20, the item is in their hands (if they wish).

Fragile: The gadget has 10 Hits and 5 Soak per level. Thus, a Level 3 fragile gadget power would have 30 Hits and 15 Soak. Remember, an enemy can choose to attack your gadget (see above). Fragile gadgets take twice as long to repair and build.

Ammunition: The power has limited uses per day or per scene. This acts as the Burn-Out, Charges, or Finite limitations, except with 1 additional use. A gadget could instead have a Single Use but it acts 3 levels stronger.

Gradual: A Gradual power begins each scene with 0 levels. Either over time, or under certain conditions, the power grows in its potential by 1 level. So a level 3 power may begin at 0 levels during a scene, then grow to a level 1 power, then level 2, until it finally grows to the full 3 levels. Whenever a level is gained in a Gradual power, the user decides what aspect of the power that point will go into (if there is a choice). This limitation can only be given to powers that can have variable point costs.

Example: A character might only be able to use the full might of his Brawn Boost 3 gradually, as he gets increasingly angry, or a kinetic energy reflector might only be able to unleash the full power of his Special Attack 5 over time- as he takes kinetic energy damage, the power grows 1lv / 10 damage he takes...

Immobile: You cannot use this power if you move.

Only Affects Others: You cannot affect yourself with this power. This would only be a limitation if the power could affect you in some beneficial way without this limitation.

LIMITATIONS FOR LEVEL 1 POWERS

In the case of level 1 powers, you can still make use of limitations by putting the same limitation on two of them- reducing the total cost to 1 point for both.

Example: Jaguar Woman has Clinging and Special Attack +1DM (both 1pt powers) both bought with the limitation: Easily Taken Gadget: Jaguar Claws, reducing the total cost of both powers to 1pt.

POWER ENHANCEMENTS

Only affects X: The power only works on certain things, or in a limited way. I.E. an illusionist might only be able to make visual illusions, or only illusions on her own body, etc.

Personal: This power cannot be used to affect anyone other than yourself. This would be a limitation only if the power were normally designed to affect other people.

Same Source: This limitation is taken when you already have another power with either the Finite, Burn-Out, or Tiring limitations. When your ability to use that power is lost, this power is also, because they come from the same source. It is common therefore for less expensive power to have the "Finite" limitation, and the more expensive powers to have the "Same Source" limitation. The benefit is the power is less likely to run out, and it can be used together (unlike a multi-power), the downside is that both powers count towards depleting the source.

Example: Silkworm's Spinnerets are the Same Source of power for her Level 2 Swinging power and her Level 5 Immobilization power. She put the "Finite" limitation on Swinging and the "Same Source: Swinging" limitation on her Immobilization power. Whenever she uses Swinging or Immobilization she rolls a d6, and when she gets a 1 or a 2, both powers are depleted by 1/3. If her Spinnerets run out of silk to swing, she cannot use it to put Villains in a cocoon, either.

Single Use: Powers with this limitation can only be used once in an issue, and often only activated in times of extreme necessity. These powers are usually quite strong; 2 levels stronger than their purchase price [and can exceed campaign maximums by 2 as well].

Situational: This power only works in certain situation; either when conditions have been met (you are angry, able to say magic words for spell-casting) or at a certain time or place (i.e. powers that only work at night, etc). This could also imply the power does not work under certain conditions. For instance powers that don't work on anything yellow, or don't work on anything made of wood.

Time: Some powers take a while to work- like magic rituals or building inventions. The amount of time it takes should be something that makes it unusable in combat- like several minutes at least, though hours, or even days may be appropriate. As a guideline (but not a rule), use the power's level to determine how long of a time it requires- 1: a minute, 2: 10 minutes, 3: an hour, 4: 8 hours, 5: a day or more.

Tiring: This power cannot be used limitlessly. It cannot be used for more than 2 consecutive pages unless you "push yourself" (see page 26).

For extra points, a power can be given an extra advantage. Most Enhancements only cost 1pt, but some can cost more. Enhancements can be used to increase the base cost of a power above the point cap for the campaign with the Narrator's permission.

Affects Others: This enhancement cancels the Personal limitation. If the subject is unwilling, you must make an attack roll against them to use the power. Movement powers, such as teleportation, are good candidates for this enhancement. If this is used to impart a Maintained power to someone else (such as flight), assume that the effect lasts for 1 scene.

Affects X: This allows a power that normally cannot affect a certain target to do so. An example might be ESP [Affects Robots] or Healing [Affects Machines] since creatures with the Unliving Advantage are normally not affected by these abilities.

Area: Powers normally not built to affect an area can be built to do so. In addition to the cost of the Area you are creating, you pay an additional 1 point for adding the Area descriptor to the power.

Extended Duration: This enhancement extends the duration of a Power considerably, depending on the number of points put into the enhancement. It cannot be applied to a power that deals damage. The amount of points invested determine the extended duration as follows: 1 = minutes, 2 = hours, 3 = days, 4 = weeks, 5 = months, 6 = indefinitely.

Extra Effect: This enhancement makes the power more effective in certain situations. For instance, a character with a x4 Dmg electrical attack might take an enhancement: extra effect vs. electronics. Extra effect for damage increases the DM by 2 vs. that target. If the target has a damaging weakness to this attack type, apply the bonus DM after calculating the DM from the weakness. So a robot with weakness to electricity would take x10 Dmg from the above attack (4DM x2= 8DM +2DM= 10DM).

In the case of non-damaging effects, Extra Effect may indicate that the user has a bonus of +2 to their multiplier to affect certain targets. If no multiplier is involved, then duration might be doubled in that situation, or alternatively, the Narrator and player can figure it out together.

Linked: 2pts This enhancement is added to the more expensive of the two powers. Similar to multi-power, linked powers instead are always used simultaneously- and cannot be used separately. If one power in the link has range, or Burst effect, both must have this effect.

READING POWER DESCRIPTIONS

Example: You could not link a x5 Continual Damage with a Range 20 Brawn 20 Immobilization attack. You'd have to change the Continual Damage to x2, Range 20, so that both are at the same range.

Other common power links: Invisibility/Ghost Form, Ghost Form/Mind Control (aka possession); Special Attack/Immobilization, Special Attack/Continual Damage (continual damage effect occurs in the page following the initial special attack); Immobilization/Continual Damage, Nullify/Copycat (power-stealing).

Multi-Power: You can add another power to this one, of equal or less point value (excluding the point for this enhancement). These two powers cannot be used simultaneously. Any power enhancements or limitations must be added to each individual power. If the powers are not in the same category, this enhancement costs two points, not one.

Example: for 4 points, a character could have a multi-power including Flight 3 and Super Running 3. If he wanted a multi-power including Flight 3 and Invisibility 3, this would cost 5 points (they are in different categories).

Range: A power without the Range descriptor can add it by adding this enhancement. You also have to pay the cost of the range as well. Thus, if you wanted to make a power not normally ranged have a Mid range, you'd have to spend 3 points on the enhancement- 1 to add the Range descriptor and 2 to add Mid range.

Recharge: This enhancement applies to a power that has run out of uses due to Burn-Out or Charges (per scene). At the start of your panel, roll 1d6. If the result is higher than your level in the power, it has recharged.

Second Nature: Using this power is as easy for you as walking is to an ordinary person. This enhancement replaces the "Maintained" quality with the "Sustained" quality.

Variable: Instead of buying this power with a specified range, area, hit, damage, etc, you have a pool of points to utilize this power, and determine these variables each time you use it. For instance, Special Attack 3 might grant a +1 DM attack at Mid Range, or it could be a +3 DM attack with no range, or a +2 DM attack with a Small Burst. Any combination is possible. With the Narrator's permission, the player may even declare the source of the effect is variable as well- for instance a gadgeteering crime-fighter who uses a variety of boomerangs might have an ice boomerang and a fire boomerang. Varying the source of the effect normally only occurs in the case of gadgets or magic.

Each power is formatted with a box indicating how many points it costs, as well as some other information as below:

AREA

A power with this indicator is normally able to be purchased with the ability to affect multiple targets. An Area power can be built in several ways. Unless a power has the "variable" enhancement, the specific dimensions of a power and type of Area must be listed in the powers description. With the "variable" enhancement, you can change the dimensions and type of Area the power uses. The types of area are:

Burst: A Burst effect is a square area with sides equal to a certain number of squares. The point cost and area covered by these Burst areas is below:

TABLE 3-1. BURST AREAS

Cost	Size	Squares
1pt	Small Burst	2x2 squares
2pts	Medium Burst	5x5 squares
3pts	Large Burst	10x10 squares
4pts	Huge Burst	15x15 squares

A Burst power with no range means that the character is in the middle of the area (a square closest to the center, and is unaffected by the power if desired).

Most powers with the Burst effect do not roll to hit the targets. If the targets wish to avoid the effects, they roll a Defense roll or Athletics/Acrobatics check. If they get 19 or less, they are fully affected by the power. If they get 20+ they take half the effect, 30+ they take a third of the effect, 40+ they take no effect. If the power is something Mental, or something that cannot be divided, such as Daze or Immobilization, then the attacker makes a single attack roll, and all the targets (or each group of minions) make their own separate defense roll against it.

Line: A Line effect a long column-shaped area. A power with the Line enhancement must project away from the user- the line cannot be parallel or perpendicular to the user. In addition, Line powers are never bought with Range.

TABLE 3-2. LINE AREAS		
Cost	Size	Squares
1pt	Short Line	4x1 squares
2pts	Medium Line	8x2 squares
3pts	Long Line	16x4 squares
4pts	Extreme Line	32x8 squares

Arc: An effect can also be formed in an Arc. Unlike a line, an Arc can form parallel or perpendicular to the user, and need not be in a straight line- it can zigzag from one target to another. Arc powers can be used at range. If an Arc is used to make a wall (as in Force Field) it is as tall as it is wide.

TABLE 3-3. ARC AREAS		
Cost	Size	Squares
1pt	Small Arc	4x1 squares
2pts	Medium Arc	8x1 squares
3pts	Large Arc	15x1 squares
4pts	Huge Arc	30x1 squares

Example: Lord Lightning is trying to blast two henchmen standing 2 squares apart. Instead of using a Medium Burst, he can use a Small Arc to hit both henchmen.

Ricochet: This enhancement allows you to bounce your shot off one target onto another within 5 squares- as long as your previous attack hit its target. Each consecutive target you go for beyond the first 1 point. Thus, if you went for 3 targets, that would be 2 points. Each consecutive target also accumulates a -1 dice penalty to the attack roll. Thus, in the prior example, the first target would be at no penalty, the second at a -1 dice penalty, and the third at a -2 dice penalty to hit. If you miss a target, your attack is over- and you cannot roll to hit the next target in the order. Ricochet can be used to target foes around corners or avoid innocent bystanders. This attack is best used with hurled shields, boomerangs, balls, and possibly bullets or arrows. An advantage of this over Burst is

that it affects a larger potential area, you can choose which targets are affected- allowing you to aim at the three thugs surrounding the innocent bystander. Ricochet powers must be used with range.

RANGE

A power with this indicator is normally able to be purchased with range, allowing it to be used on distant targets. You dedicate points from your power to make it Close, Mid, Long, or Extreme range. The distance your power can affect (at Mid range and higher) is based on the power's damage multiplier (if any) or its level (if no damage multiplier).

Example: An energy beam Special Attack 3 is bought with Mid range. The power does x5 damage, so the distance is 25 squares. Force Field 4 bought with Mid range and has a range of 20 squares.

TABLE 3-4. HAND WEAPONS		
Range	Point Cost	Distance
Touch	0	n/a
Close	1	5 Squares
Mid	2	x5 Squares
Long	3	x10 Squares
Extreme	4	x20 Squares

MAINTAINED

Once the power is "turned on" it remains "on", but needs the user's focus. If the user takes damage, the power turns off. It can be turned back on the following page.

SUSTAINED

Once this power is "turned on" it remains "on". It does not require the user's focus, and remains on even if the user takes damage. If the power can be turned off, it turns off when the user loses consciousness. Otherwise, it remains on.

MOVEMENT POWERS

(Personal)

These powers enable superheroes and villains to get around quicker. These powers all have the Personal quality. If you wanted to grant the power of flight to a friend, you'd have to take the enhancement, "affects others". Unless it was also bought as "ranged" you'd have to touch the person confer the benefits of flight as well.

CLINGING

1 pt, Sustained

You can stick to and climb walls like a spider, enabling you to walk or run along vertical and even inverted surfaces. If someone tries to pull you off, they must make a Brawn contest against you.

FLIGHT

1-5 pts, Maintained

You can fly at 5 squares per panel per level in Flight. If you are damaged, you begin to fall.

As a limitation, this Flight can be powered by wings, or some other means that is can be restrained or won't function in certain environments, like a vacuum.

GLIDING

1 pt, Sustained

You can move at Agility x 4 per panel, but only when descending from a height. The distance you can glide is equal to 4x the height you jumped from. Also, you take no damage from falling (knock-back is not affected).



HOVERING

1 pt, Sustained

You are able to hover up to three feet above the ground at all times. You can only hover above a stable surface. You move at Agility x4 squares per panel. The force that causes you to hover also helps you break a fall. You take half damage from falling (knock-back is not affected).

SUPER JUMP

2 pts

You can jump 10 times the normal distance (Brawn squared) in a single leap, half of which can be vertical movement. A jumping character covers 10 squares of distance per panel in mid air. (Thus, the character with 5 Brawn can stay airborne a long time).

SUPER RUNNING

1-5 pts, Maintained

Each point increases the number your Agility is multiplied by to figure how fast you move per panel. Normally it is 3 squares per point of Agility per panel, but each point increases the multiplier by 1. Thus a 2 in running lets you move 5 squares per point of Agility each panel.

If you run fast enough, you can run up vertical surfaces or even run on water. A character who runs 20 squares in a page can run up vertical surfaces, and across liquid by moving 40.

Characters with super running can also attack more minions in a row with the Domino Effect (see page 69). Instead of only adjacent Minions, you can move between attacks- 1 square per Level away from the last minion dropped (so long as they have enough movement remaining). You end your movement next to the last minion you attempted to attack in this manner.

Example: Blink, with Super Running 3, drops a minion. He may zip over to another minion 3 squares away and attempt to drop him as well. If he succeeds, he can zip over to another minion within 3 squares. This process continues until he fails, runs out of movement, or runs out of minions.

SUPER MOVEMENT & MOMENTUM

A character using a Super Movement power can put more power behind their blows. The punch coming from someone moving 100mph will hurt more than the punch of someone standing still! You increase the DM of an attack based on how fast the attacker was moving on the panel when they hit as follows:

10 squares = +1DM
20 Squares = +2DM
40 Squares = +3DM
80+ Squares = +4DM

SUPER SPEED AND PRIORITY

All Super Speed panels occur in sequence. A person with Super Speed 3 adds +1 and a person with Super Speed 5 adds +2 to their Agility when determining priority.

SUPER SPEED

3-5 pts, Tiring

You are able to move faster than even other heroes. They just seem to be going in slow motion to you. When you use this power, you can have more than one panel in the page. At level 3, the power allows you to take an extra panel, while the level 5 power allows you to take two extra panels.

“Alternatively, you can give up an extra panel to give yourself +1 Agility for the page (up to +2). You cannot rest or heal in a page in which you use Super Speed.

Super Speed can be useful for mundane actions like extended checks. Essentially when using Super Speed 3 to accomplish something the Narrator deems Super Speed would be useful, you would get two checks for every one normally allowed. With Super Speed 5, it would be three checks. The effects are cumulative. There are other times where Super Speed may aid in a skill check- such as using speed to avoid notice, disappearing before the sentry can see you. In such situations, add the bonus you'd get for giving up extra panels.

You can also perform skills very fast if you have Super Speed 5. Essentially, in 1 minute, you can do 5 minutes of physical work times your Agility, or 5 minutes of mental work times your Mind. So a character with super speed 5 and a Mind of 2 can read a book or diffuse a bomb 10 times faster than a normal person,

and a with a 3 Agility could dig a hole or build a raft 15 times faster, etc.

SUPER SWIMMING

1-5 pts, Sustained

Normally, a character can swim 1xtheirBrawnsquares per panel. A character with super swimming multiplies this number by 1+Level in Super Swimming. Also, you can hold your breath that much longer than a regular person. Super Swimming adds to your Brawn multiplier to resist drowning as well.

Example: Super Swimming 2 would allow a Brawn 2 characters swim 6 squares and hold breath 15 pages. After 15 pages elapse, the character rolls x4 to avoid drowning. Without Super Swimming, the character would swim 2 squares, hold breath 5 pages, and roll x2 to avoid drowning.

TOP SPEED FOR SUPER MOVEMENT POWERS

Your maximum speed is 10mph times your maximum squares/panel. A character with some sort of Super Movement can reach top speed by spending their entire page on movement. If you are counting squares, top speed works out to be roughly triple the rate of movement. So a character who can run 9 squares per panel decides to reach their top speed of 90mph. This takes a full page of movement, and is approximately 27 squares. Moving at top speed is usually done in straight lines (it takes a Power check or an appropriate Athletics check to avoid crashing into obstacles). Characters who don't have Super Movement or making frequent turns in their flight path use the “move twice” option instead of Top Speed.

ALTERNATIVE POWER: BURROWING

Instead of swimming through water, you can “swim” through earth, soil, sand, gravel, etc by burrowing at amazing speed. Other than the medium through which you are able to “swim”, it functions exactly the same as Super Swimming.

Note: a character who is immune to heat and super strong could use Burrowing to “swim” through lava as well!

SWINGING

2 pts, Maintained

You can project a line to swing from- and can use it to move vertically or horizontally as long as there are high places to anchor the line to. You move at 4 x Agility while swinging. A character who has Swinging can also hang in place suspended from the line, or try to fire a line in time to stop him/herself (or someone else) mid-fall by making a 20 Athletics/Acrobatics check.



Common representations of this power include webs, magic vines, tentacles, or grappler guns. As a 1pt Limitation, a character may have Swinging without any sort of line at all—essentially they branchiate (swing like an ape does through trees) from handhold to handhold. Because there is no line to swing from, a brachiating character cannot hang in mid-air, or stop themselves from falling (unless they are next to a handhold).

TELEPORTATION

1-10 pts, Concentration*

You can disappear and reappear somewhere else, without moving through the intervening space. The distance you can travel is based on your level in Teleportation, and how long you spend concentrating before teleporting. Short jumps can be made when using teleportation as regular movement— or much longer jaunts when teleportation is used with Concentration. Though this power is built to exceed the standard “cap” of 5 points, Narrators can (and should) limit player’s to level 5. Levels beyond 5 should be used as part of a plot device or to represent starships with warp technology.

Teleportation is a power especially suited for many limitations and enhancements. Usable on others is a necessary enhancement if you wish to be able to teleport anything other than yourself and your equipment, as is Range and Area of Effect if you don’t want to have reach out and touch your passenger. A common Situational limitation faced by teleporters is the requirement of familiarity with the place you are going— either by having visual contact with the place, or being intimately familiar with it (like your house). Some may have a Situational limitation that they must teleport through some medium— like through electric wiring, through shadows, or through the air.

ALTERNATIVE POWER: GATEWAY

Gateway allows the user to open a door in space between the two locations. The size of this door is 1 square, but can be increased by taking the Area of Effect enhancement. People can move through the Gateway as long as it remains open. A Gateway remains open as long as the user concentrates or until the user chooses to close the Gateway or walks through it (it closes behind them). Unless bought with the Range advantage, the Gateway opens one square away from its creator. Gateway is 1 point more expensive than Teleportation and has the Maintained quality.

ALTERNATIVE POWER: DIMENSIONAL TELEPORTATION

Instead of being able to teleport to other places in the universe, you can teleport to other dimensions. One level allows you to teleport to a single dimension. Three levels allow you to teleport to any dimension.

Note: A character able to “run at the speed of light” might buy that ability as Teleportation 4 with the limitation that you can only teleport to a place you could run (for the Speed of Sound take Teleportation 3). This should be taken in a multi-power with Super Running (make sure you can run on water). Thus a character could pull off the “going to China for Chinese food” shtick.

TABLE 3-5. TELEPORTATION

Level	Movement	Concentration
1	5 squares	Into a nearby city (tens of miles)
2	20 squares	Into a nearby state (several hundred miles)
3	50 squares	Across the USA (several thousand miles)
4	100 squares	Anywhere on Earth (tens of thousands of miles)
5	200 squares	To the moon (hundreds of thousands of miles)
6	300 squares	Anywhere in the solar system (millions of miles)
7	400 squares	To a nearby star system (tens of light-years)
8	500 squares	To a distant star system (several thousand light-years)
9	600 squares	Across the Galaxy (hundreds of parsecs)
10	700 squares	Beyond the Galaxy, (immeasurable)

WATER WALKING

1pt, Maintained

You can walk on water and other unstable surfaces as if they were stable.

COMBAT POWERS

These abilities are designed strictly for the purpose of winning fights- either through superior resistance to damage, or the ability to do more damage to one's enemies.

ARMOR

1-3 pts, Personal, Sustained

You have a power that makes you more resistant to damage by increasing Brawn to soak damage by 1 for each point in the power.

As a Limitation, your Armor might not give complete coverage. The enemy can bypass the armor if they make a called shot against you.

Besides the obvious reinforced suit, this power can be represented as an exoskeleton, invulnerability, or a personal force field that sheaths the body but still enables one to attack through it.

CONTINUAL DAMAGE

1-5 pts, Range, Area

This power causes ongoing damage to the enemy. This attack might represent poison, acid, combustion, choking, or various other attacks that would do damage over time, rather than a single strike. The attack does 1DM per page per point of the power invested in damage. If the attack hits, the target can roll to soak the damage. If the damage is soaked, there is no effect. If the character takes one or more Hits of damage however, the character must roll to soak again the next page, until the target successfully soaks the damage (damage is re-rolled every page as well). The attack ceases as soon as the victim succeeds in soaking the damage.

DAMAGE AURA

1-5 pts, Personal, Area

Whenever a character with this power is touched, the person touching him/her will take 1DM per level in the power. If you use this power to attack others, the damage is based only on this power- stats do not enhance it.

This power can be bought to affect a Burst. If you move close enough to someone that the Burst would affect them, you must make an attack roll and they have a chance to defend and move out of the way.

ALTERNATE POWER: DAMAGE FIELD

This functions similar to Damage Aura, but instead of the damaging aura traveling with you, you create a zone that does damage to all who enter or remain inside it. A damage field must be bought with Area, can be bought with Range as well. This zone persists for 3 pages. The number of zones you can create is equal to your level in Damage Field. Those inside it when it is created have a chance to defend to move out of the way. When a character moves into or begins their panel inside the Damage Field, the field does damage to them. A Damage Field is 1 point more expensive than an equivalent Damage Aura.

DEFLECT

1-3 pts, Personal, Sustained

You have an ability to deflect physical attacks. Add your level in this power to your Agility when defending against an attack. If you successfully deflect a ranged attack and you rolled doubles, you also managed to reflect the attack back on your attacker. They must defend against your deflect roll as if it were an attack.

Note: You cannot deflect attacks that affect a Burst.

FORCE FIELD

1-5 pts, Range, Area, Concentration

You can erect a force field to create a damage-soaking barrier around yourself and others. Before any damage is done to the people inside the force field, the force field must be destroyed. The force field has a number of Hits equal to your Mind $\times 10 + 30$ for each point in the power you devote to this purpose. It automatically soaks 10 damage each time it is struck. The basic Force Field covers one person or object, if Area is not added. Area may either be a Burst (making a bubble or dome) or an Arc (forming a wall). Range is purchased at the usual cost. To trap an unwilling target, make a Mind contest against their Defense (Deflect is of no use). The force field lasts until it is destroyed by damage. When the force field takes more hits than it has, it is destroyed. Any remaining hits penetrate the field, and damage those inside the force field as they would normally (those inside may still soak the damage). Remember, you need to spend a full panel of concentration to generate the force field, and your panel is delayed till the end of the page.

Note: you cannot attack through a force field, but mental abilities will work through it. Also, as a 1 point Limitation, you may indicate a weakness in your force field, against which it takes double damage.



ALTERNATE POWER: DAMAGE SHIELD

In addition to a defensive force field, you can also make those who touch it take damage. You can spend levels in this power on Hits or Damage. The Damage Shield does 1DM per level you devote to this purpose to any who touch it.

IMMOBILIZATION

1-5 pts, Range, Area

This is a move that restricts the target's movement, preventing them from moving or attacking until they break free. To break free, the target must succeed in a Brawn test against the difficulty. A target can try once per panel. An attempt, whether successful or not, spends their panel. However, if the target succeeds by more than 10, s/he breaks free instantly, and can take their panel as normal. The difficulty of the Brawn check to break free is 10/point you spend on the strength of this power. You can spend points to increase the range, Burst, or chance to hit with this power as per Special Attack.

IMMUNITY

1-5 pts, Personal, Sustained

For each point in this power, you are immune to one thing that is normally harmful, such as suffocation, acid, or fire. Your choices must be specific. You cannot be immune to all energy attacks, but you could buy immunity to separate energy types like heat, electricity, and sonic energy for 3 points.

PUSH

1-5 pts, Range, Area

This power enables the user to push enemies or objects with great force. Essentially, it functions exactly like the Special Attack power with a few exceptions. Push does double the Damage Multiplier that an equivalent Special Attack would-but instead of damage that reduces a target's Hits, Push only does knock-back (see page 19). When figuring out the Range on Push, use the power's level (it does no actual damage). Being knocked back doesn't hurt- unless you are knocked into something! If Push is bought with an area all people in the area are automatically affected. If purchased without range, the user can choose to use a Brawn contest instead of Agility to affect the target (armor won't help the target). Common representations of this power include- creating powerful winds to blow back enemies, using judo moves to throw enemies, or using powerful slams to create shockwaves that force enemies back.

NULLIFY

1-5 pts, Range, Area

You have the power to "turn off" other people's powers for an entire scene. Normally this ability only works on targets who have inherent powers, but it could be bought with an enhancement to affect machines (and possibly a limitation that it only affects machines...). Your remaining levels in this power (after Range, Area, and enhancements are figured) is your "Nullification Factor". When you hit a target and want to nullify a power, roll a contest between your Nullification Factor and their level the power you wish to nullify. If you succeed, the power turns off, and cannot be used for the rest of the scene. Possible Limitations for this power: Only affects powers of a certain type: i.e. only affects movement powers, or only affects bio-manipulation powers, etc. Potential representations of this power include: a gravity beam that nullifies only movement powers, or a anti-mutagen nanites that nullify only bio-manipulation powers, etc.



RESISTANCE

1-5 pts, Personal, Sustained

For each level in this power, choose two harmful things- you are resistant to them, taking half the effect, or being able to endure them twice as long as an ordinary person. So a person with 1pt could be resistant to drowning and cold, taking half damage from cold and being able to hold their breath for twice as long. Possible effects one can have resistance to include but are not limited to: fire, cold, acid, poison, electricity, sonic, suffocation, starvation, magic, radiation, lasers, etc. You could also resist knock-back, meaning that you are actually moved half the amount an attack would knock you.

SLOW

1 pt, Range, Area

This power slows down the target's movement. The user makes a Mind contest with the target [when you create this power, you decide with what stat the target resists your Mind. Agility would be if you grease or ice up the ground, Brawn would be vines or tentacles grabbing them, and Mind would be illusions of obstacles slowing them or just magically making them move slower]. If you win, the target's speed in squares per panel is halved for 1 page, plus an additional page for every 10 you beat the target's roll by.

SPECIAL ATTACK

1-5 pts, Range, Area

This power can be used to represent a myriad of things, from indestructible claws to eye-beams. Each point in this power's level is either used as a bonus to the multiplier to hit or damage. Hand to hand and thrown weapon attacks use Brawn as a base Damage Multiplier. Ranged and area attacks add Mind to damage multiplier.

WEAKEN

1-5 pts, Range, Area

This power enables a character to severely impair the stats of another character. Each level in the power gives the target a -1 Dice penalty to their rolls for the stat in question (choose one stat when you buy this power, to a max of -4 Dice penalty). If the affected stat is Brawn, this includes damage and soaks rolls. In the case of Agility, it affects not only to hit and dodge attacks but also reduces the target's movement by one-third, half, two-thirds, or three-fourths depending on if it is a -1/-2/-3/-4 weakening effect. Mind affects damage and effects of all Mind-based powers. Of course, skill rolls are also affected based on the effect on their related stat.

You must hit a target to use this power on them- but the attack can be based on your Mind or Agility against their Agility. If you hit, you make a contest between your level in Weaken+1 against the target's highest stat. If you win, the stat your power is built against is weakened. Possible representations of this power include: slowing time to weaken Agility, aging the target to weaken Brawn, or "brain scrambling" to weaken Mind.

Note: Boost and Weaken bought together as linked powers would essentially allow a character to drain the stats of another into themselves...

PERCEPTION POWERS

(Personal)

Perception powers enable characters to see, hear, or sense things beyond the abilities of ordinary people. All these powers have the "personal" quality.



KEEN SENSES

1 pts; Sustained

You can hear, see, or smell far better than a normal person. Mind is +3 for sense checks for this sense. You can take this power multiple times to have several enhanced senses.

SCAN

1-5 pts; Concentration

You have the ability to detect the presence of a certain thing, or you can examine something and identify its basic components, energy output, etc. When scanning an area, describe what

you are scanning for. If you succeed on a Mind check, you will be able to determine the distance, direction, and general amount of your quarry. The difficulty of the check depends on the scarcity of what you are scanning for. Common things require only a 10, rare things have a 20, very rare things have a 30, and unique things have a 40. The area which you are scanning also impacts the difficulty. If it is a small area, like a football stadium, the difficulty is halved. If it is a large area, like a city, the difficulty is not adjusted. A huge area, like a continent would double the difficulty, and to scan an entire planet would triple it. Obviously, the difficulties of these checks could be quite high- which is why you get to add your level in Scan to your Mind multiplier when running a scan. Failing a scan for that particular thing means that the scan cannot be reattempted with any chance of success in this area.

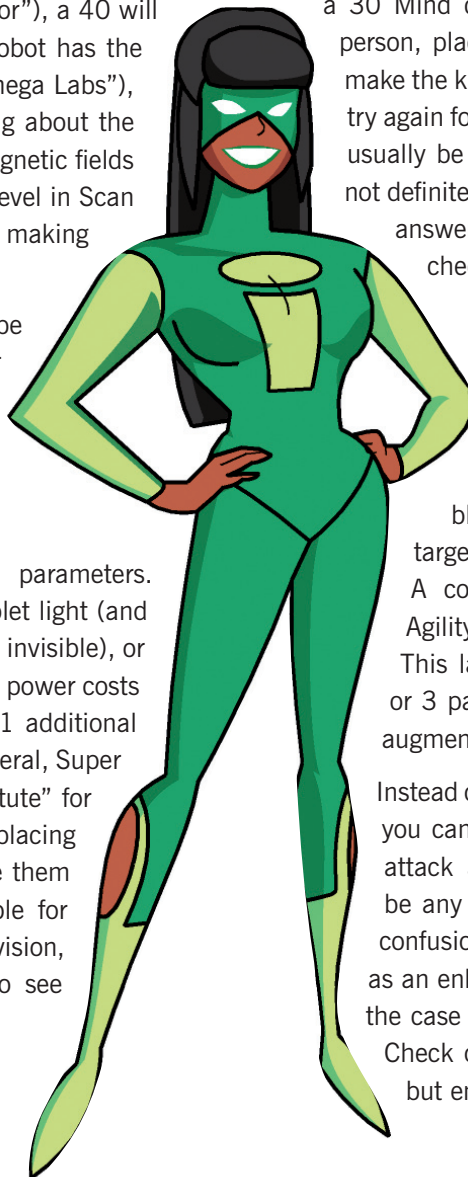
When scanning an individual object to determine its components, energy output, etc, you are essentially doing about one week's lab analysis in a few seconds. The results of the Mind check will reveal increasingly detailed information. A 20 will reveal the basic components and energy output ("that robot has a Steel body, with gold and copper circuitry, and is powered by a miniature nuclear reactor"), a 40 will reveal comparative information ("that robot has the same exact circuitry as produced by Omega Labs"), and a 60 will reveal just about anything about the target ("the robot has a weakness to magnetic fields that can shut it down"). You add your level in Scan as a Multiplier Bonus to Mind before making your check.

As a 1 point Limitation, Scan can be purchased to only affect machines, or only to affect organic matter.

SUPER SENSES

2-5 pts; Sustained

You can see or hear outside normal parameters. Perhaps you can see infrared or ultraviolet light (and thus see in the dark and people who are invisible), or perhaps you can hear radio waves. This power costs 2 points for the first Super Sense and 1 additional point for each extra Super Sense. In general, Super Senses can either be used as a "substitute" for ordinary senses (like a sonar sense replacing vision in a blind character), or can give them the ability to perceive things impossible for others even to try (such as microscopic vision, allowing one to make vision checks to see things incredibly small).



X-RAY VISION

3 pts; Maintained

You can see through up to 5 feet of solid objects, except lead.

MENTAL POWERS

Mental Powers are mostly used to represent psionic or mystical abilities of awareness or abilities to influence the thoughts of others. Others represent mental prowess, focus, and training.

CLAIRVOYANCE

1-3 pts; Concentration

You are able to see into the past/present/or future. For 1 point, you choose one of these, for 2 points, choose two, for 3 points, all three. Sometimes, you have visions involuntarily. If this is the case, the Narrator will just tell you what the vision is. The ability to sense the past indicates that the vision occurred at least 24 hours ago, but may have taken place thousands of years in the past. Deliberately using this ability is far more difficult, and has the Concentration quality. You must make a 30 Mind check to acquire general knowledge about a person, place, or thing. Succeeding by 10 or more will make the knowledge more specific. If you fail, you cannot try again for the rest of the issue. Visions of the future will usually be very vague and tend to represent a possible, not definite future. If the future is unclear, then that is the answer the player will receive, even on a successful check. This will not count as a failure.

CONFUSION

1-2 pts; Range, Area

You can impede the actions of others in a variety of ways ranging from bad luck to blinding them. This ability confuses/blinds targets when you win a Mind Contest against them. A confused target has -2/-4 Dice penalty their Agility rolls if you devote 1 pt /2 pts this purpose. This lasts until the target makes a 20 Mind check or 3 pages elapse (whichever comes first). You can augment this power with range or area effects.

Instead of targeting an individual or group for confusion, you can also buy this power to affect those trying to attack a specific target (normally yourself, but can be any target within range of your ability) or for the confusion to linger in an Area of Effect (which you buy as an enhancement). Either case lasts for 3 pages. In the case of a lingering Area of Effect, there is no Mind Check or Contest- the Confusion effect is automatic, but ends as soon as one leaves the affected area.

DANGER SENSE

2 pts; Personal

Your Defense (and priority) multiplier is increased by 2, as you get some kind of advanced warning of incoming attacks, reacting to them before you even see them. You also halve any penalties (round down) imposed by Confusion, fighting blind, fighting an invisible opponent, etc.

In some situations, the Narrator may also give a character with Danger Sense a brief warning before something is about to happen, like saying “you have a feeling something’s not quite right here” and give them a chance to do something before announcing that the room they are in blows up.

DAZE

2 pts; Range, Area

Make a mental attack roll against the target’s Mind. If successful, the target loses his/her panel until s/he rolls a 20 Mind check (one try per panel). A dazed person cannot dodge an attack, but being struck un-dazes him or her. For 1 extra point in this power you can repel the targets you daze.

ILLUSION

1-3 pts; Range, Burst, Variable

This power can make people believe something is there that is not. The base size of an illusion is 1 square. Each level you can add visual, audio, or olfactory components to your illusions. The Variable enhancement is included in this power for free, and can be used to change the sensory components as well as the size and range.

Example: With Illusion 3, you can make a Small Burst visual, audio illusion next to you, or an audio illusion 10 squares away. The first time someone witnesses an illusion; they may make a Mind check to notice that something about it is not right (not that it is an illusion). How they determine it is an illusion or not is up to them.

INVISIBILITY

1, 3 or 5 pts; Personal, Maintained

You can make yourself invisible under varying conditions based how many points you have in this power. For 1 pt, you only become invisible when standing still. For 3 pts, you can be invisible while moving (but not attacking, or doing other disruptive activities). For 5pts, you can remain invisible even while fighting. An enemy cannot attack you unless you somehow give away your position. Even then, their chance to hit carries a -4 Dice Penalty (though this penalty can be reduced by Danger Sense).



MEMORY TAMPERING

4 pts

You can remove or alter a person’s memories if you succeed in a mental attack against them. This will only ever work ONCE on a given person, and can only alter/remove memories of a specific sequence of events.

MIND CONTROL

5 pts; Maintained

You can completely take over another person's mind, thus forcing them to do whatever you want, by succeeding mental attacks against them. Unless you have Telepathy 3, you must speak to communicate your commands to the target. Each page you wish to give the target a command, roll a Mind contest with that target. If you succeed, the target obeys your command to the best of their ability. Issuing a command, whether successful or not, counts as an attack on your panel. Your control over the target lasts until you fail in a Mind contest against the target. Once you fail, you cannot successfully command that target again for the rest of the issue. All targets you have affected are freed of your control at the end of the Story-Arc. A group of minions is considered a single target for the purposes of this power- their roll to resist you is made as a single roll each time you try to issue a new command.

A person under Mind Control can be "snapped out of it" by an ally who spends their page making a Mind Contest against you to free them from control. Also, if you take damage, you lose the control.

A person under your control will go about their business normally, unaware of the situation, until you issue them a command. Your command need not be issued in person- it may be over the phone, television, etc. In addition, you may issue a command as a contingency- only to be obeyed once a certain condition is met, i.e. "if Captain Courage discovers my plan, kill him". The target will remain Captain Courage's friend up until the moment he discovers the plan, which is when the command executes. Contingency commands are harder to execute- you must succeed by 10 for the command to be obeyed, and the roll is made at the time of the contingency (so there is some suspense as to whether or not it will work).

Note: If you have this power linked with Ghost Form 3, you may use this to possess somebody, where you go inside their body and control it. If any harm comes to the body, it does not harm you unless it would harm your Ghost Form.

MIND SHIELD

1-3 pts; Personal, Sustained

For every point you have in this power, your Mind is increased by 2 when calculating your resistance to mental attacks, such as Mind Control.

MIND SPIKES

1-5 pts; Personal, Sustained

A more painful, if not more effective, mental defense than Mind Shield. Each point in this power is 1DM that anyone takes whenever they try to use a mental attack against you or read your mind. Unlike a normal attack, damage done by Mind Spikes is soaked by Mind and Mind Shield instead of Brawn and Armor.

Note: By adding Usable on Others, possibly with Area, or Ranged enhancements to this power, you can attack enemies with it- to "hit" you must roll Mind against the target's Defense.

OMNI-LINGUIST

2 pts; Personal, Sustained

You speak and understand all known languages, though you cannot necessarily read them.

OMNI-READER

1 pt; Personal, Sustained

You can read and write all known languages, though you cannot necessarily speak them.

RESTORE

2-5 pts; Range, Area

This ability will end any debilitating condition that is afflicting an ally (but not reverse its previous effects if any). The base cost of this power is 2pts, though Burst and range can be added at the usual point cost. When you use this power, you roll Mind or your level in Restore against the highest Stat of whoever placed the debilitating condition on your ally. Only one attempt per effect per target can be attempted per scene.

SUGGESTION

1 pt; Concentration

You can tell someone what to do by contesting Mind against their Mind. If you succeed, they do it. It must be simple, and something that does not put them in immediate peril (you cannot tell someone to jump off a cliff). The most time this can last is equal to the 6 pages minus the target's Mind.

The target must be in a calm state of mind for this power to work- so it will not work in combat. You need eye contact, and the subject must be able to hear your suggestion (unless you have Telepathy 3).

TELEKINESIS

1-5 pts; Range 5 Squares, Maintained

You may move objects with your Telekinesis power as if it were Brawn. The rate at which an object can move Mind x2 squares per panel. The damage that can be done by this (by slamming an object into an opponent or vice-versa) is as if it were a special attack, treating Telekinesis as Brawn for damage, lifting, or wrestling and Mind as Agility to hit. At range 5, your Telekinesis functions at full strength. Every increment of 5 squares beyond, it is reduced by 1 level. So if you have Telekinesis 4 and attack someone 7 squares away, it does x3 damage.

If you throw one target into another, divide up the DM among the targets as you wish (a x5 Dmg attack could do x2 to one target and x3 to the other, or x1 to one and x4 to the other, etc). You have to roll to hit each target separately, but only roll damage once.

Note: Many super powers in the comics are variants of Telekinesis. Magnetic powers would simply be Telekinesis [Limitation: only affects metal]. A character who controls water would have Hydrokinesis (Telekinesis [Limitation: requires water]). The character could still use the water to pick things up, attack, etc, just like Telekinesis- as long as there is water around. There is no end to the variations you can come up with.

TELEPATH

1-3 pts; Sustained

You possess a degree of telepathy. For 1 point, you are Empathic- you can sense a person's true emotions- but not their exact thoughts. If their mind is protected in anyway, you must win a Mind Contest to do so. For 2pts, you have ESP (extra sensory perception), which enables you to read the thoughts of others. For 3 pts, you have true Telepathy, which allows you to read others thoughts and broadcast your thoughts to them for communication.

Normally this power has a visual range, but in dire situations with people who are especially close, it can work at a distance (the Narrator will decide when, often using this as a plot device).

INTENSE TRAINING POWERS

These powers are actually not true "powers" at all, but rather, the result of rigorous training. Any person could have them, and many people do- but they are very useful to superheroes as well- especially the ones who don't have any inherent superpowers.

ATTACK WEAK POINT

2 pts

You have a knack for hitting your enemies where it hurts. This is a common ability of assassins who strike from behind or for heroes to take down gigantic foes with precision strikes. If you attack and hit by 20+ you do double damage. Even if you hit by less than 20, you can spend a Hero point to use the dice of your attack roll as the dice of your damage roll.

DOUBLE TAPS

1 pt

You can fire a ranged weapon twice in a panel at the same target. However, you must aim carefully and cannot move or use any other powers in a page that you do this.

DISARM EXPERT

2 pts

You are adept in relieving foes of their weapons. You get a +2 dice bonus to attacks when you deliberately try to disarm a foe or break his gadget. Even when you don't call your shot to attack an opponent's gadget, you can choose to declare the attack a disarm in lieu of damage to the foe, anytime you happen to make any attack roll by 10. If the gadget has the Fragile Limitation, you can roll damage and apply it to the gadget.

FLEET OF FOOT

1 pt; Personal

You are in excellent shape and very agile. You run your Agility x4 squares per panel, and you jump your Brawn+1 squares. This power is not considered Super Movement and its effects do not combine with it.

MARTIAL ARTS MASTERY

1-3 pts; Personal

You have long studied the martial arts. One level in this power means you have mastered one martial art, two levels means

you have mastered three, and three levels means you have mastered all five. Each grants a certain benefit for unarmed combat. If the style your character uses is not on the list, find one that is most similar and use it, or work with the Narrator to create your own.

FAST STYLES: NINJITSH, KUNG-FU:

Your priority is based on your Agility+1. In addition, if you are knocked down, you can immediately get up (“kippup”) by making a 20 Athletics/Acrobatics check. It takes none of your movement to stand like this.

TOUGH STYLES: BOXING, KICK-BOXING:

You can take a hit. Your Brawn is considered 2 higher for soaking damage and Knock-Back caused by unarmed attacks (to a maximum of 5). This benefit does not overlap with the Armor power (use whichever is better).

DEFENSIVE STYLES: TAE KWON DO, KARATE:

You can avoid a blow. Your Agility is 2 higher (to a max of 5) for defending against hand-to-hand attacks (fists, swords, etc).

GRAPPLING STYLES: WRESTLING, JUDO:

You can more easily reverse an opponent’s hold and use their strength against them. You can get a reversal whenever you beat a foe in a grapple by 10, and you can achieve a reversal whenever a Brawn Contest is used by your grappling opponent (not only on your own panel). In addition, if your Brawn is equal or less than your opponent’s, it is 1 higher for resolving any wrestling actions.

TRICKY STYLES: STREET FIGHTING, CAPOIERA:

You can lure foes in to attack and then hit them when they leave an opening. If a hand-to-hand attack misses you, and you rolled doubles on your defense roll, you can make an immediate unarmed counter attack.

OFFHAND SHOOTING

2 pts

You are trained in using a gun, blaster, or similar one-handed ranged weapon in your off-hand. You can make two attacks on your panel, but both are made at -2 Dice penalty.

PAIRED WEAPONS

2 pts

Each panel you can make two hand-to-hand attacks instead of one, either with a weapon in each hand, or unarmed attacks, but both are made at a -1 Dice penalty.

SKILLFUL

1-5 pts; Personal

You have 2 extra skill selections per point in this power.

SWIFT STRIKE

2 pts

You attack your foes with great speed, making an extra hand to hand strike per page. This can be combined with paired weapons for even more attacks. All attacks made have a -1 Dice penalty, which stacks with penalties such as from Paired Weapons.

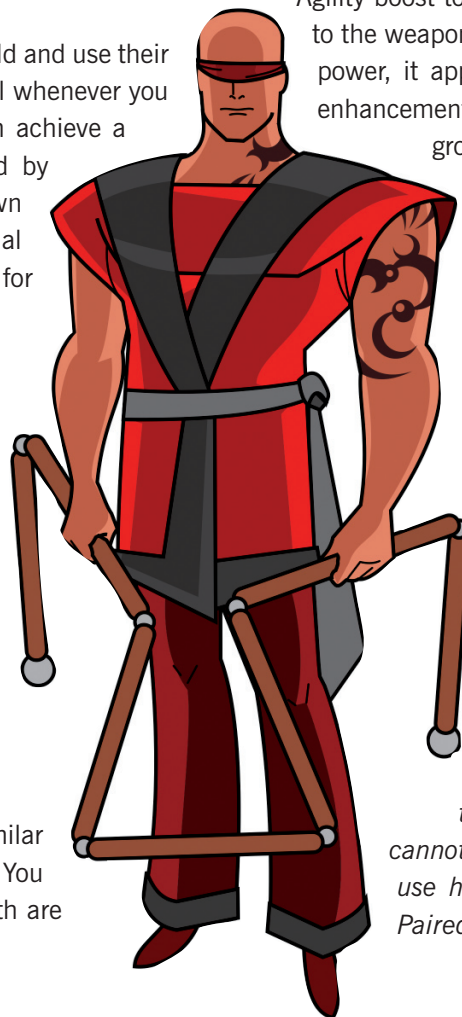
WEAPON TECHNIQUE

1-2 pts; Personal

You are extremely well trained with the use of a certain weapon. You may spend each point in this power to grant either a +1 Agility boost to hit with that weapon or a +1 DM boost to the weapon’s damage. Each time you purchase this power, it applies to a different weapon. As a 1 pt. enhancement, you can be a master at an entire weapon group- hand to hand (including unarmed) or ranged (or both if you spend 2 pts). In addition, the Variable enhancement would allow you to choose each time you attack (before you roll) how many levels in the power are devoted to attack and how much to damage.

You can improve your unarmed attacks up to a maximum of x5 to hit or damage. You cannot combine the benefits of this power with other powers (except other Intense Training powers).

Example: A Hero with Sword Technique +2 to hit disarms a Villain of a magical sword purchased as Special Attack +5DM, Easily Taken. The Hero must choose either to use the sword’s power or his own training- he cannot gain the benefits of both. But he can use his Sword Technique combined with the Paired Weapons power.



MASTERY POWERS

These powers give you control over certain aspects of the environment, often designated as “X”. X can be many things- water, animals, magic, etc- but it cannot in any way be a sentient being. X is defined by the creator of the character when the power is purchased. Other powers enable you to bring things into being by conjuring or summoning them.

CONJURING

1-5 pts

Conjuring is a power that enables a character to bring inanimate objects into being, seemingly from nowhere. What exactly a character can conjure is dictated by the power’s level, as well as any limitations placed on it.

Below you will see a table that cross-references the level needed to conjure something of certain cost and size. Use whichever is greater as the guideline for how much Conjuring is needed to conjure a given object. Also listed is the difficulty of a Mind Check needed to conjure this object, as well as an example of something that can be conjured. Note that the size listed is assuming the object is in as compact a mode as possible- hence a conjured parachute would fit within a 3’ cube before being opened, so it requires only 2 levels of Conjuration.

The points needed to conjure an object can also vary based on how complicated the object is. A simple object- that is one with no moving parts, magic, or electronics- requires 1 less level to conjure. If the simple object would already be in the 1 level category before modifying the required points, the Mind Check is unnecessary to conjure that item. Thus, a rope would be easier to conjure than a pair of handcuffs.

A fantastic object, like a flying carpet- essentially anything that effectively grants the conjurer temporary powers beyond an ordinary object- requires 2 more levels in conjuration. Thus, the flying carpet would require 3 points rather than 1. The

most powers a fantastic object can have is equal to its final cost. A conjured object is also always a generic item. One can never conjure a specific item. Thus, one could summon a sword- even a magical sword- but one could never conjure Excalibur.

A conjured item has hits and soak based on its construction. Use the Collateral Damage rules for a guideline for Hits and soak of ordinary objects. A conjured item will last until it is destroyed, dismissed, or the conjurer knocked out.

Common representations of this power include sorcery, matter replication technology, or a utility belt (as an easily taken gadget, usually only with 2 levels of Conjuring).

ALTERNATE POWER: TRANSMUTATION

Instead of conjuring objects out of thin air, you can transform materials around you into something else. The Mind check you make must also be high enough that if it were Damage it would be able to damage the object you are transforming (see Collateral Damage rules page 23). The transformed object will retain similar mass & size as the original, and will revert to its original form at the end of the scene or when you will it to return to its original state. Potential limitations for this: cannot change the “state” of matter from solid to liquid to gas, cannot transform any organic based matter (like rope or wood). Potential enhancements: linked with shrinking or growing (usable on others) you could control an objects size & mass, range and area of effect would make this power work on objects that are more distant.

SENSE X

1 pt

You can detect the presence of X on a successful Mind Check. Whatever “X” is, is up to you when you acquire this power. The Mind check difficulty is set by the Narrator, based on how easy X is to find. As a general guideline, easy to find things

take no roll, 10 = moderately difficult to find, 20 = hard to find (or has been deliberately concealed), and 30 = nearly undetectable. If you are not actively searching for X, the Narrator might roll secretly for you and tell you if you notice it anyway- but the difficulty is 20 higher. Once this power fails, it cannot succeed again for the rest of the scene.

TABLE 3-6. CONJURING

Level	Maximum Cost	Maximum Size	Mind Check	Example
1	\$100	1’ cube	15	Flashlight
2	\$1,000	3’ cube	20	Parachute
3	\$10,000	10’ cube	25	Economy Car
4	\$100,000	30’ cube	35	Speed Boat
5	\$1,000,000	100’ cube	40	Small Jet

Example: Sorceress has Sense Magic. Investigating the abandoned mansion, she rolls a Mind Check using her power to find anything magical. The Narrator tells her to roll a Mind check. She gets a 27, enough to sense a mystical connection to a closet in the house (which turns out to be a concealed magical gateway). Later on, a man under a Mind Control spell attacks her. The Narrator secretly rolls and gets a 33- telling Sorceress that the man attacking her is being controlled magically.

SUMMONING

1-5 pts; Concentration

This power enables the user to call living things into being, or to bring non-living things to life. The mechanic for what can be summoned is rather simple. The summoned being will have a stat pool equal to the user's level in the power +2. The summoned being will have points in powers equal to the user's level in Summoning. Thus, a character with Summoning 3 would be able to summon a creature with Brawn 2 Agility 2 Mind 1 and 3 points in powers. The person using the power decides the exact allocation of stats and powers for the summoned being (with a maximum of 5 in each stat and a minimum of 1). A summoned being cannot have the following powers: Healing, Duplication, Shape-Shifting, X-Ray Vision, ESP, Telepathy, Mind Control, Clairvoyance, or Summoning/Animation.

The summoner can bring into being a single creature with 60 hits (just shy of being considered a Minion), two creatures with 30 hits each, three creatures with 20 hits, or six creatures with 10 hits each. All creatures summoned in this way have identical stats and powers. All can move, but only one can act each page (though if they have Super Speed, they would be able to divide more than one panel between the group this way).

A character with this power can use it to summon only 1 type of creature. As a 1 point enhancement, they can summon 3 types of creatures. With a 2 point enhancement, the character can summon any creature s/he wants at the time of the summoning. A player planning to use the power in this manner should keep a list on hand of three or four "favorite" things to summon in this way, to expedite play.



ALTERNATIVE POWER: ANIMATION:

Animation works exactly as the Summoning power, except that it must be used on an already present, non-living object. The benefit of this is that the summoned is not limited to a number of "types" s/he can summon. The animated object will have stats and powers that make sense and meet the above restrictions- except that its Mind cannot exceed 1. For instance, a character with Animation 3 would be able to make a creature with Brawn 3 Agility 1 Mind 1, 3 levels in powers, but would need to target something to animate- perhaps making carpets fly or statues come to life. Animation can be bought with a limitation stating that only certain things can be animated (for example, a necromancer might be limited to only animating dead bodies, while a fairy godmother can only animate household items).

X MASTERY

1-5 pts; Maintained, Concentration

You have the power to call and control a certain thing- "X". Whatever "X" is, is up to you when you acquire this power. If X is something very broad in scope, like Animals, consider that a 1pt enhancement. If X is very narrow in scope, such as Bats, consider that a 1pt limitation. The more powerful your Mastery, the greater distance you can call X from, to affect a greater area, with more impressive results. See the table below:

Typically, you use this Mastery to alter the environment in some way- i.e. make it rain, or do some work in a short time- dig a hole, for example. Even super-human feats such as stopping an Earthquake are possible. To do this, you make a Mind or Power check (your choice), against a difficulty based on how strong an effect the power will have. Your level in X Mastery determine the maximum difficulty you can attempt. Effects that do damage are best left for other powers like Special Attack, Telekinesis [Limitation: Only affects X], or Animation (any of which you might power stunt or multi-power with this one).

Keep in mind, you are not bringing X into existence- you are manipulating or calling it from your surroundings- so it may take time to arrive, depending on how near and abundant it is (This is the Narrator's call. Things that are nearby and abundant should take no time arriving, whereas things that are sparse and distant could take an entire scene to several days). You have an innate sense of how

TABLE 3-7. X MASTERY

Level	Range	Area	Max Task Difficulty	Example
1	1 mile	10 sq.	10	A few hours work (dig a hole)
2	10 miles	100 sq.	20	Weeks of work (dig a swimming pool)
3	100 miles	1 mile	30	Superhuman feat- months of work even w/ heavy machinery (dam a river)
4	1,000 miles	10 miles	40	Difficult even for a superhuman- years of work or even impossible (stop an earthquake)
5	10,000 miles	100 miles	50	Stop a volcanic eruption

Mastery Type	Typical Range of Mastery	Narrow [Limitation]	Broad [Enhancement]
Animals	Mammals, Sea Creatures, Reptiles, Nocturnal Animals, Insects	Bats, Cats, Fish, Frogs, Alligators, Ants, etc	The Animal Kingdom
Plants	All Plants	Trees, Flowers	N/A
Elemental Forces	Fire, Earth, Water, Electricity, Metal	Ice, Steam, Iron, Crystal, Light	Weather, the Four Elements (Fire, Earth, Wind, & Water)
Supernatural	Beasts, Demons, Undead	Dragons, Ghosts, Zombies	All Magical Monsters

near and abundant X is. X Mastery also takes a great deal of concentration- using the power takes your whole page.

One can use this power to call creatures to fight- but it requires a page of concentration and a Mind check to issue commands to the creatures- and if you fail, or the they are badly injured (taken down to half their Hits, or half their number are defeated) they will no longer follow the commands and leave. This power is not nearly as dominating as Mind Control- it does not supersede the instinct for self-preservation. Creatures are more often used for beasts of burden, scouting, etc.

BIO MANIPULATION POWERS

(Personal)

Bio Manipulation powers allow the user some incredible control over their own physical body, whether it is changing the physical makeup, size, shape, etc. These powers all have the "personal" quality, unless there is some sort of enhancement added.

BOOST

1-3 pts; Situational

This power increases one of your stats- but only under certain conditions or circumstances. The increase is 1pt in stat for 1pt in this power. An example of a conditional Boost would be a Brawn Boost that only occurs when the character becomes angry from taking damage. An example of a circumstantial Boost might be a Mind increase that only affects damage on energy blasts. The point of this power is to make it possible for someone to be a powerful energy projector without also needing to be super intelligent- to be incredibly skilled without also being superhumanly fast or smart, to be able to make a character who is more Strong than Tough or vice versa, etc. The point of the power is NOT to have characters who break the ceiling of 5 in a stat- though the Narrator can allow this if they want to. The listed uses for Boost are just examples- the Player and Narrator can work together to come up with one that suits their needs. The condition that triggers a Boost should be something that is temporary, and not necessarily in the character's control. The circumstance that a Boost is used under should only have one major application- i.e. only for

attacking, only for defending, only with a certain power, etc. This power might also represent that certain body parts are stronger/faster than others.

Example: A character who is a paraplegic may have an Agility of 0 based on how fast they can move, but they also might be a black belt in karate based on their upper body! So this character would have Boost 2 (Agility) with respect to their upper body only.

COPYCAT

2-10 pts

You have the power to copy the powers of anyone you observe using those powers. Every 2 levels in this power is 1 point worth of powers you can copy from an individual you observe using them. Normally, you have to touch the target (a successful attack roll resulting in no damage) to copy their powers, but this power can be bought with range at the same rate as “Special Attack”. A copied power has the same limitations and enhancements as the original (if you copy a level 2 power with a 1 point enhancement, you would need 6 points of Copycat). Copied powers are usually inherent within the target- gadgetry and machine powers cannot be copied unless an enhancement is taken to allow this.

Usually, copied powers only last for a scene, but this duration can be increased to an issue as a 1pt enhancement, or permanent for a 3pt enhancement. Narrators take warning- the permanent option should only be available to Villains or characters who are not controlled by the players. Each successive use of Copycat in a scene reduces your level in Copycat by 2. Your Copycat level is refreshed when the powers you copied wear off.

For Example: a character w/ 6pts of Copycat can duplicate up to 3pts of a power from a target. After touching the target, she copies 3pts of his super-running power. For the rest of that scene, she has super-running. Later, she can use 4pts of copycat to steal a 2pt Special Attack power, and finally with her remaining 2pts of Copycat can steal a 1pt Armor power from a target. At the end of the scene, the copied powers are gone, and she regains Copycat 6.

Note: Copycat linked with Nullify could be used to represent power stealing. This power’s point value should be allowed to be double that of the “power cap” of the campaign.

ALTERNATE POWER: SKILL MIMIC

(1-5pts)

Instead of copying a power, you copy skills. Each level in this power allows you to mimic one skill that you have observed, including the specialty. You can replace a skill with a new one that you observe. Your multiplier with a mimicked skill is based on your Level in this power or your own stat, whichever

is greater. Unlike Copycat, your Mimicked Skills are sustained between scenes and between issues. As a Limitation, you may only be able to mimic physical or mental skills.

DUPLICATION

1-5 pts

You are able to make clones of yourself. The clones share a single mind, and they are all “you”, possessing the same powers (but not gadgets) as you do. You know everything the clones know and vice-versa. Every page, you may move all of the clones, but only 1 can act (attack, activate a power, etc) per panel (if you have super-speed, though, you get to take more panels per page). You and your clones evenly divide your Hits up. If a clone takes more than this number of hits, it is destroyed. You and your clones may rejoin, pooling together the hits remaining between them. If a clone is destroyed, or unable to rejoin (at which point it is destroyed), you will be damaged (and unable to soak) the missing amount of hits. This damage is healed normally. Below is a chart showing how many clones you can have, and how many Hits each has based on your level in the power.

TABLE 3-8. DUPLICATION

Level	Total Number (Clones + Yourself)	Hits Each (Yourself & Clones)
1	2	50
2	5	20
3	10	10
4	20	5
5	50	2

Note that for combat purposes, because they have 50 hits or less, clones count as minions!

EXTRA LIMBS

1-3 pts; Sustained

You have extra arms, a prehensile tail, or something along those lines. At level 1, you have one extra limb, at level 2 you have a pair of extra limbs, and at level 3 you have four or more extra limbs. These extra limbs do not give you additional panels (see Super Speed or Paired Weapons). Instead they act as “assistants” on certain skill checks giving a +1 Dice bonus per level where the Narrator decides they would be helpful, such as balancing, climbing, making repairs, etc. Extra limbs also give this same Dice bonus to wrestling combat rolls.

Extra limbs can also get in the way, giving a -1 Dice penalty per level for certain things (disguising yourself for instance). As a 1 pt limitation, your extra limbs are not as functional as ordinary hands, able to grasp but not capable of fine manipulation.

Note: This power is listed as “Sustained”. This is assuming that the extra limbs are retractable. If they are not- if they are part of your body, they are instead permanent, and do not “turn off” even if you lose consciousness. This does not add or reduce the cost in any way.

GHOST FORM

1-3 pts; Maintained

You can become insubstantial, able to walk through walls, allow bullets pass through you, etc. You can still be harmed or affected by energy and mental attacks, however. While you are impervious to physical attacks, you also cannot manipulate the physical world either. While you can sink into the ground, you have no way of rising unless you also have Flight or some similar ability. If you only have the 2 pt version of this power, your form may only be partially insubstantial- such as turning into a liquid, or smoke- you would not be able to pass through air-tight barriers, for instance. The 1 pt version of this power leaves you semi-solid- you take half damage from physical attacks (energy and mental abilities still have the full effect on you), and squeezing through tight spaces [like under a door] is a slow process- taking an entire page to move 1 square. However, you are also able to manipulate physical objects and make physical attacks- though any dice results (damage or skills) are halved.

ALTERNATE POWER: ASTRAL PROJECTION:

Instead of turning physically into a ghost, you project a ghostly self from your body, which remains unconscious or in meditation. This astral form can move independently of your body. This power costs 4 points, but is otherwise similar to

Ghost Form 3. If your astral form or your body takes damage, the astral form disappears, and your body reawakens (with the damage). It is not uncommon to have this power linked with Teleportation, Dimensional Teleportation, or Invisibility.

GROWING

1-5 pts; Sustained

You can increase your size to many times normal depending on your level in the power.

The growth is proportional in all dimensions, effecting your size in squares and reach in combat. Your long legs let you use your Level in growing instead of Agility for determining how many squares you move. However, being so big makes it hard to fit through doors, etc. Your weight is also greatly increased by growing, but you can lift one half your weight (or the amount indicated by Brawn if it is higher). Because you can put more oomph behind your attacks (and can take more from foes) you get to add a +5 Result bonus per level in growing to all Brawn based rolls, including damage and soak. For resisting knock-back, add your level in Growing to your Brawn.

Your large body also has difficulty dodging attacks, suffering a Dice Penalty equal to your level in Growing on any rolls to defend yourself. If you hold off on your panel, or spend a Hero Die to interrupt, you can shrink to normal size in reaction to attacks, essentially turning off the Growing power to get rid of the Dice Penalty to defense against an incoming attack. Of course, you would need to turn Growing back on during your own panel.

Note: Size: Some creatures or machines are naturally large and do not actually “grow”. Instead they have “size”. Size is essentially levels of growing that are always turned on. So if a creature were listed as being Size 3, it is 50’ tall, weighs 10 tons, etc. Size costs the same as levels of growing.

TABLE 3-9. GROWING

Level	Height & Weight	Size & Reach	Result Bonus	Defense Dice Penalty
1	10’ tall, 1,000 lbs	1x1, 1 square	+5	-1
2	20’ tall, 2 tons	2x2, 2 squares	+10	-2
3	50’ tall, 10 tons	3x3, 3 squares	+15	-3
4	100’ tall, 50 tons	4x4, 4 squares	+20	-4
5	200’+ 150 tons	5x5, 5 squares	+25	-5



MIMIC

3-4 pts; Maintained

You can change into an inanimate object. At level 3, the object can be up to one Size larger than you (See Growing: Size), or two sizes smaller than you (see Shrinking: Size. Remember ordinary people are size "0"). If the function of the object is not mechanical or electronic, you can also reproduce the function. I.e. you can turn into a working hammer, but not a motorcycle or a remote control (you can still appear to be motorcycle, you just won't be able to move like one). If you want to transform into a working motorcycle, Shape-Shifting is a better option.

At level 4, you can choose to transform only part of your body, turning your hands into swords for example.

A few possible Limitations for this power: you can only turn into a certain kind of object; any object you turn into still looks like you (so you cannot use this ability to hide very well); or you cannot fully transform yourself.

SHAPE-SHIFTING

4 pts

This allows you to turn into an animal, monster, or possibly turn your body into metal, stone, or other substances. Regardless of the explanation, the power lets you rearrange your points for Brawn and Agility as you like (you keep your Mind). You can reduce the pool of stats by 1 point to instead receive 2pts of powers in this new form. This would be used to change into a creature with wings (granting the Flight power) or gills (granting Immunity to Drowning) etc. If you changed into a being of solid metal, you might gain Armor or Density Increase for example.

SHRINKING

1-5 pts; Sustained

You can decrease your size to minuscule proportions. For 1-4 levels, you shrink to small sizes, or for 5 levels you shrink to Molecular scale. If you have 1-4 levels in shrinking activated, use the rules that follow:

Levels 1-4: You get to add your levels in Shrinking as a Dice Bonus to Agility rolls, including attacks, defense, and Agility-based skills (you make a small target, and are harder to see, hit, etc). You can also fit in tight spaces, with 4 points enabling you to slip through any opening an ant could get through. Being small also makes falling less painful- you add your level to your Brawn when soaking falling damage.

Being small also has its disadvantages. For each point in Shrinking (up to 4), you have a -1 Dice penalty to all Brawn rolls

ALTERNATE POWER: DENSITY INCREASE:

Instead of physically growing your body, you only increase its mass. You have all the same effects of Growing except you do not change your height, size, movement, or reach. Weight increases as normal, and since it is distributed over less area, surfaces may not be able to support it. A surface supporting your weight takes 10 damage per point of Density Increase you have turned on each page. Density Increase is 1 point more expensive than Growing (so 3 levels of Density Increase costs 4 points).

HEALING

1-5 pts; Concentration

You may spend a panel in combat to heal damage by rolling your level in Healing as if it were a damage roll. Outside combat, you automatically heal 10 Hits/hour per level in Healing.

TABLE 3-10. SHRINKING

Level	Size	Agility Dice Bonus	Brawn Dice Penalty / Lift / Move	Knock-Back	Falling Soak
1	3' Tall	+1	-1, Lift Half , Move -2 Sq	Double	+1DM
2	1' Tall	+2	-2, Lift One-Quarter, Move -4 Sq	Quadruple	+2 DM
3	6" Tall	+3	-3, Lift One-Sixth, Move -6 Sq	x6	+3 DM
4	Ant Size	+4	-4, Lift One-Eighth, Move -8 Sq	x8	+4 DM
5	Molecular	N/A	N/A	N/A	N/A

(including Damage and Soak). While your Brawn stat remains unchanged, the amount you can lift is divided by double your level in Shrinking (so if you had 3 points of Shrinking activated, you could lift one-sixth your normal load). In addition, you are more easily knocked back by attacks- moving double your level in Shrinking times the distance you would have been knocked back (so if you would have been knocked back 3 feet, with 3 points of Shrinking, you instead are knocked back 18 feet). As a 1pt enhancement shrinking has no impact on your Brawn rolls, knock-back, or lifting ability.

While you are shrunk, your movement speed is reduced by twice your level in Shrinking in squares (if this reduces your movement to 0 or below, you move 1 square per page you sprint). You can also take a 1pt enhancement that shrinking does not affect your movement. Finally, as a 1pt enhancement, you can shrink reactively- meaning that even if you are normal sized, when an attack is coming at you, you can shrink out of the way- essentially turning on your Shrinking power and adding it as a Dice Bonus to your defense.

Level 5: Characters who shrink to the molecular level use different rules. You effectively seem to disappear to people of larger size- and you cannot see or interact with normal sized people or objects at all. Molecular-sized characters do not track movement at the normal scale- but instead use their normal movement at the “molecular scale” where they may indeed face many unique beings in a tiny universe. Ordinary obstacles do not stop molecular characters, who can simply

move between the molecules of an object in their way (though molecular scale obstacles and force fields are another story). Also, while at Molecular scale, for some reason, you do not need to breathe (it would be difficult to try and inhale those air molecules that are bigger than yourself). The maximum distance a molecular character can travel at normal scale is 1 square in a scene.

Example: Shrinking Man has been put into a cell with solid Unobtainium walls. He shrinks down to molecular size, and passes between the walls molecules. A while later, he emerges at normal size on the other side of the wall.

Note: Size: Some creatures or machines are naturally very small. They do not have “shrinking” they have “size”. Their size is represented as a negative number equal to the equivalent level in Shrinking. So a housecat would be a Size -2 creature. It is 1 foot tall, gets a +2 Dice bonus to all Agility rolls, -2 Dice Penalty on all Brawn rolls, and +2DM to Soak falling damage.

STRETCHING

1-5 pts; Sustained

You can stretch your limbs to reach far away objects. Your reach in combat is equal to twice your level in Stretching. Thus a character with 3 points can punch someone standing 6 squares away.

LOOK OUT HEROES...
YOU'VE STUMBLED UPON

THE NARRATOR'S SECTION



CHAPTER 4:

NARRATOR'S SECTION

RUNNING A SUPERS CAMPAIGN

CREATING A UNIVERSE

Find Inspiration: There is nothing wrong with getting ideas from other sources in your home games. If you really liked something from a movie, show, videogame, or book- use it. Change the name and some of the back-story if you want to keep the players from recognizing it. A twist can make things more interesting as well. Liked the powers of the magical Hero of that movie? Turn him into an evil alien from another dimension to use as a Villain.

Combining elements from two different sources can make something very interesting and unique.

Plot Something Out: You should figure out what some of the major themes will be of the campaign. Is this going to be a world where costumed crime-fighters are awarded the key to the city, or a world where society scorns all people with powers, as the government tries to round them up? Are there special laws regarding the use of super powers? Is this going to take place in a specialized setting?

Major Recurring Villains, Heroes, organizations, and VIPs should be determined in advance.

...And Make-Up the Rest: When plotting out the major themes of your universe, work in broad strokes- you don't need a lot of minute detail. This also leaves you free to improvise later on. Just be sure that you keep notes of things that you have added to the universe. This way, your universe will grow and expand as the campaign goes on.

Let the Players Help: Through backgrounds like Contacts, and through Subplots, the players can really help to flesh out the setting as well. Once they know the context of the universe, you can allow them to get creative in designing the world that their character interacts with. If a player has an Arch-Enemy, let the player build it. You can always make adjustments later. Does their character have a Romance or Rivalry with another hero? Have the player write down some notes about that hero.

USING AN ESTABLISHED UNIVERSE

One of the benefits of using an established superhero universe is that all the players typically know that universe. If a particular Villain shows up, they'll know if they should be scared, or if their character has a particular grudge against this guy. Of course, that is also one of the drawbacks of playing in an established universe- players' knowledge of the setting can make it hard to surprise the players. In addition, some players will have issues with how the game interacts with the 'canon' of the comics, movies, shows, etc. It also creates the problem of the Narrator essentially having to become an expert on the setting, while at the same time, trying to make it new & exciting.

However, running an established universe can also be fun, especially for a one-shot game where players are not likely to continue playing the same character over again.

Conversions: Converting your favorite characters from TV, movies, or the comics into BASH heroes or villains is a snap. Obviously, we cannot publish the stats and powers of characters licensed by other companies, but feel free to make your own conversions. One thing you could do is select an archetype that is close to the character you want to make, and customize it to make it the character you want.

Making characters from scratch works, too. A good method to use in order to make these conversions is to use certain characters from your favorite fiction universe as benchmarks equal to the various stats in BASH. For instance, pick the strongest hero in that universe, and set him as an example of a Brawn of 5. The fastest Hero becomes the example for an Agility of 5, etc. You should also use the guidelines provided with the stats on page 3 to help you figure out who fits where in regards to stats. You can also use official resources (like trading cards and other licensed RPGs) to get a ballpark estimate to do conversion to BASH. Don't worry about the character's point value while you're making the character- just do your best to make sure you have all the relevant powers & skills covered, and count up the point cost after the job is done. If you think the character is too expensive, some quick fixes include turning some powers into part of a multi-power, saving some of the more unusual ones for Power Stunts (and maybe taking the Versatile advantage), and making sure you have Limitations on all the powers that should have them. Also, don't forget the character's weakness if any.

As you convert characters, you will likely build up a veritable army that can be used for quick pick-up games as pre-generated characters or as opponents. Even if you are running a game set in a universe of your own design, a converted character with a different name, style, and possibly Hero/Villain status can allow the Narrator to “wing it” when a new character is needed on the spot.

Megapolis: Megapolis is the name of a city in an established universe for BASH! Converting the material to Ultimate Edition should not be too difficult for Narrators. You may decide that some of the characters belong at the World Class or Cosmic scale and convert them appropriately by adding to Stats and Powers. There will be an updated Megapolis: Year Two in the future for Ultimate Edition as well.

SCALE

You should decide what scale you want the campaign to be. Scale determines not only the amount of Character Points that the players get to spend, but also the challenges they'll face, and the stakes involved.

Your decision should be based on what you want the Heroes to do. Are you running a low-powered game where Heroes foil bank robberies? Use Mystery Men scale. If you want some simple Four-Color action, go with Street Level scale. If the fate of the Earth rests on the Heroes' shoulders each week, use World Class scale. If you want Heroes to interact with eternal entities of immeasurable power, and save entire galaxies in a day's work, you want Cosmic scale.

You should also feel free to adjust the number of Character Points the players can use. The four scales are meant to be a guideline, not a rule. If you want Street Level and World Class Heroes in play, go with 35 points. If you want to make sure people have Hero Points, you can even set the Scale higher than the number of points you gave to start (having 25 point characters in a 30 point game ensures that everyone gets 5 Hero Points).

The Narrator can also feel free to set limits on the powers that are allowed in the campaign. One way to do this is to set a maximum level in powers. In a campaign where there are very few super-powers, for example, the Narrator might declare that nobody can have more than 3 levels in any single power. Another way would be to make a list of specific powers or categories of powers that are capped or banned altogether. If you want to prohibit Teleportation, go ahead. Just be clear communicating the campaign rules with the players before they make their characters.

SETTING

To figure this out, you should ask yourself, “When do I want the campaign to take place?” If you want it to be in the modern world, then you may not need any special setting at all. If you want the game to take place in the past, however, you may want to consider one of the classic eras of comics (Gold, Silver, Bronze, or Iron Ages), or even Pulp setting. If you want a campaign that is out of this world entirely, in the future, etc, you may consider Sci-Fi, Fantasy, or Cosmic. For more on these special settings, see Chapter 5: Settings.

CAMPAIGN RULES

Lastly, you should figure out what, if any, special rules your campaign is going to use. Chapter 5 has a variety of settings that includes special rules for running them- but they can be used for any campaign. Feel free to mix and match any you like. So if you are running a Silver Age game, but still want to differentiate between Lethal and Stun damage, go ahead.

In addition, there is also the Appendix: Alternate Game Mechanics (see page 123) that has many rule variants for you to look into. Do you want to use an alternate dice mechanic? Alternatives to using square maps or miniatures? There are also some entirely optional rules, such as using Experience points.

Of course, you are also free to create special rules for your own campaign. If you want a really low-powered game, maybe no power can be more than 2 levels (or whatever cap you want to set). You might have special rules that reflect the story of the campaign. If you want all people with super-powers to have acquired them in some cosmic event two years ago, then players couldn't make characters who are ancient wizards. If you say there is no alien life, Heroes all are from Earth. You might even say that there are no super-powered beings at all- that all Heroes either have Intense Training powers or gadgets. Whatever you decide, be clear on it with the players from the beginning so they can build Heroes that fit your world.

FOCUS OF THE ISSUE: MYSTERIES, BRAWLS, OR SUBPLOTS

Something for the Narrator to consider when preparing to run a game is if it will be focusing on solving a Mystery, getting into a Brawl, or involving some of the character's Subplots (often it's a mix of these things, but the Narrator should decide what the main focus will be).

Mysteries are stories where the Heroes have to solve some sort of puzzle, and focus mostly on skills and interaction with other characters. This can involve anything from solving a crime, to finding (and deactivating) the bombs before they explode, to figuring out why the omnipotent entity is attacking the Earth [and hopefully how to stop it].

Brawls are stories focusing on big fights with big Villains, and lots of minions. These are certainly the easiest stories to write.

Stories focused on subplots are perhaps the most difficult to write, as they involve individual characters' lives beyond "being a hero". These have to be catered to the individual characters involved. They can also be the easiest to improvise, as each subplot gives you an instant story-hook that you can use with that character. Subplots can also be the most rewarding stories to run, and the easiest to interest Heroes into becoming involved in (since they're already involved).

Regardless of the type of story the Narrator should try to give ample attention to the style of play that the players like best, whether it is epic battles or subtle mysteries. Here are some other things to consider when first coming up with a story:

The Hook: Why is it that the Heroes are involved? Did the "Crime Alert" go off and direct them where to go? Did the "red phone" ring with the police commissioner asking for their help? Was there a Villain on the local TV news threatening to destroy the city? Did they just happen to be in the area when something happened? Did their elderly aunt who raised them have a heart attack? There are several ways to get the Heroes involved. Maybe they already are and the first scene of the issue is during a brawl with a villain. The Narrator should always consider the possibility that the players won't bite the plot-hook that comes up, and what happens if they don't (rather than "railroad" the players into being involved).

The Ending: A Narrator should probably have an open ending for a story. What if the bad guy got away? What if the Heroes never bothered to follow up on that lead at the start of the issue? The Narrator should prepare for these things, and can have them come up later.

For example: A Narrator ran a story-arc where one of the plot-hooks involved a new weapons technology that was being developed is stolen by a major crime-boss, and another involved a kidnapping of a VIP. The players began investigating the kidnapping, but ignored the weapons hook. Later on in the campaign, the Narrator could have gangs begin sporting these new weapons as a major plot point.

RUNNING MYSTERIES

One of the hardest things to run in role-playing is a good mystery, partly because there are plenty of things that the characters will know or be able to figure out that the players won't be able to, and vice-versa. Also, the players may not know what it is their characters should be looking for in the first place (unless they are real-life detectives).

Talking to Witnesses: Talking to people to gather information is also an important part of solving mysteries. This can be done either by role-playing out the conversation, or using dice rolls. If the Narrator has a specific person that the Heroes need to talk to in detail, it should be role-played out, especially if the person doesn't want to cooperate. If they are just questioning people in the general area, dice rolling can be expedient.

Talking to witnesses is a Mind roll, or can use the Investigation/Questioning, Streetwise/Gather Information skills. Don't forget that Appeal, Celebrity, Contacts, Menacing, or the Police Powers advantages can be very helpful in these sort of situations. The Narrator should decide first what exactly witnesses know, then decide what they reveal based on the rolls. In addition, it may be wise to simply forgo dice-rolling altogether and resolve the situation by role-playing- perhaps characters with certain advantages will automatically get certain information as a result.

Finding Clues: The Narrator may wish to use a single check to find one clue, but if there are multiple clues at the scene, the Narrator should use an Extended Check (see page 28), with cumulative results. This way, all of the players roll at once (which makes things faster), and all of them contribute to the number of clues found (so nobody feels worthless here).

If you really care "who found what" (normally it shouldn't matter), then the rolls count in order of largest to smallest (so if the players rolled 22, 15, 10, 8, and 5, [total of 60] the first clue is found by the player who rolled the 22 [bringing the total past 20], the second is found by the player who

rolled the 10 [bringing the total past 40], and the third clue was uncovered by the player who rolled the 5 [bringing the total up to 60].

When Heroes find clues, don't just tell them what they found- tell them the significance of the find. For instance, if the Heroes find the window is broken, tell them if the glass was broke from the inside or outside.

Prompting Other Skills: Instead of waiting for the players to state something like "does this stolen gem have any occult value?" the Narrator might instead say, "anyone with Occultism skill, please roll, using the Ritual specialty. Did anyone get a 20? Okay good- you realize that this is the Gem of Ishtar, which is said can be used in a ritual of resurrection." When writing a story, the Narrator would do well to list what skills might provide relevant information.

For example: A 20 Occultism/Ritual check realized that the Gem of Ishtar can be used in a ritual of resurrection. 20 Technology/Invent will recognize that the gem has properties useful in making a powerful laser weapon. A 20 Humanities/Foreign Cultures or 30 Social Science/History check will realize that the gem once belonged to the Turkish Sultan Ali the Magnificent. 10 Commerce/Appraisal will estimate the gem is worth \$10 million.

In this way, it is possible not only to introduce information that will put the Heroes on the Villain's trail, but also red-herrings. Is the gem going to be used to make a laser weapon, perform a ritual, or simply for money? This method also makes it possible for characters with various different skills to contribute to solving the case.

Have a Backup Plan: If the Heroes don't put the pieces together, the Narrator should have a backup plan for what happens. It could be some other person puts them back on track, or it could be that the perpetrator of the crime crosses paths with the Heroes, but the Narrator should never assume that the Heroes will follow all the breadcrumbs. Be prepared for them to veer off "the path"- and don't be afraid to let them.

BRAWLS

Brawls are the easiest sort of game to run for the Narrator, as long as the principle actors involved have combat statistics prepared. Here are some things that need to be figured out:

Why are they fighting?: If the plan is for the Heroes to battle a certain group of Villains (or better yet, face off against another Hero) there should be a good reason why. What did the Villain do? What does the Villain have that is worth fighting for, rather than simply evading capture? How did the Heroes find him- or did the Villain come after them?

Planning fights: Where does this battle take place? Is it in an abandoned construction site or junkyard, strewn with cover and potential weapons? Or is it in a busy street, surrounded by innocent bystanders that could get caught in the crossfire? The Narrator should consider what any bystanders are doing, and whether or not to have anything happen with them during the battle. The internal conflict to let the Villain escape in order to save the citizen is as important to the drama as the external conflict of the brawl itself.

The scenery is also important. What is around that can be used as cover or weapons? How much punishment can the area take in terms of collateral damage? A construction site will likely have plenty of metal I-beams for instance.

What if there is no fight?: Sometimes, Heroes will find ways to avoid an obvious fight- and they should be allowed. Don't forget that you can challenge the Heroes physically without involving combat. Saving people from a burning building, holding up a support beam to prevent a cave-in, or stopping a runaway truck are all things that Heroes can do to flex test their might without fighting anyone.

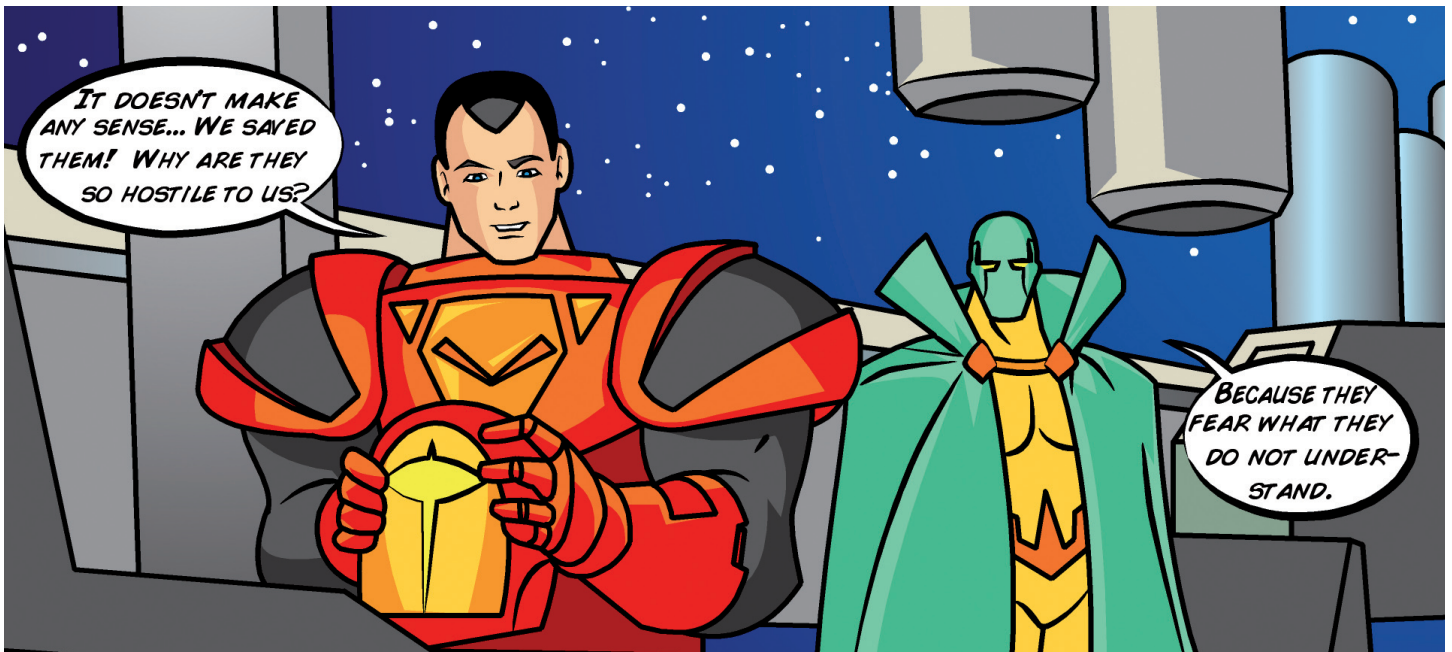
After the fight: After the conflict, the Heroes need to follow through with some questions. Were any civilians hurt? Have the authorities been contacted? Did the Heroes cause any unforgivable property damage? What was the bad guy after? Was he working alone? What happens next as a result?

SUBPLOTS

As an option, the Narrator can have the players come up with subplots for their characters. A subplot is a recurring theme that affects their character. These might be friendships, romances, rivalries, feuds, or various other interactions. They can occur in a Hero's personal life, at work or school, or in their Super ID.

When a character is created, the Player should come up with three Subplots; one Super, one Personal, and one Professional. As the campaign continues, they will be able to add more as their character develops and interacts with the game universe.

Each issue where a Hero deals with a subplot the Narrator brings up, the Narrator may award 1-3 Hero Points, depending on how serious the situation was. Likewise, if the Hero completely avoids dealing with a subplot, the Narrator may give Setbacks.



TYPES OF SUBPLOTS

Super: These subplots deal with your life as a Superhero. Here are some ideas:

- *Hatred of/by a certain Villain*
- *Unexplained Origin*
- *Friendship with another Hero, a plucky reporter, etc.*
- *Love interest for/by another Hero, plucky reporter, or even a Villain in your Super ID*
- *Rivalry with another Hero, a newspaper editor, politician, etc.*

Personal: These subplots involve relationships with family and friends, outside the mask. It can even be some internal conflict like losing one's confidence. Some ideas:

- *Lost memories*
- *Ailing loved one*
- *Love interest in your Secret ID*
- *Tense friendship*
- *Personal demons*

Professional: These subplots deal with work or school. Even a wealthy playboy likely has a variety of charity benefits, parties, board meetings, and a full social calendar. Some ideas:

- *Chronic failure (always missing deadlines, experiments don't work, investments lost, etc)*
- *Jerk/Incompetent boss*
- *Competitive rivalry*
- *Money troubles (works best for characters with Resources or Destitute)*
- *Corporate intrigue*
- *Publicity*
- *Ambition*

RANDOM EVENTS

Narrators don't need to have everything planned in advance. Some of the best adventures are run off the cuff, and sometimes the Heroes just go looking for trouble. This section is a guide on using Random Event tables, and incorporating them into your game.

Generating an Issue: So you are Narrating a game tonight, and have nothing prepared. Don't panic. Often, you can craft something using the Heroes' subplots, but the Random Events table can be used to create an entire Issue's worth of gaming. Simply roll on the Random events table three times, in any neighborhood you want. You could use the same neighborhood three times, or use all three once, or any other combination. Each event is tied to the next event. If you use the Hero's subplots and personal back-story, this will be even easier. If you want a longer, more involved story, you can use more than three rolls. You could also just roll once, to come up with a random scene to place the Heroes in.

Example: The Narrator decides the story will take place downtown. He rolls at x1 and gets 7, 11, and 14. So the story begins with a Routine event, something from the Hero's Life, and ends with Something Strange. The Narrator rolls again and determines that the story begins with a person who looks scared, that another Hero needs help, and that there is a Magic Anomaly. Piecing these together, the Narrator comes up with a story. The scared individual is raving that he saw demons in the park. The Hero checks it out, and finds another Hero (a Sorcerer) fighting the demons, but being overwhelmed. After aiding the Sorcerer, they have to team up to stop the strange magic anomaly- and close the gateway

to the demons' dimension. With this outline, the Narrator is ready to run the issue.

Going on Patrol: Heroes don't just wait for a mystery to land in their laps. Often, they go out looking for crimes to stop or citizens in need of their help. Every 20 minutes spent patrolling a neighborhood, there is a 1 in 6 chance of a Random Event occurring. If an event occurs, roll on the chart (x1 and remember Doubles explode) for the neighborhood to see what type of event occurs. Then, roll on the Event Type chart (x1) to see exactly what is going on. Note- that the Hero may not immediately be aware of an event like a cat-burglary- the roll simply indicates that is what is happening. You could call for a notice check for the Hero to actually see anything.

RANDOM EVENTS TABLES

The types of events are determined by the neighborhood on the following charts:

EVENT TYPES BY NEIGHBORHOOD

Slum: A bad neighborhood with a high crime rate- patrols here are rarely boring!

Roll	Event Type
3-4	Routine
5-6	Violent Crime
7-8	Crime
9-10	Emergency
11-12	Hero's Life
13+	Something Strange

Downtown / Midtown: Where most of the city's business gets done- a high traffic area.

Roll	Event Type
3-4	Violent Crime
5-6	Crime
7-8	Routine
9-10	Emergency
11-12	Hero's Life
13+	Something Strange

Uptown / Suburbs: A haven for the middle and upper-class, this area has low crime, but for some reason, attracts strangeness.

Roll	Event Type
3-4	Crime
5-6	Something Strange
7-8	Routine
9-10	Emergency
11-12	Hero's Life
13+	Violent Crime

SPECIFIC EVENTS BY TYPE

Violent Crime: This is why most Heroes put on the mask. Criminals are going to hurt people- they must be stopped!

Roll	Event Type
3	Hostage situation
4	Young woman attacked
5	Gang activity
6-7	Mugging
8-9	Convenience store robbery
10	Bank robbery
11	Explosion
12	Armored car robbery
13+	Police under fire

Crime: Not necessarily violent, but something that should be stopped nevertheless.

Roll	Event Type
3	Drug deal
4	Smash & grab robbery
5-6	Fencing stolen goods / chop shop
7	Graffiti / Vandalism
8	Burglary
9-10	Purse snatching / pick-pocket
11-12	Person chased by thugs
13+	Cat-burglar

Routine: Business as usual for a superhero. Some of these situations are more serious than others.

Roll	Event Type
3	Missing/lost child
4-5	Person looks lost/scared
6	Street fair / parade / public event
7	Serious traffic violation
8	Reporters want comment
9-10	Stranger taking pictures of Hero
11-12	Protest / rally
13+	Cat in a tree... seriously

Something Strange: Something weird is going on.

Roll	Event Type
3	Temporal anomaly
4	Magic / dimensional anomaly
5-6	Escaped zoo animal on the loose
7-8	Suspicious-looking person
9-10	Person being shadowed
11-12	Monster movie being filmed
13+	Super-science / dimensional anomaly

Emergency: There are people in trouble!

Roll	Event Type
3	Tanker truck / school bus / helicopter out of control
4	Fire truck / ambulance blocked by traffic
5-6	Fire / medical emergency
7	Kids doing something dangerous
8	High speed chase
9-10	Serious accident / window washer falling
11-12	Suicide jumper
13+	Bomb squad

Hero's Life: Sometimes, people in the Hero's personal life or career show up while they are in Super ID, other times, they run into other Heroes or super-villains by chance. Other times, they run into autograph hounds!

Roll	Event Type
3-4	Fake cries for help lead to ambush
5	Fans want autographs / haters boo Hero
6-7	Superhero needs help
8	Hero's secret ID work related issue
9	Hero's secret ID personal issue
10	Hero's super ID issue
11+	Super-villain chance encounter

MAKING CUSTOM RANDOM EVENTS TABLES

You can also make your own custom tables. You could even make a separate table for each Hero if you want. These tables can easily be swapped into the "Hero's Life" category for these characters. A good way to do this is to look at their subplots, advantages, disadvantages, and think about characters that they've been interacting with (villains, contacts, other superheroes) and incorporate those into the chart. Events that take place at "3" and "13+" should be very rare events. As the events move closer to "7", they become increasingly

common. You should have at least six random events to make a good chart of possibilities. As these items come up, you might want to replace or alter them between issues to keep up with changes in the storyline. If the Hero put his Arch-Enemy in prison last issue, running into him again at the start of the next issue might be annoying!

VILLAINS

Mechanically, Villains work almost exactly the same as Heroes. A major exception is that they lose when they tie on a dice roll, and that any rounding is done against their favor. Instead of spending Hero Points and Hero dice, Villains spend Setbacks and Villain dice. Villains also use some different Advantages that Heroes.

ROLE-PLAYING VILLAINS

The most important thing when role playing any Villain is understanding their motivation. What is it that drives this person to put on a costume in the name of evil? Does the Villain even consider himself evil? What makes a character villainous is not always their motivation, but the lengths to which they will pursue it. As they say, "the road to Hell is paved with good intentions." A Villain who has convinced himself that the only way to save humanity is to destroy a major city, for example, would still be a Villain, even if his plan succeeded.

Often, a Villain's motivation is tied to their Mental Malfunction, but this is not always the case. If you know the Villain's motivation, you can more easily decide how that Villain will act, or to come up with story-arcs. Here are some sample Villain motivations:

Order- This does not seem at first glance to be a very evil motivation, but the means by which the Villain seeks to bring it about may be-- world conquest, killing criminals for even minor offenses, having society rebuild itself from the ashes, etc.

Chaos- The Villain wants to destroy for the sake of destruction, with little reason to guide his actions. Sometimes this may follow a theme.

Theme- The Villain has an uncontrollable attraction to a certain theme, and often tries to steal things that fit the theme. A Villain with a triangle as a major theme may always attack locations with the number three in the name, for instance, while a bird-themed Villain may always be trying to steal bird-themed art or stealing rare birds from the zoo, etc.

Hatred- The Villain has hatred against a specific person or group, and is motivated to harm or discredit them at all times.

Greed- The Villain wants to steal or destroy simply to get rich.

Such a Villain would be susceptible to bribes.

Power- The Villain thinks that all people should be under his rule, and that anyone who gets in the way should be crushed.

Thrills- The Villain steals or kills simply for his own amusement.

VILLAINOUS ADVANTAGES

Here are some special advantages designed especially for Villains. Villains can still take all the regular advantages (and disadvantages) but these are designed especially for them.

Untouchable: This Villain is always somehow able to avoid punishment for his crimes. He might have diplomatic immunity, an army of undefeatable lawyers, always be able to pin the blame on someone else, etc. If this Villain is ever arrested, he'll be out on the street within 24 hours.

Arch-Villain: This Villain is known and feared by many, for his power, imagination, and ruthlessness. An Arch-Villain can spend three Setbacks to create a Villain Die instead of the usual five Setbacks. Only a small few Villains in the game should be given this advantage, and even still, only one should be able to utilize it in any given issue.

Devoted Henchmen: This Villain has an army of loyal minions, who would even die for their master. A Villain with the Devoted Henchmen advantage can use them to give himself a Dice Bonus on attacks, as if they were assisting him on a skill check. In addition, whenever this Villain is hit by an attack, the Villain can spend a Setback to make one of the minions take the hit instead. Devoted henchmen are often robots, undead, animals, brainwashed, etc.

VILLAINOUS DISADVANTAGES

Moral Code: The Villain acts by some (albeit twisted) code of ethics. A Villain who has no compunctions against murder, for example, may refuse to harm anyone "innocent" (of course, since the Villain is the judge of who is innocent, this would usually exclude the Heroes). Another Villain might always keep his word (granted, in such a manner that is to his own benefit most of the time). Such Villains are still evil (even if

FOOLS!

*DID YOU REALLY THINK THAT YOU
COULD DEFEAT ME IN MY OWN LAIR?
YOU ONLY REMAIN ALIVE TO BEAR
WITNESS TO MY MASTERSTROKE!
THEN I SHALL RULE THE WORLD!
MWA-HA-HA-HA-HA!*



HEROES KNOW BETTER THAN TO INTERRUPT A VILLAIN WHEN HE'S GIVING A MONOLOGUE...

they don't think they are), but they have a grain of integrity, and are a little bit more predictable as a result.

VILLAIN DICE

Villain Dice work exactly the same as Hero Dice, but can only be used by Villains (not by minions). The Narrator can spend 5 Setbacks to turn them into a Villain Die, and some Heroes may have a disadvantage that give a specific Villain a Villain Die. The Narrator spends the Villain Die the same way that a player spends a Hero Die.

SPECIAL USES FOR VILLAIN DICE

In addition to the effects that Heroes can pull off with Hero Dice, a Villain can gain some other special effects by using a Villain Die.

Deus Ex Machina: This is a Villain's ability to somehow get away, or survive when everyone thought it was impossible. When you spend a Villain Die, the Villain somehow evades capture (used an escape pod, seems to be killed in an accident, etc). If the Villain apparently dies (fell off a cliff, or was buried under rubble), no body is found. Even if everyone saw the Villain destroyed, it will turn out that only a robot decoy was destroyed. Meanwhile, the Villain is still out there, plotting

revenge. The Narrator should only use this ability sparingly, however, as it might begin to really annoy the players. Giving the players a few Hero Points might lessen the sting.

Monologue: The Villain begins giving a long-winded speech, about how his plans cannot be stopped, how he did everything up till now, how he is going to destroy the Heroes, etc. If the Villain is out-numbered by the Heroes (don't include minions in this comparison), the Villain adds +20 Hits per Hero outnumbering him for the rest of the scene, even if this brings the total Hits above 100. If the Heroes interrupt the monologue and attack, the Villain gains +30 Hits per Hero! The Narrator should use a Monologue for some big epic battle at the end of a story-arc. It makes it possible for one Villain to pose a threat to even a large group of Heroes.

MINIONS

Villains (and sometimes Heroes) don't always go it alone. Sometimes, they have groups of normal people working for them. These goons, thugs, brutes, and henchmen go by the common name "minions" in BASH. The main difference between minions and everybody else, is their number of hits- they only have 10-50 hits each. Minions can have powers, but they tend not to have much (3 points as a guideline for minor threats). Note that normal police, or even innocent bystanders are also rated as minions for purposes of how much damage they can take.

In combat, minions do not fight like Heroes or Villains. Main characters have a much easier time fighting minions. To make combat go faster, minions do not roll Defense checks to dodge attacks when fighting Heroes (they do roll against other minions, however). Instead, the Narrator just multiplies their Defense times seven (plus modifiers), an average result. This is the minion's "Average Defense" (also called passive defense) and is the number a hero needs to roll to strike the minion.

In turn, when minions attack heroes, the minions use an Average Attack (Agility x7 [+Modifiers]) to strike the hero. If



the Hero's Defense roll is equal or better than the minion's Attack, the attack misses. Using Average Attack and Defense will make combat go much faster than actually rolling for every minion on every attack or dodge. Note, that against Villains, Average Defense or Attack are not an option (fights with Villains are more dramatic, and thus, worthy of actual dice rolls).

In turn, Minions also have static soak values- as if they always rolled a "5" on their soak roll. This also speeds up combat both by eliminating dice rolls and by ensuring more damage gets through on average against minions.

TABLE 4-1. MINION RATINGS

# Hits	Example
10	Normal Person: An old lady, a child, a waiter, scientist, bystander, etc.
20	Grunt: Army Private, Cop, Standard goon
30	Tough Guy: Navy Seal, Ninja, SWAT
40	Dangerous: Either supernatural or technologically equipped to be resilient beyond normal capabilities.
50	Powerful: Difficult even for super heroes to deal with- An Ogre or Android might be a good example.

Gang Rules: Rather than have a Hero roll many individual Defense rolls, a Narrator can just have the Hero roll once against an entire gang of minions. In this way, a Narrator can run a battle between dozens of minions and Heroes without slowing things down. Each additional minion beyond the first adds 5 Result bonus to their total attack value. If a Hero is hit, every 5 s/he was hit by is an additional minion that succeeded. All the minions that hit roll a single damage roll- with the extra hits being a Dice Bonus. Minion gangs should be limited to six at a time.

An easy way to track how many hits a Hero took is to count down by fives from the gang's attack value. Each count that is higher than the opponent's defense roll is a hit. A count that is equal to or less than the Hero's roll is a miss (at which point stop counting down). Remember to stop counting down once all the minions in the group hit (each can only hit once). The Dice bonus to damage will be one less than the count of successful hits.

Example: A gang of four minions with a Base attack of 14 has a total attack value of 29 (14+15 = 29). The Hero rolled 22 on Defense. The Narrator counts down "29", "24", "19"

WHEN MINIONS ATTACK EACH OTHER

This situation might occur when the Heroes arrive on the scene as the Police are exchanging gunfire with a group of bank-robbers. Normally minions don't roll dice to hit- but when fighting one another they have to- otherwise whichever side had the higher Agility would always win. Rolling attacks and damage normally would work, but it would take too long- especially too much time to spend on minions. Instead a single d6 roll is all that is needed to decide the winner in a contest between two minions. Compare their points value- Every 5 points higher gives a +1 bonus to that side. After comparing the dice rolls (with the bonus added) the minion whose roll is lower, is defeated. In the case of a tie, the minions will continue their fight into the next page. If you want minion fights to last longer, you can declare that the loser must lose by 2 or even 3 to be "defeated". You could even use this same system to quickly run fights between other Heroes and Villains that the players are not involved in (maybe they have to lose 3 times to be "defeated").

A tip for making minion on minion fights even faster is to use pairs of dice, coded by color (black d6 for the evil minions, white for the good minions). You can even roll for an entire large group battle by having pairs of dice that are the same color but marked differently- with pips representing the good minions and numbers representing the bad minions for example.

and the Hero indicates he beat a 19- so the Narrator says he was hit twice. This results in a +1 dice bonus to damage (2 hits -1 = 1). The Narrator rolls the damage with a +1 dice bonus.

Burst attacks work a bit differently under Gang rules. The burst does not do any additional damage, but the chance of it doing damage is increased. Each additional minion attacking a burst gives all the defenders within the burst a -2 Result penalty to their Defense or Athletics/Acrobatics roll. So if five minions were attacking a burst, everyone would have a -8 Result penalty to their defense roll. So a Hero who rolled a 27 would still end up taking full damage in this case (27-8 =19).

The Domino Effect: It is quite easy for Heroes (or Villains) to take down multiple minions simultaneously, because the minions would be clearly outmatched. If a character successfully takes down a minion with a hand to hand attack (not a Burst attack), s/he may attack another minion within reach. If that minion is also taken down, the process continues

until the character fails to take a minion down with a single attack. Note, attacking several minions only counts as a single attack panel. If a character has super speed, s/he could conceivably attack multiple groups of minions. Super Running and Stretching are good powers to have when dealing with minions who are not close together.

If the Narrator is employing the minions as gangs rather than individuals, the Heroes can choose to attack an entire gang at once. Every 5 beyond the minion's base average Defense indicates an additional minion was hit. The Hero rolls damage once and this applies to all the minions that were hit. When a Hero attacks a group like this, don't apply the Domino Effect.

Mobs: Some of the minions presented below are listed as mobs, crowds, or hordes. These each represent dozens in a group. They are not a "gang" coordinating an attack, but rather a chaotic mass, more dangerous because of its combined size, though far less organized. A mob counts as a single minion. To make a mob, give any minion +1 Agility (they are much harder to avoid), +20 Hits (to a maximum of 50), increase Size by 3. They are not especially fast, but mobs are good at using their mass to grab opponents. Once an opponent is held, the mob automatically hits with a regular attack each page the victim remains held. Needless to say, a mob of cultists would be far more deadly (although less coordinated) than a gang of several. When deciding to use a mob or gang, consider mobs will do and take more damage- but hit less often than a gang. Also, mobs represent dozens of people, take up a 3x3 square area, etc. For larger crowds, it is possible for multiple mobs to attack together using the gang rules!

EXAMPLE MINIONS

Points Values: Minions points values are a bit different from Heroes, because they have less Hits. Every 10 hits the minion has less than 60, is a -1 reduction in its points value. The points value is also -1 if the minion is unarmed and has no special means to defend itself (see Innocent Bystander). If the minions are armed with advanced equipment, like energy cannons, add +1 to their points value.

Alien Shock Trooper 10pts

The first wave of attack from alien invaders.

B2 A2 M1

20 Hits/25 Soak

Attack 14 Defend 14

Armor 3

Blaster Carbine: x5 Dmg, range 20; Three Energy Grenades x6 Dmg, Medium Burst, Range 10

Alien Squad Leader 19pts

Leader of a squad of invading aliens.

B2 A3 M2

40 Hits/25 Soak Attack 21 Defend 21

Armor 3; Off-Hand Shooting;

*Blaster Pistol: x3 Dmg, range 10; Energy Sword x3+10 Dmg
[Enhancement: x5+10 Dmg vs. Armor]*

Bruisers 7pts

Local toughs who pick on the weak.

B2 A1 M1

20 Hits/10 Soak (20 Soak vs. Unarmed)

Attack 14 Defend 7

*Martial Arts Mastery 1: Tough Style; Unarmed Technique 2
(+1Hit, +1DM).*

Punch (x3 Dmg), Two-By-Four (x2+10 Dmg)

Cops 6pts

Police are quite capable of taking on ordinary criminals, but often need help when facing super-villains.

B1 A1 M1

20 Hits/10 Soak Attack 14 Defend 7

*Kevlar: Armor 1, Weapon Technique: +1 hit [Enhancement:
All Weapons],*

*Pistol: (x2 Dmg, Range 10); Shotgun: (x3 Dmg, Range 5,
Small Burst); Nightstick: (x2+5 Dmg); Punch (x1 Dmg)*

Cultist 5pts

Crazed followers who obey their leaders' orders without question, even if it means death. So single-minded are they, that using mental powers on them is nigh-impossible.

B1 A1 M2

10 Hits/5 Soak Attack 7 Defend 7

Mind Shield 2 (42 Mental Defense)

Sacrificial Knife: x1+5 Dmg (Range 3)

Cultist Fanatical Mob 12pts

A raving mob of dozens of crazed cultists, ordered by their master to attack...

B1 A2 M2

30 Hits/20 Soak Attack 14 Defend 8

Mind Shield 2 (42 Mental Defense), Size 3

Sacrificial Knife: x1+20 Dmg (Range 3), Grab 22

Demons 19pts

Supernatural incarnations of evil, seeking souls for their master.

B3 A3 M1

50 Hits/15 Soak Attack 21 Defend 21

*Fangs & Claws: Special Attack +1DM (x4 Dmg); Wings: Flight
2 (10 Squares); Soul Drain: Continual Damage x3.*

Eldritch Horror 18pts

A creature from beyond man's nightmares, such monsters are abundant in dimensions home to elder evils.

B3 A2 M0

40 Hits/15 Soak Attack 21 Defend 14

*Claws/Bite: Special Attack 2 +1 Hit +1DM (x4 Dmg);
Clinging; Boost 3 Mind with Horrid Sounds; Horrid Sounds:
Daze, Medium Burst*

Hatchet-Men 1pt

Individually weak and expendable, these brutes often attack with far superior numbers and gang up on their enemies.

B1 A1 M1

10 Hits/10 Soak Attack 7 Defend 7

Hatchet: x2+5 Dmg, Knife: x1+5 (range 3)

Henchmen 5pts

A super-villain's private army. If you want you can upgrade them to have energy weapons.

B1 A1 M1

20 Hits/10 Soak Attack 14 Defend 7

*Weapon Tech 1 (+1 Hit)[Enhancement: All
Ranged], Uniform Body-Armor: Armor 1*

Equipment: *Pistol (Range 10 x2 Dmg), Assault Rifle (Range
20 x4 Dmg), Punch (7 hit, x1 Dmg)*

Innocent Bystander Opts

An ordinary person in the wrong place at the wrong time.

B1 A1 M1

10 Hits/5 Soak Attack 7 Defend 7

Clumsy Punches: (x1 Dmg)

Crowd of Bystanders 7pts

A large group of dozens of ordinary people.

B1 A2 M1

30 Hits/20 Soak Attack 14 Defend 8

Size 3

Clumsy Punches: (x1+15 Dmg), Grab 22

Soldiers 8pts

Military rank and file, they often coordinate their strikes (fight using the gang rules to hit).

B1 A1 M1

20 Hits/10 Soak Attack 14 Defend 7

*Kevlar: Armor 1, Weapon Technique: +1 hit [Enhancement:
All Weapons], Fleet of Foot, Double Taps*

*Assault Rifle: (x4 Dmg, Range 20, Full Auto); Grenade: (x5
Dmg, Range 5, Medium Burst); Punch (x1 Dmg)*

Swat Team/Special Forces 15pts

An elite strike team that fights threats at home or abroad.

B2 A2 M2

30 Hits/20 Soak Attack 21 Defend 14, 28

Hand to Hand Martial Arts Mastery 2 (Defensive, Grappling & Tricky Styles), Weapon Technique 2 (+1 Hit, +1DM)

[Enhancement: All weapons] Heavy Kevlar: Armor 2

Assault Rifle (Range 20, x5 Dmg), Boot Knife (x2+10 Dmg, Range 6 thrown), Unarmed (x3 Dmg)

Ghosts 23 pts

Disembodied spirits of the dead, may be wrathful, or merely mischievous.

B1 A3 M3

40 Hits/5 Soak Attack 21 Defend 21

Ghost Form 3 [Enhancement: Second Nature, Limitation: Always On], Telekinesis 2 [Limitation: Range: Touch], Mind Control (Possession) 5, Hover 2, Flight 2 (10 Squares), Invisibility 1

Weaknesses: Silver Weapons & Holy attacks do double damage

Advantage: Unliving

Giant Hunter Robots 27pts

Designed to fight and capture meta-humans, they can adapt to resist their abilities.

B3 A2 M2

50 Hits/35 Soak Attack 14 Defend 8

Size 3 (3x3 Squares, Reach 3, +15 Brawn & Soak); Armor 1 (x4 Soak); Immunity 2 [Enhancement: Variable (they can only be immune to 2 things at a time)], Energy Blast: Special

Attack 3 [Enhancement: Variable]; Flight 3 (15 Squares)

Negating Weakness: The robot shuts down if its computer core is rewired or hacked. A 50 Technology/Sabotage or Computers/Hacking extended check can do this- but first you

need to get at the wiring.

Advantage: Unliving

Headhunters 6pts

Brutal headhunters or cannibals attack with great fury and no warning.

B1 A2 M1

10 Hits/5 Soak Attack 14 Defend 14

Poison Spears: Continual Damage 3 (x3 Dmg, Range 5) [Each carries only one such spear]

Bow: (x3 Dmg, Range 20)

Minor Security Bots 14pts

Small robots that zip around as security cameras, and can also swarm intruders and raise the alarm.

B1 A3 M2

10 Hits/5 Soak Attack 28 Defend 28

Laser Beam: Special Attack 4 (Mid Range, x4 Dmg); Hover (12 Squares); Flight 2 (10 Squares); Advantage: Unliving

Major Security Bots 23pts

Tough robots assigned to guard sensitive materials.

B3 A3 M2

50 Hits/25 Soak Attack 21 Defend 21

Laser Beam: Special Attack 5 (Mid Range, x5 Dmg); Super

Running 1 (12 sq), Armor 2

Advantage: Unliving

Mobsters/Gangsters 3pts

A group of lowlife enforcers often hired for muscle work.

B1 A1 M1

20 Hits/5 Soak

SMG Technique +1 hit.

Equipment: *Sub Machinegun (Attack 14, Range 20, x4 dmg,*

Full Auto, 10 Ammo)

Ninja 12pts

A secret group of Far-Eastern Assassins.

B2 A2 M2

30 Hits/10 Soak Attack 14 Defend 14

Katana Technique: +1DM Unarmed Technique +1 hit (21 hit x2 Dmg), Martial Arts Mastery 1 (Ninjitsu, x3 Priority).

Shuriken: Range 6 (x1 +10 Dmg); Katana: (x3+10 Dmg)

Pirates 4pts

A band of antiquated buccaneers ravaging high seas like is 1699. Of course, you could change their weapons to energy weapons and make them into "space pirates".

B1 A1 M1

20 Hits/5 Soak Attack 14 Defend 7

Sword Technique +1 Hit, Pistol Technique: +1 Hit

Sword (x2+5 Dmg); Flintlock Pistol (x2 Dmg, Range 10, only has 1 shot)

Zombie 1pt

The living dead, brought to life by evil magic, they either serve a master, or wander in search of brains...

B2 A1 M0

10 Hits/10 Soak Attack 7 Defend 7

Bite: (x2 Dmg), Grab 14; Advantage: Unliving.

Zombie Horde 6pts

A massive mob of zombies, far more dangerous than they look. They just keep coming...

B2 A1 M0

30 Hits/25 Soak Attack 7 Defend 4

Size 3, Bites: (x2+15 Dmg), Grab 29; Advantage: Unliving

ANIMALS

Animals are usually considered minions unless they are somebody's Pet, or are the main threat of the scene [then upgrade them to Villains by rolling their attacks, defenses, & soak; and raise them to 100 Hits]. All normal animals have the Non-Sentience Advantage, which gives them a base x3 to notice anything if they have 1 Mind. Making an animal giant is simply a matter of adding Size to it [remember to figure in the effect on Soak and Defend traits]. You could make a stampeding herd by using the Mob rules.

Guard Dogs/Wolves 10pts

Man's best friend trained to attack intruders viciously, or wild canines who hunt in packs.

B2 A3 M1

20 Hits/10 Soak Attack 21 Defend 21

Bite +1DM (x3 Dmg), Fleet of Foot (12 squares)

Skills: Athlete x4/Running, Stealth/Prowling, Outdoor/Tracking

Bear 12pts

Big, grouchy, and shaggy; bears are not easily beaten even by the super-heroic.

B3 A2 M1

50 Hits/20 Soak Attack 12 Defend 12

Claws & Bite: Special Attack (x4+5 Dmg), Paired Weapons (Attack 10), Size 1 (+5 Brawn & Soak)

Skills: Athlete/Climbing, Stealth/Prowling, Outdoor/Tracking

Big Cats 14pts

Powerfully built Lions, Tigers, and Jaguars, or lithe Cheetahs*

B2 A3 M1

40 Hits/15 Soak Attack 21 Defend 18

Bite or Claw: Special Attack 1 (x3+5 dmg); Size 1 (+5 Brawn & Soak), Attack Weak Point

Skills: Athlete/Climbing, Stealth/Hiding & Prowling, Outdoor/Tracking

*Cheetahs also have Super Running 1 (12 squares), but only 30 Hits

Crocodile 13pts

Stealthy predators that hide in the water, these giant reptiles try to catch their prey unaware and then drag it below the water (use wrestling).

B2 A1 M1

30 Hits/15 Soak Attack 14 Defend 7

Bite: Special Attack 2 (+1 Hit, x3 Dmg); Tough Hide: Armor 1; Super Swimming 2 (6 squares); Martial Arts Mastery: Wrestling, Skillful 2

Skills: Athletics x2/Swimming, Stealth x3/Hide, Outdoor/Tracking

Elephant 18pts

A gentle giant, that can become terrifying when provoked. A charging elephant is something to be very afraid of (treat as body slam).

B4 A2 M1

50 Hits/35 Soak Attack 14 Defend 10

Tusk Gore: Special Attack +1DM (x5+10 dmg) 1pt, Tough Hide: Armor 1; Fleet of Foot (8 squares); Size 2 (2x2 squares, 2 reach, +10 Brawn & Soak)

Skills: Athletics x3/Running, Outdoor/Direction Sense

Rhino 14pts

As tough as they come, and ornery to boot, Rhinos prefer to charge as their method of attack (treat as body slam).

B3 A2 M1

40 Hits/25 Soak Attack 14 Defend 12

Fleet of Foot (8 squares); Horn Gore: Special Attack 1 (x4 Dmg); Size 1 (+5 Brawn & Soak); Tough Hide: Armor 1

Skills: Athletics x3/Running, Outdoor/Direction Sense

Snake, Viper 10pts

Cobras, pit vipers, boom-slugs, and various other poisonous snakes fit in this category. They may be small, but they can be deadly.

B1 A3 M1

10 Hits/3 Soak Attack 27 Defend 27

Lightning Fast: Boost 1 Agility (Priority Only); Venomous Bite: Continual Damage 3 (x4 Dmg) [limitation: Single Use—the snake only has so much venom], Size -2 (Move 8 squares)

Skills: Stealth/Hide, Athletics/Climb, Outdoor/Jungle Survival

Snake, Constrictor 11pts

Big snakes like pythons, anacondas, and boa constrictors fit in this category. They may look slow, but they can crush the life out of a man by constriction (use wrestling rules). They often drop down from trees onto (or swim up from under) their prey.

B3 A2 M1

30 Hits/15 Soak Attack 14 Defend 14

Bite: Special Attack 1 (x4 Dmg); Constriction: Martial Arts Mastery 1 (Wrestling)

Skills: Stealth/Hide, Athletics/Climb or Swim, Outdoor/Jungle Survival

CHAPTER 5: SETTINGS

WHAT ARE SETTINGS?

Settings are a generic term we use to describe the time, place, and style of a particular superhero campaign. Some of these settings are eras, corresponding to the “Eras” of comics—Mystery Men, the Golden Age, Silver Age, Bronze Age, or Iron Age. These are as much statements of style as they are of when the stories actually take place—usually in a comic-book reflection of our world.

Other settings deal with entirely different worlds, alien from our own—Fantasy and Science Fiction stories take place on other planets, alternate dimensions, the future, hidden realms, or a fantasized past. While other campaigns may visit these places, to a Science Fiction or Fantasy campaign, it is home.

Finally, some settings (Cosmic or Super Teens) run parallel to one of the other settings. Is this a Bronze Age, Iron Age, or Science Fiction Super Teens game? That is a question that should be answered before you set out to create the setting.

You do not need to set your game in any special setting, however. If you simply want to emulate the Modern Age of comics, movies, and animation, you can go right ahead with no special modifications to the rules. A healthy knowledge of contemporary comics, movies, and shows would be helpful.

UNDERSTANDING THE SETTING WRITE-UP

Scale: How powerful a set of Heroes should be for this setting.

Who should play? A brief description of what the characters will be doing in this setting, to see if it's your cup of tea or not.

Recommended Reading & Viewing: These are titles of comics, books, movies, television shows that should really get you in the mood for gaming in the setting. These works are all the property of their respective owners. Mention of companies or titles is not a challenge to their trademarks or copyrights.

Tropes: This section will give an explanation of the era tied to the setting, and many of the recurring themes of the genre, or “tropes”. These may also include special rules, powers, advantages or disadvantages appropriate to this setting.

SAMPLE SETTING: MODERN AGE

This campaign takes place in a comic-book version of the present, with some super-technology and magic available to certain special people, but is otherwise much like our own world. In a lot of ways, the tone is similar to the Bronze Age—more realistic elements than the Silver Age, but not as edgy as the Iron Age.

Scale: This is most appropriate for a Street-Level (25 pts) or World Class (40pts) group.

Recommended Reading & Viewing: Any recent superhero comics from your friendly local comic-book shop. DC's™ Batman: The Animated Series, Superman: The Animated Series, Justice League, and Justice League Unlimited were some excellent animated series made by Warner Bros. produced by Bruce Timm. Fox Kids broadcast a variety of Marvel™ animated series in the 1990s such as Spider-Man, X-Men, Iron-Man, The Fantastic Four, and The Avengers: United They Stand. Recently, Nickelodeon aired Marvel's™ Wolverine & The X-Men. Marvel™ also translated many of their properties to the silver screen in the past ten years, such as X-Men, Spider-Man, Wolverine, The Hulk, and Iron-Man, many of which have sequels. Recently, NBC's television show Heroes has brought superhero live action to primetime.

TROPES

Mix & Match: It is really difficult to define the Modern Age of comics by any really specific tropes. Different series and lines by different companies have rather different tones. It may be best to choose the features you like best about other Settings and mix and match them.

Animated Series: While the Modern Age does not adhere to the old Comics Code, animated series which are increasingly popular, must adhere to network standards. Death, when it rarely occurs, does so “off camera”. Guns are often replaced with some sort of laser weapons (as if that'd be less violent). Some series, however, are more violent than others. You may want to use the Silver Age “no killing” rule. The Bronze Age

“against all odds” option would also be very fitting.

Live Action: In Live Action superhero movies and shows, death is not uncommon at all. Indeed, in many superhero films, the Villain’s death (often as a result of their own hubris) is often used to end the film. You may want to use the Iron Age rules for killing here.

Government vs. the Heroes: The Government often plays an antagonist in Modern Age superheroes, launching special task-forces to investigate, register, capture, or at times, compel superheroes to act on its behalf. The decision to cooperate or not is certainly a major source of conflict among the Heroes (and Villains) themselves.

PULP HEROES

In the 1920s and 30s, before the phrase “superhero” was coined, readers thrilled to the tales of “mystery men”- masked crime-fighters, many of whom had some special gadget or gift to aid them. These tales were told in dime novels written on cheap pulp paper- hence the name given to the setting “Pulp”. Later on, they were adapted into Saturday matinee movie serials, radio shows, and comic books, but initially, it was a literary genre. It is said that Pulp was the ancestor to the whole superhero genre.

Scale: Pulp era settings are really meant to play at the Mystery Men (20 pts) scale. This allows characters to have a few minor abilities or one really good one, and is fitting in an age before “superhero” was even a word.

Who should play Pulp? Groups that want less powerful, detective-themed games, or play in exotic settings.

Recommended Reading & Viewing: *The Shadow*, *The Phantom*, *The Rocketeer*, *The Green Hornet*, and *Doc Savage* are all excellent examples of Pulp Heroes.¹

TROPES

THE ROARING TWENTIES

The 1920s was a time of contradiction in America. It was a time of morals crusading and government enforcement thereof, with bans on the sale of alcohol, “dirty books”, teaching of evolution, etc. At the same time, most Americans just wanted to have fun. There was an explosion of automobile ownership and entertainment, including jazz music, professional sports, radio, and Hollywood movies. People still drank, flappers smoked long cigarettes in short dresses, and the local “speakeasy” became a favorite hangout for cops

¹ Doc Savage created by Lester Dent, Green Hornet created by George W. Trendle and Fran Striker, The Phantom created by Lee Falk, The Rocketeer created by Dave Stevens, the Shadow created by Walter B. Gibson.

and crooks alike. The new laws did not make the general populace more moral- merely less concerned with the law.

Prohibition & Gangsters: Prohibition is an important element of any story taking place in the US during the 1920s. The ban on the legal sale of alcohol made petty thugs into millionaires who paid the police to look the other way. Their wars with one another saw innocent people die in the crossfire. While most people hated prohibition, they certainly had no love for these murdering gangsters! Many stories of the Pulp setting feature heroes taking on these gangsters, and putting a stop to their private wars. Unlike superheroes, Pulp heroes seldom had compunctions about killing these murderers.

Hero Worship, Fads, & Record Setters: Because it was a mass culture so engrossed with popular entertainment, it is only natural that stars were born. Celebrities like Babe Ruth, Rudolf Valentino, Charles Lindberg captured the public imagination. In a world with Mystery Men, it would only be natural that some of these heroes also become famous (or infamous).

People tried to get their own piece of fame by setting world records, such as “who can sit on a flagpole the longest” or “how many teenagers can fit into a telephone booth”. Athletics were also a major pastime, not only to watch, but to do, as people were increasingly aware of the importance of physical fitness. Women also became increasingly active in sports, piloting, and various other activities that had once been “for men”.

THE DIRTY THIRTIES

Not the most glamorous title, the 1930s were a really tough decade in the United States. After the start of the Great Depression after the Stock Market Crash of 1929, things got bad and continued to get worse. There were breadlines, home foreclosures, bank failures, and businessmen leaping to their deaths or being reduced to selling apples on the sidewalk. The most popular song of the era was “Brother Can You Spare a Dime”. Part of the reason pulps and comic books became so popular was that they were so cheap, and let people escape from the depressing world around them. Natural Villains for such times would be corrupt and cold-hearted millionaires who prey on the impoverished.

During this time, America also suffered one of the worst ecological disasters in human history, known as “The Dust Bowl”. Enormous plumes of dust rained upon the Mid and Southwestern US, when much land cleared for farming had been abandoned because of the economy. Food prices continued to plummet so low, that crops were allowed to rot in the fields rather than pay hands to pick them- all the while people were starving.

1932 saw Franklin D. Roosevelt elected president, promising a New Deal for America. While the New Deal didn't end the Depression, government programs helped a lot of people, preventing starvation, creating employment, and giving hope to people. Prohibition was also overturned during this time. Happy days were here again... or were they?

Fascism on the Rise: While Americans focused on fixing their own problems, around the world, Fascist forces were taking power. Mussolini in Italy, Hitler in Germany, Franco in Spain, with a cadre of client-states, became a real threat to peace. Italy and Germany invaded territory while the League of Nations looked on and protested, but did nothing. The Empire of Japan, hungry for control of South-East Asia, threw its lot in with the Fascists and began a wave of conquest. Meanwhile, the Soviet Union also began some saber rattling of its own. Americans were constantly worried about war... which was coming.

Nazis, Communists and Japanese soldiers and spies became common villains for Pulp Heroes to thwart, either in America or in exotic locations around the globe.

PULP THEMES

Exotic Locations & Encounters: Pulp heroes did not confine their activities to the continental US. Many, if not most stories occurred abroad, in "exotic" locations like the jungles of South America and Africa, volcanic islands, the Arabian Desert, India, and the Orient. Against these exotic backdrops, the heroes would face off against tribes of angry headhunters, cults of snake worshipers ready for human sacrifice, hatchet-men in the employ of an Oriental criminal mastermind, pirates out for plunder, poisonous man-eating plants, lost worlds, wild beasts and horrifying monsters. Heroes would also run into a Femme Fatale, as deadly as she was seductive.

Grittier Combat Rules: Pulp era Mystery Men are tougher but not to the extent of conventional superheroes. Instead of rolling to soak damage, Heroes and Villains in this genre use a fixed soak value of 5 times their Soak multiplier. Thus, a character with x2 Soak will soak 10 damage per hit. This character is tough enough to withstand a good punch, but still needs to avoid pistol shots and more powerful weapons.

Grittier fights mean that even minions can knock out Heroes more often. A minion's damage dice can explode in the pulp setting, though a Hero can spend a Hero point to prevent it.

PULP WEAPONS & VEHICLES

Because of the likelihood of facing tigers, dinosaurs, etc, some weapons are especially appropriate to the Pulp Heroes setting.

Elephant Gun: A huge rifle made for shooting elephants

and other big game. Any attacks made with an Elephant Gun count as though they came from a Size 2 character. x4+10 Dmg, Range 40, Ammo 1.

Thomson Sub-Machinegun: A classic weapon of the pulps, also known as a "Tommy Gun". More powerful than modern assault rifles, it has a much faster rate of fire, causing it to empty faster (even though it does carry more rounds). x5 Dmg, Range 20, Full Auto, Ammo 8.

Biplane 25 Pts

The cutting edge of World War I, they continue to see use into World War II.

B3 A3 M2

Powers: *Size 1 (+5 Brawn & Soak) 1pt; Flight 2 (10 Squares) 2pts; Machineguns: Special Attack (x5+5 Dmg, Medium Range, Small Burst) 6pts*

Disadvantage: Cramped

Zeppelin 9pts

A blimp with a rigid shell, this flying cruise ship is the "only way to fly" until the Hindenburg disaster. Zeppelins were used as bombers in World War I, but biplanes could tear them to shreds.

B1 A1 M0

Powers: *Size 4 (+20 Brawn & Soak rolls); Flight 1 (5 Squares) 1pt*

Advantage: Self-Destruct (if the Zeppelin takes more than 30 hits of damage after soak from bullets or fire, it blows up)

DINOSAURS & OTHER BEASTS

Pulp settings often feature "lost world" type locations where Heroes may have to face (or flee) dinosaurs and other monsters. Animals are always considered to have the Non-Sentience advantage (and have a x3 to notice things as a result). These creatures also have the Frightening Presence Advantage. Because they are so dangerous, many of these creatures count as Villains (when facing Heroes) or Heroes (when facing Villains). Here are stats for a few of them:

Brontosaurus 16 Pts

This long-necked giant prefers to live near swamps or tall trees.

B4 A1 M1

x4+15 Soak, -3 Dice Penalty to Defense

Size 3 (Reach 3, 3x3 squares, +15 Brawn & Soak rolls); Tail slap: Special Attack 1: (x2 to Hit)

Giant Spider 26 Pts

An arachnid the size of a car!

B2 A3 M1

x2+5 Soak, -1 Dice Penalty to Defense

Size 1 (+5 Brawn & Soak rolls); Extra Limbs 3 (+3 Dice

bonus wrestling); *Clinging*; *Swinging*; *Venom Fangs: Continual Damage 4 (x4 dmg)*; *Webbing: Immobilization 3 (Close Range, 20 Brawn)*

Gigantic Gorilla 18 Pts

An ape of incredible size and strength with a strange affection for human women.

B3 A3 M1

x3+15 Soak, -3 Dice Penalty to Defense

Size 3 (Reach 3, 3x3 squares, +15 Brawn & Soak rolls); Paired Weapons (-1 Dice Penalty to Hit)

Pterodactyl 12 Pts

Flying dinosaurs that feed on fish, they may also be very territorial near their nesting grounds. They are considered minions.

B2 A3 M1

20 Hits/10 Soak Attack 21, Defend 21

Flight 2 (10 squares); Bite: Special Attack 1 (x3 Dmg); Clinging

Triceratops/ Stegosaurus/ Ankylosaurus 19 Pts

Large and territorial herbivores with a mean streak. Triceratops prefers to attack by charging (treat as body slam).

B4 A2 M1

x5+10 Soak, -2 Dice Penalty to Defense

Tough Hide: Armor 1 (x5+10 Soak); Fleet of Foot (move 8 squares); Horns/Tail: Special Attack 1 (x5+10 Dmg); Size 2 (Reach 2, 2x2 Squares, +10 Brawn & Soak rolls)

Tyrannosaurus Rex 23 Pts

The scariest of all the dinosaurs, its bite is horrifically powerful, and its roar can paralyze people with fear.

B3 A3 M1

x3+10 Soak, -2 Dice Penalty to Defense

Fleet of Foot (12 Squares); Bite: Special Attack 2 (x5+10 Dmg); Size 2 (Reach 2, 2x2 Squares, +10 Brawn & Soak rolls), Terrifying Roar: Daze 4 Medium Burst (roll to effect targets is x3)

Velociraptor 15 Pts

These beasts are smaller than many of the other dinosaurs here (they are minions), but they hunt in packs.

B2 A3 M1

40 Hits/10 Soak Attack 21, Defend 21

Bite: Special Attack 2 (x4 Dmg); Super Speed 3 (2 panels)

GOLDEN AGE

The Golden Age of Superhero Comics began in 1937 with the first release of Superman. At this time, America was caught in the midst of the Great Depression, and the world faced a growing Axis threat. It is no surprise then that the biggest Villains of the Golden Age were either corrupt businessmen or Nazis. As the Golden Age progressed, America entered into World War II, and the war became the forefront of Golden Age comics.

Scale: Golden Age Heroes really run the gamut from Mystery Men (20 pts) to World Class (40 pts) and even a few heroes that were so powerful, that Cosmic (60 pts) is the best to describe them. However, most Golden Age Heroes belong at Street Level (25 pts) scale, as they were truly superheroes by this time.

Who should play Golden Age? Groups that want to play square-jawed do-gooders who fight Nazis!

Recommended Reading & Viewing: Comics & Movie Serials from the 1940s, including DC's™ *Superman, Batman, The Ray, Captain Marvel, Wonder Woman, Blackhawk, Spy-Smasher* and *Uncle Sam*.² Some of DC's™ biggest hits were assembled together in *The Justice Society of America*. Marvel's™ (which at the time was called "Timely Comics") *Captain America, Miss America, The Invaders, Liberty Legion, The All-Winners Squad*. Later, in the 50s & 60s, there were some WWII retro comics as well: DC's™ *Sgt. Rock*, and Marvel's™ *Sgt. Fury & His Howling Commandos*.

TROPES

At first, a staple of Golden Age comics plots involved Gangsters and corrupt businessmen, just as the mystery men books of the 1930s. However, the actions of the Axis powers began to eclipse them, and Nazi Spies became increasingly common antagonists. After Pearl Harbor, American superhero comics almost entirely focused on the War.

FANTASTIC VERSION OF WORLD WAR II

World War II is a vast topic, covered by many excellent books, films, documentaries, and websites. By all means, use them! Rather than give a historical primer on World War II, here we'll focus on the comic book tropes of that era.

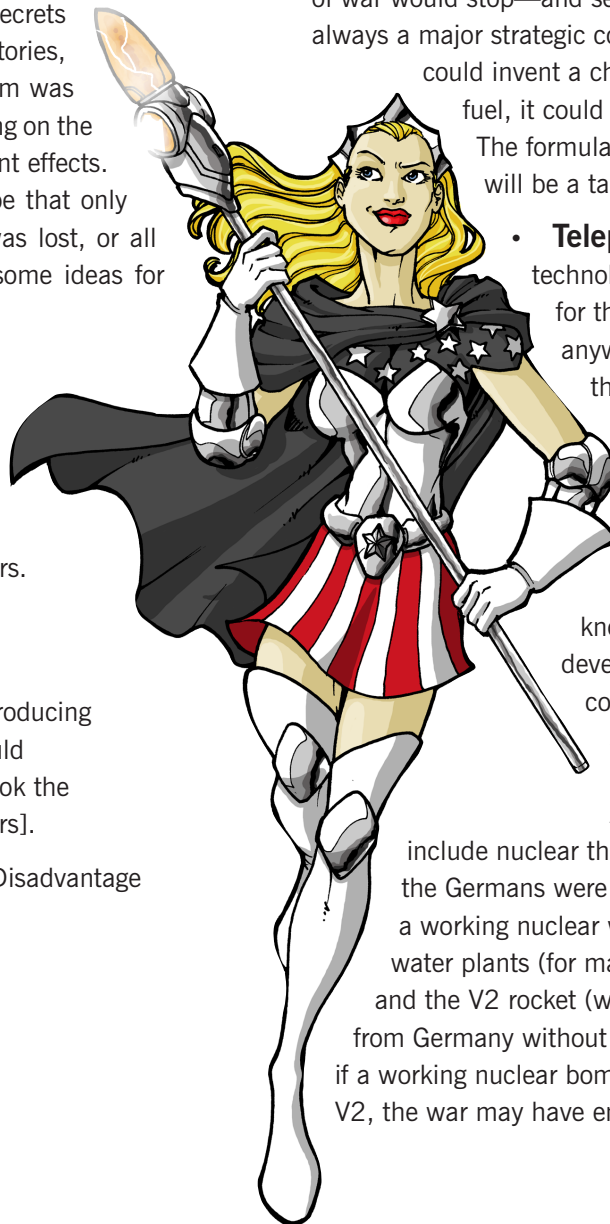
2 Superman was created by Jerry Siegal and Joe Shuster, Batman was created by Bob Kane, Wonder Woman was created by William Moulten Marston.

Rather than striving to be historically accurate, World War II setting stories often utilized the fantastic to make the superheroes more relevant and better explain their existence. In the Golden Age, both “Super-Science” and supernatural forces played a major role in the War, for Heroes and Villains.

Super Science Gizmos: Heroes of the Golden Age often had gizmos that seemed in the realm of science fiction. Jetpacks were among the most prevalent. A Jetpack would simply be Flight with the Gadget (Fragile) Limitation. A “Telescreen” was something that resembled a television, but could show the viewer anything they wanted to see. You could make this “Clairvoyance: Present” with the Gadget Limitation, or make it a feature in one’s Headquarters. Two-way wristwatch communicators were also popular tropes of the time. In a modern era game, where wireless communication is common, this would not even be considered a power (any modern Hero team will have ear-buds for communication), but in the 1930s and 40s, it was amazing. Treat this portable communicator as a level 2 power with the Gadget (Fragile) Limitation.

Super Serum: Important military secrets were a major plot point in Golden Age stories, either to intercept or protect. Super Serum was among the most highly guarded. Depending on the campaign, Super Serums can have different effects. Often, in stories, the Serum is a prototype that only worked once, either because its secret was lost, or all the other test subjects died. Here are some ideas for what it might do in your game:

- Any ordinary person who takes the Super Serum gains the abilities of a 25 point Hero or Villain, assuming that they survive the process.
- Anyone who takes it gains 5 Character Points worth of super powers.
- Anyone who takes it gains 4 Character Points worth of Stats
- The effects are completely random, producing a wide variety of results [thus you could have an entire Team of people who took the serum with completely different powers].
- Anyone who takes it gains the Freak Disadvantage or the Appeal Advantage in addition to one of the above effects.



Super Weapons: World War II was a time of real-world innovation. RADAR, Jets, Rocketry, Computers, Helicopters, and Nuclear Weapons were all developed during that era. The comics often had even more fantastic inventions-- Super Weapons, that the Heroes dare not let fall into enemy hands (or must steal from enemy hands). Here are some ideas:

- **Unobtainium-** a near indestructible metal, its secret formula could be used to make indestructible tanks. Only one piece has been produced so far, and it is in the shape of a shield, sword, or some similar object, wielded by a Hero (or Villain).
- **Trans-Atlantic Bombers-** Something that the Nazis were really working on, but never used, these bombers could take off from Berlin and bomb New York City. Obviously, the Heroes cannot allow this to happen- and must sneak into the air show in Berlin to destroy the prototype.
- **Infinite Fuel Source-** Without fuel, the machines of war would stop—and securing a supply of fuel was always a major strategic concern in the war. If one side could invent a cheap, easily manufactured fuel, it could be a keystone to victory. The formulae for this fuel, no doubt, will be a target for espionage.
- **Teleportation-** With teleportation technology, it would be possible for the Axis to deploy armies anywhere in the world. Suddenly, the United States could become a battlefield. Such technology cannot fall into enemy hands.
- **Nuclear Weapons-** During the Golden Age, knowledge of nuclear weapons development was top secret, so comic book writers did not address the issue. Stories written after the Golden Age, set during WWII, did include nuclear threats. Though in real life, the Germans were not very close to developing a working nuclear weapon, they did have heavy water plants (for making fissionable material) and the V2 rocket (which could bomb London from Germany without using an aircraft). Naturally if a working nuclear bomb were combined with the V2, the war may have ended differently. In retro-

pieces set in WWII, Nazis may indeed be very close to finishing a nuclear weapon (or actually have completed one). Needless to say, Heroes will be there to stop them! See Silver Age for more details on Nuclear Weapons.

- **Time Machines-** Time machines are another major plot device that show up in World War II stories, with one side or the other trying to change the past in order to control the present. Maybe the Heroes are from a future where the Axis won the war, and must put things to right, or stop Axis agents from changing history. The possibility of time machines also makes it possible for futuristic weaponry to be brought into play, as well as dinosaurs, and various other unusual things from the past.

THE SUPERNATURAL

Magic & Mysticism: The Nazis were a pretty superstitious bunch. In addition to the cutting edge of technology, they were also pursuing any supernatural rituals, artifacts, creatures, etc, that could give them any edge in the war. Likewise, the Allies had many Heroes who had supernatural powers. The Nazis had an especially strong affinity for Norse mythology, and many Golden Age Villains fit this theme. Likewise, many Golden Age Heroes had ties to ancient Greek or Egyptian mythology. Amazons, reincarnated pharaohs, or heroes magically granted the powers of the ancient gods were all Golden Age Heroes. In addition to ancient magic, there were also Revolutionary War ghosts, vampires, sorcerers, and other more recent folklore in the Golden Age comics.

Ancient Artifacts: Just as some Heroes and Villains were supernatural, others wielded (or sought after) powerful artifacts of magic. Magical weapons or armor might infuse a mere mortal with superhuman power. A mystical gem might allow one to see the future, while a magic lasso makes people tell the truth. Some artifacts were fabled to be so powerful that they could bring victory—needless to say, such an artifact would be a major plot point.

SUPERHEROES AT WAR

Because of their immense abilities, you might think that Superheroes would completely turn the tide in the War, and bring it to a swift end. What was to stop an invincible flying hero from flying into Hitler's bunker and taking him prisoner? If the answer is "nothing" it'll be a very short campaign. If the enemies have their own super-powered forces, however, it

may a long war after all. If you want superheroes doing their part, tearing apart tanks, but not ending the war overnight you would definitely want to use a lower Scale (20 or 25 points). Also, if you give them important missions that are crucial to winning key battles, they can bring Victory gradually, rather than skipping to the end of the war. Here are some ideas for missions:

Capture Key Person/Thing: The enemy has a person or thing in their control that is of extreme power. This might be a magical artifact, plans for an experimental tank, a professor who has invented a Super Serum, etc. The Heroes are tasked with infiltrating enemy territory, and bringing this heavily guarded person/thing back intact.

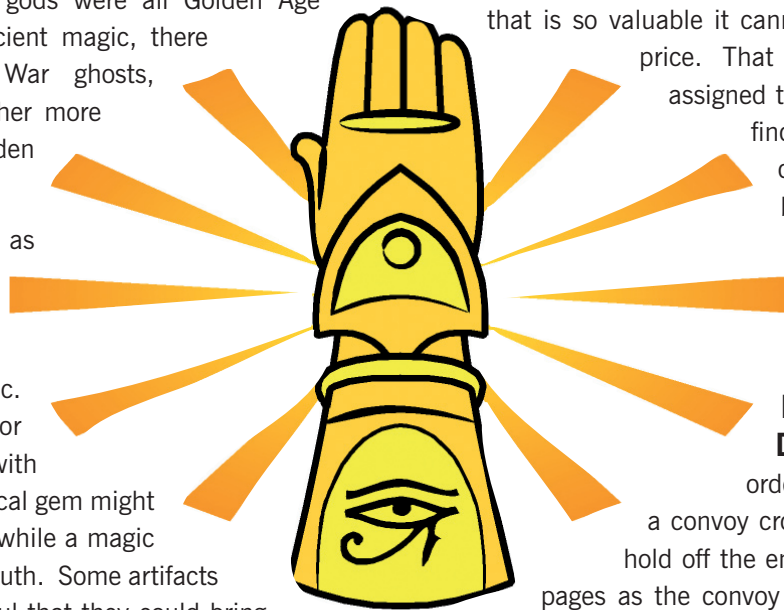
Deliver a Message: The Heroes are tasked with delivering key information to an area behind enemy lines, where communications haven't been able to get through.

Destroy Key Location: It could be a lab where the enemy is brewing Super Serum, a heavy water plant for making nuclear bombs, a test site for an experimental jet, a compound holding a time machine, or some other very important target that is in enemy hands that must be destroyed. The location will be heavily guarded, of course.

Defend Key Location: There is some area in Allied hands that is so valuable it cannot be allowed to fall at any price. That is why the heroes have been assigned to guard it. When the enemy finds out about the location, no doubt they'll send waves of bombers, tanks, and Super Villains to destroy it. The Heroes have to hold the position and defend it for a certain number of pages.

Hold the Bridge...Then Destroy It: The Heroes are ordered to act as rear guard as a convoy crosses the bridge. They must hold off the enemy for a certain number of pages as the convoy crosses, and when they do, then destroy the bridge. Initially, enemy bombers or Super Villains may be trying to blow up the bridge, while the Heroes defend it (and the convoy). Then, the Heroes will have to blow up the bridge while the enemy tries to stop them.

Rescue Mission: In the Pacific Theater, the Americans and indigenous peoples taken prisoner by the Empire of Japan were treated terribly. Japan never signed the Geneva Convention, and did not follow it. The Japanese believed that one who surrendered did not deserve to live, and treated their prisoners accordingly- starving, executing, torturing, and experimenting



on them. The Heroes are given a mission to save prisoners held by the Japanese before they are executed (the US had decoded Japan's secret codes by this time, so the information would be obtainable). Alternatively, the heroes might be sent to liberate those held in a Nazi death camp, while the Army focuses on the push towards Berlin. The prison will be well defended, by troops who are fanatically loyal to the Axis.

WEAPONS, VEHICLES, AND SOLDIERS OF WWII

WWII WEAPONRY

Most of the weapons of the era are found on the Guns & Explosives table (see page 25).

Thomson Sub-Machinegun: Standard issue to GIs in WWII. x5 Dmg, Range 20, Full Auto, Ammo 8.

Bayonet: A spear mounted on a rifle, it can be used as a knife when dismounted. x3 Dmg, Reach 2

Flame-Thrower: Terrifying weapon used to "sweep & clear" pill-boxes of enemies with jets of burning fuel. x5 Dmg, Medium Line, Ammo 5. An enemy can target the fuel tank with a called shot (it has 40 Hits/10 Soak). Destroying the fuel tank causes it to explode, doing x5 damage in a Medium Burst centered on the wielder (who automatically takes full damage).

WWII VEHICLES

Cars and Motorcycles of this era have only 1 level of Super Running, but are otherwise the same. It would be impossible to list all the vehicles of World War II here- but you can use these provided as a guide to making your own.

Bomber 42pts

Heavy bombers akin to the Flying Fortress.

B4 A2 M3

Powers: Size 2 (2x2 squares, +10 Brawn & Soak) 2pts; Armor 1 (x5+10 Soak) 1pt; Flight 5 (25 Squares) 5pts; Battle Stations: Super Speed 5 [Limitation: Attack Only, and must have 1 crewman to man each one] 4pts; Boost 2 Mind (with bombs) 2pts.

Combat Multi-power 9pts

Machineguns: Special Attack 5 (x5+10 Dmg, Medium Range, Medium Burst)

Bombs: Special Attack (x10+10 Dmg, Large Burst)

[Limitation- bombs are dropped- and simply fall on their targets- they cannot be guided in any way in flight, and thus have no "range"]

Disadvantage: Crew

Fighter Plane 30pts

Propeller-driven fighter planes of World War II.

B3 A3 M3

Powers: Size 1 (+5 Brawn & Soak) 1pt; Flight 4 (20 Squares) 4pts; Super Speed 3 [Limitation: Move Only] 2pts, **Machineguns:** Special Attack 5 (x5+5 Dmg, Medium Range, Small Burst) 5pts

Disadvantage: Cramped

Flak Cannon 24pts

Technically, not a vehicle, since it cannot move on its own, a Flak Cannon is a heavy weapon used for shooting down enemy planes- and could also pose a great threat to flying superheroes.

B3 A3 M3

Powers: Size 1 (+5 Brawn & Soak) 1pt; **Guns:** Special Attack 5 (x5+5 Dmg, Long Range) 5pts

Disadvantage: Immobile (it doesn't move on its own- has to be towed into place, or may even be bolted down)

Submarine 32pts

A powerful stealth weapon, designed to attack without warning. The German subs are called "U-Boats". Note that it does not have the Super Swimming power- this is because they move too slowly to qualify. It has a move speed of 4 squares.

B4 A1 M4

Powers: Size 3 (+15 Brawn & Soak rolls) 3pts; **Armor** 2 (x6+15 Soak) 2pts; **Torpedoes:** Special Attack 5 (x5+15 Dmg, Mid Range, Medium Burst) 5pts; **Immunity** 1 (Drowning) 1pt; **Resistance** 1 (Pressure & Cold) 1pt; **Invisibility** 2 [Limitation: only invisible from the surface] 1pt; **Attack Weak Point** [Limitation: only vs. ships] 1pt. **Disadvantages:** Crew, Sea-bound

Battleship 37pts

A "ship of the line" this powerful ship could devastate the enemy fleet, and even bombard their coastal positions.

B5 A1 M5

Powers: Size 5 (+25 Brawn & Soak rolls) 5pts; **Armor** 2 (x7+25 Soak) 2pts; **Big Guns:** Special Attack 5 (x5+25 Dmg, Extreme Range, Large Burst) 8pts. **Disadvantages:** Crew, Sea-bound, Open.

Tank 29pts

Rolling on treads, this war machine can plow through brick walls. A Sherman Tank (US model) is not as heavily armored (Armor 2) but is faster (Super Running 2).

B4 A1 M4

Powers: Size 2 (+10 Brawn & Soak rolls) 2pts, **Super Running** 1 (4 squares) 1pt, **Armor** 3 (x7+10 Soak) 3pts, **Guns:** Special Attack 5 (x5 Dmg, Mid Range, Medium Burst) 5pts. **Disadvantage:** Crew.

WWII SOLDIERS

There were hundreds of different outfits in World War II, and we can't cover them all here. Here are a few that are indispensable for Golden Age games:

American G.I. 7pts

Real American heroes, these are the fighting men who win the war.

B1 A1 M1

20 Hits/5 Soak, Attack 14 Defend 7

Weapon Technique: +1 hit [Enhancement: All Weapons];

Fleet of Foot (4 Squares); Double Taps

Thomson SMG: (x5 Dmg, Range 20, Full Auto, 8 Ammo);

"Pineapple" Frag Grenade: (x5 Dmg, Range 5, Medium Burst);

Punch (x1 Dmg)

Wehrmacht Soldier 6pts

The rank and file German army, they are armed with bolt-action rifles, unless they are manning a machinegun nest. Essentially, only half of them attack each page, while the other half is loading.

B1 A1 M1

20 Hits/5 Soak, Attack 14 Defend 7

Weapon Technique: +1 hit [Enhancement: All Weapons];

Fleet of Foot (4 squares)

Rifle: (x4 Dmg, Range 40, 1 Ammo); Bayonet: (x3+5 Dmg,

Reach 2); "Potato Masher" Grenade: (x5 Dmg, Range 5,

Medium Burst); Punch (x1 Dmg)

Waffen SS 14 Pts

Hitler's most elite soldiers, they obey the Fuehrer's commands without flinching.

B2 A2 M2

30 Hits/10 Soak (20 Soak vs. unarmed) Attack 21

Defend 14, 28 Hand to Hand

Commando Training: Martial Arts Mastery 1 (Tough Style),

Weapon Technique 2 (+1 Hit, +1DM) [Enhancement: All weapons]

Rifle (Range 40, x5 Dmg, Ammo 1), Boot Knife (x2+10

Dmg, Range 6 thrown), Unarmed (x3 Dmg), Three "Potato

Masher" Grenades (Range 10, x5 Dmg, Medium Burst)

Nazi Officer

20 Pts (12 Stats, 8 Powers)

B2 A2 M2

x2 Soak (x4 vs. unarmed), x4 Defense vs. Hand to Hand

Powers: Commando Training: Martial Arts Mastery 2 (Tough, Tricky, and Defensive Style); Weapon Technique 2 (+1 Hit, +1DM) [Enhancement: All weapons]; Double Taps; Offhand Shooting;

Sidearm Pistol: (x3 Dmg, Range 10, 6 Ammo); Boot Knife

(x2+10 Dmg, Range 6 thrown), Unarmed (x3 Dmg)

SUPERHEROES ON THE HOME FRONT

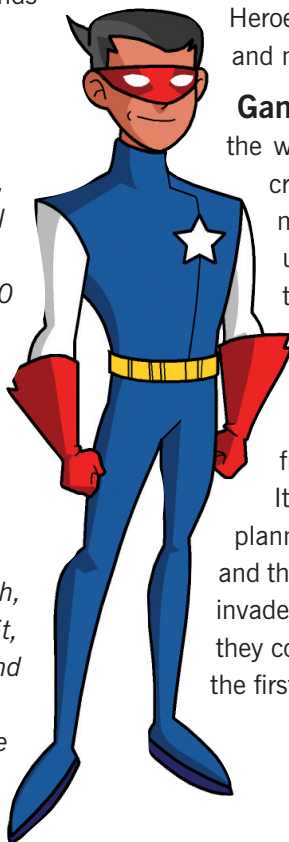
One way that comics writers sidestepped the question "why doesn't the invincible guy who can fly end the war tonight?" was to explain "because they can't". Often, the reason why was some sort of supernatural "barrier" that kept Heroes from entering Axis territory. The result was that the Heroes had to find other ways to help, rather than being at the tip of the spear for invasion. This allowed the writers to continue to tell the story of their superhero, within the context of the war as it was happening. Often, this meant that Heroes were on the Home Front boosting morale- but this didn't keep them from saving the day! At home they were shutting down spy-rings, foiling Axis Villains who managed to come to our shores.

Spy Rings: Nazis posing as Americans, or Americans who've joined sides with the Nazis were common Villains in Golden Age comics as well. Unlike real spies who wanted to be as unassuming as possible, the spies of the comics often used flashy gadgets (like acid spray guns), lived in a base filled with deathtraps, had a gang of uniformed lackeys, and had a costume with a macabre theme (skulls, spiders, claws, etc). Fortunately, there were home front Heroes ready to save the day before they stole the plans for the secret weapon or assassinated the President.

Selling War Bonds: If the Heroes are popular, they might be asked by the Treasury to sell war bonds just like movie stars. This would involve traveling the country, making a lot of public appearances- which surely will draw the attention of the Heroes' enemies. Also, by traveling the country, the Heroes might encounter all sorts of local crooks and mysteries.

Gangsters & Black Marketeers: While the war may have united the American public, crime certainly didn't disappear. Rationing made the black market a booming (if unpatriotic) business. Mobsters continued their operations, and Heroes continued to shut them down.

Stopping the Invasion: Perhaps the greatest threat that Heroes on the home front could ever stop was a foreign invasion. It was widely believed that the Japanese planned to invade the West coast of the USA, and the Germans planned "Operation Sea Lion" to invade England. But what if there were some way they could get to New York? The Heroes could be the first line of defense against such an invasion.



THE POSTWAR ERA

Though it played a major role, the Golden Age of Comics did not begin or end with World War II. The era after the war was one of great prosperity, but also a time of conformity and fear. At times, the Golden Age Heroes went along with this trend, seeking out nests of fifth column communists. Comic sales dropped rapidly in the 1950s, as psychologists began blaming them for juvenile delinquency. The US Senate even held hearings in this regard. It was the end of the Golden Age of comics... but a new age was about to dawn...

SILVER AGE

The Silver Age of comics began in the 1950s, and hit its heyday in the 1960s. The Comics Code was in full force at this time, resulting in squeaky clean Heroes taking on increasingly powerful, eccentric, and numerous super-villains. The difference between good and evil was as plain as black and white. Plots ranged from stopping a costumed crook from acts of theft to dismantling the mad scientist's doomsday device to defending the Earth from interstellar threats. New, zanier genre conventions arose as well- parallel universes, time travel, alternate dimensions, legions of super-villains, and unsupervised heroes being placed in [escapable] death-traps. Another common theme was the Cold War- and many superheroes found themselves facing down the agents of the Kremlin. Silver Age comics also began to make an effort to address societal issues like war, race, and even politics, but almost always metaphorically.

Scale: Silver Age Heroes were most often World Class (40 pts) scale and Street Level (25 pts) scale.

Who should play Silver Age? Groups that want over-the-top, four color superheroes, and don't mind a little camp to it.

Recommended Reading & Viewing: 1960s and 70s titles ranging from DC's™ Super Friends (television series), *The Flash*, *Green Lantern*, *Martian Manhunter*, *Justice League of America*. Darwyn Cooke's graphic novel for DC™ *Justice League: The New Frontier* was an excellent retro piece, made into a movie by Bruce Timm. Another series that captures the campier side of the Silver Age is *Batman: The Brave and the Bold*. Stan Lee and Jack Kirby gave us Marvel's™ *Fantastic Four*, *Incredible Hulk*, *The Avengers*, and many others.

TROPES

THE COMICS CODE

During the Golden Age, comics were under scrutiny by psychologists and even the government as contributing to delinquency. Indeed, many comics did contain racy or gory imagery. Horror and Westerns were actually a more popular

genre than superheroes at that time. Rather than submit to government censorship, the comic publishers began to censor themselves by adhering to a code of 1950s decency. Under the Comics Code, the Superheroes genre grew exponentially because it was the least offensive (nobody got killed). In essence the Comics Code forbade bad language, racy imagery, glamorizing criminal activities, and especially heroes killing their enemies.

No Killing: Superheroes and even Villains of the Silver Age never killed anyone. Villains would often threaten or even attempt to kill, but nearly always failed. Silver-Age superheroes are all assumed to have a code against killing. A character or even a Minion taken down will not die unless the attacker was deliberately trying to kill them. And even then, if somebody checks on the victim they will turn out to be okay (though unconscious and possibly needing medical attention).

Self-Narration: Heroes and Villains alike in the comics (and especially on television) rarely did anything without saying out loud what they were doing and why. This of course, was for the benefit of the reader, but seemed corny just the same- especially considering how verbose some of those word balloons were. But camp can be part of the fun in a Silver Age game! Whenever the Heroes perform an act of self-narration, give them up to a +3 bonus to the total result of their check based on how comical or in-genre the narration was.

Example: Cat-Girl is trying to escape the clutches of Dr. D-Structo's Dungeon of Doom. The player could simply tell the Narrator she is using her Cat-Laser to cut through the chains, but that lacks a certain panache. Instead, as she is using the Cat-Laser, calls out, "Fortunately, Dr. D-Structo, my handy Cat-Laser cuts through these chains like butter!" The Narrator gives her +3 Result bonus to the roll for that.

THE ATOMIC AGE

The Silver Age was also a time when the world lived in the shadow of the atomic bomb. Stories that involved nuclear weapons were not uncommon, usually keeping from falling into the wrong hands or deactivating them when they did. In addition, radioactivity became a leading cause of superheroes and villains acquiring powers. Being bitten by radioactive animals, being caught in an experimental atomic weapon's explosion, or being exposed to "cosmic radiation" were among the more prevalent examples. Some comic universes even had new mutated sub-species of humans born with powers, with this development tied to the dawn of the nuclear age.

Nuclear Weapons: A Nuclear missile does not follow the standard rules for weapons. It is essentially a self-propelled rocket that destroys itself and a several mile Burst on impact. Thus, it does not fit into the standard "squares" or in regards to its range or effect. In essence, a Nuclear Missile should be

used as a plot device, rather than a standard weapon. Stats are given below in case Heroes are intended to intercept such a weapon before it reaches its target.

The Nuclear Missile travels by boosting into the upper atmosphere, then falling on its target. It takes about 20 minutes to arrive. Everything within one mile of the blast Burst takes x10 Dmg three times. Everything within 2 Miles of the blast radius takes x10 Dmg twice. Everything outside 2 miles, to the edge of the blast only takes x10 Dmg. People in special bunkers may be completely unharmed, though they may have to stay underground for a long time.

The surface will be a radioactive zone for years after impact. Prolonged exposure to this radiation can cause radiation sickness, but it can be avoided by wearing protective gear. A person exposed to radiation for a prolonged period of time has a -2 Dice Penalty to all Brawn rolls. Each week, the person will get worse, and permanently lose 1 Hit.

It may be possible that a Hero would try to divert a nuclear missile in flight (Extended Brawn Check: Goal = 50, each result reduced by 20. Time frame: 10 pages, at which point the missile explodes), or even use their body to stop it from impacting the ground (take the damage as above, hopefully high in the atmosphere). One who gets onto a missile may also try to disarm it (30 Computers/Hacking or Technology/Sabotage check).

Nuclear Missile

B3 A3 M0

Flight 5 (25 squares)

Super Speed 5 [Move Only] 4pts

THE COLD WAR

The Silver Age comics also often pitted Heroes representing the Free World against the Communist Bloc. The United States foreign policy began as “containment” of Communism, leading to conflicts in Korea and later Vietnam, while both sides built up massive stores of nuclear weapons with the deterrent of massive retaliation should open war break out between the two powers. Espionage was a major concern of both sides as well, with many in the United States and Soviet Union being accused of disloyalty.

In the United States, Congress had the House Un-American Activities Committee (HUAC) which brought people before televised hearings in which they were forced to disavow their ties to Communism- and name names of those who might have any. In the US Senate, Joseph McCarthy held his own hearings. Those who refused to cooperate were blacklisted or even imprisoned. Americans were afraid that their neighbors might be Communist agents- or that they would be accused of being disloyal themselves. This culture of fear made its

way into the comics of the era. A superhero team disbanded because the members refused to reveal their identities to the HUAC, while another exposed a politician similar to Senator McCarthy to be an alien intent on dividing America against itself. While the comics of this era took a stand against this sort of political bullying, they were also decidedly anti-communist, with Heroes often confronting Villains from communist nations, or with former Soviet agents defecting to the United States.

The Space Race: In 1957, the USSR launched Sputnik, the first man-made satellite to orbit Earth. In 1961, John F. Kennedy stated as part of his “New Frontier” plan, that the USA would put a man on the moon within ten years. The Space Race was on, and captured the imagination of the world. Space-aliens had always been a part of superhero comics- some of the most famous superheroes were space-aliens. However, in the 1960s, the superheroes were propelling themselves into space with their own space-ships, or being caught up in interstellar wars between several alien races. Indeed, in the 1960s, the Earth was a popular place for space aliens to fight one another. For more details see the Cosmic Heroes and the Sci-Fi Superheroes genres.

DEATH TRAPS

It was not uncommon in the Silver Age for a Villain to actually defeat the Heroes on the first try. Once in the Villain’s clutches, however, overconfidence or cruelty would inspire them to place the Heroes in an elaborate death trap rather than dispose of them swiftly. The Heroes would wake up to discover themselves in the death trap, and have to figure a way out. Below are suggestions making death traps work in BASH!

When Heroes wake up in a death trap, they begin with their Hits at full. More often than not, they also begin with all their equipment [Silver Age Villains were notoriously careless]. But, they are usually restrained in some manner, either physically or psychologically. However, death traps always have a means of escape- though it may prove a challenge or require some creative thinking. A Technology/Sabotage check can usually stall a death trap (a 20 stalls it one page) giving Heroes precious time to figure a way out.

If it seems that the Heroes are going to actually die in the death trap, it is not unusual for the Villain (or one of his underlings) to free the Heroes at the last second.

For example: a pair of Super-villains team up and get the Heroes in a death trap that is actually killing them. Before they actually die, one of the Villains returns to free them because his evil partner has double crossed him and now intends to blow up the world! The Heroes have no choice but to stop him.

Below are some examples of death traps that often appeared.

There is a description, a means of escape, potential harm, and complications explained for all.

Death Chamber: This death trap fits one character, often with a countdown before it fills with fire, poison, acid, or some other deadly force. *Potential Harm:* After five pages, the countdown ends and the person inside takes x5 damage per page. *Means of Escape:* The easiest way to get one out of the chamber is to break it. Death Chambers are usually made out of Plexiglas (10 Soak 40 Hits) so that others can watch the victim suffer. The victim within is usually restrained by rope or chains (20 or 30 Brawn or Escapology check to break free). *Complications:* Multiple Heroes in their own separate chambers, rigged so that if the Plexiglas on one is broken the deadly force is immediately triggered in all the others. An innocent person is placed in a Death Chamber, and the Villain has a remote control to activate it unless the Heroes obey him.

The Inevitable Doom Device: The victim restrained and being moved towards doom- or doom is being moved towards them- slowly. A descending rope or a conveyor belt, being moved toward a vat of acid, pendulum saw blades, a powerful laser, or other deadly surprise. *Means of Escape:* Each page, the Hero can make an Escapology or Athletics skill check to try to slip free of bindings or move themselves to a position of safety. This is an extended check with a goal of 100, upon which the character is safe. Bursting the restraints is also possible with an appropriate (and difficult) Brawn check. *Complications:* Characters with Brawn 5 may find themselves tied up with Unobtainium cable. Another unconscious person is in a similar trap simultaneously and also must be rescued. *Potential Harm:* Reaching the deadly force takes 5 pages, after which the victim suffers x5 damage per page.

Deadly Game: Villains often pervert ordinary games into lethal challenges. The Heroes may find themselves placed in a scenario that where they are forced to act as living chessmen, flippers in a giant pin-ball machine, or play a deadly mockery of football against their own allies. *Means of Escape:* Usually involves winning at the game, and rescuing any hostages, or disabling any Mind-Control devices. *Complications:* A hostage in a Death Chamber or Bomb Collars around the Heroes' neck force them to play the game. Perhaps their opponents are allies under the influence of Mind-Control. *Potential Harm:* Aside from the deadly nature of the game itself, there is the risk to hostages and other players to consider. A Bomb-Collar does x10 damage in Small Burst to anyone wearing it.

The Countdown: The Heroes are locked in a room that is about to explode or fill with deadly gas or water, or maybe the walls are closing in. In any case, they have a limited time before everyone in the room dies. *Means of Escape:* An extended check of something appropriate like Computers or

Technology with a goal of 60 and time frame of three pages before the potential harm starts affecting the Heroes. Breaking out of the room may also be an option [walls w/ 20 Soak 80 Hits]. *Potential Harm:* A bomb does between x7 and x10 damage to everyone once. A room filling with water requires you use the drowning rules. Walls crushing the Heroes do x5 damage per page and can be stalled 1 page by making a 40 Brawn Check (assistants included). *Complications:* The mechanism is hidden, possibly under the walls or floor, which have to be broken through [likely 20 soak, 80 hits] and could even be booby-trapped [x3 damage per page it is touched]. There might be multiple bombs. A flooded room could also contain robot sharks.

Hunted for Sport: The Villain has actually freed the Heroes- but is hunting them. *Complications:* The Villain took the Heroes' equipment, or has suppressed some of their powers, especially movement powers. The Villain has sent monsters [like a T-Rex or giant robot] to hunt the Heroes as well. Various pit-traps, quick-sand, explosive trip-wires are hidden everywhere. *Means of Escape:* This is essentially a Chase Scene where the Heroes are fleeing. They have a head-start of 20, but the Villain likely has some superior means of movement to track them. If the slowest of the Heroes get 100 before the Villain catches up to them, they escape. Splitting up would make it so that all but one of the Heroes escapes. Alternately, the Heroes can try to improvise some weapons or a trap and ambush their pursuer. *Potential Harm:* Having to fight the Villain without many of their powers or equipment.

The Maze: The Villain has stocked a maze, a funhouse, or other similar location with traps and ambushes to get the Hero. He may even be watching and mocking the Heroes on an intercom. *Means of Escape:* The Heroes will have to pick the right way to go. You might have several choices for them to make between going left, right, or straight- and only the right combination leads to a way out. You may give a character a chance to find clues or hints as to which is the correct direction. If the Heroes find the control room where the Villain is watching this they can take him out. *Potential Harm:* Various traps or enemies have been set up throughout the maze to try and stop the Heroes' escape. *Complications:* There is no "right" way to go- wherever the Heroes go leads to a trap. The Heroes have a time limit to escape before something bad happens.

BRONZE AGE

The Bronze Age of Superhero Comics lasted from the 1970s into the 1980s. Writers tried to convey a grittier sense of realism in their stories, and directly tackled difficult issues such as drug use. Killing, though still uncommon, happened more frequently in the Bronze Age, and Superheroes and their



loved ones sometimes died at the hands of a Villain. Though the comics code was mostly in effect, on occasion it would be side-stepped to tell a special story.

Scale: At this era, Street Level (25 pts) or World Class (40 pts) are equally appropriate.

Who Should Play Bronze Age? Groups who want some realism in their four-color stories without going “over the edge”. Groups that want diverse range of power among their heroes.

Recommended Reading & Viewing: 1970s and 80s editions of Marvel’s™ *Amazing Spider-Man*, *Ghost Rider*, *Uncanny X-Men*, *Heroes for Hire: Power Man & Iron Fist* and DC’s™ *Green Lantern/Green Arrow*, *Swamp Thing*, and *The New Teen Titans*.

TROPES

A DARKER REALITY

The Bronze Age was an attempt to make the comics appeal to its maturing fan-base, and also to tackle more troubling subjects. While the Bronze Age maintained a definite Four-Color feel, it often pitted Heroes not only against colorfully clad Villains, but also drugs, prejudice, and corruption. On occasion, someone close to the Hero would be killed despite the Hero’s best effort to save them. The Comics Code was relaxed, and sometimes ignored to tell these sorts of stories.

Horror: Restrictions against horror themes in the comics were relaxed in this era, and as a result, there were more horror-themed Heroes and Villains- such as avenging ghosts and demons. The Supernatural began to have as strong an influence on stories as Super-Science.

Corruption: Bronze Age comics not only highlighted the overt evil of costumed Villains, but also subtler societal evils. Corrupt businessmen, politicians, and officials who abused their power became antagonists to the Heroes... often antagonists that the Heroes could not prove had done anything illegal (with the Untouchable advantage). While these people did not have any powers, they were nonetheless powerful; and could very effectively manipulate or leverage meta-humans into doing their bidding- even if they didn’t know who was behind it.

Even the government itself showed signs of corruption-- not surprising in the wake of the Watergate scandal. Heroes began to look at government agencies with suspicion, as it is indeed behind various projects that create meta-humans to be used as weapons, or coerce them into government service (often cleaning up the government’s mess).

Prejudice: Prejudice was a recurring theme in Bronze Age comics. The cast of Heroes (and Villains) became much more diverse, as women and minorities began receiving their own comics as bona fide Heroes. The reader got to see prejudice first hand as the Hero experienced it in his/her daily life, and overcame it. While sometimes, these characters seemed to be stereotypes, the intent was to show the reader that a Hero is made from what is inside. The writers also made an effort to combat stereotypes. Female characters shed the term “Girl” or “Lass” for “Woman” in their names; or got rid of the gender identifier altogether.

At times, there were Villains who were motivated by hatred of minorities, immigrants, etc; but these stories were relatively rare- repeated stories about racial violence could make readers uncomfortable.

Mutants: Comics also began tackling the issue of prejudice more subtly by having it apply to an entire group of Heroes (and Villains) simply because they were born with their powers. While Heroes who received their powers in radiation accidents got parades in their honor, mutants got chased by angry mobs. The irrationality of this double standard was intentional, to show the irrationality of racism. At the same time, the writers could show the uglier side of racism without lecturing the reader. If mutants are the subject of scorn in your campaign, a mutant character will have the Social Stigma: Mutant disadvantage. If the campaign is intended to be an entire group of mutants, then this disadvantage is free (no advantage is gained from it).

Depending on the severity of anti-mutant hate, mutants might have to fight human supremacist groups, evil scientists that want to dissect them, or even the US government and various "Heroes" sent to capture them. Remember, though, if the players are portraying Heroes, they won't be trying to blow up their detractors- but trying to change society by their example; to make a better world. Of course, not all mutants agree.

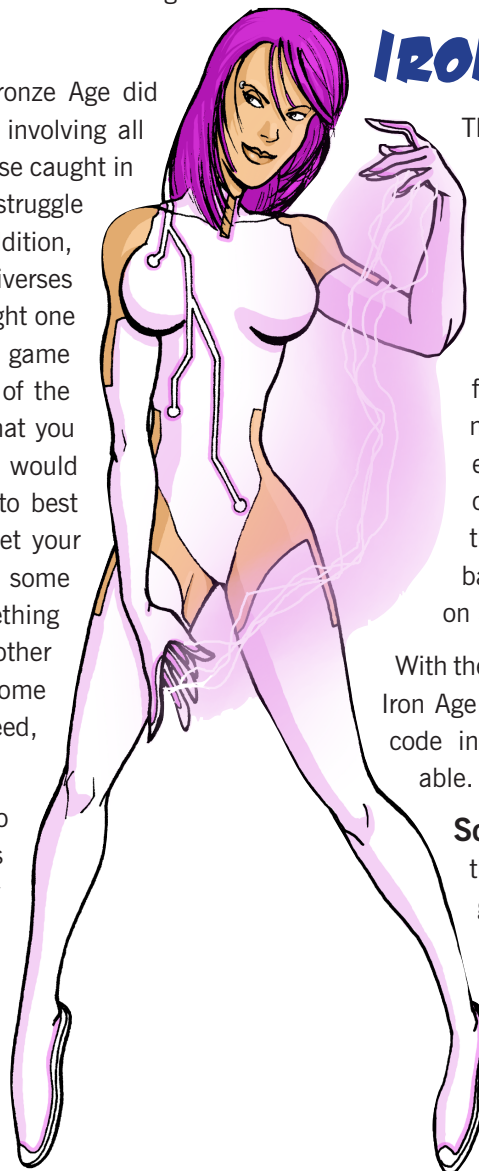
HIGH ACTION ANTICS

Crossovers: Something that the Bronze Age did especially well was crossovers, often involving all the Heroes or Villains of a given universe caught in a secret war or crisis- some desperate struggle to prevent total destruction. In addition, characters from other comic book universes might even meet up (and of course) fight one another. Adding this element to your game is as simple as making a conversion of the characters from your favorite series that you would like to show up. Even easier would be to pick an Archetype that seems to best fit that character and tweak it to meet your needs. If the Heroes are caught up in some global crisis, be sure that there is something that they must do to save the day- the other superheroes might be caught up in some battle to buy them the time they need, etc.

One way that is especially effective to run team-ups between multiple groups of Heroes is to let each player portray more than one character, one from each of the teams involved. In each scene or issue, the Narrator decides which group of characters is involved, usually alternating groups between scenes. This can be especially fun

if you have the different teams mix their members between groups. An easy way to do this when dealing with established characters is to allow the players to choose one of their characters (from either team), and assign them their second character. So a person playing the most powerful character on a given team will also be playing the least powerful on the other team for instance.

Against All Odds: In the Bronze Age, it was not at all uncommon for a Street Level Hero to find herself facing a World Class Villain. At the same time, even a World Class Hero could have a pretty bad day. Teams of superheroes often had characters of widely ranging Scale. The Narrator may wish to give double the Hero Points to characters whose character is below the Character Point limit at start, and possibly double Setbacks for those who are over the limit. Instead of setting the campaign's Character Points at the exact level you want the players to use, a clever Narrator will split the difference, enabling some to rake in Hero Points in exchange for playing less powerful Heroes, while others edge over the limit (but take setbacks).



IRON AGE

The Iron Age of comics (the mid 1980s through 90s) was a time when the line between good and evil was no longer black & white- it became a shade of gray. It was a time when some villains were being portrayed as more sympathetic- sometimes being re-written as dark heroes- and other villains transcended from mere costumed criminals to sociopath monsters. Meanwhile, some new heroes emerged whose M.O. was more along the lines of villains. It was an era when the ends justified the means, the police may be working for the bad-guys, and death was much more frequent on all sides.

With the increasingly mature and violent subject matter, Iron Age comics bent, broke, or abandoned the comics code in order to tell darker stories than previously able.

Scale: It really depends on the type of stories that the Narrator is wanting to tell. For grim & gritty stories, with death as a real possibility for the heroes fighting gangs, Street Level (25pts) is most appropriate, but World Class (40 pts) heroes also work here when going against more powerful enemies, like elite teams of assassins.

Who Should Play Iron Age? Groups that want really gritty & dark “R-Rated” stories.

Recommended Reading & Viewing: Comics of the 1980s and 90s, including Marvel’s™ *Daredevil*, *Punisher*, *Wolverine*, *X-Force*, *Deadpool*, and *Venom*. DC’s™ *Watchmen*, *The Dark Knight Returns*, Image Comics’™ *Spawn*, *Savage Dragon*, *Shadow Hawk*, and *Youngblood*.

TROPES

Anti-Heroes: One of the growing trends in Iron-Age comics was the presence of Anti-Heroes- characters who were bad-guys, fighting against worse-guys, often with extreme prejudice. A player who doesn’t want to remain within the conduct of a Hero can choose to play an Anti-Hero. Anti-Heroes still gain Hero Points & Hero Dice, but they do not grant Setback Points or Villain dice by acting “un-heroic.” Because they are less Heroic, Anti-Heroes must pay 1 Hero-Point more than they intend to use. The exception to this is powers (like Attack Weak Point) that use Hero Points, do not cost any extra. In addition, Anti-Heroes lose ties with Heroes or anybody else who is more Heroic than they are (including minions, like police, etc).

For Example: A gun-toting Anti-Hero missed the drug dealers with his machinegun by 3. He decided to spend some Hero Points to succeed- but must spend 4- one more than the amount he needs. Later on, he leaps down with his ninjasword to eliminate a guard silently. He rolled a 15 on his attack roll with exploding dice, and wants to use this roll for damage-- so he spends a Hero point towards Attack Weak Point, and finishes him in one deft strike. Later on, some caped avenger type tries to stop him from killing a mob boss the police can’t get. Fighting the avenger, the Anti-Hero ties... and loses to the Hero.

KILLING

Before the Iron Age, death in comics was rare, and often temporary. But in the Iron Age, death was everywhere, intentional, and more permanent (for lesser characters). Psychotic costumed serial killers left long trails of victims covered in clues before Heroes managed to catch them. Gun-toting Anti-Heroes mowed down drug-dealers in the worst slums where the cops were unsafe to tread.

Stun vs. Lethal damage & Medical Aid: Because killing is rare in comics, this book normally treats all damage the same- but Iron-Age characters are more likely to go out to kill (or face people who are). In an Iron Age series, there has to be a difference between attacks intended to kill their targets (which do Lethal Damage) and those intended to hurt the targets (Stun Damage). Most attacks count as Stun. When a power is purchased, it should be declared Lethal or Stun. A special attack bought with the Variable enhancement will enable the

user to choose to do Lethal or Stun damage as they wish.

The main difference between Lethal and Stun damage is how quickly it heals. Lethal Damage heals at a rate of 10x Brawn/Week. A successful Medicine/First Aid check (difficulty equaling half the damage the character has suffered) will double the rate of healing.

A character who takes more than their maximum Hits in Lethal damage is dead or (if important to the story, such as a Hero or Anti-Hero) mortally wounded requiring surgery (or some sort of super healing) within 24 hours to live. First aid will not be good enough to save them. Surgery requires a 20 Medicine/Diagnosis check followed by a 30 Medicine/Surgery check. If both checks fail, the patient dies on the table. If both succeed, the patient heals at a rate of 20xBrawn Hits/Month. Succeeding at only one roll heals at a rate of 10xBrawn Hits/Month.

Using the Healing power to repair Lethal damage also takes longer. Reduce the amount of healing by 1DM if using it to recover from a Lethal attack (1DM of Healing instead heals a mere 1d6 damage). Natural healing using the Healing power recovers 5 Hits of Lethal damage per hour per level of Healing.

Weapons, like swords, knives, guns, explosives, are assumed to do Lethal damage, unless using rubber bullets, or hitting with the flat of the blade are specified.

IRON AGE ADVANTAGES & DISADVANTAGES

Advantage: Lethal Weapons: Your fists are deadly weapons when you want them to be. Whenever you chose, you can declare that damage done by your punches, kicks, etc, is Lethal damage.

Disadvantage: Addict: Your character is an addict of some kind- to drugs, alcohol, or some other harmful thing. If you go more than a few days without a fix, you have a -2 dice penalty to everything you do until you get it.

SUPER TEENS

Because superheroes as a genre is especially appealing to young people, it is no surprise then that a great many superhero teams were made up of teenagers. There have been Super Teens in every era and setting for superheroes, from the far future to the gritty Iron Age, back to the Golden Age. Initially, these teenage heroes were essentially younger versions of the adult heroes, forming a team of their own when they got a break from their duty as sidekicks. However, in the Bronze Age, Super Teens became much more independent, and even drew larger audiences than many adult Heroes they used to sidekick for- and many were never anyone’s sidekick! Super Teens is a setting within a setting- one with tropes all its own.

Scale: Super Teens works best with Street Level (25 pts) heroes. If you want a few more powerful characters, that is fine- split the difference in point cost- with the more expensive characters ending up with Setbacks, and more Hero Points for the lower cost characters.

Who should play Super Teens? Groups that want to emulate the high-flying genre of superheroes against a backdrop of high school drama.

Recommended Reading & Viewing:

DC's™ *Teen Titans*, *Legion of Super-Heroes*, *Static Shock*, and *Smallville*, Marvel's™ *X-Men Evolution*, *Spectacular Spider-Man*, Disney's™ *Sky High*. The WB's™ series *Buffy the Vampire Slayer* wasn't about superheroes, but teenagers who fight evil nevertheless. There are also a number of Japanese Anime that can provide inspiration.

TROPES

A SCHOOL FULL OF SUPERS?

Sometimes, it is a coincidence, or secret agenda that causes so many super-powered teenagers to end up attending the same school. In these situations, most of the students are clueless as to what is going on, while those with powers on the side of good or evil can't help running across one-another.

Other times, it is by design that a school has so many super-teens, with the students going to that school to improve their powers, aided by super-powered teachers. The school itself may be a secret from the public, but within the halls, students fly or teleport to class!

School Daze: One common element to this trope is to have the school's principal or one of the teachers as a major antagonist. Perhaps they are actually Villains themselves or maybe they are government agents keeping the gifted students under constant surveillance. Meanwhile, there may be some kindly mentor outside the school that aids the Heroes and gives them direction. But at the end of the day, it is still a school. The students have to worry about grades... and "the Villain vaporized my homework" is no excuse!

Coming of Age: Remember, Super Teens are young, and still full of potential. Their powers are still developing or being mastered, and they may not be at their full strength. It is recommended that the optional Experience Point rules be employed for Super Teens, as this will represent the characters growing into their powers. However, if you want to slow down the pace of growth, you might simply double the XP cost to

improve the character.

TEEN ANGST & MELODRAMA

The Subplot rules are especially useful for games involving Super Teens because High School is so dramatic. The Narrator should grant double Hero Points whenever a Hero deals with a subplot.

Frenemies: Just like in a real High School, rivals become friends, friends become enemies, and enemies aren't all that they seem. While some of the other super-teens may be bad, and even battle the Heroes, they'll still see each other in school on Monday- so generally, these conflicts do not get out of hand. The teen Villains may be jerks to the Super Teens, but often times, they have to join forces against an adult Villain- or just be true to their school against their cross-town rivals.

Sometimes, characters that start out as Villains become allies of the Heroes- and for Super Teens this is especially common. Likewise, good characters may become bad, or just want to be left alone. The Narrator can change whether a character is designated as a Hero or Villain at any time, and should make use of this in a Super Teens game.

Misfits & Sidekicks: Another common feature in Super Teens stories is the great disparity of power between some supers and others. While some students seem destined to become legends, others are relegated to the second string, destined to become sidekicks. At first glance, the power to change the color of any object may not seem that useful. But many times, these misfits prove that resourcefulness and courage outweigh sheer power when it comes to being a Hero. The Against All Odds rules from Bronze Age really work well for these kind of stories.

TO SAVE THE WORLD... AND THE LAST SLICE OF PIZZA

Super Teens is not only about fighting Villains or High School angst- it is also about teens having fun. Pep-rallies, football games, school dances, and just hanging out with friends are also a part of the teenager's life. Of course, sometimes Villains attack pep-rallies, football games, or school dances!

Suburban Supers: Unlike many superhero stories, Super Teens stories are not set in a big city, but instead, a quiet suburb. However, this suburb somehow attracts a lot of Villains, monsters, and other weirdness that the Heroes need to get involved with. Sometimes, there is a reason for this (the school is on a ley-line of mystical energy, a nearby chemical spill 16 years ago gave young people powers) other times, it is a coincidence.



SUPER TEEN ADVANTAGES & DISADVANTAGES

Appropriate Choices: Age (young), Hidden Powers, Uncontrollable Powers, Social Stigma (Geek),

Inappropriate Choices: Because these are stories about young heroes, who are coming of age, there are certain advantages that don't really make sense for them to have, intended for more established supers. Celebrity, Police Powers, Sidekick (Pets are okay) or Security Clearance Advantages make little sense for new Heroes. Likewise Age (old), Public ID, and Ward are inappropriate, unless the character is an orphan with custody of a younger sibling or something like that.

SCIENCE FICTION

Science Fiction superheroes are very much like their modern counterparts... only in the future (or on another planet). Super Science has always been an important part of superhero stories, but in a Sci-Fi game, it is mainstream. While high technology may have become commonplace in the future, super-powers and magic continue to be rare and powerful. Likewise, there are powerful criminals that need to be stopped.

Scale: Scale can vary widely in Science Fiction super comics. In Dystopia near-future settings, Street Level (25 pts) is most appropriate, and in far-future ultra-high tech settings, or worlds

where super-technology and magic blend, World Class (40pts) is most appropriate.

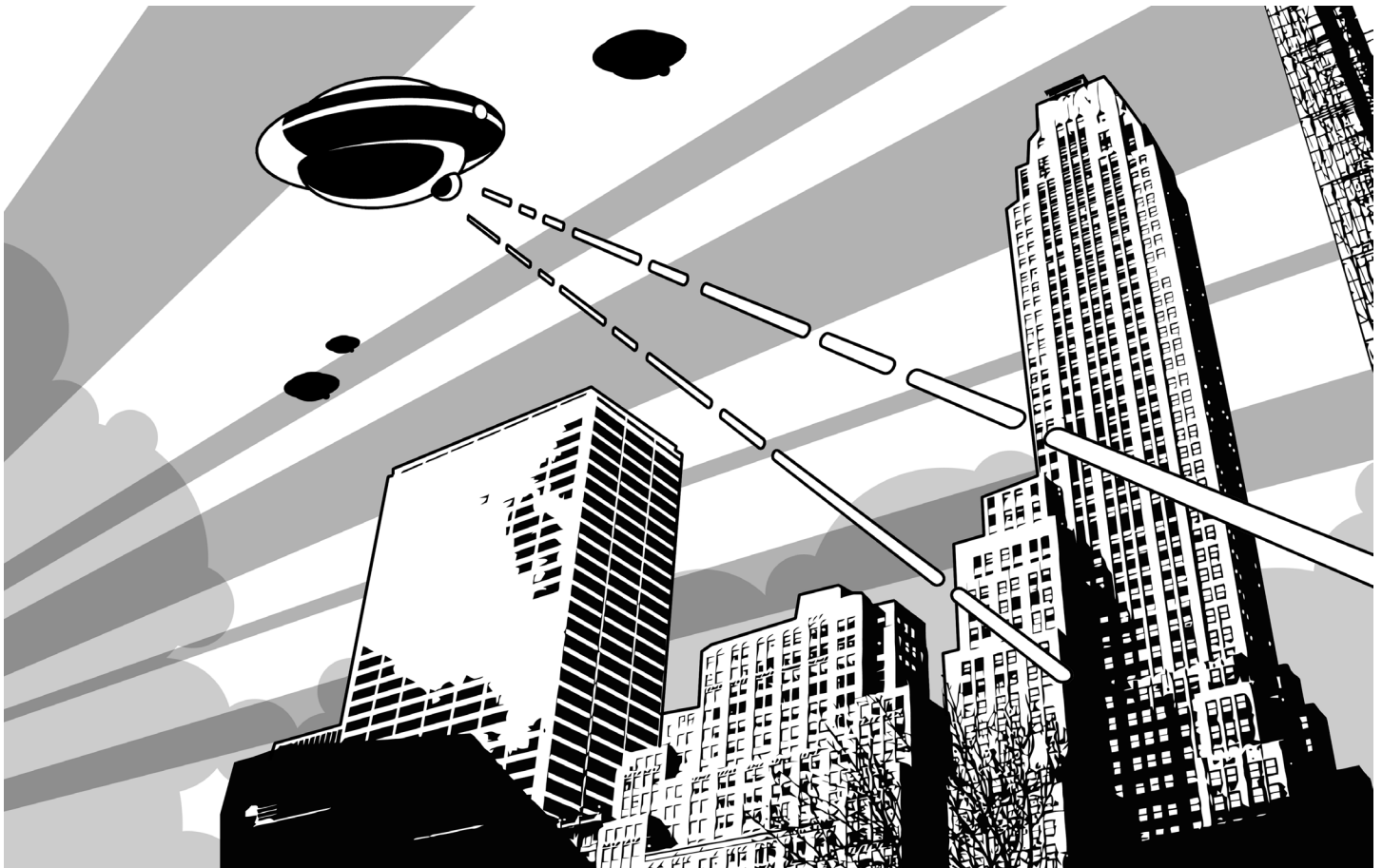
Who should play Science Fiction? Groups that want games set in a dark near-future, a fantastic far-future, or alternate dimension.

Recommended Reading & Viewing: DC's™ *Legion of Superheroes*, *Adam Strange*, and *Batman Beyond*, Marvel's™ 2099 set of series. Many "main stream" comics also had run-ins with Science Fiction elements, such as alien wars, time travel, gladiator planets, or becoming part of some alien's collection of rarities.

TROPES

UTOPIAS & DYSTOPIAS

There are two common styles of sci-fi used for superheroes- Dystopian and Utopian. A Dystopia is a world in a dark future where everything has gone wrong- corruption, pollution, and greed have run rampant. Often, this terrible future is less than a century away. A Utopia is a world in the distant future, perhaps a millennium away, where war and poverty have been abolished, and the galaxy is united into a peaceful league of planets. Because of its peaceful nature, it is not prepared to deal with emerging threats to the galaxy... which is where the superheroes come in.



Dystopia: The dark future of a dystopia has a lot in common with the Iron Age setting. Corporations and criminals are above the law, and innocent people get caught in the crossfire of their private wars. Government and the police are either too corrupt or too weak to put a stop to it. High technology of this era is not too different from our own.. cars might hover instead of drive on wheels, for instance. Technology has improved people's lives, but also numbed people under a constant stream of information and entertainment. Technology has made criminals more dangerous, and created new areas of criminal activity, such as cybercrime. Some Villains even interface with computers directly, robbing from the virtual world, rather than stick up a bank. New medicines and cybernetic implants give longer healthier lives... to the rich. Meanwhile pollution, crime, poverty, and drugs expand along with people's apathy. In such a world, the Heroes are standing up for everyday people, delivering justice to the criminals and corporations who employ them. In such a setting, it is not uncommon for the Heroes to be On the Run or Destitute.

Utopia: The bright future of a utopia would seem to have no need for superheroes. The utopia may have been able to abolish poverty and war... but greed and hunger for power remain. Forces from another galaxy, under the leadership of a mad dictator might try to conquer the utopia. It is up to Heroes to stop them. There also might be super criminals too powerful for the police to handle on their own. Superheroes are not only useful in the utopia-- they are necessary for its existence. Without them, planets would need enormous armadas of warships, and a strong police presence- which isn't very utopian at all. As a result, superheroes are very popular in the utopian setting, often with the Celebrity advantage. The technology of the utopia is so expansive that it permeates the society. Ordinary citizens might teleport to work alongside space aliens everyday. As a result, Heroes who depend on technology as their sole source of power are less common, while nearly all Heroes have technological aids for fighting crime.

HIGH-TECH

Team Gear: In a setting with very high technology, there are certain abilities that all team members will have. While communicators may be standard for modern heroes, futuristic superheroes might also have Flight Belts that grant Immunity to the vacuum of space-- allowing them to fly and even talk outside of their starship. Any equipment of this nature should be decided by the Narrator at the start of the campaign, and is granted to all the Heroes for 0 Character Points.

Bad-guys with Blasters: Energy weapons are more common than older "slug-throwers". Any crooks and minions should be upgraded to energy weapons. Likewise, personal protection has gotten better. If they had any armor, improve it by 1 (up to 3).

Starships: There are two types of starships that can be created. First are smaller ships, such as fighters and corvettes-- these are simply Super Vehicles. Larger ships, such as cruisers or battleships are purchased as Headquarters with Propulsion. Because of the prevalence of high-technology, you get 5 extra points to build a Vehicle and 10 extra points to build a Headquarters for a Science Fiction game. Be sure that you give them Flight, and also Teleport if they have warp-drives. Starships should also be able to function at Cosmic scale for movement, weaponry, etc (see Space enhancement, page 96).

Time Travel: With enough advancement, it is possible that even time travel could be accessible to Heroes and Villains at a relatively regular basis. However, if time travel is common then there will likely be laws in place regarding its use, and even Time Police to restrict it. Time travel would make it possible for Heroes and Villains from the past to come to the future, and vice-versa (see Crossovers in Bronze Age). Often, Heroes will be using time travel in order to stop Villains from changing the timeline.



FANTASY

Fantasy is an often overlooked, genre for superhero role-playing, mainly because so many rpgs are fantasy-based. In a typical fantasy rpg, the Heroes are daring fighters, thieves, or wizards- mere mortals who do battle with monsters. But fantasy makes an excellent genre for superheroes. Consider the powerful beings that might inhabit such a world- vampires, dragons, trolls, or demi-gods. In a typical fantasy rpg, such beings are allies or enemies of a party of adventurers- but in the Super-heroic scale, such beings can be the party of adventurers. This setting should be useful not only for campaigns set in a fantasy world, but for the occasional story-arc where characters are transported to such a world, or for characters who are magically inclined.

Scale: Traditional fantasy stories work best at Mystery Men (20pts) scale. You could also make a sword & sorcery version of your favorite World Class (40 pts) superhero team, and it would work out great.

Who should play Fantasy? Groups that want to play children of gods, dragons, and various other creatures “too powerful” to play in ordinary fantasy games.

Recommended Reading & Viewing: In 2000, Marvel™ produced a miniseries *The Avataars: Covenant of the Shield*, a high-fantasy adaptation of *The Avengers*. DC’s™ *Warlord* is a very good fantasy superheroes adaptation. Filmation’s™ *He-Man* and *She-Ra* series were also examples of superheroes in Fantasy (with strong sci-fi elements).

TROPES

MAGIC

What really sets a fantasy superheroes campaign apart from any other superheroes campaign is the presence of magic. It should be the source of most characters’ powers, whether it be an enchanted indestructible sword, or magical spells cast by a true wizard. Many super-heroic archetypes will still exist, but should be changed to have the trappings of magic about them. The Archer archetype might have a enchanted bow & quiver of arrows, while a Brick may actually be a troll to explain his great power. A rocket-cycle that grants flight may be changed to a magical flying carpet, or bought as a pet riding griffin.

FANTASY POWERS

Limitation: Casting: the Casting Limitation means that the character must make hand gestures and chant some magic words in order to use a power. Binding or gagging the character prevents the use of this power.

FANTASY ADVANTAGES & DISADVANTAGES

Inappropriate Advantages & Disadvantages: Certain Advantages and Disadvantages don’t fit the fantasy genre very well. Gadgeteer, Security Clearance, and Public ID (simply because Secret IDs aren’t typical of Fantasy genre) should only be taken with special permission by the Narrator.

FANTASY ADVANTAGES

Grimoire: A Grimoire is a magical tome that a sorcerer can consult to find the right spell for a task. Your grimoire can only be used by someone who has taken this advantage. A sorcerer consulting a grimoire can spend an hour or so researching a spell and make an Occultism/Ritual check [difficulty decided by Narrator]. Success allows the sorcerer to channel some of their existing supernatural powers to fuel the new one. Essentially you trade points in an old power (or powers) for a new one that can be used for the rest of the issue. At the end of the issue, your powers return as they were before.

Royalty: You are a king, queen, prince, or princess. As a result, you have essentially a combination of Resources with Public ID, but also various diplomatic benefits. You have the power to speak for your country, and can put its resources to use on your behalf, even committing it to war if you must. Ruling is also a great responsibility, as you must see after your land’s welfare, but heavy is the head that wears the crown.

FANTASY DISADVANTAGES

Cursed: You have attracted the wrath of gods it would seem. No matter what you do or where you go, bad things always seem to happen to you. Once per issue, the Narrator can make you re-roll any die roll, and take the worse of the two. In addition, trouble always seems to come your way. You befriend someone who later turns out to be a traitor. You make the major faux pas at court that botches a potential alliance. You are essentially a living plot device for the narrator to put your Heroes in a sticky situation!

Honor Bound: Your honor means more to you than life itself. You would die before you would engage in an action that dishonored you—lying, stealing, or cheating. You cannot lie, even to spare someone’s feelings, cannot steal medicine to save a dying child, or attempt to cheat an evil Villain you know will betray you. If you for some reason dishonor yourself, you have a -2 Dice Penalty until you atone.

Illiterate: Like many people in a pre-industrial world, you cannot read or write.

FANTASY MINIONS

Here are some minions especially appropriate to the Fantasy setting.

Centaur Warrior 12pts

Horse-Men from the forests and steppes.

B2 A2 M1

40 Hits/10 soak

Attack 14 Defend 14

Sword technique +2 DM, Boost: Agility 1 (for movement),

Fleet of Foot (12 squares), Skillful 1

Equipment: Sword (x4 dmg), Bow (x3 Dmg, Range 20), Quiver

Skills: Athletics x3/Running, Outdoor x3/Tracking

Dwarven Warrior 11pts

Short, stout bearded warriors from the mountains and mines.

B2 A1 M1

30 Hits/15 soak

Attack 14 Defend 14

Hammer Technique +1 hit, +1DM, Shield: Deflect 1, Armor 1 (x3 Soak), Super Senses: Infrared Vision

Equipment: War hammer (x3 dmg), Shield, Chain mail, Crossbow (x3 dmg Range 20)

Elf Magus 15pts

Beautiful creatures of nature, with sorcery running through their very veins.

B1 A2 M3

20 Hits/5 or 15 soak

Attack 14 Defend 14

Fireball (Mid Range, Medium Burst, x4 Dmg) [Limitation: Casting]; Sense Magic; Conjured Armor 2 (x3 soak) [Limitation: casting], Illusion 2 [Limitation: Casting]

Equipment: Rapier (x2 dmg)

Skills: Stealth/Move Silently, Performing Arts/Music, Occultism/Legends, Outdoor/Forest Survival, Medicine/Diagnosis

Goblin Archer 5pts

B1 A2 M1

10 Hits/4 Soak

Attack 16, Defend 16

Size -1 (-1 Dice penalty to Damage rolls, +1 Dice bonus to Agility rolls); Double Taps

Bow: Range 20, x3 Dmg; Sword x2 Dmg

Ogre Berserker 14pts

B3 A2 M1

50 Hits/20 Soak Attack 14, Defend 12

Size 1 (+5 Damage & Soak), Weapon Technique: +2DM with Club

Giant Club: x5+20 Dmg

Orc Warrior 2pts

B2 A2 M1

20 Hits/15 Soak Attack 14, Defend 14

Chain Mail: Armor 1; Greataxe: x3+10 Dmg

Vampire Vassal 16pts

B3 A3 M1

50 Hits/15 Soak Attack 21, Defend 21

Devastating Weakness: Sunlight and a stake through the heart (called shot) instantly destroy a vampire vassal
Healing 2 [Affects Unliving] 3pts; Life-Draining Bite: Continual Damage 4 (x4 Dmg) 4pts.



Advantage: Unliving; **Disadvantage:** Susceptibility (Brawn, Soak becomes 6) to being on Holy Ground

Werewolf 17pts

B2 A2 M1

50 Hits/20 Soak

Attack 14

Defend 14

Weakness: Double Damage from Silver Weapons

Healing 3 [Limitation: Cannot heal damage caused by silver]; Shape-Shifting [limitation: only able to change into a human. Physical stats will likely add up to less than 4]; Paired Weapons (Attack 12); Claws & Bite: Special Attack (x3 Dmg); Invulnerability: Armor 2, Single Minded: Mind Shield 1 (x3 Mental Defense)

Advantage: Instant Change;

Disadvantage: Normal (in human form),

Involuntary Change (the full moon)

FANTASY ARCHETYPES

Here are some character archetypes especially appropriate to a Fantasy game:

DRAGON

30 pts (16 Stats, 14 Powers)

A beast from ancient legend, Dragons make powerful enemies or allies.

B4, A2, M2

x5+15 Soak, -3 Dice Penalty to Defense

Powers: Bite: Special Attack 1 (x5+15 Dmg) 1pt

Fire Breath: Special Attack 5 (Long Line, x4+15 Dmg)

[Limitation: Tiring] 4pts

Immunity 1 (Fire) 1pt

Tough scales: Armor 1 (x5 Soak) 1pt

Flight 3 (15 squares) 3pts

Keen Sense 1 (x5 Smell) 1pt

Size 3 (3x3 Squares, 3 Square Reach) 3pts

Variations on the Theme: You could easily change the fire powers to any other energy source. Some Dragons also practice sorcery. This Archetype can easily be upgraded to World Class by adding some magical powers. A Dragon might even be a Litch, a powerful undead sorcerer-- simply by adding the Unliving advantage.

Recommended Advantages & Disadvantages: Headquarters (a remote magical lair filled with traps), Frightening Presence, and Never Surrender all fit. A villainous dragon would likely have Arch-Villain Advantage.

Recommended Skills: Occultism and Deception.

VAMPIRE LORD

This character may be a tortured soul seeking redemption, or a horrifying Villain who has embraced its darker nature.

35 Pts (18 Stats, -2 Weakness, 19 Powers)

B3 A3 M3

Negating Weakness: Sunlight, garlic, or a stake through the heart (called shot). If a vampire goes more than a week without drinking blood, treat it as if it were exposed to sunlight until it feeds.

Powers: Shape-Shifting 4 [Limitation: Only into a Bat or Wolf] 3pts

Bat (Brawn 1, Agility 2, Shrinking 3, Flight 3)

Wolf (Brawn 2, Agility 3, Fleet of Foot, Bite: Special Attack 1 +1DM)

Healing 3 [Enhancement: Affects Unliving] 4pts

Suggestion 1pt

Form of Mist: Ghost Form 2 LINKED with Flight 2 (10 Squares) 4pts

Creatures of the Night: Mastery 2 over Nocturnal Animals (especially Bats & Wolves) 2pts

Life-Draining Bite: Continual Damage 5 (x5 Dmg) 5pts

Hypnosis Multi-Power 7pts

Mind Control 5

Daze 5 (Mid Range, Small Burst)

Memory Tampering 4

Variations on the Theme: Weakness can be changed to a Devastating Weakness to Sunlight, or add a Damaging Weakness to water or holy attacks.

Recommended Advantages & Disadvantages: Unliving, Appeal, and Frightening Presence all make sense. Susceptibility (Brawn) while on holy ground. A Villain would likely have Devoted Henchmen (vampire vassals and werewolves) or Arch-Villain Advantages.

Mental Malfunction: Vampires often have a phobia of holy symbols.

Recommended Skills: Athletics, Stealth, Social Science, Humanities, and Occultism.

COSMIC

While most superhero stories focus on saving the city, or the world, the very universe might hang in the balance of a Cosmic campaign. Cosmic Heroes can travel across the galaxy, move planets, and even survive inside a black hole. The Cosmic Setting actually also takes place along-side one of the other settings. The Narrator should decide if the game takes place alongside a Silver Age, Iron Age, or Fantasy setting, for example. Cosmic settings obviously have a lot in common

with Science Fiction campaigns, as space travel is such a major component.

Scale: Cosmic is not only a Setting for BASH! it is also a Scale of play- naturally the Cosmic Scale (60+ pts) works best here! For information on special rules, see "Cosmic Scale" below. On occasion, mere mortals do play pivotal roles in cosmic events, but these cases are rare.

Who should play Cosmic? Groups that want to play gods, Cosmic Beings, or their agents, in battles for the entire universe!

Recommended Reading & Viewing: Marvel's™ *Silver Surfer* and *Captain Mar-Vell* and DC's™ *Green Lantern* and various *New Gods* stories are all good examples of Cosmic setting.

TROPES

ALL POWERFUL BEINGS

Cosmic campaigns are filled with entities that can best be described as "Cosmic Beings". These entities are often living embodiments of concepts such as death, life, entropy, time, space, good, evil, order, chaos, etc, as old as the universe itself. Others

might better be described as gods, forces of nature, or simply as aliens. Such entities are so powerful, that the Narrator should not really worry about counting the points used to build them (or even skip building the creature and simply run it as a plot device). Power-wise, these beings can do whatever they want.

For as powerful as they are, however, these beings often behave according to some strict guidelines- the more powerful the creature, the stricter the rules, or more predictable the behavior. For a creature that can do anything- it is important to know what they won't. Here are some examples:

An Ancient Pact: The being has made a pact, treaty, bargain, or other agreement with various other beings which it dare not violate. It is thus prevented from directly intervening in the affairs of mortals (for good or ill), or is limited to "its side" of the universe. Often, such beings will be forced to use go-betweens, or subtle manipulation to achieve their aims, rather than direct application of power.

Compulsion: The being must act in a certain way and cannot help itself. Perhaps it is driven by the basic need to sustain itself, or maybe it must focus its attention upon a certain task that the universe requires. As a result, the being



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does not utilize much of its great power for anything other than satisfying its own compulsion. Indeed, even getting its attention may prove difficult (and disastrous).

Limited Window: Perhaps the being can only use its powers in its own dimension, only use them in a certain way, or can only use its powers for a limited period of time. Such a being might be a cosmic trickster who forces Heroes to complete its bazaar tasks before the sand runs out of a giant hourglass, or a lord of ultimate evil that can only use its powers on a mortal at their own request.

Alloof: The being is completely indifferent to the affairs of “lesser beings” and simply doesn’t want to interfere, much as we would be indifferent to the affairs of an ant. However, if the lesser being became enough of a nuisance to get the entity’s attention, it might be smote.

SAVING THE UNIVERSE

Just as Heroes on Earth fight to save the city from injustice, or save the world from domination, Cosmic superheroes save many worlds, entire galaxies, and on occasion, the universe from being destroyed. Doing this is more about the way in which the story is told than the powers of the characters. Instead of defusing a bomb that could destroy the city, Cosmic Heroes might need to assemble an ultimate equation that will stop the universe from imploding. Mechanically, these tasks are the same- the characters work to stop a calamity before the time runs out- the difference is the story. When thinking of Cosmic challenges to throw at the players, consider the sort of challenge you’d throw at any other superheroes and make them Cosmic. A chase scene might take place across the entire galaxy. Heroes may battle to stop a creature the size of a planet. Villains may try to hold up the Galactic Banking Federation.

In addition, Cosmic games often involve situations when the direct approach is beyond their abilities and must be resolved through puzzle solving, mysteries, and politics. An infinity character-point entity is unlikely to be cowed by Heroes- or even notice them- in a straight up fight. If the Heroes could give (or deny) it something it wants, however, or get other entities of similar power to ally against it- it might back off. For situations like this, the Narrator should enable the Heroes to figure out how they can best thwart such a mighty foe. If a straight fight is impossible- the players should know it.

Inter-Planetary Conflict: One of the greatest problems that Cosmic characters have to deal with is war- wars between planets (or galaxies) that have lasted for thousands (or even millions) of years. It is inevitable that many innocent worlds (like the Earth) get caught in the crossfire. Protecting these worlds, or ending the conflict altogether is a common goal for Cosmic Heroes.

This will often pit these characters against other cosmic forces that back one side in the war, or against entire fleets of starships involved. While Cosmic Heroes may have the power to routinely smash these fleets, they cannot do so forever- if there is to be any solution, the Heroes must find a way to stop it beyond escalating the conflict. Cosmic Heroes might take on a quest to get “the one thing” that would stop the war, and bring the enemies to forge a truce.

COSMIC SCALE

Cosmic Math: Multipliers Beyond 10: With unlimited potential for increase, you would think that Cosmic powers would become extremely math-heavy (and be a pain to calculate at the table). Not so- if anything the math gets easier. At the Cosmic scale, any “multiplier” over 10 becomes a Dice Bonus instead. Rather than rolling x14, you would roll x10 with a +4 Dice Bonus, a x11 would become x10 with a +1 Dice Bonus, etc. Since multiplying by 10 is as simple as placing a “0” after the result of the roll, Cosmic scale remains mathematically simple to run.

Example: Infinity Knight does x13 damage with his cosmic blast. He rolls the dice and gets a “7”+3 = 10x10 = 100 damage.

Cosmic Stats: Cosmic characters purchase stats the same as any other character up to 5 at 2 Character Points per level in a stat. However, there are Cosmic powers that allow a character to increase their effective multiplier with a stat beyond 5. Like all Cosmic powers, these are bought in 5 level increments. Thus, you may see a cosmic character with Brawn 5 (8). This means that the character has three levels in Cosmic Might in addition to a base of 5 Brawn.

The Beyond Rating: Many Cosmic entities have stats or powers that cannot be measured, or may even be infinite. These stats or powers are simply rated “Beyond” indicating that they are immeasurable. Whenever a character with a Beyond rating goes against someone without it, the Beyond rating will automatically win- no dice rolls are necessary. When two entities are in a conflict using abilities with Beyond ratings, the result is usually a stalemate, unless the plot has affected the conflict. Often, the shift in this balance is the work of Heroes or Villains.

Example: The Cosmic Beings, Alpha and Omega face off pitting their Beyond rating attacks against the other’s Beyond rating soak. In a straight up fight, they can trade blows for eons with no clear victor- but if Alpha has discovered (or been given) some secret that gives it an advantage, then it will win.

Beyond Rating is usually only used by the Narrator as part of some plot device. Cosmic Beings with Beyond ratings are

often plot devices in themselves. Dealing with them should always have some work-around- part of some puzzle, intrigue, or mystery, rather than a straight fight. Some beings have only one or two Beyond ratings- this might be for something that they represent in the universe. A being representing time itself, for instance, might have the Time power at Beyond rating, but other abilities with actual numbers. In this case, the being is vulnerable in some ways, but all-powerful in another. Use of this Beyond ability should be used sparingly as a plot device as well.

Hero Points & Setbacks: At the Cosmic scale, the ability to add +1 to the total of a roll for one Hero point is only useful on occasion- but Hero Dice remain very useful. Thus, in the Cosmic Scale, Hero Points should be awarded in batches of 5 for good play, etc, rather than one at a time. But with Cosmic power, comes Cosmic responsibility, and so Setbacks should also be awarded in batches of 5 at a time [enabling the Narrator to use Villain Dice more often].

In addition, the limitation of 1 Hero Die per roll is altered. A character may gain the benefit of only one Hero die- but may roll several at once and keep the best result. This greatly increases the chance of dice exploding, and may even give you your choice of exploding dice.

Example: Infinity Knight rolls a 5 (a 3 and a 2)... but he needed a 10 to save the planet! He picks up 3 Hero Dice and rolls them, getting a 2, 3, and 1. The 2 and 3 will explode because they match dice in his original roll. He rolls for them and the 2 yields a 5, and the 3 yields a 1. He keeps the 2+5 and adds it to his roll of 5 for 12, enabling him to save the world!

Cosmic Difficulty: Just as Cosmic characters may wield powers beyond that of any World Class superhero, they also take on challenges beyond them as well. The following difficulties are added to Cosmic Scale games:

Value	Difficulty
80	Impossible
120	Beyond Impossible
160	Beyond Belief
200	Beyond Imagination

Cosmic Distance, Range, Size, and Area: Range and Area are different on the Cosmic scale. In space, or in vast empty dimensions resembling space, instead of “squares” areas are measured in “grids” with each representing an area of many miles (this figure is deliberately left vague for the Narrator to use as she wishes). For this reason, hundreds of characters could all be within a single grid. To make it easier to function at this scale, the Space enhancement (see Cosmic

Powers below) allows you to move, and use ranged abilities in grids. This works at a ratio of 5 squares to 1 grid.

Without it, a character with Flight moves far slower- 1 grid per minute per 5 squares of Flight. So a character with Flight 5 would move only 5 grids per minute. This would allow the character to get around- even able to fly around the Earth- but it would take a while. To make a hand-to-hand attack, you must obviously be in the same grid as your opponent, and also have some way to reach them (as two characters in the same grid may be miles apart).

Large bodies, like planets, some spaceships, or Cosmic Beings might also be measured in grids. Some beings may be so large they hold entire planets or star systems in their hands. In general, you might use grids to define the smaller of these objects if they are tactically relevant (maybe an asteroid or gigantic starship takes up 1 grid, a moon takes up 2x2, a planet takes up 6x6 to 20x20) but beyond this, you should just use description to explain how big something is. Telling a player that an entity is 10,000 grids tall is less informative than saying that it is the size of a solar system.

Cosmic Knock-Back: Any attack that has the Annihilation enhancement, or attacks made with Cosmic Might, do Cosmic Knock-Back, which is measured in Grids. Ordinary knock-back is ignored in a grid-scale battle, as it is irrelevant. The amount of grids the target is knocked back is 1 Grid per full 50 damage, -1 Grid of knock-back per Grid/side that the target has. So if the target (a 3x3 Grid object) takes 250 damage, it gets knocked back 2 Grids ($250/50 = 5-3 = 2$). Brawn has no effect on resisting Cosmic Knock-Back (you have nothing to stand on) but mass does.

Because there is no gravity or friction in space, the object keeps moving at this same rate of speed until it is stopped. If it is a character capable of moving in Grids, it can slow itself down or stop and turn around on its next panel.

Cosmic Collateral Damage: One of the common tropes of Cosmic campaigns is the ability to destroy a planet. These celestial bodies, along with stars, moons, asteroids, gigantic space ships, etc, use the collateral damage rules just as any object on Earth would use. For every Grid the object is across, it has 50 Soak and 100 Hits. So an object that is 4x4 Grids has 200 Soak and 400 Hits. Also, attacking an object 1 Grid or larger in size, there is a -5DM penalty to the damage roll (thus preventing a lower scale Hero from accidentally destroying the moon by rolling really high). The Annihilation enhancement gives Cosmic attacks the ability to do double Collateral Damage and ignores the -5DM penalty.

Example: Infinity Knight sees an Asteroid hurtling towards the planet of the peaceful plant people. This gigantic 2x2 grid Asteroid has 100 Soak and 200 hits. Infinity Knight's cosmic

*blast does x13 damage, and would only do x8 vs. such a large object normally. Infinity Knight uses some Omnipotence to add the Annihilation enhancement and increase his damage to x15. Against the asteroid, he now does x30 damage (2d6+20)10. He rolls the dice and gets 10+20 = 30*10 = 300 damage- blasting the asteroid to smithereens.*

When Worlds Collide... Sometimes, celestial bodies collide as well. To determine what happens, the Narrator needs to figure the collision speed in Grids. Two objects, one moving 4, the other moving 6 grids towards each other would have a collision speed of 10. An object moving 6 grids slamming into one moving 4 grids from behind would only have a collision speed of 2, since they were traveling the same direction. The DM each object does to the other is its size in grids across times the collision speed. Notice that if the objects are different sizes, the larger will do more damage to the smaller. Dice are not rolled, instead using "10" in the place of a dice roll for both objects. Note- these rules are only used when objects with size measured in Grids crash into one another- not when a planet "crashes" into a Hero (they'd just land on the planet).

Example: Planet R is colliding with Planet X! Planet X was moving 0 grids, and Planet R crashed moving 10 grids, giving a crash speed of 10. Planet R is a small 6x6 grid planet, and Planet X is a much larger 10x10 grid planet. Planet R does x60 damage to Planet X, and Planet X does x100 damage to Planet R. Planet R does 60x10 = 600 damage to Planet X causing horrendous damage, boiling its oceans, shattering mountains, etc, but the planet is still in one piece. Planet X does 100x10 = 1,000 damage to Planet R, destroying it entirely.

If an inhabited planet is struck by a celestial body, the results are catastrophic. The loss of life is proportional to double the fraction of Hits the planet lost in the crash. This means it is impossible to wipe out all life on a planet without destroying it (you only have to reduce it to half its Hits). So if a planet with 1,000 Hits took 100 damage after soaking, it would mean that one-fifth of all life on that planet was destroyed! If a celestial body crashes into another and all of the damage is soaked, it still means horrible loss of life, but the damage will be concentrated in one area rather than a large fraction of all life.

Moving A Planet: To move a planet, you need Cosmic Might, or need Telekinesis or Push with the Annihilation enhancement. Every 5 levels in the power lets you affect a body with sides equal to 1 Grid (double this for Push). So to affect a 2x2 grid moon, you'd need 10 levels of Cosmic Might. The distance you can move the object each page is 1 grid for every 5 levels you have beyond the minimum to affect it. So in the above example, if you had 20 levels, you could move that

moon 2 grids in a page. If you don't have levels beyond the minimum to affect the object, all you can do is slow it down, or move it in squares (not worth measuring at cosmic scale). However, sometimes being able to move a moon a few feet might be enough to save it.

If an object is already moving in grids, the character might increase its rate of movement by pushing with it, or slow it down by pushing against it. An object would have to be slowed down to 0 grids before its course can be reversed, but orbits can be altered inward or outward without stopping the forward momentum.

You can stop the rotation of a planet if you can affect double the planet's size in Grids. So 20 pts of Cosmic Might is enough to stop a 2x2 Grid moon's rotation.

Note- it is possible for some planets to be exceptionally dense or light. Simply double or halve its effective grid size for the purposes of how hard it is to move.

COSMIC POWERS

One thing that the Cosmic setting is known for is blowing the lid off what the reader thought was possible- even for other superheroes. Cosmic characters not only smash through walls, they can smash through planets.

To this end, the rules for powers need to be adjusted to function at the Cosmic level. For starters, there is no "ceiling" to Cosmic powers. Powers can go well beyond 5 levels. For many powers, it is simply a matter of following the power's description, using bigger numbers. So a Special Attack 8 could be used to do +8DM for example.

Other powers need to have special rules for how they function beyond 5 levels. There are also entirely new powers that are made to be used at the Cosmic scale.

Scaling Powers: Any power that can extend to 5pts can be scaled up to Cosmic levels. Powers that have fixed point costs, or that extend to less than 5pts cannot be scaled up to Cosmic levels. Any power that can be used with a range or area, however, can be used with the Space enhancement, and attack powers can be bought with the Annihilation enhancement.

Example: Super Running can be scaled up to Cosmic levels, because it has a point cost of 1-5pts. Armor, however, cannot be scaled up to Cosmic levels, as it has a listed cost of 1-3pts. Likewise, Super Speed cannot be scaled to Cosmic levels, as it has a fixed cost of 3 or 5pts.

Most powers that are scalable to Cosmic levels, you simply continue applying the existing rules beyond 5 levels. The following powers require certain adjustments:

- **Push:** Every 5 levels of Push (except those used for range or area) with the Annihilation enhancement

is as strong as 10 levels of Cosmic Might for pushing celestial bodies, or Cosmic knock-back.

- **Scan:** Scanning a star system quadruples the difficulty, scanning the galaxy raises it x5, and scanning the entire dimension raises it x6.
- **Telekinesis:** Every 5 levels of Telekinesis with the Annihilation enhancement is as strong as 5 levels of Cosmic Might for pushing celestial bodies.
- **Duplication:** Duplication does not scale to Cosmic levels.
- **Growing:** Every 10 levels of Growing gives you 1 Grid/side size, and also functions as 5 levels of Cosmic Might. So if you have 20 Growing, you can grow to be 2x2 Grids in size and effectively 10 Cosmic Might. You are also resistant to any attack that does not have the Annihilation enhancement, just as any grid-sized object is, but at the same time, you have zero to defend against attacks made by an opponent who does not also have a grid size (it is hard for someone the size of the moon to dodge an attack). Every 11 levels of Density Increase is treated as 10 levels of Growing, except you don't actually have a Grid size (just the mass that goes with it).
- **Shrinking:** Shrinking does not scale to Cosmic levels.
- **Stretching:** Every 10 levels in Stretching gives you 1 Grid of reach. This is a very unusual and awkward power to use in a Cosmic game, however.

Recommended Powers: Immunity is a very important power in any cosmic campaign that will deal with space or extra-dimensional travel. A common power for space-faring beings is Immunity 4: Cold, Radiation, Suffocation, and Starvation.

Flight or Teleportation is absolutely necessary unless you want characters to be dependent on vehicles or to remain on a single world. The Space Enhancement makes Flight useful even at the Grid scale.

Finally, the character should have something from the Cosmic category of powers.

COSMIC POWER ENHANCEMENTS

Annihilation (5pts): This enhancement is added to attack powers to make possible such feats as the destruction of planets (or moving them). Any power with this enhancement does double collateral damage and ignores the -5DM penalty

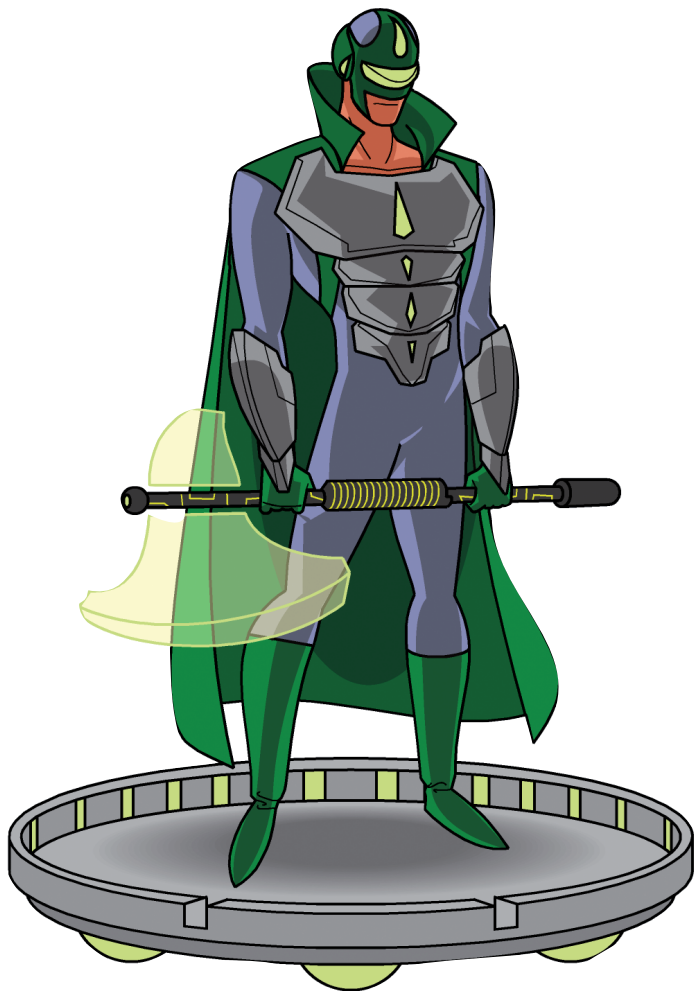
applied to attacking objects with a size in Grids. It is also possible to use Push and Telekinesis to move objects in Grid size, but you'd need the Space enhancement as well on those powers to move them in Grids.

Space (1pt): This is an Enhancement to the Flight power, and to any powers using range or area. This enhancement is necessary for a character to leave or enter an atmosphere with Flight. While in space, Instead of measuring distance in squares, this power is measured in Grids (every 5 squares of Flight becomes 1 Grid of Space Flight). Without this Enhancement, any battle where Grids are being used as measurement, the character can only interact within a single Grid.

In addition, the speed per hour that you can move with Space Flight is far greater than what you can do within an atmosphere; essentially like a "warp drive". A distance that is one level less can be crossed in 10 minutes, and a distance that is one level more can be crossed in 10 hours. A distance two levels less can be crossed in 1 minute, and a distance that is two levels greater can be crossed in a week. A distance three levels less (or fewer) can be crossed in 10 seconds and a distance three levels greater can be crossed in a year. The apparent incongruity of these figures is the result of time dilation (the faster you go, time slows down).

Roll	Event Type	Speed per Hour
1	1 Grid	several hundred miles
2	2 Grids	several thousand miles
3	3 Grids	Orbit the Earth (tens of thousands of miles)*
4	4 Grids	To the moon (hundreds of thousands of miles)
5	5 Grids	Anywhere in the star system (millions of miles)
6	6 Grids	Between star systems (tens of light-years)
7	7 Grids	To a distant star system (several thousand light-years)
8	8 Grids	Across the Galaxy (hundreds of parsecs)
9	9 Grids	Beyond the Galaxy, (immeasurable)
10	10 Grids	Across the Universe

*You need at least a 3 in Flight with the Space enhancement to escape the Earth's gravity. You need a 4 to be able to escape the Sun's gravity to leave the solar system.



COSMIC POWER CATEGORY

In addition to augmenting existing powers, there are some powers that only fit within the Cosmic scale. These powers “The Cosmic Category” cannot be placed in a multi-power, and are bought in 5 level increments. Enhancements and Limitations affect the point cost of these powers at a rate of 1/5th the power’s level, instead of +1/-1 point. Because all the Cosmic powers are bought in 5 level increments, this should be easy. So a level 20 Cosmic power with an Enhancement costs 24 points, and a level 20 power with a Limitation would cost 16 points. A level 20 power with one Limitation and two Enhancements would cost 24 points ($20/5 = 4$. $20-4+4+4 = 24$). As normal, you only get a break in the point cost from a single Limitation.

As an option, the Narrator may allow characters in another scale to take powers from the Cosmic category, but should be wary of doing so, and limit how much can be taken (maybe even to 5 levels). These powers do often appear in lower scaled settings, however, these are usually as some plot device- a cloning machine, or one that grants powers, a character being brought back to life- are extraordinary things, even for superheroes.

Forbidden Limitations & Enhancements: Cosmic powers may not have any of the following Limitations or Enhancements: Multi-Power, Linked, Burn-Out, Energy Cost, or Finite. or Recharge.

COSMIC GRACE

5+ pts

Some Cosmic Beings are so dexterous that they exhibit far more precision than the most advanced machinery. Cosmic Grace makes this possible. You must have 5 Agility to take this power. Every 5 levels gives you +1 multiplier to all Agility rolls (including skills, defense, etc) even beyond x5. It does not apply to your movement speed, or grant more skill slots, or have any other effects that do not involve rolling.

COSMIC MIGHT

5+ pts

Some Cosmic Beings are so strong, that they can move planets, or shatter comets with a punch. Cosmic Might makes this possible. You must have a 5 Brawn to take this power. Every 5 levels gives you +1 Multiplier to all Brawn rolls (including soak, damage, etc) even beyond x5. In addition, your punches can do damage to objects with Grid size as if you had the Annihilation enhancement. You are also able to move objects with Grid size (see “Moving A Planet” above).

COSMIC THOUGHT

5+ pts

Some Cosmic Beings with minds so powerful, they can conceive of concepts beyond our understanding, and withstand mental strain that would drive mortals mad. Cosmic Thought makes this possible. You must have a 5 Mind to take this power. Every 5 levels gives you +1 multiplier to all Mind rolls (including skills, mental defense, etc) even beyond x5. It does not grant more skill slots, or other effects that do not involve rolling.

CREATION

5+ pts

The mortals were right when they said that Matter and Energy are one in the same. They were wrong, however, when they said that matter cannot be created or destroyed. The power of Creation makes it possible to produce matter and energy in great quantities-- either for constructive or destructive purposes. You can use every 5 levels of Creation as 1 level of Armor, Special Attack, Force Field, Damage Aura, Immobilization,

Continual Damage, or Conjuring (or Transmutation) as you see fit. This stacks with existing levels, and can be used to add enhancements to these powers.

Beyond this, you have the awesome power to bring matter and energy into existence. You can use this power to perform any of the following based on your level in Creation:

Level 5	Permanence
Anything you create using Conjuring instead becomes a permanent creation of yours.	
Level 10	Create Matter
You can create asteroids, moons, planets, etc. On a planet you could create lakes, rivers, mountains, etc. Your creations are permanent. You can create an object with sides equal to 1 grid per 10 levels. So with 30 levels, you could make a 3x3 grid moon. You must make a Mind check to create the matter, with a difficulty of 40, +20 per grid per side. So a 3x3 grid moon would be a 100 Mind check. When you create a celestial body, it is devoid of all features-- those must be added yourself. Most creations on a planet will be considered 1 grid, but making an entire ocean for example would be 1 less grid as the planet itself. If your creation is exceptionally heavy (like gold), you double the number of grids it counts as, and if it is exceptionally light (like air) you halve the number of grids it counts as.	
Level 20	Create or Snuff Energy
You can create nearly inexhaustible sources of energy- like miniature stars. The usefulness of this energy source depends on people's ability to harness it. 5 Levels is enough to power a building, 10 is enough to power a city, 20 is enough to power a 4x4 grid planet (5 levels/grid/ side). Beyond this, you are creating stellar bodies like stars (but smaller). A Stellar body you create has 1 grid/side for every 20 Levels you use for this. Needless to say, making a large star takes a Beyond rating in the Creation power! You can also snuff-out energy of equal area of the same way- thus with 10 levels, you can cut power to an entire city, and with 20 you could make a tiny star wink out. Any power you create is permanent, but any energy you disrupt will eventually correct itself.	
+10 Levels	The Creation is Complex
If what you create is a machine, or some other complicated thing, it counts as 10 levels higher. So if you Conjure a spaceship and make it permanent, it would count as 15 levels of Creation.	

Creating permanent matter and energy is an incredibly taxing business. There is some great price that must be paid when you use the greater cosmic abilities of this power. The price should be worked out between you and the Narrator, but it should be permanent and severe. Some suggestions include: lose 1 Hit permanently per 5 levels of Creation used, lose 1 level in a power permanently, etc.

FATE

5+ pts

Some call it entropy, others call it chaos, while some call it destiny. Fate can be described as absolute control over probabilities. It is the power to unravel reality itself, and reconfigure it. You can use every 5 levels of Fate as Nullify or Confusion (un-luck) as you see fit. This stacks with existing levels, and can be used to add enhancements to them. You can also spend a page to grant a Hero point to someone for every 5 levels of Fate you have. These points must be spent on their next panel or they are gone. You cannot affect yourself in this manner. You can also spend another character's personal Setbacks.

Beyond this, you have the cosmic ability to alter reality. This ability requires one minute of intense concentration. The target must be of a lower Character Point cost than you. The more powerful the being you are trying to affect, the more difficult it will be to affect them. In other words, the more the universe has invested in that person, the harder it will be for you to alter it. To work, you must make a Mind check with a difficulty equal to the target's Character Point cost +20. Reversing a fate you have already placed on a character requires no roll. If you fail the Mind roll, that person is forever immune to your use of this power. If you succeed, you can begin spending "fate points" on that character.

You have a number of fate points equal to your level in Fate. This is the maximum effect you can have on any given individual (but you can affect multiple individuals, each with their own separate count of fate points you have spent). You can spend fate points on characters to change them and the universe around them. The number of fate points spent on any given character must be kept track of. Reversing the effects returns these fate points back to you. These points can be spent on characters to permanently alter them in the following ways:

5pts	Add or remove an advantage or disadvantage.
Many story-line changing elements can be done in this manner. Example: Suddenly, that character has a kid sister... and everyone remembers her; or the multi-billionaire becomes a penniless drifter, with no recollection of the former riches.	
10pts	Alter their powers and stats.
You don't take their powers away- simply change what they are. With this may come some cosmetic and name change. Example: Instead of inventing a suit of armor to become Beetle Man, the character was blinded by a chemical that gave him enhanced senses and trained to physical perfection becoming Blind Justice.	
15pts	Alter their role in the universe.
You change Heroes into Villains and vice-versa. Everyone remembers that they had always been that way or that fateful day they changed sides.	
20pts	Remove their powers entirely.
Whatever caused them to develop powers never happened. All the people they ever saved were saved by somebody else. For another 5pts you can add the Normal disadvantage so that their stats remain within normal human parameters as well.	

Using this power should never be taken lightly. The universe does not like to be altered, and demands a high price for such changes. The Narrator and player should work out for themselves what the price is, but it should be permanent and severe. Some appropriate examples include: lose 1 Hit permanently per 5 levels used, permanently lose 1 level of one of your powers, etc. Reversing the effects has no cost. A player can only use this power on another player's Hero with that player's permission.

LIFE

10+ pts

It is not uncommon for Cosmic Beings to have the power to restore, transform, or even create life itself. Mortals might also duplicate this power with forbidden magic rituals or super-science machinery, but these instances should be used as a plot device. You can use every 5 levels in Life as Healing [Usable on Others] or Summoning as you wish. This stacks with existing levels, and can be used to add enhancements to them.

Beyond this, you also have a cosmic ability to affect life based on your levels in Life:

Level 5	Restore Life
Brings a dead creature back to life.	
Level 10	Transform Life-form
You can alter a life-form greatly- changing it into another life-form, crossing it with something else, mutating it, giving it powers, changing its stats, etc. Every 10 levels can be used to add/subtract 1 from its stats, and every 5 levels can be used to add/subtract/change 1 level of powers. The changes are permanent until reversed. Cosmetic changes are automatically applied. Each time a creature is affected, use its original stats and powers for figuring what can be done to it.	
<i>Example: A Cosmic Being has decided to transform a dog into a parrot. The parrot has Flight 1, Size -3. The Cosmic Being has 20 Levels of Life, so this is no problem. Later, the Cosmic Being decides to turn the parrot into an elephant. It does this by adding/replacing Size 2, Special Attack 1, Armor 1 to the dog's abilities (and changing Brawn to 4 and Agility to 2).</i>	
Level 20	Create Life-form
You can turn inert matter into a living creature. Unlike Summoning, this is a permanent life-form. The life-form is built using your Summoning levels granted by Life (not stacking with levels of Summoning). To create an intelligent life-form you need 25 levels of Life at least.	
+5 Levels	
Sentient beings can choose to resist the effects by rolling their highest stat. The difficulty is equal to twice your level in Life.	
<i>Example: A Cosmic Being has 40 Life, and decides to transform a superhero into a frog. If the Hero wishes to avoid this fate, he must make an 80 difficulty check with his highest stat. Fortunately, this Hero has Cosmic Might, giving him a x8 Brawn roll. After spending a Hero die, he ends up with a roll of 11, making the check with an 88.</i>	

Tampering with the source of life, however, can be dangerous. Anytime these greater Cosmic powers (beyond Healing or Summoning) are attempted, the user must pay some great price. This price should be determined between the Narrator and the player, but should be something significantly harsh that this power will never be used lightly. Some examples include: sacrifice two lives to save one, give some of your own life (-1 Hit permanently per 5 levels being used), give some of

your power (one power is permanently reduced by 1), etc. A player can only use this power on another player's Hero with that player's permission.

OMNIPOTENCE

5+ pts, Variable

From "Omni" meaning "all" and "potence" meaning "power"—you have all powers (more or less)! You can use every 5 levels in Omnipotence as 1 level in any other power except those in the Intense Training and Cosmic categories. In addition, all of these powers have the Variable enhancement for free if applicable. You can have multiple powers turned on or enhanced at once, but each level of power uses 5 levels of Omnipotence. Essentially, you'll have to decide which powers you have "on" at any given time, and you can change which ones you use on your panel.



Example: A Character with 20 Omnipotence can use it for Growing 2 and Armor 2, or Flight 3 [Enhancement: Space], etc, but has only 4 levels of power to use at any given time.

You should probably have a "default" setting for when you haven't declared anything specific [Immunity, Armor, or Flight would all be appropriate]. Enhancements to powers within Omnipotence can be added by simply counting them as 1 level. So you could use a Level 3 power with an Enhancement by using 20 levels of Omnipotence or 15 levels and 5 levels.

Any existing powers stack with any powers in Omnipotence, and Omnipotence can be used to place Enhancements on any existing powers. Thus a character may have Flight 4, and use Omnipotence 15 to boost it to Flight 7 or to Flight 6 [Enhancement: Space]. Any power you want the character to have access to all the time should be bought separately. Immunity, Armor, Flight, Keen Senses, are some examples of powers you might want on all the time, without drawing from the pool of Omnipotence.

OMNISCIENCE

5+ pts

From "Omni" meaning "all" and "Science" meaning "knowledge"—you know everything! You have what some would describe as a "cosmic awareness". Every 5 levels of Omniscience functions as 2 levels of Clairvoyance, Keen Senses, Scan, Sense X, Omni-Linguist, Omni-Reader, Telepath, or Danger Sense arranged as you see fit. In essence, it works like Omnipotence, but with more effective use of a narrower range of powers. Also, whenever there is great change in the universe (such as permanent use of Fate or Life, when someone alters the timeline, etc), you will know. You will also be aware whenever somebody uses (or is under the influence of) Mental category powers in your vicinity. So if someone were using Invisibility to sneak past, or under the influence of Mind Control, you would know it.

The range at which these powers function is extremely long, and based on your level in Omniscience. 5 Levels has a range of anywhere in the world, 10 levels is anywhere in the star system, 15 levels is anywhere in the galaxy, 20 levels is anywhere in this dimension, and 25 levels is in any dimension of all reality. You also do not need line of sight to use powers such as Telepath for instance.

TIME & SPACE

10+ pts

You have achieved mastery over a key component of the very universe itself. You can use every 5 levels of Time & Space as 2 levels of Teleportation (or Dimensional Teleportation) or Super Speed [Usable On Others] as you wish. This stacks with existing levels, and can be used to add enhancements to those powers. You also have an innate sense of time. You always know the exact date and time, and will always know when somebody else has altered the timeline. In addition, you have unlocked the cosmic secret of time travel.

Traveling in time gets easier the further away you are traveling from the present. Time traveling to the time of the dinosaurs, is for some reason much easier than traveling back five minutes ago. Likewise, it is easier to travel a millennium into the future than it is to travel a century.

When you try to time travel, you need to spend a Hero point, and then make a power check using your level in Time & Space. Because it has already happened, the past is easier to travel to than the future. Any trips to the future have +20 difficulty. Return trips have no modifier to difficulty. It is very possible that when you time travel, you will “overshoot” your destination. You travel as close as your roll will get you to your destination, but you cannot abort your time traveling. So if you “miss” you will have to try again. Each time you roll, it is relative to your exact position in time. Even if you succeed, you may be a little bit off. The Narrator can spend a Setback to as much as double or halve the distance you are trying to travel. So if you try to travel 4 weeks into the future, the Narrator could spend a Setback to put you anywhere between 2 weeks and 8 weeks in the future.

Example: A Cosmic Being decides to travel to the 7th century AD. Since it is more than a thousand years in the past, this is a 120 difficulty check. It has 15 Time & Space, and rolls x10 with a +5 Dice bonus. The Cosmic Being succeeds with a result of 11 on the roll ($11+5=16 \times 10=160$).

Difficulty	Amount of Time Traveled
80	Billions of years
100	Millions of years
120	Millennia
130	Centuries
140	Decades
160	Years
180	Weeks
200	Hours
220	Minutes
240	Seconds

The closer you travel to the present, the more real impact your actions will have on the present. The universe resists change like friction resists motion- the farther away you are from the present, the stronger that friction will be, and the less your actions will alter history. If you travel back to the 12th century, you might change events so that your ancestor becomes the king of England... but history will still unfold in much the same way it already had, with your actions as some minor footnote, as if some force were guiding it back the way it is “supposed” to be. The more recently you travel, the less this force can “correct” the past. If you travel back a few minutes into the past and grab a spare key, you’ll be able to get out of the cage that was going to be dropped on you. Of course, Super Speed or Teleport can be used to mimic many effects of time travel- without having to spend a Hero point or risk being trapped in the wrong time!

CROSSOVERS BETWEEN SCALES & SETTINGS

Just because the campaign is set in a particular genre or scale doesn’t mean that it should be restricted to staying there. Every once in a while, Street-Level Heroes may be the world’s only hope against a Cosmic threat, or Bronze Age heroes travel back in time to kick Nazi butt alongside their Golden Age forefathers. What if modern superheroes get sent into the future, or are teleported across the galaxy? Maybe heroes of a Fantasy world get magically transported to our own, modern world!

Mixing Settings of Play: Sometimes, two different settings will cross with one another. What if an evil magician conjures an army of Orcs to fight for the Nazis in World War II? Mixing most settings is simply a matter of dropping the elements you like from one into another. When you are running a game like this, it’d also be fair to allow players to make characters from either of the two settings. In the above example, the Heroes might be Golden Age superheroes or Fantasy heroes.

Mixing Scales of Play: When you have a situation where a lower Scale group is taking on a higher scale threat [up to World Class], take whichever is on the higher scale and use that as the base Character point scale for the issue. This means that the lower scaled Heroes will be getting more Hero Points to compensate. When mixing Cosmic scale with any other scale, however, things will be different (see below).

Mixing Settings & Cosmic Scale: Gods, Demons, and Cosmic Beings often use mortals (especially Heroes) like pawns in a great cosmic game of chess. However, there are times when pawn can decide the winner. There are several ways to involve lower scale characters in Cosmic scale stories:

A Pact of Non-Interference: For some reason, nigh omnipotent beings cannot take part the events. Perhaps they have taken an oath to observe, but not to intervene in mortal affairs, or are forbidden from doing so by some ancient decree older than time. Maybe they have a tenuous truce with one another that prevents them from acting directly. Thus, the Cosmic Beings seek the aid of mortals on occasion to save worlds or galaxies that they have grown attached to.

A Wager or Experiment: Sometimes, Cosmic Beings wager on the affairs of mortals, and may alter reality, transport the characters to another planet or dimension, and give them some task to accomplish. This might be for the being's own amusement, an experiment to understand mortals, or as part of a wager with another being. Eventually, the Heroes (and Villains) may realize that they are being used like rats in a maze and decide not to cooperate!

Temporary Cosmic Powers: The cosmic forces that get the Heroes involved see fit to (temporarily) grant them Cosmic Powers, often weakening themselves in the process. There are two ways that this might work: either the players get to redesign their characters at Cosmic Scale, or the Narrator will have certain advantages and powers bestowed upon the characters by the beings involved. Once the Heroes have completed their task, the Cosmic Being will of course take its powers back!

Maguffin: Somewhere there is a very important thing (a "maguffin") that the Heroes can get that can shift the balance in some great cosmic conflict. The maguffin might be something bestowed upon them by Cosmic Beings, or something for them to invent or find. This maguffin can be an ancient ritual, a super-science invention, a magical artifact, or

even a person! If the Heroes get the maguffin and use it in the right way, it can affect things on a cosmic scale. Of course, the forces of evil may also be after the maguffin...

Destiny/Prophecy: Mythology is full of tales of times when mere mortals turned the tide in the affairs of gods. Maybe some force of eldritch evil is invulnerable, except to one of the Heroes who was destined to defeat it. Maybe the Heroes will just prove enough of a distraction that one side can win over the other in an otherwise endless stalemate, or perhaps by trying to prevent the prophecy from coming true, it will become self-fulfilling. In any case, the Heroes are the ones who will make this happen.

Likewise, there are ways in which Cosmic characters can get involved in mortal affairs, without merely snapping their fingers to fix every situation:

Stripped of Power: Perhaps as a punishment, perhaps by accident, a Cosmic character has lost the vast might they once had. Perhaps the character has been changed into a mere mortal, but it is also likely that the powers have simply been "toned down". Thus, a cosmic character could be redesigned as a World Class (or even weaker) character instead. He is still a force to be reckoned with- just not omnipotent.

Dare not use Power: Maybe the Cosmic character cannot use their full power for other reasons- perhaps the more it is used, the stronger some force of evil becomes. Maybe using the power on Earth would damage to the fabric of reality, the physical world, or to the people in it.

Powers Aren't Working: Perhaps there is something about the Earth that nullifies the being's powers. Recovering them could be a key element of the plot.



APPENDIX: HERO & VILLAIN ARCHETYPES BY SCALE

MYSTERY MEN (20 CHARACTER POINTS)

ADVENTUROUS EXPLORER

20 Pts (12 Stat, 8 Power)

An academic with a taste for adventure, and a trusty whip. The Explorer hunts for ancient artifacts, and has a knack for finding trouble.

Brawn 1 Agility 2 Mind 3
x1 Soak (x3 vs. Unarmed)

Powers:

Disarm Expert 2 [Limitation: Whip Only] 1pt
Whip Swing: Swinging [Limitation: Requires Whip] 1pt
Whip Bind: Immobilization 1 (Brawn 10), [Limitation: Cannot use Whip while target is bound] 1pt
Martial Arts Mastery 2: (Boxing, Judo, Capoeira), 2pts
Fleet of Foot (8 sq, Jump 2 sq) 1pt
Pistol Technique: +1 Hit, 1pt
Skillful 1pt
Equipment: Whip (Reach 2, x1(+5) Dmg), Sidearm Pistol (x2 Dmg, x3 Hit, 6 shots)

Recommended Advantages: Contacts (it seems you have a friend in every port who owes you a favor), Dumb Luck

Recommended Disadvantages: Age (being a professor it is likely you are over 50- but are still kicking), Normal

Recommended Skills: Athletics, Drive, Occultism+1/Artifacts, Social Science+1/Archeology, Humanities/Foreign Cultures, Outdoor/Survival

BARBARIAN WARRIOR

20 pts (10 Stat, 10 Powers)

A powerfully built warrior from out of time, driven by a savage inner strength and survival instinct.

Brawn 2 Agility 2 Mind 1
x2 Soak (x4 vs. Unarmed) [Becomes x3/x5 when below 50 Hits], x4 Defense vs. Hand-to-Hand, x5 Mental Defense

Powers:

Sword Technique 2: +1 hit, +1DM, 2pts
Warrior Training: Martial Arts Mastery 2 (Tough, Defensive, &

Grappling styles) 2pts

Battle Fury: Boost 1: Brawn (When reduced to 50 Hits or less) 1pt

Fleet of Foot (8 sq. run, 5 square leap) 1pt

Keen Hearing (x4) 1pt

Indomitable Spirit: Mind Shield 2 (x5 mental defense) 2pts

Equipment: Two-Handed Sword (x3 hit, x4 dmg +10)

Variations on the Theme: Instead of sword technique, he may have a magic sword (Special Attack 3 [+1 hit, +2DM, limitation: easily taken, 2pts]. The Martial Arts Mastery can be replaced by Danger Sense, Swift Strike, Deflect, or Armor. Mind Shield could be replaced by Swift Strike.

Recommended Advantages/Disadvantages: The Normal disadvantage may apply, and the Outsider disadvantage should apply if the character is truly from an ancient culture in a modern world. Destitute disadvantage may be appropriate. The Dumb Luck advantage would go well with this character's devil-may-care attitude and the Immortality advantage would explain why an ancient warrior is alive in a modern world.

Recommended Skills: Outdoor, Athletics, and Ride all fit well. You may substitute Sailing for outdoor if the character was a sea-reaver, but the skill would not be totally useful on a modern vessel.

JET-PACK JOCK

20 Pts (12 Stats, 8 Powers)

Like something from a Sci-Fi serial, this character has equipment far beyond modern technology. Whether this technology is from the future, of alien origin, or the character's own ingenuity, the jet-pack (and how it avoids burning his pants) remains a mystery to all...

Brawn 1 Agility 2 Mind 3
x3 Soak

Powers:

Rocket Pack: Flight 4 (20 sq.) 4pts

Art Deco Raygun: Special Attack 3 [Range 20, x4 dmg, Limitation: Easily Taken Gadget] 2pts

Bulletproof Breastplate & Helmet: Armor 2 (x3 Soak) 2pts

Variations on the Theme: If the character's features are not obscured by a helmet & breastplate, instead of Armor, the character uses a force field belt (Deflect 2). Perhaps the character is a Robot- and the jet-pack and armor are built-in. The powers are not technological, but magical in origin (a flying carpet with a magic wand and enchanted clothing).

Recommended Advantages/Disadvantages: If the character invented his own equipment, Gadgeteer is a sensible

advantage. If he paid to have the equipment made for him, then Resources advantage makes sense. If the equipment still has bugs to work out, Uncontrollable Powers disadvantage make sense (or Activation limitation on one of the powers). Normal disadvantage works for a character that is just a guy in a suit. The Unliving Advantage would make sense for robotic character, and the Freak Disadvantage would be fitting for an alien character. The Total Recall advantage may also work for a super-genius or robotic character.

Recommended Skills: Technology/Invent, Science/Physics, or Occultism/Artifacts are appropriate depending on the character's origin. Athletics/Acrobatics or Pilot/Control would be useful for flying stunts with the rocket pack.

MASKED DETECTIVE

20 Pts (14 Stats, 6 Powers)

Always one step ahead of the underworld, the Masked Detective puts the sting on organized crime.

Brawn 2 Agility 2 Mind 3

x2 Soak (x4 vs. Unarmed), x4 Defense vs. Hand-to-Hand

Powers:

Gas Gun: Immobilization 20, Range 5, Small Burst [Limitation: Ammo Gadget] 3pts

Skillful 1pt

Martial Arts Mastery 2 (Boxing, Judo, Karate)

Variations on a Theme: Instead of a gas-gun, give him a grapple-gun which gives Swinging, and maybe some smoke-bombs that are Confusion.

Recommended Advantages: Resources, Super-Vehicle, Sidekick all fit well.

Recommended Disadvantages: On the Run (if vigilantism is unpopular), Normal

Recommended Skills: Investigation+1, and five other skills. Drive, Athletics, Escapology, Social Science, and Humanities all fit well.

MONSTER HUNTER

20 Pts (10 Stats, 10 Powers)

Charged with a gift and a sacred duty to destroy supernatural fiends, the Monster Hunter travels the world to defend it from darkness.

Brawn 1 Agility 2 Mind 2

x4 Defense, x4 Mental Defense, x4 Priority

Powers:

Sacred Weapon: Special Attack +1 Hit, +2DM [Limitation: Easily Taken, Enhancement: Extra Effect vs. Supernatural] 3pts

Sacred Talisman: Daze, Radius 2 [Limitation: Only affects Supernatural, Enhancement: Extra Effect vs. Supernatural (x4 to initiate daze)]. 4pts

Sense Evil: Danger Sense 2pts

Fear No Evil: Mind Shield 1pt

Equipment: Sacred Weapon (x3 Hit, x3 Dmg, x5 Dmg vs. Supernatural), Crossbow (x2 Hit, x3 Dmg), Sacred Talisman

Variations on the Theme: Skillful power would give the character a more broad background in finding monsters. Instead of a owning sacred weapon, the character is a sacred weapon (raise Brawn to 2, lower Mind to 1, change "Sacred Weapon" to "Sacred Fist: +1 Hit, +1DM [Enhancement: Extra Effect vs. Supernatural] 3pts" Replace Sacred Talisman with Martial Arts Mastery 3, and replace "Sense Evil" with Super Speed 3.

Recommended Advantages: Mentor, Dumb Luck

Recommended Disadvantages: Age, Enemy [Vampire Lord or leader of a Cabal of Cultists]

Recommended Skills: Occultism/Monsters is a must. Investigation could help track down monsters, Humanities would help find them around the globe and give the character religious knowledge. Drive and Athletics would help getting around.

PSYCHIC AVENGER

20 pts (12 Stats, 8 Powers)

This character's mental abilities manifested when he learned to harness his own negative energy while traveling abroad in the East. He now uses his own inner darkness to fight the evil that lurks in men's hearts!

Brawn 1 Agility 2 Mind 3

x4 Defense (Danger Sense), x4 Priority

Powers:

Cloud Minds: Daze Range 5, Small Burst 4pts

Invisibility 2 [Limitation: Does not work vs. machines] 1pt

Suggestion 1pt

Danger Sense 2pts

Equipment: pistols (Range 10, 6 shots, x2 hit x2 dmg)

Variations on the Theme: To make the character more sturdy, drop Suggestion and replace with Martial Arts: Boxing. For a more offensively powerful character, replace Cloud Minds with Telekinesis.

Recommended Advantages/Disadvantages: Resources and Contacts are both fitting for this character. On the Run disadvantage works as well.

Recommended Skills: Deception is especially appropriate for this character to infiltrate an enemy's hideout. The Occultism skill is related to the source of the character's powers. A well-to-do Hero may also have the Commerce Skill, and the Investigation skill is always useful.

PUGILIST

20 Pts (10 Stats, 10 Powers)

Tough as nails and strong as an ox, the Pugilist is also deceptively quick as well. If you leave him an opening, it will be lights out!

Brawn 2 Agility 2 Mind 1

x2 Soak (x4 vs. Unarmed Attacks), x4 Defense vs. Hand-to-Hand

Powers:

Boxing Moves: Martial Arts Mastery 2 (Tough, Defensive, & Tricky Styles) 2pts

Unarmed Technique: +2DM (x4 Dmg) 2pts

Knockout!: Attack Weak Point 2pts

One-Two Combo: Paired Weapons (fists) 2pts

Swift Strike 2pts

Variations on the Theme: Instead of a Marquis of Queensbury style boxer, perhaps the character is an Eastern Martial Artist. A grappling style can be substituted in for the tough style Martial Art Mastery. The focus of Unarmed Technique may be divided between hitting and damage. An additional power might be some sort of pressure point attack using Continual Damage. The character's own toughness can be increased by taking a point of Healing to "shake it off".

Recommended Advantages/Disadvantages: Celebrity advantage coupled with Public ID disadvantage make sense if you were heavyweight champion of the world. The Destitute disadvantage would make sense if you were still waiting to get your shot in the ring, or were a wandering monk with no aspirations of fame or glory. In any case, the Normal disadvantage is appropriate as well.

Recommended Skills: Athletics is an ideal skill for this character.

TWIN PISTOLEER

20 Pts (12 Stat 8 Powers)

A fighter in peak physical condition, this character excels as a shootist, even using his gun to disarm foes with a barrage of bullets!

Brawn 2 Agility 2 Mind 2

Powers:

Pistol Technique 2 (+1 Hit, +1DM) 2pts

Offhand Shooting 2pts

Double Taps 1pt

Disarm Expert 2pts

Fleet of Foot 1pt

Equipment: Pistols (x3 hit, x3 Dmg, Range 10, 6 shots)

Variations on the Theme: To make the character better-rounded, you can substitute in Martial Arts Mastery 2 for Disarm Expert. To make the character more focused on gunplay, reduce Brawn to 1 and increase Agility to 3. To make

the character more mysterious or menacing to foes, a ghost or skull theme may be appropriate. Perhaps this character is the one of many Heroes to use this name and costume-perpetuating a legend that he can never die...

Recommended Advantages: Normal disadvantage may be appropriate. Villains dread the tales of a Hero who cannot die- so the Unliving, Immortal, or Frightening Presence advantage might be appropriate. Similar characters in pulps often have a cavern headquarters as well. In this case, you may want the Secret disadvantage to conceal your base of operations and the fact that you can be killed (the immortal advantage comes from someone in your family putting on the costume after you die).

Recommended Skills: Athletics is very appropriate. If the character is one of a long line of ghostly jungle protectors, Outdoor/Tracking would be appropriate, as might Medicine/Toxicology to aid in healing native poisons.

RENAISSANCE MAN

20pts (14 Stats, 6 Powers)

A man of many gifts and talents, this globe-trotting dynamo is larger than life- a legend in his own time.

Brawn 2 Agility 2 Mind 3

x2 Soak (x4 vs. Unarmed), x4 Defense vs. Hand-to-Hand

Powers:

Weapon Technique 1 (+1 Hit) 1pt

Martial Arts Mastery 3 (Tough, Fast, Tricky, Grappling, & Defensive styles) 3pts

Skillful 2pts

Variations on the Theme: Of course, this character could just as easily be a Renaissance Woman! Increasing this character to 25 points would allow you to improve Weapon Technique to apply to all weapons (+2pts). Fleet of Foot and Off-Hand Shooting would also fit. You might also increase Skillful.

Recommended Advantages/Disadvantages: The Jack of All Trades advantage is a must. Versatile is also appropriate-enabling the character to "suddenly remember" the hypnotism trick he learned while traveling India, or deduce that idol he found in the Maya ruins lets people walk through walls. Celebrity is very appropriate- and such a man would likely also attract a Rogue's Gallery or an Arch-Enemy. Public ID also makes sense, as this person actually isn't a costumed hero- just a hero. Despite all his great gifts, however, he is Normal. Sometimes, a character like this will have an abnormal appearance- exceptionally tall with bronze or gold skin, for instance, but still may have Appeal advantage too.

Recommended Skills: This character will have 9 skill slots in total to spend, and could potentially have anything. With Jack of All Trades, he will know a little about everything, so it is best to concentrate slots on what you want him to be especially good at. It would be a good idea to put two or three

slots into a single skill you want to be great at. Physical skills are likely candidates for doubling up because this would raise to a x3 multiplier, to be on par with his brilliant mind.

STAGE MAGICIAN

20 pts (12 Stats, 8 Powers)

A dapper stage magician, with top-hat and cape, few would guess he also possesses some real magic!

Brawn 1 Agility 2 Mind 3

Powers:

Illusion 3, 3pts

Poof: Teleportation 1, 1pt

Animation 3 (5 Stats, 3 powers, 60 Hits) 3pts

Statue: B3 A1 M1, Unarmed Technique +1 hit (x2), +1 DM (2pts), Armor 1 (1pt) 20 Soak

Flying Carpet: B2 A2 M1, Flight 3 (6 sq.) 10 Soak

Rope: B1 A3 M1, Immobilization 20, Small Burst (3pts) 5 Soak

Magic Hat: Conjuration 2 [Limitation: Easily Taken Gadget (hat)] 1pt

Variations on the Theme: Substitute Illusion for Invisibility or Ghost-form. Perhaps the powers are not magic, but such advanced technology that they appear to be magic. The character adopts the persona of a stage magician to cover his alien origins.

Recommended Advantages/Disadvantages: A famous magician might have the Celebrity advantage coupled with the Public ID disadvantage. A character may use prestidigitation for Instant Change. Sometimes a young magic student needs a mystical Mentor. A character with a few extra tricks up his sleeve may have the Versatile advantage.

Recommended Skills: Occultism is essentially required. Technology also fits if the character is a true stage magician. Stealth/Palming & Planting and Escapology are also fitting.

STREET-LEVEL (25 CHARACTER POINTS)

ANIMAL GENIUS

28 Pts (20 Stats, 8 Powers)

Perhaps he was an animal that was given speech, a bipedal form, and incredible intelligence... or perhaps a brilliant scientist that was mutated into some sort of animal hybrid. Whatever his origin, an Animal Genius has both brains and brawn on his side.

Brawn 3 Agility 3 Mind 4

x5 Defense

Powers:

Keen Senses 1 (Smell x7) 1pt

Clinging 1pt

Claws & Teeth: Special Attack 1 (x4 Dmg) 1pt

Animal Reflexes: Super Speed 3

Animal Instinct: Danger Sense 2pts

Variations on the Theme: The abilities above would be for an ape-like beast. The powers involved might vary depending on what sort of animal the Animal Genius most closely resembles. A cheetah might have Super Running for instance, while a hawk has Flight. Perhaps this Animal Genius became so advanced it developed psychic powers. Adding a number of Mental Powers can turn this into a World Class character.

Recommended Advantages & Disadvantages: Frightening Presence, Gadgeteer, Jack of All Trades, Photographic Memory, or Quick-Thinking are all fitting Advantages. Freak is required. Susceptibility (high pitched noises), Public ID, and Social Stigma are good choices for Disadvantages.

Recommended Skills: Science, Technology, Computers, and either Humanities or Social Science. Also Athletics and Stealth would be appropriate.

AQUATIC ADVENTURER

25 Pts (16 Stats, -2 Weakness, 11 Powers)

A mighty denizen of the deep, the undersea environment has made the Aquatic Adventurer strong and hardy. Enemies would be foolish to underestimate the Aquatic Adventurer on land; they do far more than talk to fish.

Brawn 4 Agility 3 Mind 1

x5 Soak, x3 Mental Defense

Weakness: Amphibious. This character has a negating weakness to being dry. After 24 hours without being immersed in saltwater, s/he loses his/her powers and physical stats drop to B2 A1.

Powers:

Resistance: Half Damage from Cold and Pressure (Push) 1pt

Immunity: Drowning 1pt

Super Swimming 5 (30 Squares) 5pts

Invulnerability: Armor 1pt (x5 Soak)

Strong-Willed: Mind Shield 1 (x3 Mental Defense)

Telepathy [Limitation: only with sea creatures] 2pts

Variations on a Theme: This character might be an Atlantean ruler, or simply an undersea explorer with advanced technology. In the latter case, replace Telepathy with Flight (from a jetpack perhaps), a special attack (dart gun / electric staff), or increase Armor.

Recommended Advantages & Disadvantages: Headquarters, Super Vehicle (submarine), possibly Royalty. Outsider would make sense for an Atlantean.

Recommended Skills: Athletics+1/Swimming, Science/Oceanography or Marine Biology, Occultism/Sea

ARCHER

25 Pts (12 Stats, 13 Powers)

A normal person who is a master of archery, and equipped with an array of “trick arrows”, an Archers can hold their own in scrapes with meta-humans, robots, and magical forces, and provide valuable range support and utilitarian aid for other members of a team.

Brawn 2 Agility 2 Mind 2

Powers:

Boost 2: Agility- when firing a bow (x4) 2pts

Boost 2: Mind- for bow attacks 2pts

Swing-Line Arrow: Swinging (8 squares)

[Limitation: Ammo Gadget] 1pt

Attack Arrows: Special Attack 3 [Enhancement: Variable (Can be used for Ice Arrows, Fire Arrows, Shock arrows, boxing-glove arrows, etc) Limitation: Ammo Gadget] 3pts

Utility Arrows: Conjuraton 2 [Limitation: Ammo Gadget] 1pt

Capture Arrows Multi-power 4pts

Bolo-Arrow: Immobilization 20, Range 10 [Limitation: Ammo Gadget]

Flash-Bang Arrows: Daze- Range 10 [Limitation: Ammo Gadget]

Variations on the Theme: Instead of arrows, you could make a character from the future with a special ray-gun that can be adjusted to different settings, or a wizard with a wand that can cast different “spells”

Advantage / Disadvantage Suggestions: Normal- without a bow and arrows, the Archer is just an ordinary person. Resources would help explain how these arrows were acquired. Gadgeteer will give some variety to the choice of arrows available & develop new ones

Skill Suggestions: Technology/Invent can help develop the arrows as could Science, Social Science/History would explain a character’s fascination with such an archaic weapon, Outdoor/Tracking would do well for a Native-American scout themed character

BLASTER

24 Pts (10 Stats, 14 Powers)

Able to fire energy blasts with incredible power and accuracy, the Blaster avoids hand-to-hand combat. But enemies who do get too close may be in for a nasty surprise.

Brawn 1 Agility 2 Mind 2

Defense x4

Powers:

Boost 2: Mind (For using Energy blasts) 2pts

Energy Blast: Special Attack 5 [enhancement: variable] 6pts,

Standard Blast: Mid Range, x4 Hit, x5 Dmg

Short Blast: Close Range x6 Dmg x4 Hit

Long Blast: Long Range, x5 Dmg, x3 Hit

Wide Angle: Close Range, Small Burst, x7 dmg

Dodge This: x5 Hit, x6 Dmg

Haymaker: x2 Hit x9 Dmg

Spin-Blast: Medium Burst, x7 Dmg

Counter Blast: Deflect 2 [Enhancement: Usable On others; Enhancement: Mid Range] 6pts (A blaster can use this by holding their turn to help another character avoid an enemy ranged attack! It can be used to block attacks against yourself as regular Deflect power)

Variations on the Theme: Exactly what it is that this character blasts can be a lot of different things. Fire, sonic, lasers, kinetic energy, magic bolts, lightning, and various others are possible. If the character fires a weapon of some sort, the Gadget limitation can be added to the powers, and the points used to buy Double-Taps. You might also consider adding Flight or some other variety of Movement power.

Recommended Advantages & Disadvantages: Quick-Thinking is very useful in combination with Deflect to defend allies.



BRAWLER

25 Pts (12 Stats, 13 Powers)

A fighter who never knows when to give up, a Brawler's fighting ability is nearly super-human. This character is a lot better at taking a punch than dodging one.

Brawn 2 Agility 2 Mind 2

x2 Soak (x4 vs. Unarmed), x4 Mental Defense

Powers:

Attack Weak Point, 2pts

Martial Arts Mastery 2: (Street-Fighting, Wrestling, & Boxing) 2pts

Weapon Technique (All Hand-to-Hand) 3 [Enhancement: Variable] 4pts

Jab: x4 Hit, x2 Dmg

Hook: x3 Hit, x3 Dmg

Haymaker: x2 hit, x4 Dmg

(or varies by weapon)

One-Two Combo: Paired Weapons 1pt

Shoulder Throw: Push 2 (x8 Knock-back) 2pts

Never Say Die: Healing 2 (get a "second wind") [Limitation: only works in combat] 1pt

Stubborn: Mind shield 1 (x4 Mental Defense) 1pt

Variations on a Theme: In addition to regular fighting, this character might have a "chi blast" or a "sonic scream" or similar special attack that uses energy (thus enabling them to affect a ghost). Adding a movement power (such as swinging) and an ammo gadget ranged attack would give you a serviceable "dark avenger" type- though with greater emphasis on hand-to-hand combat than gadgets... You can also make an Eastern style Martial Artist. Simply add 1 Level to Martial Arts Mastery. A Daze or Immobilize attack of some sort could represent some sort of pressure point touch.

Recommended

Advantages/

Disadvantages: Never Surrender is very appropriate.

Recommended Skills: Athletics/ Acrobatics

BRICK

25 Pts (14 Stats 11 Powers)

Bricks face their enemies with incredible super-strength and near invulnerability. They may not know a lot of fancy moves (like how to dodge) but know how to do serious damage. Their strength can be used to get around, leaping tall buildings or digging their fingers into the sides of buildings to climb.

Brawn 5 Agility 1 Mind 1

Powers:

Armor 3 (x8 Soak) 3pts

Savage Fighter: Special Attack 3: +2 Hit (x3), +1DM (x6) 3pts

Shockwave: Push 2 (Range 5, Small Burst, x10 Knock-back) 2pts

Super Jump (250 Squares) 2pts

Clinging 1pt

Variations on the Theme: Instead of Super Jump and Clinging, you could give this character Flying 3, or Swinging could replace Super Jump- the character swings by brachiating between handholds. The Shockwave ability could be replaced by some sort of ranged Special Attack, likely representing a thrown object. Note: this character is very vulnerable to mental effects- so Mind Shield might also be an effective alternative power to invest in, which could be represented by a primal stubbornness. Taking on a weakness would make room for a higher Mind, and the Skillful power could make this character be more than "just a bunch of muscle".

Recommended Advantage/

Disadvantages: It is not uncommon for a Brick to have the Normal Disadvantage, either magically or genetically changing into the super-form. Instant-Change would be a useful advantage to have in this case, and Involuntary Change can complicate it.

Recommended Skills: This is a rather unskilled character (unless the Skillful power is bought as an alternative). The best choice of skills would probably be Athletics for the physical skill, and a mental skill related to the character's origin- Outdoor for a primal force of nature, Pilot for a rocket pilot transformed by cosmic rays, Science for a scientist caught in his own experiment, or Occultism for a magical creature.



CHAMELEON

23 Pts (12 Stats, 11 Powers)

Able to be anything or anyone, a Chameleon makes the perfect infiltrator.

Brawn 1 Agility 2 Mind 3

Powers:

Illusion 4 (Visual, Audio, Tactile, Olfactory) [Limitation: Personal] 3pts

Omni-Linguist 2pts

Mimic 4, 4pts

Telepath 2 (Makes assuming people's identities easier) 2pts

Variations on the Theme: As is, a Chameleon is not very combat effective. Adding Martial Arts Mastery, Weapon Technique, or some Combat powers would fix this. Attack Weak Point would be especially useful. Duplication would also be a useful power, as a Chameleon could then create multiple copies, and use some as props, weapons, or drop in place to use as spies.

Recommended Advantages & Disadvantages: Jack of All Trades would be useful for feigning knowledge of a variety of skills, and Photographic Memory would be of great use to a spy. Involuntary Change would be a good disadvantage to make the character more interesting. Shapechangers also may be distrusted, which would mean that Social Stigma would apply.

Recommended Skills: Deception should probably have two slots. Stealth, Security, or Investigation also make sense.

GIANT

25 pts (10 stat, 15 Powers)

One of the most classic comic archetypes, the Giant uses sheer size, augmented by training to win the day.

Brawn 2 Agility 2 Mind 1

x2 Soak+5-25 based on size, up to -5 Dice Penalty to Defense

Powers:

Growing 5 (Reach 5, Move 15 Squares, 5x5 Squares body) 5pts

Super Jump 2 (40 Squares) [Limitation: Only while using Growing] 1pt

Swat: Push 5 [Limitation: only when using an equal or greater level of Growing] 4pts

Weapon Technique 2 [Unarmed] (x4 To Hit) 2pts

Martial Arts Mastery 1: (Wrestling) 1pt

Swift Strike 2pts

Variations on the Theme: A classic variant on this character is the size-changer, who has Shrinking and Growing. This could easily be done with a multi-power. If the character is permanently large, take Size instead of Growing (they function exactly the same).

Recommended Advantages & Disadvantages: Quick-Thinking advantage will let you turn off Growing when it becomes a liability (when you really need to dodge). Involuntary Change disadvantage can give this character an interesting complication. If the character is permanently large (has Size instead of growing) Freak disadvantage is certain.

Recommended Skills: If the Giant gained his powers by an invention, Technology and Science skills would be important. If the power comes from some magic words, Occultism skill is recommended.

LIVING ELEMENTAL (WATER)

25 Pts (12 Stats, -2 Weakness, 15 Powers)

A being composed of liquid water, it is resilient even when it looks solid, and when it turns into running liquid it is nearly impervious.

Brawn 3 Agility 2 Mind 1

Soak x5

Weakness: Double Damage from Fire or Electricity (player's choice)

Powers:

Amorphous Body Multi-Power 3pts

Ghost Form 2 (liquid)

Armor 2 (x5 Soak)

Water Jets: Push 3 (Range 5, Small Burst, x8 Knock-Back) 3pts

Healing 2 [Limitation: Only when near water] 1pt

Flow: Hovering (8 squares) 1pt

Water Walking 1pt

Boost 3: Mind (When using Hydrokinesis) 3pts

Hydrokinesis: Telekinesis 4 [Limitation: Must use Water to move things] 3pts

Variations on the Theme: This character could easily be changed to represent a being of living sand, mud, slime, or other amorphous substance. You might add on Growing in situations where the character can absorb a lot of water. Instead of the Water Jets, you might make the character more versatile by adding Mimic 4 [limitation: looks like water], enabling the elemental to turn its hands into mallets, hide by transforming into a puddle, etc. Likewise, the character might be able to blast jets of steam as a Special Attack instead of Push. Perhaps it can constrict people- using Immobilization or make them slip with Slow. A really cruel ability would be drowning enemies with Continual Damage. Adding in all these abilities would easily make this a World Class scale character.

Recommended Advantages/Disadvantages: Freak (if you are always in watery form), Instant Change (if you are not always watery). Quick-Thinking (so you can use Ghost Form to react

to an attack). Immortal also fits- it is hard to kill something made entirely out of water. Versatile is a fitting advantage as you can make use of many power stunts.

Recommended Skills: Stealth and Athletics are very appropriate. The ability to turn into liquid might also be useful for the Security skill.

MENTALIST

26 Pts (12 Stats, 14 Powers)

Able to communicate or fight with but a thought, a Mentalist is extremely handy at interrogations and crowd control.

Brawn 1 Agility 1 Mind 4

x3 Defense, x8 Mental Defense

Powers:

Mind Shield 1 (x6 Mental Defense) 1pt

Telepath 3; 3pts

Danger Sense 2pts

Psionics Multi-power 8pts

Mind Control 5

Telekinesis 5 (x4 hit, x5 Dmg)

Illusion 5

Mind Blast: Daze 5 (Mid Range, Small Burst)

Variations on the Theme: Clairvoyance or any other Mental powers would fit here very well. Having a full selection of Mental powers, and possibly adding some Intense Training powers would easily qualify this character for World Class scale.

Recommended Advantages & Disadvantages: Mentor, Photographic Memory, Quick Thinking all fit. Versatile would let you make use of other Mental Powers with a power stunt. Susceptibility to psychic "noise", Social Stigma if people have a distrust of telepaths. Unskilled would apply if the high Mind doesn't represent a high intellect as well.

SPEEDSTER

25 Pts (14 Stat, 11 Powers)

The fastest of the fast, the speedster can run on water.

Brawn 1 Agility 5 Mind 1

Powers:

Super Running 5 (40 squares) 5pts

Super Speed 5 5pts

Barrage: Special Attack +2DM (x3 Dmg) [Limitation: Immobile] 1pt

Variations on a Theme: Instead of running, this character can have Flight

Recommended Advantages/Disadvantages: Versatile seems to go very well with these characters, as they often use their speed to perform all sorts of power stunts. The most common would be Teleportation (running to pick up some Chinese food from China), Invisibility (vibrate so fast you cannot see me), Ghost Form (vibrate so fast I phase through walls), or

Push (run in circles making a tornado). Instant Change also makes sense for one so fast. Unskilled Disadvantage might make sense for making the character's Agility more speed than coordination oriented (choose only 2 Physical skills and 1 Mental).

Skill Suggestions: Athletics +1/Running

STRETCHER

28pts (12 stats, -2 Weakness, 18 powers)

Able to stretch, contort, and mold one's body into any shape, the Stretcher is good at a variety of things. Movement, combat, and infiltration are all strong suits.

Brawn 2 Agility 3 Mind 1

x4 Soak

Weakness: Damaging weakness to sharp weapons, like knives, swords, axes, etc.

Powers:

Body Altering Multi-power 6pts

Stretching 5 (10 square reach)

Mimic 3

Movement Multi-power 5pts

Bouncing: Super Jump 2(40 squares)

Rebound: Super Speed 3 [Limitation: Movement Only]

Human Parachute: Glide 1 [Enhancement: Usable on Others]

Swinging 2 (12 squares)

Combat Multi-power 4pts

Body Weaponry: Special Attack 3 (+3DM (x5 Dmg)

Constriction: Immobilize (Brawn 20) [Enhancement: Linked to Continual Damage x2, Limitation: cannot do anything else while constricting]

Ooze: Ghost Form 1 (Semi-Solid) 1pt

Durability: Armor 2 (x4 Soak) 2pts

Variations on a Theme: Growing would also be fitting, allowing this character to inflate to giant size. This character is easily improved to World Class by increasing Armor, and making some of the Multi-Powers individual powers. Increasing Mind would work to make this character into a stretching genius.

SWING LINE SKULK

25 pts (16 Stat, 9 Powers)

Strong, lithe, and smart, the Swing Line Skulk has a few tricks up his sleeve, which he uses to swing around town, climb walls, and wrap up foes! While many other Heroes and Villains use swing lines to travel about the city skyline, the Swing Line Skulk has honed his skill in the use of this tool to produce a myriad of effects with it.

Brawn 3 Agility 3 Mind 2

Powers:

Clinging 1pt

Swinging (12 squares) 2pts

Line Tie: Immobilization 20, (Range 5, Small Burst), 4pts

Line Grab: Telekinesis 3 [Limitation: Only controls what he grabs with the Swing Line] 2pts

Variations on the Theme: Giving the various "swing line" powers a limitation [Ammo Gadget] would make them all 1 pt cheaper, making room for a few more powers on the list. If the Swing Line is from some viscous, malleable material, it might be shot into the eyes to blind a target (Confusion), construct rudimentary tools (Conjuring 1). If the character is animal-themed, Danger Sense or Keen Sense might be a good power to add.

Recommended Skills: If the Swing Line is an invention, the Skulk should have Technology/Invent, and Science skill. If the swing line is naturally occurring, perhaps Outdoor/Survival would be more appropriate.

TINY

25 pts (16 Stats, 9 Powers)

A genius who invented a way to shrink down to the size of a molecule, it would be a mistake to take such a character lightly.

Brawn 2 Agility 2 Mind 4

x3-x6 Soak vs. Falling damage, -1-4 Dice Penalty to Soak attacks, +1-4 Dice Bonus to Defense

Powers:

Shrinking Belt: Shrinking 5 (+1-4 Dice Bonus to Agility Rolls) [Enhancement: Usable on Others, Limitation: Fragile Gadget 50 Hits/25 Soak] 5pts

Ride an Electron: Teleportation 4 [Limitation: Must travel through phone or electric lines] 3pts

Attack Weak Point 2 [Limitation: Only works while using Shrinking] 1pt

Variations on the Theme: Instead of only Shrinking, the character may be some sort of size-changer that also has Growing (put in a Multi-Power with Shrinking). If the character's weight remains the same while shrunk, add the enhancement to Shrinking that it does not affect Brawn rolls. You might even Link Density Increase or Boost (Brawn) with

Shrinking, which would make the character get stronger as he got smaller!

Recommended Advantages & Disadvantages: Quick-Thinking, would allow the character to shrink or un-shrink instantly. Gadgeteer also fits, and Versatile would allow you to use Shrinking to accomplish a variety of Power Stunts (like growing really fast to deliver Special Attack). Normal disadvantage--without the Shrinking Belt, you cannot use any powers.

Recommended Skills: Science/Physics or Science/Biology should be very good; Technology is also a good idea.

WEAPON MASTER

25 pts (12 Stats, 13 Powers)

The weapon is not just a tool to use- it is as a part of the Weapon Master's body. While the weapon is extremely special, the Weapon Master is also a very capable fighter without it.

Brawn 2 Agility 2 Mind 2

x4 Soak, x5 Defense, x3 Priority

Powers:

Unobtainium Alloy Weapon: Special Attack 4 [Enhancement: Variable; Limitation: Easily Taken Gadget] 4pts

Deflect 3 (x5 Defense)

[Limitation: Easily

Taken Gadget

(the weapon)

2pts

Armor 2 (x4 Soak)

2pts

Fleet of Foot (Run 8 squares, Jump 5 squares) 1pt

Martial Arts Mastery 2 [Fast, Tricky, and Grappling styles] 2pts

Weapon Technique (Unarmed) 2 (x3 Hit x3 Dmg) 2pts

Variations on the Theme: Perhaps this character is an incorruptible national icon or mystical avatar- if so Mind Shield would fit. If the character mixes using the weapon in with unarmed strikes, Paired Weapons might be wise.

Recommended Skills: Athletics, Craft [if the character made the weapon], Occultism [if the character is magical]

Recommended Advantages/Disadvantages: If this character is an incorruptible symbol, Leadership is a good choice. Never Surrender and Quick-Thinking are also fitting. This character might also have the Normal disadvantage.



WEATHER CONTROLLER

25 pts (Stats 12, Powers 13)

A true force of nature, this character commands the winds, rain, snow, and thunder.

Brawn 1 Agility 2 Mind 3

Powers:

Weather Multi-power 6pts

Wind: Push 3 [Enhancement: Variable]

Lightning: Special Attack 3 [Enhancement: Variable]

Ice Capture: Immobilization 4 (20 Brawn), Range 5, Small Burst

Weather Mastery 4 [Enhancement: Broad] 5pts

Flying 1 (5 squares) 1pt

Resistance 1 (Electricity & Cold) 1pt

Variations on the Theme: The character's weather control might also be bought as a version of Telekinesis- using wind or water to move objects, for instance. Slow could represent a rime of frost placed upon the ground, or Confusion could be used to represent fog.

Recommended Advantages/Disadvantages: Versatile would broaden this character's repertoire of weather effects. The Grimoire advantage would be fitting if this is a magical-based character, allowing alteration of various weather spells prepared. Because of the primal nature of weather control, the Uncontrollable Powers or Hidden Powers disadvantages would work well here.

WILD WARRIOR

25 Pts (14 Stats, 11 Powers)

Strong, fast, and feral, the Wild Warrior is a frenzied fighter who feels at home in the wilderness and on the battlefield.

Brawn 3 Agility 3 Mind 1

Powers:

Keen Senses: Smell (x4) 1pt

Clinging 1pt

Tenacious: Healing 2, 2pts

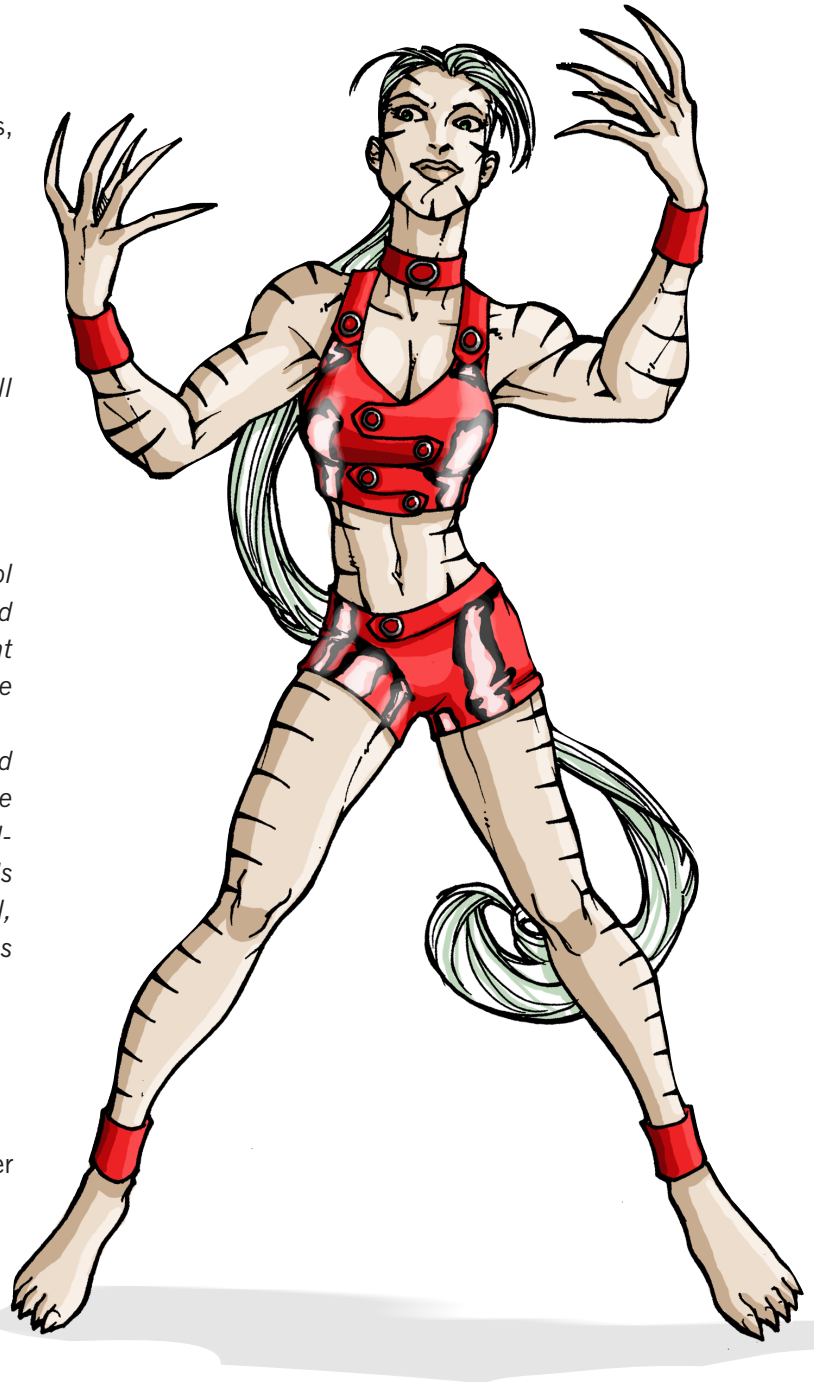
Natural Weaponry (claws & teeth): Special Attack 1 (+1DM) 1pt

Ferocious: Super Speed 3, 3pts

Telepathy 3 [Limitation: Only with animals] 2pts

Skillful 2 (+3 to Outdoor / Survival Skill, +1 Any other), 2pts

Variations on the Theme: Not all animalistic characters can necessarily communicate with animals. Replacing Telepathy with more levels in Special Attack, Healing, or even adding points of Armor to represent extreme toughness would work. A super fast animal like a cheetah based character might have Super Speed 5- or also have Super Running. An ape themed character might have Swinging as a power. A Wild Warrior may not even be physically animal-like- it may be only



psychological (raised by wolves)- in which case the Natural Weaponry would be replaced by a spear or a knife (add easily taken limitation and increase the damage or range of the attack). Some Wild Warriors may have an even stronger connection to the Animal Kingdom- and should have Control Animals (or a certain type of animals) as a power.

Recommended Advantages/Disadvantages: Freak (if looks like an animal) and Public ID (if you cannot change to normal human appearance), Instant Change if you can change to normal human appearance.

Recommended Skills: Athletics/Acrobatics, Stealth, Outdoor/Survival+3 (x4: increases to x7 when tracking by smell)

WORLD CLASS (40 CHARACTER POINTS)

AMAZON

35 Pts (18 Stats, 17 Powers)

A warrior princess, trained for battle, with magical gifts, and a furious temper.

Brawn 4 Agility 3 Mind 2
x5 Defense

Powers:

Magic Bracers: Deflect 2 (x5 Defense) 2pts

Winged Sandals: Flight 4 (20 Squares) [Limitation: Fragile Gadget] 3pts

Martial Arts Mastery 2 [Enhancements: Variable, All Hand-to-Hand] 4pts

Amazon Fury: Swift Strike, 2pts

Magic Whip multi-power [Easily Taken Gadget] 4pts

Wrap: Immobilization 4 (30 Brawn, Close Range)

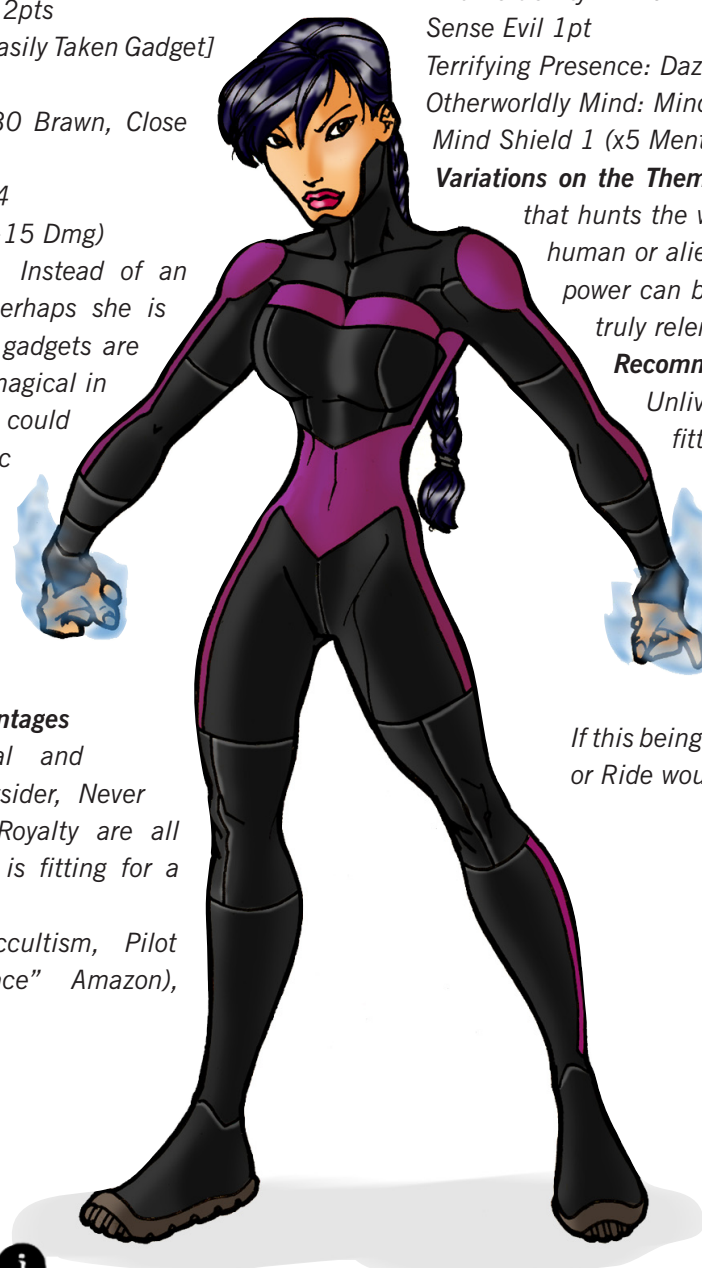
Grab & Swing: Telekinesis 4

Equipment: Sword (x2-x4+15 Dmg)

Variations on the Theme: Instead of an ancient Greek Amazon, perhaps she is a space Amazon, and her gadgets are technological rather than magical in nature. The Magic Whip could be some electro-magnetic device, while Flight is the result of jet boots. This character could be even more dangerous if Attack Weak Point were added, but it isn't necessary.

Recommended Advantages & Disadvantages: Appeal and Frightening presence, Outsider, Never Surrender, and possibly Royalty are all good fits. Super Vehicle is fitting for a Space Amazon.

Recommended Skills: Occultism, Pilot (especially for a "Space" Amazon), Athletics, and Outdoor.



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AVENGING SPIRIT

35 Pts (18 Stats 17 Powers)

Immortal and insatiable, an Avenging Spirit seeks to deliver retribution to the wicked with chains. While the motive may be the same, how far it goes determines if this is a Hero or Villain. No matter what, this character seeks to drive terror into the hearts of those who commit evil.

Brawn 3 Agility 3 Mind 3
x4 Soak, x5 Mental Defense

Powers:

Enchanted Chains Multi-power 4pts

- Immobilization 4 (Close Range, Brawn 30), [Limitation: Easily Taken Gadget]
- Special Attack 2 (x5 Dmg) LINKED with Stretching 2 [Limitation: Easily Taken Gadget]

Immunity 2 (Fire, Poison) 2pts

Invulnerability: Armor 1 (x4 Soak) 1pt

Sense Evil 1pt

Terrifying Presence: Daze 4 (Medium Burst) 4pts

Otherworldly Mind: Mind Spikes 4 (x4 Dmg) 4pts

Mind Shield 1 (x5 Mental Defense) 1pt

Variations on the Theme: Instead of a supernatural being that hunts the wicked, this may be an insane meta-human or alien that thinks that it is. The Healing power can be added to make an Avenging Spirit truly relentless.

Recommended Advantages & Disadvantages:

Unliving or Immortal (or both) are very fitting. Freak would work if this character looks like a demon, skeleton, etc. Never Surrender is also a good choice. Frightening Presence is a must. Super-Vehicle or Pet would make this character into a riding Avenging Spirit.

Recommended Skills: Occultism.

If this being is some sort of rider, Drive/Motorcycle or Ride would be good choices.

BEHEMOTH

37 Pts (16 Stats, 21 Powers)

An unstoppable monster of immeasurable strength, a Behemoth is like a Brick, but far more destructive.

Brawn 5 Agility 2 Mind 1

x8+5 Soak, -1 Dice Penalty to Defense, x5 Mental Defense

Powers:

Super Jump 2 (250 Squares) 2pts

Invulnerability: Armor 3 (x8 Soak) 3pts

Healing 5, 5pts

Super Running 1 (8 squares) 1pt

Destroy! Special Attack 5 (up to +5 DM) [Limitation: Gradual: Each page 1 Level of this power can be added] 4pts

Shockwave: Push 3 (Large Burst, x10 Knock-Back) 3pts

Single-Minded: Mind Shield 2 (x5 vs. mental attacks) 2pts

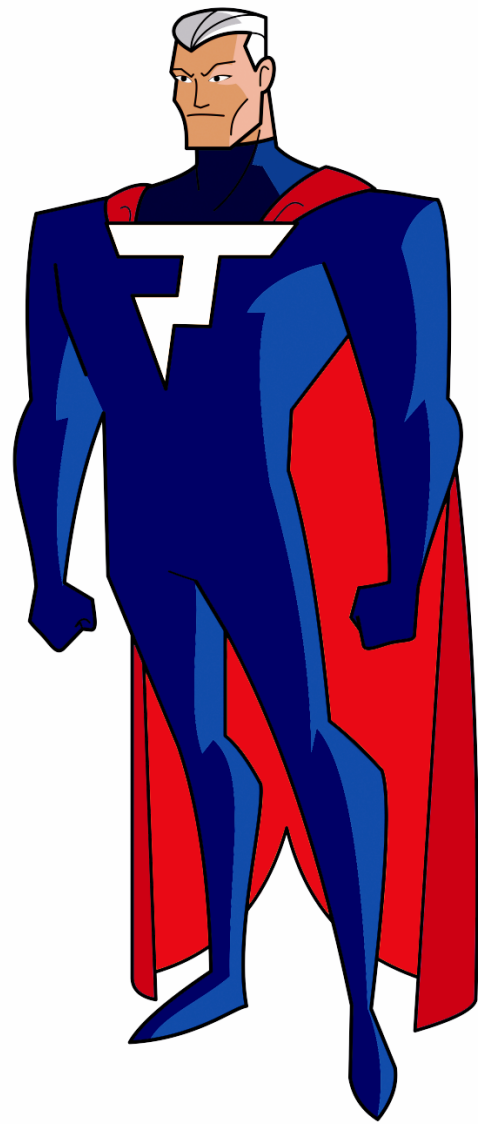
Size 1 (+5 Result bonus to all Brawn rolls, -1 Dice penalty to Defense) 1pt

Variations on the Theme: Instead of a rampaging monster, a Behemoth might be some force of nature itself.

This character can easily be upgraded to Cosmic Scale by adding Cosmic Might and some Immunities, possibly adding Super Vehicle.

Recommended Advantages & Disadvantages: Alter Ego, Frightening Presence, Immortality, Never Surrender, or Non-Sentience all work as Advantages. Involuntary Change, Secret, Freak, or Public ID all make sense as Disadvantages.

Recommended Skills: Outdoor and Athletics make sense.



CHAMPION OF JUSTICE/EVIL

44 Pts (20 Stats, 28 Powers, -4 Devastating Weakness)

Nearly invulnerable, super-strong, and gifted with flight and the ability to blast energy at foes, the Champion is a very well rounded character, often serving as a leader on the side of justice- or evil...

Brawn 5 Agility 3 Mind 2

x8 Soak

Powers:

Invulnerability: Armor 3 (x8 Soak) LINKED with Immunity 5 (Fire, Cold, Sonic, Electricity, Suffocation) 7pts

Flight 4 (20 Squares) 4pts

Super-Senses 3 (Telescopic Vision, Microscopic Vision) 3pts

Keen Senses 2 (Vision, Hearing x5) 2pts

Super Speed 3, 3pts

X-Ray Vision 3pts

Super Attack Multi-power 6pts

- Energy Blast: Special Attack 5 (Mid Range, x5 Dmg)
- Repulsor Blast: Push 5 (Medium Line, x10 Knock-back)



Variations on the Theme: The weakness of such a character can be many things- but should be somewhat rare- plutonium, a certain type of radiation, cold-wrought iron, or meteorites are examples of things that would be rare enough to consider for such a devastating weakness. Armor could be replaced by Deflect for a Champion who blocks attacks rather than absorbs them. Super-Senses could represent many things- from seeing infrared to hearing radio-signals.

This character can also easily be ramped up for Cosmic scale by adding Cosmic Might and the Space Enhancement on some powers.

Advantage/Disadvantage Suggestions: Celebrity would be a sensible Advantage, for a Hero. Appeal would work for a Hero or Villain. Instant Change would be appropriate. A Headquarters would make sense for a Champion who serves as a leader to other Heroes/Villains.

Skill Suggestions: This character could have a wide range of skills, but the choice should reflect the character's background. Investigation would make sense whether the character is a mild-mannered reporter or a hard-nosed crime-fighter in his/her day job. Athletics/Aerobatics is always helpful for flyers.

DEMI-GOD

40 (16 Stats, 24 Powers)

Whether it is simply a younger god, or simply partially divine, this child of powerful extra-dimensional beings is traveling the Earth, either out of a sense of adventure, devotion to justice, exile, or desire to conquer mankind. Just like the gods of old, a Demi-God is also supposed to be a patron of a certain thing- like weather, fire, animals, the sea, etc. The Demi-God's weapon and powers should fit this motif, and the "X-Mastery" power should reflect this.

Brawn 5 Agility 3 Mind 1

x8 Soak, x5 Mental Defense

Powers:

Dimensional Teleportation 1 (to home dimension & back) 1pt

Invulnerability: Armor 3 (x8 Soak) 3pts

Flight 4 (20 Squares) 4pts

Willful: Mind Shield 2 (x5 Mental Defense) 2pts

Epic Magical Weapon: Special Attack 4 [Enhancement: Variable] 5pts

Straight Toss: Mid Range, x7 Dmg

Power Unleashed: Large Burst x6 Dmg

Plow Through: Medium Line, x7 Dmg

Resistance 2 (Poison, Suffocation, Heat, Cold) 2pts

X-Mastery 4 ("X" depends on the Demi-God) 4pts

Boost 3 (Mind: when using X-Mastery) 3pts

Variations on the Theme: A Demi-God of the Sea would probably have Super Swimming instead of Flight. A quick

messenger god would have Super Running instead and Brawn 3 Agility 5. As is, the Demi-God's weapon is not purchased with the Easily Taken Gadget limitation. This was intentional, as it is common for gods to have weapons that nobody else can wield- but adding the limitation might be interesting. Also a negating weakness, such as "Becomes Mortal after 1 minute without the weapon" would work, in which case, the Normal disadvantage (and Instant Change advantage) should be taken. This would also allow Alter Ego to come into play.

Recommended Advantages & Disadvantages: Immortality, of course. Also Appeal or Freak would be rather fitting for a god. Just as a Demi-God has powerful allies, it likely has powerful enemies- Arch-Enemy disadvantage would be completely appropriate.

Recommended Skills: Being from a magical realm, Demi-Gods should have Occultism skill. In addition, a skill relating to X-Mastery would be wise.

LIGHT MASTER

38 Pts (12 Stats, 26 Powers)

Able to harness the power of light to generate force fields, lasers, and a host of other effects, a Light Master is very versatile.

Brawn 1 Agility 2 Mind 3

x4 Soak, x4 Defense

Powers:

Laser Bolts: Special Attack 3 (x4 Damage, Mid Range) 3pts
Invisibility 3, 3pts

Light Armor: Armor 3 (x4 Soak) 3pts

Light Shields: Deflect 2 (x4 Defense) 2pts

Light Mastery 2 [Limitation: Narrow Focus] 1pt

Illusion 3 [Limitation: Visual Only, Enhancement: Extended Duration (Minutes)] 3pts

Force Multi-power, 6pts

- Telekinesis 5

- Force Field 5 [Enhancement: Variable]

Movement Multi-power, 5pts

- Light Speed: Teleport 5 [Limitation:

Must be able to fly there]

- Flight 4

Variations on the Theme: Some other powers that might work well here are Conjuring (everything you conjure is made of force), or Ghost Form 2 (you turn into intangible light, but cannot go through opaque surfaces).

Recommended Advantages & Disadvantages: Quick-Thinking to put up a Force Field in the nick of time is a good idea; Versatile would help get more uses out of the light powers. Susceptibility to darkness (Mind) would weaken the character's powers significantly with no light around.

LIVING ELEMENTAL (OF FLAME)

40 Pts (12 Stats -2 Weakness, 30 Powers)

A being seemingly made of fire, it is the master of heat and flame. Gifted with great speed and offensive capability, it is also a bit of a “glass cannon” in that it is not especially resistant to damage- though the fiery damage aura will discourage people from punching.

Brawn 1 Agility 2 Mind 3

x2 Soak (x4 vs. meltable weapons)

Weakness: Fire-snuffing effects (immersion in water, exposure to vacuum, etc) negate powers. This can be very dangerous when flying.

Powers:

Flame Sheath: Armor 1 (x2 Soak) [Enhancement: Extra effect vs. meltable weapons (x4 Soak)] 2pts

Flight 4 (20 squares) 4pts

Immunity 1: (Fire) 1pt

Fire Blast: Special Attack 5 [Enhancement: Variable] 6pts

Fiery Body: Damage Aura 5, 5pts

Fire Shield/Bonds: Force Field (Damage Shield) Close Range, x3 Dmg, (Small Burst or Arc) (30 Hits) 5pts

Flame copies: Summoning 2 (Flame Creatures) 2pts

Fire Mastery 3, 3pts

After-Burner: Super Speed 3 [Limitation: Only while flying] 2pts

Variations on a Theme: The entire motif of this character could easily be changed to Lightning by substituting the word “Fire” or “Flame” for “Lightning” or “Electricity” and making a few minor adjustments. Change the Flame sheath to be a magnetic repulsion sheath that has extra effect vs. ferrous materials. Replace Flame Copies with the ability to Animate machinery that use electricity. Perhaps Flight could be replaced with Teleportation, where you teleport through power lines. Drop the weakness, and Super Speed. Changing the motif of the character to an Ice theme is also easily done by changing “Fire” or “Flame” to “Ice”, “Freezing”, or “Polar”. Change the Flame Sheath to Ice Armor, which is Armor 2. Replace the “Fire Shield/Bonds” with “Frozen Solid” which is Immobilization 5 (20 Brawn, Range 5, Medium Burst). Replace the After Burner with “Ice Slick” which is Slow (Medium Burst) 3pts. “Flame Copies” are instead “Snow Men”. Change the weakness to a Damaging Weakness to Fire.

MASS SHIFTING CONSTRUCT

37 pts (18 Stats, 19 Powers)

Able to alter mass from anywhere between a weightless phantom to over a hundred tons, a Mass Shifting Construct can be infiltrate enemy territory, trade shots with a blaster, and go toe-to-toe with the strongest Brick.

Brawn 3 Agility 3 Mind 3

x3+5-25 Soak from Density Increase, -1-5 Dice Penalty to Defense from Density Increase

Powers:

Phasing Fist: Special Attack +2DM (x5 Dmg) [Enhancement: Extra effect vs. Armor (x7 Dmg), Affects Ghost-Form, Limitation: Cannot be used with Density Increase] 3pts

Nano-Machines: Healing 3 [Enhancement: Affects Unliving] 4pts

Energy Blast: Special Attack 5 (x6 Dmg, Mid Range) 5pts

Mass Changing Multi-Power 7pts

- Flight 3 (15 squares) LINKED with Ghost Form 3
- Density Increase 5

Variations on the Theme: Instead of Density Increase, this might be a Size-Shifting construct that can instantly grow or shrink. Replace the Mass-Changing Multi-Power with one granting Growing 5 and Shrinking 5.

Recommended Advantages & Disadvantages: Unliving, Immortal, and Photographic Memory would make sense. Quick Thinking would allow an emergency shift from Ghost Form to Density Increase. Outsider and Social Stigma would also be fitting for a constructed being.

Recommended Skills: If the construct is an android or robot, Technology and Science skills are useful, if it is a magically constructed creature, Occultism would work.



MASTER CRIME-FIGHTER/MASTER CRIMINAL

36 Pts (14 stats, 22 powers)

An ordinary person with extraordinary talents and equipment, this character is a legend among Heroes... or Villains. Those who underestimate this character do so at their peril. The Martial Arts training and Deflect in the cape give good defense and chance to retaliate with every attack launched at this character. Attack Weak Point means these retaliations can be severe.

Brawn 2 Agility 2 Mind 3

x3 Soak (x4 vs. Unarmed), x4 Defense, x3 Priority

Powers:

Weaponry Multi-power 6pts

- *Trademark Boomerangs: Special Attack 4*
[Limitation: Ammo Gadget, Enhancement: Variable]
- *Smoke/Flash bombs: Confusion -4, Close Range, Small Burst* [limitation: Ammo Gadget]

Grapple Gun: *Swinging* (8 squares) [Ammo Gadget] 1pt

Utility Belt: *Conjuring* 3 [Limitation: Ammo Gadget] 2pts

Common Items Conjured Include: Cutting Torch, Rebreather: [Immunity: Suffocation], Camera, Audio Recorder, Lock-Picks, Handcuffs, Aerosol Mist

Cowl: *Super Senses 3: Thermal Vision, Radio Hearing*
[Limitation: Fragile Gadget (30 Hits/15 Soak)] 2pts

Martial Arts Mastery (All) 3pts

Attack Weak Point 2pts

Skillful 3pts

Cape: *Deflect* 2 (x4 Defense) [Easily Taken Gadget] 1pt

Cape: *Glide* [Easily Taken Gadget] 1pt

Armor 1: (x3 Soak) 1pt

Variations on a Theme: *Instead of using scientific gadgets, maybe the character's items are magical in nature. However, the character himself is still an ordinary person. The Occultism skill would be appropriate in this case.*

Recommended Advantages & Disadvantages: *Normal disadvantage is a must. Resources would make all these gadgets possible. Jack of All Trades, Super-Vehicle and Headquarters would also be fitting. Ward is an appropriate disadvantage. If you want to expand the usefulness of the Utility Belt, Versatile is an excellent choice.*

Recommended Skills: *With 11 skill slots to spend, there is a lot to choose from. It is recommended that you take at least 1 slot in all of the physical skills. If you have Jack of all Trades, you can focus on honing some skills very high. Technology and Science skills would be necessary to build these gadgets, and Investigation and Streetwise would also be of great use.*



MEGAMORPH

38 Pts (16 Stats, 22 Powers)

Able to transform into any substance, a Megamorph can be very adaptable. This character may have gained these powers by a magical or scientific accident, or they may be a natural part of some alien origin.

Brawn 4 Agility 3 Mind 1

Soak and Defense change with shape and size.

Powers:

Shape-Shifting 4 (Turns body into various substances) 4pts

Example forms include:

- *Water: B3 A3, Ghost Form 2*
- *Unobtainium: B5 A1, Armor 2*
- *Lead: B4 A1, Density Increase 3, Push 1 (x10 Knock-Back)*
- *Smoke: B1 A4, Ghost Form 2, Flight 2 (10 Squares)*
- *Active Uranium: B3 A2, Damage Aura 4*

Body Weaponry: *Special Attack 2* [Enhancement: Variable] 3pts

Stretching 2 (Reach 4) 2pts

Resistance 3 (Heat, Sonics, Poison, Suffocation, Cold, Acid) 3pts

Mimic 4, 4pts

Healing 3, 3pts

Size Changing Multi-power 3pts

Growing 2

Shrinking 2

Variations on the Theme: Instead of transforming into whatever substance it wants, the Megamorph may only absorb substances it touches (this would count as a limitation on Shape-Shifting).

Recommended Advantages & Disadvantages: Normal or Freak (depending on if the Megamorph can change back to an ordinary form or not). Quick Thinking would be useful for transforming to quickly avoid an attack.

POWER ARMOR

40 pts (18 Stats, 22 Powers)

An ordinary person with an extraordinary suit, the Power Armor character is resistant to damage, powerful on the offensive, and equipped with a variety of sensory abilities.

Brawn 4 Agility 2 Mind 3

Powers:

Energy Blast: Special Attack 5 [Enhancement: Variable] 6pts

Targeting Servo-Motors: Special Attack: +1 to Hit with Unarmed attacks. 1pt

Flight 4 (20 squares) 4pts

Immunity 4 [Suffocation, Poison, Temperatures, Electricity] 4pts

Armor 2 (x6 Soak) 2pts

Super Senses 5 [Microscopic Vision, Telescopic Vision, Thermal Vision, Radar sense] 5pts

Variations on a Theme: Instead of being a suit of futuristic technology, it could be a magical suit of armor, in which case the person wearing it would have no need for any invention skill, computers, etc- though Occultism might be appropriate. Likewise, the super senses granted would be something magical. Believe it or not, it could also be a piece of alien technology that some lucky person just happened to find- and does not fully understand how to use (Uncontrollable or Hidden Powers)... A high Mind stat is not necessary in such a situation- though Boost should be taken to ensure that the energy blast damage remains good. This character might also simply be a robot, instead of a person in a suit.

Recommended Skills: Technology/Invent, Computers/Programming, Science/Robotics, Athlete+1/Aerobatics

Recommended Advantages & Disadvantages: Gadgeteer, Normal (Brawn 1), Versatile.

SORCERER

40 Pts (14 Stats, 26 Powers)

A master of the arcane arts, sorcerers have a great variety of use for their magical abilities.

The Character's magic usually relies on some sort of source- either magic words and gestures (casting limitation) or wands, rings, crystal balls, amulets, etc (easily taken gadgets).

Brawn 1 Agility 2 Mind 4

Powers:

Force Field 4 (160 hits) 4pts

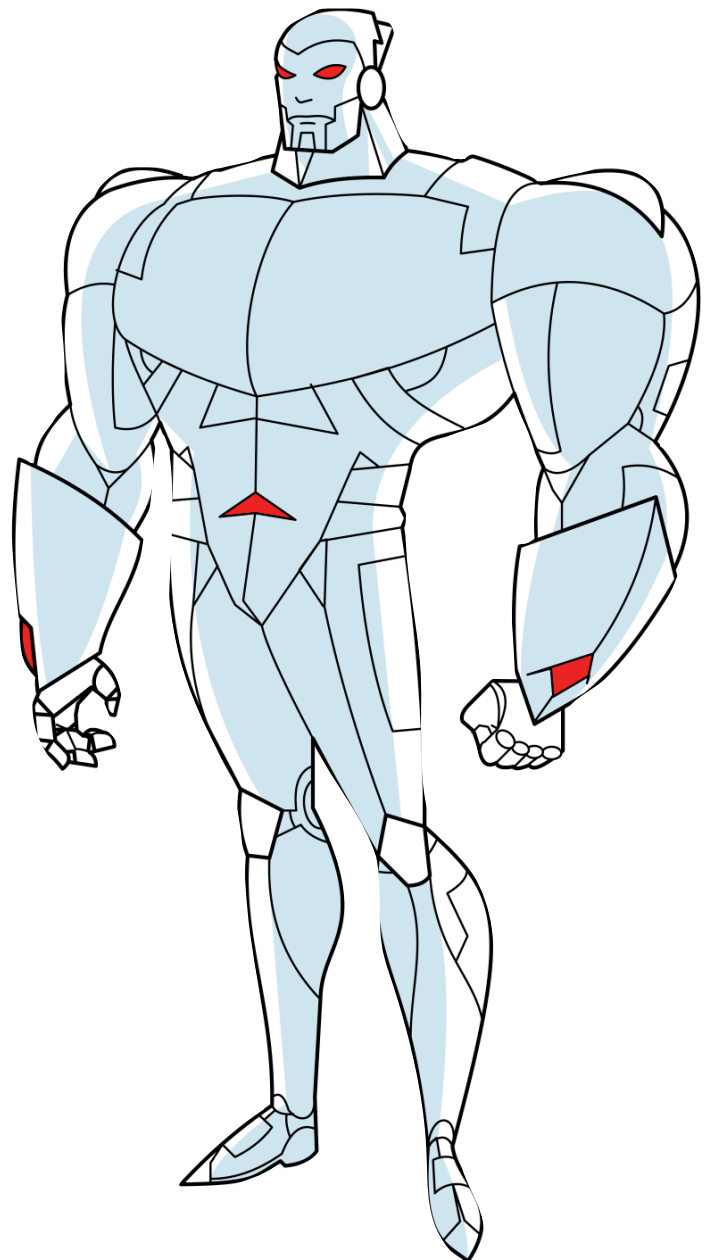
Elemental Blast: Special Attack 4 [Enhancement: Variable: Limitation: Casting / Easily taken gadget] 4pts

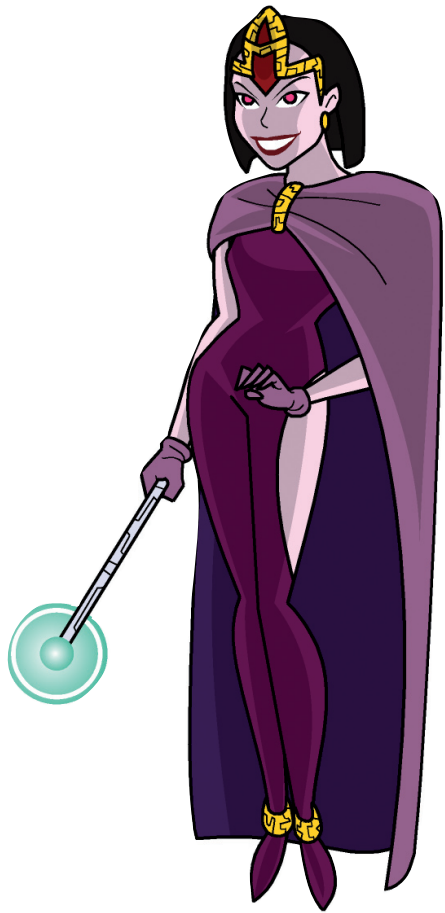
Mind Control [Limitation: casting / easily taken gadget] 4pts

Telekinesis 4 [Limitation: Casting / easily taken gadget] 3pts

Flight 4 (20 squares) [Limitation: casting to initiate / easily taken gadget] 3pts

Summoning or Animation 4 [Limitation: casting / easily taken





gadget] 3pts

Healing 3 [Limitation: casting / easily taken gadget; Enhancement: Usable on others] 3pts

Clairvoyance 2 (Past & Future) 2pts

Variations on a Theme: Instead of “magic” the powers of this character are all very high technology. So high in fact, that the effects may even appear to be magic in nature. Nevertheless, they still likely require some sort of gadget in order to be used... This character easily scales to Cosmic scale by adding Omnipotence.

Recommended Advantages/Disadvantages: Grimoire, Headquarters, and Pet all fit the concept well. Likewise, Outsider would fit if the character is from a different magical world than the rest of the setting.

Recommended Skills: Occultism, probably with more than one slot invested. Humanities is also fitting, especially if the magical abilities came from another land.

STELLAR SENTINEL

40 Points [10 Stats, -2 Weakness, 32 Powers]

A mere mortal granted an incredible Power Source, the Stellar Sentinel also joins forces with many World Class heroes when not patrolling the galaxy. This Power Source can be anything you desire- colored energy, cosmic power, gamma waves, etc. It can be an inherent power that was permanently bestowed

upon you, or housed in an object like a ring, a gem, a helmet, a suit, a medallion, etc. However the object cannot be easily taken and is invulnerable [so it does not qualify for any gadget limitations]. The greatest difficulties faced by a Stellar Sentinel is the need to recharge the Power Source each day, and the Anti-Source- some color, energy source, or substance that the Power Source is ineffective against.

Brawn 1 Agility 2 Mind 2

x3 Soak, x4 Mental Defense

Weakness: Negating Weakness: The Power Source must be recharged every 24 hours for 1 hour, or it ceases to function.

Powers:

Boost Mind 3 (when using the Power Source) 3pts

Boost Agility 2 (when using Power Source) 2pts

Iron Will: Mind Shield 1 (+2 Mental Defense) 1pt

Energy Sheath: Armor 2 (x3 Soak) LINKED with Immunity 2 (Radiation, & Suffocation) 4pts

Force Field 4 [Enhancement: Variable, Limitation: Weakness vs. Anti-Source attacks] 4pts

Flight 4 (20 squares) 4pts

Omnipotence 5 (Often used to enhance existing powers especially with “Space” enhancement, or used for dimensional travel, etc) 5pts

Healing 1 (Uses Omnipotence to add Usable on Others) 1pt

Omni Linguist 2pts

Offensive Multi-power; 6pts

- Source Energy Attack: Special Attack 4 [Enhancement: Variable, Limitation: No effect on the Anti-Source]
- Telekinesis 5 [Limitation: No effect on the Anti-Source]
- Conjunction 5 [Limitation: All things made of the Power Source]

Variations on the Theme: Instead of a Stellar Sentinel, maybe this character is some sort of magical guardian from a magical dimension. Upgrading this character to 60 point Cosmic Scale is a simple matter of increasing Omnipotence by 20 points.

Recommended Skills: Because this character often works in space, Science/Astronomy would be a good idea.

Recommended Advantages & Disadvantages: Normal (no powers without the Power Source), Susceptibility to the Anti-Source. Just in case there is a power you cannot emulate, Versatile would be a good advantage to add. Because they are chosen for their strong will, perhaps Never Surrender would also be a good fit.

COSMIC (60+ CHARACTER POINTS)

You can create a wide variety of Cosmic characters simply by taking an existing World Class character, and upgrading them with about 20 points worth of Cosmic category powers. This works especially well with the Behemoth, Champion, Demi-God, Megamorph, Sorcerer, and especially the Stellar Sentinel.

ALIEN INTELLIGENCE

The thoughts and minds dying Cosmic Beings were placed in a single vessel and given a shadowy form. A being of raw intellect, without substance, the Alien Intelligence thrives on knowledge, is driven by curiosity, and unrestrained by ethics. When the Alien Intelligence does actions that may be harmful to mortals, it is not done out of malice, but out of curiosity, much as a scientist dissecting an animal. Its favorite experiment is to use Mind Control to make people do treacherous actions, weaving a web of intrigue until it is ready to spring its trap. Of course, people don't like being treated as lab rats, and this often leads to trouble with Heroes. Because it has no body, the Alien Intelligence must rely on servants or its dominated thralls to carry out its plans- and defend itself.

69 Pts (10 Stats, 59 Powers)

Brawn 0 Agility 0 Mind 5 (7)

x11 Mental Defense

Powers:

Ghost Form 3 [Enhancement: Second Nature, Limitation: Always On] 3pts

Cosmic Thought 10 (x7 Mind rolls) 10pts

Mind Shield 2 (x11 Mental Defense) 2pts

Force Field 4 [Enhancement: Variable] 5pts

Omniscience 20 (Functions as 8 levels in various sensory and mental powers) 20pts

Travel Multi-Power, 12pts

Teleportation 10 (700 Squares/Beyond the Galaxy) [Enhancement: Usable on Others]

Dimensional Teleportation 3 [Enhancement: Usable on Others]

Mental Dominance Multi-Power, 7pts

Illusion 5

Mind Control 5

Memory Tampering 4

Variations on the Theme: Instead of a passionless scientist, the Alien Intelligence could be a genuinely altruistic being, sworn to simply observe, rather than interfering in mortal affairs. If you want to know something, the Alien Intelligence is the Cosmic Being to ask, though it may not be at liberty

to answer everything. To make it more vulnerable, you might adjust Omniscience with the limitation that it cannot foresee its own future.

Recommended Advantages & Disadvantages: Contacts, Frightening Presence, Headquarters, Immortality, Photographic Memory, Secret (if it isn't allowed to interfere it probably knows a lot of things it cannot tell), Freak (it looks like a gigantic ghostly face with no body), Outsider.

Recommended Skills: Any mental skills, but Science, Occultism, Technology, Deception, and Social Science are all good choices.

COSMIC HERALD

62 Pts (26 Stats, 36 Powers)

The servant of a more powerful Cosmic Being, invested with immense power. Omnipotence is often used to enhance senses or awareness, boost stats, heal, expand Immunity, or augment other powers such as Flight or Special Attack.

Brawn 5 (6 Agility 4 Mind 4

x9 Soak

Powers:

Cosmic Might 5 (x6 to Brawn rolls, x12 Cosmic collateral damage, able to move 1x1 Grid objects) 5pts

Invulnerability: Armor 3 (x9 Soak) LINKED with Immunity 3: Radiation, Cold, Suffocation; 5pts

Omnipotence 20 (can mimic/add 4 levels of any power) [Limitation: Fading] 16pts

Star Sled: Flight 5 [Enhancement: Space, Limitation: Easily Taken Gadget] (25 Squares or 5 Grids), 5pts

Star Bolts: Special Attack 4 (Mid-Range, x6 Dmg) [Enhancement: Space (6 Grid range)] 5pts

Variations on the Theme: Instead of a servant of a more powerful Cosmic Being, perhaps this is simply a young Cosmic Being, which is still learning its powers. If this is the case, the Activation limitation would make sense to put on Omnipotence instead of Fading.

Recommended Advantages & Disadvantages: Immortality, Photographic Memory, Versatile all fit. Freak (by Earth standards if inhuman looking), and Outsider (of Earth).

Recommended Skills: Science/Astronomy would aid in traveling the stars, Occultism/Legend would be useful for dealing with supernatural Cosmic threats.

DEMON LORD

This extra-dimensional being enjoys exploiting the fear of mortals, and disguises itself in the form of evil incarnate, the very Devil himself. It can bend reality to its will, but will only do so if the subject is permitting. Of course, the Demon Lord has no qualms about using deceit, treachery, etc, to get that permission. The Demon Lord is especially interested in corrupting the incorruptible, and will often show up at a time when a Hero is at their lowest and offer a way out, as the proverbial wolf in sheep's clothing. Of course, in exchange for its aid, the Demon Lord will require the party of the first part to perform some service at a later date (or their soul)... This counts as "the price" for using some of its greater cosmic abilities- the Demon Lord never pays the price itself.

82 Pts (26 Stats, 56 Powers)

Brawn 4 Agility 4 Mind 5

x7 Soak

Powers:

Invulnerability: Armor 3 (x7 Soak) 3pts

Omnipotence 25 (Mimic/add 5 levels of any power) [Limitation: cannot use Mental powers on unwilling targets] 20pts

Creation 5 (Mimic/add 1 Level of certain Combat powers and Conjuring) 5pts

Life 15 (Mimic/add 3 levels of Healing or Summoning) 15pts

Fate 20 (Mimic/add 4 levels of Nullify or Confusion) 20 pts

Variations on the Theme: You can always make the Demon Lord scarier by granting it some Beyond level powers. As an alternative, rather than a devilish monster, this creature may simply be a powerful alien that enjoys using its powers to corrupt people. It is even possible that its powers result not from some primeval supernatural force, but from some unintelligible technology.

Recommended Advantages & Disadvantages: *Immortality, Frightening Presence, Contacts (who owe him), Freak (in his natural form), Public ID, Code of Ethics (strangely enough, the Demon Lord always follows agreements to the letter... though often in ways that the bargainer regrets).*

Recommended Skills: Without a doubt, *Deception* and *Occultism* are required. *Social Science* would be useful if actual contracts are used.

DIMENSIONAL TRICKSTER

An annoying imp from another dimension, this creature can be a thorn in the side to even the most powerful of Heroes. Fortunately, its ability to enter our dimension is rather limited. Instead of threatening Heroes directly, it forces them to play some game, with them as the pawns. It might transform all the Heroes into storybook characters, or shrink them to the size of ants. If the Heroes can win the game, the Dimensional Trickster disappears in a huff.

Beyond Pts

Brawn 1 Agility 3 Mind 2

Powers:

Size -2 (in its natural state) 2pts

Flight 1 (5 squares) 1pt

Invisibility 3, 3pts



Illusion: Beyond
Creation: Beyond
Summoning: Beyond
Size-Changing Multi-power 6pts
Growing 5
Shrinking 5

Omnipotence 5 (usually used to add enhancements to various powers) 5pts.

Time & Space: Beyond [Limitation: can travel to 1 non-home dimension per month]

Fate: Beyond

Variations on the Theme: *Instead of a being from another dimension, it could be a magical genie who insists on granting wishes (in the most obnoxious way possible) or an alien with cosmic technology who pops in and says “hello, dumb-dumb!” Perhaps there is some way (albeit difficult) to banish the creature without “playing its game”.*

Recommended Advantages & Disadvantages: *Immortality, Jack of All Trades, Quick-Thinking (to teleport away from any Hero that gets close enough to hit him), Outsider, and Social Stigma.*

HARBINGER OF DOOM

Known as a destroyer of worlds, the Harbinger of Doom is one of the most vile Villains Heroes will face. It wants nothing short of the complete destruction of everything... one life, one world at a time. To make matters worse, it has acquired the Chaos Crystal- a cosmic gadget that gives its user Omnipotence. To meet its goals, it tolerates the life of servants, but they too will die when the Harbinger of Doom brings about perfect oblivion.

81 Pts (24 Stats, 47 Powers)

Brawn 5 (7 Agility 3 Mind 4
x10 Soak,

Powers:

Invulnerability: Armor 3 (x10 Soak) LINKED with Immunity 3 (Suffocation, Radiation, Cold) 5pts

Disintegration Beams: Special Attack 10 [Enhancements: Variable, Annihilation] 16pts

Chaos Crystal: Omnipotence 20 [Limitations: Easily Taken Gadget, Fading] 16pts

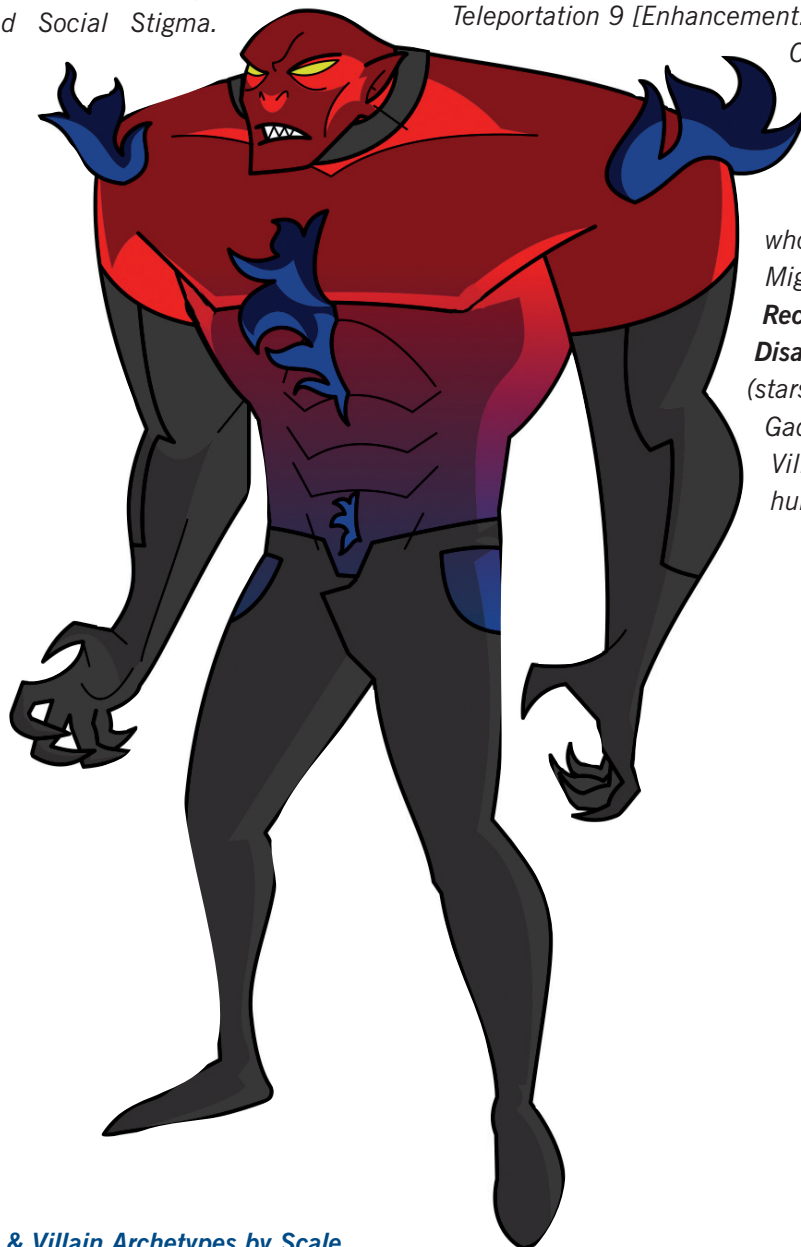
Teleportation 9 [Enhancement: Usable on Others] 10pts

Cosmic Might 10 (x7 Brawn rolls) 10pts

Variations on the Theme:

Instead of a crazed killer, this character might be a giant who eats planets. Change Cosmic Might to Size 10.

Recommended Advantages & Disadvantages: *Super Vehicle (starship), Frightening Presence, Gadgeteer, Immortality, Arch Villain, Susceptibility, Freak (by human standards).*



APPENDIX: ALTERNATE GAME MECHANICS

DICE ALTERNATIVES

The Basic Action System's multiplication based mechanic w/ exploding doubles was designed in order to do two things- make characters with higher stats superior to those with lower by orders of magnitude (they guy who can lift a battleship usually trumps the guy who can lift a bus, who trumps the guy who can lift a motorcycle), and also to allow a cinematic element in so that the underdog can win too (that's what doubles are for)! The Dice Roll chart makes this easier to use, but the multiplication mechanic is not for everyone. Here are some alternatives to try in your game:

PLAYING CARDS

Actually, when I was first designing BASH!, the mechanic was based on using ordinary playing cards. Instead of rolling 2d6 x4 for example, a character would draw 4 cards. Whoever had the high card in a contest won (second highest card breaks ties). In a situation where it is not a contest, but a set difficulty, the Narrator would set a value of card as the difficulty. The difficulties for tasks are 8 (Typical), 10 (Tough), Queen (Superhuman), King (Epic), Ace (Nigh-Impossible) for difficulties. There are no "exploding dice" but you play with Jokers in the deck- consider a Joker as always a success, or for damage, as if it had a value of 20. For damage, you add up the value of the cards the same as in Blackjack (except the Joker is worth 20). You could play with multiple decks shuffled together (to prevent card-counting throwing off the random element). Spending a Hero die lets you draw two extra cards.

The Upside of using this mechanic is that it is quite fast. The downside is that it is much more likely that a character with a 1 in a stat could beat a person with a 5, simply by getting the lucky draw. In the standard rules, it is possible with rolling a lot of sixes, and the other person rolls a 3, but that is very unlikely to happen- whereas the chances of a person with a x1 winning by drawing a Joker, or even a King, is much higher.

D12 DICE POOL SYSTEM

Instead of rolling 2d6 x4, you could accomplish similar results by rolling 4d12 (twelve sided dice, available in most hobby shops), counting up and comparing the results to the difficulty or opposing roll. Instead of the dice exploding on "doubles" you can roll an additional die for every "12" result you get (the dice keep exploding as long as you keep rolling a "12". Advantages of this system is no need to change the difficulties of skill

checks and tasks. The disadvantage is that there is less of a "bell curve" to the dice results. A d12 will result in a 1 as likely as it will result in a 12, whereas 2d6 a 1 is impossible and 2s and 12s are rare results. Additionally, exploding dice have less of an impact on play- they only add 1-12 to each roll- making the game a little less cinematic. Also, the system further favors the characters with higher stats, as they are more likely to roll dice that explode (and can roll multiple exploding dice) than people with lower stats- whereas the multiplication mechanic all characters had the same chance of rolling doubles.

D10 DICE POOL SYSTEM

This works as the D12 Dice Pool system as above, except you use d10s (ten sided dice) instead of d12s, having them explode on a result of a 10. You would need to adjust the base difficulty of checks as follows: 7 = Typical, 14 = Tough, 21 = Superhuman, 28 = Epic, and 35 = Nigh-Impossible. D10s will be more likely to "explode" than d12s, but the results of dice pools will usually be less.

D6 DICE POOL SUCCESS COUNT

Instead of rolling 2d6 and multiplying, you would roll a number of d6s equal to the multiplier. Each die has a chance to succeed or fail, and some tasks require more successes than others. A 1-3 gives no successes, a 4-5 gives one success, and a 6 counts as two successes. Difficulties changed to the number of successes required to accomplish a task, with 1 =Typical, 3 =Tough, 5 =Superhuman, 7 =Epic, and 9 =Nigh Impossible. There are no exploding dice in this mechanic- but a 6 becoming two successes is meant to emulate this effect somewhat. A Hero Die adds an additional die to the roll, but you double the number of successes this die achieves (if any). Individual Hero Points are mostly used to exchange for Hero Dice, so characters should be built with this in mind.

FUDGE DICE

Another type of dice that can be used are Fudge dice or dFs. A dF looks just like a d6, but instead of numbers there are + and - symbols. These dice were invented for a game by Steffan O'Sullivan called FUDGE in the 1990s, (currently printed by Grey Ghost Press). The way the dice work is you roll 4dF at once, and add up all the + symbols and subtract all the - symbols, an ignore the blank sides. This gives you a range of results from -4 to +4. Compare this value to a modifier, and that is your result.

It is very easy to convert BASH! to use Fudge Dice- simply

change multipliers to modifiers. So if you have a x4 attack roll, instead you would roll 4dF+4 for the result. If you got two +, one -, and a blank, +4 modifier, your result would be 5. The base difficulty for a check would change as follows: 2 = Typical, 4 = Tough, 6 = Superhuman, 8 = Epic, and 10 = Nigh-Impossible. Instead of granting a bonus to a die roll, a Hero Point allows you to reroll one of the dF and keep the better result. A Hero Die gives you a +2 modifier when you use it.

Damage and Soak work the same, just divide the number of Hits everyone has by 10 when using Fudge Dice. To get static defense and attack values for minions, divide by 7 (a minion with a 14 attack and 21 defense has a 2 attack and a 3 defense). Heroes roll to try and hit or dodge as normal.

MAP & MINIATURE ALTERNATIVES

HEX MAPS

BASH! was designed to use square grid maps to play, but some people prefer to use hexagonal maps. BASH! is easily adapted to fit this. Range and movement distances simply convert from squares to hexes at a rate of 1:1. Most other area effects work as-is, but bursts need to be adjusted. A small burst is changed to be a 3-hex wide area (three hexes across- essentially one hex in the center, with a ring of hexes around it). A medium burst is an area 5-hexes wide (a center hex with two rings of hexes surrounding it). A large burst is 9-hexes across (a center hex with four rings of hexes surrounding it), and a huge burst is 13-hexes across (a center hex with six rings of hexes surrounding it).

MEASURING TAPE

In the olden days, gamers measured distance using measuring tape- and so can you. One inch = 1 square is a very easy conversion to use. Bursts are instead changed to circles. A small burst is a 2 inch diameter circle, a medium burst is 5 inch diameter, a large burst is a 10 inch diameter, and a huge burst is a 15 inch diameter. You can pre-measure these areas, and cut them out of cardboard to make an easy to use template.

Cinematic Scale Combat (Playing Without Miniatures)

So what if you are going to play BASH!, but don't feel like using miniatures? Can you still play? Yes! Some of the best gaming experiences happen in the mind's eye.

The key to running BASH! combat at the cinematic scale is to "Show not tell". "Show not tell" the players the scene as it unfolds by using vivid descriptions. Encourage the players to use good detailed descriptions as well.

Still, even with the most vivid descriptions, no two people likely imagine the scene in exactly the same way. To mitigate this, without having to draw a map or use miniatures, use these special guidelines:

Ranged Attacks: For ranged powers, simply use the descriptors Close, Mid, Long, and Extreme, rather than numbers of squares. Alternatively, you can convert distances into feet by multiplying by 5. So a 10 square range power would have a range of 50 feet.

Area: Area effects can be tricky in Cinematic scale, especially when the Narrator and players don't agree on who is (or isn't) in the target area. Instead of Burst or some other area enhancement, a power gains the "Multiple Targets" enhancement. The number of targets affected depends on the points of enhancement. For 1 point, two targets. For 2 points, 5 targets. For 3 points, 10 targets. For 4 points, 20 targets. For 5 points, 40 targets. If the target area is crowded, you can hit double the number of targets. Likewise, if the area is sparse, you can hit half the number of targets. If you are trying to be very careful to avoid hitting someone, you hit half as many targets. You can always choose to hit less targets when you are being careful.

Movement: Simply convert the character's movement from squares to feet by multiplying by 5. So a character with 20 squares of Flight could fly 100 feet per page. You also know that their top speed is 200 miles per hour, and you can use that in your description as well.

Positioning: The above guidelines are normally enough to run a battle without having to use miniatures, but sometimes you want to know your relative position compared to many others involved in a melee. This can be accomplished by dividing the battlefield up into engagements. Each Hero should keep track of which enemies they are engaging and at what range, and the Narrator tracks which enemies are engaging which Hero. If a character flees the scene, a chase scene begins (see page 28).

BUYING ADVANTAGES

Normally, Advantages and Disadvantages are bought on a 1:1 basis with one-another. But what if you don't want an equal number of them? This option lets you buy an Advantage for 1 Character Point, or get 1 Character Point in exchange for a Disadvantage. The Narrator should be careful to limit how many the players take, though, and may decide that some Advantages are worth more than 1 point.

STATIC SOAK VALUES

Instead of rolling to soak damage, every character has a set soak value of 5 times their soak multiplier (just like minions do). Thus a character with x4 soak would instead have a 20 Soak. The upside of doing things this way is it is one less mathematical step in combat (making things speed up) and also allows Heroes and Villains who get in a lucky shot to not be crestfallen when the opponent rolls even better on soak! The downside is that some characters will be consistently hard to hurt- you won't be able to clock the guy with x8 soak when he rolls a 3- so combats could be more predictable.

STATIC DEFENSE VALUES

Even though BASH! is known for having speedy combat resolution, something that could make it faster would be to use static values for a Character's defense. You would just always have 7 times your Defense multiplier as your Defense- except against Minions (since they have static attack values you roll Defense as normal). The upside to doing things this way is that there are less dice rolls per combat, and that there is no chance of rolling a 3 on your defense, or the bad guy rolling exploding dice to steal the thunder away from your good attack roll. The downside is that the bad guy with high defense will never roll a 3 either!

Also like minions, you can also use static soak values for Heroes & Villains. Simply assume that they rolled a "5" for their soak value (so you can add "dice bonuses" to the 5 before multiplying if you need to). The upside is combat is over quicker (because people soak less on average), but the downsides are similar to that of using Static Defense values.

FAME

As Heroes save lives and do good deeds, it is only a matter of time before they become famous. Fame can be a big help— but also a big hindrance, but that's part of being a superhero. Fame is an optional rule you can add to your campaign to keep track of how famous the character is. Earning Fame is also a reward for players to look forward to. You keep track of Fame with a two scores- Acclaim and Infamy. These scores range from 0 (completely unknown) to 100 (known beyond the Earth). Villains, and VIPs in the Campaign can also have their own scores.

Acclaim & Infamy: Just as there are Heroes famous for saving the day, there are Villains famous for trying to conquer the world. Good Fame is called Acclaim. This is how well liked you are by the general populace. Bad Fame is called Infamy, which represents how feared or loathed you are by the general

populace. Characters gain Acclaim by saving lives, defeating Villains, doing charity work, etc. Likewise, characters gain Infamy by threatening lives, robbery, destroying property, etc. A character has a separate score for both, each with its own multiplier.

For every full 10 points of Acclaim/Infamy, you have a x1 Acclaim/Infamy multiplier, up to a maximum of x10. If you have less than 10 points, you have x0 (roll 1d6). So if you had 27 Acclaim, you'd have a x2 Acclaim multiplier. If you had 53 Infamy, you'd have a x5 Infamy multiplier.

Your score determines how wide-reaching your fame is in general as follows:

Score	Scope of Fame
20	Local
40	National
60	Several Countries
80	Everywhere on Earth
100	Beyond Earth

Figuring Starting Fame: The amount of Fame a character begins with is determined as follows below. After the initial Acclaim and Infamy are set, they change based on the character's actions as the Campaign continues.

- Brand-New Hero/Villain: Begin with 0 Acclaim and 0 Infamy. Ignore all the rest.
- Established Hero: Begin with Acclaim = starting Character Points, 0 Infamy
- Established Villain: Begin with Infamy = starting Character Points, 0 Acclaim
- Arch-Enemy: Has Infamy = to Hero's Acclaim +5, 0 Acclaim
- Arch-Villain: +20 Infamy
- Celebrity: Begin with +20 Acclaim
- On the Run: Begin with Infamy = to Half starting Character Points, 0 Acclaim
- Resources: +5 Acclaim or Infamy
- Rogue's Gallery: Has Infamy = to Hero's Acclaim -5, 0 Acclaim
- Social Stigma: -5 Acclaim

Gaining Fame: As a Hero's career continues, they inevitably will become more famous. You gain Fame by performing certain actions. The amount of Fame you gain varies by the action performed (see chart below) and how famous you already are. To find out how much Fame you get, subtract the action's Fame Value from your Fame multiplier. If you have If your Fame Multiplier is higher than the action, you gain no Fame from it- people are expecting it from you. But don't forget, there are two kinds of Fame, each with their own multiplier. Your Fame

only increases from actions that there are witnesses to- if you do something that nobody finds out about, it has no effect on your Fame.

Example: A Hero with 27 Acclaim stops a train from derailing, saving several lives in the process. This action has a Fame Value of 5, and the Hero has x2 Fame multiplier; so she gains 3 Acclaim. Later that day, she saves a cat stuck in a tree- but she gains no fame for this (it doesn't compare with a train full of people).

It is important that Acclaim and Infamy be tracked separately. If a Hero with 40 Acclaim and 0 Infamy robs a bank, he'd gain 3 Infamy, even though foiling a bank robbery wouldn't have gained him any more Acclaim.

Note that when the chart says "threaten" a life- this does not mean make an empty threat to get what you want. This means actually intending to follow through and kill the person, or acting in a manner that could kill the person without restraint. It could also include kidnapping, hurting a person, etc. It doesn't matter if they succeeded- only that they tried.

It is possible to gain Acclaim and Infamy for the same actions. In these cases, the Infamy cancels the Acclaim gained, and can even reduce existing Acclaim (see Losing Fame below).

Acclaim, however, does not cancel Infamy. A new Hero who smashes a Villain with a car may have saved several lives- but also destroyed somebody's car. He gains 4 Acclaim (5-1 for destroying property) and 1 Infamy.

Bringing a Villain to Justice: Defeating a Villain in such a way that they are imprisoned, banished, or in some other way out of the Campaign for a while, earns Heroes additional Acclaim. Treat this as an additional action with a Fame Value equal to the Villain's Infamy Multiplier.

Capturing / Defeating a Hero: When a Villain defeats a Hero, captures them, publicly humiliates, or in some other way gets power over them, that Villain earns additional Infamy. Treat this as an additional action with a Fame Value equal to the Hero's Acclaim multiplier.

Losing Fame: Fame can decrease by inactivity. Each month a character remains inactive, their Fame decreases by 2, until it is down to half of its highest value. So if a Hero had 55 Acclaim, and went inactive for 10 years, the Hero's Acclaim would still be at a 28- people remember that time she saved the train full of people. Meanwhile, a Villain decides to go strait and become a Hero. He had 40 Infamy, and after six months, it has lowered to 28. After a year, it drops down to its minimum of 20. Although he may start gaining Acclaim

Fame Score	Fame Multiplier	Action to raise Acclaim	Fame Value	Action to raise Infamy
0-9	x0	Save a cat stuck in a tree	0	Act like a complete jerk
10-19	x1	Save someone's property	1	Shoplifting, Burglary, Destroying property
20-29	x2	Charitable work	2	Armed robbery, Major Burglary
30-39	x3	Major charitable work	3	Major armed robbery
40-49	x4	Save a life	4	Threaten a life
50-59	x5	Save several lives	5	Threaten several lives
60-69	x6	Save 100s of lives, Save a city icon	6	Threaten 100s of live or a city icon
70-79	x7	Save the city, Save a national icon	7	Threaten the city or a national icon
80-89	x8	Save a nation, Save a world icon	8	Threaten a nation or a world icon
90-99	x9	Save the world	9	Threaten the world
100+	x10	Save the universe	10	Threaten the universe

for his heroic actions, people won't forget the time he nearly derailed that train.

Acclaim can be lowered by bad actions as well. Whenever you gain Infamy, you lose an equal amount of Acclaim. Acting cowardly, selfish, or in other ways un-heroic will also cost 2 Acclaim (but not necessarily gain Infamy). It is possible to end up with 0 Acclaim in these ways. Infamy only goes away over time, and can never be fully erased (down to a minimum of half its highest amount).

Modifiers to Fame Value of Actions: Some situations or advantages affect the Fame Value that an action is worth. So if a TV News Crew witnesses a Hero perform a Fame Value 4 action, it would be treated as Fame Value 5 for determining how much Fame the character gains. If the TV crew films a Hero saving a cat in a tree, (and that Hero had less than 10 Fame) he'd actually gain 1 Acclaim for it! Advantages & Disadvantages don't stack, but can cancel each other. If something gives +1 Fame that means it will cause the person to gain more Acclaim or Infamy as the situation dictates.

- No witnesses: you get 0 Fame for this action
- TV news got video footage, occurred in broad daylight with lots of people around: +1 Fame Value
- Villain got away with it scot-free
+1 Infamy for that Villain
- Un-heroic action was unusually popular (robbing an evil dictator): -1 Infamy
- Heroic action was very unpopular (saving

the life of an evil dictator): -1 Acclaim

- Social Stigma, On the Run, or Frightening Presence: -1 Acclaim, +1 Infamy
- Celebrity, Appeal: +1 Fame Value
- Freak: No modifier (but many also have Appeal or Frightening Presence)

USING FAME

Heard of Me?: Fame (either kind) can be used to see if people have heard of you. Roll your Fame Multiplier with Acclaim or Infamy (whichever is higher). The difficulty is based on where the other person is from (see chart below). If your Fame is double the difficulty, they automatically know who you are. If the person had never heard of you, your Fame will have no effect on them. If they have heard of you, give yourself +1 multiplier to your Mind or skill check to persuade, get information, or favors from them (Acclaim wins them over, while Infamy intimidates or blackmails them into aiding you).

Difficulty	Range
10	Your city
25	Your country
40	Other country you've been to before
60	Anywhere in the world
80	Another dimension or planet

Meeting VIPs: Famous people often get access to other famous people. Generally, you can arrange a meeting with somebody with equal or less Fame than you in advance. If



their fame is less than half of yours, you can arrange a meeting with very little advanced warning at all. If the person you want to meet with has more Fame, make a Fame roll (of the same type) with a difficulty equal to their Fame. If you succeed, the person will meet with you.

Calls for Help: Fame is a two-way street. Sometimes you can use your influence to aid you. Other times, people are gravitated toward you seeking your aid. Each time a Hero uses their Fame to their advantage, the Narrator should make an equally difficult roll for the Hero. Success indicates that later on, that person, (or something relating to them) will need the Hero's help.

Being Recognized: Fame can be a liability sometimes, when you want to be incognito. If the Narrator wants to see if somebody recognizes the Hero, the Narrator can secretly roll on the table above for the player. If a character is recognized by unfriendly people, people might shy away, or even tip off the authorities (or the mob).

In an Unfriendly Land: In scenarios where the Heroes are enemies of a certain country, their Acclaim counts as Infamy in that country. If the character already has Infamy, use whichever is higher. If the Heroes perform heroic deeds in that country (that are witnessed by the people), they will begin gaining Acclaim there. Heroes in unfriendly countries are treated as if they have Social Stigma or On the Run disadvantage, depending on the degree of hostility.

Alter Ego Advantage: Your Alter Ego has a separate fame rating than your Super ID. When you create your character, you can take 10 points of Fame from your Super ID and give it to the Alter Ego, even swapping Acclaim for Infamy (or vice-versa). As you play, the Alter Ego and Super ID get Fame separately for their individual actions.

Contacts Advantage: The more Fame you have, the more famous your contacts, and the more influential they are. Three of your contacts have 10 more Fame than you at the beginning of the campaign. Every 20 points of Fame you gain, you will add an additional "big" contact to your list, who has 10 more Fame than you at the time you add them. If you don't have the Contacts Advantage, you'll start with no special contacts, but gain one for every 20 points of Fame you gain (this contact only has 5 more Fame than you).

EXPERIENCE POINTS

The BASH! System was not initially designed with continuous character advancement in mind. Superheroes tend to remain consistent for decades in their powers and abilities in the comics (unless changed by a plot device). Experience points, however, are a tradition in RPGs, and players often want rules on how to increase their characters' powers over time. As an option, the Narrator can choose to give the players Experience Points (XP) after each issue. Players can spend these points between issues to improve their Hero's abilities. In a campaign where experience points will be used, Narrators should begin characters a bit weaker than where they want them to end up, so that the characters "grow into" their powers. If you want to use experience points, use one of these two methods:

Method 1: After every Story-Arc, the Narrator will award the players with XP. A maximum of 5 XP is awarded to each player, based on performance and role-playing, with 3XP being a typical award.

Method 2: As the Narrator awards Hero Points throughout the issue, every fifth Hero point awarded, also grants the character 1 XP (whether the Hero Points were spent or not). Remaining points can be saved between issues. For example, if you end the session having earned 3 Hero Points, you should note this on your sheet. Next issue, if you earn 2 Hero Points, you'd have enough for an XP.

Narrators employing Subplots might give an additional Hero Points (or even XP) to characters who advance their subplots (for good or ill).

XP can be used to "buy" improvements to a character in the following manner:

- A new power can be purchased by spending 6XP times the power's point cost.
- An old power can be improved, or an enhancement added, by spending 6XP per point of improvement.
- A new skill slot can be purchased by spending 3 XP.
- A stat can be increased (to a maximum of 5) by spending 12XP x the current number, but it is strongly recommended you not allow a stat to be increased more than once!
- One XP can be permanently spent during play to give a character a Hero Die or 5 Hero Points.

INDEX

747 33

A

Advantages 10, 124
Adventurous Explorer 103
Agility 4
Alien Intelligence 120
Alien Star Fighter 32
Alternate Game Mechanics 123
Alternatives 124
Amazon 113
Animal Genius 106
Animals 72
Aquatic Adventurer 106
Arcane Sanctum 35
Archer 107
armor 44
Armored Car 33
Attacks 18
Attack Weak Point 50
Avenging Spirit 113

B

Barbarian Warrior 103
Behemoth 114
Bio Manipulation Powers 54
Blaster 107
Boost 54
Brawler 108
Brawls 63
Brawn 4
Brick 108
Bronze Age 83
Bus/Big Rig 33

C

Called Shots 21
Campaign Rules 61
Car 33
Chameleon 109
Champion of Justice/Evil 114
Clairvoyance 47
Clinging 41
Collateral Damage 23
Combat Powers 44
Confusion 47
Conjuring 52

Continual Damage 44
Copycat 55
Cosmic 92, 120
Cosmic Grace 97
Cosmic Herald 120
Cosmic Might 97
Cosmic Powers 95
Cosmic Scale 93
Cosmic Thought 97
Crashes 32
Crashes & Repairs 32
Creation 97

D

Damage 19, 32
Damage Aura 44
Danger Sense 48
Daze 48
Defense 18
Deflect 44
Demi-God 115
Demon Lord 121
Dice Alternatives 123
Dice Roll Chart 15
Dimensional 121
Disadvantages 12
Disarm Expert 50
Double Taps 50
Drill Pod 33
Duplication 55

E, F

Experience Points 128
Extended Checks 27
Extra Limbs 55
Falling 27
Fame 125
Fantasy 89
Fate 98
Fighter Jet 32
Fire 27
Fleet of Foot 50
Flight 41
Force Field 44

G, H

Ghost Form 56
Giant 109
Gliding 41
Golden Age 76
Golden Rule 16
Gravity-cycle 32
Growing 56
Guns & Explosives 24
Hand Weapons 24
Harbinger of Doom 122
Headquarters 34
Healing 26, 57
Helicopter 33
Hero Dice 20
Hero Points 14, 19
High Performance Car 33
Hits 19
Hovering 41

I-L

Illusion 48
Immobilization 45
Immunity 44, 45
Improvised Weapons 25
Intense Training Powers 50
Invisibility 48
Iron Age 85
Jet-Car 33
Jet-Pack Jock 103
Jet Sled 33
Keen Senses 46
Key Terms 1
Knock-Back 19
Life 99
Light Master 115
Limitations for Level 1 Powers 37
Living Elemental (of Flame) 116
Living Elemental (Water) 109

M

Maintained 40
Map & Miniature 124
Martial Arts Mastery 50
Masked Detective 104
Mass Shifting Construct 116

Master Crime-Fighter/Master Criminal 117
Mastery PowerS 52
Mech 33
Megamorph 117
Memory Tampering 48
Mental Defense 19
Mentalist 110
Mental Malfunction 14
Mental Powers 47
Mental Skills List 8
Mimic 57
Mind 4
Mind Control 49
Mind shield 49
Mind Spikes 49
Minions 68
Modern Age 73
Monster Hunter 104
Motorcycle 33
Movement 18
Movement Powers 41
Mystery Men 103

N, O

Narrator's Section 60
Noticing Things 26
Nullify 45
Offhand Shooting 51
Old Mansion 35
Omni-Linguist 49
Omnipotence 100
Omni-Reader 49
Omniscience 100

P

Paired Weapons 51
Physical Skills List 7
Power Armor 118
Power Enhancements 38
Power Limitations 36
Powers 5
Priority 17, 42
Private Jet 33
Psychic Avenger 104
Public Hall 35
Pugilist 105
Pulp Heroes 74
Push 45
Pushing Yourself 26

R

Ramming 32
Random Events 64
Range 16, 40
Remote Base 35
Renaissance Man 105
Resistance 46
Restore 49

S

Sample Super Vehicles 32
Scale 3, 61
Scan 46
Science Fiction 88
Sense X 52
Setbacks 14
Setting 61
Settings 73
Shape-Shifting 57
Shrinking 57
Silver Age 81
Situational Modifiers 16
Skill Descriptions 8
Skillful 51
Skills 7
Slow 46
Soak 19
Sorcerer 118
Space Station 35
Special Attack 46
Special Combat Rules 21
Special Hazards 27
Speedster 110
Spider Crawler 33
Stage Magician 106
Static Defense 125
Static Soak Values 125
Stats 3
Stellar Sentinel 119
Street-Level 106
Stretcher 110
Stretching 58
Subplots 63
Suggestion 49
Summoning 53
Super Car 33
Super Jump 41
Super Running 41
Super Senses 47
Super Speed 42

Super Swimming 42
Super Teen 86
Super Vehicles 30
Sustained 40
SUV 33
Swift Strike 51
Swing Line Skulk 111

T

Teamwork 23
Telekinesis 50
Telepath 50
Teleportation 43
Tiny 111
Top Speed 42
Trickster 121
Twin Pistoleer 105

U, V

Underwater 27
Values 125
Vehicle Knock-Back 32
Vehicles in Combat 32
Victory Without Violence 23
Villain Dice 67
Villainous Advantages 67
Villainous Disadvantages 67
Villains 66

W-Z

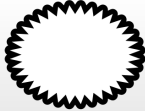
Water Walking 43
Weaken 46
Weakness 4
Weapon Master 111
Weapons and Equipment 24
Weapon Technique 51
Weather Controller 112
Wild Warrior 112
World Class 113
Wrestling 22
X Mastery 53
X-Ray Vision 47
Zany Actions 21
Zero Multiplier 16

BASH! HERO SHEET

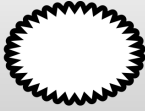
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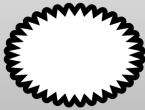
BRAWN



AGILITY



MIND



MENTAL MALFUNCTION:

SOAK:

DEFENSE:

MENTAL DEFENSE:

NOTES:

POWERS

POWER

NOTES

PTS

PORTRAIT:

SKILLS:

ADVANTAGES:

DISADVANTAGES:

HERO POINTS:
HERO DICE:
CHARACTER POINTS:

BASIC ACTION SUPER HEROES QUICK BUILD SHEET

Point Value	Campaign Scale, Example, and Recommended point division
20 points	Mystery Men. Low-powered heroes common to the Pulp era. <i>Recommended: 12 pts for Stats, 8 pts for Powers.</i>
25 points	Street Level. Mid-powered Heroes who usually protect a city or neighborhood. <i>Recommended: 14 pts for Stats, 11 pts for Powers.</i>
40 points	World Class. Among the most powerful in the world, these Heroes often save the Earth. <i>Recommended: 18 Pts for Stats, 22 pts for Powers.</i>
60+ points	Cosmic. God-like Heroes who battle over the fate of entire galaxies. <i>Recommended: 24+ pts for Stats, 36+ pts for Powers</i>

Score	Cost	Brawn Examples	Agility Examples	Mind Examples	Brawn Lifting	Agility Movement
0	0	Weak & Feeble	Severely Disabled	Severely Impaired Faculties	Cannot lift 50 lbs	Run 1 square
1	2	Normal Man	Normal Man	Normal Person	Lift at least 50 lbs	Run 3 squares
2	4	Pro Football Player	Black Belt	PhD.	Lift 400 lbs	Run 6 squares
3	6	Minor Super Strength	Superhuman Agility	Genius	Lift several tons	Run 9 squares
4	8	Greater Super Strength	Very Fast	Super Genius	Lift tens of tons	Run 12 squares
5	10	World's Strongest	Ultra Fast	One of the greatest Minds in history	Lift hundreds of tons	Run 15 squares

Weakness: Negating or Damaging = +2 pts, Devastating = +4 pts

POWERS LIST

Movement Powers (Personal)	
Clinging	1 pt; Sustained
Flight	1-5 pts; Maintained
Gliding	1 pt; Sustained
Hovering	1 pt; Sustained
Super Jump	2 pts
Super Running	1-5 pts; Maintained
Super Speed	3 or 5 pts; Tiring
Super Swimming	1-5 pts; Sustained
Swinging	2 pts; Maintained
Teleportation	1-10 pts
Water Walking	1 pt; Maintained

Combat Powers	
Armor	1-3 pts; Personal, Sustained
Continual Damage	1-5 pts; Range, Area
Immunity	1-5 pts; Personal, Sustained
Damage Aura	1-5 pts; Personal, Area
Deflect	1-3 pts; Sustained
Force Field	1-5 pts; Range, Area, Concentration
Immobilization	1-5 pts; Range, Area
Push	1-5 pts; Range, Area
Nullify	1-5 pts; Range, Area
Resistance	1-5 pts; Personal; Sustained
Slow	1 pt; Range, Area
Special Attack	1-5 pts; Range, Area,
Weaken	1-5 pts; Range, Area,

Mastery Powers	
Conjuring	1-5 pts
Sense X	1 pt
Summoning	1-5 pts; Concentration
X Mastery	1-5 pts; Maintained, Concentration

Intense Training Powers	
Attack Weak Point	2 pts;
Double Taps	1 pt
Disarm Expert	2 pts
Fleet of Foot	1 pt; Personal;
Martial Arts Mastery	1-3 pts; Personal;
Offhand Shooting	2 pts;
Paired Weapons	2 pts
Skillful	1-5 pts; Personal;
Swift Strike	2 pts
Weapon Technique	1-2 pts; Personal;

Perception Powers	
Keen Senses	1 pt; Sustained
Super Senses	2-5 pts; Sustained
Scan	1-5 pts; Concentration
X-Ray Vision	3 pts; Maintained

Bio-Manipulation Powers	
Boost	1-3 pts; Situational
Copycat	2-10 pts;
Duplication	1-5 pts;
Extra Limbs	1-3 pts; Sustained
Ghost Form	1-3 pts; Maintained
Growing	1-5 pts; Sustained
Healing	1-5 pts; Concentration
Mimic	3-4 pts; Maintained
Shape-Shifting	4 pts
Shrinking	1-5 pts; Sustained
Stretching	1-5 pts; Sustained

ADVANTAGES & DISADVANTAGES:

Take up to 3 Ads, then take an equal # of Disads

Ads: Alter Ego, Appeal, Celebrity,

Contacts, Dumb Luck, Frightening Presence, Gadgeteer, Headquarters, Immortality, Instant Change, Jack of All Trades, Leadership, Mentor, Never Surrender, Non-Sentience, Photographic Memory, Police Powers, Quick-Thinking, Resources, Security Clearance, Sidekick/Pet, Super Vehicle, Unliving

Disads: Age, Arch-Enemy, Destitute, Hidden Powers, In a Relationship, Involuntary Change, Rogue's Gallery, Secret, Susceptability, Freak, Normal, On the Run, Outsider, Public ID, Social Stigma, Uncontrollable Powers, Unskilled, Ward.

PHYSICAL SKILLS: Spend a # of slots = Agility

Athletics: Running, Throwing, Acrobatics, Climbing, Swimming, etc.

Craftsmanship: Carpentry, Construction, Metalwork, Weaponry, Leatherwork, Stonework

Drive: Steering, Control, Tricks, Acceleration

Escapology: Loosen Binds, Contortion, Knots, Improvising.

Perform: Play Instrument, Dance, Juggling, Singing, Acting, etc

Pilot: Evasion, Pursuit, Tricks, Control

Ride: Galloping, Jump, Tricks, Control

Stealth: Hiding, Shadowing, Moving Silently, Evading Security Cameras and Alarms, Palming & Planting items.

MENTAL SKILLS: Spend a # of slots = Mind

Commerce: Appraisal, Bargaining, Finance, Accounting, Bureaucracy

Computers: Hacking, Building, Repairing, Programming, Encrypting

Deception: Disguise, Lying, Jargon, Detect Deception, Manipulation

Domestic: Cooking, Sewing, Cleaning, Gardening, Manage

Humanities: Art, Foreign Cultures, Religion, Philosophy

Investigation: Analysis, Finding Clues, Questioning, Gut

Medicine: Diagnosis, Research, Paramedic, First Aid, Surgery, Toxicology, Genetics

Military: Gunner, Command, Tactics, Strategy

Occultism: Astrology, Alchemy, Artifacts, Rituals, Monsters, Legend

Outdoor: Tracking, Direction Sense, Survival, Flora & Fauna

Sailing: Piloting, Navigation, Command, Tacking, Gunner

Science: Mathematics, Physics, Biology, Chemistry

Security: Cracking Safes, Picking Locks, Disabling Security Alarms and Cameras, Surveillance

Social Science: Law, History, Archeology, Geography

Streetwise: Gut, Gather Information, Gambling, Shortcuts, Crime

Technology: Repair, Invent, Jury-Rig, Modify, Sabotage

POWER LIMITATIONS

Activation, Always On, Burn-Out, Charges, Concentration, Disorienting, Energy Cost, Fading, Finite, Gadget

[Easily Taken, Fragile, or Ammo], Gradual, Immobile,

Only Affects Others, Only Affects X, Personal, Same

Source, Single Use, Situational, Time, Tiring

POWER ENHANCEMENTS

Affects Others, Affects X, Area, Extended

Duration, Extra Effect, Linked (2pts), Multi-Power,

Range, Recharge, Second Nature, Variable

Mental Powers	
Clairvoyance	1-3 pts; Concentration*
Confusion	1-2 pts; Range, Area
Danger Sense	2 pts; Personal;
Daze	2 pts; Range, Area
Illusion	1-3 pts; Range, Burst, Variable
Invisibility	1/3/5 pts; Personal; Maintained
Memory Tampering	4 pts;
Mind Control	5 pts; Maintained
Mind Shield	1-3 pts; Personal; Sustained
Mind Spikes	1-5 pts; Personal, Sustained
Omni-Linguist	2 pts; Personal; Sustained
Omni-Reader	1pt; Personal; Sustained
Restore	2-5 pts; Range, Area
Suggestion	1 pt; Concentration
Telekinesis	1-5 pts; Range 5 Squares, Maintained
Telepath	1-3 pts; Sustained