

AIR MANIPULATION

You can manipulate the air to cause, or still, winds from the tiniest breeze to the strongest gale.

POWER STUNTS




  : Make this use an **area attack** (*roll this attack against the target and each other character up close to that target*)

 : Make this effect **long-lasting** (*the effect of the power lasts until the end of the scene*)

ARMOR

You wear heavy armor that not only protects you from harm but is a critical part of your heroic methods.

WHEN YOU WOULD TAKE PHYSICAL DAMAGE...

 : Reduce that damage by 20. You may place additional time tokens on this card at this time. Reduce the damage by an additional 20 for each time token () you add.

BINDING

You can restrict the movement of an opponent in some way, such as with webbing, rings of energy, or a lasso.

POWER STUNTS

   : Make this use a **quick power** (after resolving this use, move your initiative card to the end of the initiative track face-up)

 : Make this use a **hindering attack** (flip the target's initiative card face-down instead of dealing damage)

COLD MANIPULATION

You can control the cold, creating blasts of freezing energy or forming ice out of the water in the air.

POWER STUNTS

 : Make this use a **hindering attack** (*flip the target's initiative card face-down instead of dealing damage*)

 : Make this effect **long-lasting** (*the effect of the power lasts until the end of the scene*)





COMPANION

You have a sidekick, robotic drone, familiar, or other companion who fights at your side and helps with your heroic duties.

IN EACH CONFLICT SCENE...

Your companion is a hero with 50 resistance and is present in the scene. On your turn, your companion can move as you direct. Your companion does not take actions, but when you use this power to make a check or attack you describe it as an action your companion is taking.

WHEN ANOTHER HERO MAKES AN ATTACK...

 : Your companion performs a teamwork maneuver with that hero, adding 2 advantage dice ( ) to their roll.

CORROSION

You can cause objects to corrode and disintegrate, such as with blasts of acid, disintegration beams, or through unnaturally rapid decay.

WHEN YOU USE THIS POWER ON NONLIVING MATTER...

You can reroll any advantage dice you roll once, keeping the second result.

POWER STUNT

 : Make this effect **long-lasting** (*the effect of the power lasts until the end of the scene*)

DAZZLE

You can temporarily distract, confuse, or otherwise daze an opponent, using flashing lights, direct attacks on their minds, or other methods.

POWER STUNTS

  : Make this use an **area attack** (*roll this attack against the target and each other character up close to that target*)

 : Make this use a **hindering attack** (*flip the target's initiative card face-down instead of dealing damage*)

DEBILITATION

You can temporarily weaken or daze an opponent, such as by causing blindness, nausea, or thundering headaches.

POWER STUNTS

   : Make this use a **quick power** (*after resolving this use, move your initiative card to the end of the initiative track face-up*)

 : Make this use an **obstructing attack** (*deal damage and add 2 challenge dice ( ) to the target's next roll*)

ELASTIC BODY

Your limbs, neck, and other body parts can be stretched out to incredible lengths and bend around objects as you wish.

WHEN YOU ARE NEAR AN ENEMY...

You can make melee attacks against that enemy using this power.

POWER STUNT

 : Make this use a **feat of heroism**

(add 2 advantage dice ( ) to the roll if you are attempting to progress a complication or objective)

ELECTRICITY MANIPULATION

You can control the crackling energy of raw electricity, conjuring bolts of lightning from thin air.

POWER STUNTS



   : Make this use a **quick power** (after resolving this use, move your initiative card to the end of the initiative track face-up)

 : Make this use a **precision attack** (you can swap the digits of the number you rolled on your percentile dice)

ENERGY ABSORPTION

You absorb energy of all kinds, protecting you from harm and invigorating you.

WHEN YOU WOULD TAKE PHYSICAL DAMAGE...

 : If the damage is from an elemental force or energy, reduce that damage by 20. If this reduces the damage to 0, you also regain 10 resistance.

EXPLOSIONS

You can cause inanimate objects to explode, controlling the size and force of the explosion with your power.

POWER STUNT

  : Make this use an **area attack** and add 2 advantage dice ( ) to the roll *(roll this attack against the target and each other character up close to that target)*

FIRE MANIPULATION

You can conjure flames and control how they grow, spread, and burn.

POWER STUNTS

  : Make this use an **area attack** (*roll this attack against the target and each other character up close to that target*)

 : Make this effect a **powerful attack** (*add +20 to the damage or reduce the size of a squad of minions by 2 extra minions*)

INVISIBILITY

You can turn yourself, and everything on your person, completely invisible.

AT ANY TIME...

 : Become invisible until the start of your next turn, or until you take any damage.

WHILE YOU ARE INVISIBLE...

Enemies add 2 challenge dice ( ) to rolls made for physical attacks against you.

KINETIC ENERGY MANIPULATION

You can greatly increase or decrease the kinetic energy of a moving object, causing it to hit whatever it strikes harder (or softer).


WHEN SOMEONE ELSE TAKES PHYSICAL DAMAGE...

 : Increase or decrease that damage by 20.

LASER GENERATION

You can shoot highly concentrated beams of energy that strike an enemy with incredible force.

POWER STUNTS

 : Make this effect a **powerful attack** (*add +20 to the damage or reduce the size of a squad of minions by 2 extra minions*)


 : Make this use a **precision attack** (*you can swap the digits of the number you rolled on your percentile dice*)

NATURAL WEAPONS

You have claws, fangs, bony protrusions, talons, a tail, or some other appendages that are an extension of your physiology.

POWER STUNTS

 : Make this use an **obstructing attack** (*deal damage and add 2 challenge dice ( ) to the target's next roll*)

 : Make this effect a **powerful attack** (*add +20 to the damage or reduce the size of a squad of minions by 2 extra minions*)

SEISMIC ENERGY CONTROL

You can create powerful vibrations that cause the ground to shake and inanimate objects to shatter.

POWER STUNTS

  : Make this use an **area attack** (*roll this attack against the target and each other character up close to that target*)

 : Make this use an **obstructing attack** (*deal damage and add 2 challenge dice ( ) to the target's next roll*)

SOUND MANIPULATION

You can control and generate sonic waves at a variety of intensities and pitches. You can create piercing wails that strike with the power of a bullet.

POWER STUNTS



 : Make this use a **hindering attack** (*flip the target's initiative card face-down instead of dealing damage*)

 : Make this use an **obstructing attack** (*deal damage and add 2 challenge dice ( ) to the target's next roll*)

SUPER SENSES

You have incredibly enhanced senses, allowing you to detect things that normal humans could not.

AT THE START OF THE ROUND...

 : Move your initiative card to the beginning of the initiative track, as your super senses give you a key insight into the flow of the battle. Use this before the first turn of the round begins.


SUPER SPEED

You can move at incredible speeds and can dash between two locations in the blink of an eye.

WHEN YOU MOVE USING THIS POWER...

You can move from far away to up close to a character, or vice-versa, or anywhere in between.

POWER STUNT

  : Make this use a **quick power** (after resolving this use, move your initiative card to the end of the initiative track face-up)

TELEKINESIS

You can lift, move, hurl, and otherwise manipulate physical objects using the power of your mind.

POWER STUNTS

 : Make this use a **feat of heroism** (*add 2 advantage dice ( ) to the roll if you are attempting to progress a complication or objective*)

   : Make this use a **quick power** (*after resolving this use, move your initiative card to the end of the initiative track face-up*)

TELEPATHY

You can silently speak directly to the minds of others, passing messages, sending visions, and inflicting psychic pain.

WHEN YOU ARE IN THE SAME SCENE AS A TEAMMATE...

Using this power, you can communicate telepathically with all teammates who are on the same world and in the same dimension or reality.

WHEN YOU USE THIS POWER TO ATTACK...

: Make this use a **hindering attack** and add 2 advantage dice () to the roll (*flip the target's initiative card face-down instead of dealing damage*)

TELEPORTATION

You can instantaneously transport yourself from one location to another, taking everything in your possession with you.

WHEN YOU MOVE...

 : You can instantaneously appear at a destination that you can see without having to traverse the intervening space.

TRANSFORMATION

You can transform parts of your body, changing their shape, color, material, and density as you sculpt your flesh like clay.

POWER STUNTS

 : Make this use a **feat of heroism** (*add 2 advantage dice ( ) to the roll if you are attempting to progress a complication or objective*)

 : Make this effect **long-lasting** (*the effect of the power lasts until the end of the scene*)

ANIMATE OBJECTS

You can cause inanimate objects to take on a life of their own, moving and bending them in uncanny ways.

WHEN YOU ARE NEAR AN ENEMY...

You can make melee attacks against that enemy using this power.

POWER STUNT

 : Make this effect a **powerful attack**

(add +20 to the damage or reduce the size of a squad of minions by 2 extra minions)

ANIMAL MANIFESTATION

You can take on the physical traits of various animals, gaining the benefit of their unique evolutionary advantages.

POWER STUNT





 : Make this effect **long-lasting** *(the effect of the power lasts until the end of the scene)*

 : Make this effect a **powerful attack** *(add +20 to the damage or reduce the size of a squad of minions by 2 extra minions)*

ASTRAL PROJECTION

You can project your consciousness outside of your body, becoming a disembodied presence driven by the power of your mind.

AS YOUR ACTION...

   : Your body falls into a deep sleep, and you project an astral duplicate of yourself that you control and from which you can see, hear, and speak. This duplicate is you and uses all your benefits, chances of success, powers, resistance, hero points, actions, and movement. Your astral duplicate cannot interact physically with any object nor can it take damage from physical attacks. Your astral duplicate can fly and pass through solid objects. You can end this at any time and can have no more than 1 astral duplicate active at a time.

CLAIRVOYANCE

You can see and hear as though you were standing in another location.

WHEN YOU PERFORM A TEAMWORK MANEUVER...

 : The hero you are performing a maneuver with adds 4 advantage dice (   ) to their roll instead of 2.

POWER STUNT

 : Make this use a **feat of heroism** (add 2 advantage dice ( ) to the roll if you are attempting to progress a complication or objective)

DARKNESS MANIPULATION

You can create patches of darkness even where the light is bright, shaped as you choose and placed where you wish.

POWER STUNTS



 : Make this use an **obstructing attack** (*deal damage and add 2 challenge dice ( ) to the target's next roll*)

 : Make this use a **precision attack** (*you can swap the digits of the number you rolled on your percentile dice*)

HEALING

You can cause living creatures to heal from grievous wounds that would normally be lethal.

AS YOUR ACTION...

You cannot use this power to attack. Instead, choose another hero; that hero regains 10 resistance. Place 2 time tokens ( ) on this power to cause that hero to regain 30 resistance instead of 10.

ILLUSIONS

You can create illusions of people, objects, or places that do not exist except as mirages for those who behold them.

WHEN AN ENEMY HITS YOU WITH A PHYSICAL ATTACK...

   : Take no damage from the attack, revealing that the enemy attacked an illusory duplicate of you.



POWER STUNT

 : Make this effect **long-lasting** (*the effect of the power lasts until the end of the scene*)

LIFE DRAIN

You can drain the life force from other living creatures, sapping them of their vitality.

WHEN YOU DAMAGE AN ENEMY WITH THIS POWER...

 : Regain 20 resistance. For each additional time token you place on this power, regain an additional 20 resistance. The resistance you regain cannot exceed the damage you dealt to the enemy.

MIND CONTROL

You can reach into the mind of another being and control their actions, issuing them silent commands that they must obey.

AS YOUR ACTION...

One villain you can see that is vulnerable to telepathy makes an attack against a target you choose, using this power's chance of success and adding 1 advantage die () to the roll.

WHEN YOU HIT MINIONS WITH THIS POWER...



: If the minions are vulnerable to telepathy, instead of damaging them you have telepathic control of these minions until you take damage, choosing how the minions move and act.

NECROMANCY

You can communicate with and manipulate the dead, ranging from communing with spirits to reanimating corpses.

AS YOUR ACTION...





: You raise a corpse or skeleton from the dead, which becomes an undead hero with 50 resistance and remains present in the scene. Add an Ally initiative card to the initiative track for the undead hero, who takes turns (moving and taking one action) as you direct. The undead hero has a 50% chance of success on all attacks and checks.

PORTALS

You can create portals between two places that you can jump through to reach the other side.



AS YOUR ACTION...

 : Create a pair of portals that connects two places. You create each portal at any place you can see, with any physical orientation you choose. Any character or object that moves through a portal travels instantly to the other, and all characters standing up close to either portal are up close to each other. These portals remain until the end of the scene, until you use this power again, or until you choose to dismiss them.

SHAPESHIFTING

You can transform yourself to look like someone else, or even take on the shapes of other living creatures.

AT THE START OF THE ROUND...

 : Remove your initiative card from the initiative deck. Do this before the first turn of the round begins. At the start of any enemy's turn, before that enemy has moved or taken an action, describe your hero impersonating that enemy (or a bystander, or one of the enemy's allies, or another suitable character), and revealing your true nature. Then replace the enemy's initiative card with your own, and move the enemy's initiative card to the end of the initiative track.

SUMMONING

You can summon beings from other realms, directing them to fight on your behalf.

AS YOUR ACTION...



A being you summon into the scene becomes a hero with 50 resistance and remains present until the end of the scene. Add an Ally initiative card to the initiative track for the summoned being, who takes turns (moving and taking one action) as you direct. The summoned being has a 50% chance of success on all attacks and checks.

TIME MANIPULATION

You can speed up, slow down, and stop time.

AT THE START OF THE ROUND...

 : Move any initiative card you choose 2 spaces forward or backward on the initiative track. Use this before the first turn of the round begins.

TRANSMUTATION

You can cause objects to transform as you will, changing shape, size, material composition, or even turning into entirely different objects.

POWER STUNTS

 : Make this use a **feat of heroism** (*add 2 advantage dice ( ) to the roll if you are attempting to progress a complication or objective*)

 : Make this use a **hindering attack** (*flip the target's initiative card face-down instead of dealing damage*)

AUGMENTATION

You can boost someone else's powers in some way, improving their effectiveness.

AS YOUR ACTION...

You cannot use this power to attack. Instead, choose another hero; that hero immediately makes an attack using a power you choose, using this power's chance of success and adding 1 advantage die (🏠) to the roll.

WHEN YOU PERFORM A TEAMWORK MANEUVER...

 : The hero you are performing a maneuver with adds 4 advantage dice (🏠🏠🏠🏠) to their roll instead of 2.

BEND SPACE

You can warp the fabric of reality, altering the direction of projectiles and particles that would otherwise travel in a straight line.

WHEN YOU ROLL DICE FOR A PHYSICAL ATTACK USING THIS POWER...

If you roll a 20 or less, treat the roll as a 20.

POWER STUNT

 : Make this use a **precision attack** (*you can swap the digits of the number you rolled on your percentile dice*)

CONSTRUCTS

You can create objects out of thin air, shaping them from energy that you generate and control.

WHEN YOU ARE NEAR AN ENEMY...

You can make melee attacks against that enemy using this power.

POWER STUNT

 : Make this use a **hindering attack** (*flip the target's initiative card face-down instead of dealing damage*)

DARK MATTER CONTROL

You can control dark matter, the unobservable, dense matter that makes up more than 80% of the universe.

WHEN YOU HIT AN ENEMY WITH THIS POWER...


 : Move all the target's initiative cards to the end of the initiative track.

FORCE FIELDS

You can create semitransparent barriers of pure force around yourself and things nearby. You can also create walls, platforms, and other inanimate, impenetrable shapes.

POWER STUNT

 : Make this effect **long-lasting**
(the effect of the power lasts until the end of the scene).

Force fields you make long-lasting have 100 resistance. You can add 1 time token () to this card when you use this power stunt to increase the force field's resistance to 500.

GEOKINESIS

You can instinctively control earth and stone, causing it to move and change shape as you command.

WHEN YOU ARE NEAR AN ENEMY...

You can make melee attacks against that enemy using this power.

POWER STUNT

  : Make this use an **area attack** (*roll this attack against the target and each other character up close to that target*)

GRAVITY MANIPULATION

You control the strength and directional pull of gravity, both over a large area and in concentrated blasts.

POWER STUNTS

 : Make this effect **long-lasting** (*the effect of the power lasts until the end of the scene*)

 : Make this use an **obstructing attack** (*deal damage and add 2 challenge dice ( ) to the target's next roll*)

LIGHT MANIPULATION

You can control light, causing bright flashes, dimming the brightness of a light source, and even briefly turning light into a solid form.

POWER STUNTS

 : Make this effect **long-lasting** (*the effect of the power lasts until the end of the scene*)

   : Make this use a **quick power** (*after resolving this use, move your initiative card to the end of the initiative track face-up*)

PARTICLE FORM

You can transform into a semisolid form composed of millions of tiny particles, such as a cloud of dust or a fine mist.

POWER STUNT

 : Make this effect **long-lasting** *(the effect of the power lasts until the end of the scene)*

WHILE YOU ARE IN PARTICLE FORM...

Halve all physical damage you would take or deal.

PHASING

You can phase partially out of reality, allowing you to continue to perceive and move through your surroundings while passing through solid matter.

WHEN YOU MOVE USING THIS POWER...

You can move through solid objects.

WHEN AN ENEMY HITS YOU WITH A PHYSICAL ATTACK...

   : Take no damage from the attack.

POWER MIMICRY

You copy the powers of other heroes and villains, turning their own powers against them.

AS YOUR ACTION...

You can make checks and attacks using powers possessed by other characters in the scene using this power's chance of success.

AT ANY TIME...



: Choose a power possessed by an enemy, or a Basic power possessed by another hero. If a copy of that power's power card is not in use, you may place it in any of your empty power slots. At any time you can return a power acquired in such a way to free up a slot.

PRECOGNITION

You can see into the future. You might see only a few seconds or minutes into the future, or have visions that foretell of events years yet to come.

AT THE START OF THE ROUND...



Before the first turn of the round begins, move your initiative card to the space ahead of the first enemy initiative card on the initiative track.

WHEN AN ENEMY ATTACKS YOU...





Add 4 challenge dice to the roll (   ).

RETROCAUSALITY

You can cause the effects of your actions to travel backward in time, affecting the events of the recent past.

AS YOUR ACTION

   : Flip one face-down initiative card face-up.

 : One hero you choose (even one who has been knocked out of the scene) regains 20 resistance.

SOLAR ENERGY CONTROL

You control the power of the sun and can generate and affect solar energy.

POWER STUNTS

 : Make this effect a **powerful attack** (*add +20 to the damage or reduce the size of a squad of minions by 2 extra minions*)

   : Make this use a **quick power** (*after resolving this use, move your initiative card to the end of the initiative track face-up*)

TACHYON CONTROL

You can generate and manipulate tachyons, particles that travel faster than the speed of light.

POWER STUNT

   : Make this use a **quick power** and add 2 advantage dice ( ) to the roll (*after resolving this use, move your initiative card to the end of the initiative track face-up*)


ARSENAL

You carry with you an exceptional array of weaponry, each of which is suited to a unique purpose.

WHEN YOU MISS WITH A PHYSICAL ATTACK...

 : Make another attack using this power against any target.

POWER STUNT

  : Make this use an **area attack** (*roll this attack against the target and each other character up close to that target*)

BARBS

You have spike, barbs, or some other damaging defense mechanism that hurts enemies that strike you.

WHEN AN ENEMY HITS YOU WITH A PHYSICAL ATTACK...

: Deal 20 physical damage to that enemy after the attack is resolved.

COMBAT VEHICLE

You have a car, motorcycle, helicopter, glider, skateboard, jet, or other vehicle that has its own weapons and acts as an extension of you in violent moments.

POWER STUNTS

 : Make this use an **obstructing attack** (*deal damage and add 2 challenge dice ( ) to the target's next roll*)

   : Make this use a **quick power** (*after resolving this use, move your initiative card to the end of the initiative track face-up*)

ENERGY STRIKE

When you physically strike someone, you create a burst of energy (kinetic, elemental, or something else) that magnifies the force of the attack.

WHEN YOU MAKE AN ATTACK USING THIS POWER...

 : Roll the percentile dice twice and choose either roll.

POWER STUNT

 : Make this effect a **powerful attack**
(add +20 to the damage or reduce the size of a squad of minions by 2 extra minions)

EXTREME ACCURACY

You have exceptional accuracy and can hit almost any target that you aim at, unless something else intervenes.

POWER STUNT

 : Make this use a **precision attack** and add 2 advantage dice ( ) to the roll (*you can swap the digits of the number you rolled on your percentile dice*)

GAS CLOUDS

You create or project streams or clouds of gas, which might obscure vision, cause physical distress, or have a chemical effect when inhaled.



POWER STUNT

 : Make this effect an **obstructing attack** and add 2 advantage dice ( ) to the roll (*deal damage and add 2 challenge dice ( ) to the target's next roll*)

HYPER AGILITY

You move quickly and have lightning-fast reflexes, allowing you to perform incredible feats of acrobatics.

WHEN AN ENEMY ATTACKS YOU...

 : The Narrator must roll the percentile dice twice and you choose which result is used for the attack.

HYPERCOGNITION

Your mind works at incredible speeds, allowing you to perceive dangerous situations in slow motion and granting you incredible tactical and strategic insight.

AT THE START OF THE ROUND...

 : Swap your initiative card with the initiative card of another hero.

LUCK MANIPULATION

You can manipulate probabilities with precision, making things either more or less likely to happen than they otherwise would.

WHEN THE NARRATOR OR ANY PLAYER ROLLS DICE...





: Increase or decrease the number rolled on the percentile dice by 20.

MARTIAL ARTS EXPERTISE

You are a martial arts master, capable of standing toe-to-toe with superhuman foes.

WHEN AN ENEMY ATTACKS YOU...

 : After that attack is resolved, make a single attack against the enemy that attacked you using this power.

POWER RESERVOIR

You have access to a source of great power that is always waiting for you. When you access it, you can channel its power to do incredible things.

LIMITATION

This cannot be your only power.

WHEN YOU MAKE A ROLL TO USE A POWER...

 : Add +20 to the number rolled.

SKILL MIMICRY

You can copy the skills possessed by other near you and turn the tables on enemies by mastering their combat techniques.

ANY TIME YOU WOULD MAKE A CHECK WITH A SKILL...

Using this power, you can use any skill possessed by any character in the same scene using this power's chance of success.

WHEN AN ENEMY ATTACKS YOU...

  : Add 2 advantage dice ( ) to all rolls you make to attack that enemy, and add 2 challenge dice ( ) to all rolls that enemy makes to attack you (including this attack) until the scene ends.

SUPERIOR PHYSIQUE

You have a physique that far exceeds peak human capabilities, allowing you to perform any physical task with superhuman effectiveness.

WHEN YOU ROLL DICE FOR A PHYSICAL ATTACK...

 : Roll the percentile dice twice and choose either roll.

POWER STUNT

 : Make this use a **feat of heroism** (*add 2 advantage dice (🏠🏠) to the roll if you are attempting to progress a complication or objective*)

UTILITY BELT

You wear a belt, bandoleer, or harness containing a variety of gadgets, weapons, and contingency plans.

WHEN YOU USE THIS POWER TO PROGRESS
AN OBSTACLE OR A COMPLICATION...

You can reroll any advantage dice you roll once, keeping the second result.

POWER STUNT

   : Make this use a **quick power** (after resolving this use, move your initiative card to the end of the initiative track face-up)







WALL-WALKING

You can scale walls with effortless ease, walking up them like you are walking on the floor, and can even walk upside-down on the ceiling.

WHEN YOU MOVE USING THIS POWER...

You can traverse vertical surfaces and the underside of horizontal surfaces.

WHEN AN ENEMY ATTACKS YOU

 : Leap onto the a wall or ceiling to add 4 challenge dice to the roll (   

ATOMIC ENERGY CONTROL

You wield the power of raw atomic energy, the fundamental forces of creation.

POWER STUNTS

  : Make this use an **area attack** (*roll this attack against the target and each other character up close to that target*)

   : Make this use a **quick power** (*after resolving this use, move your initiative card to the end of the initiative track face-up*)

BEAST CONTROL

You can command animals that you can see to obey your will, communicating telepathically with them in order to relay your instructions.

AS YOUR ACTION...





A beast you command becomes a hero with 50 resistance and remains present in the scene. Add an Ally initiative card to the initiative track for the beast, who takes turns (moving and taking one action) as you direct. The beast has a 50% chance of success on all attacks and checks.

CYBERNETIC ENHANCEMENTS

Parts of your body have been replaced by cybernetics, making you more machine than most humans.

AT ANY TIME ON YOUR TURN...

: Use your cybernetics to improve your tactical position in the battle, removing 1 time token () from each of your other powers, placing those removed tokens on this power.




DENSITY CONTROL

You can cause yourself or objects to gain or lose density, growing heavier or lighter as you choose.

WHEN AN ENEMY ATTEMPTS TO MOVE YOU...

Using this power, you can choose not to be moved.


POWER STUNT

 : Make this use a **feat of heroism** (*add 2 advantage dice ( ) to the roll if you are attempting to progress a complication or objective*)

EXTRA LIMBS

You have additional limbs, which could be anything from robotic arms to a prehensile tail.

POWER STUNTS

 : Make this use a **feat of heroism** (*add 2 advantage dice ( ) to the roll if you are attempting to progress a complication or objective*)

 : Make this use an **obstructing attack** (*deal damage and add 2 challenge dice ( ) to the target's next roll*)

DUPLICATION

You can create exact copies of yourself that vanish after a few moments.

AS YOUR ACTION...



: You create a duplicate of yourself who is statistically identical to you and that remains until the end of the scene. Add an Ally initiative card face-down to the initiative track for your duplicate, who takes turns (moving and taking one action) on future rounds as you direct. You share resistance and hero points with your duplicate, and if your resistance is reduced to 0, you and all your duplicates are defeated.

GROWTH

You can cause yourself or other creatures and objects to grow to several times their original size.

WHEN YOU ARE NEAR AN ENEMY...

You can make melee attacks against that enemy using this power.

POWER STUNT

 : Make this effect **long-lasting**
(the effect of the power lasts until the end of the scene)

HYPER INTELLIGENCE

You have a superhuman mind and are always thinking two steps ahead of everyone else.

WHEN THE NARRATOR OR A HERO MAKES A ROLL...



: Roll percentile dice. You can choose to replace the Narrator or hero's roll with your roll. If you do, describe some contingency plan your hero put into place in advance that you reveal at that moment, causing the altered outcome.

MAGNETISM

You can create and manipulate electromagnetic forces.

WHEN YOU USE THIS POWER ON FERROUS METAL...

You can reroll any advantage dice you roll once, keeping the second result.

POWER STUNT

 : Make this effect **long-lasting**
(the effect of the power lasts until the end of the scene)

OMNI-DEVICE

You have a device, an invention of yours or something futuristic or alien that you have discovered, that has multiple often-inscrutable functions.

AT ANY TIME ON YOUR TURN...

Activate a new function on the omni-device, drawing the top card of the Deck of Powers and placing it face-up on top of this card. That card replaces this power as long as it remains on top of this card. If you add any time tokens to that card, once the last time token is removed from that card, return that card to the bottom of the Deck of Powers.

PLANT CONTROL

You can cause plants to grow, wither, and move with anthropomorphic dexterity.

WHEN YOU ARE NEAR AN ENEMY...

You can make melee attacks against that enemy using this power.

POWER STUNT

 : Make this use an **obstructing attack** (*deal damage and add 2 challenge dice ( ) to the target's next roll*)

PLASMA CONTROL

You control and conjure the fourth fundamental state of matter, blobs of ionized gas at incredibly high temperatures.

POWER STUNT

 : Make this effect a **powerful attack** and add 2 advantage dice ( ) to the roll (*add +20 to the damage or reduce the size of a squad of minions by 2 extra minions*)

SHRINKING

You can shrink yourself and other objects down to only a tiny percentage of your normal size.

POWER STUNT

 : Make this effect **long-lasting** (*the effect of the power lasts until the end of the scene*)

WHILE YOU ARE SMALLER THAN NORMAL...

Enemies add 2 challenge dice ( ) to rolls made for physical attacks against you.

TECHNOPATHY

You can telepathically interact with machines, manipulating their normal functions with your mind and bringing them to life in incredible ways.

AS YOUR ACTION...



: You animate a group of machines, a size 4 squad of minions, that remains animated until the end of the scene. Add an Ally initiative card to the initiative track for your machine allies, who take turns (moving and taking one action) as you direct. The minions have a 50% chance of success on all rolls, and their maximum damage on attacks is equal to the current size of the squad $\times 10$.

WEATHER CONTROL

You can will the weather to behave the way you wish, conjuring up or dismissing rain, hail, snow, lightning, and winds with ease.

POWER STUNTS

  : Make this use an **area attack** (*roll this attack against the target and each other character up close to that target*)

 : Make this effect **long-lasting** (*the effect of the power lasts until the end of the scene*)



SPECTACULARS

POWERS