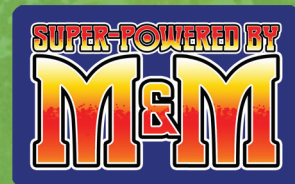


SUPERSTRING MULTIVERSE

WORLDBOOK 1



REQUIRES THE MUTANTS &
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Our apologies to the vast majority of people to whom this message does not apply.

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Welcome to Superstring Multiverse World Book 1

This supplement expands upon the core concepts introduced in the Superstring Multiverse Core Supplement by introducing two new worlds on the Superstring. First is World 10 - The Pantheon, a world in which the superheroes have been elevated to divine regard, acting as a super-powered world authority and keeping watch over humanity from their flying city of New Olympus. Also covered is World 11 - Astro-Shifters, a world in which all superpowers are drawn from bizarre mystical energies that shift and change, altering a portion of the populace in unpredictable and chaotic ways.

These worlds are presented in the format introduced in the Superstring Multiverse Core Supplement and occupy spaces 10 and 11 in the Multiverse, for purposes of Hyperspace Travel. Each of these worlds can be used as destinations to be visited in a Multiverse-spanning campaign, or as the setting for an entire storyline.

WORLD 10 – THE PANTHEON INTRODUCTORY FICTION

It started out like such a good idea. I'm not alone in this, right? Asking the heroes to use their powers to decide political matters seemed like the best idea. No more nukes, minimized conflicts... It felt like the world had hope again. Who better than The Captain to solve some of the issues in the Middle East? He's bullet proof and he can fly. His involvement saved lives. All their involvement did. From Jungle Woman's understanding of how to prevent and cure disease to Dr. Diode, creating a microbe that fed on CO2 emissions. The world didn't feel like it was spinning out of control. The problem is, they didn't stop. They began adjudicating on issues that they were asked to be a part of. The U.N. was powerless to stop them physically, and all the good they had previously done had bought them enough

political capital that the public of the world blessed off on their actions. They didn't even disband the U.N. They kept them around like loyal cult followers, each government's representative trying to give their tithing. They began to walk the Earth like a modern Pantheon. They acted like the gods that they're treated like.

It's hard to not like a Super Hero. The brightly colored outfits are reminders of an era where people slept with unlocked doors, poodle skirts were at the edge of sexual risk and there was no need to advertise apple pie as organic because there was no other kind. The heroes made us feel safe & confident. However, I am no longer 7 and star struck by red capes. I know all things come at a price. In this case, the price was self-reliance and personal rule. The heroes couldn't rightly be effective if they had to ask permission to do good in the world. So they just went and did it. This garnered results, but it also created a state of dependency. Heroes are a lot of things, but naïve to this fact is not one of them. They knew what they were doing, and they only amplified their involvement in our lives. Wrapped in a cloak of greater good. I wasn't the only one to take notice.

World governments have begun to tremble, as people that could read minds, lift tanks and fly through the sky threatened their power base. People that once had all the power are now being shown that they have none...and they don't like it. This cognitive understanding of power loss has rippled from halls of the Senate to the average Joe like myself. Don't misunderstand. People like me, who are often seen as the little guy or the voiceless don't want the old regime back. But we'll also be damned if we trade in corrupted democracy for optimistic totalitarianism.

If you're reading this, it means you're either new to this underworld of free thought, or you're the 'hero hacker' Abacus. Either one is fine. If you're the citizen, you'll find many more messages like this amidst the deep web, graffiti, pop art and music. We are in more places than you may initially think. We are your waiter, your police officer, your doctor, your



preacher, your chemist and your EMT. We are everywhere and we will not be seduced into complacency via the warmth of dictatorial security. We are free men and women and will remain so.

If you're Abacus, you can track this message but you'll come to the same thing you did last time. An unmanned terminal in a remote location with enough Semtex to take down the building. You have been warned. We don't wish you harm, but we will use force to defend ourselves. You and your lot have become an aberration of the things you once stood for. We don't need you to ensure safety. We don't need

you to ensure health. In short, we don't want your good intentioned suffocation.

To the rest of you...I'll see you amidst the debris of democracy.

SETTING DESCRIPTION

"If you have the ability, you have the responsibility."

These are the words echoed by Seraph almost a decade ago. What started out as heroes intervening in a war has turned into them acting as totalitarian rulers. This isn't to say that the people are unhappy. In fact, quite the opposite. The general population at large is

happy to be free of government rule. However, most fail to realize that they've traded the tyranny of government for the tyranny of masks and capes. Heroes rule and intercede in public and private affairs wantonly. The well-intentioned quote from Seraph has turned into an excuse for excessive violations of liberty.

Only a few see it that way though. Most citizens are quite happy to know that "the heroes" are running the show. It's not that the people are necessarily sheep as much as the public at large was very tired of government corruption, and minimal progress due to monolithic size. Heroes take care of business without asking questions or taking votes.

This expedited way of dealing with things HAS had some benefits. Large conflicts are very rare as the heroes have gone and stopped military and guerilla movements. Abacus and a group of scientists created a nanite that eats excess air pollution given off by coal fire electric plants. Madam Gaia has lent her abilities to the world and turned 25% of the Sahara Desert into lush farmland helping feed the continent of Africa and replenished 15% of the South American rain forest.

The crux of it all is that governments still exist, but they've become almost impotent in the face of heroes. Aside from not being able to compete with the results of these masked men and women, even if they had a legitimate issue it's not as if they have the means or abilities to capture or contain someone with super abilities. The governments have turned into elected sycophants attempting to offer up pieces of their fiefdom in return for the favor of a hero or two. In certain places, temples and shrines have even been built to honor the heroes. In a few rare, yet frightening cases, cults have even developed in worship to certain heroes. These cults often, but not always, operate without the knowledge of the heroes they worship. It's as if Olympus has come to earth once again.

Not ALL people with powers are heroes or even allowed amidst the New Olympians. One has to have a high power level in order to be inducted in to this private group.

SUPERSTRING

SYSTEM CONSIDERATIONS

From a system perspective, World 10 is roughly the same as World 6, though the common superhero is slightly more powerful. Most characters range from PL 6 – PL 16, though PL 11 is the recommended starting point for player characters originating from this world. The average tech level in World 10 is not much different than in the real world. Super-science does exist for heroes and villains, but the average citizen is limited to current, real-world 21st century technology. The heroes of World 10 actively police technological advancements, doing everything in their power to keep super-science out of the hands of the common man.

Characters visiting from any other world on the Superstring never see a reduction to their Power Level, Descriptors or the functions of their technology or magic. Like World 6, this world imposes no limits or restraints on potential to outsiders. However, if a character visiting this world possesses powers with certain Origin Descriptors, they see those powers receive a +2 bonus to rank. This bonus applies even if it would push the character beyond their normal Power Level limitations. Effectively, this can be considered a temporary increase to Power Level for the duration of the character's stay on World 10.

Origin Descriptors that receive this +2 rank benefit are: Alien, Biological, Divine, Magic, Mystic, Mutant, Preternatural, Primal, Psionic and Psychic

NOTABLE CHARACTERS

SERAPH

She is the strongest and most powerful of all the Heroes. She rules as a kind-hearted dictator...but a dictator nonetheless. To the public she is sweet apple pie. To her fellow heroes, she is demanding and shrewd. She expects the rest of the heroes to act in a certain way. This goes for dress, mannerism and even how they save the day. She feels supers are better than regular people and should act accordingly.

MULTIVERSE

The World 10 version of Seraph uses the character sheet presented in *Superior Superheroes: The Golden Guardians*. As she has the Alien Origin Descriptor, Seraph benefits from the +2 bonus detailed above.

ARCHER

Archer is too young to be an official member of New Olympus; however a spot has been reserved for him. He currently acts as the sidekick to Paladin. He is increasingly caught between the god-hood of the cape and the mortality of being just 16. His head tells him that Seraph is undermining the justice they're meant to uphold, but his heart is telling him that being a hero is the best thing he could possibly do.

Such indecision has become fertile ground for a 'hero rebellion'. The actions of Lady Liberty have only stoked this quiet fire hotter.

The World 10 version of Archer uses the character sheet presented in *Superior Superheroes: The Golden Guardians*.

BOLT

Bolt has attempted to remain 'with the people'. She acts as the bridge between the demagoguery that comes with super powers and the common man. She doesn't reside on New Olympus, however she is a full member of the team. She isn't considered the people's champion per se (that's a title reserved for Lady Liberty) but the public trusts her.

The World 10 version of Bolt uses the character sheet presented in the *Superstring Multiverse Core Supplement*, under the World 6 entry. As Bolt has the Mutant Origin Descriptor, she benefits from the +2 bonus detailed above.

SILVER SERPENT

Silver Serpent physically is in a coma. He fell into this state after a heated battle with Apop. The fierce fight left Silver Serpent comatose and Apop hasn't been seen since. The last Serpent saw of him, he appeared to fall into a volcano, but Silver Serpent collapsed into his current state before he could confirm this.

Seraph found his limp body and mournfully brought him to the heavens so he could have one last look. Something unexpected happened, though...

The bands of the Serpent are still active. Something inside his body is still thinking cognitively. Little does anyone except Seraph and Paladin know, but the city of New Olympus is made entirely from a construct that Silver Serpent's comatose body has created. This is why it can stay aloft in the sky and seemingly move.

From time to time a construct resembling Silver Serpent attempts to speak to heroes on New Olympus. Some think it's his subconscious, others feel it's his ghost not realizing he's dead yet.

As Silver Serpent's entire consciousness and power set is dedicated to the maintenance of New Olympus, he effectively has no statistics.

LADY LIBERTY

Lady Liberty stands as a beacon of Justice and the American Dream. She is also the only hero to turn down membership at New Olympus. Seraph publicly has smiled this away, as an ally should, but behind closed doors, Seraph has complained very openly to Silver Serpent and Paladin about Lady Liberty's refusal to join. She feels such divisions will help villains and inspire a disharmonious image.

ONE MAN GANG

Miles Moore saw that the heroes were getting all the world's T.L.C. He decided to give up his villainous ways, got a haircut, a mustache and a new costume. He now looks and acts like a rough biker, calling himself One Man Gang. His bark is far worse than his bite, but he continues to put on a front. To this point, he is not a hero that has been admitted to New Olympus.

One Man Gang uses the character sheet listed as "The Henchman" in *Vicious Villains I*. As he has the Biological Origin Descriptor, One Man Gang benefits from the +2 bonus detailed above.

LADY LIBERTY (PP TOTAL: 195)							
Gender	F	Height	5'9"	Identity	Secret (Ariel Rossi)		
Age	22	Weight	115 lbs.	Base of Operations	Small Apartment		
PL	13	Eyes	Bue	Group Affiliation	None		
Abilities (108 PP)							
STR	8	AGI	8	FIG	6	AWE	6
STA	10	DEX	6	INT	4	PRE	6
Offense (0 PP)							
Unarmed Attack	14			Initiative	+10		
Defense (20 PP)							
Toughness (STA)		6 (16)		Dodge (AGL)		2 (10)	
Fortitude (STA)		6 (16)		Parry (FGT)		2 (8)	
Will (AWE)				4 (10)			
Skills (8 PP)							
Close Combat (Unarmed)							8 (14)
Perception							8 (14)
Advantages (18 PP)							
Equipment, Fearless, Impervious (Toughness x10), Improved Critical (Unarmed) x4, Improved Hold, Improved Initiative							
Powers & Devices (41 PP)							
Flight							8
Immunity (Life Support)							10
Power-Lifting							5
Senses (Accurate sight 2 & hearing 2, Acute sight 1 & hearing 1, Analytical sight 2 & hearing 2, Darkvision 2, Extended vision 2 & hearing 2, Infravision 1, Microscopic vision 2, Penetrates Concealment (Visual) 4, Ultra Hearing 1, Ultravision 1							25
Complications (0 PP)							
Motivation: Patriotism (Lady Liberty upholds a very optimistic view of the American dream and does everything in her power to make it a reality), Secret Identity (unlike many heroes, Lady Liberty maintains a secret identity)							
Equipment, Vehicles & Headquarters							
Costume (Protection 3, Immunity: Lady Liberty's powers)							

PALADIN

He is the right hand man to Seraph and her biggest supporter. Paladin is whom Seraph calls upon if she needs a hero to fall in line. He treats the common citizenry with little respect. In some cases, it even comes across as contempt. He of all the heroes is the worst about placing himself on a pedestal above regular people. For Paladin, this separation from the people is something more familiar to him due to his native time being in the dark ages.

The World 10 version of Paladin uses the character sheet presented in Superior Superheroes: The Golden Guardians.

LANCE LEXINGTON

As power swung from citizen to hero, Lance attempted to appear reformed and align himself

with the new power balance. This, much to his wounded pride and chagrin, did not work. The stunt also made other villains question his motivations and allegiances. Although he is universally untrusted he is ever present.

Lexington is seen more as a capitalist mercenary. He'll help hero or villain, as long as it inevitably benefits himself or his company.

The World 10 version of Lance Lexington uses the character sheet presented in Vicious Villains I.

APOP

Apop's location is unknown. Speculations from hero and villain abound. He's at the center of the Earth, he's in his pyramid of doom in the jungles of Africa, he's on the moon, he's dead, he's planning on raising Atlantis and using Villains to

rival the Heroes at New Olympus...and on and on and on.

The World 10 version of Apop uses the character sheet presented in Superior Vicious Villains I. As he has the Mutant Origin Descriptor, Apop benefits from the +2 bonus detailed above.

SLYTHER

No longer stark raving mad, He draws from his keen human intellect as well as his fierce reptile savagery. He is considered one of the more dangerous people on Earth. At one time madness prevented him from achieving, or even possessing, real goals. With his intellect back, he has shifted his goals from the cliché of world domination to one of ecological preservation. Slyther can be found up and down the wetlands and rainforest jungles of the Americas protecting the environment. His crusade has made a few heroes sympathetic to him, but his methods and morals are clearly too drastic and destructive for him to ever be called a hero.

The World 10 version of Slyther uses the character sheet presented in Vicious Villains I, though his Intelligence should be modified from a -2 to a +7. In addition he receives the following skills: Expertise (Biology) 8 (15), Expertise (Chemistry) 8 (15), Technology 6 (13), and Treatment 8 (15).

WORLD 11 – THE ASTRO-SHIFTERS

INTRODUCTORY FICTION

“AAAARGH!” was the scream that was heard through a small apartment in Brooklyn. It only had two people living in it, Steven Viceroy and his wife Selina, but the anger could be heard and felt several doors down. The scream itself belonged to Steven. He had been attending to his morning shower when his wife heard the gurgled rage come from the bathroom. She had moved very quickly to that end of the apartment and spoke while in mid door swing “Steven! What’s wrong- OH MY GOD!” She bellowed this utterance as she gazed upon her once 5’8”, 180lb husband, only to find a 7-foot

goliath that was as pale as the porcelain and must have weighed close to 600 pounds.

“W...What happened?” She asked sheepishly.

“What the hell do you think happened? One of those damn shifts! I watched the news this morning and there wasn’t supposed to be one of these for at least another day!” He growled in disdain for both the question and the situation. He continued, “I have that important meeting today. I’m supposed to meet up with the sales people from Deliver X. Do you think they want to see this? Do you think I want to be seen like this?!?”

“Well...maybe you could reschedule” Selina said attempting to console him. To no avail.

“You don’t reschedule meetings like this Selina. I’m just plain fucked. Not that I expect you to understand. You’re lucky enough to not have to deal with this shit!” Steven walked through his now even smaller apartment. He could hear the groan of the floor under his weight. He went into his closet and looked for an article of clothing he called the sack. He wasn’t unfamiliar to astro-shifts or this form. In fact, to his dismay, it popped up about every 2nd or third shift. This repeat form puzzled all the mages and doctors to include Dr. Rand Roberts. It was with this repeat offense that he had his wife make what was very similar to a basketball warm up suit. However, due to his disdain for it, he just referenced it as ‘The Sack’. He was swearing to himself as he got ready.

Selina was in the next room. She was crying, but only internally. She felt just as victimized by Steven’s awkward shifts. Not that she could say that. When this happened to Steven, there was no use talking to him. He was mad and that’s all there was to it. She mourned the life that they were meant to have. Steven had his Master’s in business from Yale and she had received her degree in Art History. They were an unlikely pair, but that’s why they worked. Then the Shifts came. They visited the doctors and that’s when it was discovered that Steven was a ‘Shifter’ and Selina was a Vacant. That’s where the rift between them started. At



its core, Steven was jealous that his wife could lead a normal life.

In the next room, Steven was dressed now and he attempted to use his large porcelain hands to manipulate what now seemed like a child's toy of a remote control. He was searching for information or news about the shift that wasn't supposed to happen but evidently had. As he passed through channels he found no stories or reports. This innocuous lack of information made him just mad enough that he broke the remote in his hand. Staring at the broken piece of electronics, he felt a wave of anger and hostility come over him. He stormed out of his apartment. No good byes, no hugs. No husband and wife cute talk. He felt like all that was meaningless right now and he stormed off to the stairwell.

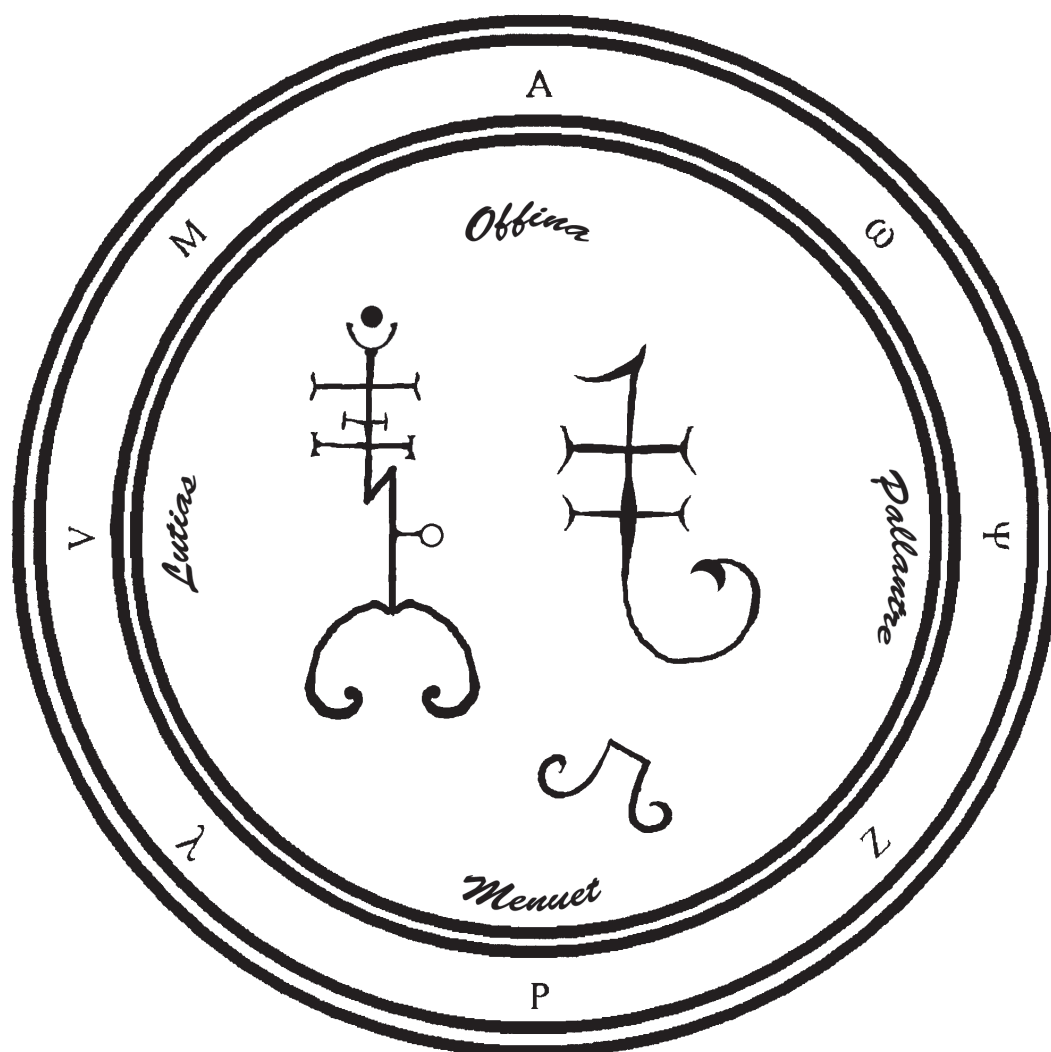
A long hushed sigh came from the room that Selina was in. At that moment, it's all she could fill it with.

Steven walked the street on the way to catch his train. He only encountered a few stares and was in some way relieved when he saw a few other odd looking people walking around. Clearly he wasn't the only person that was dealing with this today. It didn't completely resolve his frustration though. Why couldn't he do like that jackass 100 feet above him and randomly acquire flight? He hated this form. Sure he was bigger, stronger and tougher but his skin made him feel like he had become a giant walking urinal.

As he thought more, he felt guilty for how he left the apartment. Selina shouldn't have been at the brunt end of this. It must be a slice of hell for her too. Steven wanted to make the best of this, but how? He had geared his whole life toward business and making money. What kind of new career could he be a part of? The Army and Police weren't an option for a new career. Aside from not paying enough, he was too old to join either. Heroism seemed like an answer only in that he had no other ones, not because it was the right one. He felt like he was trapped in pragmatism and self-pity.

The journey to the meeting was filled with the same social and physical issues he had met before. He couldn't fit through the turnstile properly. He was too big to sit on the train. He couldn't use the elevator up to the 33rd floor because of his weight in this form. This along with all the stares grated on his nerves. The stares pissed him off the most. It's not like this world hadn't seen some weird shit to this point. He really hated his bathtub form.

Steven got to a break area right outside the meeting to see one of his colleagues Anthony Davis. He was a black guy that was as sharp as a samurai sword. He was a Harvard grad, that while in school people assumed his presence was due to race until they heard him speak. He ran verbal circles around everyone that Steven knew and seemed destined to fast track wherever he went. He also happened to be one of Steven's better friends.



"Whoa!?! Bathtub form?" Anthony said. It pissed Steven off, but it's not like he could change the fact. Besides, Anthony had seen it before.

"Yeah, it happened while I was in the shower this morning. Those freaking guys on the news don't know shit." Steven said

Anthony chuckled out his words. "Wow. No shit." Okay, so Anthony wasn't always eloquent. Steven was put off by the laughter and was about to tell him so until Anthony continued on.

"It turns out that the main sales rep from Delivery X had to cancel. His 15 year old daughter just shifted for the first time and she is having a complete panic attack over it. The top brass rescheduled the sales meeting for next week. Lucky for you."

Salvation! Steven was dumbfounded by happiness and stumbled over his next few words. "Yeah, hopefully by then I won't look like this" Steven's brisk renewal of confidence was interrupted by his friend.

"That not what I mean" Anthony said. "I mean it's lucky that you're a shifter..." Anthony could tell his porcelain laden friend didn't understand his meaning, and so he continued on. "...You shift, Angelo Barton's daughter is a shifter...its common ground. I bet it helps seal the deal next week."

A moment of obscure clarity washed over Steven. Opportunity had suddenly become a sword that cut in many directions.

As Steven walked home that night he contemplated his life, Selina and his job. He came to one large conclusion. He wanted

to help. He wanted to help others like him. He wasn't sure if that meant social work or donating time to a local charity but he knew he wanted to change things in a positive way and he even thought he knew how. He walked into his apartment, epiphanies in hand, only to notice it looked incredibly blank. It took him 14 years to figure what to do with his life but only a few seconds to realize that it might not matter. He was too late. His wife had left him.

He didn't blame her. This morning was a microcosm of the last decade. He mired through his emotions. He wasn't sure if he should laugh, cry or become angry. He collapsed on the floor and decided to do all of them. Amidst his expulsion of emotion into the apathetic universe he noticed something. The floor hadn't screamed under his weight. He had shifted again. He was flesh. Flesh and bone and hair and all the other things that make a normal person. He began to sob harder. Another shift came over him, but this time it wasn't physical. It was mentally and emotionally. He knew that if he was going to find any help for himself, he had to help find it for others too. Selina was gone, but even that might shift back. He just had to prove he could do it. He had to stand up and shift the things in life that he could control and not become overwhelmed by what he couldn't.

Upon standing up, he swore it would be the last time he fell like that and stepped forward to find a set of clothes that fit.

SETTING DESCRIPTION

Magic. All too often it's approached casually or with a nonchalant attitude. As if it can be picked up and put down as easily as a telephone or a pair of scissors. Magic, by its very nature, is a wild and untamable thing. Just as you may come across a 'bronco buster', you will come across a mage. (Some better than others.) The thing to acknowledge is that like the busted bronco, magic may wear a saddle but that does not mean the rider will never get thrown off again.

In this world, magic is highly charged energy and people are minor distributors of its force. To understand, imagine hooking up your

toaster directly to a nuclear power plant. This is the essence of magic and of those who wield it. With this comprehension let's step further. You're able to sit at home rather comfortably knowing that a trained service person is running that nuclear plant. That service person is akin to a trained wizard in the arcane arts. Now how would you feel if the person that rummages through your garbage had access to that nuclear plant? That is the danger of those that are and aren't trained when dealing in magic. Keep that bit of apprehension in mind as we continue.

Magic ebbs and flows. The last great flow of magic was a little over 2200 years ago. Magic at this point was most notably shown via the mythologies that man created in Greece and Egypt. About 1800 years ago, that same magic began to ebb. This of course was most famously noted in Europe as the dark ages. To understand the ebbs and flows, think of them as high and low tide. You can no more control the tides of the ocean than you can the tides of magic.

If you follow up to this point, then continue. If not, reread until you do. Then continue.

The above written is the core understanding of magic. The below is how it related to this world.

All powers in this world are based in Magic. It's been established by a learned few that these powers and abilities came about in the year 2000. Everyone was worried about Y2K but what actually happened was a celestial shift that opened up magical doors that had been long closed. The difference in this magic compared to what everyone usually thinks of magic is its pension for shifting. Shifting in this case meant the movement of heavenly and orbital bodies.

On a daily basis your powers may change based upon the alignment of certain planets and moons. One day you may have fire powers and as Saturn and Mars align you may suddenly have super speed or stranger yet, no powers at all. There is no exact rhyme or reason as to what powers happen to whom and when. This

has created an endless amount of problems and chaos, especially for those who liked having a finely tuned and categorized world.

This constant shift has left much of the prior political power bases in shambles. It's not that America, Russia, India or China don't exist because they do, it's just that government has become quite weak. It's hard to maintain authority and the rule of law when magic fluctuates and makes many rules irrelevant. What has happened is that City States have sprung up with allegiances to other city-states on the micro and the larger form of government on the Macro. It's the best order that one can ask for amidst the chaos of magic.

What the U.S. and several other large governments have done is set up teams of mages to study these shifts. A small level of prediction has come about as to when the shifts will happen. However, no one knows the exact outcome. (Essentially you know at 3pm powers are coming you just don't know to what extent.) This in itself isn't an exact science as sometimes powers shift unexpectedly due to cosmic shifts beyond what understood or charted. The research teams aren't perfect, but at least they're lost in the right direction.

There are some that never receive any powers at all. These people are called Vacants. For whatever reason, they never gained powers. The flip side is a group called Absolutes. They received their powers one day and those powers never left. Scientists and Mages alike have struggled to understand this but to this point have no solid identification as to the cause of these phenomena.

Heroes exist in this world. However they act more out of damage control than that of daring do and swashbuckling goodness. Remember that apprehension I told you to hang onto? Here is where it really comes to light. In this world at any point, you have 1 to 8 billion untrained magic users of varying power buzzing around with powers that they may not fully control or comprehend. So it's usually within a hero's scope of personally responsibility to act either as a hand rail in society or as a subset of authority. Most choose to police

the happenings of this world. Costumes seem optional, although it's apparent that many wear them to enhance their own personal flair.

For hero and civilian alike, this is a complicated world to live in. The world can go from half of the planets population having powers to 50 people having powers in a matter of minutes. It's driven a few people and heroes insane. Also, people have become either apathetic or even disdainful of the situation (i.e.: "Who gives a damn if I have super strength for the next 14 hours? I work as an accountant and I've got double the work load because a guy in my office quit last week...") For many, trying to check the Astro-Shift is like checking the weather in the morning. People are just trying to figure out how "the weather" is going to inconvenience them next.

SYSTEM CONSIDERATIONS

When crating a character native to World 11, the first step is to determine whether the character is an Absolute, an Astro-Shifter or a Vacant. Absolutes from World 11 typically fall between PL 9 and PL 12, and otherwise function normally. Vacants from World 11 tend to fall between PL 6 and PL 9, and otherwise function normally. If a character is an Astro-Shifter, things become a little more complicated.

Drawing up an Astro-Shifter is a multi-stage process. First, the basic character should be designed at PL 5, with 5 character points. This is the base character, and the stats the character will revert to whenever a result of "No Powers" occurs on Table: Astro-Shift.

At this point, the Gamemaster should call for a roll on Table: Astro-Shift to see where the character begins play. Alternatively, the Gamemaster could simply assign a result as a starting point for the character, and then wait for the next shifting period before making a roll.

It is important to note that while some characters cycle through similar powers each time there is a shift, others alter completely at random. Characters who wish to cycle through the same series of powers may wish to draw

up a variant of their character for each result on the Astro-Shift table. Others may wish to take a more few-form approach to their power set, changing each time.

Characters visiting World 11 from any other world on the Superstring present an unusual case, and no two visits are guaranteed to be alike. When arriving on World 11 from any other world on the Superstring, the character must roll 1d20. On a result of 1, the character must roll on Table: Astro-Shift and apply the results normally. Characters who receive a result of 2-20 on this check find no changes to their Power Level, Descriptors or the functions of their technology or magic. For the duration of their stay on World 11 they are considered Absolutes. Beyond this mechanic, World 11 imposes no limits or restraints on potential to outsiders.

Shifts tend to occur in time with astrological and astronomical events. When exactly a shift is due to occur is ultimately up to the Gamemaster, though about 75% - 90% of the time, astrologists can accurately predict that a shift is due to arrive. 17 Major shifts occur each year, with "minor" shifts taking place when the Gamemaster deems appropriate.

NOTABLE CHARACTERS

APOP THE DESTROYER

Apop is missing. Its assumed he's alive plotting his next big scheme. However, his last intrusion was over a decade ago. Speculation of Apop's current state ranges from his having left the planet to his death. No one is sure.

ALPHA WAVE

Alpha wave is currently in an insane asylum and under heavy medication. The astro-shift amplified her powers as an absolute and left them on at all times. She lives a very tortured life as she can hear the thoughts of people from two cities over. This led to a psychological breakdown and treatment via drugs and sensory deprivation. Her past team members

Table Astro-Shift	
Roll Result	Shift
1-4	No Change
5-6	+75 Character Points (Any Descriptor)
7-8	+25 Character Points (Mutant & Magic Descriptor Only)
9-10	+105 Character Points (Elemental (Earth, Air, Fire, Water, Metal) & Magic Descriptor Only)
11	+75 Character Points (Elemental (Earth, Air, Fire, Water, Metal) & Magic Descriptor Only)
12	+25 Character Points (Elemental (Earth, Air, Fire, Water, Metal) & Magic Descriptor Only)
13-14	Mundane. No Powers.
15	No change in Character Point totals, Descriptors change (Any Descriptor)
16	If mundane, no change. If Powers are present -25 Character Points. (to a minimum of mundane stats)
17	If mundane, no change. If Powers are present -50 Character Points. (to a minimum of mundane stats)
18-19	If mundane, no change. If Powers are present -75 Character Points. (to a minimum of mundane stats)
20	+2 to all existing Abilities, skills & Powers.

visit, but not often as she can be easily overwhelmed.

The World 11 version of Alpha Wave uses the character sheet presented in Superior Superheroes: The Golden Guardians, with the exception that her Mind Reading power has been amplified immensely. Effectively, she has a Mind Reading of 20 with the "Always on" Limitation, which can only be suppressed with drugs so potent as to render her virtually comatose.

Table: Major Shifts

Shift Event	Date
Capricorn	January 19th
Aquarius	February 15th
Pisces	March 12th
Vernal Equinox	March 21st
Ares	April 19th
Taurus	May 14th
Gemini	June 20th
Estival Solstice	June 21st
Cancer	July 21st
Leo	August 10th
Virgo	September 16th
Autumnal Equinox	September 21st
Libra	October 31st
Scorpio	November 23rd
Ophiuchus	November 30th
Sagittarius	December 18th
Hibernal Equinox	December 21st

ARCHER/ SAGITTARIUS

The young man that was a teenage sidekick has become an entity of great cosmic power. He has taken the name Sagittarius after the Archer constellation. He is an Absolute of tremendous power. He occasionally struggles from time to time with his humanity and the power he has rippling through him at any given moment. He levels himself out by remaining with the Golden Guardians and he is Bolt's right hand man. He can look human if he wants to, but most often he appears as a humanoid shaped universe. His abilities can only really be described as Omnipower.

BARON VON HADES

Like everyone else on the planet, he has powers that come and go. Most normal people would become jilted or even broken. Baron Von Hades has embraced it becoming one of the world's great occultists. He has begun tracking celestial shifts and predicting powers to a small (very small) degree of accuracy. He has also started to dabble in ritualistic magic.

Although he is a fountain of occult information, he is certainly not a hero. He

still has devious plots to try and manipulate this world to his ends. With Apop missing and Lexington essentially out of the picture, Hades has become the preeminent villain in this world. His previous ruler, Lord Despair, was consumed by cosmic energy. He is no more, leaving the country of Hadistanian in his complete rule.

BOLT

Bolt would be considered one of the lucky ones. She is an Absolute. She acquired her super powers at the turn of the century and they never turned off. She helps lead a more Authority / Police based group of heroes. She is a household name and she has a great amount of public trust.

The World 11 version of Bolt uses the character sheet presented in the Superstring Multiverse Core Supplement, under the World 6 entry.

CELESTIA

Although no one on the planet really knows what happened to her, Celestia has been captured and enslaved by an Alien race. She is considered missing.

CHI

Chi is a Vacant. To this point she has never received powers. She sees it as a bit of a blessing in disguise. Not one to horde her positive spirit, she has maintained her membership within the Golden Guardians. She has become the face of 'Normalcy' in a world that no longer is.

The World 11 version of Chi uses the character sheet presented in Superior Superheroes: The Golden Guardians.

CYCO

Mike Mathers has gone psycho. Even more than before. His mind has been fried. This burning in his lobes isn't due to extreme power as much as it is awareness. Rattling around in the haunted amusement park like mind of Cyco is complete knowledge of all astro-shifts and planetary alignments. Complete with time, date and

SAGITTARIUS (PP TOTAL: 280)							
Gender	M	Height	5'6"	Identity		Public (Alejandro Vasquez)	
Age	16	Weight	161 lbs	Base of Operations		The Golden Guardpost	
PL	16	Eyes	Brown	Group Affiliation		The Golden Guardians	
Abilities (48 PP)							
STR	3	AGI	3	FIG	3	AWE	3
STA	3	DEX	3	INT	3	PRE	3
Offense (0 PP)							
Bow & Arrow		+12		Initiative		+11	
Defense (32 PP)							
Toughness (STA)		4 (7)		Dodge (AGL)		7 (10)	
Fortitude (STA)		8 (11)		Parry (FGT)		7 (10)	
Will (AWE)				6 (9)			
Skills (43 PP)							
Acrobatics						6 (9)	
Athletics						6 (9)	
Close Combat (Clubs & Staves)						6 (9)	
Close Combat (Unarmed)						4 (7)	
Deception						6 (9)	
Insight						4 (7)	
Intimidation						8 (11)	
Investigation						4 (7)	
Perception						8 (11)	
Persuasion						4 (7)	
Ranged Combat (Archery)						12 (15)	
Sleight of Hand						3 (6)	
Stealth						6 (9)	
Technology						5 (8)	
Treatment						4(7)	
Advantages (27 PP)							
Accurate Attack, Assessment, Equipment x 6, Evasion, Fast Grab, Great Endurance, Improved Aim, Improved Critical (Archery x2), Improved Initiative x2,Instant Up, Precise Attack x4, Quick Draw, Takedown x2, Tracking, Weapon Bind, Weapon Break							
Powers & Devices (130 PP)							
Variable (Origin Descriptor: Magic, Reaction, Affects others or self, Perception, Ranged)						10	
Complications (0 PP)							
Motivation: Justice (Archer holds a great deal of contempt for criminals & lawbreakers), Public Identity							
Equipment, Vehicles & Headquarters							
Bow & Arrows (Ranged Damage: 3 array x15, Crit 18-20. Arrow Effects: Acid Arrow (Blast 3, Acid) Armor Piercing (Damage 3, Penetrating), Bolas (Grabbing: 3 (No damage), Fire Extinguisher (Blast 3, Cold), Flame Arrow (Blast 3, Fire), Flashbang (Affliction 3, Daze vs Fortitude), Fragmentation Arrow (Damage 3, Area), Net (Grabbing 2, Entangling), Punch Arrow (Damage 3, Bludgeoning), Sleep Arrow (Area Affliction 2, vs. Fortitude), Tazer (Affliction 3 vs Fortitude), Custom, as needed Trick Arrows x4), Costume (Protection 3) Headquarters/Installation contribution: 6 points Note: Sagittarius rarely relies on his costume or equipment anymore due to his immense power. Once in a while he carries them in a showing of nostalgia.							

angled degree. The biggest hurdle is forming all this knowledge into a coherent sentence. To this point Cyco just sounds, well psycho. However, occasional outbursts of clarity happen. It's what has kept him under scientific

observation instead of at a center for mental disorders. (Like Alpha Wave)

From a system perspective, Cyco's Ability scores have all been reduced to -5 as he is a gibbering madman who spends the majority of his time in a near-catatonic state.

BARON VON HADES (PP TOTAL 170)							
Gender	M	Height	6'2	Identity		Public	
Age	40	Weight	215 lbs.	Base of Operations		Castle Cerberus	
PL	14	Eyes	Brown	Group Affiliation		Hadistanian Crown	
Abilities (128 PP)							
STR	8	AGI	7	FIG	8	AWE	8
STA	8	DEX	7	INT	10	PRE	8
Offense (0 PP)							
Unarmed		14		Initiative		7	
Blast		9		Ranged		7	
Defense (0 PP)							
Toughness (STA)		8		Dodge (AGL)		7	
Fortitude (STA)		8		Parry (FGT)		8	
Will (AWE)				8			
Skills (38 PP)							
Acrobatics							5 (12)
Athletics							5 (15)
Deception							6 (16)
Expertise (Politics)							6 (16)
Expertise (Science)							6 (16)
Insight							6 (14)
Intimidation							8 (16)
Perception							6 (14)
Persuasion							4 (10)
Ranged Combat (Blast)							2 (9)
Stealth							6 (13)
Technology							8 (15)
Treatment							6 (16)
Vehicles							2 (9)
Advantages (4 PP)							
Benefit (Diplomatic Immunity), Benefit (Wealth) x2, Inventor							
Powers & Devices (0 PP)							
Complications (0 PP)							
Motivation: Patriotism, Responsibilities: Diplomatic Duties							
Equipment, Vehicles & Headquarters							
As needed and determined by the Crown.							

In his rare moments of lucidity, he can predict upcoming astro-shifts with 100% accuracy. He is effectively a plot device.

DECAY

Irony lives on. As magic courses through the world, it slowly decayed this poor villain. What's worse is that he is still alive, albeit as a black sludge kept in a large 50 gallon glass vile. He's being kept by the Canadian government for study. Telepaths can sense a consciousness, but they receive anger and aggravation from the black ooze more than formulated thoughts.

HENCHMEN

Miles has become one of the strangest villains yet. He is an absolute, and can create several duplicates of himself. What is striking is that when a shift happens his duplicates each get a different power UNLESS he duplicates after the shift and then they get whatever power they had been duplicated from. He is easily one of the most powerful villains because of this. His biggest downfall is not having the foresight to complete plans.

The World 11 version of the Henchman uses the character sheet presented in Vicious Villains I as a base. The Gamemaster should roll for the Henchman normally when Astro-

LANCE LEXINGTON (PP TOTAL 150)							
Gender	M	Height	5'11"	Identity		Public	
Age	35	Weight	210 Lbs.	Base of Operations		Mobile	
PL	10	Eyes	Brown	Group Affiliation		None	
Abilities (72 PP)							
STR	2	AGI	2	FIG	4	AWE	6
STA	2	DEX	2	INT	11	PRE	7
Offense (0 PP)							
Unarmed	6			Initiative	2		
Melee	4			Ranged	2		
Defense (15 PP)							
Toughness (STA)		7		Dodge (AGL)		2	
Fortitude (STA)		2		Parry (FGT)		4	
Will (AWE)				16			
Skills (52 PP)							
Close Combat (unarmed) `							2 (6)
Deception							10 (17)
Expertise (Business)							10 (21)
Expertise (Politics)							10 (21)
Expertise (Science)							10 (21)
Expertise (Streetwise)							10 (21)
Expertise (Law)							10 (21)
Insight							6 (12)
Intimidation							10 (17)
Investigation							5 (16)
Perception							6 (12)
Persuasion							5 (12)
Technology							10 (21)
Advantages (13 PP)							
Assessment, Daze x2, Eidetic Memory, Fearless, Inventor, Jack-Of-All-Trades, Languages x3, Skill Mastery x2 (Expertise: Business, Technology), Taunt							
Powers & Devices (0 PP)							
None							
Complications (0 PP)							
Motivation: Greed, Obsession: Acquire temporal power.							
Equipment, Vehicles & Headquarters							
None.							

shifts take place, applying power changes accordingly, but ignoring any result that would make Miles mundane. If a duplicate is created, that duplicate becomes an absolute, with the current power set possessed by Miles.

LANCE LEXINGTON

Lance is not only a Vacant, but he has become virtually penniless. His business dealings have fallen apart due to an unstable economy and the shifting market place. Lance had enough foresight to save several million dollars, however those millions remain in bonds that he can't touch for another 25 years. So although

it's good to know he'll eventually be a millionaire again, it does him little good as he ponders what soup kitchen he will eat from.

(To note, this has humbled Lexington quite a bit. He isn't any less industrious or hardworking than he was before. However, due to his previous treatment of people and dealings in business, people don't want to give him a second chance. Some of this is because they fear that if they give him an inch, that he'll take a foot. For others, it's purely revenge for the treatment he bestowed upon so many.)

PALADIN

Paladin had been with Bolt and the other Golden Guardians. During one of the astro-shifts, he disappeared and hasn't been heard from again.

The most common thought among his fellow heroes is that he was sucked up and brought back to his own time. It's more comforting than to think that magic just spontaneously dissolved their friend and ally.

SILVER SERPENT

Wearing the Bands of the Serpent, Hal Ryker has remained immune to the astro-shifts that happen to everyone else. (It's either that or he is a Vacant...) He became more and more authoritative amidst the growing chaos of shifting magic. So much so, that his fellow Guardians asked him to leave the team. He still claims to be a hero, but his tactics and methods have become very violent. No other hero likes to work with him and many consider him to be a villain.

The World 11 version of Silver Serpent uses the character sheet presented in Vicious Villains I.

SERAPH

Seraph has remained unchanged. No one is sure if this is due to her alien background or if she is just an Absolute. What is known is that she is a hero of great renown and a staunch member of the Golden Guardians.

The World 11 version of Seraph uses the character sheet presented in Superior Superheroes: The Golden Guardians.

SLYTHER: (DR. ROBERTS)

Dr. Rand Roberts was cured of his reptilian ailment by the astro-shift. He is now a Vacant, but it helped his life in immeasurable ways. He is the leading bio-scientist when trying to poke, prod and understand people with powers. He, in many people's eyes, has become a sort of saving grace and a fountain of information for the emerging bio diversity. He works as a close and professional ally of the Golden Guardians.

SLYTHER (DR. ROBERTS) (PP TOTAL 83)							
Gender	M	Height	5'8"	Identity		Rand Roberts	
Age	30	Weight	180 lbs	Base of Operations		Sewers	
PL	6	Eyes	Green	Group Affiliation		None	
Abilities (64 PP)							
STR	2	AGI	4	FIG	0	AWE	4
STA	2	DEX	4	INT	8	PRE	8
Offense (0 PP)							
Unarmed		0		Initiative		4	
Melee		0		Ranged		4	
Defense (4 PP)							
Toughness (STA)		2		Dodge (AGL)		4	
Fortitude (STA)		2		Parry (FGT)		0	
Will (AWE)				(8) 8			
Skills (15 PP)							
Expertise (Biology)						8	
Expertise (Chemistry)						8	
Technology						6	
Treatment						8	
Advantages (0 PP)							
Powers & Devices (0 PP)							
Complications (0 PP)							
Motivation: Gathering Knowledge, Quirk: Dr. Roberts hisses when he makes an "s" sound while speaking. It is the only remnant of his former lizard form.							
Equipment, Vehicles & Headquarters							
None							

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