

QUICK SUPERHUMAN GENERATOR



The following charts and descriptions work together as a system with which you can create a superhero or supervillain quickly — a convenience for a player jumping into a game for which he has no character, and for a GM who has to put together one or more superpowered NPCs on short notice.

To use the Quick Superhuman Generator, you first roll two dice on the chart below to find the general Type of the super, then roll any additional dice called for on the chart to determine the Subtype of character. For the initial two dice roll, read the first die as 1 (a result of 1 or 2), 2 (a result of 3 or 4), or 3 (a result of 5 or 6); read the second die as the usual 1-6 range. That generates a roll of two single digits — 1-1, 1-2, 1-3, and so on — instead of the normal 2-12 bell curve. (This ensures an equal chance of any given roll occurring.) For instance, a roll of 1-3 on the dice roll would yield a result of "Brick"; to find out the exact subtype of Brick, you'd roll 1d6, where, for instance, a result of 2 would indicate an Ail-Around Fighter.

Having found the Subtype, you proceed to the text for that subtype, which tells you to roll dice to randomly determine the character's Characteristics Set, Primary Powers Set, Secondary Powers Set, and Skills/Perks/Talents Set. (Alternately, you can also simply choose the sets you want your character to have; a character gets 1 Characteristics, 1 Primary Powers, 1 Secondary Powers, and 1 Skills/Perks/Talents sets.) Write down the names of the sets you have rolled or selected.

Then continue further in the chapter to the descriptions of those sets. All you have to do is write the information from those descriptions on your character sheet.

At the end of the Quick Superhuman Generator, you'll be able to randomly roll or choose sets of Disadvantages for your character as well. When that's done, you'll have in hand a simple but fully functional character who needs only a name, costume description, and personality to make him ready to play. He may not be as detailed, or have as complex power constructions, as a character built from scratch, but he can still hold his own in the campaign.

SUPERHUMAN GENERATOR: TYPES AND SUBTYPES TABLE

Roll 2d6	Type and Subtypes
1.1 to 1.3	Brick
1-2	Ail-Around Fighter
3-5	Flying Brick
6	Palooka
1.4 to 1.5	Energy Projector
1-3	Air Superiority
4-6	Artillery
1.6 to 2.1	Martial Artist
1-3	Acrobat
4	Young Lion
5	Master
6	Martial Mystic
2.2 to 2.3	Mentalist
2.4	Metamorph
2.5 to 2.6	Mystic
1	Bestowed/Spirit-Bonded
2-3	Elementalist
4-6	Sorcerer-Sage
3.1 to 3.2	Powered Armor
1-2	Reroll as Brick
3-4	Reroll as Energy Projector
5	Reroll as Weaponmaster
6	Checklist Power Armor Hero
3.3 to 3.4	Speedster
3.5 to 3.6	Weaponmaster

The Gadgeteer is subsumed into the Powered Armor and Weaponmaster results; the Patriot appears as a Skills Set found among several different archetypes.

SPECIFIC SUBTYPE DETAILS

For each of the following subtypes, roll 1d6 for each of the four sets of components the character receives (Characteristics, Primary Powers, Secondary Powers, and Skills/Perks/Talents). Take notes on the results of those rolls; once you've chosen all four, you can go to the *Details Of The Sets* section and find out what exact traits each set provides.

Brick

ALL-AROUND FIGHTER

This character fights well and is likely to be a good front-line combatant.

■ **Characteristics:** 1-3 Nimbleness Set, 4-6 Ruggedness Set.

■ **Primary Powers:** 1-2 Brute Strength Set, 3 Density Set, 4-5 Growth Set, 6 Strength Projector Set.

■ **Secondary Powers:** 1-2 Fight or Flight Set, 3 Flight and Sight Set, 4 All-Terrain Set, 5-6 Space Set.

■ **Skills/Perks/Talents:** 1 Dedicated Fighter Set, 2 Patriot Set, 3 Playboy Set, 4 Spy Set, 5-6 Tactician Set.

FLYING BRICK

This character has good mobility and a high Strength to bring to bear on enemies.

■ **Characteristics:** 1-2 Nimbleness Set, 3-6 Ruggedness Set.

■ **Primary Powers:** 1-4 Brute Strength Set, 5-6 Density Set.

■ **Secondary Powers:** 1-2 Fight or Flight Set, 3-4 Flight and Sight Set, 5-6 Space Set.

■ **Skills/Perks/Talents:** 1 Dedicated Fighter Set, 2-3 Patriot Set, 4 Scientist Set, 5-6 Tactician Set.

PALOOKA

This character is a bit of a bruiser — he's strong, but not necessarily as versatile as other sorts of Bricks.

■ **Characteristics:** 1-6 Ruggedness Set.

■ **Primary Powers:** 1-4 Brute Strength Set, 5-6 Density Set.

■ **Secondary Powers:** 1-3 Bouncing Ball Set, 4 Earth-Mover Set, 5-6 Freight Train Set.

■ **Skills/Perks/Talents:** 1-4 Dedicated Fighter Set, 5-6 Patriot Set.

Energy Projector

AIR SUPERIORITY

This character moves quickly, strikes from range, and can then move up on inconvenienced targets or get back out of range again.

■ **Characteristics:** 1-4 Nimbleness Set, 5-6 Ruggedness Set.

■ **Primary Powers:** 1-2 Mega-Blast Set, 3 Modulated Blast Set, 4 Sniper Blast Set, 5 Trick Ammo Specialist Set, 6 Very Big Gun Wielder Set.

■ **Secondary Powers:** 1 Fight or Flight Set, 2-3 Flight and Sight Set, 4 Sensory Platform Set, 5-6 Space Set.

■ **Skills/Perks/Talents:** 1 Dedicated Fighter Set, 2 Patriot Set, 3 Scientist Set, 4 Spy Set, 5 Tactician Set, 6 Technician Set.

ARTILLERY

This character uses energy powers or the equivalent to pound an enemy from a distance. He's the long-range equivalent of several of the Brick subtypes.

■ **Characteristics:** 1-4 Nimbleness Set, 5-6 Ruggedness Set.

■ **Primary Powers:** 1-4 Mega-Blast, 5-6 Sniper Blast.

■ **Secondary Powers:** 1-2 Fight or Flight Set, 3 Flight and Sight Set, 4 Freight Train Set, 5 Sensory Platform Set, 6 Space Set.

■ **Skills/Perks/Talents:** 1-2 Gunman Set, 3 Playboy Set, 4 Scientist Set, 5 Tactician Set, 6 Technician Set.

Martial Artist

ACROBAT

This character is a whirling, leaping, bouncing hero. His martial arts may be a recognizable style, but is just as likely to be a personal art he has developed in conjunction with his acrobatic skills.

■ **Characteristics:** 1-4 Nimbleness Set, 5-6 Health and Intellect Set.

■ **Primary Powers:** 1-4 Grasshopper Set, 5-6 Super-Boxer Set.

■ **Secondary Powers:** 1-2 Bouncing Ball Set, 3-4 Flight and Sight Set, 5-6 Sensory Platform Set.

■ **Skills/Perks/Talents:** 1 Acrobatics, 2 Dedicated Fighter Set, 3-4 Investigator Set, 5 Patriot Set, 6 Spy Set.

YOUNG LION

This character is a youthful, perhaps brash, most likely inexperienced hero; he probably has a good heart, but is likely to be aggravating to more seasoned, world-wise characters.

■ **Characteristics:** 1-4 Nimbleness Set, 5-6 Health and Intellect Set.

■ **Primary Powers:** 1-3 Grasshopper Set, 4-5 Knight Set, 6 Super-Boxer Set.

■ **Secondary Powers:** 1-3 Bouncing Ball Set, 4-6 Freight Train Set.

■ **Skills/Perks/Talents:** 1 Acrobatics, 2 Dedicated Fighter Set, 3-4 Patriot Set, 5-6 Tactician Set.

MASTER

This character is a martial arts master. He may not be as good a fighter as other superheroes — mastery of an art does not automatically result in superiority over all others in a superhero environment — but he is a wise, experienced fighter and probably a teacher.

■ **Characteristics:** 1-2 Health and Intellect Set, 3-4 Nimbleness Set, 5-6 Brains and Will Set.

■ **Primary Powers:** 1-4 Sensei Set, 5-6 Super-Boxer Set.

■ **Secondary Powers:** 1-3 Flight and Sight Set, 4-6 Ground-Pounder Set.

■ **Skills/Perks/Talents:** 1 Acrobatics, 2 Dedicated Fighter Set, 3-4 Spy Set, 5-6 Tactician Set.

Champions

MARTIAL MYSTIC

This character has developed martial arts skills while exploring the world of mysticism and the supernatural; he belongs in both the martial world and the occult world.

- **Characteristics:** 1-2 Health and Intellect Set, 3 Nimbleness Set, 4-6 Brains and Will Set.
- **Primary Powers:** 1-4 Super-Boxer Set, 5-6 Checklist Hero Set.
- **Secondary Powers:** 1 All-Terrain Set, 2-3 Flight and Sight Set, 4 Ground-Pounder Set, 5-6 Sensory Platform Set.
- **Skills/Perks/Talents:** 1 Acrobatics, 2 Investigator Set, 3 Patriot Set, 4 Playboy Set, 5-6 Tactician Set.

Mentalist

This character has psychic powers. He may spend most of his non-adventuring time investigating the world of the paranormal, but his psionic abilities are strong enough to make him competitive in the superhero arena.

- **Characteristics:** 1-4 Brains and Will Set, 5-6 Health and Intellect Set.
- **Primary Powers:** 1-2 Clairvoyant Set, 3-4 Telekinetic Set, 5-6 Telepath Set.
- **Secondary Powers:** 1-2 Ground-Pounder Set, 3-6 Mental Tools Set.
- **Skills/Perks/Talents:** 1-4 Investigator Set, 5-6 Playboy Set.

Metamorph

This character's body is malleable (or he can change form), allowing him a tremendous range of combat and noncombat abilities.

- **Characteristics:** 1-2 Brains and Will Set, 3-5 Health and Intellect Set, 6 Ruggedness Set.
- **Primary Powers:** 1-3 Bendy Toy Set, 4-6 Doppelganger Set.
- **Secondary Powers:** 1 All-Terrain Set, 2-3 Bouncing Ball Set, 4 Fight or Flight Set, 5 Ground-Pounder Set, 6 Wall-Crawler Set.
- **Skills/Perks/Talents:** 1 Dedicated Fighter Set, 2 Investigator Set, 3 Scientist Set, 4 Spy Set, 5 Tactician Set, 6 Technician Set.

Mystic

BESTOWED/SPIRIT-BONDED

This character has received his mystic powers as a gift from another being (a god, an archmage, a demon...). His powers usually seem more like innate abilities than spellcasting.

- **Characteristics:** 1-3 Health and Intellect Set, 4-5 Brains and Will Set, 6 Ruggedness Set.
- **Primary Powers:** 1 Brute Strength Set, 2 Checklist Hero Set, 3 Mystic Master Set, 4 Super-Boxer Set, 5

Telekinetic Set, 6 Telepathic Set.

- **Secondary Powers:** 1-2 All-Terrain Set, 3-4 Fight or Flight Set, 5-6 Mental Tools Set.
- **Skills/Perks/Talents:** 1 Acrobatics, 2-4 Dedicated Fighter Set, 5 Patriot Set, 6 Tactician Set.

ELEMENTALIST

This character taps the power of primal magical elementalism; he is likely to have powers based around earth, air, fire, water, even metal or wood (elements of the Oriental mystic-element set). This character is more likely to be an instinctive rather than a trained magician.

- **Characteristics:** 1-4 Health and Intellect Set, 5 Brains and Will Set, 6 Ruggedness Set.
- **Primary Powers:** 1-2 Checklist Hero Set, 3 Mega-Blast Set, 4 Modulated Blast Set, 5-6 Telekinetic Set.
- **Secondary Powers:** 1 Earth-Mover Set, 2-4 Fight or Flight Set, 5-6 Flight and Sight Set.
- **Skills/Perks/Talents:** 1-4 Dedicated Fighter Set, 5 Patriot Set, 6 Tactician Set.

SORCERER-SAGE

This character is a trained magician; most of his powers come from spells that are invocations of greater powers. This character is likely to be wise, even serene.

- **Characteristics:** 1-3 Health and Intellect Set, 4-6 Brains and Will Set.
- **Primary Powers:** 1 Checklist Hero Set, 2 Modulated Blast Set, 3-4 Mystic Master Set, 5 Summoner Set, 6 Trick Ammo Specialist Set.
- **Secondary Powers:** 1-2 Flight and Sight Set, 3-4 Mental Tools Set, 5-6 Sensory Platform Set.
- **Skills/Perks/Talents:** 1-4 Investigator Set, 5-6 Playboy Set.

Powered Armor

Three of the four Powered Armor results required you to re-roll as Brick, Energy Projector, or Weaponmaster.

The fourth option is:

CHECKLISTPOWEREDARMORHERO

This character has built or obtained powered armor (or, for a Gadgeteer, an arsenal of gadgets) that permits him to perform a surprisingly broad set of tasks; he is often considered to be a living multi-tool.

- **Characteristics:** 1-2 Health and Intellect Set, 3-4 Brains and Will Set, 5 Nimbleness Set, 6 Ruggedness Set.
- **Primary Powers:** 1-3 Checklist Hero Set, 4 Mystic Master Set (substitute another special effect for Magic wherever noted), 5-6 Trick Ammo Specialist Set.
- **Secondary Powers:** 1 All-Terrain Set, 2 Fight or Flight Set, 3 Freight Train Set, 4-5 Sensory Platform Set, 6 Space Set.

■ **Skills/Perks/Talents:** 1 Patriot Set, 2 Playboy Set, 3-4 Scientist Set, 5 Tactician Set, 6 Technician Set.

Speedster

This character is accelerated to the point that his sheer speed makes him competitive against supervillains, or has other unusual movement powers.

■ **Characteristics:** 1-3 Health and Intellect Set, 4-6 Nimbleness Set.

■ **Primary Powers:** 1-3 Dimensional Innovator Set, 4-6 Hyper-Combat Set.

■ **Secondary Powers:** 1-2 Freight Train Set, 3-4 Ground-Pounder Set, 5 Space Set, 6 Wall-Crawler Set.

■ **Skills/Perks/Talents:** 1 Acrobatics, 2 Playboy Set, 3-4 Tactician Set, 5-6 Technician Set.

Weaponmaster

This character uses a single weapon or related power (which may have a great number of variant uses) against his enemies.

■ **Characteristics:** 1 Brains and Will Set, 2-3 Health and Intellect Set, 4-5 Nimbleness Set, 6 Ruggedness Set.

■ **Primary Powers:** 1-2 Super-Warrior Set, 3-4 Trick Ammo Specialist Set, 5-6 Very Big Gun Wielder Set.

■ **Secondary Powers:** 1 Freight Train Set, 2-3 Ground-Pounder Set, 4-6 Sensory Platform Set.

■ **Skills/Perks/Talents:** 1 Acrobatics, 2 Dedicated Fighter Set, 3 Gunman Set, 4 Investigator Set, 5 Spy Set, 6 Tactician Set.

Disadvantages

With the character's beneficial attributes all chosen, you can now begin choosing his Disadvantages as well. The choice of Disadvantages is normally tied very directly to his character conception and background. However, some sets of Disadvantages related to recurrent themes are possible.

Roll on the accompanying table to determine the character's Disadvantages sets, rolling for a number of sets determined by the character's power level.

DISADVANTAGES BY POWER CATEGORY

Power Level	Number Of Sets
Low-Powered	2
Standard	3
High-Powered	3
Very High-Powered	4
Cosmically Powerful	4

If a set doesn't seem right for the character's Powers and Skills, or for the background and origin you have conceived for him, choose another, or re-roll to get a different result. If you prefer, you can simply choose from among the selections rather than roll.

DISADVANTAGE SETS

Roll 3d6	Disadvantages Set
3	Anti-Violence Set
4	Hunter Set
5	Curse Set
6	Infamy Set
7-13	Standard Set
14	Normal Guy Set
15	Radiation Accident Set
16	Tragic Past Set
17	Cultural Alien Set
18	Over-Refined Set

Adjustments

Once you have the basic set of Characteristics, Powers, and Skills/Perks/Talents in place, you can begin fiddling with them.

First, adjust all values according to the power level of the campaign. The values provided in these sets are all designed assuming a Standard campaign; you should modify those values if you are playing at any other power level. Use the accompanying Power Level Adjustments Chart, multiplying the Active Point value of the powers by the number shown in the chart.

Sometimes, things will not be as simple as merely multiplying a point value — for instance, a 4-point Martial Arts maneuver does not multiply up into a 60-point maneuver. Use common sense and dramatic sense when adjusting point values (for instance, by adding Martial Arts maneuvers to a set, by rounding point values to appropriate values for a power, and so on).

Third, when two or more sets contribute to the same Characteristic or power, combine their values if possible. For instance, one set might grant a STR +40 and one a STR +10; put them together for a STR +50, for a total STR of 60. If one set grants a Leaping +5" and another a Leaping +10", combine them into a Leaping +15". In this step, you can also combine separate Multipowers into a single Multipower if you wish, or move powers from one set into the Multipower of another set.

Fourth, when those combinations exceed the GM's maxima or point/effectiveness ceilings for the campaign, you'll need to trim the final power back

POWER LEVEL ADJUSTMENTS CHART

If The Campaign Is	Multiply This Feature By This Amount			
	Characteristics	Primary Powers	Secondary Powers	Skill/Perks/Talents
Low-Powered	x.8	x.75	x.66	x.5
Standard	x1	x1	x1	x1
High-Powered	x1.2	x1.25	x1.33	x1.5
Very High-Powered	x1.6	x2	x1.66	x1.5
Cosmically Powerful	x1.6	x3	x1.66	x1.5

to be within the campaign limits.

Fifth, go through and decide whether to modify any powers or sets of powers with Limitations. The most common, and most appropriate, use of this step is to apply the *Focus* Limitation to some powers — armored skin becomes an armored suit, an Energy Blast becomes a blaster pistol, and so on. For at least one archetype — Powered Armor/Gadgeteer — having Foci is mandatory; it's also almost universal among Weaponmasters.

Sixth, use any points saved through use of Limitations to purchase any additional traits you think the character should have.

DETAILS OF THE SETS

Each of the sets mentioned above is detailed below. The first line gives the name and total cost of the set; subsequent lines break down the components of the set.

Characteristics Sets

Each of these sets costs 125 Character Points.

BRAINS AND WILL SET

This set is optimized for characters who are both smart and forceful of personality.

Cost	Characteristic
5	+5 STR
15	+5 DEX
16	+8 CON
6	+3 BODY
13	+13 INT
26	+13 EGO
13	+13 PRE
5	+5 PD
3	+3 ED
15	+15 SPD
8	+4 REG

HEALTH AND INTELLECT SET

This set is optimized for characters who are healthy of body and mind.

Cost	Characteristic
8	+8 STR
30	+10 DEX
20	+10 CON
10	+5 BODY
8	+8 INT
10	+5 EGO
7	+7 PD
4	+4 ED
20	+2 SPD
8	+4 REC

NIMBLENESS SET

This set is optimized for characters best-known for grace and agility, but the term "nimbleness" does reflect a certain keenness of mind as well.

Cost	Characteristic
8	+8 STR
39	+13 DEX
16	+8 CON
6	+3 BODY
5	+5 INT
6	+3 EGO
5	+5 SD
5	+5 ED
27	+2.7 SPD
8	+4 REG

RUGGEDNESS SET

This set is optimized for someone who is tough of body and, to a certain extent, of spirit.

Cost	Characteristic
8	+8 STR
30	+10 DEX
20	+10 CON
10	+5 BODY
10	+5 EGO
5	+5 PRE
8	+8 PD
6	+6 ED
20	+2 SPD
2	+1 REC
6	+6 STUN

Primary Powers Sets

Each of these sets costs 100 Character Points.

BENDY TOY SET

This set is suitable for a superhuman who can mold and stretch his malleable body to accomplish tasks.

Cost	Power
30	<i>Malleable Body</i> : Stretching 4"; Reduced Endurance (0 END; +½)
40	<i>Stretching Powers</i> : Multipower, 40-point reserve
1u	1) <i>Molding To Surfaces</i> : Clinging (normal STR)
3u	2) <i>Resilient Form</i> : Physical Damage Reduction, Resistant, 50%
1u	3) <i>Pseudopods</i> : Extra Limbs (as many as desired)
1u	4) <i>Parawing Form</i> : Gliding 15"
2u	5) <i>Big, Hard Hands</i> : HA +6d6; Hand-to-Hand Attack (-½)
1u	6) <i>Clothing Mimicry</i> : Cosmetic Transform 2d6 (Instant Change)
1u	7) <i>Spring-Legs</i> : Leaping +15"
4u	8) <i>Bouncing Missiles</i> : Missile Deflection (arrows/projectiles), +5 OCV, Range (+1)
4u	9) <i>Long, Stretchy Legs</i> : Running +20" (26" total)

RANDOM ADVANTAGES

If you'd like to randomly determine one or more Advantages for an ability your character acquires as part of a power set, use the following tables. If you get an inappropriate result, roll again.

+¼ Advantages

Roll one die to determine which table to roll on, and one die to determine results on that table.

First roll:

- 1-2 = Table 1
- 3-4 = Table 2
- 5-6 = Table 3

Table 1

- 1: Affects Desolidified (single special effect)
- 2: Autofire (2-3 shots)
- 3: 32 Charges
- 4: Delayed Effect
- 5: Difficult To Dispel
- 6: Does Knockback

Table 2

- 1: Hole In The Middle (fixed hole)
- 2: Indirect (choose appropriate effect)
- 3: Increased Maximum Range (x5)
- 4: Invisible Power Effects (choose appropriate effect)
- 5: MegaScale (1'=1 km)
- 6: Personal Immunity

Table 3

- 1: Reduced Endurance (½ END)
- 2: Sticky
- 3: Time Delay
- 4: Trigger (set trigger)
- 5: Usable By Other
- 6: Variable Special Effects (limited group)

+½ Advantages

Roll one die to determine which table to roll on, and one die to determine result on that table.

Continued from last page

First roll:

- 1 = Table 1
- 2 = Table 2
- 3 = Table 3
- 4-5 = Table 4
- 6 = Table 5

Table 1

- 1: Affects Desolidified
- 2: Area Of Effect (One Hex)
- 3: Armor Piercing
- 4: Autofire (5 shots)
- 5: 64 Charges
- 6: Cumulative

Table 2

- 1: Damage Shield
- 2: Double Knockback (x1½)
- 3: Explosion
- 4: Hole In The Middle (variable)
- 5: Increased Maximum Range (x25)
- 6: Indirect (choose appropriate effect)

Table 3

- 1: Invisible Power Effects (choose appropriate effect)
- 2: Line Of Sight
- 3: MegaScale (1' = 10km)
- 4: NND (equally common defense)
- 5: No Range Modifier
- 6: Penetrating

Table 4

- 1: Persistent
- 2: Ranged
- 3-5: Reduced Endurance (0 END)
- 6: Sticky

Table 5

- 1: Transdimensional
- 2: Trigger (variable trigger)
- 3: Uncontrolled
- 4: Usable On Others (choose appropriate effect)
- 5: Variable Advantage (+¼ Advantages)
- 6: Variable Special Effects (any special effect)

- 4u 10) *Shapechanging*: Shape Shift (Sight, Touch, and Radio Groups, any shape)
- 8m 11) *Enhanced Malleability*: Stretching +8"

BRUTE STRENGTH SET

This set is for Brick characters who have a very simple set of powers — they do nothing more than dish out and take a lot of damage.

Cost Power

- 75 *Super-Strength*: +60 STR; Reduced Endurance 0/2 END; +¼)
- 21 *Tough Skin*: Damage Resistance (18 PD/10 ED); Hardened (x2; +½)
- 4 *Heavy*: Knockback Resistance -2"

CHECKLIST HERO SET

This set is for characters who try to be all things to all situations, such as many Gadgeteers. You can easily create even more different types of characters by substituting a few powers here and there.

Cost Power

- 20 *Fighting Skills*: Martial Arts (choice of 20 points' worth of Maneuvers)
- 40 *Bunch Of Useful Abilities*: Multipower (60-point reserve); choose -½ worth of Limitations (OIF, Requires A Skill Roll, Activation Roll 14-, or the like) and apply them to the reserve and to each slot
- 3u 1) *Bodily Safety*: Life Support: Total
- 2u 2) *Booster*: Aid 3d6 (choice of affected Characteristic or Power)
- 3u 3) *Deadly Attack*: RKA 2½d6
- 4u 4) *Defense Shield*: Physical and Energy Damage Reduction, Resistant, 50%
- 1u 5) *Enhanced Personal Defenses*: Force Field (10PD/10ED)
- 1u 6) *Heat Sensing*: Infrared Perception (Sight Group)
- 1a 7) *Heightened Vision*: +8 versus Range for Sight Group
- 1u 8) *Improved Reach*: Stretching 4"
- 3u 9) *Intangibility*: Desolidification
- 3u 10) *Invisibility Screen*: Invisibility to Sight Group, No Fringe, Reduced Endurance (0 END; +½)
- 4u 11) *Mental Blast*: Ego Attack 6d6
- 4u 12) *Power-Blast*: Energy Blast 12d6
- 1u 13) *Radar*: Radar (Radio Group)
- 2u 14) *Size Increase*: Growth (+30 STR, +6 BODY, +6 STUN, -6 KB, 6,400 kg, -4 DCV, +4 PER Rolls to perceive character, 8 m tall, 4 m wide)
- 1u 15) *Size Reduction*: Shrinking (.5 m tall, 1.6 kg mass, -4 to PER Rolls to perceive character, -4 DCV, takes +6 KB)
- 3u 16) *Strength Enhancer*: +60 STR (60 Active Points); No Figured Characteristics (-¼)
- 2u 17) *Telekinetic Manipulation*: Telekinesis (20 STR)
- 1u 18) *UV Sensing*: Ultraviolet Perception (Sight Group)

CLAIRVOYANT SET

This set is for characters who can detect danger and images from the past and future. This type of Clairvoyant has Martial Arts not as a result of study and training, but simply because he knows which attacks are coming and has a sense of where he should counter-attack.

Cost Power

- 20 *Fighting Skills*: Martial Arts (choice of 20 points' worth of Maneuvers)
- 24 *Premonitions*: Danger Sense (self only, out of combat) (PER Roll +4)
- 56 *Foresight*: Precognitive and Retrocognitive Clairsentience, Sight and Hearing Groups; Concentration 0/2 DCV; -¼)

DENSITY SET

This set is for Brick characters who increase their density.

Cost Power

- 60 *Density Alteration*: Density Increase (400,000 kg mass, +60 STR, +12 PD/ED, -12 KB)
- 36 *Superhard Skin*: Armor (12 PD/12 ED)
- 4 *Too Heavy To Shove*: Knockback Resistance -2"

DIMENSIONAL INNOVATOR SET

This set belongs to Speedsters whose powers affect the very fabric of reality, or work via dimensional manipulation of some sort.

Cost Power

- 60 *Dimensional Manipulation Movement*: Multipower, 60-point reserve
- 12m 1) *Hyperrunning*: Running+24"; Reduced Endurance (½ END; +¼)
- 4u 2) *Hyperdimensional Movement*: Flight 18", Reduced Endurance (0 END; +¼); Only In Contact With A Surface (-¼)
- 2u 3) *Running On Air*: Gliding 16"
- 3u 4) *Hyperkinetic Strike*: HA+9d6; Hand-To-Hand Attack (-½)
- 4u 5) *Attack Avoidance*: Missile Deflection (all Ranged attacks), Range (+1)
- 6u 6) *Phase Shifting*: Desolidification (affected by magic or dimension-based powers), Usable Simultaneously (+½)
- 6u 7) *Running Between Dimensions*: Extra-Dimensional Movement (any location in a related group of dimensions [alternate Earths]), x4 Increased Weight, Reduced Endurance (0 END; +½)
- 2u 8) *Afterimages*: Sight Group Images, -8 to PER Rolls, Increased Size (8" radius; +¾); No Range (-½), Set Effect (multiple images of self, -1)
- 1u 9) *Quick-Change Artist*: Cosmetic Transform 2d6 (Instant Change)

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DOPPELGANGER SET

This set is for Metamorphs who can change their shape.

Cost Power

- 45 Alternate Form: Shape Shift (Sight, Hearing, and Touch Groups, any shape), Cost Endurance Only To Change Shape (+¼)
 55 Animal Forms: Multiform (change shape into any eight animal forms, chosen during character creation, of up to 200 points each)

GRASSHOPPER SET

This set belongs to martial artists who bounce around the landscape in a frenetic fashion.

Cost Power

- 30 Well-Honed Reflexes: +10 DEX
 20 Fighting Style: Martial Arts (choice of 20 points' worth of Maneuvers)
 16 Fighting Prowess: +4 Extra DCs for Martial Arts
 15 Wuxia Leaping: Leaping +15"
 19 Attack Avoidance: Missile Deflection (bullets/shrapnel), +2 OCV

GROWTH SET

This set belongs to Bricks who like to get big and stomp hard.

Cost Power

- 60 Size Increase: Growth (+60 STR, +12 BODY, +12 STUN, -12 KB, 400,000 kg, -8 DCV, +8 PER Rolls to perceive character, 32 m tall, 16 m wide)
 24 Long Legs: Running +12"
 16 Tough Skin: Damage Resistance (20 PD/12 ED)

HYPER-COMBAT SET

This set indicates someone who uses super-speed powers chiefly to hammer on targets.

Cost Power

- 48 Super-Running: Running +24" (30" total)
 40 Speedster Powers: Multipower, 40-point reserve
 2u 1) Impact Resistance: Armor (26 PD/0 ED); Only To Protect Against Damage Sustained When Performing Move Throughs/Move Bys (-1)
 3u 2) Rapid-Fire Punch I: HA +8d6; Hand-to-Hand Attack (-½)
 2u 3) Rapid-Fire Punch II: HA+5d6; Autofire (5 shots; +½); Hand-to-Hand Attack -½)
 4u 4) Friction Attack: HKA 2½d6
 1u 5) Heightened Reactions: +1 SPD; Costs Endurance (-½)

KNIGHT SET

This set belongs to Martial Artists who tend to use weapons or weapon-like powers in addition to Martial Arts,

Cost Power

- 13 Well-Developed Muscles: +13 STR
 20 Fighting Style: Martial Arts (choice of 20 points' worth of Maneuvers)
 3 Martial Arts Weapons: Use Martial Arts with Choice of 3 Weapons Groups
 27 Iron Skin: Armor (9 PD/9 ED)
 37 Killing Blow: HKA 1½d6, Reduced Endurance (0 END; +½)

Optional substitution: replace Martial Arts Weapons and Killing Blow with Swinging 20" and an HKA 1d6+1.

MARTIAL ARTS SET

Wherever a set indicates a character has a choice of Martial Arts, he can choose up to 20 points' worth of Martial Maneuvers. If he pleases, he can choose from or roll between these four sets (some of which include Martial Maneuvers from *The Ultimate Martial Artist*); each set costs 20 points.

1-2 — *Hard Style*: Fast Strike (4 points), Killing Strike (4 points), Martial Block (4 points), Offensive Strike (5 points), Takedown (3 points).

3-4 — *Soft Style*: Defensive Block (5 points), Defensive Strike (5 points), Legsweep (3 points), Martial Dodge (4 points), Martial Throw (3 points).

5 — *Weapons Style*: Basic Strike (3 points), Martial Block (4 points), Martial Disarm (4 points), Martial Weapon Strike (4 points), Offensive Weapon Strike (5 points).

6 — *Shoving Style*: Martial Escape (4 points), Martial Grab (3 points), Root (4 points), Shove (4 points), Sacrifice Strike (5 points).

MEGA-BLAST SET

This set is for Energy Projectors who hit their targets very hard but don't exhibit a lot of versatility.

Cost Power

- 13 Energy Resistance: +13 ED
 87 Mega-Blast: Energy Blast 14d6; Reduced Endurance (½ END; +¼)

MODULATED BLAST SET

This set is for Energy Projectors who know how to modulate their energy emissions to perform different tasks.

Cost Power

- 75 Energy Powers: Multipower, 75-point reserve
 7u 1) Basic Blast: Energy Blast 10d6; Reduced Endurance (0 END; +½)
 7u 2) Explosive Blast: Energy Blast 10d6; Explosion (+½)
 7u 3) Piercing Blast: Energy Blast 10d6; Armor Piercing (+½)
 4u 4) Deadly Blast: RKA 3d6

Continued from last page

+1 Advantages

Roll one die to determine which table to roll on, and one die to determine results on that table.

First roll:

- 1-2 = Table 1
 3-4 = Table 2
 5-6 = Table 3

Table 1

- 1-4: Any two +½ Advantages
 5: Area Of Effect
 6: Armor Piercing (x2)

Table 2

- 1: Autofire (6-10 shots)
 2: BOECV
 3: Continuous
 4: Explosion (-1 DC/3")
 5: Indirect (choose appropriate effect)
 6: Invisible Power Effects (choose appropriate effect)

Table 3

- 1: MegaScale (1' = 1,000km)
 2: NND
 3: Penetrating (x2)
 4: Transdimensional (choose appropriate effect)
 5: Usable On Others (choose appropriate effect)
 6: Variable Advantage (+½ Advantages)

RANDOM LIMITATIONS

If you'd like to randomly determine one or more Limitations for an ability your character acquires as part of a power set, use the following tables. If you get an inappropriate result, roll again.

-¼ Limitations

Roll one die to determine which table to roll on, and one die to determine results on that table.

First roll:

1-2 = Table 1

3-4 = Table 2

5-6 = Table 3

Table 1

1: Activation Roll (choose appropriate effect)

2-3: Charges (choose appropriate effect)

4: Concentration (0/2 DCV)

5: Extra Time (Delayed Phase)

6: Gestures

Table 2

1: Focus (IIF)

2: Incantations

3-5: Limited Power (choose appropriate effect)

6: Limited Range

Table 3

1: OIHD

2: Reduced By Range

3: Reduced Penetration

4: Requires A Skill Roll (choose appropriate effect)

5: Side Effects (choose appropriate effect)

6: Visible

-½ Limitations

Roll one die to determine which table to roll on, and one die to determine results on that table.

First roll:

1-2 = Table 1

3-4 = Table 2

5-6 = Table 3

MYSTIC MASTERSET

This set is for Mystics who can create a broad range of magical effects. By altering the special effects (and perhaps a few of the Powers), you can use this set for other types of characters as well.

Cost Power

- 53 *Mystic Powers:* Multipower, 80-point reserve; choose -½ worth of Limitations (Activation Roll 14-, Concentration, Gestures, Incantations, Requires A Skill Roll, or the like) and apply them to the reserve and to each slot
- 4u 1) *Ethereal Form:* Desolidification (affected by magic), Reduced Endurance (0 END; +½)
- 3u 2) *Bright Flames Of The Valdar:* RKA 2½d6
- 1u 3) *Cloak Of The Unseen:* Invisibility to Sight Group
- 2u 4) *Dampen Magic:* Suppress Magic 5d6, any Magic power one at a time (+¼)
- 5u 5) *Disrupt Magic:* Dispel Magic 21d6, any Magic power one at a time (+¼)
- 2u 6) *Farsensing:* Clairsentience (Sight and Hearing Groups), 2x Range (300")
- 4u 7) *Invoked Shadows:* Darkness to Sight Group 6" radius
- 4u 8) *Magical Enhancement:* Aid 2d6, all Magic powers simultaneously (+2)
- 3u 9) *Pathways Of The Adepts:* Extra-Dimensional Movement (any location in any dimension), x4 Increased Weight
- 3u 10) *Shield Of The Aandiri:* Force Wall (10PD/10ED)
- 5u 11) *Siphon Magic:* Drain Magic 4d6, any Magic power one at a time (+¼), Ranged (+½)
- 3u 12) *Torments Of The Mind:* Ego Attack 5d6
- 3u 13) *Valdarian Fire:* Energy Blast 10d6
- 3u 14) *Valdarian Lights:* Sight Group Flash 10d6
- 2u 15) *Touch Of The Spriggan:* Growth (+30 STR, +6 BODY, +6 STUN, -6 KB, 6,400 kg, -4 DCV, +4 PER Rolls to perceive character, 8 m tall, 4 m wide), Costs Endurance Only To Activate (+¼)

SENSEI SET

This set is for experienced martial-arts teachers.

Cost Power

- 20 *Fighting Style:* Martial Arts (choice of 20 points' worth of Maneuvers)
- 20 *Fighting Style:* another Martial Art (choice of 20 points' worth of Maneuvers)
- 20 *Fighting Prowess:* +5 Extra DCs for Martial Arts
- 5 *Martial Arts Weapons:* Use Martial Arts with Choice of 5 Weapons Groups
- 35 *Sensei's Strike:* Find Weakness 16- with one attack type

SNIPER BLAST SET

This set is for Energy Projectors who are adept at hitting targets from a very long away, often with the advantage of surprise.

Cost Power

- 100 *Energy Blast* 10d6, Armor Piercing (+½), No Range Modifier (+½)

STRENGTH PROJECTOR SET

This set is for Bricks who can do more with their Strength powers than merely hit things.

Cost Power

- 21 *Armored Skin:* Armor (7 PD/7 ED)
- 60 *Strength Tricks:* Multipower, 60-point reserve
- 4u 1) *Controlled Adrenaline Rush:* +40 STR; Reduced Endurance (0 END; +½); No Figured Characteristics (-½)
- 4u 2) *Concussive Hand-Clap:* Energy Blast 6d6, Area Of Effect (7" Cone; +1); No Range (-½)
- 5u 3) *Rending And Tearing:* HKA 2½d6 (plus STR), Reduced Endurance (½ END; +¼)
- 4u 4) *Allmighty Smackdown:* HA +8d6; Auto-fire (5 shots; +½); Hand-to-Hand Attack (-½)
- 2u 5) *Super-Strong Legs:* Leaping +25"

SUMMONER SET

This set is for Mystics whose normal tactic is to summon magical creatures to deal with an enemy. In this structure, the Mystic can summon four 100-point creatures and has Mind Control with which to control them, if necessary.

Cost Power

- 75 *Conjuration:* Summon 4 100-point creatures (defined by character), Expanded Class (defined by character; +1), Reduced Endurance (0 END; +½)
- 25 *Conjuror's Control:* Mind Control 8d6, Telepathic (+¼); Only Works Against Summoned Creatures (-1)

SUPER-BOXER SET

This set is for characters with extraordinary physical abilities derived from nearly mystical martial arts techniques.

Cost Power

- 30 *Fighting Style:* Martial Arts (choice of 30 points' worth of Maneuvers and Extra DCs)
- 10 *Ch'i-Powered Leaping:* Leaping +10"
- 40 *Ch'i Powers:* Multipower, 40-point reserve
- 4u 1) *Ch'i Control:* Simplified Healing 4d6
- 3u 2) *Iron Shirt:* Armor (12 PD/12 ED); Activation Roll 15- (-¼)
- 4u 3) *Lei Kung's Fire:* Energy Blast 8d6
- 3u 4) *Ox-Felling Blow:* HKA 2d6 (plus STR)
- 4u 5) *Sublime Energy Control:* Missile Deflection and Reflection (all Ranged attacks)
- 1u 6) *Unshakable Balance:* Flight 5"; Only In Contact With A Surface (-¼), Only To Stand And Move On Small, Fragile Surfaces (-½)

- 1u 7) *Wire-Fu Wall-Scaling*: Clinging (normal STR); Requires An Acrobatics Roll (-½)

SUPER-WARRIOR SET

This set is for characters who have a superhumanly broad range of combat abilities.

Cost Power

- 15 Combat Sense (PER Roll)
 5 Defense Maneuver II
 15 *Deadly Aim*: Find Weakness 12- with one attack type
 18 *Combat Protection*: Armor (6 PD/6 ED)
 22 *Power Strike*: HA +9d6; Hand-to-Hand Attack (-½) plus one additional -½ Limitation of choice (Activation Roll 14-, OIF, IAF, or the like)
 15 *Ducking And Dodging*: Missile Deflection (bullets/shrapnel) or +3 DCV
 10 *Swift*: Running +5"

TELEKINETIC SET

This set is for Mentalists and some other archetypes adept at moving objects with their minds.

Cost Power

- 60 *Telekinetic Mastery*: Multipower, 60-point reserve
 6u 1) *Telekinetic Manipulation I*: Telekinesis (40 STR)
 6u 2) *Telekinetic Manipulation II*: Telekinesis (32 STR), Fine Manipulation
 6u 3) *Telekinetic Manipulation III*: Telekinesis (26 STR), Reduced Endurance (0 END; +½)
 6u 4) *Telekinetic Blast*: Energy Blast 12d6
 3u 5) *Telekinetic Bubble*: Life Support (Self-Contained Breathing), Usable Simultaneously (up to 8 people at once; +1), Reduced Endurance (0 END; +½), Persistent (+½)
 3u 6) *Telekinetic Flight*: Flight 15"
 1u 7) *Telekinetic Sensing*: Detect Limited Class Of Physical Objects (PER Roll) (no Sense Group), Discriminatory, Range
 5u 8) *Telekinetic Shield*: Force Field (18 PD/18 ED), Reduced Endurance (0 END; +½)
 4u 9) *Whirling Dust And Debris*: Darkness to Sight Group 4" radius, Reduced Endurance (0 END; +½); OIF (sufficient dust and debris of opportunity; -½)

TELEPATHIC SET

This set is for mentalists who specialize in mind-to-mind contact.

Cost Power

- 5 *Psychic Defenses*: Mental Defense (5 points, plus points from EGO)
 20 *Psychic Communication*: Mind Link, specific group of up to 4 minds at once (teammates)
 50 *Telepathic Powers*: Multipower, 50-point reserve
 5u 1) *Psychic Communication*: Telepathy 10d6
 5u 2) *Mental Assault*: Ego Attack 5d6
 3u 3) *Psychic Domination*: Mind Control 10d6;

- Increased Endurance Cost (x2 END; -½)
 5u 4) *Inflicted Hallucinations*: Mental Illusions 10d6
 2u 5) *Psychic Searchwaves*: Mind Scan 10d6; Concentration (0 DCV throughout; -1)
 2u 6) *Premonitions*: Danger Sense (self only, out of combat, any danger) (PER Roll)
 3u 7) *Mindsense*: Detect Minds (PER Roll) (Mental Sense Group), Discriminatory, Analyze, Sense, Targeting Sense

TRICK AMMO SPECIALIST SET

This set is for characters who have a vast number of different attacks available to them (typically through a weapon, such as a gun or bow).

Cost Power

- 60 *Trick Ammo*: Multipower, 60-point reserve
 2u 1) *Air Concussion Ammo*: Dispel Darkness 10d6, Area Of Effect (3" Radius; +1); Only Versus Smokes, Mists, And Related Dark-nesses (-½), 4 Charges (-1)
 4u 2) *Blast Ammo*: Energy Blast 12d6; 8 Charges (-½)
 6u 3) *Deadly Ammo*: RKA 4d6; Charges 16 (-0)
 4u 4) *Explosive Ammo*: Energy Blast 8d6, Explosion (+½); 8 Charges (-½)
 3u 5) *Flare Ammo*: Sight Group Flash 6d6, Area Of Effect (3" Radius; +1); 4 Charges (-1)
 4u 6) *Glue Ammo*: Entangle 6d6, 6 DEF; 8 Charges (-½)
 2u 7) *Line Ammo*: Stretching 12"; 2 Recoverable Charges (-1), Only For Grabbing, Pulling, And Climbing (-1)
 4u 8) *Neural Interference Ammo*: Drain STR 4d6, Ranged (+½); 8 Charges (-½)
 5u 9) *Smoke Ammo*: Darkness to Sight Group 6" radius; 4 Continuing Charges lasting 1 Minute each (-¼)
 6u 10) *Swingline Ammo*: Swinging+60"; 8 Recoverable Charges (-0)

VERY BIG GUN WIELDER SET

This set is for a character who has a powerful weapon with a fair number of different functions. You can substitute Ranged Killing Attacks for Energy Blasts in this design at an exchange rate of 1 DC Killing per 1d6 Normal. Following the usual practice in this section, the *Focus* Limitation has not been applied yet, so you could use this set as-is for a character with powerful natural attacks (provided you could justify the Charges as part of his special effect, or substituted a different Power Modifier with the same value).

Cost Power

- 6 +2 with Multipower
 75 *Very Big Weapon*: Multipower, 75-point reserve
 7u 1) *Main Blast*: Energy Blast 12d6, 32 Charges (+¼)
 7u 2) *Auto-Blast*: Energy Blast 7d6, Autofire (5 shots; +½), 4 clips of 32 Charges each (+½)
 5u 3) *Explosive Blast*: Energy Blast 10d6, Explosion (+½); 8 Charges (-½)

Continued from last page

Table 1

- 1: Activation Roll (choose appropriate effect)
 2: Charges (choose appropriate effect)
 3: Concentration (0 DCV)
 4: Costs Endurance
 5: Extra Time (choose appropriate effect)
 6: Any two -¼ Limitations

Table 2

- 1-2: Focus (OIF or IAF)
 3: Increased Endurance Cost (x2 END)
 4: Instant
 5: No Range
 6: Any two -¼ Limitations

Table 3

- 1-3: Limited Power (choose appropriate effect)
 4: Requires A Skill Roll (choose appropriate effect)
 5: Side Effects (choose appropriate effect)
 6: Variable Limitation (-¼ Limitations)

-1 Limitations

Roll one die to determine which table to roll on, and one die to determine results on that table.

First roll:

- 1-3 = Table 1
 4-6 = Table 2

Table 1

- 1: Activation Roll (choose appropriate effect)
 2: Charges (choose appropriate effect)
 3: Concentration (0 DCV throughout)
 4: Extra Time (choose appropriate effect)
 5: Increased Endurance Cost (x3 END)
 6: Side Effects (choose appropriate effect)

Table 2

- 1-2: Focus (OAF)
 3-4: Limited Power

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(choose appropriate effect)

5: Requires A Skill Roll (choose appropriate effect)

6: Any two -½ Limitations

Secondary Powers Sets

These sets all cost 75 Character Points. Each provides some mobility and some defenses, and many provide other powers as well.

ALL-TERRAIN SET

This set allows a character to move through most environments.

Cost Power

- 15 *Toughness*: Armor (5 PD/5 ED)
- 2 *Environmental Immunity*: Life Support (Safe Environment: Low Pressure/Vacuum)
- 2 *Environmental Immunity*: Life Support (Safe Environment: High Radiation)
- 2 *Environmental Immunity*: Life Support (Safe Environment: Intense Cold)
- 2 *Environmental Immunity*: Life Support (Safe Environment: Intense Heat)
- 10 *Environmental Immunity*: Life Support (Safe Environment: Self-Contained Breathing)
- 30 *All-Terrain Travel*: Multipower, 30-point reserve
- 1u 1) *Wall-Walking*: Clinging (normal STR)
- 3u 2) *Flying*: Flight 15"
- 3u 3) *Glide-Capable*: Gliding 30"
- 2u 4) *Runs Like The Wind*: Running +10" (16" total)
- 2u 5) *Swims Like A Fish*: Swimming +18" (20" total)
- 1u 6) *Digging*: Tunneling 2" through DEF 2 material

BOUNCING BALL SET

This set is for characters who have superhuman leaping or bouncing abilities.

Cost Power

- 36 *Toughness*: Armor (12 PD/12 ED)
- 9 *Heightened Senses*: +3 PER to all Sense Groups
- 30 *Prodigious Leaping*: Leaping +30"

EARTH-MOVER SET

This set is for characters who move through the earth; their powers allow them to move very quickly atop it as well.

Cost Power

- 21 *Toughness*: Armor (7 PD/7 ED)
- 5 *Underground Breathing*: Life Support (Expanded Breathing: Breathe Underground)
- 40 *Earth Movement*: Multipower, 40-point reserve
- 3u 1) *Avalanche Riding*: Running +20" (26" total), Side Effects (ground/pavement underneath characters feet suffers 2d6 Killing Damage; -½)
- 4u 2) *Delving*: Tunneling 8" through DEF 8 materials
- 1u 3) *Earthwalls*: Entangle 4d6, 4 DEF; Only To Form Barriers (-1), Increased Endurance Cost (x3 END; -1)
- 1u 4) *Earthmoving*: Telekinesis (20 STR); Only Versus Earth/Rock (-1)

FIGHT OR FLIGHT SET

This set provides a very simple group of flight and defensive powers.

Cost Power

- 18 *Toughness*: Armor (6 PD/6 ED)
- 50 *Flying*: Flight 20", x8 Noncombat
- 7 *Aerial Dodger*: +2 DCV; Only When Flying (-½)

FLIGHT AND SIGHT SET

This set provides flying, some defensive, and decent perception powers.

Cost Power

- 9 *Toughness*: Damage Resistance (9 PD/9 ED)
- 40 *Flying*: Flight 20"
- 10 *Keen Eyes*: +5 PER with Sight Group
- 6 *Keen Eyes*: +4 versus Range for Sight Group
- 10 *X-Ray Vision*: N-Ray Perception (stopped by lead, gold, or Force Fields) (Sight Group)

FREIGHT TRAIN SET

This set is for characters who run very fast (but normally lack Speedster-level powers) and like to run into targets very hard.

Cost Power

- 39 *Impact Resistance*: Armor (13 PD/13 ED)
- 6 *Impact Resistance*: +6 PD
- 30 *Runs Like The Wind*: Running +15" (21" total)

GROUND-POUNDER SET

This set is for characters who have to run to get to the scene of the action, are capable of incredible leaps when they need them, and have a sufficient affinity for being on the ground that they don't get knocked off their feet as often as some others.

Cost Power

- 12 *Toughness*: Damage Resistance (12 PD/12 ED)
- 8 *Rooted*: Knockback Resistance -4"
- 10 *Incredible Leaping*: Leaping +10"
- 45 *Runs Like The Wind*: Running +20" (26" total), x4 Noncombat

MENTAL TOOLS SET

This set is for psychics whose telekinetic powers allow them to fly around and resist damage.

Cost Power

- 15 *Mindsense*: Detect Minds (PER Roll) (Mental Sense Group), Analyze, Discriminatory
- 20 *Telekinetic Powers*: Elemental Control, 40-point powers
- 20 1) *Telekinetic Flight*: Flight 20"
- 20 2) *Telekinetic Shield*: Force Field (20 PD/20 ED)

Champions

SENSORY PLATFORM SET

This set is for characters with a broad array of sensory powers. Such characters often have some flight and defensive powers as well, though the rationale for those powers is usually tied up in the character's origin rather than being related to the sensory suite.

Cost Power

- 10 *Toughness*: Damage Resistance (10 PD/10 ED)
- 20 *Flying*: Flight 10"
- 15 *Heightened Awareness*: +5 PER with all Sense Groups
- 5 *Heat-Sight*: Infrared Perception (Sight Group)
- 10 *Unstoppable Perception*: N-Ray Perception (player chooses Sense Group and defines nature of power)
- 15 *Radar-Sense*: Radar (Radio Sense Group)

SPACE SET

This set is for characters who fly into outer space.

Cost Power

- 12 *Toughness*: Armor (4 PD/4 ED)
- 8 *Radio-Sense*: Radio Perception
- 19 *Spaceworthy*: Life Support (Self-Contained Breathing; Safe Environments: Low Pressure/Vacuum, High Pressure, High Radiation, Intense Cold, Intense Heat)
- 30 *Space Traveler*: Multipower, 30-point reserve
- 3u 1) *Flying*: Flight 15"
- 3u 2) *FTL Flight*: FTL Travel (1,000 LY/Year)

WALL-CRAWLER SET

This set is for characters who can run across walls as easily as they can across level ground, whether because of super-speed powers, telekinetic powers, insectile powers, or something even stranger.

Cost Power

- 10 *Wall-Walking*: Clinging (normal STR)
- 9 *Toughness*: Damage Resistance (9 PD/9 ED)
- 40 *Wallcrawling Powers*: Multipower, 40-point reserve
- 4m 1) *Incredible Leaping*: Leaping +20"
- 6m 2) *Run Like The Wind*: Running +15"
- 6m 3) *Swingline*: Swinging +30"

Skills/Perks/Talents Sets

All these sets cost 50 points each. Most have up to 11 points assigned to "Personality/Background Skills" of the player's choice, to allow for the purchase of Skills appropriate for the specific character as the player conceives of him. Because the exact roll depends on the character's Characteristics, rolls are not listed (but note that some are bought with boni — for example, 7 points spent on Acrobatics gives a character a DEX Roll +2).

ACROBAT SET

This set is for characters who have tremendous gymnastic and balance skills.

Cost Skill

- 7 Acrobatics
- 7 Breakfall
- 15 Combat Skill Levels: +3 with HTH or Ranged Combat (player's choice)
- 3 Contortionist
- 10 Martial Arts (choice of 10 points' worth of Maneuvers)
- 8 Personality/Background Skills (player's choice)

DEDICATED FIGHTER SET

This set is for characters whose lives revolve around fighting.

Cost Skill

- 3 Acrobatics
- 3 Breakfall
- 30 Combat Skill Levels: +6 with HTH or Ranged Combat (player's choice)
- 11 Personality/Background Skills (player's choice)
- 3 Absolute Range Sense

GUNMAN SET

This set is for characters who specialize in ranged attacks.

Cost Skill

- 20 Combat Skill Levels: +4 with Ranged Combat
- 5 Fast Draw
- 10 Range Skill Levels: +5 level with Tight Ranged Group
- 2 Weapon Familiarity: Small Arms
- 3 Weaponsmith (Firearms, Muscle-Powered HTH)
- 10 Personality/Background Skills (player's choice)

INVESTIGATOR SET

This set is for characters whose profession or superhero motif involves investigation. It is suited to detectives, mystic researchers, and the like.

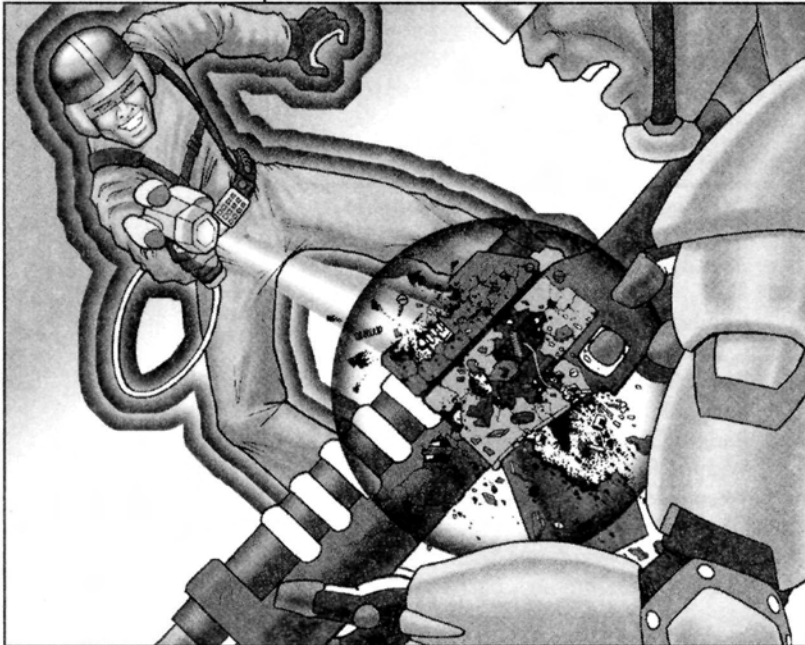
Cost Skill

- 3 Bribery
- 3 Bugging
- 3 Bureaucratics
- 5 Conversation
- 3 Criminology
- 7 Deduction
- 3 Interrogation
- 2 Area Knowledge: Campaign Area 11-
- 2 City Knowledge: Campaign City 11-
- 3 Persuasion
- 3 Shadowing
- 3 Streetwise
- 10 Personality/Background Skills (player's choice)

PATRIOTSET

This set is for characters who belong to the Patriot archetype. It is a broad mix of Skills allowing the character to be proficient at a number of different tasks; it is versatile but lacks the focus of other Skill sets.

Cost	Skill
5	+5 PRE
3	Acrobatics
3	Breakfall
10	Combat Skill Levels: +2 with HTH or Ranged Combat (player's choice)
3	Conversation
4	Area Knowledge: Home Nation
3	Oratory
3	Paramedics
3	Persuasion
3	Tactics
10	Personality/Background Skills (player's choice)

**PLAYBOY SET**

This set is for characters who have a lot of wealth to back up their crimefighting interests.

Cost	Skill
3	Conversation
3	High Society
10	Personality/Background Skills (player's choice)
15	Money: Filthy Rich
19	Vehicle or Base, 95-point

SCIENTIST SET

This set is for characters who develop their own powers in the laboratory.

Cost	Skill
10	+10 INT
7	Science Skills: players choice of seven Sci-

ence Skills at 11- each

10	Skill Levels: +2 with All Science Skills
3	Scientist
10	Personality/Background Skills (player's choice)
10	Base (Laboratory), 50-point

SPY SET

This set is for characters whose skills lean toward espionage or perhaps even assassination.

Cost	Skill
3	Acting
3	Bribery
3	Bugging
3	Combat Driving or Piloting (player's choice)
3	Concealment
3	Conversation
3	Cryptography
3	Disguise
3	Lockpicking
3	Security Systems
3	Seduction
3	Stealth
3	Systems Operation
11	Personality/Background Skills (players choice)

TACTICIAN SET

This set is for characters who are adept at battlefield tactics; such characters are likely to be the battle coordinators for their teams.

Cost	Skill
12	+4 PER with all Sense Groups
5	Combat Skill Level: +1 with HTH or Ranged Combat (player's choice)
5	Defense Maneuver II
5	Tactics
8	Personality/Background Skills (players choice)
15	Danger Sense (self only, in combat) (PER Roll)

TECHNICIAN SET

This set is for characters who work extensively with machinery, including gadgeteers and inventors.

Cost	Skill
3	Computer Programming
3	Demolitions
3	Electronics
3	Inventor
3	Mechanics
4	Science Skills: players choice of two Science Skills at 11-each
3	Security Systems
15	Skill Levels: +3 level with Technical Skills
3	Systems Operation
10	Personality/Background Skills (player's choice)

Disadvantages Sets

Each of the following sets provides 50 points' worth of Disadvantages for the character. A character may have several sets, up to the campaign Disadvantage point limit.

STANDARD SET

Value Disadvantage

- 15 Hunted: Personal Enemy 11- (As Pow, Capture/Kill)
- 20 Psychological Limitation: Code Versus Killing (Common, Total)
- 15 Social Limitation: Secret Identity

ANTI-VIOLENCE SET

Value Disadvantage

- 20 Psychological Limitation: Pacifist; Refuses To Injure Or Harm Others (Very Common, Strong)
- 30 Vulnerability: 2 x STUN from Physical Attacks or Energy Attacks (player's choice) (Very Common)

CULTURAL ALIEN SET

Value Disadvantage

- 5 Distinctive Features: Rube (Easily Concealed, Noticed and Recognizable)
- 10 Enraged: when insulted through cultural misunderstandings (Uncommon), go 11-, recover 14-
- 10 Hunted: the authorities 8- (Mo Pow, NCI, Watching)
- 10 Physical Limitation: Unfamiliar With Earth Culture (Frequently, Slightly Impairing)
- 15 Psychological Limitation: Naive (Very Common, Moderate)

CURSE SET

Value Disadvantage

- 15 Accidental Change (choose appropriate circumstances) 11-
- 15 Enraged/Berserk (player's choice of conditions)
- 15 Distinctive Features: monstrous/cursed form (Easily Concealed, Causes Extreme Fear or Disgust)
- 5 Unluck 1d6

HUNTER SET

Value Disadvantage

- 10 Distinctive Features: Obsessive, Creepy Manner (Easily Concealed, Always Noticed and Causes Major Reaction)
- 15 Hunted: Personal Enemy 11- (As Pow, Capture/Kill)
- 10 Psychological Limitation: Vengeful (Uncommon, Strong)
- 15 Psychological Limitation: Hunting Personal Enemy (Common, Strong)

INFAMY SET

Value Disadvantage

- 5 Hunted: the press 8- (Less Pow, NCI, Watching)
- 15 Hunted: Personal Enemy Character Has Wronged 8- (As Pow, Capture/Kill)
- 15 Social Limitation: Public Identity (may not be taken with Standard Set unless a different Disadvantage is substituted for this one)
- 15 Reputation: Did Something Very Bad, 11- (Extreme)

NORMAL GUY SET

Value Disadvantage

- 15 DNPC (choose appropriate circumstances)
- 20 Psychological Limitation: Overcompensates For Lack Of True Powers (Very Common, Strong)
- 15 Vulnerability: 1½ x STUN from Falling and Knockback Damage (Very Common)

OVER-REFINED SET

This set is for characters whose extreme training regimens and diets leave them vulnerable to environmental circumstances other people have no problem with.

Value Disadvantage

- 10 Physical Limitation: Must Maintain Very Careful Diet (Infrequently, Greatly Impairing)
- 15 Physical Limitations: Hyper-Reflexes, Attacks Without Meaning To (Frequently, Greatly Impairing)
- 5 Rivalry: Professional (with a character who has similar powers/origins)
- 20 Vulnerability: 2 x STUN from Gas/Poison Attacks (Common)

RADIATION ACCIDENT SET

Value Disadvantage

- 20 Hunted: Villain Involved in Origin 8- (Mo Pow, NCI, Capture/Kill)
- 10 Psychological Limitation: Fear Of [Energy/Circumstance Related To Origin]-(Common, Moderate)
- 20 Vulnerability: 2 x STUN from [Energy/Circumstance Related To Origin] (Common)

TRAGIC PAST SET

Value Disadvantage

- 15 Hunted: Someone Related to Past 11- (As Pow, Capture/Kill)
- 15 Psychological Limitation: Hatred of [Group of Choice] (Common, Strong)
- 10 Psychological Limitation: Vengeful or Self-Destructive (player's choice) (Uncommon, Strong)
- 10 DNPC (choose appropriate circumstances) or Destitute or Unluck 2d6 (player's choice)