

SUPERS²⁰

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INTRODUCTION

SUPER MAYHEM TO THE 20TH POWER

Welcome to *Supers*²⁰, the super-heroic add-on to RPGObjects' *Modern*²⁰ system for modern mayhem and mystery! Like previous books in the *Modern*²⁰ line, you'll get a chance to see how I build a supers game when I also built the foundation it was built on.

There's going to be a lot in this system that you recognize and a lot that will be new, but there's a lot of things players of previous editions of *Vigilance* will be looking for and they aren't here. We'll take a moment to hit the highlights and tell you where they went, and maybe even why.

Origins: The origin of a character is now returned to where it probably always should have stayed: backstory. Instead of a set of free benefits based on where your powers come from, your origin is now strictly the background of your character.

Power Points: Power points have been replaced by the Power Level feat. This reduces book keeping and makes generating characters in *Supers*²⁰ faster than ever before. It allows a "one trick pony" supervillain to be generated on the fly.

Power Stunts: *Modern*²⁰ already has a version of this, called the perk and so the power stunt has been folded into the perk system as part of the new Power Control skill. See that skill for more information about how this skill will affect your powers.

What about skill characters? Since this will not be addressed elsewhere and is sure to be asked, let's address it here. What about the cowl-wearing creature of the night skull t-shirt wearing type of hero/villain? You know, the guy who gets through on his wits and his skills.

Well, *Modern*²⁰ was designed to handle that type of character right out of the box. A high-level *Modern*²⁰ character *is* a superhero, whether you consider that character to be part of a four-color comics universe or the star of an over the top action slugfest.

So where is the balance between that character and someone who can punch through walls you ask? Since all characters in *Supers*²⁰ are using the same resources (feats, skill points and perks), it's all about choice. If you want to take a lot of Power Level feats, you're going to be passing up on the feats available to a standard character and if you spend your skill points on



Power Control and your perks on Power Stunts, well you're passing up on other perks and skills.

Whether this makes the characters "even" is tough to say. In some ways, it's tough to say whether the heroes on the same team in comics are even as well. If you want to know can a tricked out martial artist using every trick in the standard *Modern*²⁰ and *Martial Arts*²⁰ books can beat a super-powered brick, the answer is yes. That same martial artist would have a much tougher time against someone flying around and firing energy blasts, but a sniper with the right gun would be able to compete there.

In short, we think artificial balancing constraints seen in previous *Vigilance* books won't be necessary for normals and supers to compete.

CHARACTERS

CHAPTER 1: CHARACTERS

This section presents four new occupations especially appropriate for Supers²⁰. These occupations may also be appropriate for characters in standard Modern²⁰ campaigns with the game master's permission.

OCCUPATIONS

SUPER TEAM

You have received formal, systematic training in the use of your superhuman abilities and are a member of a well-supported team.

Professional Skills: Leadership, Legal and Vehicles

Improved Feats: *Career Advancement*: +2 perks;

Defensive Attack: your defense bonus is increased to 1.5 per -1 penalty you take on your attack rolls (-1 attack for +1 Defense, -2 attack for +3 Defense and so forth); *Talented (Leadership and Power Control)*: +4 bonus to both skills; *Teamwork*: +3 bonus to attack rolls when working with your team

Occupation Specific Perks: *Government Sponsored*

Team: Your team is officially endorsed by a government agency, granting you a +3 bonus on Influence checks when dealing with that organization and a +3 Reputation bonus when requisitioning gear from that agency through a supply contact. Note: this perk may be retained upon leaving this profession. If this perk is ever discarded however, you must re-enter the profession to learn it again.

World's Greatest: Your team is recognized by the public for the many good deeds they have performed in the past, granting you a +3 bonus to Influence checks and Reputation when dealing with the public. This perk causes villainous groups to hate you with a passion however, granting them a +1 bonus to attack rolls when fighting you. Note: this perk may be retained upon leaving this profession. If this perk is ever discarded however, you must re-enter the profession to learn it again.

MASTERMIND

You work behind the scenes, allowing others to do your bidding.

Professional Skills: Crime, Influence and Leadership

Improved Feats: *Career Advancement*: +2 Reputation;

Enemy: all those who serve you (followers purchased with RP) share your enemies and gain the benefits of this feat;

Teamwork: +3 bonus to attack rolls when working with your team; *Well-Informed*: You have one free contact worth 2 RP

VIGILANTE

You are an amateur, unofficial crime-fighter. This is technically illegal and the law might be as upset about your activities as the criminals you fight.

Professional Skills: Legal, Perception and Streetwise

Improved Feats: *Enemy (Criminals)*: +3 damage; *Loner*:

+3 skill checks when working alone; *Talented (Perception and Streetwise)*: +4 bonus to both skills; *Well-Informed*: You have one free contact worth 2 RP

SUPERAGENT

You belong to an elite agency.

Professional Skills: Leadership, Legal and Vehicles

Improved Feats: *Attack Focus*: +2 to attack rolls; *Cover*

Fire: the Defense bonus provided by Cover Fire is increased by +2; *Enemy (rival agency)*: +3 damage; *Teamwork*: +4 bonus to skill checks when working with your team

Occupation-Specific Perks: *Agency Rank*: You are an officer or high-ranking NCO in your agency. You gain a +3 bonus on Influence checks when dealing with that organization and a +3 Reputation bonus when requisitioning gear from that agency through a supply contact. Note: this perk may be retained upon leaving this profession. If this perk is ever discarded however, you must re-enter the profession to learn it again.

NEW CHARACTER DISADVANTAGE: ALTER EGO (VARIABLE)

You have an alternate form that contains all of your powers.

DSR 2: You can change by an act of will, requiring 1-6 rounds unless you have the Quick Change feat.

DSR 4: You cannot change at will, instead you require an item or an outside force (such as rage or physical pain) to trigger the transformation. The transformation still requires 1-6 rounds unless you have the Quick Change feat

DSR 5: Your alter ego is villainous, destructive, or otherwise antithetical to you. Your alter ego has an additional 5 DSR of disadvantages chosen by the game master. In addition, there is a 50% chance you will not remember events clearly from when you are transformed into your alter ego.

Your transformation can occur in a single round even if you don't possess the Quick Change feat. Since you do not want to change in most circumstances however, this isn't to your benefit.

CHAPTER 2: SUPER POWERS

The heart of Supers²⁰ are the powers. This is what makes your heroes and villains more than human. This section provides a new skill as well as a host of new feats encompassing a wide range superhuman powers and abilities.

POWER CONTROL

(NEW SKILL)

CON

This skill represents training in the use of your superhuman abilities. This training is not necessarily formal. Patrolling the streets and teaching thugs about justice will do.

This skill appears on no class skill list. It is only available to those who select the Power Level feat (see new feats below).

Additional Stunt (requires perk): Skilled power users can get more out of their powers than unskilled users. Most of the power feats below have stunts listed in their descriptions. Each time a character selects this perk, he can select one stunt for a power feat he possesses.

Push: In times of stress, you can call on reserves of energy to push your powers to greater heights. On a skill check of 15 or higher, your powers operate at a higher power level for one minute. If this skill check fails, you are fatigued until you have 1 hour of rest.

Pushing affects all your powers, causing them to operate as if you had more Power Level feats than you actually do. The bonus to your power level is determined by your ranks in the Power Control skill, as shown in the table below.

Alternately, you can push your power level by double the amount on the table below, for a single round.

At the end of this time (10 rounds or 1 round) you are fatigued until you have 1 hour of rest (no combat, movement at greater than one-half speed, investigating or other taxing activities can be undertaken during this time).

If you are fatigued, you may still use this skill to push your powers, but the skill check DC is 20. Failing this skill check causes you to become exhausted. If you successfully use this skill to push your powers, you are exhausted when the duration ends (either 10 rounds or 1 round).

You cannot use this skill to push your powers if you are exhausted.

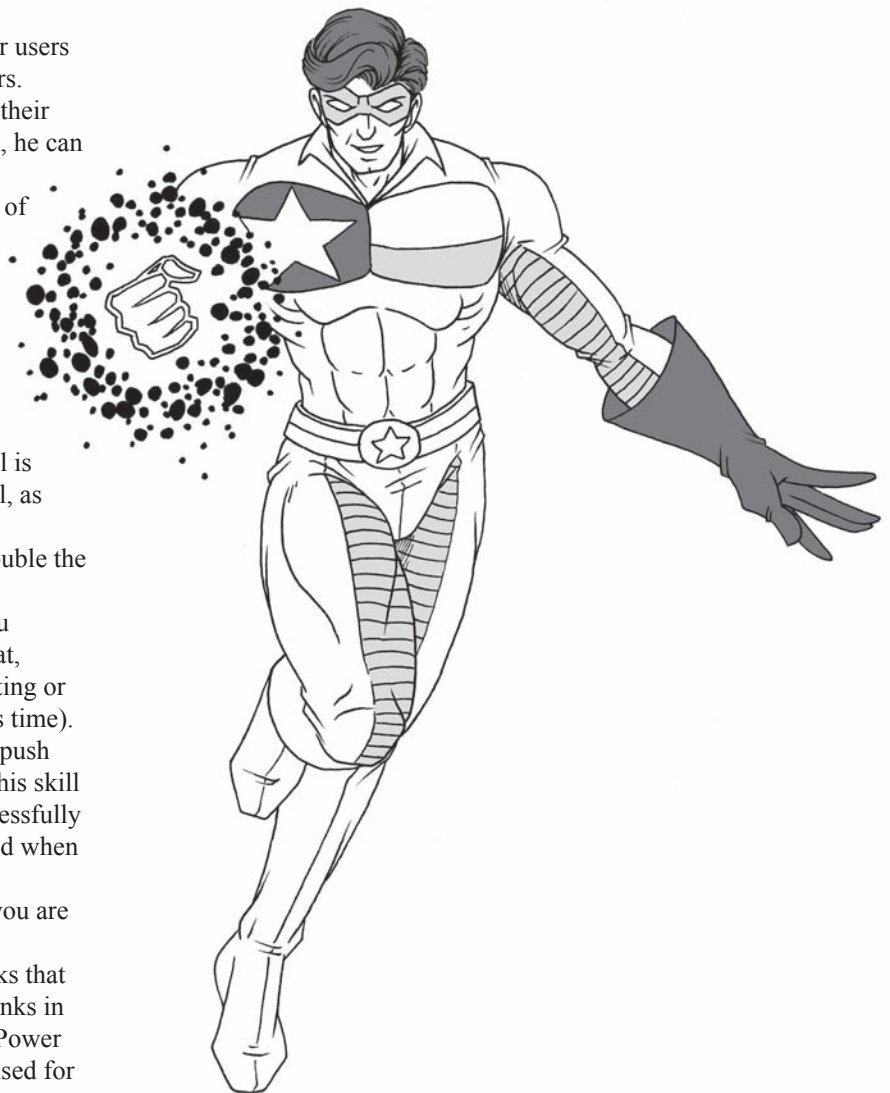
Stunt: This skill grants you a number of free perks that can only be used for power stunts, based on your ranks in this skill. For every 6 full ranks you possess in the Power Control skill you gain a free perk that can only be used for

power stunts. You gain 1 power stunt at 6 ranks, 2 at 12 ranks, 3 at 18 ranks and 4 at 23 ranks.

Virtual Stunt: In times of stress, you can perform amazing feats with your powers that normally require a power stunt. On a skill check of 20 or higher, you may act as if you possessed a power stunt you have not selected for the next minute (10 rounds).

At the end of this time (10 rounds) you are fatigued until you have 1 hour of rest (no combat, movement at greater than one-half speed, investigating or other taxing activities can be undertaken during this time).

If you are fatigued, you may still use this simulate a power stunt, but the skill check DC is 25. Failing this skill check causes you to become exhausted. If you successfully



SUPER POWERS

use this skill to simulate a power stunt, you are exhausted when the duration ends.

You cannot use this skill to simulate power stunts if you are exhausted.

Ranks	Power Level Bonus
4	+1
8	+2
12	+3
16	+4
20	+5
23	+6

FEATS

Feats in *Supers*²⁰ are broken down into two categories: general feats and power feats. General feats are available to all *Modern*²⁰ characters, even those who do not technically have powers. They do make the game even more cinematic than it already is however, and might not be appropriate for that gritty military campaign you have in mind.

GENERAL SUPER FEATS

ARMOR PIERCING (ONE ATTACK POWER)

GENERAL

Your attacks are especially hard to resist.

Effect: Your opponent's damage reduction is reduced by one-half for purposes of this power.

FAST BALL

POWERHOUSE

You throw a companion into battle with devastating effect.

Prerequisite: Unarmed 4 ranks, Teamwork

Effect: This maneuver requires two teammates to perform. While only one needs the Fast Ball feat, both need a Teamwork feat for the same team. The person executing the "throw" side of the maneuver takes a move action, then completes his round normally. The person being thrown makes an attack roll as if he had made a charge attack (see the Combat section of the *Modern*²⁰ core rules).

The maximum range of this maneuver is 5 feet times the Strength modifier of the thrower, plus 5 feet times the Dexterity modifier of the person being thrown.

If this attack hits, the person executing the attack uses the Strength modifier of the character that threw him or his own, whichever is higher. In addition, he gains a damage bonus equal to +1 per 4 full ranks in the Unarmed skill of the character that threw him.

Note: There is no Strength minimum for this maneuver, though a very strong thrower is preferable, since the attacker gets to use his Strength bonus if it's higher. Still, even a

person of average strength can use this maneuver with proper training, using momentum, leverage and a carefully timed throw.

HARDENED (ONE DEFENSE POWER)

GENERAL

Your defenses are unusually tough.

Effect: One of your defensive powers ignores the Armor Piercing feat.

IMMUNITY

GENERAL

You are immune to a single condition

Effect: You are completely immune to one of the following conditions: Ability Damage, Bleeding, Bruising, Blinded, Broken Bone, Concussion, Dazed, Deafened, or Nauseated.

Special: You may select this feat more than once. Each time it applies to a different condition.

IMPROVED DURATION (ONE POWER WITH DURATION)

GENERAL

Your power has a longer than normal duration.

Effect: The duration multiple of the power is increased by 1 round (if the base duration is in rounds) or 1 minute (if the base duration is in minutes). Power durations are a number of rounds or minutes times the power level- this increases the base duration by 1 round or 1 minute, which is then multiplied by the power level.

Special: This feat will only affect powers that have a duration, not powers with a duration of "instantaneous" or "indefinite".

You may select this feat more than once. You can either stack the effect, each time it applies to a different power.

IMPROVED RANGE (ONE POWER WITH RANGE)

GENERAL

Your power has a longer than normal range.

Effect: The range multiple of the power is increased by 10 feet. Power ranges are a number of feet times the power level- this increases the base distance by 10 feet, which is then multiplied by the power level.

Special: This feat will only affect powers that have a range, not powers with a range of "Touch" or "You".

You may select this feat more than once. You can either stack the effect, increasing the base range of the original power by an additional 10 ft. or you can apply this feat to a different power.

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INDEFINITE DURATION (ONE POWER WITH DURATION)

GENERAL

Your power can be maintained as long as you are conscious.

Prerequisite: Improved Duration

Effect: The duration of the power is increased to indefinite.

Special: This feat will only affect powers that have a duration. This feat will only affect powers that have a duration, not powers with a duration of “Instant” or “Indefinite”.

You may select this feat more than once, each time it applies to a different power.

LINKED POWER (TWO POWERS)

GENERAL

Two of your powers are linked.

Effect: Two of your powers are permanently tied together. If one is used, the other is used as well. This can be a tremendous advantage, allowing you to activate multiple powers with the same action. It can also be a drawback, since if one power can't be used (for whatever reason) neither power can be used.

For example, you might tie together Power Imitation with Power Nullification to simulate a character “stealing” the powers of another. While this would provide a potent advantage, allowing you to nullify and imitate powers with a single touch attack, it would also provide some disadvantages. If the target made his saving throw against the nullification, you would not be able to imitate his powers either (there is typically no saving throw against Power Imitation).

PERMANENT (ONE POWER)

GENERAL

One of your powers is permanent.

Effect: The duration of the power is increased to permanent.

Special: This feat will only affect powers that have a duration of indefinite.

You may select this feat more than once, each time it applies to a different power.

POWER IMMUNITY (ONE POWER)

GENERAL

You are immune to your own powers.

Effect: Your powers will not affect you. For example, if your Blast power were deflected back at you, it would harmlessly dissipate. If you generate a field of darkness, you can see through it perfectly, and so forth.

Special: You may select this feat multiple times. Each time it applies to a different power.

At the game master's discretion, this feat can also apply to a similar power possessed by a close relative. For example, if you have a sibling who also possesses a blast power, you would be immune to his blast as well as your own. In such cases the immunity always works both ways. If you are immune to a sibling's power then he is immune to yours.

POWER LEVEL

GENERAL

The strength of your powers is determined by the number of times you have taken this feat.

Effect: The effects of this feat vary depending on the individual powers you have selected. See the power descriptions below for the effects of this feat.

One effect of this feat that does *not* vary between individuals is that it grants access to the Power Control skill, which is added to your permanent class skill list upon selecting this feat.

Special: You may select this feat more than once. Its effects stack.

PSYCHIC STRIKE

EMPATH

Your mind enhances your attacks.

Effect: You use your Wisdom rather than your Dexterity to modify ranged attacks.

QUICK CHANGE

GENERAL

You can change into your heroic identity with great quickness.

Effect: You can change from your normal clothes into your superheroic identity with a move action.

Normal: Changing costumes normally requires 1-6 rounds.

POWER FEATS

Powers are what truly separates the super from the hero and are the heart of this book. Like FX feats in other *Modern*²⁰ books, each feat has a number of descriptors not found in the usual description of a feat. These are described below for convenience.

These feats are selected like any other feat and count against the character's normal number of feats (4 at 1st level and 1 for each level gained after that).

Duration: Many powers also last beyond the action in which they are used. This gives a power's duration, if it has one. Most durations are set amounts of time and are self-explanatory. The two exceptions to this are indefinite powers and permanent powers.

SUPER POWERS

Indefinite powers must be activated during your action (which requires you to be conscious, awake and aware) but the power remains activated until you turn it off or you are knocked unconscious.

Permanent powers are always on, even when you are asleep or unconscious.

Range: The range at which the power can affect its target.

Effect: This is where the actual effect of the power feat is described.

Power Level: Power feats will often reference your power level in describing the effect. This is the number of times you have taken the Power Level feat. For example, if a power says that it inflicts d6 damage equal to power level/2 you would inflict 1d6 damage for every two full times you had selected the Power Level feat.

Stunts: Powers often have a number of specific abilities that can be gained only by those highly practiced in that power. These are perks of the Power Control skill. Rather than describe each perk under that skill, they are listed with their parent power for ease of reference.

Special: Notes about the power that don't fit anywhere else go here.

ACTIVATING POWERS

Unless otherwise stated in the power description, activating a power is a free action that can be performed once per round during your action.

The two general exceptions to this rule are attack powers and movement powers.

Unless otherwise stated, attack powers require an attack action and can be performed in conjunction with the Multi-Attack action. Attack powers also require a successful attack roll unless otherwise stated.

Movement powers can be performed with a move action like any other type of movement and may be performed twice per round.

ABILITY DRAIN (ONE ABILITY SCORE)

You can sap the abilities of another.

Duration: 1 minute times your power level

Range: Touch

Effect: When you select this feat choose one ability score. On touch (as an attack action) you can reduce the chosen ability score of your target by 1 point times your power level.

Multiple drains from this ability do not stack. Successive drains merely add to the duration.

Stunts

None

Special: You may select this feat more than once. Each time it applies to a different ability score.

This power is an attack (see activating powers above).

Note: To simulate a character that drains the abilities of others, take this power and the Ability Enhancement power along with the Linked feat applied to the same ability score.

ABILITY ENHANCEMENT (ONE ABILITY SCORE)

You can increase your ability scores temporarily. This could be due to a temporary burst of energy (such as a character wearing a battlesuit tapping emergency energy reserves) or a character with a berserker fury that drives him to smash everything in sight when he's especially angry.

Duration: 1 minute times your power level

Range: You

Effect: When you select this feat, choose one ability score. With a move action you can increase the chosen ability score by the amount described below.

The first time you use this ability in a day, you increase the chosen ability score by twice your power level.

The second time you increase the chosen ability score by your power level.

The third time you increase the ability score by one-half your power level. You cannot use this ability more than three times per day.

Stunts

None

Special: You may select this feat more than once. Each time it applies to a different ability score.

ABSORPTION

Rather than take damage from energy, your body absorbs it, dissipating it harmlessly. This power applies to all energy attacks unless you take a limitation, limiting it to certain types of energy (see Power Limitations below).

Duration: Permanent

Range: You

Effect: You gain Damage Reduction against energy attacks equal to your power level.

Stunts

Absorption Blast: Within one minute (10 rounds) of taking damage from an energy attack, you can channel that energy back at an opponent as if you had the Blast power at a power level equal to one-half your power level or the power level of the blast that damaged you, whichever is less. See the Blast power for more information.

Energy Eater: Any energy attack that fails to inflict damage on you actually heals you a number of hit points equal to your power level.

ARMOR

You are extremely resilient and difficult to damage by physical attacks.

Duration: Permanent

Range: You

SUPER POWERS

Effect: You gain Damage Reduction against physical attacks equal to your power level.

Stunts

Bulletproof: You may make a Fortitude saving throw (DC 20) for one-half damage against ballistic attacks (including all standard firearms but not including physical blast attacks).

Environmental Seal: Your armor provides Life Support (as the power) for 30 minutes times your power level.

Resistant: Your armor protects you from certain types of attacks. This stunt provides a bonus to saving throws against certain forms of attack equal to one-half your power level. Examples include: sonic attack, heat, cold, electricity and radiation.

You may take this stunt multiple times, each time it applies to a different form of attack.

Power-specific limitations

Bulky (varies): Your armor slows you down. For every -3 armor penalty imposed by your armor, you gain a +1 bonus to your power level. The maximum bonus is +3 PL for a -9 armor penalty.

Each -3 armor penalty also imposes a maximum Dexterity bonus as follows: +2 maximum Dexterity bonus for armor with a -3 armor penalty; +1 maximum Dexterity bonus for armor with a -6 penalty; +0 maximum Dexterity bonus for armor with a -9 penalty.

Partial Coverage (varies): If your armor only protects certain areas of your body, you gain an increase in the power level of this power (see Power Limitations for more information on this). For every two hit locations not protected by your Armor power, you gain a +1 to the power level of this power.

ARSENAL

You have a large supply of weaponry at your disposal.

Duration: Permanent

Range: You

Effect: You gain a bonus to your Wealth for purchasing “off the rack” weapons and armor equal to 10 + twice your power level. For example if your power level were 7 this power would grant you a +24 to your wealth score when purchasing armor and weapons (10+14).

AURA (ONE ENERGY TYPE)

You are surrounded by a damaging aura that damages anyone who touches you.

Duration: Indefinite

Range: You

Effect: Anyone who touches you, or

is touched by you, suffers 1d4 damage per power level. Characters suffering damage from your aura may save for one-half damage.

There are three types of damage that can be inflicted by an aura: energy, physical or psychic. You must choose one type of damage when this power is selected.

In addition to deciding what sorts of defenses will protect against your aura, the energy type you select determines the saving throw used to resist the aura's damage as follows: energy (Reflex), physical (Fortitude) or psychic (Will).

Stunts

Mutable Aura: You may choose the type of damage inflicted by your aura when this power is activated. Once activated, you may change the type of damage your aura inflicts during your action once per round as a free action.

Selective Aura: You may limit your aura to certain hit locations, allowing you to safely handle objects or carry allies (for example) while remaining mostly protected.

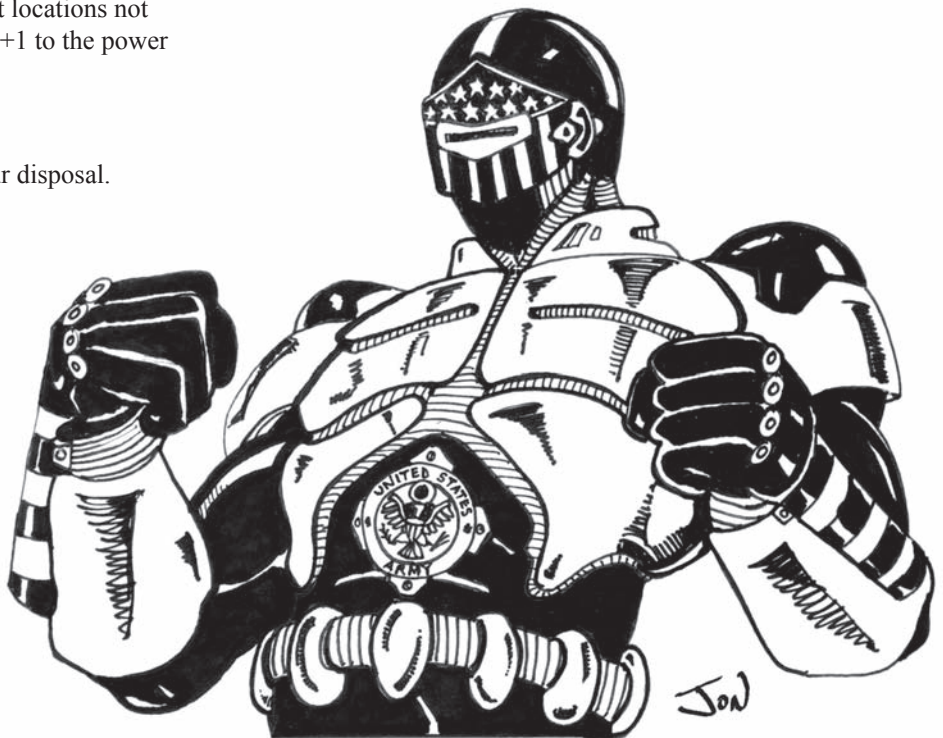
BEAST FORM

You can assume the forms of various animals.

Duration: 1 minute times your power level.

Range: You

Effect: You may assume the form of up to one-half your power level small or medium-size animals, chosen then this power is selected. You use the physical ability scores of the animal you change into but retain your own mental ability scores, skills and BAB.



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You can only change form once every minute if your Power Control skill is 10 or less.

You can change form once every 5 rounds if your Power Control skill is 11-20.

You can change form every round if your Power Control skill is 21+.

Stunts

Beast Mastery: You may choose tiny and large-size animals as well as small and medium ones.

Power-specific limitations

Animal Mentality (PL +2): You use the animal's mental ability scores and skills in place of your own and cannot do anything outside the mental capability of the animal you have changed into (this is under the game master's discretion).

For example, a wolf cannot operate machinery, but it can have loyalty toward others, allowing you to recognize friend from foe.

BLAST (ONE ENERGY TYPE)

You can release a damaging attack at range

Duration: Instantaneous

Range: 30 ft. times your power level



Effect: You inflict 1d4 points of damage times your power level on your target. Characters struck by this power may save for one-half damage. Although you can use this power with multi-attack, you cannot attack the same target with this power more than once per round.

There are three types of damage that can be inflicted by a blast: energy, physical or psychic. You must choose one type of damage when this power is selected.

In addition to deciding what sorts of defenses will protect against your blast, the energy type you select determines the saving throw used to resist the blast's damage as follows: energy (Reflex), physical (Fortitude) or psychic (Will).

Blast attacks are not fine-tuned enough to effect a specific part of the body, meaning you cannot make called shots and do not have to roll for hit location when making a blast attack.

Most blast attacks can be either lethal or non-lethal damage, chosen when the attack is made (meaning you can switch from round to round).

Stunts

Accurate: Your blast power is fine-tuned enough to make called shots against specific hit locations (though you still do not roll a random hit location- you can just attack a specific part of a target if you desire). This functions as the Called Shot perk found in the *Modern*²⁰ core rules, except the Power Control skill is used in place of the Firearms skill.

Area Effect: Your blast power can cover a wide area and affects all characters in a single square if you desire (you may still attack a specific target if you desire).

If you take this stunt a second time your blast can affect all characters in 10-foot radius (friend and foe) or you can attack a specific character.

You may take this stunt as many times as desired, adding 10 feet to the radius affected each time.

Autofire: You may attack with your blast 5 times per round regardless of your level. This functions as the Burst Fire perk found in the *Modern*²⁰ core rules, except the Power Control skill is used in place of the Firearms skill.

Cone: Your blast can affect all characters (friend and foe) in a cone extending out from you out to the power's maximum range.

The range of a cone blast is decreased by one-half (15 ft. times your power level). The Improved Range feat can be applied to this power normally.

At its widest point a cone is 15 feet across (three squares), narrowing until to its narrowest point, the square of the character launching the blast attack.

This stunt may be selected multiple times and increases the maximum width of the cone by +5 ft. each time.

Line: Your blast can affect all characters (friend and foe) in a line 1 square wide out to the blast's maximum range. The range of a line attack is decreased by one-half (15 ft.

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times your power level). The Improved Range feat can be applied to this power normally.

Ricochet: You may “bounce” your blast off one target to strike another target by imposing a –5 penalty on your attack roll. You may take a –10 penalty to strike three targets, a –15 penalty to strike four and so on.

Your ranks in the Power Control skill can negate this penalty, meaning if you have 15 ranks in the Power Control skill, this stunt allows you to attack 4 targets with no penalty.

For purposes of the blast’s range, the entire path of the blast is calculated.

This stunt is a full-round action regardless of how many opponents are targeted.

Power-specific limitations

Explosion (PL +1 for Area Effect, PL +2 for Cone and Line): You must have the Area Effect or Cone stunts to take this limitation. Your area effect blasts only inflict maximum damage at their origin point. For each square the target is removed from the attack’s origin point, your area effect blasts inflict one less die of damage.

For Area Effect blast attacks, the origin of the blast is the square targeted by your attack. For Cone and Line blast attacks, the point of origin is you (meaning the blast inflicts 1 less die of damage for every square it travels out from you. Obviously, this is more limiting to Cone and Line attacks, since the point of origin for the blast is fixed, so the limitation is greater for those types of area attacks.

Lethal only (PL +1): Your blast attacks can only inflict lethal damage.

Non-lethal only (PL +2): Your blast attacks can only inflict non-lethal damage.

Scattershot (PL +1 or higher): You must have the Area Effect, Cone or Line stunts to take this limitation. You cannot choose to attack a single target with your blast, only an area.

CLAWS

You have a dangerous weapon that is a part of you.

Duration: Indefinite

Range: You

Effect: Your unarmed attacks inflict lethal damage equal to your base unarmed damage plus your power level.

Stunts

Rending Claws: Instead of attacking your opponent, you can attack his armor. The target of this attack must make a Fortitude saving throw (DC 15+ your power level) or have his Damage Reduction reduced by one-half your power level for the rest of the encounter.

This ability can only affect a single target once during an encounter and a target that succeeds at its saving throw is immune to this power for a period of 24 hours.

This ability will affect Damage Reduction from the following sources: feats, equipment, the Armor power and the Growth power. It will not affect Damage Reduction from force fields, ice armor or other “renewable” sources.

Power-specific limitations

Non-retractable claws (PL +2): You cannot retract your claws, meaning you cannot hide the fact that you are always armed. This also gives you a –4 penalty when wielding weapons or performing tasks that require fine motor control (such as the Medicine or Engineering skills).

Metallic claws (PL +1): While not as noticeable as non-retractable claws, these will still make life difficult for you as you set off metal detectors wherever you go.

COMPUTER LINK

You have a bond with computers.

Duration: Permanent

Range: You

Effect: You gain a bonus to all skill checks involving computers equal to twice your power level.

Stunts

Remote Hacking: You can interface with a computer naturally, without need of any external equipment. The computer must be networked for this power to affect it. This stunt has a range of 1 mile times your power level.

Robot Empathy: You gain a bonus to all Influence checks when dealing with artificial intelligences equal to your power level.

CONTROL COLD

You can drastically lower air temperatures through force of will. Since there is always moisture in the air, this power includes the ability to create ice seemingly from nowhere.

Duration: Instantaneous

Range: 20 ft. times your power level

Effect: You sharply lower the air temperature around your target, inflicting non-lethal cold damage equal to 2d4+ 1d4 points times your power level.

The target of this attack may make a Fortitude saving throw to reduce the damage by one-half (DC 15+ your power level).

The target of this attack must also make a Fortitude saving throw (DC 15+ your power level) or have his movement speed reduced by half for one-minute. If this saving throw is failed your target also suffers a –4 penalty to all Dexterity-based skills for the same time period.

Although you can use this power with multi-attack, you cannot attack the same target with this power more than once per round.

Stunts

Ice Eater (requires Resist Cold): Any radiation attack that fails to inflict damage on you actually heals you a number of

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hit points equal to your power level.

Ice Ramp: This power allows you flight with a speed of 10' times your power level. This stunt is activated as a movement power.

Ice Slick: This power forces a single target to make a Reflex saving throw (DC 15+ your power level) or be knocked prone.

Ice Spike: Your ice attacks can inflict lethal damage.

Resist Cold: You gain a +1 bonus to saving throws against cold times your power level. The duration of this stunt is permanent and the range is you.

Ice Armor: You gain 1 Damage Reduction against physical and energy attacks equal to one-half your power level. You suffer double damage from fire-based attacks while using ice armor. The duration of this stunt is indefinite and the range is you.

Immunity to Cold (requires Resist Cold): You gain Damage Reduction against cold attacks equal to twice your power level. The duration of this stunt is permanent and the range is you.

Wall of Ice: You create a wall of ice 1 foot thick. The dimensions of this wall are up to you but the total height and length of the wall cannot exceed 5 feet times your power level. This wall has 5 hit points times your power level and opponents must either go around the wall or break through it. Targets on the opposite side of a wall of ice are granted cover (usually complete cover) and cannot be damaged until the wall is destroyed.

Walls of ice suffer double damage from fire-based attacks.

CONTROL EARTH

You can command and control the earth to move as if alive with the power of you will.

Duration: Instantaneous

Range: 20 ft. times your power level

Effect: You fire a blast of sand earth at your opponent inflicting 1d4 points of non-lethal physical damage times your power level. There is no saving throw to resist this damage, though the armor power and other forms of physical damage resistance (such as body armor) apply.

If the target of this attack is not wearing eye protection he must also make a Fortitude saving throw (DC 15+ your power level) be blinded for a number of rounds equal to one-half your power level.

Although you can use this power with multi-attack, you cannot attack the same target with this power more than once per round.

Stunts

Land Grab: A giant hand of earth comes out of the ground and holds an opponent in place. Escaping from this ensnarement requires either an Acrobatics or Unarmed skill check equal to 15+ your power level.

An ally (not the target who is immobilized) can destroy the ensnarement by inflicting damage equal to twice your power level.

Pillar: This power allows you flight with a speed of 10' times your power level. This stunt is activated as a movement power.

Rock Spike: Your earth attacks can inflict lethal damage.

Tremor: This power targets a hex, not an individual. Everyone in the affected hex must make a Reflex saving throw (DC 15+ your power level) or be knocked prone. You can take this stunt additional times to expand the area of this power, as described under the *area effect* stunt for the blast power.

Tunneling: You can move through the earth at a rate of 20 ft. per round times your power level. In doing so, you create a 5' square tunnel that you can either leave open (for allies to use) or collapse behind you.

Wall of Earth: You create a wall of earth 1 foot thick. The dimensions of this wall are up to you but the total height and length of the wall cannot exceed 5 feet times your power level. This wall has 5 hit points times your power level and opponents must either go around the wall or break through it. Targets on the opposite side of a wall of earth are granted cover (usually complete cover) and cannot be damaged until the wall is destroyed.

Walls of earth suffer double damage from water-based attacks.

CONTROL ELECTRICITY

You can control electrical fields by force of will.

Duration: Instantaneous

Range: Touch (conductive)

Effect: You inflict lethal or non-lethal electrical damage equal to 2d4+ 1d4 points times your power level by touch to a single opponent.

This power is conductive, meaning the range of touch can be extended by electrically conductive materials, such as water or metal out to a maximum range of 30 ft. times your power level.

If multiple targets are in contact with the same conductive source, you can still only affect one per attack but you can choose which target. If you have multiple attacks you may affect a different target per attack but may not target the same individual twice in a round.

Stunts

Electrical Empathy: You gain a bonus equal to your power level on any skill check involving an electrically powered device. You only gain this bonus if the device's primary power source is electrical in nature, including battery power. For example, you would gain this bonus to Engineering checks to repair the engine of electric car but not a traditional internal combustion engine. You would

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also gain this bonus when using the Computers skill, or the Crime skill to pick an electronic lock and so forth.

Electricity Eater (requires Resist Electricity): Any electrical attack that fails to inflict damage on you actually heals you a number of hit points equal to your power level.

Immunity to Electricity (requires Resist Electricity): You gain Damage Reduction against electrical attacks equal to twice your power level. The duration of this stunt is permanent and the range is you.

Resist Electricity: You gain a bonus to saving throws against electrical attacks equal to your power level. The duration of this stunt is permanent and the range is you.

Shock Therapy: Your electrical attacks can damage more than one target per attack, allowing you to affect multiple targets through a conductive source, or if your targets are adjacent, through Multi-Attack.

Wire Rider: You can move through electrical wires, allowing you effective teleportation with a range of 10 ft. times your power level. This teleportation is limited to areas with electrical systems, meaning this power would not be available in some rural areas, such as an undeveloped rain forest.

Power-specific limitations

Non-conductive (PL +2): You can only damage a target by touch, not through conductive materials.

CONTROL ENERGY

You have the ability to shape energy into solid forms.

Duration: 1 minute times your power level

Range: 20 ft. times your power level

Effect: You create a wall of energy 1 foot thick. The dimensions of this wall are up to you but the total height and length of the wall cannot exceed 5 feet times your power level. This wall has 5 hit points times your power level and opponents must either go around the wall or break through it. Targets on the opposite side of a wall of energy are granted cover (usually complete cover) and cannot be damaged until the wall is destroyed.

Stunts

Energy Bolt: You can project pure energy at your opponents, inflicting non-lethal, physical damage equal to 1d4 times your power level.

The target of this attack may make a Fortitude saving throw to reduce the damage by one-half (DC 15+ your power level).

Although you can use this power with multi-attack, you cannot attack the same target with this power more than once per round.

The duration of this power is instantaneous

Energy Weapons: You create weapons out of energy that inflict melee energy damage of 1d4 times one-half your

power level.

The weapons created with this ability may be used in conjunction with the Weapons skill.

The duration of this stunt is indefinite and the range is you.

Flight: This power allows you flight with a speed of 10' times your power level. This stunt is activated as a movement power.

Force Field: You gain damage reduction against physical and energy attacks equal to one-half your power level.

The duration of this stunt is indefinite and the range is you.

CONTROL FIRE

You have the ability to mentally command fire.

Duration: Instantaneous

Range: 20 ft. times your power level

Effect: You sharply raise the air temperature around your target, inflicting 2d4+ 1d4 points of non-lethal fire damage times your power level.

The target of this attack may make a Reflex saving throw to reduce the damage by one-half (DC 15+ your power level).



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The target of this attack must also make a Reflex saving throw (DC 15+ your power level) or catch fire, suffering 1d4 points of damage in the next round. If the target spends the next round extinguishing the blaze, he can avoid the extra fire damage.

If this damage is increased with the Intensify Fire stunt below, it does not go out after one round. Instead, the damage is reduced to the next die size, as if someone were applying the Quench Fire stunt. If the damage is increased to 1d6, then the next round it inflicts 1d4 before going out on its own.

Although you can use this power with multi-attack, you cannot attack the same target with this power more than once per round.

Stunts

Fire Bolt: Your fire attacks can inflict lethal damage.

Fire Eater (requires Resist Fire): Any fire attack that fails to inflict damage on you actually heals you a number of hit points equal to your power level.

Immunity to Fire (requires Resist Fire): You gain Damage Reduction against fire attacks equal to twice your power level. The duration of this stunt is permanent and the range is you.

Intensify Fire: You increase the damage of any existing fire to the next larger die (1d4 becomes 1d6 and so forth).

Jet-powered Flight: This power allows you flight with a speed of 10' times your power level. This stunt is activated as a movement power.

Quench Fire: You decrease the damage of any existing fire to the next smaller die. A fire reduced below 1d4 is extinguished.

Resist Fire: You gain a bonus to saving throws against fire attacks equal to your power level. The duration of this stunt is permanent and the range is you.

CONTROL GRAVITY

You can increase and decrease the force of gravity.

Duration: 1 round times your power level

Range: 20 ft. times your power level

Effect: By increasing the gravity around a target you can hold him in place. In order to move, the target must make a Strength check with a DC of 10+ your power level. If the target can move at all, his movement rate is reduced by one-half.

Stunts

Decrease Gravity: By effectively reducing an object's weight, you can lift large objects with ease. This power allows you to lift using the chart found in the superhuman strength chart (see below).

Increase Gravity: You multiply the weight of an object by your power level. If this power is used on a missile in flight (an arrow or bullet) it will fall harmlessly to the ground,

automatically missing its attack.

This power can also be used (at power levels 10+) to stop large objects from moving. Subtract 10 ft. times your power level from the movement of any vehicle. Air vehicles reduced to 0 movement fall from the sky. Use of this power to stop large objects (especially those in the air) always inflicts collateral damage (see the Game Mastering Supers chapter below).

Gravitic Bolt: You can increase the gravity around your opponents for a split second, inflicting 1d4 points of non-lethal physical damage times your power level.

The target of this attack may make a Fortitude saving throw to reduce the damage by one-half (DC 15+ your power level).

Although you can use this power with multi-attack, you cannot attack the same target with this power more than once per round.

Gravitic Disarm (requires Increase Gravity): By increasing the weight of a held object, you can perform a ranged disarm maneuver. This is a use of the Power Control skill. The DC of this check is your opponent's Firearms or Weapons skill +10 (depending on the type of weapon being disarmed).

Gravitic Flight: This power allows you flight with a speed of 10' times your power level. This stunt is activated as a movement power.

CONTROL INSECTS

You can communicate with insects, which come to your aid and fight at your command.

Duration: 1 round times your power level

Range: 20 ft. times your power level

Effect: You summon a small cloud of insects to fill one square, imposing a -1 penalty to attack rolls, saving throws and skill checks on all inside that square. Each round you may either expand the size of this cloud to all adjacent squares, or you may increase the penalty in the affected squares by -1.

Stunts

Insect Messengers: You may use insects to send messages for you. This message is transmitted from insect to insect via pheromones almost instantly to its destination, where insects will spell out the message with their bodies. This message can be 5 words times your power level. The range of this stunt is 1 mile times your power level.

Insect Sentries: You can sense disturbances through local insects, granting you a bonus to Perception checks equal to your power level.

Insect Steed: You may only use this stunt at sizes diminutive and smaller, summoning an insect to carry you through the air at a speed of 10' per round times your power level.

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Nettling Insects: You summon a cloud of insects to bite and attack your target, inflicting 1d4 points of damage plus your power level (so at PL 10 this power inflicts 1d4+10 damage). This damage ignores all damage reduction, though a successful Fortitude saving throw (DC 20+ your power level) will reduce the damage by one-half.

Although you can use this power with multi-attack, you cannot attack the same target with this power more than once per round.

CONTROL LIGHT

You can increase or decrease the intensity of light.

Duration: 1-4 rounds+ 1 round times your power level

Range: 20 ft. times your power level

Effect: Your target must make a Fortitude save (DC 15+ your power level) or be blinded for 1-4 rounds plus your power level.

Stunts

Bolt of Darkness: You inflict non-lethal light damage equal to 1d4 times your power level. Targets of this attack may make a Fortitude saving throw for half damage.

Although you can use this power with multi-attack, you cannot attack the same target with this power more than once per round.

Cloak of Shadows: You gain a bonus to Stealth skill checks equal to twice your power level. The duration of this stunt is 1 round times your power level and the range is you.

Coherent Light Beam: You inflict non-lethal light damage equal to 1d4 times your power level. Targets of this attack may make a Reflex saving throw for half damage.

Although you can use this power with multi-attack, you cannot attack the same target with this power more than once per round.

Darkness: You create a field of darkness that no one can see through (even you) filling one hex. Each round you may expand this darkness to fill all adjacent squares.

The duration of this stunt is 1 round times your power level.

Lightshow: You project a dazzling array of light and color that dazes your target, preventing any actions, for 1-4 rounds unless he succeeds at a Fortitude saving throw (DC 15+ your power level).

Resist Light: You gain a bonus to saving throws against light-based attacks equal to your power level. The duration of any successful blinding attack is also reduced by one-half. The duration of this stunt is permanent and the range is you.

Power Specific Limitations

Darkness Only (PL +2): You only have access to the following stunts: Bolt of Darkness, Cloak of Shadows and Darkness. You still gain the base effect of the feat, the ability to blind, only through a bolt of darkness rather than a

flash of light.

Light Only (PL +2): You only have access to the following stunts: Coherent Light Beam, Lightshow and Resist Light.

CONTROL MAGNETISM

You can move metal by force of will through control of magnetic fields.

Duration: 1 minute times your power level

Range: 20 ft. times your power level

Effect: You may lift metal objects at range, the superhuman strength chart (see below).

Stunts

Breakdown: You inflict 1d6 points of damage times your power level to any metallic object, allowing you to rip most mechanical devices apart piece by piece. The duration of this stunt is instantaneous.

Although you can use this power with multi-attack, you cannot attack the same target with this power more than once per round.

Magnetic Flight: This power allows you flight with a speed of 10' times your power level. This stunt is activated as a movement power.

Magnetic Shield: You gain Damage Reduction against physical and energy attacks equal to one-half your power level.

Metal Detector: You can make an automatic Perception check anytime a metallic object comes within 30 feet. The duration of this stunt is permanent and the range is you.

CONTROL PLANTS

You can mentally cause plants to move as though alive.

Duration: 1 round times your power level

Range: 20 ft. times your power level

Effect: By mental command you cause nearby plant life to ensnare a target, holding him in place. In order to move, the target must make a Strength check with a DC of 10+ your power level. If the target can move at all, his movement rate is reduced by one-half.

This power will not work in sterile environments devoid of plant life, such as a space ship. This power will work in most buildings however, since there will usually be plants of some sort present. If the game master feels the presence of plants is questionable, a 50% chance can be assigned.

Stunts

Photosynthetic: You can actually absorb energy from the sun over a long period of time. This allows you to go without food indefinitely as long as you receive at least 2 hours of sunlight per day per meal you skip (meaning you will need 6 hours of sunlight per day to avoid food entirely).

You also gain a +4 bonus on Recovery saving throws when exposed to sunlight.

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Plant Camouflage: By cause plants to bend around you, you gain a bonus to Stealth checks equal to your power level in natural surroundings. This also makes the tracking use of the Outdoorsman skill harder (it adds to your Stealth for the DC of any Outdoorsman skill check to track you).

Plant Sense: You can sense disturbances in nearby plant life, granting you a bonus to Perception checks equal to your power level in natural surroundings.

Plant Shield: Plants bend around you in an attempt to protect you, granting you partial concealment at all times in natural surroundings. The duration of this power is indefinite and the range is you.

Vine Rider: You can cause vines to grow so prodigiously that you gain flight with an effective speed of 10' times your power level.

CONTROL RADIATION

You can generate radiation.

Duration: Instantaneous

Range: 20 ft. times your power level

Effect: You fire a beam of debilitating radiation that inflicts 2d4 points + 1d4 points of lethal radiation damage times your power level.

The target of this attack may make a Fortitude saving throw to reduce the damage by one-half (DC 15+ your power level).

Note that this power cannot inflict non-lethal damage.

Stunts

Immunity to Radiation (requires Resist Radiation): You gain Damage Reduction against radiation attacks equal to twice your power level. The duration of this stunt is permanent and the range is you.

Radiation Eater (requires Resist Radiation): Any radiation attack that fails to inflict damage on you actually heals you a number of hit points equal to your power level.

Radiation Sickness: After successfully inflicting damage with this power, your opponent suffers 1d4 damage per round for the next 10 rounds (1 minute). There is no saving throw to resist this persistent damage and damage reduction does not apply (this continuing damage is considered part of the original attack which has already penetrated the target's defenses).

Resist Radiation: You gain a bonus to saving throws against radiation-based attacks equal to your power level. The duration of this stunt is permanent and the range is you.

CONTROL SOUND

You can mute or intensify sound.

Duration: Instantaneous

Range: 20 ft. times your power level

Effect: By letting loose a sonic scream you inflict 2d4 points + 1d4 points of sonic, non-lethal damage times your

power level.

The target of this attack may make a Fortitude saving throw to reduce the damage by one-half (DC 15+ your power level).

The target of this attack must also make a Fortitude saving throw (DC 15+ your power level) or be deafened for 1-4 rounds.

Although you can use this power with multi-attack, you cannot attack the same target with this power more than once per round.

Stunts

Cloak of Silence: You gain a bonus to Stealth checks equal to twice your power level. The duration of this stunt is 1 round times your power level and the range is you.

Earsplitter: Your sonic attacks can inflict lethal damage.

Resist Sonic Attacks: You gain a bonus to saving throws against sonic attacks equal to your power level. The duration of any successful deafening attack is reduced by one-half. The duration of this stunt is permanent and the range is you.

Sonic Immunity (requires Resist Sonic Attacks): You gain Damage Reduction against sonic attacks equal to twice your power level. The duration of this stunt is permanent and the range is you.

Vibration Wave: You inflict 1d6 points of damage times your power level to any inanimate object (including robots and vehicles but excluding cybernetic characters).

CONTROL WEATHER

You command the weather and can use it to aid your allies or punish your enemies.

Duration: 1 minute times your power level

Range: 20 ft. times your power level

Effect: You summon a severe windstorm to fill one square, imposing a -1 penalty to attack rolls, saving throws and skill checks on all inside that square. Each round you may either expand the size of this cloud to all adjacent squares, or you may increase the penalty in the affected squares by -1.

Stunts

Down Draft: No one can fly in the radius of your windstorms (the base effect granted by this power). Flying characters can safely land without taking damage but they cannot continue to fly if they enter the radius of this storm.

Hurricane Force: Your windstorm (the base effect granted by this power) inflicts 1d4 points of physical damage per -1 penalty imposed by the strength of the wind.

Lightning Strike: You inflict 1d4 points of lethal damage times your power level to a single target. The duration of this power is instantaneous. The target of this attack may make a Reflex saving throw to reduce the damage by one-half (DC 15+ your power level).

Although you can use this power with multi-attack, you

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cannot attack the same target with this power more than once per round.

Thunder Clap: The target of this attack must make a Fortitude saving throw (DC 15+ your power level) or be deafened for 1-4 rounds.

Wind Blast: The target of this attack must make a Reflex saving throw (DC 15+ your power level) or be knocked prone. The duration of this power is instantaneous.

Wind Rider: This power allows you flight with a speed of 10' times your power level. This stunt is activated as a movement power.

DAMAGE TOUCH

Your slightest touch is deadly to an opponent.

Duration: Instantaneous

Range: Touch

Effect: You inflict 2d4 damage plus 1d4 times your power level to a target on touch. Characters struck by this power may save for one-half damage. Although you can use this power with multi-attack, you cannot attack the same target with this power more than once per round.

There are three types of damage that can be inflicted by a damage touch: energy, physical or psychic. You must choose one type of damage when this power is selected.

In addition to deciding what sorts of defenses will protect against your damage touch, the energy type you select determines the saving throw used to resist the touch's damage as follows: energy (Reflex), physical (Fortitude) or psychic (Will).

Most damage touch attacks can be either lethal or non-lethal damage, chosen when the attack is made (meaning you can switch from round to round).

Stunts

Persistent: After successfully inflicting damage with this power, your opponent suffers 1d4 damage per round for the next 10 rounds (1 minute). There is no saving throw to resist this persistent damage and damage reduction does not apply (this continuing damage is considered part of the original attack which has already penetrated the target's defenses).

Power Specific Limitations

Lethal only (PL +1): Your damage touch attacks can only inflict lethal damage.

Non-lethal only (PL +2): Your damage touch attacks can only inflict non-lethal damage.

DANGER SENSE

You have a sixth sense that warns you of danger.

Duration: Permanent

Range: You

Effect: Any time you would be surprised you may make a Reflex save (DC 25) to act normally. You gain a bonus to this saving throw equal to your power level.

Stunts

Hyper-dodge: You gain a bonus to your Defense equal to one-half your power level.

Hyper-reflexes: You gain a bonus to Initiative equal to your power level.

DEFLECTION

You can block ranged attacks.

Duration: Permanent

Range: You

Effect: You reduce the damage of an incoming attack by a number of dice equal to one-half your power level. For example if an attack would normally inflict 10 dice of damage and your power level is 10, you may reduce the damage by 5 dice. This power requires an attack action to use.

Stunts

Reflection: Instead of reflecting the damage of an attack you can attempt to reflect it, making an attack roll at a -5 penalty to hit against any target with range of the original attack power, as if you were the source of the power. If the attack hits you inflict damage equal to the deflected damage dice.

Continuing the example above, you could make an attack roll against any target in range of the power used to attack you, as if it were your power. If the attack roll were successful you would inflict 5 dice of damage on the target you chose.

DENSITY INCREASE

You can increase your mass, turning yourself into an immovable object during combat.

Duration: Indefinite

Range: You

Effect: You gain Damage Reduction against physical and energy attacks equal to one-half your power level. You also gain a bonus to Reflex saving throws to resist knockback equal to your power level (see the combat section below for more information on knockback).

DESOLIDIFICATION

You can pass through solid objects at will.

Duration: 1 round times your power level

Range: You

Effect: You can pass through objects with a hardness equal to or less than your power level. You cannot attack while desolidified but you are immune to all attacks except psychic attacks.

Stunts

Ghost in the machine: When you pass through machines you inflict 1d6 points of damage times your power level.

Inside Out: You can literally reach inside your opponent

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and partially solidify, inflicting 1d4 damage. This damage is increased by 1 point per power level.

Lighter than air: This power allows you flight with a speed of 10' times your power level. This stunt is activated as a movement power.

Spirit: While you are desolidified you do not need to breathe and are unaffected by any environmental conditions. For example you could survive in the vacuum of space without protection of any kind so long as you were incorporeal.

EMPATHIC HEALING

You can take the pain of an ally on yourself.

Duration: Instantaneous

Range: Touch

Effect: You heal an amount of damage equal to your power level by touch.

You take an equal amount of damage as non-lethal damage. This damage is unaffected by any defenses. You must take the full amount. However, since non-lethal damage heals faster than lethal damage, this could very well allow you and the ally healed to return to full strength much more quickly than if you allowed an ally to heal on her own.

ENHANCED SENSES

Your senses are superhumanly sharp.

Duration: Permanent

Range: You

Effect: You gain a bonus to Perception skill checks equal to twice your power level.

Stunts

Darkvision: You suffer no penalties due to darkness out to a range of 10 feet times your power level.

Enhanced Hearing: You can detect lies with a Perception skill check (DC 25).

Enhanced Smell: You gain a bonus to Outdoorsman skill checks for tracking equal to twice your power level.

Enhanced Taste: You gain a bonus to saving throws against ingested poison equal to one-half your power level.

Enhanced Touch: You can find weaknesses in inanimate objects, reducing their Hardness by one-half your power level if you have a full round to touch and examine the object.

This has no affect on damage reduction, such as armor, it only affects the hardness of objects.

Enhanced Vision: You can ignore range penalties on ranged attacks equal to one-half your power level.

Microscopic Vision: You gain a bonus on all evidence gathering/analysis skill uses equal to twice your power level.

Radar/Sonar Sense: You have an extra sense that can ignore darkness and fog but otherwise functions as well as

sight for targeting attacks.

X-Ray Vision: You can see through solid objects with a hardness equal to or less than your power level.

ENSNARING ATTACK

You have a ranged attack that entangles your enemies.

Duration: 1 round times your power level

Range: 30 ft. times your power level

Effect: On a successful attack roll, your target is entangled. An entangled target suffers a -2 penalty to attack rolls and a -4 penalty to Dexterity.

The target of this attack must also make a Reflex saving throw (DC 15+ your power level) or be rendered unable to move. If this saving throw is successful the target's movement is reduced by one-half.

A target must succeed at either a Strength or Acrobatics check with a DC of 20+ your power level to escape, or wait for the duration to end.

Although you can use this power with multi-attack, you cannot attack the same target with this power more than once per round.

Stunts

Area Ensnarement: Your ensnaring attack affects everyone in an area (friend or foe). This stunt affects one square the first time you take it and the radius increases 10' for each additional time you take this stunt, as described in the Blast power above.

FLIGHT

You can take to the air at will.

Duration: Indefinite

Range: You

Effect: This power allows you flight with a speed of 20' times your power level, it is activated as a movement power.

Stunts

Power Dive: You gain a damage bonus on charge attacks made while flying equal to one-half your power level. This damage is not cumulative with other, similar stunts, such as those found in the Superleap or Super Running powers.

FOLLOWERS

You have a group of devoted assistants.

Duration: Permanent

Range: You

Effect: You gain Resource Points equal to your power level that can only be spent on followers. The Resource Points gained from this power must obey all the usual restrictions of resource points. For example, they can only be allocated when your total number of resource points changes.

SUPER POWERS

Stunts

Duplication: Your followers are actually pieces of you. Although they look and sound identical to you, they are much weaker. They are constructed according to the level and HD of your followers by spending RP normally and might not have all of your skills.

Followers taken using this stunt cannot have any skills, abilities or ability scores that you do not possess.

You can reorganize the resource points for followers through this stunt by making a Power Control check (DC 30), allowing you to create followers out of thin air.

If a follower gained through this ability is killed he disappears into thin air. This inflicts 2d6 points of non-lethal damage to you.

If you voluntarily reabsorb a follower into you (meaning he is effectively dead until you are able to reorganize your resource points again) you can regain 2d6 hit points.

Eyes and ears: You can see and hear everything your followers hear at will. This could be the result of electronic monitoring, a psychic link or any other method in keeping with your character conception.

Hivemind: Your followers and you gain the benefits of the Teamwork and Esprit de Corps feats with working with each other and with you.

Robotic followers: Your followers can never disobey you, even under the most extreme torture or mental compulsion. This might mean your followers actually *are* robots but it could also be the result of extreme psychic brainwashing. Perhaps your followers are undead zombies.

You can order your followers to take suicidal action with no repercussions. They will obey any command, even one certain to result in death.

Super followers: Followers are not normally allowed to purchase powers or the Power Stunt feat. Your followers can be superhuman.

FORCE FIELD

You can generate a protective field of energy to protect you from attack.

Duration: Indefinite

Range: You

Effect: You gain damage reduction against physical and energy attacks equal to one-half your power level.

GADGETRY

You have an array of gadgets and can often find or make just what you need in the nick of time.

Duration: Instantaneous

Range: You

Effect: On a successful Engineering skill check you can create a gadget on the fly. This skill check has a DC of 15 plus 5 for each time you've used this power (including the



first). So the skill check DC would be 20 the first time you use this power, 25 the second, 30 the third and so forth.

The gadget you create can simulate any power found in *Supers*²⁰ but it must have the Device power limitation, but this increases the power level of the gadget created normally.

The first time you use this power in a day, the gadget has a power level equal to your power level. If you use this power a second time in the same day, the gadget has a power of one-half your power level. A third use reduces the power of the gadget to one-fourth your power level. Three times is the most you can use this power in a day.

The device lasts long enough for one use. For an instantaneous power, this is one round. For a power with a duration, one use constitutes the duration of the power at its current power level.

Stunts

Gadgeteer: You can use this power an additional time per day at one-fourth power.

Gadget Guru (requires Gadgeteer): You can use this power an additional time per day at one-half power.

Tech Wizard (requires Gadget Guru): You can use this power an additional time per day at full power.

SUPER POWERS

GROWTH

You can increase your size by force of will.

Duration: Indefinite

Range: You

Effect: You can assume a larger than normal size, increasing your Strength but reducing your Defense and imposing other penalties.

Each size category you increase requires a move action. You can grow faster, up to your maximum size in a single move action, but you must make a Fortitude saving throw (DC 20) or be dazed for 1-4 rounds.

No other benefits or penalties are imposed or granted by the growth power (such as grapple bonuses).

The physical damage reduction granted by the growth power stack with those granted by other powers.

The Defense penalty imposed by this power is doubled indoors, unless the room is large enough for the character to stand and move freely.

PL	Maximum Size	Str	DR (Phys)	Defense	Stealth
4	Medium+ (12 feet)	+4	1	-0	-4
8	Large (16 feet)	+8	2	-1	-8
12	Large+ (24 feet)	+12	3	-1	-12
16	Huge (32 feet)	+16	4	-1	-16
20	Huge+ (48 feet)	+20	5	-1	-20
23	Gargantuan (64 feet)	+23	6	-2	-24

HEADQUARTERS

You have a sophisticated base of operations.

Duration: Permanent

Range: You

Effect: You have a base of operations with a base value of 10 times your power level.

For every 5 power levels your base of operations has a power that only affects the headquarters (powers with a range of “you” with “you” being the HQ). You have 1 such power at PL 1-5, 2 at PL 6-10 and so forth.

If you want a power that can affect another, such as a jail cell for super-criminals with the Power Nullification power, you have to purchase it as a normal power but the power receives a “HQ Only” power limitation with a value of PL +4.

Stunts

HQ Skill: Your headquarters has a skill with a rank equal to your power level. This could be a skill for the HQ itself, such as Perception to represent a sophisticated security system, or a skill that you could only access in the HQ, such as Academics to represent a sophisticated computer system.

ILLUSION

You can cause your opponent to see things that aren't there.

Duration: Instantaneous

Range: 30 ft. times your power level

Effect: You create an illusion in the mind of a single target. If your target fails a Will saving throw (DC 15+ your power level) he spends his entire round interacting with the illusion, effectively doing nothing.

Stunts

Camouflage: You gain a bonus on Stealth skill checks equal to your power level.

Durable Illusion: This stunt increases the base effect of this power to two rounds, meaning the target does nothing for two rounds if the saving throw is failed.

Mind Games (requires Durable Illusion): This stunt increases the base effect of this power to three rounds, meaning the target does nothing for two rounds if the saving throw is failed.

Shadow Assault: Your target suffers non-lethal psychic damage equal to 1d4 times your power level from an illusionary attack. The target of this attack can make a Will saving throw (DC 15+ your power level) for one-half damage.

Shadow Killer (requires Shadow Assault): You can inflict lethal damage with your psychic attacks.

INVISIBILITY

You can become invisible to normal detection.

Duration: 1 minute times your power level

Range: You

Effect: You are impossible to detect through normal senses. Characters with the Enhanced Senses power have a chance to detect you with a Perception check. The DC of this check is your Stealth skill+ your power level in Invisibility+ 10.

You have total concealment against any character that cannot detect you.

LIFE SUPPORT

You are immune to damage from the environment for an extended period of time.

Duration: 2 hours times your power level

Range: You

Effect: You ignore all environmental damage (heat, cold, the vacuum of space, lack of oxygen, hunger and so forth) for the duration of this power. At power levels 12 and above this power is permanent and does not need to be activated.

Power Specific Limitations

One Effect Only (PL +4): You are only immune to one source of environmental damage (only heat or only cold).

SUPER POWERS

One Environment Only (PL +2): You are immune to the effects of one environment only. For example, you might be a native to outer space and would avoid all environmental damage in that environment, but if you were in the arctic, you would still suffer environmental damage from cold and you would not be able to breathe underwater and so on.

MIMIC

You can assume the shape of another at will.

Duration: Indefinite

Range: You

Effect: You can change your shape to a perfect imitation of someone you have seen. This power grants a bonus to the Crime skill equal to twice your power level for purposes of imitating someone's identity. For example you would gain this bonus to Disguise checks but also for Security Systems checks to bypass a voiceprint, retina scan or fingerprint lock.

MIND CONTROL

You can control the mind of another.

Duration: 1 round times your power level

Range: 30 ft. times your power level

Effect: You can control the mind of another unless they succeed at a Will save to resist you. The DC of this saving throw is 15+ your power level.

Characters that successfully save against your power are immune to it for the next 24 hours. This does not make them immune to the mind control attempts of other characters, nor does it render them immune to your non-mind control powers.

You can only maintain mind control over one target at a time.

Stunts

Multiple Targets: You can maintain mind control over two targets simultaneously. You may select this stunt multiple times. Each time it allows you to maintain control over an additional target simultaneously.

MIND SHIELD

Your mind is difficult to read or control.

Duration: Permanent

Range: You

Effect: You gain Damage Reduction against psychic attacks equal to twice your power level.

Stunts

Psi-Screen: You gain a bonus to Will saving throws equal to one-half your power level.

PHOTOGRAPHIC REFLEXES

You can mimic the skills of a target.

Duration: Indefinite

Range: You

Effect: You can perform any skill or feat you have witnessed a target perform.

Your effective ranks in an imitated skill are either the ranks of the target you are imitating or one-half your power level, whichever is worse.

You can only imitate feats if your power level in this power is 11 or higher. You may only imitate a feat if you have all the prerequisites for that feat.

You may only imitate one skill or feat at a time (this means you can only imitate one skill *or* one feat, not one of each).

Stunts

Multiple Mimic: You can imitate up to two skills or feats at a time. You take this stunt multiple times. Each time it allows you to imitate an additional skill or feat.

PLASTICITY

Your body can twist and contort like a flexible piece of rubber.

Duration: Indefinite

Range: You

Effect: You gain a bonus to Acrobatics checks for escape and Unarmed checks for grappling equal to twice your power level.

Stunts

Bouncing: You subtract 10' times your power level from the effective distance of any fall.

Daddy Long Legs: You can increase your height by 5' times your power level.

Elongation: You can increase your reach by 5' times your power level.

Long Strider: You can increase your ground movement rate by 10' times your power level.

Tight Spaces: You can find a crack and pass through any object with a hardness equal to one-half your power level or less.

POWER DETECTION

You can sense nearby superhumans.

Duration: Instantaneous

Range: 40 ft. times your power level

Effect: On a successful Perception skill check you can detect nearby superhumans. You gain a bonus to Perception checks to detect superhumans equal to twice your power level.

The result of this Perception check will determine how much information you gain about those superhumans.

Power Specific Disadvantages

Only specific power types (PL +2): You can only detect powers from certain sources (only mutants, only magic, only technological and so forth).

SUPER POWERS

Perception	Information
9 or less	None
10-14	There is a superhuman somewhere within the range of this power
15-19	Exact location of all superhumans within range of this power
20-24	Power level of all superhumans within range of this power
25-29	Powers of all superhumans within range of this power
30+	Power limitations of all superhumans within range of this power

POWER IMITATION

You can imitate the power of another character by touch.

Duration: 1 round times your power level

Range: Touch

Effect: When you touch another character you imitate one of their powers (chosen randomly). The power level of this power is either the power level of the target or your power level in this power, whichever is lower.

You can only imitate one power at a time.

Stunts

Multiple Powers: You can imitate one additional power simultaneously. You may select this stunt multiple times. Each time it allows you to imitate an additional power.

POWER NULLIFICATION

You can suppress the power of another character by touch.

Duration: 1 round times your power level

Range: Touch

Effect: When you touch another character you suppress one of their powers (chosen randomly) if the target fails a Fortitude saving throw (DC 15+ your power level). You can only suppress powers with a power level equal to or lower than your power level in this power.

You can only nullify one power at a time.

Stunts

Multiple Powers: You can nullify one additional power simultaneously. You may select this stunt multiple times. Each time it allows you to nullify an additional power.

PRECOGNITION

You can see the future.

Duration: Instantaneous

Range: You

Effect: You can see the future anytime you concentrate. The further into the future you attempt to forecast, the more possibilities and diverging realities clash and impede on

your attempts to divine the most *likely* future. To correctly interpret the visions you receive, you must make a Wisdom check, modified by your power level. The DC of this check is 15 +5/day in the future you are attempting to forecast. The GM will make your Wisdom check in secret.

If you succeed at this check, you will gain a bonus to a single die roll equal to one-half your power level when dealing with the forecast activity or event. If you fail the check, you take a -5 on a single die roll (chosen by the game master) when dealing with the forecast activity or event.

Stunts

Foresight: You gain a bonus to Initiative equal to one-half your power level.

Futurist: You can modify an additional die roll when dealing with a forecast event. You may select this stunt multiple times. Each time it allows you to modify an additional die roll.

PROBABILITY HEX

You can modify someone else's luck for the worse.

Duration: Instantaneous

Range: 30 ft. times your power level

Effect: Once per day, you can force a target to re-roll a single die roll with a penalty equal to one-half your power level. You must accept the results of this second roll even if it is better than the original.

Stunts

Cursed: You can modify an additional die roll each day. You may select this stunt multiple times. Each time it allows you to modify an additional die roll. Since you must accept the results of the second die roll, this ability does not allow you to re-roll a die roll more than once.

REGENERATION

You heal at a superhuman rate.

Duration: Permanent

Range: You

Effect: Whenever you heal, you add your power level to the amount healed. For example, you heal non-lethal damage of your level+ your Constitution modifier each hour, and lethal damage of your level+ your Constitution modifier each day. Characters with this power add their power level to each of these healing rates.

This power also applies to the Resilience ability of the Tank character class, adding your power level to the amount of damage healed.

Finally, you are an ideal patient and add your power level to any healing gained from the Medical skill, including First Aid and Surgery.

Stunts

Regrowth: You can regrow a severed limb. Each day

SUPER POWERS

you may make a Recovery saving throw (DC 20). After 14 successes, the limb has fully regrown and functions normally.

SHRINKING

You can reduce your size. This makes you harder to hit and stealthier.

Duration: Indefinite

Range: You

Effect: You can reduce your size, granting you a bonus to attack rolls, Defense and Stealth checks.

Safely reducing your size requires a move action for each size category. If you reduce your size faster than this you must make a Fortitude save (DC 20) or be dazed for 1-4 rounds.

Characters at microscopic size can no longer interact with normal characters and are effectively removed from combat. Only a character with PL 23 Enhanced Senses has a chance to detect a character at microscopic size. Characters at microscopic size cannot attack characters unless they are also at microscopic size.

PL	Size	Attack/Defense	Stealth
4	Small	+1	+2
8	Tiny	+2	+4
12	Diminutive	+3	+6
16	Fine	+4	+8
20	Fine-	+5	+10
23	Microscopic	*	*

*See power description above for more information.

SORCERY

You can control the vast and unpredictable forces of the mystic arts.

Duration: Instantaneous

Range: You

Effect: On a successful Magic skill check you can tap the mystical forces and bend them to your will. This skill check has a DC of 15 plus 5 for each time you've used this power (including the first). So the skill check DC would be 20 the first time you use this power, 25 the second, 30 the third and so forth.

The spell you cast can simulate any power found in *Supers*²⁰.

The first time you use this power in a day, the spell has a power level equal to your power level. If you use this power a second time in the same day, the spell has a power of one-half your power level. A third use reduces the power of the spell to one-fourth your power level. Three times is the most you can use this power in a day.

The spell lasts long enough for one use. For an



instantaneous power, this is one round. For a power with a duration, one use constitutes the duration of the power at its current power level.

Stunts

Mystic: You can use this power an additional time per day at one-fourth power.

Wizard (requires Mystic): You can use this power an additional time per day at one-half power.

Archmage (requires Wizard): You can use this power an additional time per day at full power.

SUPER POWERS

SUPERLEAP

You can leap tall objects in a single bound.

Duration: Indefinite

Range: You

Effect: You gain a leaping movement of 20' times your power level each round. You must make contact with a solid object every round but leaping is otherwise three dimensional movement (you can leap up as effectively as you can leap forward).

This power also serves as an effective defense against falling damage, allowing you to subtract 20' times your power level from any fall when calculating damage.

Stunts

Power Leap: You gain a damage bonus on all charge attacks equal to one-half your power level. This damage is not cumulative with other, similar stunts, such as those found in the Flight or Super Running powers.

SUPER RUNNING

You can move at amazing speeds.

Duration: Indefinite

Range: You

Effect: You add 20' times your power level to your movement rate. Though you must maintain constant contact with a solid surface, you can effectively run up the side of buildings or across water at power levels of 5 or higher.

Stunts

Hypervelocity: You gain a bonus to Initiative equal to one-half your power level.

Power Slam: You gain a damage bonus on all charge attacks equal to one-half your power level. This damage is not cumulative with other, similar stunts, such as those found in the Flight or Superleap powers.

SUPER SKILL

You are supremely gifted at a single skill.

Duration: Permanent

Range: you

Effect: You gain a bonus to a single check equal to twice your power level.

Special: You may take this power multiple times. Each time it applies to a single skill.

SUPER SWIMMING

You move at superhuman speeds in the water

Duration: Indefinite

Range: You

Effect: You add 30' times your power level to your swimming speed.

Stunts

Aquatic Adaptation: You can breathe water as well as you breathe air and suffer no penalties for fighting underwater.

You also suffer no environmental damage from pressure or cold underwater. Finally, you gain a bonus to all Athletics skill checks for swimming equal to twice your power level.

Lord of the Deep: Ocean creatures recognize you as a friend and ally. You can make Influence skill checks on all aquatic life forms and all aquatic creatures have a base attitude of indifferent toward you, meaning they will not attack you unless you attack them first.

SUPERHUMAN CHARISMA

You are extremely magnetic and engaging.

Duration: Permanent

Range: You

Effect: You gain a bonus to your Charisma equal to your power level.

Stunts

You may use power stunts to purchase perks with Charisma-based skills.

Superior Charisma: You gain a +4 bonus on all Charisma-based skill checks. You may take this stunt more than once. Its effects stack.

SUPERHUMAN CONSTITUTION

You are extremely hardy and healthy

Duration: Permanent

Range: You

Effect: You gain a bonus to your Constitution equal to your power level.

Stunts

Immunity to Poison (requires Resist Poison): You gain Damage Reduction against poison attacks equal to twice your power level.

Resist Poison: You gain a bonus to saving throws against poison equal to one-half your power level.

SUPERHUMAN DEXTERITY

You are extremely fast and agile.

Duration: Permanent

Range: You

Effect: You gain a bonus to your Dexterity equal to your power level.

Stunts

You may use power stunts to purchase perks with Dexterity-based skills.

Superior Agility: You gain a +4 bonus on all Dexterity-based skill checks. You may take this stunt more than once. Its effects stack.

Gliding: You have a flight speed of 20' times your power level but you cannot gain altitude.

Swinging: You can "fly" at a speed of 10' times your power level in urban and jungle environments where you have ample objects above you to swing from.

SUPER POWERS

Wall Crawling: You can move on walls without need of an Athletics skill check.

SUPERHUMAN INTELLIGENCE

You are brilliant.

Duration: Permanent

Range: You

Effect: You gain a bonus to your Intelligence equal to your power level.

Stunts

You may use power stunts to purchase perks with Intelligence-based skills.

Computerized Mind (requires Lightning Intellect): You make all Intelligence-based skill checks in one-fourth the usual time.

Lightning Intellect: You make all Intelligence-based skill checks in one-half the usual time.

Superior Intellect: You gain a +4 bonus on all Intelligence-based skill checks. You may take this stunt more than once. Its effects stack.

SUPERHUMAN STRENGTH

You are extremely strong.

Duration: Permanent

Range: You

Effect: You gain a bonus to your Strength equal to your power level.

Stunts

You may use power stunts to purchase perks with Strength-based skills.

Brawn: The amount you can lift (according to the table below) is increased by +1 power level. You can still only throw objects of one-half your power level. At power levels about PL 20, increase the weight by 50% for each time you take this stunt. So at PL 20 taking this stunt once means your total lift is 150%, twice means your total lift is 200 %, three times means 250% and so on.

You may take this stunt multiple times.

Shockwave: By smacking your hands together with superhuman force, you generate a wave of pressurized air that can knock a target prone. A single target at a range of 20 ft. or less must make a Reflex saving throw (DC 10+ your power level) to avoid being knocked prone.

Superior Strength: You gain a +4 bonus on all Strength-based skill checks. You may take this stunt more than once. Its effects stack.

Tremor: By striking the ground you make shake it so violently that everyone around you (all adjacent squares) must make a Reflex saving throw (DC 10+ your power level) to avoid being knocked prone.

One of the key benefits of this power is the ability to lift things a normal character would find impossible, regardless of his strength score. This power, along with several others (such as Telekinesis) allows the character to lift using a special chart, detailed below.

Lifting vs. Throwing: The weights below are for lifting said object, which could allow the object to be used as a melee weapon. A character can *throw* an item of one-half the power level he can *lift*. This allows ranged attacks to be made with the item, with a range increment of 10 ft. The exception to this is Telekinesis, which uses the range increment of the Telekinesis power, though the character can still only throw items of one-half power level.

Pushing: Remember that strength can be pushed with the Power Control skill like any other power.

Availability: Just because a character can lift it, doesn't mean it's around. Assume easy availability of objects PL 10 and below on any city street (plenty of cars, garbage trucks and dumpsters to fling around). Objects larger than PL 10 are available only at the game master's discretion.

PL	Weight	Example	Damage
1	500 lbs.		1d6
2	1,000 lbs.		2d4
3	1 ton		3d4
4	2 tons	Economy Car	4d4
5	3 tons		5d4
6	4 tons		6d4
7	6 tons		7d4
8	9 tons		8d4
9	15 tons	Bus	9d4
10	20 tons		10d4
11	30 tons		11d4
12	40 tons	Lear Jet	12d4
13	60 tons		13d4
14	90 tons		14d4
15	120 tons	Large Crane	15d4
16	180 tons	Jumbo Jet	16d4
17	240 tons		17d4
18	360 tons		18d4
19	480 tons		19d4
20	720 tons		20d4

SUPERHUMAN WISDOM

You are extremely wise and insightful.

Duration: Permanent

Range: You

Effect: You gain a bonus to your Wisdom equal to your power level.

Stunts

You may use power stunts to purchase perks with Wisdom-based skills.

Immunity to Illusions (requires Resist Illusions): You gain Damage Reduction against illusionary attacks equal to twice

SUPER POWERS

your power level.

Resist Illusions: You gain a bonus to saving throws against Illusions equal to one-half your power level.

Superior Will: You gain a +4 bonus on all Wisdom-based skill checks. You may take this stunt more than once. Its effects stack.

TELEKINESIS

The force of your mind can affect physical objects.

Duration: 1 minute times your power level

Range: 30 ft. times your power level

Effect: You can lift objects by force of will, using the superhuman strength chart (see above). You can use this power to perform disarm maneuvers and basic attacks at range, using the Power Control skill as equivalent ranks in the Unarmed skill for such purposes.

Stunts

Telekinetic Bolt: You inflict physical, non-lethal damage equal to 1d4 points times your power level to a single target. The duration of this power is instantaneous. The target of this attack may make a Fortitude saving throw to reduce the damage by one-half (DC 15+ your power level).

Although you can use this power with multi-attack, you cannot attack the same target with this power more than once per round.

Telekinetic Flight: This power allows you flight with a speed of 10' times your power level. This stunt is activated as a movement power. You may carry companions with you while flying in this fashion up to the total weight you can lift using your Telekinesis power.

Telekinetic Shield: You gain Damage Reduction against physical and energy attacks equal to one-half your power level.

TELEPATHY

You can read the thoughts and emotions of others.

Duration: Indefinite

Range: 40 ft. times your power level

Effect: You can allow silent communication with up to 1 person times your power level within range. Once this link is established, it can be maintained at any distance so long as the targets are not dazed, stunned or rendered unconscious. At which time, the target loses the link until returning to consciousness and moving back with range of your telepathy, at which time the link can be reestablished.

Stunts

ESP: You can read the surface thoughts of a target that fails a Will save (DC 15+ your power level). This power also allows you to detect invisible characters within range of your telepathy if they fail a Will saving throw.

Psi-Bolt: You inflict psychic, non-lethal damage equal to 1d4 times your power level to a single target. The duration

of this power is instantaneous. The target of this attack may make a Will saving throw to reduce the damage by one-half (DC 15+ your power level).

Although you can use this power with multi-attack, you cannot attack the same target with this power more than once per round.

Psi-Shield: You gain Damage Reduction equal to your power level against psychic attacks.

TELEPORT

You can instantly move from one location to another.

Duration: Instantaneous

Range: You

Effect: You can teleport 10' times your power level.

Teleporting into an area you cannot see is dangerous and requires a Will save (DC 20) to avoid suffering 1-10 (1d10) d6 of damage during transport.

You can double move with teleport as a full round action but are dazed for the round after you move in this way.

You can carry a maximum of 200 lbs. of additional material with you while teleporting. An unwilling target may make a Will save (DC 20+ your power level) to resist being teleported against his will.

Stunts

Port Storm: You reduce your attack penalty from multi-attack by your power level.

Transporter: You can carry an additional 100 lbs. with you while teleporting. You may select this stunt multiple times. Its effects stack.

ULTRALUCK

You are superhumanly lucky.

Duration: Instantaneous

Range: You

Effect: Once per day you may re-roll a single die roll, adding a bonus equal to one-half your power level. You must accept the results of this second roll even if it is worse than the original.

Stunts

Lucky Charm: You can modify an additional die roll each day. You may select this stunt multiple times. Each time it allows you to modify an additional die roll. Since you must accept the results of the second die roll, this ability does not allow you to re-roll a die roll more than once.

UNIQUE VEHICLE

You have an amazing vehicle.

Duration: Permanent

Range: You

Effect: You have a vehicle designed from the ground up to meet your specifications. The base vehicle is free and can be any vehicle with a cost of 10 times your power level.

SUPER POWERS

Alternately, you can purchase a vehicle with your wealth and modify it using this power.

Every ability of the vehicle may be improved based on your power level. Speed is increased by 5 mph times your power level, passengers are increased by your power level and cargo is increased by 50 lbs. times your power level.

Vehicle powers: In addition, your vehicle has a number of powers equal to your power level divided by 5 rounded up: so 1 power at power levels 1-5, 2 powers at power level 6-10 and so forth. These powers are considered to belong to the vehicle and the range of these powers can only be the vehicle.

For example, a vehicle could have armor, or enhanced senses, and while everyone inside the vehicle could benefit from these powers, the vehicle could not have a power that would affect anyone outside the vehicle (such as Blast).

If a vehicle takes the Life Support power, it can move in any environment at its base speed.

Additional vehicles: Alternately, a character might want multiple vehicles, rather than one really exceptional one. Instead of applying powers to his vehicle, the character could use his "vehicle only powers" to purchase a second vehicle. This would allow a character to have a small fleet of vehicles for different occasions that, while they were improved versions of standard vehicles, would not be "super".

For example, a character with the Unique Vehicle power (stealth motorcycle) and a PL of 6 could apply two powers to his vehicle, or he could also purchase a helicopter and a speedboat.

Additional powers: A character can purchase powers normally for his vehicle (using power feats). A power that belongs to the vehicle and not the character purchased this way, has a power limitation of +4 PL, since there will be many times when the character will not have access to his vehicle.

For example, a character could purchase Blast for his vehicle, rather than for himself, and he would gain a +4 PL modifier.

Since the base vehicle types available to a character will increase rapidly as his power level increases, the game master should allow the character to completely redesign his vehicle as needed.

Stunts

Vehicle skill: Your vehicle has a skill with ranks equal to your power level. This could allow a vehicle to drive itself (if the skill was the Vehicles skill), or could represent a vehicle that has access to a crime computer (the Legal skill) and so forth.

UNIQUE WEAPON

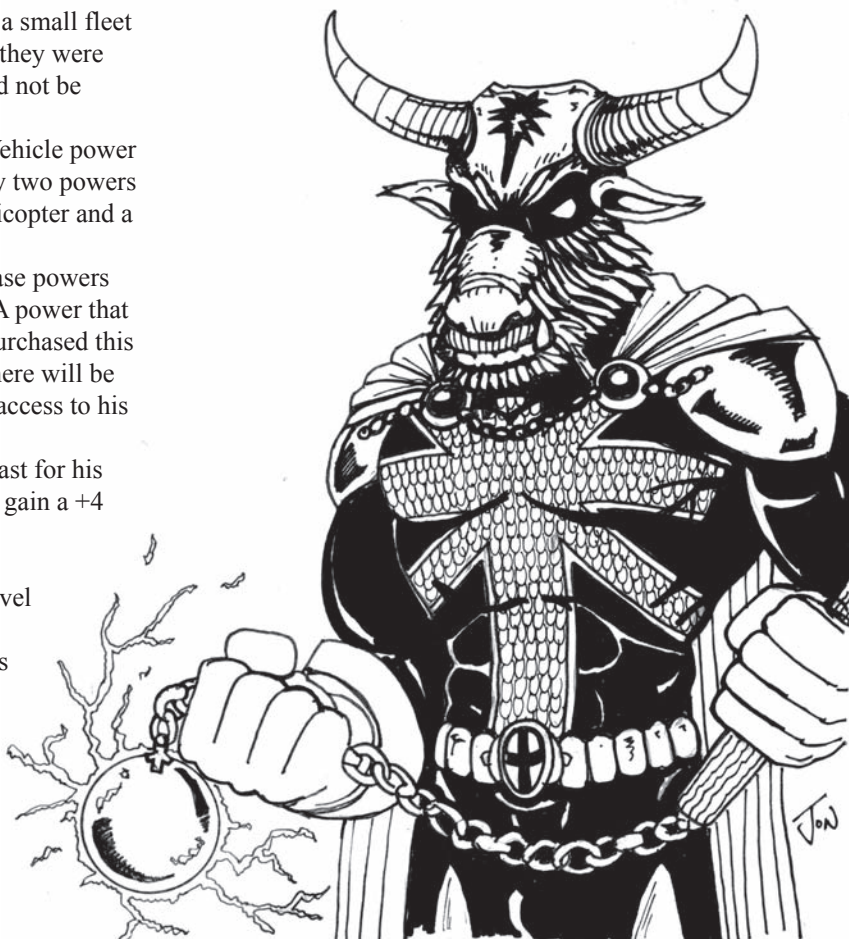
You have an amazing weapon.

Duration: Permanent

Range: You

Effect: You have a standard weapon that gains a bonus equal to one-half your power level. This bonus may be spent on the following things:

- Grant a +1 bonus to attack and damage rolls (maximum +5).
- Imbue the weapon with +1d6 cold, electricity, fire, radiation or sonic damage.
- Inflict +1d6 additional damage on a called shot or precision strike (this represents an especially sharp edged weapon or a vicious, bone-breaking blunt weapon).
- Inflict damage to an entire square. If this taken a second time the weapon inflicts damage in a 10' radius. Each additional time this is taken the weapon's damage extends another 10 feet.
- Inflict no damage, inflict Blindness or Deafness on a successful attack, unless a Fortitude saving throw



SUPER POWERS

succeeds (DC equal to 15+ your power level).

- Ricochet (as described under the Blast power above).

For example, a hero at Power Level 10 would have a total bonus of +5. He could have his unique weapon gain a +5 bonus to hit and damage, inflict +5d6 electricity damage on a successful attack, or have a +2 bonus to hit and damage and inflict +3d6 electrical damage on a successful attack.

Stunts

Variable Weapon: You can change the properties of your weapon from round to round. This could represent a weapon that can change according to your mental command, or an archer with a blinding variety of specialty arrows, and so forth.

Note: This power does not require the Device limitation as the weapon could be one you can recall to your hand with a thought, or one which is impossible for anyone else to duplicate or use (such as an immovable hammer, or blade of psychic energy generated from your body).

This power is governed by the Power Control skill normally, but the wielder still receives the normal benefits of the Weapon skill as well. This means the Power Control skill still grants power stunts and the ability to temporarily increase the weapon's power level, while the Weapons skill provides the usual damage bonus and other perks (if selected).

A character with this power may use power stunts to select perks from the Weapons skill.

VARIABLE POWER

Your powers are extremely unpredictable.

Duration: Instantaneous

Range: You

Effect: On a successful Power Control skill check you can manifest previously unseen abilities. This skill check has a DC of 15 plus 5 for each time you've used this power (including the first). So the skill check DC would be 20 the first time you use this power, 25 the second, 30 the third and so forth.

The power you manifest can simulate any power found in *Supers*²⁰.

The first time you use this power in a day, the ability manifested has a power level equal to your power level. If you use this power a second time in the same day, the ability manifested has a power of one-half your power level. A third use reduces the power of the ability manifested to one-fourth your power level. Three times is the most you can use this power in a day.

The ability manifested lasts long enough for one use. For an instantaneous power, this is one round. For a power with a duration, one use constitutes the duration of the power at its current power level.

Stunts

Power Tap: You can use this power an additional time per day at one-fourth power.

Power Well (requires Power Tap): You can use this power an additional time per day at one-half power.

Power Font (requires Power Well): You can use this power an additional time per day at full power.

WEALTH

You are fabulously wealthy.

Duration: Permanent

Range: You

Effect: Your wealth is increased by an amount equal to twice your power level.

POWER LIMITATIONS

Power limitations provide a bonus to your power level for one specific power, in return for accepting a limitation on that power. Powers can have a maximum PL bonus of +5 (from all sources), except with the special permission of the game master.

ACTIVATION (CPL +1)

Your powers take longer than normal to activate. Activation times increase by one step, from free to move, from move to attack and from attack to full round.

DAMAGING (VARIES)

Your power extracts a toll from your body. The PL bonus of this power is +1 for each 2d6 damage the power inflicts on you when it is activated. This damage is typically non-lethal. If the power inflicts lethal damage when activated, the PL bonus is increased by +2.

DEVICE (VARIES)

The source of your power is a technological or mystical item that will not always be available to you.

PL +1: The item can be worn and requires you to be unconscious for an extended period in order to remove. It is also possible (though unlikely) that someone could learn the secret of this device and make copies or derivatives, allowing your powers to be duplicated, possibly even allowing you to be impersonated.

PL +3: The item can be disarmed in combat.

PL +1: If multiple powers are powered by the same device, increase the PL bonus listed above by +1. In other words, if a character has a battlesuit that grants Flight and Armor and Superhuman Strength, he gets a slightly higher bonus than if he has a harness that granted flight, a reinforced suit that granted armor, and an exoskeleton that granted strength.

SUPER POWERS

PL +1: Device is simple to use and could potentially be used against you. Devices without this additional limitation require a *long* time (2d12 months) for anyone else to master and use. Even then, anyone other than the owner suffers a -8 penalty to attack rolls and all skill checks for a period of 24 months while using a personal item.

Special: If desired, a character with the Device limitation on a power may declare that power is governed by a skill other than Power Control. For example, a character whose device is a bow that shoots specialty arrows could have that power governed by the Weapons skill, while a character whose device was a unique pistol could have the Firearms skill govern the powers in that device.

This is always optional. A player may decide to have a power through a device and still have it be governed by the Power Control skill at his discretion.

DIFFICULT (VARIES)

Your power is not always reliable, requiring a Power Control skill check to activate. The DC of this check is 20+ twice the PL bonus of this disadvantage.

This limitation can require a different skill to activate the power at the game master's discretion. For example, in a magic-themed campaign, the Magic skill could be used in place of the Power Control skill.

FATIGUING (CPL +2)

Each time you use this power you must make a Fortitude saving throw (DC 20) or become fatigued. A second failure while you are fatigued renders you exhausted and a failure while exhausted renders you unconscious for 1 hour.

LIMITED ENERGY TYPE (CPL +2)

Most energy powers inflict non-specific damage and most energy defenses protect against all energy attacks. If your energy power inflicts or protects against a specific type of damage (such as fire, cold or electricity) you receive a +2 bonus to your power level for that power.

LIMITED POWER STUNTS (CPL +2 OR +3)

If you can only take two power stunts for a power with 4 or more power stunts, you gain a +2 limitation. If you can only take one power stunt for a power with 3 or more power stunts, you gain a +3 limitation.



LIMITED RANGE (CPL +1 OR PL +2)

Your power has a lower than normal range. If your power's range is reduced by 10 ft. times your power level, you receive a PL bonus of +1. If your power is reduced to a range of touch, you receive a PL bonus of +2.

LIMITED USES (VARIES)

Your power can only be used a limited number of times each day. This power limitation can only be applied to powers which are not already restricted to the number of times each day they can be used.

PL +1: Power can be used a maximum of 6 times each day

PL +2: Power can be used a maximum of 4 times each day

PL +3: Power can be used a maximum of 2 times each day

PL +4: Power can be used a maximum of 1 time each day

CHAPTER 3: EQUIPMENT

TABLE 3-1: WEAPONS

Weapon	Strength Min.	Damage (Ballistic)	Range Inc.	Rate of Fire	Magazine	Cost	Res.
Handgun							
Hand Stunner	10	2d4 NL Energy	20 ft.	Single	10 box	17	Res. (+2)
Hand Blaster	11	3d4 Energy	20 ft.	Single	10 box	19	Mil. (+3)
Hand Disintegrator	13	4d4 Energy	20 ft.	Single	10 box	21	Mil. (+3)
Longarm							
Stun Rifle	11	2d4 NL Energy	30 ft.	S	20 box	22	Res. (+2)
Blaster Rifle	12	3d4 Energy	30 ft.	S	20 box	24	Mil. (+3)
Disintegrator Rifle	14	4d4 Energy	30 ft.	S	20 box	26	Mil. (+3)

This section presents some new equipment for characters to purchase. It is a generation ahead of modern technology (if not more) and is thus not suitable for most normal campaigns set in the present day.

WEAPONS

The weapons presented below inflict energy damage, which means they will be unaffected by standard body armor, making thugs carrying these weapons much more dangerous to standard police officers.

The NL designation in the stunners below indicates the weapon inflicts non-lethal damage only.

HANDGUNS

Hand Stunner: This small energy weapon is perfect for disabling an opponent at close range without a risk harming him.

The target of this attack can make a Reflex saving throw for one-half damage (DC 17).

Hand Blaster: This dangerous weapon can easily kill with plasma energy burns.

The target of this attack can make a Reflex saving throw for one-half damage (DC 18).

Hand Disintegrator: This high-powered energy weapon can completely disintegrate a slain target, leaving only microscopic evidence.

The target of this attack can make a Reflex saving throw for one-half damage (DC 19).

LONGARMS

Stun Rifle: This weapon can disable a target safely at moderate range.

Blaster Rifle: This weapon can inflict dangerous plasma burns at moderate range.

Disintegrator Rifle: This high-powered energy weapon completely disintegrates a slain target at moderate range, leaving only microscopic evidence.

ARMOR

In a world populated by metahumans, new armors have been developed to protect against energy attacks, which become frighteningly common in a world where beings can project them at will, but also where super-geniuses are creating weapons unheard of in our real world.

Reflective Cloth: This armor is an attempt to combat the growing number of criminals who project energy beams, or criminals who have bought energy weapons on the black market. Since cloth armor provides no protection against physical attacks, and since such attacks are far more common, reflective armor is normally only worn in place of traditional Kevlar on special occasions, when a unit knows in advance they will counter heavy energy fire.

For units expecting mixed types of attack, Reflective Cloth armor can be worn over a Light Undercover Shirt, to provide a small amount of protection against physical, as well as energy attacks.

Vac Suit: Just as energy attacks are more common, combat in the vastness of space is also more common in

TABLE 3-2: ARMOR

Name	Strength Min.	DR	Vuln.	Armor Penalty	Move Penalty	Cost	Res.
Reflective Cloth, light	4	4	Physical	-1	-0	18	Res. (+2)
Reflective Cloth, medium	8	6	Physical	-3	-5 ft.	23	Res. (+2)
Reflective Cloth, heavy	13	9	Physical	-5	-10 ft.	28	Res. (+2)
Vac Suit	8	0	---	-5	-10 ft.	23	Res. (+2)
Vac Suit, combat	13	4	Piercing	-8	-10 ft.	29	Mil. (+3)

TABLE 3-3: VEHICLES

Name	Crew	Pass	Cargo	Top Speed (mph)	Cost	Restriction
Jet Cycle	1	1	0	150	30	Lic. (+1)
Jump Jet	2	5	250 lb.	500	33	Res. (+2)
Supersonic Jet	2	10	500 lb.	800	38	Res. (+2)
Orbital Craft	2	10	2 tons	2,000*	41	Mil. (+3)
Spacecraft (Interstellar)	3	20	4 tons	2,000*	50	Mil. (+3)

worlds with a strong metahuman presence. Encounters with aliens are increased, and science is generally ahead of the real world, thanks to the presence of super-geniuses. Both varieties of Vac Suit shown here are self-sealing, but the heaviest variety actually goes one step further and incorporates light Kevlar.

Both suits come equipped with jet thrusters allowing effective flight at a speed of 30 ft. (unaffected by the armor's move penalty) in zero gravity environments.

Vac Suits provide up 4 hours of breathable air before they need to be recharged and full immunity to environmental damage from vacuum.

A regular Vac Suit can be worn over any armor that does not impose an armor penalty of its own, such as a Light Undercover shirt and most sophisticated battlesuits and exoskeletons. A combat Vac Suit is too bulky to wear over any other form of armor.

VEHICLES

Superheroes need to get where they're going quick and villains need to stay one step ahead of their enemies.

Jet Cycle: This small one-man vehicle can fly at high speed in urban environments and requires as little as 50 feet to take off and 25 feet to land.

Jump Jet: This large passenger jet travels at 2/3 the speed of sound but still only needs 100 feet to take off and 50 feet to land.

Supersonic Jet: This craft can break the sound barrier and take a large group across the world at high speed.

Orbital Craft: This craft can achieve a low orbit and then accelerate to escape velocity.

Spacecraft: This craft can achieve a low orbit, escape velocity and even capable of crossing the solar system at remarkable speed (assume a trip to the outer solar system, past Jupiter, will take 3 weeks in such a vehicle). With additional equipment (adding +5 to the cost) such a craft can make long space voyages lasting several months without need of resupply.

CHAPTER 3: GAMEMASTERING

As with all role-playing games, the quality of a campaign, long term, will depend as much on the game master as her players. Choosing a setting and turning adventures into campaigns are both the challenge and the joy of the game master. This chapter is intended to give the harried GM as much help as possible, both in terms of general advice, as well as a number of campaign models, complete with NPCs.

FIRST STEPS: PICKING A GENRE

Superheroic fiction is not just one genre. Over the decades since the genre's beginnings in the golden age of comics, superheroes and villains have changed and grown to encompass a wide variety of genres. Talk to your players and decide what kind of campaign you want to run. Do you want to be gritty vigilantes who are barely superhuman? Or perhaps you're more interested in enormously powerful characters that fly through the void of space and deal with cosmic threats? Picking a genre will go a long way toward determining what sort of characters you will have and what types of adventures you'll do, so it is one of the most important decisions you'll make when setting up the campaign.

Below is a list of basic superhero genres, along with some basic mechanical information about each. This list is by no means all encompassing, nor is it meant to be a straightjacket. Use this list only to aid your imagination and make the job of setting up your campaign easier.

GRITTY

Starting Level: 1

Recommended Power Levels (beginning/maximum):

1/5

Tone: Dark

In the gritty campaign, characters are almost human. As such, they are vulnerable to things more powerful heroes would shrug off. A gunfight is serious business, and the death of a hero at the hands of a common thug with a pistol would not be impossible. Characters in gritty campaigns are all too aware of their mortality, and this colors their point of view. The tactics and methods employed by the heroes of a gritty campaign are not all that different from those they fight against.

Gritty campaigns tend to be small in scale, often focused around a small portion of one city, with gangs and drug dealers providing a lot of the opposition faced by characters.

Skills and powers tend to be geared toward stealth and movement, since a character who gets surrounded by twenty gang members is going to die, heroes must pick and choose their battles, and stealth and movement powers allow them to do just that.

Equipment plays a large roll in the gritty campaign, as body armor and guns will supplement character abilities. The GM should use this to his advantage, to stress the dark tone important to the gritty campaign. There will be little difference to the police between a gun-toting hero and the gang members he fights. Often, the police are just as interested in stopping the "wave of vigilantism" as they are in tracking down the villains.

STREET LEVEL

Starting Level: 5

Recommended Power Levels (beginning/maximum):

5/10

Tone: Serious

The street level campaign resembles the gritty campaign in many ways. It often focuses on a small area, most often one city, and the main villains in the campaign tend to be gangs, drug dealers, and mob families. However, the heroes and their opponents have much more power at their disposal in the street level campaign. Gangsters will have powers more often, and if the hero fights normal thugs he will need to be outnumbered by at least 2 to 1.

Street level campaigns also deal with more high-ranking members of the criminal organizations they combat. A low level character in a gritty campaign will have his hands full stemming the activities of the "rank and file" criminals. A street level hero, on the other hand, even a beginning character of 5th level, will be able to do enough damage to a criminal organization to warrant the attention of the leaders of that organization.

FOUR COLOR

Starting Level: 10

Recommended Power Levels (beginning/maximum):

10/20

Tone: Lighthearted

Four-color adventures are quite different from the adventures of the gritty and street level campaigns. Four-color characters have vastly superior capabilities at the start of the campaign, and their opposition should be tailored to this. Even a group of normal characters would have a hard time standing up to a four color hero, so the villains he faces will tend to have powers themselves.

GAMEMASTERING

Although four-color characters will have a home base from which they adventure, the scope of the campaign will range far and wide. The entire world and beyond is the setting for the adventures of these characters, from space stations high above the Earth to undersea kingdoms.

COSMIC

Starting Level: 15

Recommended Power Levels (beginning/maximum):
15/20

Tone: Serious

Cosmic campaigns center around, not just the fate of the world, but of the universe, time, and space themselves. Cosmic adventures frequently take place in other galaxies and dimensions, and alien characters are especially common in these games, both as PCs and as NPCs.

Since cosmic adventures play out on such a big stage,

the focus will be less on the individual characters, and this includes the PCs. In other words, adventures will be “plot driven” rather than “character driven”. This is the reason why the maximum disadvantages are set lower for the cosmic campaign. However, if the campaign has 3 players or less, the GM might want to move it back up to 10 DSR, since he will have time to devote to individual characters and still maintain the epic feel the cosmic campaign needs.

SUPERHEROIC COMBAT

The combat chapter of *Modern*²⁰ provided alternate rules to tweak combat depending on the type of campaign you want to run. The rules presented below serve a similar purpose, allowing the game master to create the giant battles common to all good superhero showdowns.



KNOCKBACK (OPTIONAL RULE)

When superheroes hit one another, the force of their blows is enough to send characters flying. Sometimes a *long* way. Not only does this lend a lot of color to superheroic battles, when the fight in the parking lot of the New Millennium Mall ends up in the New Millennium Mall's food court, but it can also create havoc and damage both you and your opponents. This effect is called knockback.

Any attack from a superpower that inflicts more than 20 points of damage might inflict knockback as well. To avoid knockback, a Reflex save (DC 20), or an Acrobatics skill check (DC 25) is required. If you fail the save (or Acrobatics check), you are knocked back 5 ft. times the power level of the attack. If you strike a solid object along the way, you suffer 1d4 points of damage per 10' of knockback inflicted, and stop right there. If you do not strike an object, you fly back the full distance, and suffer 1d2 points of damage per 10' traveled.

An Acrobatics check (DC 10+ power level of the attack) can reduce any knockback damage by ½.

THE ENVIRONMENT

Although all combat scenes in role-playing games benefit from an interesting setting, comic book combats virtually require one. Heroes and villains have enough power at their disposal to turn cars and chunks of buildings into weapons. Fast heroes can use the environment for cover that a slower hero couldn't take advantage of. And, of course, villains will use innocent bystanders to distract any annoying heroes out to mess up their plans for world domination. In this section, the effect of the environment on superheroic adventures is discussed.

COLLATERAL DAMAGE

Superhero battles usually do not take place in uninhabited locales, but more often in the teeming heart of an urban environment. This presents a danger to hundreds, even thousands, of innocents. Heroes will want to protect innocents, and villains will want to use them to their advantage. Supers²⁰ handles this situation through the concept of *collateral damage*.

Collateral Damage is caused anytime a character rolls a 1 or a 20 on an attack with a power at a power level of 5 or higher. If collateral damage is called for, the GM will roll on the table below. Villainous characters that need a distraction to accomplish something, or to simply get away, may purposely cause collateral damage by taking a full-round action.

Special Results: To spice things up, so the PCs don't see the same four-car pile up adventure after adventure (*yawn*), you should note some special results caused by collateral

damage specific to the location of the current adventure. Perhaps the battle takes place in a nuclear power plant, and a prolonged battle has the potential to trigger a meltdown. Or perhaps the villain has hijacked an armored car, and collateral damage results in money *everywhere*, with the potential to spark a riot. These sorts of details really make adventures memorable, and give the PCs a chance to show off their skills, in addition to their powers. A nuclear meltdown is the perfect way for a brilliant character to show off that +20 Engineering skill he has. A potential riot of greedy pedestrians is the perfect chance for a charismatic character to show off his Influence skill.

Roll	Effect	Save
1-2	Dependant	N/A
3-4	Accident, incidental	10
5-6	Accident, minor	15
7-8	Accident, major	20
9-10	Debris Field	N/A
11-13	Smoke Cloud	N/A
14	Fire, incidental	N/A
15	Fire, minor	N/A
16	Fire, major	N/A
17	Water main/Fire Hydrant damaged	N/A
18	Wall collapses: 1-8d6 physical damage to all within 10 feet of one side of a random building	15
19	Ceiling collapses: 1-10d6 physical damage to all within 10 feet of a random building	20
20	Gas Line explodes: 1-20d6 damage to all within 10-60 feet	25

Modifiers to Table: Collateral Damage

Combat takes place in rural area: -4

Combat takes place in urban area: +0

Combat takes place in downtown/city center: +2

Each 5 Power Level of the triggering attack: +1

Triggering attack is area effect: +2

Villain triggers check purposely and spends an action point: +action point dice

COLLATERAL DAMAGE EFFECTS DEFINITION

Dependant: A random character with a dependant has their loved one show up at the scene of the battle. If no one has a dependant, or the dependant has already shown up in the adventure, treat this as a roll of accident, incidental.

Accident, incidental: A minor accident between 1-2 vehicles (single car accidents are possible, with the car careening out of control into a stationary object such as a building or light pole). All parties involved (and their vehicles) come to a stop and the occupants of both vehicles suffer 1-4d6 of physical damage (Reflex save DC 10 for ½ damage).

Accident, minor: As above, except the accident involves 1-4 vehicles, and the occupants of those vehicles suffer 1-6d6 of physical damage (Reflex save DC 15 for ½ damage). Roll again at -2.

Accident, major: As above, except the accident involves 1-10 vehicles, and the occupants of those vehicles suffer 1-8d6 of physical damage (Reflex save DC 20 for ½ damage). Roll again at -4.

Debris Field: A 1-4 square area of the map is strewn with enough debris to grant partial cover to anyone in those hexes. Anyone in the area of a debris field when it is created suffers 1-4 points of non-lethal damage and must make a Reflex save (DC 15) or be knocked prone.

Smoke Cloud: Smoke and haze obscure the battlefield, granting all combatants partial concealment for 1-4 rounds.

Fire, incidental: A small fire, this could still turn into a city-consuming conflagration if ignored.

A fire is sparked in a 1-2 square area. Anything or anyone in that area suffers 1-3d6 of fire damage. Furthermore, the GM should roll a d20 each round, and if this result is less than the damage dice of the fire, the fire either increases by 1 die of intensity, or spreads to an adjacent square (50% chance of each). If this d20 roll exceeds the fire's intensity, then the fire loses 1 die of intensity or is reduced in size by one square (again an equal chance of each).

Attempts to combat this blaze add +1 to the check to see if the fire is reduced for each person fighting the blaze. If those fighting the fire have specialized equipment (fire extinguishers, water hoses, or actual firefighter gear) each person adds +2 to this check. If those fighting the fire have powers especially suited to fighting the blaze (Control Weather for example) they add +3 to this check. The Control Fire power works as described under that power.

Fires cause smoke (see the Smoke Cloud result above). This smoke does not fade until 1-4 rounds after the fire is extinguished. If this fire is indoors, characters may further suffer the results of smoke inhalation, and must make a Constitution check (DC 10 +1 for each previous check) each round or spend that round choking and coughing. Characters who choke for two consecutive rounds suffer 1-6 points of non-lethal damage.

Fire, minor: As above, except the fire's beginning area is a 1-4 square area, and the initial intensity is 1-6d6 of fire damage. Obviously the chance of this fire to spread quickly is higher as well. Fires of this intensity give off smoke that

is partial concealment, and this smoke lasts until 1-4 rounds after the fire is extinguished.

Fire, major: As above, except the fire's beginning area is a 1-6 square area, and the initial intensity is 1-8d6 of fire damage. Obviously the chance of this fire to spread quickly is higher as well. Fires of this intensity give off smoke that is partial concealment, and this smoke lasts until 1-4 rounds after the fire is extinguished.

Water main/Fire Hydrant damaged: A burst of water blasts the combatants unexpectedly, causing a penalty of -1 to -4 on attacks and skill checks. This penalty reduces by one each round as the force of the water abates.

Wall collapses: One wall of a nearby building collapses, inflicting 1-8d6 of physical damage on all those within 10 feet. A Reflex saving throw (DC 15) reduces damage by ½.

Ceiling collapses: The ceiling of a nearby building collapses, inflicting 1-10d6 of physical damage on all those within that building. A Reflex saving throw (DC 20) reduces damage by ½.

Gas Line explodes: A catastrophic fire fills 3-8 squares, with an intensity of 11-20d6 dice of fire damage. Once created this fire operates under the rules outlined above, and will spread very rapidly.

ABSOLUTE POWER: LEVELS BEYOND 20

The following section extends the levels of the *Modern*²⁰ core classes to level 30 and are included for game masters who want to simulate the extreme power levels found in some comics. There are basically three options when dealing with this section: ignore it completely, allow levels 21 and above for NPCs only and allow levels 21 and above for everyone.

First, if the game master wants to run a gritty campaign, or just doesn't want to deal with characters of extremely high power levels, he can ignore this section completely and cap advancement at level 20.

While allowing only NPCs access to levels above 20 might at first blush seem unfair, it does have several advantages, most notably allowing the game master to create a single villain powerful enough to challenge an entire group on his own.

Finally, if the game master wants a campaign of titanic struggles, he can allow characters to continue advancing beyond level 20. Such characters are likely to engage in world-shaking conflicts and this is a popular genre of metahuman fiction.

TABLE 4-1: BEYOND LEVEL 20

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Recovery Save	Special	Defense Bonus	Reputation Bonus
Powerhouse								
21st	+21	+12	+7	+7	+9	1 Feat	+15	+10
22nd	+22	+13	+7	+7	+10	1 Feat	+16	+11
23rd	+23	+13	+7	+7	+10	1 Feat	+17	+11
24th	+24	+14	+8	+8	+10	1 Feat	+18	+12
25th	+25	+14	+8	+8	+11	1 Feat	+18	+12
26th	+26	+15	+8	+8	+11	1 Feat	+19	+13
27th	+27	+15	+9	+9	+12	1 Feat	+20	+13
28th	+28	+16	+9	+9	+12	1 Feat	+21	+14
29th	+29	+16	+9	+9	+12	1 Feat	+21	+14
30th	+30	+17	+10	+10	+13	1 Feat	+22	+15
Speedfreak								
21st	+15	+9	+12	+7	+7	1 Feat	+21	+10
22nd	+16	+10	+13	+7	+7	1 Feat	+22	+11
23rd	+17	+10	+13	+7	+7	1 Feat	+23	+11
24th	+18	+10	+14	+8	+8	1 Feat	+24	+12
25th	+18	+11	+14	+8	+8	1 Feat	+25	+12
26th	+19	+11	+15	+8	+8	1 Feat	+26	+13
27th	+20	+12	+15	+9	+9	1 Feat	+27	+13
28th	+21	+12	+16	+9	+9	1 Feat	+28	+14
29th	+21	+12	+16	+9	+9	1 Feat	+29	+14
30th	+22	+13	+17	+10	+10	1 Feat	+30	+15
Tank								
21st	+15	+12	+9	+7	+12	1 Feat	+15	+10
22nd	+16	+13	+10	+7	+13	1 Feat	+16	+11
23rd	+17	+13	+10	+7	+13	1 Feat	+17	+11
24th	+18	+14	+10	+8	+14	1 Feat	+18	+12
25th	+18	+14	+11	+8	+14	1 Feat	+18	+12
26th	+19	+15	+11	+8	+15	1 Feat	+19	+13
27th	+20	+15	+12	+9	+15	1 Feat	+20	+13
28th	+21	+16	+12	+9	+16	1 Feat	+21	+14
29th	+21	+16	+12	+9	+16	1 Feat	+21	+14
30th	+22	+17	+13	+10	+17	1 Feat	+22	+15

SUPERHEROIC CAMPAIGN MODELS

This section presents several campaign models designed to be jumping off points for the game master. While they provide some background and NPCs to get the game started, an extended campaign will require a little work on the GM's part to get these models up to speed.

GRITTY CAMPAIGN MODEL: THE COUNTDOWN KILLER

Every nine days a woman disappears. Four days later her body is found, horribly disfigured and mutilated. The press have dubbed this serial killer the "Countdown Killer", and routinely run special reports on the number of days left before the next disappearance. Depending on the nature of

the campaign, the killings could be for a sacrifice to a dark god, a grisly science experiment, or simply a demented killer acting on psychotic impulses.

There are a number of ways the hero can tackle the Killer. A hero with investigative skills could deduce where the killer will strike next, and could also create a profile of the killer's victims. A hero with stealth skills could follow someone likely to be the killer's next victim and wait for the killer to strike. A hero with disguise skills might even adopt the brave tactic of impersonating the killer's next victim to lure him out into the open.

In its simplest form, this could be a mini-series, with the player characters tracking down the killer and defeating him. If the GM wishes to build a larger campaign based on this model however, there are several options that could allow this. Perhaps there is no "countdown killer", but a "countdown cult", a group performing these murders in concert. So that when the heroes track down one killer, the

TABLE 4-1: BEYOND LEVEL 20

Level	Base Attack Bonus	Fort Save	Reflex Save	Will Save	Recovery Save	Special	Defense Bonus	Reputation Bonus
Brainiac								
21st	+15	+7	+9	+12	+7	1 Feat	+15	+10
22nd	+16	+7	+10	+13	+7	1 Feat	+16	+11
23rd	+17	+7	+10	+13	+7	1 Feat	+17	+11
24th	+18	+8	+10	+14	+8	1 Feat	+18	+12
25th	+18	+8	+11	+14	+8	1 Feat	+18	+12
26th	+19	+8	+11	+15	+8	1 Feat	+19	+13
27th	+20	+9	+12	+15	+9	1 Feat	+20	+13
28th	+21	+9	+12	+16	+9	1 Feat	+21	+14
29th	+21	+9	+12	+16	+9	1 Feat	+21	+14
30th	+22	+10	+13	+17	+10	1 Feat	+22	+15
Empath								
21st	+15	+12	+12	+12	+9	1 Feat	+15	+10
22nd	+16	+13	+13	+13	+10	1 Feat	+16	+11
23rd	+17	+13	+13	+13	+10	1 Feat	+17	+11
24th	+18	+14	+14	+14	+10	1 Feat	+18	+12
25th	+18	+14	+14	+14	+11	1 Feat	+18	+12
26th	+19	+15	+15	+15	+11	1 Feat	+19	+13
27th	+20	+15	+15	+15	+12	1 Feat	+20	+13
28th	+21	+16	+16	+16	+12	1 Feat	+21	+14
29th	+21	+16	+16	+16	+12	1 Feat	+21	+14
30th	+22	+17	+17	+17	+13	1 Feat	+22	+15
Star								
21st	+10	+7	+9	+12	+7	1 Feat	+15	+21
22nd	+11	+7	+10	+13	+7	1 Feat	+16	+22
23rd	+11	+7	+10	+13	+7	1 Feat	+17	+23
24th	+12	+8	+10	+14	+8	1 Feat	+18	+24
25th	+12	+8	+11	+14	+8	1 Feat	+18	+25
26th	+13	+8	+11	+15	+8	1 Feat	+19	+26
27th	+13	+9	+12	+15	+9	1 Feat	+20	+27
28th	+14	+9	+12	+16	+9	1 Feat	+21	+28
29th	+14	+9	+12	+16	+9	1 Feat	+21	+29
30th	+15	+10	+13	+17	+10	1 Feat	+22	+30

murders continue. Perhaps there is only one other killer, a copycat who idolizes the first killer. This might even result in the first killer being released, and he could link up with his copycat, spreading even more terror. Finally, perhaps the real killer has mind control powers, and is enjoying his psychotic tendencies vicariously through pawns that are as much his victims as the people they (perhaps unknowingly) kill.

Starting Level: 1

Max Power Level: 5

SAMPLE NPCs

Below is one possible take on the Countdown Killer. Quentin “Squint” Marks was a small time enforcer in the Sanduzzi family given a super-soldier serum smuggled off a military base by a soldier who owed the Sanduzzis a lot of money. While the treatment worked, it also shattered Squint’s mind, who ran off into the night after killing everyone present at the “test”.

The Countdown Killer (Speedfreak 5): HD 5d8+10; HP 40; Init +4; Spd 30 ft; Defense 19, flatfooted 19 (+4 Dex, +5 Class); BAB +3; Atk +5 melee (1d8+5, claws), or +7 ranged (2d4+4, Beretta 92F); SQ Melee Master; AL none; SV Fort +5, Ref +8, Will +2, Rec +3; Rep +2; Str 14, Dex 18, Con 14, Int 10, Wis 12, Cha 8.

Background: Criminal

Occupation: Thug; Perks

Hobby: Weapons

Skills: Acrobatics 8 (+12), Athletics 8 (+10), Crime 4 (+4), Perception 4 (+5), Power Control 8 (+10), Stealth 8 (+12), Unarmed 8 (+10), Weapons 4 (+6)

Feats: Ability Enhancement (Strength), Armor, Claws, Improved Duration (Ability Enhancement-Strength), Power Level x3, Superhuman Dexterity

Access/Contacts/Followers: Supply Contact Wealth 12 (a former fence of Squint’s who will provide what little he

can out of fear for his life)

Wealth: 4

Possessions: Beretta 92F, 4 clips ammunition

Character Disadvantages: Obsession: kill once every 13 days (DSR 5)

FOUR-COLOR CAMPAIGN MODEL: FRESHMAN CLASS

You were born different, with powers and abilities that set you apart from your peers, making you an object of ridicule, fear, even hate. Then, one day you came home to find a gentlemen talking to your parents, about a special kind of school. A school for people like you. Now you are a student at the most secret school in the world, the Doleman Academy for Metahumans. Your classmates have a different name for it though: "Mutant High".

Many metahumans have come and gone through the halls of the academy and many have gone on to become great heroes. Now a new class of young mutants has entered the school, being trained by retired heroes to use their powers for the benefit of mankind.

Freshman Class is a campaign model that, while the characters might one day become great heroes (or villains!), for now they are just wrestling with their abilities and all the normal things that teenagers worry about. A zit the day before the big dance might be as traumatic as the result of any adventure. Adventures could be anything from a gang at school (a mutant gang), to students being harassed by normals from the local high school, to trying to discover the source of the campus drug problem.

Characters begin at first level, and will have to wrestle with controlling their powers as they adventure (remember mutants receive no power stunts at first level).

One of the more interesting aspects of the mutant high campaign model is the challenge of role-playing teen angst. All characters must take a special Character Disadvantage, Disability (Child). The DSR of this disadvantage depends on exactly how young the character is. As campaign play progresses, the character's ability scores will improve.

Although some may balk at giving characters a disadvantage for being teenagers, this disadvantage will crop up in the game a *lot*. Need to drive? Need to get into a bar to use the phone? Even being caught out after dark would be cause for a policeman to ask a lot of questions and probably want to escort the erstwhile heroes home (What are three twelve-year-olds doing out at four in the morning?). There are more and more things you can't do, as your character gets younger and younger.

Starting Level: 1

Maximum Power Level: 20

Required Disadvantages: Age, Secret (Embarrassing: status as a mutant is unknown to local officials) (DSR 1)

Saul "Wraith" Doleman (Star 15): HD 15d8+15; HP 95; Init +2; Spd 30 ft (Fly 100 ft); Defense 23, flatfooted 21 (+2 Dex, +11 Class); BAB +7; Atk +6 melee (1d6-1, sap), or +9 ranged (1d4+0, Taser); SQ Friends in high places; AL Mutant High Students, U.S.H.E.R.; SV Fort +6, Ref +9, Will +9, Rec +6; Rep +19; Str 8, Dex 14, Con 12, Int 14, Wis 10, Cha 27.

Background: Criminal

Occupation: Hero Academy Graduate: Perks 4+3 power stunts (Ghost in the Machine, Inside Out, Lighter than Air, Professional Reputation, Security Systems, Spirit, Urban Stealth)

Hobby: Unarmed

Skills: Acrobatics 18 (+20), Crime 18 (+20), Influence 18 (+26), Leadership 18 (+26), Legal 18 (+20), Perception 18 (+18), Power Control 18 (+19), Read/Write Language (French, German, Italian, Japanese), Speak Language (French, German, Italian, Japanese), Stealth 4 (+6), Streetwise 18 (+18), Unarmed 4 (+3)

Feats: Desolidification, Endorsement Deal, Fascinate, Mind Control, Power Level x10, Redirect, Superhuman Charisma, Teamwork (Mutant High students), Teamwork (U.S.H.E.R.)

Access/Contacts/Followers: Top Secret Access, Supply Contact: Wealth 41- can provide military equipment (U.S.H.E.R.), 5 points favors

Wealth: 32

Possessions: Sap, Taser

Character Disadvantages: Code: Advance Human-Mutant Relations (DSR 5), Code: Will not kill (DSR 3), Secret (Embarrassing: status as a mutant is unknown to local officials) (DSR 1)

Background: Saul Doleman was one of the great heroes of WWII, mutants recruited by the newly formed United States Headquarters for Emergency Response (U.S.H.E.R.) as a response to Nazi Germany's Kampfgruppe Eugenik, the "Eugenics Brigade" that would create the Nazi Übermensch through genetic engineering. Together with heroes from the Britain, Canada, Australia, France and the Soviet Union, the original U.S.H.E.R. would fight together for seven years, from 1938 until the end of WWII.

After the war, while many of his fellow heroes either stayed in government service or returned to private life, Saul Doleman simply disappeared, first talking his way out of continued military service and making a fortune as a salesman. Secretly, he kept his ties with U.S.H.E.R. but on his terms, founding a secret school where mutants could learn to use their powers without becoming tools of government policy. The Doleman Academy represents the

work of a lifetime for a man nearing the end of his, now over 80, still quietly working behind the scenes for the cause of mutant rights.

Doleman has made a career of being subtle and will attempt to use his skills, along with a superhuman force of personality to talk his way out of any conflict. Should this fail, he will try to mind control any aggressor to simply walk away. Finally and only as a last resort will he use his desolidification and even then he will usually fade away from any conflict. This policy of subtlety and avoiding use of his powers whenever possible has allowed Doleman to maintain his identity as a human lobbyist for mutant rights for over 60 years and it is a policy he tries to pass down to his students.

Maddy McGuire (Empath 1): HD 1d8+1; HP 9; Init +0; Spd 30 ft (Fly 10 ft); Defense 10, flatfooted 10 (+0 Dex, +0 Class); BAB +0; Atk -2 melee (1d4-2, unarmed), or +0 ranged (by weapon); SQ Resolute; AL Billy Madison, Mutant High students and teachers; SV Fort +4, Ref +2, Will +4, Rec +3; Rep +0; Str 6, Dex 11, Con 12, Int 9, Wis 14, Cha 11.

Background: Student

Occupation: Hero Academy Graduate: Perks 2 (Precision Strike, Telekinetic Flight)

Hobby: Unarmed

Skills: Academics (history) 4 (+3), Athletics 4 (+2), Computers 4 (+3), Medicine 4 (+6), Outdoorsman 4 (+6), Perception 4 (+6), Power Control 4 (+5), Streetwise 4 (+6), Unarmed 4 (+2), Vehicles 4 (+4)

Feats: Mind Over Body, Power Detection (Mutants Only PL +2), Power Level, Telekinesis

Access/Contacts/Followers: None

Wealth: 2

Possessions: None

Character Disadvantages: Age 16 (DSR 2), Dependent: Billy Madison (DSR 1), Secret (Embarrassing: status as a mutant is unknown to local officials) (DSR 1)

Background: Maddy is a telekinetic who can lift objects weighing as much as 500 lbs., fly (barely), use her Telekinesis to heal injuries and to detect other mutants at ranges of less than 100 feet.

The daughter of paranormal enthusiasts, she was subjected to test after test because of the poltergeists that plagued her and her family. The family moved several times, but the phenomena followed them wherever they went. One day, a brilliant, handsome researcher named Saul Doleman visited the family. He explained to Maddy's parents that she was special, and that he had a special institute where her ability to summon poltergeists and her empathy could be studied and understood.

A few months ago, Maddy began dating Billy Madison, a boy from the nearby high school. The students at the school know all about "mutant high", and the tensions between the schools have slowly increased, with conflicts between "normals" and "jinxes" becoming more and more frequent. In an odd way, Maddy and Billy's relationship has become a focal point for that tension, and now both young adults are caught in the middle of a conflict with the potential to explode any day.

Despite her young age, Maddy has begun accompanying her instructors on scouting expeditions to locate young mutants in trouble. Her ability to sense mutants, a rare and potent ability, has caused her to see action at a much younger age than other students. This is a further source of friction between her and her classmates, especially Geoffrey Jones (see below).

Geoffrey "Rush" Jones (Speedfreak 1): HD 1d8+1; HP 9; Init +4; Spd 70 ft; Defense 14, flatfooted 11 (+3 Dex, +1 Class); BAB +0; Atk +1 melee (1d4+1, unarmed), or +3 ranged (by weapon); SQ Need for speed; AL Mutant High students and teachers; SV Fort +2, Ref +5, Will -2, Rec +1; Rep +0; Str 12, Dex 16, Con 13, Int 9, Wis 7, Cha 11.

Background: Student

Occupation: Hero Academy Graduate: Perks 2 (Fast Punch, Hypervelocity)

Hobby: Unarmed

Skills: Academics (physical sciences) 4 (+3), Acrobatics 4 (+7), Athletics 4 (+5), Computers 4 (+3), Engineering 4 (+3), Power Control 4 (+5), Stealth 4 (+7), Unarmed 4 (+5)

Feats: Power Level x2, Super Running, Superhuman Dexterity

Access/Contacts/Followers: None

Wealth: 2

Possessions: None

Character Disadvantages: Age 17 (DSR 1), Code: distrusts humans (DSR 1), Secret (Embarrassing: status as a mutant is unknown to local officials) (DSR 1)

Background: Geoffrey, or "Rush" as he prefers to be called, is the mutant from the wrong side of the tracks. He had been involved in petty crime, using his powers to support himself, for some time before he was approached by Doleman and offered the chance to study with others of his own kind. Having no love for humanity, Geoffrey sees the Academy as a place to be with his own kind, and dislikes and distrusts humans. Although not evil, he definitely feels a war is coming, and is a big source of friction between the Academy and the local high school. He especially dislikes Billy Madison, mostly because he is rivals with Maddy. She gets to go on missions, while he doesn't, even though he is more accomplished with his powers than she is.

FOUR-COLOR CAMPAIGN MODEL: U.S.H.E.R. DOSSIERS (SUPERAGENTS)

The U.S.H.E.R. Dossiers is a superagents campaign model. Set in a world much like our own but one where science is capable of feats far more powerful than is commonly known, where the secrets of genetic manipulation have been in use by government scientists since the Second World War and where alien visitors have tampered with human development since the last Ice Age.

To stand against these threats the governments of the world have developed top-secret agencies to both combat threats and keep them safely hidden from an unsuspecting public. The top American organization, the United Headquarters for Emergency Response or U.S.H.E.R. keeps classified dossiers on every organization in the world, be they friend or foe. The dossiers presented below are just

a few of the groups known to U.S.H.E.R. and new groups emerge every year.

While the U.S.H.E.R. campaign takes place in a metahuman world (indeed it takes place in the default timeline of Supers²⁰), the characters will normally interact with the results of metahuman conflict rather than deal with the metahumans themselves. For example, the agents might be called in to deal with genetic aberrations created by a mad scientist's experiments that have been loosed on an unsuspecting populace, while a group of heroes deals with the scientist himself.

On occasion however, the agents will be the last line of defense against a metahuman villain when no heroes are available. These contests will almost always find the agents out of their league. Since their maximum power level is 5, they will have a hard time with the truly super villains they will encounter in a Four-Color campaign. The agents will usually need superior numbers, superior teamwork, and a bit of luck to carry the day.

While such encounters can be hard to balance, a good rule of thumb is to balance the Power Level feats of all sides. For example if the PCs were fighting a villain with a PL of 15, they would want at least three heroes with a PL of 5. This gives a *slight* edge to the PCs, but when you consider that the villain will likely have some normal henchmen to balance things out, it serves as a good rule of thumb. As always in d20 games, especially supers games, however, balance is more art than science so the game master will have to use his knowledge of his PCs to his best advantage when designing agent vs. super encounters.

Of course, much more common will be fights against mutated creatures (lower powered villains and creatures) as well as facing their opposite number in the form of villainous agencies. These agency vs. agency encounters are perhaps where the superagent campaign truly shines.

Starting Level: 5

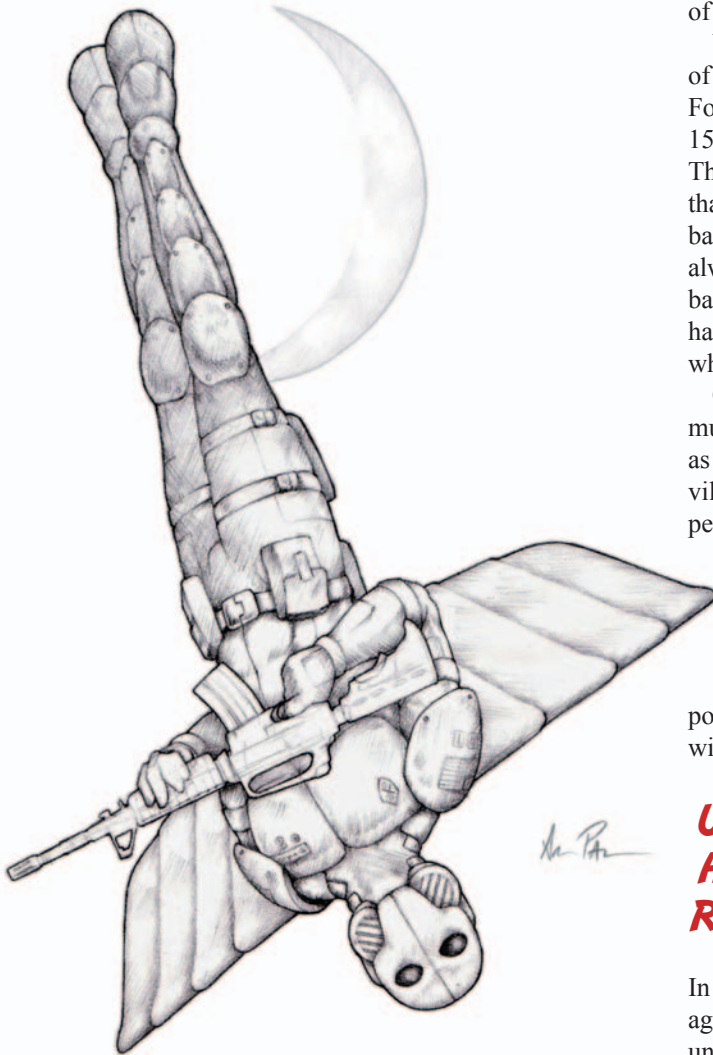
Maximum Power Level: 5

Required Disadvantages: Enemy (one rival agency)

Required Power Limitations: Device (all powers possessed by PCs must have the Device limitation except with the game master's express permission).

U.S.H.E.R. (THE UNITED STATES HEADQUARTERS FOR EMERGENCY RESPONSE)

In late 1943 the tide of the war in Europe took a sharp turn against the Allies. It seemed that German scientists had unlocked the secrets of genetic manipulation through an alien device. Unlocking the potential within the "master



race,” the Germans had created a terrible new fighting force, the Eugenics Brigade that had single handedly pushed back the Allied forces attempting to take Rome during Operation: Shingle. In response to this new threat, President Roosevelt issued an Executive Order for an “emergency response,” granting scientists and the military “all available resources” to combat the Eugenics Brigade and its support unit, the *Überfallkommando* or “Flying Squad.”

While the Allied program did result in “supersoldiers” (the legendary Aegis) to counter the threat of the Eugenics Brigade, it was also felt that a specific counter was needed for the jetpack wearing *Überfallkommando*. This was accomplished through two special operations units hand picked to support Aegis: the Pegasus Brigade, which would fly exotic and experimental aircraft (including the world’s first jet fighters) and the NightHawks, a stealth commando unit that could provide advance reconnaissance.

These units, led by Colonel Sam “Fighting Mad” Jones served with distinction throughout the war both in support of Aegis and on their own. In the weeks following the war, it was decided not to disband these unique units. While the threat of the Axis powers had ended, a new threat loomed in the form of the Soviet Union. As the Cold War got colder, U.S.H.E.R. found itself facing threats as varied as the Soviet armored Shturmovik soldiers in Eastern Europe to a clandestine alien invasion of Earth.

In the 21st century, U.S.H.E.R. is more relevant than ever. As crime becomes supercrime and terrorism superterrorism, the agency stands ready to heed the call wherever and whenever needed. U.S.H.E.R. currently maintains two secret installations on American soil: Liberty Station (under the Statue of Liberty) and Rock City (under Alcatraz Prison). U.S.H.E.R. agents work for the Department of the Interior and serve as tour guides at both installations as part of their cover.

Typical U.S.H.E.R. Agent (Speedfreak 2): HD 2d8+4; HP 16; Init +2; Spd 30 ft; Defense 14, flatfooted 12 (+2 Dex, +2 Class); BAB +1; Atk +2 melee (1d4+1 NL, unarmed), or +5 ranged (2d4+2 NL, hand stunner); SQ Need for speed; AL U.S.H.E.R.; SV Fort +4, Ref +5, Will +1, Rec +2; Rep +5; Str 12, Dex 15, Con 14, Int 10, Wis 13, Cha 8.

Background: Military

Occupation: Superagent: Perks 2 (Double Tap, Professional Reputation)

Hobby: Crime

Skills: Athletics 5 (+7), Crime 4 (+4), Engineering 4 (+4), Firearms 5 (+7), Legal 4 (+4), Perception 4 (+5), Unarmed 5 (+6), Vehicles 5 (+7)

Feats: Attack Focus (Hand Stunner): +2 attack rolls, Enemy (Medusa): +3 damage, Precise Shot, Teamwork (U.S.H.E.R.): +4 skill checks

Access/Contacts/Followers: Confidential Access, Supply Contact (U.S.H.E.R.): 17 wealth

Wealth: 6

Possessions: Hand Stunner

Character Disadvantages: Enemy: Medusa (DSR 2)

Elite U.S.H.E.R. Agent (Speedfreak 5): HD 4d8+8; HP 32; Init +3; Spd 30 ft; Defense 18, flatfooted 15 (+3 Dex, +5 Class); BAB +3; Atk +4 melee (1d8+1 NL, unarmed), or +8 ranged (2d4+2 NL, hand stunner); SQ Need for speed; AL U.S.H.E.R.; SV Fort +5, Ref +7, Will +2, Rec +3; Rep +8; Str 12, Dex 16, Con 14, Int 10, Wis 13, Cha 8.

Background: Military

Occupation: Superagent: Perks 4 (Agency Rank, Double Tap, Pilot, Professional Reputation)

Hobby: Crime

Skills: Athletics 8 (+9), Crime 4 (+4), Engineering 4 (+4), Firearms 8 (+11), Legal 4 (+4), Perception 4 (+5), Unarmed 8 (+9), Vehicles 8 (+11)

Feats: Attack Focus (Hand Stunner): +2 attack rolls, Career Advancement x2, Dedicated (U.S.H.E.R.), Enemy (Medusa): +3 damage, Precise Shot, Sneak Attack, Teamwork (U.S.H.E.R.): +4 skill checks

Access/Contacts/Followers: Secret Access, Supply Contact (U.S.H.E.R.): 27 wealth

Wealth: 8

Possessions: Hand Stunner, Jet Cycle

Character Disadvantages: Enemy: Medusa (DSR 3)

ATLAS BATTALION

Formed during the cold war to counteract the threat of the Soviet Shturmovik agency, the Atlas Battalion is U.S.H.E.R.’s heaviest combat unit, wearing the Atlas MK IV exoskeleton, which enables the wearer to lift up to 2 tons as well as make tremendous leaps. Wearing full body armor, trained in a variety of deadly hand-to-hand disciplines and carrying lethal weaponry, this unit is called upon to face the worst threats. With the fall of the Soviet Union, battlesuit and exoskeleton technology has been sold to many 3rd world countries and the Shturmovik have begun hiring themselves out as mercenaries, making this unit’s services more valuable than ever.

Typical Atlas Agent (Powerhouse 5): HD 5d10+10; HP 40; Init +1; Spd 30 ft (20 ft in armor), Leap 80 ft; Defense 14, flatfooted 13 (+1 Dex, +3 Class); BAB +5; Atk +12 melee (1d8+5, unarmed), or +6 ranged (2d8+4, hand stunner); SQ Melee Master, 9 DR physical (not vs. piercing); AL U.S.H.E.R.; SV Fort +6, Ref +2, Will +2, Rec +5; Rep +7; Str 20, Dex 12, Con 14, Int 10, Wis 13, Cha 8.

Background: Military

Occupation: Superagent: Perks 3 (Agency Rank, Power

Punch, Professional Reputation)

Hobby: Legal

Skills: Athletics 8 (+5), Engineering 4 (+4), Firearms 8 (+9), Legal 4 (+4), Outdoorsman 4 (+5), Perception 4 (+5), Unarmed 8 (+13), Weapons 8 (+13)

Feats: Attack Focus (unarmed): +2 attack rolls, Career Advancement, Combat Martial Arts, Power Level x2, Superhuman Strength (PL +2 worn device, personal, Atlas exoskeleton), Superleap (PL +2 worn device, personal, Atlas exoskeleton), Teamwork (U.S.H.E.R.): +4 skill checks

Access/Contacts/Followers: Secret Access, Supply Contact (U.S.H.E.R.): 24 wealth

Wealth: 8

Possessions: Hand Stunner, Forced Entry Unit

Character Disadvantages: Enemy: Shturmovik (DSR 3)

Elite Atlas Agent (Powerhouse 8): HD 8d10+16; HP 64; Init +1; Spd 30 ft (20 ft in armor), Leap 100 ft; Defense 17, flatfooted 16 (+1 Dex, +6 Class); BAB +8; Atk +15 melee (1d10+7, unarmed), or +9 ranged (2d8+4, disintegrator rifle); SQ Melee Master, 9 DR physical (not vs. piercing); AL U.S.H.E.R.; SV Fort +8, Ref +3, Will +3, Rec +6; Rep +10; Str 21, Dex 12, Con 14, Int 10, Wis 13, Cha 8.

Background: Military

Occupation: Superagent: Perks 4 (Agency Rank, Power Punch, Precision Strike, Professional Reputation)

Hobby: Legal

Skills: Athletics 11 (+8), Engineering 4 (+4), Firearms 11 (+12), Legal 4 (+4), Outdoorsman 4 (+5), Perception 4 (+5), Unarmed 11 (+16), Weapons 11 (+16)

Feats: Attack Focus (unarmed): +2 attack rolls, Attack Specialization (unarmed), Career Advancement x2, Combat Martial Arts, Enemy (Shturmovik): +3 damage, Power Level x2, Superhuman Strength (PL +2 worn device, personal, Atlas exoskeleton), Superleap (PL +2 worn device, personal, Atlas exoskeleton), Teamwork (U.S.H.E.R.): +4 skill checks

Access/Contacts/Followers: Top Secret Access, Supply Contact (U.S.H.E.R.): 33 wealth

Wealth: 9

Possessions: Disintegrator Rifle, Forced Entry Unit, Jet Cycle

Character Disadvantages: Enemy: Shturmovik (DSR 4)

BLUE KNIGHTS

The newest of U.S.H.E.R.'s special units, the Blue Knights, were formed to combat a rising wave of domestic crime and terrorism committed by superpowered beings and other forces traditional law enforcement could not control. Blue Knights typically operate alone in the field but are supported by more traditional agents, especially agency medics and analysis agents. There have been occasions where teams

composed of Blue Knights have been assembled to deal with extremely dangerous situations (such as a major gang war or prison riot).

Unlike the Atlas armor, which is made for direct frontal assaults, the armor worn by Blue Knights focuses on movement and detection. The knights themselves receive extensive training in internal martial arts and carry weaponry intended to aid in arresting subjects and bringing them to trial.

Typical Blue Knight (Empath 5): HD 5d8+10; HP 40; Init +1; Spd 30 ft (25 ft in armor), Fly 80 ft; Defense 17, flatfooted 13 (+1 Dex, +3 Wis, +3 Class); BAB +3; Atk +6 melee (1d8+1, unarmed), or +4 ranged (6d4+0 NL, energy blast); SQ Resolute, 5 DR physical (not vs. piercing); AL U.S.H.E.R.; SV Fort +6, Ref +5, Will +7, Rec +5; Rep +6; Str 12, Dex 13, Con 14, Int 10, Wis 16, Cha 8.

Background: Law Enforcement

Occupation: Superagent: Perks 2+1 power stunt (Precision Strike, Professional Reputation, Enhanced Hearing)

Hobby: Weapons

Skills: Firearms 8 (+9), Influence 4 (+3), Legal 8 (+8), Perception 8 (+19), Power Control 8 (+10), Streetwise 8 (+11), Unarmed 8 (+9), Vehicles 8 (+9), Weapons 4 (+5)

Feats: Blast: energy (PL +2, worn device, personal, Blue Knight armor Mk I; PL +2 non-lethal only), Contemplative Master, Enhanced Senses (PL +2, worn device, personal, Blue Knight armor Mk I), Flight (PL +2, worn device, personal, Blue Knight armor Mk I), Poise, Power Level x2, Teamwork (U.S.H.E.R.): +4 skill checks

Access/Contacts/Followers: Confidential Access, Supply Contact (USHER): 22 wealth

Wealth: 8

Possessions: Light-Duty Vest

Character Disadvantages: Enemy: Pawn Broker (DSR 3)

Elite Blue Knight (Empath 8): HD 8d8+16; HP 64; Init +1; Spd 30 ft, Fly 100 ft; Defense 21, flatfooted 16 (+1 Dex, +4 Wis, +6 Class); BAB +6; Atk +10 melee (1d10+1, unarmed), or +7 ranged (7d4+0 NL, energy blast); SQ Resolute, 5 DR physical (not vs. piercing); AL U.S.H.E.R.; SV Fort +8, Ref +7, Will +10, Rec +6; Rep +9; Str 12, Dex 13, Con 14, Int 10, Wis 18, Cha 8.

Background: Law Enforcement

Occupation: Superagent: Perks 2+1 power stunt (Agency Rank, Precision Strike, Professional Reputation, Enhanced Hearing)

Hobby: Weapons

Skills: Firearms 11 (+12), Influence 4 (+3), Legal 11 (+11), Perception 11 (+25), Power Control 11 (+13),

Streetwise 11 (+15), Unarmed 11 (+12), Vehicles 11 (+12), Weapons 4 (+5)

Feats: Blast: energy (PL +2, worn device, personal, Blue Knight armor Mk II; PL +2 non-lethal only), Career Advancement, Contemplative Master, Enhanced Senses (PL +2, worn device, personal, Blue Knight armor Mk II), Flight (PL +2, worn device, personal, Blue Knight armor Mk II), Poise, Power Level x3, Self-Help, Teamwork (U.S.H.E.R.): +4 skill checks

Access/Contacts/Followers: Secret Access, Supply Contact (USHER): 29 wealth

Wealth: 8

Possessions: Light-Duty Vest, Jet Cycle

Character Disadvantages: Enemy: Shturmovik (DSR 4)

NIGHTHAWKS

Since WWII the Nighthawks have been the eyes and ears of U.S.H.E.R., operating in small groups in hostile territory and reporting back locations of enemy forces. When conditions call for it, Nighthawks are ready and able to take the fight to the enemy, striking where they are least expected.

Typical Nighthawk (Speedfreak 5): HD 5d8+10; HP 40; Init +5; Spd 35 ft; Defense 20, flatfooted 15 (+5 Dex, +5 Class); BAB +3; Atk +8 melee (1d4+2, knife), or +10 ranged (2d10+5, Remington 700), or +8 ranged (2d6+3, HK MP5); SQ Need for speed, 2 DR physical (not vs. piercing); AL U.S.H.E.R.; SV Fort +5, Ref +9, Will +2, Rec +3; Rep +6; Str 12, Dex 20, Con 14, Int 10, Wis 13, Cha 8.

Background: Military

Occupation: Superagent: Perks 2 (Gliding, Professional Reputation)

Hobby: Vehicles

Skills: Acrobatics 8 (+13), Athletics 8 (+9), Firearms 8 (+13), Outdoorsman 4 (+5), Perception 4 (+5), Stealth 8 (+21), Unarmed 4 (+5), Vehicles 4 (+9), Weapons 4 (+5)

Feats: Attack Focus (Remington 700): +2 attack rolls, Far Shot, Night Vision, Power Level x2, Super Skill: Stealth (PL +2, worn device, personal, Nighthawk armor), Superhuman Dexterity (PL +2, worn device, personal, Nighthawk armor), Teamwork (U.S.H.E.R.): +4 skill checks

Access/Contacts/Followers: Confidential Access, Supply Contact (U.S.H.E.R.): 20 wealth

Wealth: 8

Possessions: Knife, Remington 700 hunting rifle (50 rounds), HK MP5 SMG (90 rounds), 5 smoke grenades, Light Undercover Shirt

Character Disadvantages: Enemy: Ultimatum (DSR 3)

Elite Nighthawk (Speedfreak 8): HD 8d8+16; HP 64; Init +5; Spd 35 ft; Defense 23, flatfooted 18 (+5 Dex, +8 Class);

BAB +6; Atk +11 melee (1d4+2, knife), or +13 ranged (2d10+10, Winchester 94), or +11 ranged (2d6+3, HK MP5); SQ Need for speed, 2 DR physical (not vs. piercing); AL U.S.H.E.R.; SV Fort +6, Ref +11, Will +3, Rec +4; Rep +9; Str 13, Dex 20, Con 14, Int 10, Wis 13, Cha 8.

Background: Military

Occupation: Superagent: Perks 3 (Called Shot, Gliding, Professional Reputation)

Hobby: Vehicles

Skills: Acrobatics 11 (+16), Athletics 11 (+12), Firearms 11 (+16), Outdoorsman 4 (+5), Perception 4 (+5), Stealth 11 (+24), Unarmed 4 (+5), Vehicles 4 (+9), Weapons 4 (+5)

Feats: Attack Focus (Winchester 94): +2 attack rolls, Career Advancement, Evasion, Far Shot, Night Vision, Power Level x2, Sniper Shot, Super Skill: Stealth (PL +2, worn device, personal, Nighthawk armor), Superhuman Dexterity (PL +2, worn device, personal, Nighthawk armor), Teamwork (U.S.H.E.R.): +4 skill checks

Access/Contacts/Followers: Secret Access, Supply Contact (U.S.H.E.R.): 27 wealth

Wealth: 8

Possessions: Knife, Winchester 94 hunting rifle (60 rounds), HK MP5 SMG (90 rounds), 5 smoke grenades, Light Undercover Shirt, 5 fragmentation grenades

Character Disadvantages: Enemy: Ultimatum (DSR 4)

Old Glory (Speedfreak 20): HD 20d8+60; HP 180; Init +10; Spd 30 ft, Fly 300 ft; Defense 40, flatfooted 30 (+10 Dex, +20 Class); BAB +15; Atk +14 melee (2d12-1 NL, martial arts), or +14 melee (17d4, fire aura), or +25 ranged (17d4+0, fire blast); SQ Need for speed, +15 saves vs. heat and fire, 30 DR vs. heat and fire, 4 DR physical (not vs. piercing); AL United States, Savant, Mutant Rights, U.S.H.E.R.; SV Fort +12, Ref +22, Will +7, Rec +9; Rep +21; Str 8, Dex 30, Con 16, Int 10, Wis 12, Cha 16.

Background: Military

Occupation: Superagent: Perks 4+4 power stunts (Group Cohesion, Inspire Courage, Professional Reputation x2, Selective Aura; Fire Bolt, Immunity to Fire, Resist Fire, Quench Fire)

Hobby: Legal

Skills: Acrobatics 23 (+33), Influence 4 (+7), Legal 4 (+4), Perception 4 (+5), Leadership 23 (+26), Power Control 23 (+26), Unarmed 23 (+22), Vehicles 4 (+14)

Feats: Aura, energy (PL +2 limited energy type, fire), Career Advancement x3, Control Fire, Evasion, Flight, Power Level x15, Superhuman Dexterity

Access/Contacts/Followers: Complete Access, Skill Contact (Lobbying Firm of McCoy-Munroe): 23 ranks Influence, Skill Contact (Tentacles Tomlinson): 23 ranks Streetwise, Supply Contact (U.S.H.E.R.): 50 wealth

Wealth: 16

Possessions: Concealable Vest (immune to fire)

Character Disadvantages: Code: Protect the innocent and helpless (DSR 5), Code: Defend mutant rights (DSR 5)

Background: *Interview with Christian Thomason, a.k.a. Old Glory, done for Newstime special Man of the Century Issue asked how he got his famous name.*

"I was born in Fort Wayne, Indiana, in 1925. One of the first mutants on record, so they tell me. I was inducted into the US Army- Air Corps on January 17th 1938, 3 days after my 13th birthday, and was sent to the Tuskegee Superhuman Testing and Training Range, we called it the "STT".

The Germans had their Eugenics Brigade already of course, and they were having a grand old time high-stepping around Europe. Britain only had The Sword and the Stone at that time, and they had managed to send the

Jerries scurrying home with their tails between their legs after the Battle of Britain, but no one else in Europe had anything like those Eugenics scientists, and they turned the tide of battle after battle, Hitler always yammering on about his "Master Race".

But our intelligence boys told us the Germans didn't make these "Übermenschen", they were just finding them, training them, and using their science to juice em up. So, the Army started rounding up anyone with unusual abilities. Hell we were all happy to join, and were aching to get in on the action. We knew the score."

"I was the first, but it wasn't long before I was joined by others. Over the course of that year I was joined by Raymont "Freight Train" Jefferson, they drafted him after his performance in the state football finals, kid broke 11 tackles, and 3 legs, on his way to the end zone for the winning touchdown.

Turns out Raymont could pick up cars as well as tacklers. One of those kids he busted up never did walk right again, damn

shame, but Raymont did right by him, sent him part of his check every month till the day he died in that... well that's a different story I guess. I always loved to watch Ray run though".

"Then there was Fred Wilson, who army intelligence had picked up at a local circus, he had this act see, he'd let folks drive over radios with a car, then have those radios up and running again in 30 seconds or less. Called himself "Captain Miracle", and I guess the Army liked it, cause they used that for his code name too. And me? Well I was given my code name by FDR himself.

It was December 8th 1939, and with everything else he had going, the President wanted to come down and have a look at us, make sure we were REALLY ready to stand up to the likes of Donnerschlag and Götterdämmerung. I was

doing combat

flying exercises, and I saw him first. Me and the boys had worked out a signal for him bein' there, so we wouldn't be cutting

up when he got there. We didn't want him thinking we weren't ready, we wanted to get in there and start pulling America's weight."

"So anyway, I saw him and snatched up the flag off the top of the PX and buzzed the boys on the ground with it, but I guess I wasn't fast enough. Roosevelt saw me, and said to his wife, "Well if Old Glory's flying with us I guess we'll be all right after all".

Old Glory. I liked that just fine. Those army boys had been wanting to call me the "Human Flamethrower" or some such nonsense. But Old Glory... well... let's just say no one argued with Roosevelt. Except maybe Mrs. Roosevelt."

MEDUSA

COLD WARRIORS

During the late 70's U.S.H.E.R. set up a special projects division on the shores of Lake Michigan. The goal was to build the world's most sophisticated cryptographic computer, one able to intercept any message, decode any signal. The project was to be headed personally by the mysterious Savant, who had run the R&D division of U.S.H.E.R. for years. Although the project, codenamed "Medusa" was labeled a success, the computer was shut down due to an unforeseen consequence of the experiment: Medusa was self-aware. Despite the value of the computer and its ability to intercept and decode at will, the computer's intelligence made it too unpredictable and it was shut down. Officially, the Savant and his team moved on to other research projects, including the pioneering research into the Atlas exoskeleton so important to the agency's cold war conflicts with Shturmovik.

FALL OF THE HOUSE OF U.S.H.E.R.

As the cold war came to an end with a whimper and not a bang, U.S.H.E.R. like many government organizations faced budget cutbacks as weary governments looked for the "dividends" of peace. Radical new projects, including experiments involving cybernetics and genetic modification were deemed too expensive and too risky in human lives. The government was no longer willing to turn a blind eye to the Savant's experiments, which frequently cost the lives of valuable U.S.H.E.R. agents as well as civilian casualties. Knowing the Savant would object to any change in his maverick scientific protocols, the government used his failing health as a pretext to force him to retire.

To prevent any attempts at sabotage or thefts of

government property, the forced retirement was kept strictly secret, known only to the top leaders of U.S.H.E.R. and the President's cabinet. On the day of his "retirement" however, things began to go horribly wrong. There was an explosion at the Savant's home, leaving no survivors. At the same moment, a massive fire distracted guards at U.S.H.E.R.'s Rock City base beneath Alcatraz Island. In the wake of the fire it was found that the Savant's research materials had been stolen by unknown means. As investigators attempted to piece together how the Savant had such a detailed knowledge of their plans, they came to the frightening conclusion that he was able to read their internal communications, break through the most sophisticated encryption procedures: Medusa.

An assault team was hastily assembled to storm the Lake Michigan complex but they were too late. It was discovered that the computer had been moved almost 10 years ago. The Savant had been, in effect, reading the government's mail for almost a decade. USHER suddenly had to contend with an enemy unlike any they had faced in their history: an enemy who not only know all their methods, procedures and equipment but who could also intercept messages at will. Against this enemy there could be no surprise, no subterfuge.

SHADOW SOLDIERS

At first Medusa seemed content to confine its activities to computers, using its highly trained agents to infiltrate every computer system and help Medusa plant backdoors and surveillance programs in systems around the world. Recently however more and more field agents have been making Medusa's presence felt beyond the virtual world, with an emphasis on technology theft, destruction of U.S.H.E.R. research facilities and planting wireless connections in systems that are cut off from network access.

Typical Shadow Soldier (Brainiac 5): HD 5d8+10; HP 40; Init +1; Spd 30 ft; Defense 17, flatfooted 13 (+1 Dex, +3 Int, +3 Class); BAB +3; Atk +4 melee (1d4+2, knife), or +4 ranged (2d4+4, hand blaster); SQ Thinker, 2 DR physical (not vs. piercing); AL Medusa; SV Fort +3, Ref +4, Will +4, Rec +3; Rep +6; Str 12, Dex 13, Con 14, Int 16, Wis 10, Cha 8.

Background: Military

Occupation: Superagent: Perks 2+1 power stunt (Cracking, Professional Reputation, Remote Hacking)

Hobby: Weapons

Skills: Academics (History) 4 (+7), Chemistry 8 (+11), Computers 8 (+19), Crime 8 (+11), Engineering 8 (+11), Firearms 8 (+9), Legal 8 (+11), Outdoorsman 8 (+8), Perception 8 (+8), Power Control 8 (+10), Stealth 8 (+9), Streetwise 8 (+8), Vehicles 8 (+9), Weapons 4 (+5)

Feats: Computer Link (PL +2, worn device, personal, Cybernetic Attachments), Enemy (U.S.H.E.R.): +3 damage, Exploit Weakness, Invisibility (PL +2, worn device, personal, Cybernetic Attachments), Power Level x2, Smart Defense, Teamwork (Medusa): +4 skill checks

Access/Contacts/Followers: Confidential Access, Supply Contact (Medusa): 20 wealth

Wealth: 8

Possessions: Hand Blaster, Light Undercover Shirt

Character Disadvantages: Enemy: U.S.H.E.R. (DSR 3)

Elite Shadow Soldier (Brainiac 8): HD 8d8+16; HP 64; Init +2; Spd 30 ft; Defense 21, flatfooted 16 (+2 Dex, +3 Int, +6 Class); BAB +6; Atk +8 melee (1d4+2, knife), or +8 ranged (2d4+4, hand blaster); SQ Thinker, 2 DR physical (not vs. piercing); AL Medusa; SV Fort +4, Ref +6, Will +6, Rec +4; Rep +9; Str 12, Dex 14, Con 14, Int 16, Wis 10, Cha 8.

Background: Military

Occupation: Superagent: Perks 3+1 power stunt (Agency Rank, Cracking, Professional Reputation, Remote Hacking)

Hobby: Weapons

Skills: Academics (History) 4 (+7), Chemistry 11 (+14), Computers 11 (+22), Crime 11 (+14), Engineering 11 (+14), Firearms 11 (+13), Legal 11 (+14), Outdoorsman 11 (+11), Perception 11 (+11), Power Control 11 (+13), Stealth 11 (+13), Streetwise 11 (+11), Vehicles 11 (+13), Weapons 4 (+5)

Feats: Career Advancement, Computer Link (PL +2, worn device, personal, Cybernetic Attachments), Enemy (U.S.H.E.R.): +3 damage, Exploit Weakness, Invisibility (PL +2, worn device, personal, Cybernetic Attachments), Power Level x2, Smart Defense, Sneak Attack x2, Teamwork (Medusa): +4 skill checks

Access/Contacts/Followers: Secret Access, Supply Contact (Medusa): 27 wealth

Wealth: 9

Possessions: Hand Blaster, Light Undercover Shirt

Character Disadvantages: Enemy: U.S.H.E.R. (DSR 4)

The Savant (Brainiac 20): HD 20d8; HP 120; Init -1; Spd 30 ft; Defense 37, flatfooted 37 (-1 Dex, +13 Int, +15 Class); BAB +15; Atk +13 melee (by weapon -2), or +14 ranged (16d4+0, energy bolt); SQ Thinker, 8 DR physical and energy; AL Medusa, Old Glory; SV Fort +6, Ref +8, Will +15, Rec +6; Rep +11; Str 6, Dex 8, Con 10, Int 36, Wis 16, Cha 16.

Background: Criminal

Occupation: Superagent: Perks 3+4 power stunts (Cracking, Identity Theft, Electronics; Energy Bolt, Flight, Force Field, Super Followers)

Hobby: Firearms

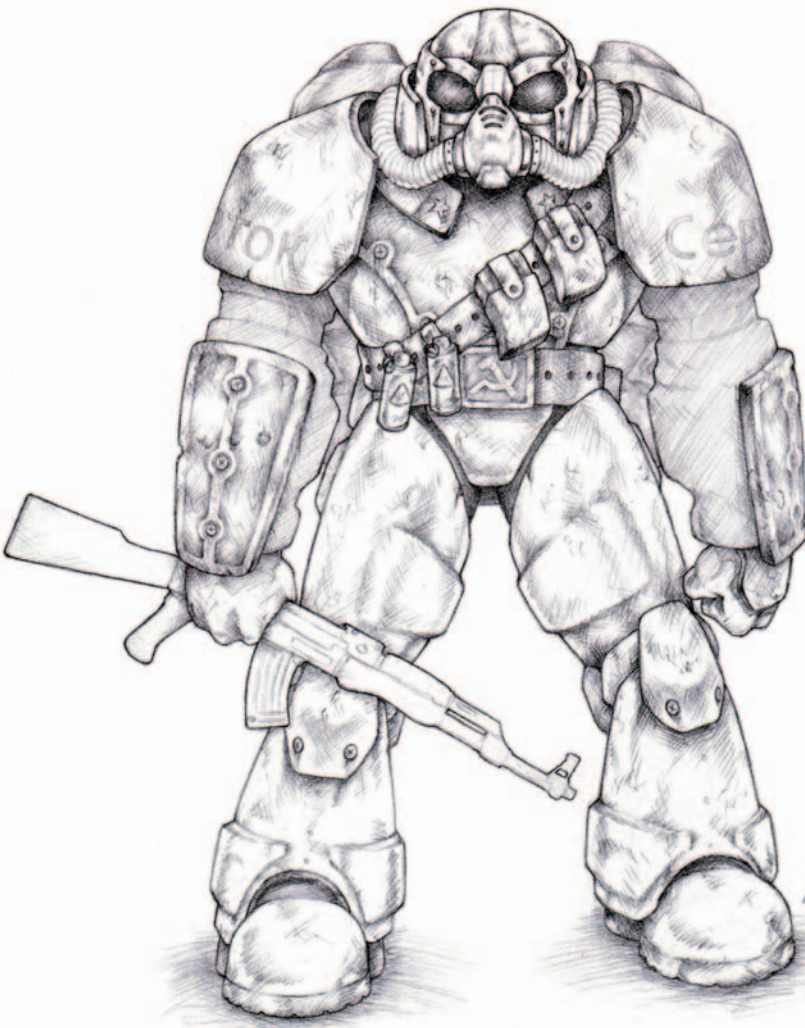
Skills: Academics (Genetics) 23 (+36), Academics (Cybernetics/Robotics) 23 (+36), Chemistry 23 (+36), Computers 23 (+66), Crime 23 (+36), Engineering 23 (+36), Firearms 4 (+3), Leadership 23 (+26), Legal 23 (+36), Perception 23 (+26), Power Control 23 (+23), Read/Write Language (Ancient Greek, English, German, Japanese, Russian), Speak Language (Ancient Greek, English, German, Japanese, Russian), Streetwise 23 (+26), Vehicles 23 (+22)

Feats: Career Advancement, Computer Link, Control Energy (PL +1, worn device, personal, Hoverchair), Followers, Gadgetry, Master Plan, Power Level x15, Smart Defense, Superhuman Intelligence

Access/Contacts/Followers: Supply Contact (Medusa): 31 wealth, illegal equipment, Followers: Ophelia and Laertes, 4th level cybernetically modified Dobermans

Wealth: 16

Possessions: Varies



Character Disadvantages: Age: 71+ (DSR 3), Obsession: live forever (DSR 5)

Background: *The following manuscript was found in a fireproof cylinder in the office of Gen. Fred Williamson, U.S.H.E.R. Director of Research and Development in the aftermath of a fire that consumed all research notes and materials at U.S.H.E.R.'s main headquarters underneath Liberty Tower.*

It just isn't fair. I've done so much for you, for all of you, sacrificed, oh god have I sacrificed. How many friends did we watch die Chris? How many times were we reactivated for "emergency situations", thrown into harm's way again and again?

And we did it all willingly for them, always willing to take one more chance for life, liberty, the American Dream. And I asked for one thing. Just one. Crazy they said. Trials on human subjects? Thousands of casualties? Short-sighted fools! I was talking about immortality! Not just for me, but for everyone! They claimed it would never work. How many of my inventions did they think would work Chris?

How many times did they call on me to solve the unsolvable? I missed VE Day working with them on that damn bomb. Well, no more playing the good soldier for me Chris. They owe me. I'm collecting. I never had any family, you know, just the Orphanage, and then The Brigade. You have always been the little brother I never had Chris, and I will always love you. And so, I'm going to ask you for just one favor: don't come after me.

Freddie

SHTURMOVIK

The Soviet counterpart to U.S.H.E.R. was once considered the greatest threat to the agency.

Throughout the cold war, the two agencies fought repeatedly around the world, in engagements that kept out of the media. Battles fought in Eastern Europe, Korea, Viet Nam, South America and even in outer space as both agencies constructed space stations for research and defense. These stations were to prove invaluable during the only engagement where the agencies fought together, the defeat of the alien Katral in their attempt to conquer Earth (more information on the Katral can be found in Blood and Circuits: Cybernetics).

With the fall of the Soviet Union, this agency has in some ways become even more dangerous. They have gone rogue, selling their services to the highest bidder. Although they are less able to update their armor than in the past, the group has still acquired several billionaire clients who have spent considerable sums helping to keep the armor competitive.

Typical Shturmovik (Tank 5): HD 5d12+15; HP 55; Init +1; Spd 35 ft; Defense 14, flatfooted 13 (+1 Dex, +3 Class); BAB +3; Atk +11 melee (1d8+6 NL, unarmed), or +4 ranged (2d8+4, AK-47); SQ Resilience, 9 DR physical (not vs. piercing); AL Shturmovik; SV Fort +7, Ref +4, Will +2, Rec +7; Rep +6; Str 22, Dex 13, Con 16, Int 10, Wis 12, Cha 8.

Background: Military

Occupation: Superagent: Perks 2 (Power Punch, Professional Reputation)

Hobby: Crime

Skills: Athletics 8 (+6), Crime 4 (+4), Firearms 8 (+9), Perception 4 (+5), Streetwise 8 (+9), Unarmed 8 (+14), Vehicles 4 (+5), Weapons 4 (+10)

Feats: Attack Focus (unarmed): +2 attack, Enemy (U.S.H.E.R.): +3 damage, Growth (PL +2, worn device, personal, Shturmovik armor), Permanent (growth), Power Level x2, Superhuman Strength (PL +2, worn device, personal, Shturmovik armor), Teamwork (Shturmovik): +4 skill checks

Access/Contacts/Followers: Confidential Access, Supply Contact (International Arms Dealer): 20 wealth

Wealth: 8

Possessions: AK-47, Forced Entry Unit

Character Disadvantages: Enemy: U.S.H.E.R. (DSR 3)

Elite Shturmovik (Tank 8): HD 8d12+24; HP 88; Init +1; Spd 35 ft; Defense 17, flatfooted 16 (+1 Dex, +6 Class); BAB +6; Atk +14 melee (1d10+8, unarmed), or +7 ranged (2d8+4, AK-47); SQ Resilience, 9 DR physical (not vs. piercing); AL Shturmovik; SV Fort +9, Ref +5, Will +3, Rec +9; Rep +9; Str 22, Dex 13, Con 16, Int 10, Wis 12, Cha 8.

Background: Military

Occupation: Superagent: Perks 2 (Power Punch, Professional Reputation)

Hobby: Crime

Skills: Athletics 11 (+9), Crime 4 (+4), Firearms 11 (+12), Perception 4 (+5), Streetwise 11 (+12), Unarmed 11 (+17), Vehicles 4 (+5), Weapons 4 (+10)

Feats: Attack Focus (unarmed): +2 attack, Attack Specialization (unarmed), Enemy (U.S.H.E.R.): +3 damage, Career Advancement, Combat Martial Arts, Growth (PL +2, worn device, personal, Shturmovik armor), Permanent (growth), Power Level x2, Superhuman Strength (PL +2, worn device, personal, Shturmovik armor), Teamwork (Shturmovik): +4 skill checks

Access/Contacts/Followers: Secret Access, Supply Contact (International Arms Dealer): 27 wealth

Wealth: 8

Possessions: AK-47, Forced Entry Unit, 5 fragmentation grenades, 2 LAW

Character Disadvantages: Enemy: U.S.H.E.R. (DSR 4)

COSMIC CAMPAIGN MODEL: HOST OF SCION

Scion came from a doomed world, the planet Selijan, an exiled prince seeking only to live among mankind in peace and harmony. It seemed too good to be true. It was. Soon after his arrival, a gigantic space battle took place outside Earth's asteroid belt. The Scion told his human hosts that the aggressors were responsible for the destruction of his planet. After his fleet won the battle, they descended to Earth, and begun to colonize and enslave as they had the world their experiments had wrecked. The fleet they defeated was the last attempt to stop them from doing to another world, to Earth, what they done to their last home.

Now the Host of Scion has descended on the Earth. Criminals from a thousand different worlds, all following the most dangerous intergalactic despot the galaxy has ever seen. For those with Blood and Space, the Host could have starships as well, engaging in combat against hopelessly outmatched Earth air forces. However, the focus should be on the heroes attempts to defeat Scion and his superpowered minions, after which the GM could come up with a solution



to the starships (such as giving them a computer virus), or the PCs could battle the starships themselves.

The Scion (Powerhouse 15/Tank 10): HD 15d10+195 plus 10d12+130; HP 510; Init -1; Spd 30 ft (Fly 400 ft); Defense 27, flatfooted 27 (-1 Dex, +18 Class); BAB +22; Atk +34 melee (2d12+12, unarmed), or +21 ranged (23d4+0, Anti-matter ray); SQ Melee Master 21 DR physical; AL none; SV Fort +29, Ref +9, Will +11, Rec +27; Rep +16; Str 34, Dex 8, Con 36, Int 10, Wis 16, Cha 34.

Background: Military

Occupation: Military Officer: Perks 2+3 power stunts (Power Punch, Professional Reputation)

Hobby: Leadership

Skills: Influence 22 (+34), Leadership 28 (+40), Perception 4 (+7), Power Control 18 (+31), Unarmed 28 (+40), Vehicles 4 (+3), Weapons 28 (+40)

Feats: Armor (PL +1 worn device, personal, Conqueror's Suit), Blast (PL +3 carried device, personal, Anti-matter ray), Flight, Life Support, Power Level x20, Superhuman Charisma, Superhuman Constitution, Superhuman Strength, Teamwork (Host): +3 attack rolls

Access/Contacts/Followers: Supply Contact: 44 wealth, illegal equipment (The Armorer)

Wealth: 18

Possessions: Conqueror's Suit, Anti-matter ray

Character Disadvantages: Obsessed: Conquest (DSR 5), Code: Supreme Arrogance- will not refuse a duel of single combat with or without his device-based powers, always assumes his opponents are a step behind, loves to gloat (DSR 5)

Background: Jossdon was the youngest son of the royal house of Selijan. Consumed with the desire to rule, he killed his older siblings one by one, until only his eldest sister, the Crown Princess Elustra remained. He framed her for the murders of his brothers, and then, after she was safely behind a prison force field, and after the "untimely" deaths of his parents, took his place as ruler. But being a King wasn't enough for Jossdon; he wanted to be Emperor.

After sending out a call for the most ruthless warriors in the Galaxy, Jossdon set the scientists of Selijan, always a peaceful world, the task of creating the mightiest war machine the galaxy had ever seen. Those scientists who would not join his "cause" were ruthlessly hunted down and executed, as were any who rejected his "reasons" for war.

After the conquest of a thousand worlds, and the complete devastation of the once-idyllic Selijan's ecosystem, the people finally rose up against Jossdon, freeing his sister from prison. The war lasted a decade, and when he was at last defeated, Jossdon used an experimental doomsday weapon on his own world, preferring its destruction to a single day under the rule of another.

However, his empire was crumbling around him, as one conquered world after another rose up under the banner of Elustra the liberator. Jossdon lost battle after battle, always escaping, until at last he was cornered, in the asteroid belt of a primitive, barely-charted system. Although the battle was a bloody draw, the "catapult", the craft capable of creating a stargate with which to return home, was destroyed in the battle. Both sides were trapped in a primitive backwater until a new one could be made, which might be never, given the barely adequate technology possessed by the local natives.

Now the battle has begun again, on the only planet in the system worth having: Earth.

The Veteran (Powerhouse 15): HD 15d10+45; HP 150; Init +0; Spd 30 ft (Leap 240 feet); Defense 21, flatfooted 21 (+0 Dex, +11 Class); BAB +15; Atk +18 melee (17d4+0, energy sword), or +15 ranged (2d8+4, disintegrator rifle); SQ Melee Master, 12 DR physical; AL Scion; SV Fort +12, Ref +5, Will +5, Rec +10; Rep +12; Str 14, Dex 10, Con 16, Int 12, Wis 10, Cha 13.

Background: Military

Occupation: Military Officer: Perks 3+3 power stunts (Military Rank, Professional Reputation, Weapons Flurry; Environmental Seal, Heat Resistant Armor, Cold Resistant Armor)

Hobby: Engineering

Skills: Engineering 4 (+5), Firearms 18 (+18), Leadership 18 (+19), Outdoorsman 4 (+4), Perception 4 (+28), Power Control 18 (+21), Unarmed 18 (+20), Vehicles 4 (+4), Weapons 18 (+20)

Feats: Armed Defense (30 defense with move action), Armor (PL +2 worn device, personal- armored vac suit), Attack Focus (Sword), Career Advancement, Damage Touch: energy (PL +5 carried device, simple, governed by Weapons skill- energy sword; lethal only), Enhanced Senses (PL +2 worn device, personal- armored vac suit), Power Level x10, Superleap (PL +2 worn device, personal- armored vac suit), Teamwork (Host): +3 attack rolls

Access/Contacts/Followers: Supply Contact: 41 wealth, military equipment (The Armorer)

Wealth: 13

Possessions: Disintegrator Rifle, Jet Cycle, Orbital Craft

Character Disadvantages: Code: Loyal to Scion (DSR 5)

Background: Salcar was a slave, who had been fighting in the gladiatorial arenas as long as he could remember. Raised to be a warrior, he knew no other life, living from one match to the next, knowing victory was the only way he could live. After his ascension to emperor, Scion noticed Salcar's prowess in all forms of combat and offered the warrior a position in his personal cadre of shock troops.

Soon, Salcar had risen to command that unit, his ferocity in combat matched only by his loyalty to the man who had set him free. Salcar still knows that victory is the only way he will live to see another day. He wears a specialized suit of war armor that provides protection from attacks as well as the vacuum of space, allowing him to operate in the most inhospitable environments. He also has a state of the art sensor package in his helmet, jump jets in his boots and a wide variety of military equipment created by the finest scientists in the empire.

GENERIC NPCs

The following NPCs are intended to allow the game master to create generic heroes and villains quickly. These NPCs are mostly finished but each has a small number of feats left unselected, that will be designated in the statblock at the end of the list of the character's feats. The game master can quickly spend these feats to customize the character and then insert him into the game as needed.

GENERIC BRICK

Brick (Powerhouse 1): HD 1d10+2; HP 12; Init +1; Spd 30 ft; Defense 11, flatfooted 10 (+1 Dex, +0 Class); BAB +1; Atk +4 melee (1d4+3, unarmed), or +2 ranged (by weapon); SQ Melee Master; AL none; SV Fort +4, Ref +1, Will +1, Rec +3; Rep +0; Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8.

Background: Athlete

Occupation: Thug: Perks 2 (Power Punch, Force Stop)

Hobby: Crime

Skills: Athletics 4 (+7), Crime 4 (+4), Perception 4 (+5), Power Control 4 (+6), Unarmed 4 (+7), Vehicles 4 (+5), Weapons 4 (+7), 4 unspent

Feats: Superhuman Strength, Power Level x2, 1 Unspent

Access/Contacts/Followers: None

Wealth: 6

Possessions: None

Character Disadvantages: Varies

Intermediate Brick (Powerhouse 4): HD 4d10+16; HP 40; Init +1; Spd 30 ft; Defense 14, flatfooted 13 (+1 Dex, +3 Class); BAB +4; Atk +8 melee (1d6+4, unarmed), or +5 ranged (by weapon); SQ Melee Master; AL none; SV Fort +8, Ref +2, Will +2, Rec +6; Rep +2; Str 18, Dex 13, Con 18, Int 10, Wis 12, Cha 8.

Background: Athlete

Occupation: Thug: Perks 2+1 power stunt (1 unspent) (Power Punch, Force Stop)

Hobby: Crime

Skills: Athletics 7 (+11), Crime 4 (+4), Perception 4 (+5), Power Control 7 (+11), Unarmed 7 (+11), Vehicles 4 (+5), Weapons 4 (+8), 7 unspent

Feats: Superhuman Constitution, Superhuman Strength, Power Level x3, 2 Unspent

Access/Contacts/Followers: Varies (2 points)

Wealth: 7

Possessions: None

Character Disadvantages: Varies

Advanced Brick (Powerhouse 8): HD 8d10+40; HP 88; Init +2; Spd 35 ft; Defense 18, flatfooted 16 (+2 Dex, +6 Class); BAB +8; Atk +13 melee (1d10+5, unarmed), or +10 ranged (by weapon); SQ Melee Master, 5 DR physical; AL none; SV Fort +11, Ref +4, Will +3, Rec +9; Rep +4; Str 20, Dex 14, Con 20, Int 10, Wis 12, Cha 8.

Background: Athlete

Occupation: Thug: Perks 2+1 power stunt (1 unspent) (Flurry, Power Punch)

Hobby: Crime

Skills: Athletics 11 (+16), Crime 4 (+4), Perception 4 (+5), Power Control 11 (+16), Unarmed 11 (+16), Vehicles 4 (+6), Weapons 4 (+9), 11 unspent

Feats: Armor, Superhuman Constitution, Superhuman Strength, Power Level x5, 3 Unspent

Access/Contacts/Followers: Varies (4 points)

Wealth: 9

Possessions: None

Character Disadvantages: Varies

Elite Brick (Powerhouse 12): HD 12d10+84; HP 156; Init +2; Spd 35 ft; Defense 21, flatfooted 19 (+2 Dex, +9 Class); BAB +12; Atk +19 melee (2d6+6, unarmed), or +14 ranged (by weapon); SQ Melee Master, 8 DR physical; AL none; SV Fort +15, Ref +6, Will +5, Rec +13; Rep +6; Str 23, Dex 14, Con 24, Int 10, Wis 12, Cha 8.

Background: Athlete

Occupation: Thug: Perks 2+2 power stunt (2 unspent) (Flurry, Power Punch)

Hobby: Crime

Skills: Athletics 15 (+21), Crime 4 (+4), Perception 4 (+5), Power Control 15 (+22), Unarmed 15 (+21), Vehicles 4 (+6), Weapons 4 (+9), 15 unspent

Feats: Armor, Attack Focus (unarmed), Superhuman Constitution, Superhuman Strength, Power Level x8, 3 Unspent

Access/Contacts/Followers: Varies (6 points)

Wealth: 11

Possessions: None

Character Disadvantages: Varies

Phenomenal Brick (Powerhouse 16): HD 16d10+144; HP 256; Init +2; Spd 40 ft; Defense 24, flatfooted 22 (+2 Dex, +12 Class); BAB +16; Atk +26 melee (2d8+10, unarmed), or +18 ranged (by weapon); SQ Melee Master, 11 DR physical; AL none; SV Fort +19, Ref +7, Will +6, Rec +16; Rep +8; Str 26, Dex 14, Con 28, Int 10, Wis 12, Cha 8.

Background: Athlete

Occupation: Thug: Perks 2+3 power stunt (3 unspent) (Flurry, Power Punch)

Hobby: Crime

Skills: Athletics 19 (+27), Crime 4 (+4), Perception 4 (+5), Power Control 19 (+28), Unarmed 19 (+27), Vehicles 4 (+6), Weapons 4 (+12), 19 unspent

Feats: Armor, Attack Focus (unarmed), Attack Specialization (unarmed), Superhuman Constitution, Superhuman Strength, Power Level x11, 3 Unspent

Access/Contacts/Followers: Varies (8 points)

Wealth: 11

Possessions: None

Character Disadvantages: Varies

Amazing Brick (Powerhouse 20): HD 20d10+220; HP 340; Init +2; Spd 45 ft; Defense 27, flatfooted 25 (+2 Dex, +15 Class); BAB +20; Atk +32 melee (2d12+12, unarmed), or +22 ranged (by weapon); SQ Melee Master, 14 DR physical; AL none; SV Fort +23, Ref +8, Will +7, Rec +20; Rep +10; Str 30, Dex 14, Con 32, Int 10, Wis 12, Cha 8.

Background: Athlete

Occupation: Thug: Perks 2+3 power stunt (3 unspent) (Flurry, Power Punch)

Hobby: Crime

Skills: Athletics 23 (+33), Crime 4 (+4), Perception 4 (+5), Power Control 23 (+34), Unarmed 23 (+33), Vehicles 4 (+6), Weapons 4 (+14), 23 unspent

Feats: Armor, Attack Focus (unarmed), Attack Specialization (unarmed), Strength Training, Superhuman Constitution, Superhuman Strength, Power Level x14, 3 Unspent

Access/Contacts/Followers: Varies (10 points)

Wealth: 11

Possessions: None

Character Disadvantages: Varies

GENERIC ENERGY PROJECTOR

Energy Projector (Speedfreak 1): HD 1d8+2; HP 10; Init +2; Spd 30 ft; Defense 13, flatfooted 11 (+2 Dex, +1 Class); BAB +0; Atk -1 melee (by weapon), or +3 ranged (2d4+0, energy blast); SQ Need for speed; AL none; SV Fort +3, Ref +4, Will +1, Rec +2; Rep +0; Str 8, Dex 15, Con 14, Int 10, Wis 13, Cha 12.

Background: Criminal

Occupation: Soldier: Perks 2 (Security Systems, Tumble)

Hobby: Firearms

Skills: Acrobatics 4 (+6), Athletics 4 (+3), Crime 4 (+4), Firearms 4 (+6), Perception 4 (+5), Power Control 4 (+6), Vehicles 4 (+6), 4 unspent

Feats: Attack Focus (blast), Blast (energy), Power Level x2

Access/Contacts/Followers: None

Wealth: 6

Possessions: None

Character Disadvantages: Varies

Intermediate Energy Projector (Speedfreak 4): HD 4d8+8; HP 32; Init +4; Spd 30 ft; Defense 18, flatfooted 14 (+4 Dex, +4 Class); BAB +3; Atk +2 melee (by weapon), or +8 ranged (3d4+0, energy blast); SQ Need for speed; AL none; SV Fort +4, Ref +8, Will +2, Rec +3; Rep +2; Str 8, Dex 18, Con 15, Int 10, Wis 13, Cha 12.

Background: Criminal

Occupation: Soldier: Perks 2+1 power stunt (Tumble, 1 perk unspent, 1 power stunt unspent)

Hobby: Firearms

Skills: Acrobatics 7 (+11), Athletics 7 (+6), Crime 4 (+4), Firearms 4 (+8), Perception 4 (+5), Power Control 7 (+9), Vehicles 4 (+8), 7 unspent

Feats: Attack Focus (blast), Blast (energy), Superhuman Dexterity, Power Level x3, 1 unspent

Access/Contacts/Followers: Varies (2 points)

Wealth: 7

Possessions: None

Character Disadvantages: Varies

Advanced Energy Projector (Speedfreak 8): HD 8d8+24; HP 72; Init +5; Spd 35 ft; Defense 23, flatfooted 18 (+5 Dex, +8 Class); BAB +6; Atk +5 melee (by weapon), or +12 ranged (5d4+0, energy blast); SQ Need for speed, 2 DR physical and energy; AL none; SV Fort +7, Ref +11, Will +3, Rec +5; Rep +4; Str 8, Dex 20, Con 16, Int 10, Wis 13, Cha 12.

Background: Criminal

Occupation: Soldier: Perks 2+1 power stunt (Tumble, 1 perk unspent, 1 power stunt unspent)

Hobby: Firearms

Skills: Acrobatics 11 (+16), Athletics 11 (+10), Crime 4 (+4), Firearms 4 (+9), Perception 4 (+5), Power Control 11 (+12), Vehicles 4 (+9), 11 unspent

Feats: Attack Focus (blast), Blast (energy), Force Field, Superhuman Dexterity, Power Level x5, 2 Unspent

Access/Contacts/Followers: Varies (4 points)

Wealth: 9

Possessions: None

Character Disadvantages: Varies

Elite Energy Projector (Speedfreak 12): HD 12d8+36; HP 108; Init +7; Spd 35 ft; Defense 29, flatfooted 22 (+7 Dex, +12 Class); BAB +9; Atk +8 melee (by weapon), or +17 ranged (8d4+0, energy blast); SQ Need for speed, 4 DR physical and energy; AL none; SV Fort +9, Ref +15, Will +5, Rec +7; Rep +6; Str 8, Dex 24, Con 16, Int 10, Wis 13, Cha 12.

Background: Criminal

Occupation: Soldier: Perks 2+2 power stunt (Tumble, 1 perk unspent, 2 power stunt unspent)

Hobby: Firearms

Skills: Acrobatics 15 (+22), Athletics 15 (+14), Crime 4 (+4), Firearms 4 (+11), Perception 4 (+5), Power Control 15 (+18), Vehicles 4 (+11), 15 unspent

Feats: Attack Focus (blast), Blast (energy), Force Field, Superhuman Dexterity, Power Level x8, 3 Unspent

Access/Contacts/Followers: Varies (6 points)

Wealth: 11

Possessions: None

Character Disadvantages: Varies

Phenomenal Energy Projector (Speedfreak 16): HD 16d8+48; HP 144; Init +9; Spd 40 ft; Defense 35, flatfooted 26 (+9 Dex, +16 Class); BAB +12; Atk +11 melee (by weapon), or +22 ranged (11d4+0, energy blast); SQ Need for speed, 5 DR physical, 16 DR energy; AL none; SV Fort +10, Ref +19, Will +6, Rec +8; Rep +8; Str 8, Dex 28, Con 16, Int 10, Wis 13, Cha 12.

Background: Criminal

Occupation: Soldier: Perks 2+3 power stunts (Tumble, 1 perk unspent, 3 power stunts unspent)

Hobby: Firearms

Skills: Acrobatics 19 (+28), Athletics 19 (+18), Crime 4 (+4), Firearms 4 (+13), Perception 4 (+5), Power Control 19 (+22), Vehicles 4 (+13), 19 unspent

Feats: Absorption, Attack Focus (blast), Blast (energy), Force Field, Superhuman Dexterity, Power Level x11, 3 Unspent

Access/Contacts/Followers: Varies (8 points)

Wealth: 13

Possessions: None

Character Disadvantages: Varies

Amazing Energy Projector (Speedfreak 20): HD 20d8+60; HP 180; Init +11; Spd 45 ft; Defense 41, flatfooted 30 (+11 Dex, +20 Class); BAB +15; Atk +14 melee (by weapon), or +27 ranged (14d4+0, energy blast); SQ Need for speed, 7 DR physical, 21 DR energy; AL none; SV Fort +12, Ref +23, Will +7, Rec +9; Rep +10; Str 8, Dex 32, Con 16, Int 10, Wis 13, Cha 12.

Background: Criminal

Occupation: Soldier: Perks 2+4 power stunts (Tumble, 1

perk unspent, 4 power stunts unspent)

Hobby: Firearms

Skills: Acrobatics 23 (+34), Athletics 23 (+22), Crime 4 (+4), Firearms 4 (+15), Perception 4 (+5), Power Control 23 (+26), Vehicles 4 (+15), 23 unspent

Feats: Absorption, Attack Focus (blast), Blast (energy), Force Field, Superhuman Dexterity, Power Level x14, 4 Unspent

Access/Contacts/Followers: Varies (8 points)

Wealth: 16

Possessions: None

Character Disadvantages: Varies

GENERIC PSYCHIC

Psychic (Empath 1): HD 1d8+1; HP 9; Init +1; Spd 30 ft; Defense 13, flatfooted 10 (+1 Dex, +2 Wis, +0 Class); BAB +0; Atk -1 melee (1d4-1, unarmed), or +1 ranged (2d4+0, psychic blast); SQ Resolute; AL none; SV Fort +3, Ref +3, Will +4, Rec +2; Rep +0; Str 8, Dex 12, Con 13, Int 10, Wis 15, Cha 14.

Background: Criminal

Occupation: Soldier: Perks 2 (Precision Strike, 1 perk unspent)

Hobby: Unarmed

Skills: Crime 4 (+4), Legal 4 (+4), Outdoorsman 4 (+6), Perception 4 (+6), Power Control 4 (+5), Stealth 4 (+5), Streetwise 4 (+6), Unarmed 4 (+3), Vehicles 4 (+5), 4 unspent

Feats: Blast (psychic), Poise, Power Level x2

Access/Contacts/Followers: None

Wealth: 6

Possessions: None

Character Disadvantages: Varies

Intermediate Psychic (Empath 4): HD 4d8+8; HP 32; Init +1; Spd 30 ft; Defense 18, flatfooted 13 (+1 Dex, +4 Wis, +3 Class); BAB +3; Atk +2 melee (1d4-1, unarmed), or +4 ranged (3d4+0, psychic blast); SQ Resolute; AL none; SV Fort +6, Ref +5, Will +8, Rec +4; Rep +2; Str 8, Dex 12, Con 14, Int 10, Wis 18, Cha 14.

Background: Criminal

Occupation: Soldier: Perks 2+1 power stunt (Precision Strike, 1 perk unspent, 1 power stunt unspent)

Hobby: Unarmed

Skills: Crime 4 (+4), Legal 7 (+7), Outdoorsman 7 (+11), Perception 7 (+11), Power Control 7 (+9), Stealth 4 (+5), Streetwise 7 (+11), Unarmed 4 (+3), Vehicles 4 (+5), 7 unspent

Feats: Blast (psychic), Poise, Superhuman Wisdom, Power Level x3, 1 unspent

Access/Contacts/Followers: Varies (2 points)

Wealth: 6

Possessions: None

Character Disadvantages: Varies

Advanced Psychic (Empath 8): HD 8d8+16; HP 64; Init +1; Spd 30 ft; Defense 22, flatfooted 16 (+1 Dex, +5 Wis, +6 Class); BAB +6; Atk +5 melee (1d4-1, unarmed), or +11 ranged (5d4+0, psychic blast); SQ Resolute; AL none; SV Fort +11, Ref +7, Will +11, Rec +9; Rep +4; Str 8, Dex 12, Con 15, Int 10, Wis 20, Cha 14.

Background: Criminal

Occupation: Soldier: Perks 2+1 power stunt (Precision Strike, 1 perk unspent, 1 power stunt unspent)

Hobby: Unarmed

Skills: Crime 4 (+4), Legal 11 (+11), Outdoorsman 11 (+16), Perception 11 (+16), Power Control 11 (+13), Stealth 4 (+5), Streetwise 11 (+16), Unarmed 4 (+3), Vehicles 4 (+5), 11 unspent

Feats: Blast (psychic), Mind Over Body, Poise, Psychic Strike, Superhuman Wisdom, Power Level x5, 1 unspent

Access/Contacts/Followers: Varies (4 points)

Wealth: 9

Possessions: None

Character Disadvantages: Varies

Elite Psychic (Empath 12): HD 12d8+36; HP 108; Init +1; Spd 30 ft; Defense 26, flatfooted 19 (+1 Dex, +6 Wis, +9 Class); BAB +9; Atk +8 melee (1d4-1, unarmed), or +15 ranged (8d4+0, psychic blast); SQ Resolute; AL none; SV Fort +14, Ref +9, Will +14, Rec +12; Rep +6; Str 8, Dex 12, Con 16, Int 10, Wis 23, Cha 14.

Background: Criminal

Occupation: Soldier: Perks 2+2 power stunt (Precision Strike, 1 perk unspent, 2 power stunt unspent)

Hobby: Unarmed

Skills: Crime 4 (+4), Legal 15 (+15), Outdoorsman 15 (+21), Perception 15 (+21), Power Control 15 (+18), Stealth 4 (+5), Streetwise 15 (+21), Unarmed 4 (+3), Vehicles 4 (+5), 15 unspent

Feats: Blast (psychic), Mind Over Body, Poise, Psychic Strike, Superhuman Wisdom, Power Level x8, 2 unspent

Access/Contacts/Followers: Varies (6 points)

Wealth: 11

Possessions: None

Character Disadvantages: Varies

Phenomenal Psychic (Empath 16): HD 16d8+48; HP 144; Init +1; Spd 30 ft; Defense 31, flatfooted 22 (+1 Dex, +8 Wis, +12 Class); BAB +12; Atk +11 melee (1d4-1, unarmed), or +20 ranged (11d4+0, psychic blast); SQ Resolute, 22 DR psychic; AL none; SV Fort +18, Ref +11, Will +18, Rec +15; Rep +8; Str 8, Dex 12, Con 16, Int 10, Wis 27, Cha 14.

Background: Criminal

Occupation: Soldier: Perks 2+3 power stunt (Precision Strike, 1 perk unspent, 3 power stunt unspent)

Hobby: Unarmed

Skills: Crime 4 (+4), Legal 19 (+19), Outdoorsman 19 (+27), Perception 19 (+27), Power Control 19 (+22), Stealth 4 (+5), Streetwise 19 (+27), Unarmed 4 (+3), Vehicles 4 (+5), 19 unspent

Feats: Blast (psychic), Mind Over Body, Mind Shield, Poise, Psychic Strike, Superhuman Wisdom, Power Level x11, 2 unspent

Access/Contacts/Followers: Varies (8 points)

Wealth: 13

Possessions: None

Character Disadvantages: Varies

Amazing Psychic (Empath 20): HD 20d8+60; HP 180; Init +1; Spd 30 ft; Defense 36, flatfooted 25 (+1 Dex, +10 Wis, +15 Class); BAB +15; Atk +14 melee (1d4-1, unarmed), or +25 ranged (14d4+0, psychic blast); SQ Resolute; AL none; SV Fort +22, Ref +13, Will +22, Rec +19; Rep +10; Str 8, Dex 12, Con 17, Int 10, Wis 30, Cha 14.

Background: Criminal

Occupation: Soldier: Perks 2+4 power stunt (Precision Strike, 1 perk unspent, 4 power stunt unspent)

Hobby: Unarmed

Skills: Crime 4 (+4), Legal 23 (+23), Outdoorsman 23 (+33), Perception 23 (+33), Power Control 23 (+26), Stealth 4 (+5), Streetwise 23 (+33), Unarmed 4 (+3), Vehicles 4 (+5), 23 unspent

Feats: Blast (psychic), Mind Over Body, Mind Shield, Poise, Psychic Strike, Superhuman Wisdom, Power Level x14, 3 unspent

Access/Contacts/Followers: Varies (10 points)

Wealth: 16

Possessions: None

Character Disadvantages: Varies

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VERSION 1.0A

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