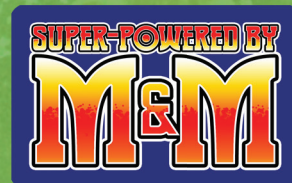


SUPERSTRING MULTIVERSE

CORE SUPPLEMENT



REQUIRES THE MUTANTS &
MASTERMIND'S HERO'S HANDBOOK BY GREEN
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SUPERSTRING MULTIVERSE

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If you are too incompetent to figure that out, you should seek professional help immediately.

Our apologies to the vast majority of people to whom this message does not apply.

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Jim Lee. Your work has been an inspiration on so many levels.

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Bolt watched in horror as Apop the Destroyer drew back, readying a killing blow. Seraph dangled limply from Apop's other hand, bloody and barely conscious. Chi was three blocks away; pulling bystanders out of a building that Apop had set to flames. Alphawave was already unconscious at the villain's feet, and Archer was pinned beneath a flipped over car.

Bolt had less than one second to react. Her team was beaten, she was absolutely no match for Apop in a one-on-one fight, and their greatest hope of taking the Destroyer down might not survive another punch, let alone prolonged combat. Less than a second to make a decision. For Bolt, a second could have been an agonizing eternity of doubt and second-guessing.

Bolt knew she didn't have that luxury. She had to do something drastic, swing for the fences, and hope for the best.

As Apop's fist tightened and the synapses danced down his arm commanding him to strike, Bolt took off running. She ran right past Apop as the electrical impulses in his nervous system reached the muscles in his arm. She was going fast, even for her.

As Apop's arm crossed the first millimeter of space between his fist and Seraph's face, all of the windows in the southwest side of the city began to rattle. The first wave of pressurized air from the sonic boom left in Bolt's wake was touching the glass. Bolt didn't notice, as she was already halfway across the Atlantic Ocean.

Bolt had never run this fast. She hadn't even thought it was possible. As her speed increased she felt herself get heavier. Her limbs seemed to gain weight and mass, but there was no change in size. Her costume felt like concrete. Beads of sweat formed on her brow as she hit the Oregon coast. Bolt gritted her teeth, digging deeper for more speed.

As Bolt passed Apop the first time she could not perceive any discernible movement from his hand. Seraph was still alive and it looked like all the time in the world remained before Apop's hand would meet Seraph's face. Bolt had made one lap around the planet in a fraction of a second. A collision at this speed would be deadly.

So she kicked it up a notch.

Abandoning any restraint, Bolt leaned in and pushed herself as hard as she could go. As fast as she could go. The pain set in somewhere in Japan and by the time she reached Montana, she felt her tendons and ligaments begin to tear.

"Just a few hundred more miles," she thought. "Keep it together."

When Bolt arrived back on the battle-torn street where Apop held Seraph on the verge of destruction, it looked to her as if she had never left. She had made it with time to spare. Still, that was no reason to take chances. Bolt leaned in and body checked Apop with her right shoulder, slamming into the ancient villain at faster than light speeds.

The impact tore Bolt's arm out of the socket and the pain was blinding. She felt the force of Apop being thrown from the point of impact, but she was blinded by the pain and could not see

where Apop landed. Fearing she might die if she hit anything else, Bolt focused as best she could on stopping herself.

Her feet dug into the concrete. The soles of her shoes, normally impervious to superspeed, melted straight away leaving burns and lacerations on the bottoms of her feet. She felt a bone snap in her left leg and dropped to the ground, doing her best to roll with the impact. For what felt like an eternity she rolled along the ground, ripping her suit to tatters.

Bolt lay in a crater, staring at the sky. Smoke rose from her costume and blood dripped from her body, but she was alive. More importantly, so was Seraph. She wasn't sure where Apop might have landed, she only hoped it was far away: like on another world.

After taking a few seconds to allow her most grievous injuries to heal, Bolt started to sit up. As she looked over the edge of the

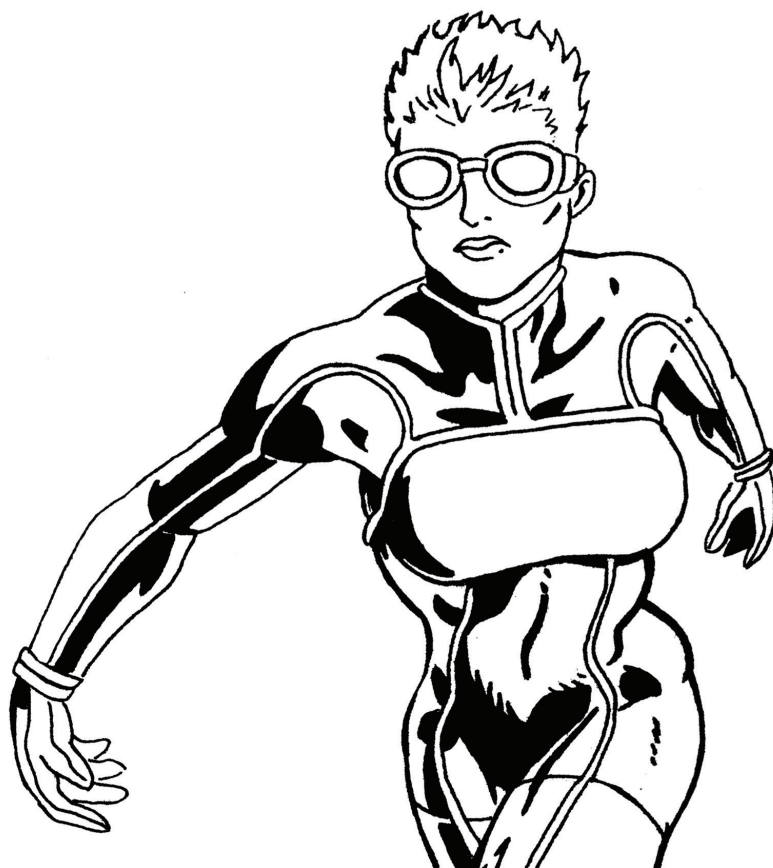
crater, she saw a golden streak of light moving toward her along the ground. A strangely familiar golden streak...

Bolt gasped as another young woman, dressed in a similar costume, ran up to the edge of the crater at subsonic speeds. This doppelganger stopped and looked down. The pair locked eyes.

"Lady," the newcomer said, her voice shaking with nervous energy. "You've got some questions to answer."

Bolt cocked an eyebrow, recognizing the voice. It was her own, almost. Similar, like a twin's. Bolt removed what was left of her mask and the doppelganger took two shocked steps back.

"I'd say that makes two of us," Bolt replied as she forced herself to her feet.



Welcome to the Superstring Multiverse!

Throughout the history of superhero comics, the concept of a multiverse has been used by numerous publishers to allow for characters to go on non-canon adventures, explore story options that would dramatically alter the primary narrative of the heroes and ask the question, “what if...?”

The Superstring Multiverse is an attempt to recreate that freedom in your M&M tabletop game. Utilizing the characters from our Superhero Support line of products as a base starting point, we have decided to craft a vast and complicated multiverse of parallel worlds and infinite options to integrate into your game.

Within the Superstring Multiverse core supplement we will explore basic ideas and theories on the operation of the Multiverse. We will also introduce a few new powers that facilitate travel between worlds and provide some guidelines on different ways to integrate characters from one world to another. Whether you would like to play a band of dimension-hopping heroes chasing down cosmic threats from reality to reality, or simply run the occasional one-shot session looking at your regular characters through the lens of another world, we’ve got you covered.

In order to allow for the broadest range of creativity and freedom for Game Masters, we are presenting the rules for trans-dimensional play in a modular style. Each rule is optional (and as such, some may directly contradict one another.) Game Masters are encouraged to incorporate those rules they feel best represent the stories they wish to tell while freely discarding the rest.

In addition to the new powers and rules regarding interdimensional travel, we are also providing a basic core setting and a few alternate versions of that setting. Future Superstring Multiverse products will examine other alternate takes on the basic core setting provided herein, referred to as World 6. Some game stats and backstories will be provided for characters from World 6 within these pages,

and Game Masters are encouraged to check out the numerous Superhero Support books we have put out, which are filled with NPCs who are ready to be dropped into the setting, or passed out to players to use as their own characters.

BASIC RULES

The Superstring Multiverse uses the basic rule set laid out in the *Mutants & Mastermind’s Hero’s Handbook* by Green Ronin Publishing. While certain worlds may cause characters to shift in power levels, introduce new Descriptors, ban certain Descriptors, or incorporate complications and modifiers specific to that world, each world in the Superstring Multiverse will ultimately use the Core Mechanic and basic rules detailed in the *Mutants & Mastermind’s Hero’s Handbook* by Green Ronin Publishing.

WORLD TEMPLATE

Each world in the Superstring Multiverse will be presented according to the same template. This template will be used in the Superstring Multiverse core supplement. Each subsequent expansion for the Superstring Multiverse that expands the setting by introducing new worlds will follow the same format, for ease of reference.

1. INTRODUCTORY FICTION

Each world’s description will begin with a brief short story that sets the tone for that world, often focusing on one of the principal NPCs of that world while illustrating a typical occurrence or event within that world.

2. SETTING DESCRIPTION

This section describes the premise, mood and theme of the world. This segment will examine what makes the world different from the “main” continuity of World 6. This section will examine the presence and level of technology and magic within the world, give an overview of how powers function and provide a broad overview of the history of super-powered beings in the world.

3. SYSTEM CONSIDERATIONS

This section will be addressing all systems concerns specific to the world in question. The Power Level of the world will be listed in this section, as well as any Power Level Adjustment that characters can expect to experience if visiting the world. If certain Descriptors are banned or required for powers, it will be covered in this area. Any sort of permutations on the rules will also be detailed here, such as adjustments to difficulties for certain rolls, modifications to critical successes or failures, or world-specific damage rules. In effect, this segment describes the world from a purely systems perspective.

Note: one of the defining factors of the Superstring Multiverse is the way in which each world interacts with the Powers of those who visit that world. One of the most important ways of managing this interaction is through Descriptors. Each character to be played in the Superstring Multiverse must have an Origin Descriptor for each of his Powers. These may not even all be the same (for example, if a character begins play as a Mutant and later learns Magic, they will have different Origin Descriptors for those powers.) Some Powers may even have more than one Origin Descriptor (for example, an Alien who has the inborn ability to read minds would have the Alien and Psionic Origin Descriptors for that Power.)

For ease of reference, here is a list of possible Origin Descriptors. Feel free to expand this to include your own. Some worlds will limit the available Origin Descriptors for characters native to that world. See the System Considerations section of that world's entry for details.

Origin Descriptors: Alien (Extraterrestrial in origin), Biological (Inborn physical ability), Chi (Supernatural martial arts training), Construct (applied to artificial beings), Cybernetic (The incorporation of technology into an organic creature), Divine (Stemming from some sort of god or celestial being, whether good or evil), Magic (As a result of the study of magical theory/practice), Mystic (innate

supernatural/otherworldly Powers), Mutant (A mutation occurring after the creature's birth), Preternatural (an inborn supernatural being), Primal (An innate animalistic ability), Psionic (inborn mental ability), Psychic (Learned mental ability), Skill (learning beyond normal human capability), Technology (superhuman technology), Training (typical for Powers that are not truly Powers), Undead (Powers as a result of being some sort of animate corpse)

4. PERSONS OF NOTE

This section will cover brief biographic data on the prominent NPCs of the world. In certain cases, this will include biographic data in addition to a character sheet. Many of the characters that will appear throughout the Superstring Universe will be modifications or interpretations of the characters that can be found in the various *Superhero Support* products from Aegis Studios (available online at http://rpg.drivethrustuff.com/browse.php?cPath=559_8998) Many of the characters will also be featured in more than one world, as a shorthand means of illustrating the broad differences in each world through the focused approach of showing how those differences impact a single character.

NEW POWERS

The following Powers are specifically geared toward inter-dimensional campaigns, travel and influence within the Superstring Universe.

HYPERSPACE TRAVEL (MOVEMENT)

Action: Free

Range: Personal

Duration: Sustained

Cost: 3 points per rank

Hyperspace Travel is the highly specialized and rare ability to move along the continuum of the Superstring Multiverse. Though the Multiverse is effectively infinite in scope, each world has an assigned number, between zero and infinity. A character with Hyperspace Travel may shift up or down the continuum a single number for each

rank in this Power each turn. Once the shift is made, the character appears in the same location they left, but on the new world. The character may move themselves and up to 50 lbs. (mass rank 0) to any desired world within the range of this power. Characters wishing to bring more than 50lbs worth of items (or additional passengers) along with them may do so by taking the Increased Mass Extra. Unwilling passengers get a Dodge resistance check to avoid being taken along.

When arriving in the new world, the character will not materialize in the same space occupied by another object. Beyond that small kindness, there is no aspect of this power that insulates the character from potential environmental hazards, such as appearing inside a burning building, underwater, or in the case of traveling to a world where the planet has been destroyed, appearing in the vacuum of space.

EXTRAS

Increased Mass: The character can carry additional mass when traveling equal to the ranks in this extra. Flat +1 point per rank in Increased Mass.

Portal: The character opens a portal or gateway between two worlds as a free action. The portal is five feet across. Anyone stepping through the portal (a move action) is transported. The portal remains open as long as the character concentrates, taking a standard action each turn to maintain it. +2 cost per rank.

FLAWS

Disorienting: the character is dazed and vulnerable for one round after arriving in a new world as they acclimate to the surroundings. -1 cost per rank

Hyperspace Travel vs. Dimension Travel

The Dimension Travel (Movement) Power permits a character to visit various realms such as faerie realms, realms of magic, the astral plane or heaven. The Superstring Multiverse assumes that these realms exist

in some form or other in each of the various worlds, and the principle for traveling between such dimensions is generally assumed to be the same. As such, a character with Dimension Travel may move among the dimensions connected to the world he currently inhabits, but may not use Dimension Travel as a means of moving from world to world along the Superstring Continuum.

NEW EXTRAS

The following extras can be applied to certain powers for use across the expanses of the Superstring Multiverse.

Hyperspatial: This modifier allows the character to extend a Power's effect into other worlds. The maximum range of this projection is determined by the ranks purchased in the Extra. For many effects, the character may need a Hyperspatial Remote Sensing effect to target them. Targets in other worlds that a character cannot sense have total concealment from Hyperspatial attacks. Flat 2 points per rank.

WORLD 6 – MAIN CONTINUITY INTRODUCTORY FICTION

Lance Lexington stood next to his desk, looking out the window of his penthouse office at the sprawling metropolis beneath him. Over the years he had amassed power and wealth beyond most people's dreams. The city below was his in every way that mattered. Unfortunately, that was not nearly enough to satiate his ambitions. Lance didn't want to control the city. He wanted to rule the world.

As far as most people knew Lance was a self-made billionaire, a businessman and philanthropist who used his considerable wealth to help those less fortunate. He was considered to be a model citizen and had an impressive collection of humanitarian awards and media accolades. What most people did not know was that beyond his legitimate business

empire, Lexington controlled most of the criminal activity in the city.

In Lance's mind, he was a hero. His legitimate businesses did more good than harm and his criminal ties were a necessary evil, a tool to be used for the greater good. His ultimate goal was to usher in a new age of prosperity and advancement for humankind. He wanted to create a utopia that he could rule. In his mind, the ends would justify whatever means he needed to employ.

The law did not stand in his way. He owned half the police force, many of the local judges and the entire district attorney's office. The mayor was in his back pocket and his military contracts served to keep the state and federal governments out of his affairs. The only things standing in his way were the damn superheroes. The city was crawling with them.

Across the skyline from Lexington Plaza was the Golden Guardpost, headquarters to a team of superheroes calling themselves the Golden Guardians. These self-proclaimed "defenders of the innocent" had been a thorn in Lance's side for too long. Despite interfering in his plans at least a dozen times, the Golden Guardians had never amassed enough evidence to prove Lance's involvement with anything illegal. Still, they were a massive inconvenience and they needed to be dealt with.

The phone on Lance's desk rang, interrupting his reflection.

Lance pressed the speakerphone button. His assistant's voice crackled through the speakerphone. "Mister Lexington, your three o'clock is here."

"Send her in," Lance said, taking his seat at the desk.

The door to Lance's office opened. A six-foot four Amazonian beauty in a deep blue skirt-suit entered the room. It was Celestia, an

extremely powerful alien who had come to Earth to find super-powered breeding stock for her homeworld. She was as dangerous and deadly as she was beautiful. Lance respected her power and wanted her for a special project.

"Celestia," Lance spoke through a subtle grin. "Thank you for taking this meeting. Please, make yourself comfortable."

Celestia took the seat across from Lance. Her stiff, cold demeanor spoke to her discomfort at the summons.

"Unlikely," Celestia shot back. "Your presence doesn't exactly engender comfort, Lexington."

Lance's grin grew to a full-blown smile. "Let's not let past disagreements taint future progress, my dear. I have a proposal for you. A plan to be rid of the Golden Guardians."

Celestia nodded. "I'm listening."

SETTING DESCRIPTION

World 6 is the "core" continuity of the Superstring Multiverse. This is a world filled with costumed superheroes and villains, where virtually anything can happen. Superheroes have been active for decades on World 6, and there are several heroes who are second or third generation representatives of a particular heroic identity.

The heroes of World 6 are generally good and typically have respect for the law. Most heroes here do not kill, though there are a few who will take a life in extreme circumstances. The villains they face range from petty thieves and thugs with flamboyant gimmicks to utterly mad sociopaths who just want to watch the world burn.

The characters and backstories listed in the various *Superior Superheroes* and *Vicious Villains* supplements from Aegis Studios (available at http://rpg.drivethrustuff.com/browse.php?cPath=559_8998) are assumed to

represent the World 6 version of these characters and are ready for immediate integration to that world.

The introductory fiction for this supplement is set on World 6 and depicts Bolt's discovery of her ability to travel the Superstring. At the end of that tale, she accidentally travels to World 15, where she encounters that world's version of herself. This is just one example of the cool avenues a campaign that integrates the Superstring can explore, by allowing the PCs to meet their doppelgangers from another world.

SYSTEM CONSIDERATIONS

Most characters range from PL 6 – PL 15, though PL 10 is the recommended starting point for player characters originating from this world. The average tech level in World 6 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.

Characters visiting from any other world on the Superstring find no changes to their Power Level, Descriptors or the functions of their technology or magic. This world imposes no limits or restraints on potential to outsiders.

The emphasis on Origin Descriptors introduced in this book means that not all characters in previously published material from Aegis Studios have suitable Origin Descriptors for their Powers. To resolve this, we have included the chart below, which contains the character's name, a list of their Powers with Origin Descriptors in parenthesis, and the book the character initially appears in.

<i>Character Name</i>	<i>Powers/Origin Descriptor</i>	<i>Appears In</i>
Amazona	No Powers; Training Only	Bad Girl Blowout
The Cat	No Powers; Training Only	Bad Girl Blowout
Midew	Medicine Bag (Mystic)	Bad Girl Blowout
Mormo	No Powers; Training Only	Bad Girl Blowout
Red Geisha	Kitana (Magic)	Bad Girl Blowout
Thrill Kill	No Powers; Training Only	Bad Girl Blowout
Frankie	All Powers (Undead)	Monster Mash
Lynn	All Powers (Primal)	Monster Mash
Victoria	All Powers (Undead)	Monster Mash
Doc	No Powers; Training Only	Monster Mash
Igor	No Powers; Training Only	Monster Mash
El Diablo	All Powers (Magic)	Monster Mash
Bitches	No Powers; Training Only	Monster Mash
Alphawave	All Powers (Psionic)	The Golden Guardians
Archer	No Powers; Training Only	The Golden Guardians
Bolt	All Powers (Mutant)	The Golden Guardians
Chi	No Powers; Training Only	The Golden Guardians
Paladin	No Powers; Training Only	The Golden Guardians
Seraph	All Powers (Alien)	The Golden Guardians
The Objectivist	No Powers; Training Only	The Objectivist
Bedekte sy Het-duiwel	All Powers (Psychic)	Vicious Villains IV
Cassandra	All Powers (Psionic)	Vicious Villains IV
Fortea	All Powers (Psionic)	Vicious Villains IV
Citizen Freedom	All Powers (Psychic)	Vicious Villains IV

Frost Queen	All Powers (Psionic)	Vicious Villains IV
Luna	All Powers (Psionic)	Vicious Villains IV
Masochista	All Powers (Psionic)	Vicious Villains IV
Mindscream	All Powers (Alien, Psionic)	Vicious Villains IV
Ronin	All Powers (Psionic)	Vicious Villains IV
Thought Hounds	All Powers (Alien, Psionic)	Vicious Villains IV
Acionna	All Powers (Biological)	Vicious Villains III
The Collector	No Powers; Training Only	Vicious Villains III
The Ghastly Glider	All Powers (Technology)	Vicious Villains III
Icarus	All Powers (Technology)	Vicious Villains III
Machina	All Powers (Cybernetics)	Vicious Villains III
The Mentalist	All Powers (Psionic)	Vicious Villains III
Nightingale	No Powers; Training Only	Vicious Villains III
The Professor	All Powers (Biological)	Vicious Villains III
Quizoth Utu	All Powers (Alien, Technology)	Vicious Villains III
Shotz	All Powers (Technology)	Vicious Villains III
The Arcadian	All Powers (Mystic)	Vicious Villains II
Auspex	All Powers (Magic)	Vicious Villains II
Azmodeus	All Powers (Divine)	Vicious Villains II
The Cougar	All Powers (Primal)	Vicious Villains II
Count Erich Grey	All Powers (Undead)	Vicious Villains II
Ghost Serpent	All Powers (Undead)	Vicious Villains II
Tunnel Rat	All Powers (Mystic)	Vicious Villains II
The Victorian	No Powers; Training Only	Vicious Villains II
Apop the Destroyer	All Powers (Mutant)	Vicious Villains I
Baron Von Hades	All Powers (Mutant)	Vicious Villains I
Celestia	All Powers (Alien)	Vicious Villains I
Cyco	No Powers; Training Only	Vicious Villains I
Decay	All Powers (Mutant)	Vicious Villains I
The Henchman	All Powers (Biological)	Vicious Villains I
Lance Lexington	No Powers; Training Only	Vicious Villains I
Sylvia Savage	All Powers (Mutant)	Vicious Villains I
Silver Serpent	All Powers (Alien, Technology)	Vicious Villains I
Slyther	All Powers (Mutant)	Vicious Villains I

BOLT (PP TOTAL: 225)							
Gender	Female	Height	5'6"	Identity	Secret (Stacy Watson)		
Age	17	Weight	118 lbs.	Base of Operations	The Golden Guardpost		
PL	15	Eyes	Green	Group Affiliation	The Golden Guardians		
Abilities (66 PP)							
STR	3	AGI	3	FIG	7	AWE	4
STA	7	DEX	3	INT	2	PRE	4
Offense (0 PP)							
Close Attack	9			Initiative	+63		
Defense (20 PP)							
Toughness (STA)		0 (7)		Dodge (AGL)		9 (12)	
Fortitude (STA)		0 (7)		Parry (FGT)		5 (12)	
Will (AWE)				6 (10)			
Skills (6 PP)							
Athletics						4 (7)	
Perception						4 (8)	
Persuasion						4 (8)	
Advantages (7 PP)							
Close Attack x2, Evasion, Equipment x3, Uncanny Dodge							
Powers & Devices (126 PP)							
Element Control (Air)						5	
Super-speed (Enhanced Initiative, Quickness, Speed)						30	
- Multiattack (Strength) x30							
- Hyperspace Travel (Extra Mass x10)						30	
Complications (0 PP)							
Motivation: Doing Good (Bolt genuinely believes in good, righteousness and innocence),							
Secret Identity (Like all members of the Golden Guardians, Bolt maintains a secret identity)							
Equipment, Vehicles & Headquarters							
Costume (Protection: 3, Immunity to Bolt's powers up to 30 ranks), Headquarters/Installation contribution: 11 points							

NOTABLE CHARACTERS

STACEY WILSON/BOLT

Bolt has been an active hero for over a year, working alongside her fellow Golden Guardians to defend the people of World 6, as well as going on several solo crime fighting adventures. During one such mission, Bolt encountered a villain calling herself Swift Death, whose powers were similar to Bolt's. While fighting against Swift Death, Bolt was overcome with a power surge that pushed her speed to an entirely new level. Since that showdown, Bolt has been trying to understand her newly expanded abilities.

What Bolt does not know is that her new nemesis, Swift Death, is actually the future version of her World 4 counterpart. Swift Death has mastered her speed, including the ability to travel across the Superstring, travel across dimensional barriers and even travel in time. Though her motivations remain mysterious, Swift Death seems to be trying to destroy or impede her counterparts in various timelines, presumably to eliminate potential competition or opposition in some future plan. After the encounter that amplified Bolt's powers, Swift Death escaped. Her current whereabouts are unknown.



ADDITIONAL WORLDS

WORLD 2 – IRON WORLD

INTRODUCTORY FICTION

Blood flowed freely from Billy's nose. His wrists and ankles burned from the ropes that held him fast to a metal chair. His cheek burned with a fresh hand-shaped welt where he had just been slapped. He knew that other kids his age would be a wreck right now. He also knew that other kids his age didn't have a pet monster that would save them. He just had to hold it together for a few minutes and buy Ogre some time.

The woman in the metal bikini drew back her hand again, readying herself to deliver another blow. Billy summoned up every bit of courage he could find and looked her right in the eyes. He spit at her. It missed, but it got his point across.

"Go to hell, you mean, old witch!" Billy shouted.

The woman laughed and lowered her hand. She leaned over and gently grabbed Billy's chin, tilting his head up so they could look eye to eye.

"Didn't anyone ever tell you," the woman teased, "that it's impolite to comment on a woman's age?"

Billy met her stare with the coldest, meanest glare he could muster. "Lady, didn't anyone ever tell you that you shouldn't smack a kid?"

"This is why I don't want any brats," the woman shot back. "Mouthy little things. Now, you need to tell me where I can find that... **THING** that you're running around with."

As Billy drew in breath to fire back another insult the room began to shake. The sound of loud pounding and gunfire came muffled

from the hallway. The woman, still holding Billy's face, turned to look at the door.

"I'll give you three guesses," Billy said.

The woman shoved Billy's face away and turned to grab the massive plasma cannon off of the table next to her. She hefted the rifle and pointed it at the door, activating the targeting system in her cybereye and taking aim at what she hoped would be the creature's head.

The door burst open and the woman pulled the trigger. The blast from her plasma cannon vaporized the soldier that had been tossed through the door. Behind him, stood a massive hulking assembly of muscles and rage.

"Ogre!" Billy shouted to his companion. "I knew you'd come!"

The woman cocked her plasma rifle and raised it to let out a second blast. Before she could squeeze the trigger, Ogre had crossed the room and swiped his claws through the barrel of her gun. As the front of the gun fell impotently to the floor, the woman looked up at Ogre in terror. Ogre leaned in and snarled, spittle flying from his machete-like teeth.

The woman began backing away slowly, raising her hands in surrender. "We didn't mean any harm. We just needed to bring you in."

Ogre stepped over to Billy and lifted him, chair and all. The woman interposed herself between Ogre and the door.

"You can't just—" the woman began, but was interrupted as Ogre backhanded her with such great force that her body was embedded in the wall behind her. Ogre carried Billy past the broken bodies of his captors, out of the complex and into the night.

SETTING DESCRIPTION

World 2 is a hyperviolent, extreme world where scantily clad buxom beauties wield big

guns, monstrous aliens form psychic bonds with human children, and antiheroes seek justice, fortune and glory through two-gun mojo. The supernatural is a dark presence lurking in the shadows and the cutting edge of technology is cold, dehumanizing and foul.

Colorful superheroes and villains are rare on World 2, but not completely unheard of. The colorful spandex of other worlds is replaced with form-fitting and revealing Kevlar armor, utility belts with an abundance of pouches, and holsters. Trenchcoats are far more common than capes on World 2. Most people in costume are more than a little off-kilter, and very few see the world in black and white. World 2 is filled with shades of grey that frequently blend into one another and this world's heroes find themselves

in pursuit of a villain one week, and fighting at their side against a mutual threat the next.

The action in this world tends to be violent and gritty. Most heroes and villains carry guns, swords or other lethal weapons. Superpowers often come from technology or dark magic, and the biggest villains tend to hail from organized crime or shadowy government agencies.

SYSTEM CONSIDERATIONS

Characters originating from World 2 should be drawn up at PL 9. Few characters native to this world will be higher than PL 11. Powers are exceedingly rare unless they are acquired through genetech (i.e. the Mutant Descriptor), magic or equipment. Powers acquired through equipment may exceed what

BILLY (PP TOTAL: 56)							
Gender	M	Height	4'8"	Identity		Publicly Known	
Age	8	Weight	75 lbs.	Base of Operations		Mobile	
PL	4	Eyes	Blue	Group Affiliation		None	
Abilities (24 PP)							
STR	0	AGI	3	FIG	1	AWE	3
STA	1	DEX	1	INT	2	PRE	1
Offense (0 PP)							
Unarmed		1		Initiative		3	
Defense (7 PP)							
Toughness (STA)		2		Dodge (AGL)		4	
Fortitude (STA)		2		Parry (FGT)		2	
Will (AWE)				6			
Skills (15 PP)							
Acrobatics						2 (5)	
Athletics						2 (2)	
Deception						6 (7)	
Investigation						2 (4)	
Perception						4 (7)	
Persuasion						4 (5)	
Ranged Combat (Thrown)						2 (3)	
Sleight of Hand						2 (3)	
Stealth						6 (9)	
Advantages (10 PP)							
Benefit x10 (Billy's personal bodyguard and caretaker is an extra-terrestrial hulking monstrosity that can rend steel with his bare hands)							
Powers & Devices (0 PP)							
Complications (0 PP)							
Motivation: Responsibility (Billy feels responsible for keeping Ogre safe), Age (Billy is only 8 years old which presents numerous difficulties in adventuring.)							
Equipment, Vehicles & Headquarters							
None.							

is possible through early 21st Century, real-world technology, subject to the limits of the campaign's Power Level.

There are a few extra-terrestrial beings on World 2, whose powers have the Alien Descriptor. Extra-terrestrials on World 2 tend to be horrifying and inhuman. Characters with an extra-terrestrial origin should be obviously not from Earth.

Characters visiting World 2 have a number of challenges laid upon them. First, any character from another world on the Superstring who is above PL 12 immediately sees their PL reduced to 12. Any traits that exceed the maximum potential of a PL 12 character are immediately reduced to the PL 12 maximum for the duration of the stay. Characters retain the use of their Powers while visiting World 2, but those Powers become unreliable and difficult to use, unless they

are derived from equipment or have the Alien, Mutant or Magic Descriptor. Characters attempting to use a Power that does not fit these guidelines while visiting World 2 must use Extra Effort in order to activate the Power. Furthermore, a roll result of 1-4 is considered a Critical Miss when using a Power, and always ends in a disastrous result.

NOTABLE CHARACTERS

BILLY AND OGRE

Billy and Ogre are a pair of young, frightened beings just trying to survive. Billy is a human child whose DNA was linked with an alien embryo while both were still in the womb. This experiment was designed to examine the compatibility between human genes and the genes of an extra-terrestrial race. An unintended side effect of the experiment created a bond

OGRE (PP TOTAL: 135)							
Gender	M	Height	7'7"	Identity		Publicly Known	
Age	8	Weight	450 lbs.	Base of Operations		Mobile	
PL	9	Eyes	Black	Group Affiliation		None	
Abilities (66 PP)							
STR	12	AGI	3	FIG	5	AWE	1
STA	9	DEX	3	INT	0	PRE	0
Offense (0 PP)							
Unarmed		5		Initiative		3	
Defense (14 PP)							
Toughness (STA)		13		Dodge (AGL)		5	
Fortitude (STA)		9		Parry (FGT)		5	
Will (AWE)				9			
Skills (15 PP)							
Insight						4 (5)	
Intimidation						14 (15)	
Perception						8 (9)	
Persuasion						2 (2)	
Treatment						2 (2)	
Advantages (0 PP)							
Powers & Devices (40 PP)							
Damage (Claws, Origin: Alien, Penetrating x13, adds to Strength, Incurable)						1	
Detect (Allows Ogre to detect Billy, Origin: Alien, Mutant, extended range x3)						2	
Leaping (Origin: Alien)						5	
Regeneration (Persistent x5)						10	
Complications (0 PP)							
Motivation: Protect Billy, Prejudice (Most people automatically assume Ogre is a monster based on his appearance)							
Equipment, Vehicles & Headquarters							
None.							

between Billy and the alien, who Billy named "Ogre" after the mythological creature.

Though the pair were raised in a laboratory, Billy's biological mother was present for their early childhood. The scientists wanted to give Billy the illusion of a normal childhood, and the presence of his mother helped sell the lie. Billy was raised alongside his alien "twin" and the duo were led to believe that their existence was completely ordinary. As the children grew, the scientists running the

experiment performed various tests and probing examinations of the pair.

Eventually the testing and examinations became too frequent and uncomfortable for Billy to endure. No longer able to watch as her child was tortured, Billy's mother helped the pair escape from captivity. Unfortunately she was killed in the escape, leaving Billy and Ogre orphaned in a strange and unfamiliar world. Ever since the boys have wandered, seeking safe haven from the scientists and government agents who hunt them.



LATECHXXX (PP TOTAL: 135)							
Gender	F	Height	5'9"	Identity		Kate Spaulding	
Age	26	Weight	145 lbs.	Base of Operations		Mobile	
PL	9	Eyes	Brown	Group Affiliation		None	
Abilities (48 PP)							
STR	3	AGI	3	FIG	3	AWE	3
STA	3	DEX	3	INT	3	PRE	3
Offense (0 PP)							
Unarmed	7			Initiative	3		
Pistol	13			Energy Rifle	6		
	(*)				(*)		
Defense (15 PP)							
Toughness (STA)		6		Dodge (AGL)		6	
Fortitude (STA)		6		Parry (FGT)		6	
Will (AWE)				6			
Skills (35 PP)							
Acrobatics						6 (9)	
Athletics						6 (9)	
Close Combat (Unarmed)						4 (7)	
Deception						4 (7)	
Expertise (Military Intelligence)						4 (7)	
Insight						4 (7)	
Intimidation						4 (7)	
INVESTIGATION						4 (7)	
PERCEPTION						4 (7)	
Persuasion						4 (7)	
Ranged Combat (Pistol)						4 (7)	
Sleight of Hand						4 (7)	
Stealth						6 (9)	
Technology						4 (7)	
Treatment						4 (7)	
Vehicles						4 (7)	
Advantages (7 PP)							
Attractive x2, Diehard, Equipment x4							
Powers & Devices (29 PP)							
Cyberarm (Enhanced Strength, Limited to one arm, Origin: Cybernetic)						4	
Cyberarmor (Protection, Origin: Cybernetic)						6	
Cybereye (Senses (Acute, infravision, low-light vision, microscopic vision, ultravision, X-Ray vision, Ranged Attack x3)						9	
Skeletal Reinforcement (Immunity: (Bludgeoning Damage) Limited: Half Effect, Origin: Cybernetic)						20	
Complications (0 PP)							
Motivation: Greed, Temper							
Equipment, Vehicles & Headquarters							
Blaster Rifle (Ranged Damage: 8), Holdout Pistol (Ranged Damage: 2)							

LATECHXXX

Latechxxx is a cybernetically enhanced mercenary who sells her combat expertise to the highest bidder. Her reputation for cruel efficiency and lethality is well-deserved,

earning her frequent contracts for kidnapping, interrogations, torture and assassination.

WICCANGEL (PP TOTAL: 135)							
Gender	F	Height	5'9"	Identity		Ariel Rossi (Secret)	
Age	22	Weight	115 lbs.	Base of Operations		Small Apartment in New York City	
PL	9	Eyes	Blue	Group Affiliation		None	
Abilities (54 PP)							
STR	2	AGI	4	FIG	5	AWE	3
STA	2	DEX	4	INT	2	PRE	5
Offense (0 PP)							
Unarmed		9		Initiative		4	
Claw		5		Blast		4	
Defense (19 PP)							
Toughness (STA)		5		Dodge (AGL)		7	
Fortitude (STA)		5		Parry (FGT)		8	
Will (AWE)				10			
Skills (18 PP)							
Acrobatics							2 (6)
Athletics							2 (4)
Close Combat (Unarmed)							4 (9)
Deception							4 (9)
Insight							2 (5)
Investigation							4 (6)
Perception							4 (7)
Persuasion							4 (7)
Ranged Combat (Pistol)							2 (6)
Sleight of Hand							2 (6)
Stealth							4 (8)
Treatment							2 (4)
Advantages (11 PP)							
Attractive x2, Benefit (P.I. License), Fearless, Improved Critical (Blast) x4, Luck x3							
Powers & Devices (41 PP)							
The Mantle of the Wiccangel (Blast, Origin: Divine, Dynamic Alternate Effect x4)							13
- Damage (Claws, Affects Insubstantial x2, Incurable, Dimensional x3 Multiattack x3)							8
- Dimension Travel (Increased Mass x 20)							3
- Flight (Continuous, Wings)							13
- Hyperspatial Travel (Increased Mass x11)							5
- Protection (Impervious x6)							6
- Regeneration (Persistent)							13
- Teleport (Increased Mass x 12)							7
Complications (-8 PP)							
Motivation: Responsibility (While bearing the Mantle of the Wiccangel, Ariel feels compelled to use the powers for good) Quirk (Ariel desperately wants to be rid of the Mantle of the Wiccangel by finding a worthy successor), The Mantle of the Wiccangel is Removable (and can be pulled off of Ariel's body if she is rendered unconscious.)							
Equipment, Vehicles & Headquarters							
None.							

WICCANGEL

Ariel Rossi is a private investigator operating in Brooklyn, New York. Last year, Ariel was on a missing persons case which led her to discover an international smuggling operation that specialized in stolen artifacts, human

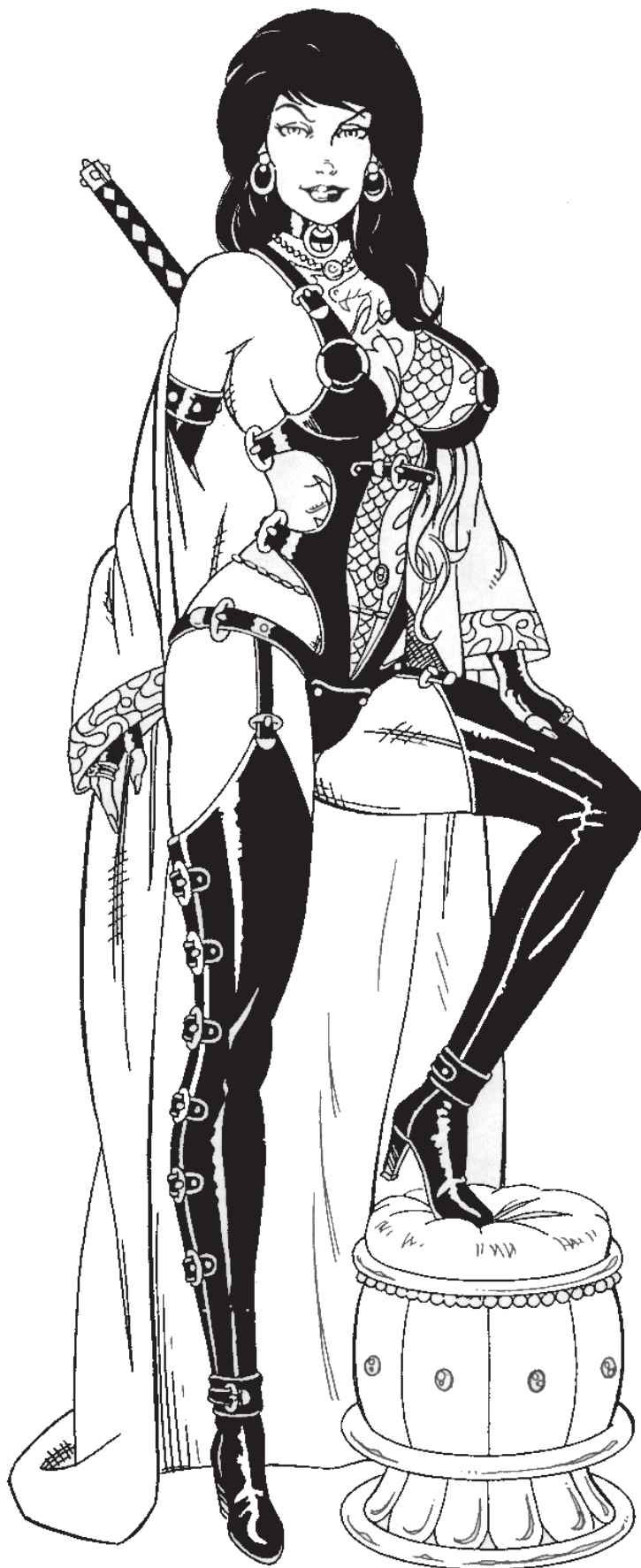
trafficking and drug trafficking. When Ariel located the dock where the smugglers were operating, she found them putting her quarry on a ship to South America. Realizing that law enforcement would never arrive in time to capture the smugglers, Ariel snuck onto the

boat herself to try and save the young woman she had been hired to find.

Ariel managed to sneak into the prisoner hold and release the girl. As they were trying to make their escape, the pair was discovered by a smuggler. A gunfight broke out in the boat's cargo hold and Ariel was shot in the shoulder. The force of the blast knocked her into a stack of crates containing rare (and stolen) artifacts. The crates toppled leaving Ariel lying in a pile of broken boxes and antiques. Ariel started to black out from her wounds when one of the artifacts, a carved wooden brooch, crawled across the floor and pinned itself to her skin.

This artifact, known as the Mantle of the Wiccangel, granted great power to Ariel. Connecting with her mind on a subconscious level, the Mantle began healing her wounds. As the smuggler who shot her approached, Ariel sprung up to her feet and vaporized her assailant with a magical blast.

Using the power of the Mantle, Ariel fought her way off of the boat and freed the people that the smugglers were planning to sell into slavery. In the months since, Ariel has been using the Mantle to help solve crimes and protect the innocent, all the while seeking answers about the true nature of this fantastic weapon.



WORLD 4 – REVERSE WORLD INTRODUCTORY FICTION

It was a typical day at Metroville's First National Bank. The hum of activity fills the air as capitalism runs unfettered for another day - the American Dream!

A young teller helps a woman cash out her bank account, counting hundred and twenty dollar bills. Suddenly, a huge gust of wind blows through the building, accompanied by a deafening WHOOSH! The teller looks down and finds his hands, his cash drawer - empty! Looking down the line, he sees his co-workers befuddled, confused - all of them suddenly penniless! Looking out across the lobby, the teller notices customers in similar states of being - their wallets suddenly empty, their jewelry suddenly gone.

Seconds later and dozens of blocks away, the vile supervillain speedster known as Bolt screeches to a halt on a rooftop. She drops her bag of ill-gotten gains at her side, some bundles of cash, watches and necklaces dropping out. She chuckled to herself. "Good haul today," she muttered to no one, save for maybe the vermin crawling around on the rooftop. The fourth bank in as many days, and this was her best haul yet.

Bolt heard a rustle behind her and jumped to her feet, ready to fight. Before her stood Baron von Hades, one of the world's mightiest heroes and a founding member of the Golden Guardians - in other words, a grade-A pain in the ass. How he'd tracked her or snuck up on her, she had no idea - but there was no way he was going to stop her from getting away with her loot.

"Four banks in four days," Hades said, walking toward her, his red cape billowing in the wind. "That's quite a nest egg. You in deep with Seraph again or is the rent just due?"

"Well, not all of us can be rich diplomats with access to the homeland's coffers," she said, inching toward her sack of loot.

Hades reached out a white-gloved hand toward Bolt and stepped forward. "True enough," he said. "All the same, I'm going to have to ask you to hand over the money and turn yourself in."

Bolt clenched her fists and steeled herself. "Not going to happen, chief."

Hades chuckled. "Are you going to fight me, girl? We've been down that road before. You have speed on your side, but I have skill. You can't hope to best me on your own."

"Luckily, she won't have to." A voice from behind - Hades turned to see Seraph, the world's most feared supervillain, hovering a few feet above. Hades turned back to Bolt; she had already fled with her ill-gotten gains.

"Seraph," Hades said. "Protecting a petty thief seems beneath you."

"I don't like it when my people are messed with," she said, her eyes glowing a faint red. "I'm feeling generous today - walk away now and you get to keep breathing."

Hades knew that, in a one-on-one fight, he wouldn't last two minutes. Her heat vision could cook him where he stood if she decided to unleash it. He held up his hands slowly, a sign of surrender. He hated to acquiesce so easily, but he knew when he held a losing hand.

"Thought so," Seraph said before turning and flying off toward the afternoon sun.

SETTING DESCRIPTION

World 4 is exactly like the World 6 universe in every way - well, almost. See, this is a world in which traditional hero and villain roles are reversed. Heroes are villains and villains are heroes. Other than that one little detail it's more or less business as usual - the heroes are usually able to hold the genocidal and maniacal plots of the villains at bay, preserving life and society for ordinary citizens. Adventures are filled with the same two-fisted fights,

interpersonal drama and existential angst found in World 6, with the roles reversed.

SYSTEM CONSIDERATIONS

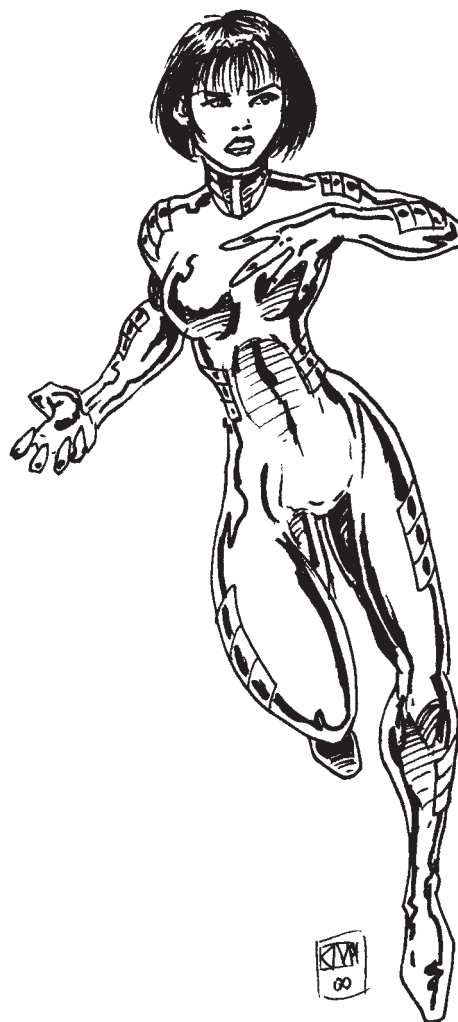
From a system perspective, World 4 is precisely the same as World 6. Most characters range from PL 6 – PL 15, though PL 10 is the recommended starting point for player characters originating from this world. The average tech level in World 4 is not much different than in the real world. Super-science does exist for heroes and villains, but the average citizen is limited to current, real-world 21st century technology.

Characters visiting from any other world on the Superstring find no changes 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.

NOTABLE CHARACTERS

STACEY WILSON/BOLT

Stacey Wilson lived a relatively normal life until she happened to be caught in the crossfire between a superhero and a supervillain. While walking home from school, Stacey's path was crossed by the Evolutionist, who was locked in battle with Seraph, a villain with super-strength trying to take over the city. During the fight, one of the Evolutionist's mutagenic blasts bounced off of Seraph's impenetrable skin and hit Stacey, which caused her to undergo a random mutation. Suddenly, Stacey found herself empowered with super-speed, which enabled her to escape the battle (by running across four states in six minutes). Angered by another defeat at the hands of the Evolutionist, Seraph tracked Stacey down standing perfectly still in the middle of a corn field - the young woman was terrified if she moved she wouldn't be able to stop. Seraph explained that the Evolutionist was to blame for Stacey's predicament, but that her new abilities came with certain...opportunities for self-enrichment. Now, Stacey is the supervillain speedster Bolt, an "independent contractor"



who often allies herself with Seraph and other villains.

The World 4 version of Bolt possesses most of the same abilities, powers and game statistics as the World 6 version (see page 10). This version of Bolt has the Intimidation skill in place of Persuasion. While this version of Bolt does possess the Hyperspace Travel power, she has not yet discovered it.

The World 4 version of Bolt also replaces Motivation: Doing Good with Motivation: Acceptance, which stems from the fact that many of Bolt's choices are made to keep her fellow villains appeased.

BARON VON HADES

Baron von Hades is the latest in a long line of emissaries for the crown of Hadistan and its noble ruler King Despair (the name is unfortunate). Hades, who lives in America, is

a diplomat only in the loosest sense of the word - Hadistan emissaries have long been imbued with ancient powers passed down through generations, and Hades is no different. Imbued with a strong sense of justice, Hades spends his days lobbying for social justice with American lawmakers, but his nights dressed in the ceremonial garb of his ancestors, taking a more...proactive stance against fighting injustice as a costumed vigilante. This often puts him at odds with America's many supervillains, especially Seraph and Bolt. Despite America's stringent anti-vigilante laws, Baron von Hades feels no need to hide his true name behind a secret identity - his diplomatic immunity prevents him from being prosecuted for his "crimes" - which have, more than once, consisted of him helping save the city or the world.

The World 4 version of Baron von Hades has the same statistics as the World 6 version



(see Vicious Villains available at <http://rpg.drivethrustuff.com/product/104898/Vicious-Villains-The-Baddest-of-the-Bad>) including the same Motivation. The World 4 version of the Baron simply takes a different approach to serving the same goals.

CLARISSA CLARK / SERAPH

Despite her appearance, Clarissa Clark is not human. When she was just a baby, she was brought to Earth by her parents, all of them members of a dying alien race known as the Elohim. The Elohim are a super-powered alien race who have been hunted to near-extinction by a warrior race known as the Klaxion, and Clarissa's biological parents spirited her away to Earth to keep her safe. Clarissa was left at an orphanage in a rural farm town, where she was promptly adopted by the Clarks, a farmer couple desperately wanting to have a child yet unable to conceive. The Clarks loved Clarissa dearly, but it wasn't long before her natural super-powers began to manifest and the down-on-their-luck farmers showed their true colors, by trying to take advantage of the situation for financial gain by making her abilities public. It wasn't long before a shady governmental bureau caught wind of Clarissa and decided to "annex" the young girl with extreme prejudice, "disappearing" the entire family. Clarissa spent most of her adolescence as a guinea pig, poked and prodded as the United States government tried to understand what made her tick. After years of being experimented on, Clarissa escaped the facility where she was held captive and exacted revenge on her captors - with extreme prejudice. Exploited first by her parents and then by the government and on her own for the first time, Clarissa has no love or trust for humanity - she maintains a secret identity in order to understand the enemy and to make ends meet, but her true identity is the supervillain Seraph, whose ultimate goal is to subjugate humanity and make them pay for the way they've hurt her.

From a systems perspective, this version of Seraph has the same statistics as the World 6 version of the character (see

Superior Superheroes: The Golden Guardians, available at <http://rpg.drivethrustuff.com/product/127001/Superior-Superheroes-The-Golden-Guardians>) The only difference between the statistics listed there are that the World 4 version sees her Motivation changed to Vengeance.

WORLD 14 – MUNDANE WORLD INTRODUCTORY FICTION

Moving to the city was the worst decision Walter Simon had ever made.

Walter - “Walt” to his friends, of which he had exactly zero - sat in his lonely cubicle in the sterilized office space on the 30th floor in the downtown area of some major metropolitan area, doing the same thing he did every weekday (and some unfortunate weekends) between the hours of 9 and 5 - pushing paperwork for an international insurance company. Or maybe it was a big bank or a company that designs affordable cookware with the name of some TV celebrity on the box. The company he worked for was more or less irrelevant - Walt’s work was mind-numbingly boring and borderline pointless all the same.

He moved to the city just after college, taking a job with a soulless corporation to earn a little cash and keep himself fed until he could put that hard-earned English degree to good use and make it as a writer - maybe a novelist, or a comic book writer, or an entertainment journalist. That was three years ago, and about eight months before the last time he’d actually written anything longer than a sarcastic Facebook status. He figured he’d make friends, start dating and get his life going.

He hadn’t.

As the clock struck 5, he grabbed his messenger bag and was out the door - just like every other day. As he made the 10-block walk back to the apartment he could barely afford, he considered what he’d do with the rest of the

evening. A few hours arguing which version of a popular superhero was most likely to be elected president on the Internet, surely - the closest he came to genuine human connection, most nights. Almost definitely a sad frozen dinner and an action movie he’d seen a dozen times before.

Maybe he’d change it up a bit, swing by the coffee shop on his way home; it had, after all, been too long since he tried to work up the courage to crack a witty joke to the cute barista as he waited in line, only to give up and meekly order by the time it was his turn at bat.

He turned down the same alley he always used as a shortcut - another day, another brief trek through one of the cracks in the up-and-coming neighborhood’s shiny veneer, another trip through the detritus and waste of everyday human life. Today, however, his trip would be a little different - as he passed a couple of large trash containers, he became aware of a presence behind him.

He heard a gruff voice pipe up. “Hey, kid - hand over your bag and your wallet.”

Walt turned, hugging his messenger bag tight to his chest. A tall, hard-looking man in a jacket and a hoodie stood before him, the shadow from his hood obscuring his features.

“W-what?” Walt stammered. “N-no, I don’t think so.”

The mugger raised his arm, and Walt could see now he had a gun. “Come on, kid. Don’t make me do this the hard way.”

Walt stood, frozen. What should he do? Hand it over? Try and make a break for it in the other direction? Refuse again and risk taking a bullet?

The thug pulled the hammer back on his pistol. “I won’t ask again.”

Still quaking with fear, Walt heard another voice pipe up behind him. "You're right about that, at least."

He dared himself to glance back. Standing behind him was a young woman, no later than her late 20s. He found her get-up unusual - she wore a long, green jacket over an outfit made of a yellow material he couldn't quite identify - Kevlar, maybe? - Along with a belt, combat boots and gloves the same color as the jacket. Her face was covered by nothing more than a domino mask, also green. She strode past Walt to stand between him and the gun, and as she passed him he could make out a large, yellow "S" on the back of her jacket.

Walt was still terrified. It was all he could do to slink behind the nearest trash bin, peeking his head out just enough to watch.

"I don't know who you think you are, little girl," the thug sneered. "But I'd suggest you keep on moving if you know what's good for you."

"Interesting offer," the woman said, her voice calm and even. "How about this - walk away. Now."

The gunman gave a snort, and tightened his grip on his pistol. Suddenly, the mystery woman sprung into action - knocking the gun away with her left hand and almost simultaneously racking the inside of the thug's knee with the night stick in her right. Walt heard a sickening crack and the mugger howled in pain, but the masked woman wasn't done yet. She grabbed the back of his head and smashed it into the side of the bin. The thug stumbled - well, hobbled - back, spitting blood and teeth. A well-placed knee to the groin sent the would-be burglar to his knees, whimpering.

The woman surveyed her handiwork, and then looked back toward Walt, still hiding. As their eyes met, he looked away, shutting his eyes tight. What was she going to do to him now that her competition was out of the way?

"Get out of here," he heard her say. "Find another route next time."

Walt was stunned. What? She...what? She saved me?

He forced himself to open his eyes. She was already halfway up a nearby fire escape.

Walt ran. He hated this god-forsaken city. But maybe now he finally had something to write about.

—

Clarissa Clark reached the top of the fire escape and vaulted over. She fell back against the inner wall, taking a moment to catch her breath. Reaching for the backpack she'd stashed behind an air conditioning unit, she ripped off her mask and began to dig.

Where is it, where is it...

Patting blindly, her fingers finally found what they were looking for; she pulled her cell phone from the bottom of her pack. Digging it out through crumpled clothes, she turned it on, the dim light of the screen seeming like a beacon in the darkness.

Come on, come on, what time is it — oh, crap! I'm late! You **always** spend too much time on the rescue, you idiot!

She bolted, running toward the door to the stairwell at the far side of the roof, frantically changing out of her "uniform" as she ran. She traded her padded outfit for a button-up and khakis, her combat boots for sensible flats and her jacket for an apron. She rushed down the stairs, bursting out into the building's lobby and spilling out into the street, finally rummaging her glasses from one of her pack's side pouches. The transformation, such as it was, was complete.

Clarissa looked around. Six blocks from work, and no cabs to be found. She bolted - again.

Six sweaty blocks later, she burst through the doors of the corporate, newly gentrified coffee shop where she slings lattes for a criminally low salary that barely keeps her fed, her rent paid and up-to-date in jiu jitsu lessons. Once, this building was an apartment complex for low-income families; now, it serves overpriced fraps to the rich white girls who just moved into the condos up the street.

She navigates through customers patiently (and not so patiently) waiting to be served, hoping to avoid the attention of her perpetually-cranky boss (who, it occurred to her as it so often did, might not be as cranky were Clarissa not perpetually late). No such luck - he caught her trying to slip into the break room.

"Clark!" he shouted, following her. "Late! Again! You were supposed to be here 20 minutes ago!"

"I know, I know," she sputtered apologetically. "I'm sorry, it's just -"

"I don't care about your excuses - this is the third time this week! If you can't make it here on time, I'll find someone who can!"

"I know," she said, putting on her meekest voice. "I'm sorry. I'll try harder, I promise."

He sighed. "It's fine," he said, softening. "Just - don't let it happen again, okay? Now, come on; we've got a line out the door." He moved to leave but stopped, gesturing to his cheek. "Oh, and Clark - you've got a little something."

She reached up, wiping away something warm and wet from her cheek, staining the tips of her fingers red - just a bit of the mugger's blood. Clarissa smirked.

Moving to the city was the best decision Clarissa Clark had ever made.

SETTING DESCRIPTION

Take a look outside your window. Turn on the news or log into your favorite social media site. The world you see represented there is where the action of this World 14 takes place.

It is, in effect, the "real world" - whatever that means in a vast and varied multiverse - a world of corrupt governments, heartless corporations, and dastardly villains. However, when these monsters commit their atrocities, crimes and misdeeds - which they do often and with little fear of punishment - not in a gaudy, animal-themed costume, but in a three piece suit; not with a death ray, but with tax breaks and legal loopholes. No brightly clad heroes with lasers bursting from their eyes are coming to stop them.

That said, superheroes do exist in this world - as colorful characters found in the pages of too-expensive comic books, animated on television screens and, more recently, the stars of big-budget summer blockbusters. In other words, they are wholly fictional creations, including all of your favorites, who we can't mention by name for fear of reprisals from the extremely litigious corporate entities that own them.

The tales and exploits of these two-dimensional powerhouses, however, have inspired certain people to take up arms against crime in their own way - just as in "real life," this world has seen pockets of "real life superheroes" pop up in most major metropolitan areas. These people are armed only with what few offensive and defensive materials they can get their hands on and what physical prowess they naturally possess, not to mention perhaps a few loose screws in the brainpan. Some are trying to engineer their 15 minutes of fame. Some are mildly to severely unhinged. Some are sexual deviants. Some have a genuine desire to help others.

None of them have the ability or wherewithal to take on those corrupt governments, those

heartless corporations. But all of them, for their own reasons, are willing to jump into the fray and help on a micro level...and when you're cornered in a dark alley with a gun in your face that can make all the difference in the world.

SYSTEM CONSIDERATIONS

As the world in question is, for all intents and purposes, the real world in which we live and work every single day, there are no superpowers or other post-human abilities at play at this time. All heroes and villains are bound to the laws of physics and science, as it exists today; the only true "superpower" is money.

Characters originating from World 14 should be drawn up at PL 6. Few characters native to this world will even be higher than PL 8. Powers are outright forbidden for characters unless they are acquired through equipment. Powers acquired through equipment may not exceed what is possible through early 21st Century, real-world technology, though the GM is the final arbiter of what gear is acceptable for characters.

Characters visiting World 14 have a number of challenges laid upon them. First, any character from another world on the Superstring who is above PL 9 immediately sees their PL reduced to 9. Any traits that

THE SERAPH (PP TOTAL: 120)							
Gender	F	Height	6'1"	Identity		Secret (Clarissa Clark)	
Age	29	Weight	151 lbs.	Base of Operations		Small Apartment	
PL	8	Eyes	Brown	Group Affiliation		None	
Abilities (64 PP)							
STR	4	AGI	4	FIG	4	AWE	4
STA	4	DEX	4	INT	4	PRE	4
Offense (0 PP)							
Unarmed Attack		20		Initiative		+8	
Defense (17 PP)							
Toughness (STA)		5		Dodge (AGL)		8	
Fortitude (STA)		8		Parry (FGT)		8	
Will (AWE)				8			
Skills (34 PP)							
Acrobatics						6 (10)	
Athletics						6 (10)	
Close Combat (Unarmed)						6 (10)	
Deception						6 (10)	
Insight						6 (10)	
Intimidation						6 (10)	
Investigation						6 (10)	
Perception						6 (10)	
Persuasion						6 (10)	
Ranged Combat						2 (6)	
Sleight of Hand						4 (8)	
Stealth						6 (10)	
Treatment						2 (6)	
Advantages (5 PP)							
Equipment, Fearless, Improved Critical (Unarmed), Improved Hold, Improved Initiative							
Powers & Devices (0 PP)							
Complications (0 PP)							
Motivation: Justice, Secret Identity							
Equipment, Vehicles & Headquarters							
Costume (Kevlar Bodysuit, Protection 3), Sap Gloves (Damage 2, Bludgeoning)							



exceed the maximum potential of a PL 9 character are immediately reduced to the PL 9 maximum for the duration of the stay. Characters retain the use of their Powers while visiting World 14, but those Powers become unreliable and difficult to use. Characters attempting to use a Power while visiting World 14 must use Extra Effort in order to activate the Power. Furthermore, a roll result of 1-4 is considered a Critical Miss when using a Power, and always ends in a disastrous result.

NOTABLE CHARACTERS

CLARISSA CLARK/ "THE SERAPH"

Clarissa is, by all appearances, an average 20-something woman. A Midwestern

transplant to "The Big City," Clarissa moved after earning a degree in sociology at a semi-prestigious Midwestern university. In the years since she graduated, however, her wide-eyed dreams of earning a living helping people for a big city non-profit have been stalled by the real world. Since then she's worked a series of odd jobs to make her way, most recently at a corporate coffee shop in a newly-upscale (re: gentrified) neighborhood near downtown. In her spare time, she likes to cook, read, practice martial arts, volunteer with children...oh, and dress up in brightly-colored kevlar and patrol the streets as an ass-kicking vigilante known as "The Seraph," dropping in to stop crime and injustice whenever she can (she is, incidentally, very often late. Don't hold it against her). She was actually one of the first people to don a costume as a "real-life superhero" - possibly THE first, although as the movement is largely underground and based on gossip and hearsay, that's a factoid that's hard to prove.

STACEY WILSON/ "BOLT"

Growing up in a tough, dangerous neighborhood, Stacey Wilson learned fight at an early age. The violence she witnessed as a young girl instilled with her a deep-seated anger, and as she grew and educated herself on the larger socio-economic issues that can lead to crime and violence, she became even more enraged. In high school, Wilson channeled that anger into something more productive - track and field, probably the only thing that kept her out of a prison cell or a street gang. It wasn't long before she realized she was really, really good at it - one of the fastest in the state. Years later, and Wilson is living in the city, attending the area university on an athletic scholarship. Still harboring anger after years of witnessing violence and street crime and emboldened by stories of costumed vigilantes taking things into their own hands, she decided to put her formidable speed - as well as a burgeoning understanding of the art of parkour - into practice as the "real-life superhero" known as Bolt.

BOLT (PP TOTAL: 90)							
Gender	Female	Height	5'6"	Identity		Secret (Stacy Watson)	
Age	17	Weight	118 lbs.	Base of Operations		Parent's house	
PL	6	Eyes	Green	Group Affiliation		None	
Abilities (50 PP)							
STR	3	AGI	3	FIG	3	AWE	4
STA	3	DEX	3	INT	2	PRE	4
Offense (0 PP)							
Close Attack	9			Initiative	+3		
Defense (17 PP)							
Toughness (STA)		3		Dodge (AGL)		9	
Fortitude (STA)		3		Parry (FGT)		9	
Will (AWE)				9			
Skills (18 PP)							
Acrobatica						10 (13)	
Athletics						10 (13)	
Perception						4 (8)	
Persuasion						4 (8)	
Stealth						8 (11)	
Advantages (5 PP)							
Close Attack x2, Evasion, Equipment, Uncanny Dodge							
Powers & Devices (0 PP)							
Complications (0 PP)							
Motivation: Doing Good, Secret Identity							
Equipment, Vehicles & Headquarters							
Costume (Kevlar Bodysuit, Protection: 3), Sap Gloves (Damage, Bludgeoning: 2)							



MILES SONDERHEIM/ "THE PROFESSOR"

Miles Sonderheim has always loved playing games - since he was a young boy, he's been more interested in playing games than connecting with other human beings. His isolation also led him to a love of books and studies, especially history. Now, Sonderheim is a respected and tenured professor of history at City University by day - a quiet, intelligent man who would never be responsible for hurting a fly. He spends his downtime indulging his darker predilections on darknet forums under the pseudonym "The Professor," engaging in all manner of deeply illegal activities from the privacy of his own home - theft, money laundering, assassinations, prostitution, you name it. His alter-ego has made him a fortune, which he keeps nestled in several off-shore bank accounts with the same genius-level encryptions he uses to keep his online identity from being discovered. The Professor is a dangerous man and not to be trifled with - it

THE PROFESSOR (PP TOTAL: 90)							
Gender	M	Height	5'6"	Identity		Secret	
Age	45	Weight	145 lbs.	Base of Operations		Small house	
PL	11	Eyes	Blue	Group Affiliation		None	
Abilities (62 PP)							
STR	2	AGI	3	FIG	2	AWE	5
STA	3	DEX	2	INT	9	PRE	5
Offense (0 PP)							
Unarmed		1		Initiative		3	
Defense (12 PP)							
Toughness (STA)		3		Dodge (AGL)		6	
Fortitude (STA)		7		Parry (FGT)		3	
Will (AWE)				9			
Skills (5 PP)							
Expertise (Science)						4 (13)	
Insight						3 (8)	
Investigation						1 (10)	
Technology						2 (11)	
Advantages (11 PP)							
Benefit x3 (Wealth, Millionaire), Eidetic Memory, Improvised Tools, Inventor, Skill Mastery (Expertise: Science), Jack-of-all-Trades							
Powers & Devices (0 PP)							
Complications (0 PP)							
Motivation: Seeking thrills, Identity: Secret							
Equipment, Vehicles & Headquarters							
None							

is not outside the bounds of his means or his willingness to hire the best assassins in the business to take out anyone who might get too close, and he's done it more than once in the past. It's nothing to Miles Sonderheim - to him, it's just another game.

LANCE LEXINGTON

"Hide in plain sight" - that's Lance Lexington's motto. Coming from a poverty-stricken upbringing, Lexington is a well-known community organizer, businessman and philanthropist based in a major metropolitan area. He also happens to be extremely well-beloved by his community - he volunteers on a weekly basis, donates to local organizations that help the needy and it's often speculated whether he might be interested in running for public office. That, of course, is Lexington's public face, and one he's cultivated very carefully. Behind the veneer, Lexington is secretly involved with the mafia, a silent partner in most of their dealings in the city. In an age of social media

and 24-hour news cycles, Lexington prefers to stay behind-the-scenes as much as possible. Despite that, he's not unwilling to get his hands dirty when necessary.



LANCE LEXINGTON (PP TOTAL 105)							
Gender	M	Height	5'11"	Identity		Public	
Age	37	Weight	210 Lbs.	Base of Operations		Lexington Tower	
PL	7	Eyes	Brown	Group Affiliation		Lancecorp	
Abilities (56 PP)							
STR	2	AGI	2	FIG	4	AWE	6
STA	2	DEX	2	INT	6	PRE	4
Offense (0 PP)							
Unarmed	6			Initiative	2		
Melee	4			Ranged	2		
Defense (10 PP)							
Toughness (STA)		6		Dodge (AGL)		2	
Fortitude (STA)		2		Parry (FGT)		4	
Will (AWE)				10			
Skills (26 PP)							
Close Combat (unarmed) `							2 (6)
Deception							6 (10)
Expertise (Business)							2 (8)
Expertise (Politics)							2 (8)
Expertise (Science)							2 (8)
Expertise (Streetwise)							2 (8)
Expertise (Law)							2 (8)
Insight							6 (12)
Intimidation							6 (10)
Investigation							5 (16)
Perception							6 (12)
Persuasion							5 (12)
Technology							6 (12)
Advantages (13 PP)							
Assessment, Benefit (Status: Respected Businessman), Benefit x4 (Wealth – Multi-Millionaire) , Connected, Contacts, Eidetic Memory, Fearless, Inventor, Languages, Taunt							
Powers & Devices (0 PP)							
None/As Needed							
Complications (0 PP)							
Motivation: Greed, Obsession: Acquire temporal power.							
Equipment, Vehicles & Headquarters							
As needed. Lance is incredibly wealthy and can purchase virtually anything he desires.							

WORLD 15 – EMERGENT WORLD INTRODUCTORY FICTION

This wasn't quite how Joe thought his day was going to go.

Granted, his day in general had gone a bit differently than he'd hoped - he didn't get the promotion he'd been vying for for months and it turned out the cute girl in accounting is engaged - but he figured it was just a bad day. He wanted nothing more than to head home, veg in front of the TV for a few hours and get ready

to do it all again tomorrow. He didn't expect today would be the day he died.

But here he was, careening through a park, his brakes completely shot. It was only a matter of time before something stopped him - hard. He was just lucky he hadn't hit anyone else yet.

That was about to change, though. He'd careened over a small hill and now his vehicle was flying through the air - headed right toward a small festival. Joe gripped the steering wheel and braced for impact, silently apologizing for the havoc he was about to cause...

...and then he stopped. He hadn't hit the ground, but he'd stopped. He was just...floating in midair.

—

Susan had heard the commotion a few moments before she saw it - the car crashing over the hill, and flying right toward them. Suddenly, the car stopped in midair. Standing there was a tall brunette woman clad in gold and green, holding the car above her head. She set it down gently and stepped away, a shocked and grateful crowd her. Some asked questions. "How did you do that?" Some were grateful. "You saved us all!" Most just stared.

The woman didn't say anything, and stepped away again. Before long, she turned and leapt into the air - but she never came down. The woman soared into the air to shocked gasps and cries, flying off into the afternoon sunlight. The crowd began to murmur again.

"Who WAS that woman?"

SETTING DESCRIPTION

Imagine you wake up one day and you have power beyond compare. Imagine that you're far from the only person going through that transformation - that hundreds, maybe thousands of others. What would you do?

For many of those people, the answer is simple - put on a colorful costume, get out there and use your powers to fight some crime. For others still, the answer is just as simple - put on a colorful costume, get out there and finally make the world see just how powerful you are.

This is a world in the nascent stages of what some might call "the metahuman awakening," a world in which people with amazing abilities have just begun to appear. Of course, some - like Clarissa Clark - have had powers for years, but have kept themselves hidden out of necessity or fear. Regardless of the reason, it's a world at the dawn of a new age - the age of the hero.

SYSTEM CONSIDERATIONS

At first glance, Powers on World 15 work the same way as they do in World 6. Theoretically, any Power Level can be supported by the reality of World 15, and no particular Descriptors are banned, though Powers with the Magic Descriptor are rare. However, because all super humans are either new to their powers or are fairly unpracticed with them in the field, characters native to World 15 are generally weaker and their control of their abilities is less developed. To reflect this slightly lower level of power, characters native to World 15 should be created at PL 9.

To represent the lack of experience exhibited by natives of World 15, any roll made to use a Power that results in a natural 1 or 2 on the die is considered to be a Critical Miss. In addition to this increased chance of a Critical Miss, natives of World 15 who use Extra Effort see dramatic differences in their Power under certain circumstances. When Extra Effort is used to add ranks to a Power, the Power's ranks are increased by 3 instead of 1. When Extra Effort is used to add ranks to Strength or Speed, those attributes are increased by 2 instead of 1. After using Extra Effort, the character must make a Toughness check (DC 15) as if resisting Damage and apply the results normally. This check is made in addition to the normal consequences of using Extra Effort and represents the character potentially over-exerting themselves, pulling muscles, or tiring themselves out.

Note that these alterations are functions of the character's overall unfamiliarity with their powers. Visitors to World 15 do not experience these changes to the system, and natives of World 15 who visit other worlds are still subject to these rules permutations.

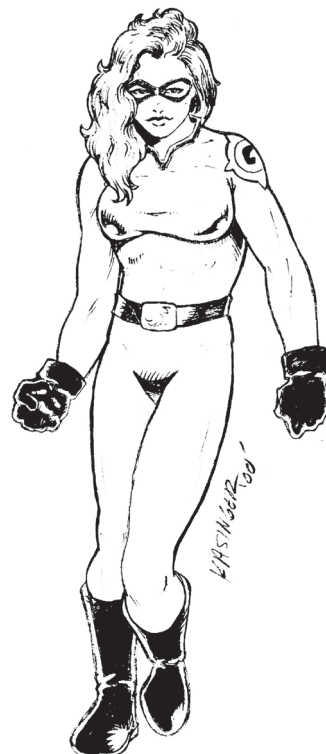
NOTABLE CHARACTERS

CLARISSA CLARK

Clarissa Clark has had superhuman abilities since she was three years old, when her natural alien abilities began to manifest themselves.

CLARISSA CLARK (PP TOTAL: 195)							
Gender	F	Height	6'1"	Identity		Secret	
Age	29	Weight	171 lbs.	Base of Operations		Small Apartment	
PL	13	Eyes	Brown	Group Affiliation		None	
Abilities (108 PP)							
STR	10	AGI	6	FIG	6	AWE	6
STA	10	DEX	6	INT	4	PRE	6
Offense (0 PP)							
Unarmed Attack		16		Initiative		+10	
Defense (20 PP)							
Toughness (STA)		6 (16)		Dodge (AGL)		2 (8)	
Fortitude (STA)		6 (16)		Parry (FGT)		2 (8)	
Will (AWE)				4 (10)			
Skills (8 PP)							
Close Combat (Unarmed)							10 (16)
Perception							6 (12)
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: Responsibility (Seraph holds great power and believes that such power demands that she use it for the good of humanity), Secret Identity (Clarissa maintains a secret identity)							
Equipment, Vehicles & Headquarters							
Costume (Protection 3, Immunity: Clarissa's powers)							

Her adoptive parents smartly decided to teach her restraint at a very young age, encouraging her to be herself while also making her aware of the possible dangers being too open with her abilities might leave her open to. Very occasionally using her powers to secretly help the helpless in her adolescence, Clarissa decided that, upon her move to the big, sprawling metropolis she now calls home, she was going to take a more proactive stance on protecting the powerless. Fashioning a colorful costume made in part out of the blankets in the ship that brought her to earth as a child, she's been protecting the city for months while maintaining a "secret identity," inspiring countless others to do the same. She doesn't have a "code name," but the media has taken to calling her "the Golden Angel." There's a nice ring to that...



SILVER SERPENT (PP TOTAL 165)							
Gender	M	Height	5'11	Identity		Hal Ryker	
Age	35	Weight	210 lbs.	Base of Operations		Mobile	
PL	11	Eyes	Brown	Group Affiliation		None	
Abilities (42 PP)							
STR	2	AGI	1	FIG	4	AWE	3
STA	4	DEX	2	INT	2	PRE	3
Offense (0 PP)							
Unarmed	4			Initiative	1		
Blast	7			Melee	4		
Defense (13 PP)							
Toughness (STA)		4 (16)		Dodge (AGL)		4	
Fortitude (STA)		6		Parry (FGT)		4	
Will (AWE)				11			
Skills (10 PP)							
Investigation							2 (4)
Perception							6 (9)
Persuasion							6 (9)
Vehicles							6 (8)
Advantages (9 PP)							
Close Attack x4, Ranged Attack x5							
Powers & Devices (113 PP)							
Bands of the Serpent: Create (Energy constructs. Dynamic, Continuous, Impervious, Movable, Precise, Selective)							12
-Blast (Penetrating Dynamic Alternate Effect)							12
-Force Field (Impervious Dynamic Alternate Effect)							12
Flight							12
Immunity (Life Support)							10
Complications (-22 PP)							
Bands of the Serpent are Removable (-22 pts), Motivation: Revenge, Reputation							
Equipment, Vehicles & Headquarters							
Bands of the Serpent							

HAL RYKER/SILVER SERPENT

Hal Ryker was once a good man, despite having every reason in the world not to be. A terrible home life, growing up in a city rife with crime, a failed marriage... life has repeatedly kicked Ryker in the head, but he never let it get him down. His terrible circumstances only pushed him to work harder to achieve his dreams - to become an test pilot for the United States Air Force. He finally got where he wanted to be in life, swelling with pride as he took his first solo test flight... only to have an alien spacecraft crash into his fighter. Miraculously, he survived, only to find a dying alien inside. This alien, Rho Talkin, passed his weapons along to Ryker - the Bands of the Serpent, extremely powerful items forged in a dying star eons ago. Talkin made Ryker promise to use the bands only for

good, and did just that, becoming a hero known as the Silver Serpent. His tenure was brief, however, as he crossed a villain who discovered his identity and murdered his girlfriend. This was the final straw for Ryker, who finally decided to stop putting others before himself and take what he saw as rightfully his. No more Mr. Nice Guy - the world has its very first supervillain.

WORLD ZERO - NULL POINTE INTRODUCTORY FICTION

****The empty silence of oblivion...****

SETTING DESCRIPTION

World Zero is pure nothingness. There is no world there. It is simply a void of cold, empty space. This point on the Superstring

has already experienced total entropic decay and the heat-death of the universe. Characters with the Hyperspace Travel (Movement) Power will instinctively avoid this point on the Superstring, reflexively visiting another world. It is possible to travel to World Zero, but any character that visits this terrible, dead reality will immediately die of exposure to the vacuum of space unless they are in some sort of environmental suit or possess Immortality or Immunity (deep space, including vacuum and cold.)

This is the world where Bolt inadvertently banished Apop the Destroyer in the introductory fiction for this supplement. Due to Apop's Immortality and his ability to bestow new powers upon himself, he will eventually break free from this exile, but it could take some time.

SYSTEM CONSIDERATIONS

All Powers and Descriptors function as well in World Zero as they might on any other point in the Superstring. It is important to note that characters who arrive in World Zero and rely solely on Immortality to survive (Such as Apop the Destroyer) repeatedly suffer death from exposure to cold and vacuum and must escape the reality in the brief moments of life they experience between episodes of freezing (or suffocating) to death. Any power that would reasonably require an atmosphere (such as Element Control: Air or a Blast Power with the Fire Descriptor) will not function in the vacuum of World Zero.

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