

# ***SUPERHEROES***

---

X!



# Welcome to Superheroes - X!

*Thrills! Spills! Action! Adventure! Superheroic action using OSR rules! Who wants to read through reams of text just to get to the action? No-one right? These rules assume you know how to role play. They assume you know about superheroes – especially those of the Golden Age. They assume you know how OSR products work. There, it's done. You know how to play Superheroes – X! already. Just get on with it. Biff! Smash! Bam! Kapow!*

## Attribute Scores

The standard way to create attribute scores is to roll 3d6 in the order listed below.

**Strength** – You can use the Str bonus to modify your “to-hit” and damage results in melee.

**Intelligence** – *Gadgeteers* with a 15 or higher Int gain an extra 1<sup>st</sup> level gadget. Your Attribute bonus is the number of extra languages you can speak.

**Wisdom** – *Psychics* with a 15 or higher Wis gain an extra psychic Power.

**Constitution** – You can use your Con bonus to gain additional hit points on each Hit Die (HD) you roll. HD are rolled with a d4, d6, d8 or d10 depending on *Character Class*.

**Dexterity** – You can use your Dex bonus to modify your “to-hit” number with ranged (also called “missile”) weapons and powers and to modify your character’s *Armour Class*.

**Charisma** indicates your character’s personality and likeability. Characters with a Charisma of 15+ start the game with a “*Companion*” – this can be a mundane, low-level super, animal or a construct.

## Attribute Bonus

- Attributes scores of 13-15 have a bonus of +1. Attributes of 16-17 have +2. Attributes of 18-20 have +3. Attributes of 21-23 have +4. Attributes of 24-26 have +5. Attributes of 27-30 have +6. Attributes of 31-35 have +7.
- Attribute scores of 5-7 have a penalty of -1. Attribute scores of 3-4 have a -2 penalty.

## Armour Class

Armour Class (AC) rates how difficult it is to hit. It is expressed as ACXX. The XX represents your AC (a higher AC is more difficult to hit). **Example:** An unarmored man would be AC10, while one wearing a stab vest would be 12.

## Levels

Characters gain levels by completing adventures. After completing two adventures, a character progresses to 2<sup>nd</sup> level in their chosen class. Upon completing three more adventures, a character progresses to 3<sup>rd</sup> level and so on.

## Character Origins

Characters choose an *Origin* for their hero. This determines the source of their superpowers.

**Alien** – The hero is a life form from another planet or an alternative dimension – often the sole survivor of a doomed planet. The Alien receives “*Weird Science*” at +2 and can increase any one attribute by +2 or any two attributes by +1 each. The Alien also receives one bonus *Power* of choice that is a feature of that Alien’s race. It could be in the form of a special item. The Alien receives one *Enemy* – often another *Alien* and usually a member of the race that destroyed the character’s planet or dimension **or** they receive one *Vulnerability* **or** a *Weakness* **or** *Weird Appearance*..

**Construct** – The hero is a created being, like a golem, robot, cyborg or android. The Construct receives +6 HP at 1<sup>st</sup> level and doesn’t need to eat, drink or breathe. The downside is they are generally lacking in human empathy or emotion and have -1d6 charisma.

**Highly Trained (Agent)** – The hero is most likely a skilled person, agent or other individual who has received the very best of specialist training – maybe from the government or other organization or from a hidden monastery in Tibet. Highly trained heroes can increase any one attribute by +2 or any two attributes by +1 each. They also receive +1 to any four *Task Checks* of choice. They also receive +1 to their “To-Hit” and damage rolls with *all weapons* or +2 “To-Hit” and damage with *one weapon of choice*.

**Mutation** – The hero was normal but some accident or experiment caused them to gain superpowers; or they were simply born different. The Mutant hero receives +2 to any one attribute and one bonus *Power* of choice. Mutants receive the *Prejudice* disadvantage; people distrust them because they are so similar and yet freakily different **or** they receive one *Vulnerability* **or** *Weird Appearance*.

**Deity** – The hero is a mythological entity; be it a god, demi-god, animal spirit or some other sort of legendary being. The Deity receives the *Immortal Advantage* and can increase any one attribute by +4. They can choose any one bonus *Power* which represents the Deity’s sphere of influence or control. Deity’s receive the disadvantage of *Age* **or** *Egotistical* **or** a *Weakness*.

## Classes

Choose a character class from the following: This determines their abilities and super powers.

### THE BRICK

*A muscular hero capable of great feats of might and/or resilience*

**Hit Dice:** 10 HP and 1d10 per level beyond thereafter.

**Saving Throw:** 16 at 1<sup>st</sup> level, 15 at 2<sup>nd</sup> level, and 14 at 3<sup>rd</sup> level 13 at 4<sup>th</sup> level, 12 at 5<sup>th</sup> level and 11 at 6<sup>th</sup> level. Bricks get +2 on *Saving Throws* vs. death, poisons, and environmental effects, such as radiation, great heat/cold or water pressure/vacuum.

**Task Checks:** Bricks receive +2 on *Task Checks* to break or bend things, lift heavy weights and other feats of pure strength as well as to intimidate others.

**Basic Hit Bonus (BHB):** +0 at 1<sup>st</sup> level, +1 at 2<sup>nd</sup> level, +2 at 3<sup>rd</sup> level +3 at 5<sup>th</sup> level.

Bricks have additional class abilities as follows:

- **Mighty Surge**— Once per adventure a Brick can automatically succeed in *lifting, breaking, bending, or smashing* an object, item, machine, wall, vehicle or similar. Really huge or powerful objects may only be partially damaged.

Bricks have a choice of Powers. Choose two at 1<sup>st</sup>, and then another at 2<sup>nd</sup>, 3<sup>rd</sup> and 5<sup>th</sup> level:

- **Fast Healing**
- **Growth**
- **Indestructibility**
- **Natural Weapon**
- **Super Constitution**
- **Super Leap\***
- **Super Strength**
- **Super Weapon\***
- **Tunneling\***



### THE DAREDEVIL

*A figure in the shadows, an expert in stealth, agility and acrobatic feats.*

**Hit Dice:** 8HP at 1<sup>st</sup> level and 1d8 per level thereafter.

**Saving Throw:** 15 at 1<sup>st</sup>, 14 at 2<sup>nd</sup>, 13 at 3<sup>rd</sup>, 12 at 4<sup>th</sup>, 11 at 5<sup>th</sup>, and 10 at 6<sup>th</sup> level. Daredevils get +2 on *Saving Throws* vs. evasions, falls and other instances where fast reactions and agility would be beneficial.

**Task Checks:** Daredevils make a *Task Check* at +2 to succeed at *climbing walls, leaping, tumbling, escaping bonds, hiding in shadows and moving silently*.

**Basic Hit Bonus (BHB):** +1 at 1<sup>st</sup>, +2 at 2<sup>nd</sup>, +3 at 3<sup>rd</sup>, +4 at 4<sup>th</sup>, +5 at 5<sup>th</sup>, and +6 at 6<sup>th</sup> level. Daredevils get +2 on *Saving Throws* vs. evasions, falls and other instances where fast reactions and agility would be beneficial

Daredevils have additional class abilities as follows:

- **Surprise Attack**— When attacking with surprise and from behind the Daredevil attacks at +4 to hit and x2 damage.
- **Finesse** — Daredevils can use their Dex mod in place of their Str mod on “*To Hit*” rolls with one-handed melee weapons.

Daredevils have a choice of Powers. Choose two at 1<sup>st</sup>, another at 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup> and 6<sup>th</sup> level:



- **Danger Sense**
- **Meta Senses\***
- **Phase**
- **Super Constitution**
- **Super Dexterity**
- **Super Leap\***
- **Super Wisdom**
- **Super Senses**
- **Super Speed**
- **Tunneling\***

## THE DETECTIVE

*A hero whose occupation is to investigate and solve crimes and bring criminals to justice.*

**Hit Dice:** 6 HP at 1st level and then 1d6 per level thereafter.

**Saving Throw:** 15 at 1<sup>st</sup>, 14 at 2<sup>nd</sup>, 13 at 3<sup>rd</sup>, 12 at 4<sup>th</sup>, 11 at 5<sup>th</sup>, and 10 at 6<sup>th</sup> level.

**Task Checks:** Detectives make a *Task Check* at +2 to succeed at *notice*, *open locks*, *hide in shadows*, *move silently*, *street smarts*, *pick pockets*, *demolitions*, and *find clues*.

**Basic Hit Bonus (BHB):** +1 at 3<sup>rd</sup> level and +2 at 5<sup>th</sup> level

Detectives have additional class abilities as follows:

- **Hunch**— You have a gut instinct that means when stuck for clues or what to do next, once per adventure the GM can give you a piece of information that will lead you where you need to go or what you could do next. At 4<sup>th</sup> level and higher you can use your *Hunch* ability twice per adventure
- **Contacts** – Detectives have one contact at 1<sup>st</sup> level and gain another one at 2<sup>nd</sup> level and a third at 3<sup>rd</sup> level. The contact can be from a range of backgrounds – often criminals or law enforcement, but they can be lawyers, entrepreneurs, politicians, reporters and so on. These contacts generally have some useful information that they will freely give to the character provided it is within the realms of information they might have access to. At 4<sup>th</sup>, 5<sup>th</sup> and 6<sup>th</sup> levels you gain one additional contact.
- **Utility items** – At 4<sup>th</sup> level the Detective has a selection of small items that are useful to his work. He doesn't have to declare what they are exactly – just once per adventure he may pull out an item that would be helpful to whatever he is currently doing – a swing-line, a set of lock picks, a flash grenade, forensic tools etc. They give +2 to whatever task he is doing.



Detectives have a choice of Powers. Choose one at 1<sup>st</sup>, another at 3<sup>rd</sup>, and another at 5<sup>th</sup> level.

- **Danger Sense**
- **Meta Senses\***
- **Super Charisma**
- **Super Intelligence**
- **Super Wisdom**
- **Super Senses**

## THE ELEMENTALIST

*A hero who has power over the elements of earth, air, fire or water.*

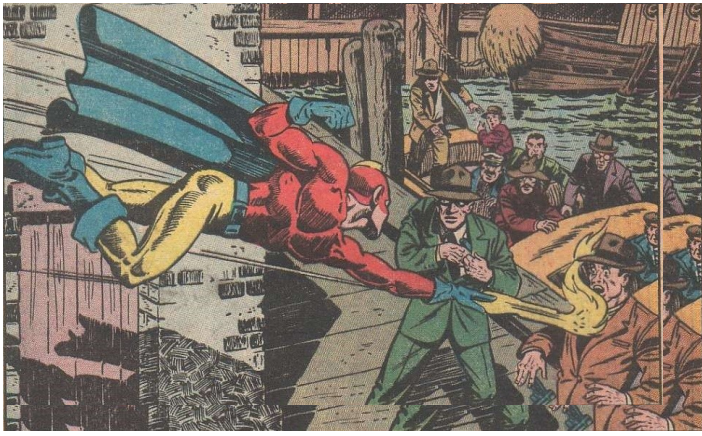
**Hit Dice:** 6 HP at 1st level and 1d6 per level thereafter.

**Saving Throw:** 15 at 1<sup>st</sup>, 14 at 2<sup>nd</sup>, 13 at 3<sup>rd</sup>, 12 at 4<sup>th</sup>, 11 at 5<sup>th</sup>, and 10 at 6<sup>th</sup> level. Elementalists get +2 on *Saving Throws* vs. any environmental or energy effect.

**Task Checks:** Elementalists make a *Task Check* at +2 to succeed at task checks to do with *energy* and the *environment*.

**Basic Hit Bonus (BHB):** +1 at 2<sup>nd</sup>, +2 at 4<sup>th</sup>, and +3 at 6<sup>th</sup> level

Elementalists have a choice of Powers. Choose two at 1<sup>st</sup> level, another at 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup>, and 6<sup>th</sup> level:



- **Absorption**
- **Darkness\***
- **Elemental Form**
- **Energy Blast**
- **Flight**
- **Force Field**
- **Life Support\***
- **Phase**
- **Super Constitution**
- **Super Wisdom**
- **Tunneling\***
- **Weather Control**

## THE FIGHTER

*A pugilist, weaponeer or expert in kung fu that relies on his or her martial training to beat the crooks*

**Hit Dice:** 8 HP at 1<sup>st</sup> and 1d8 at each level thereafter.

**Saving Throw:** 14 at 1<sup>st</sup>, 13 at 2<sup>nd</sup>, 12 at 3<sup>rd</sup>, 11 at 4<sup>th</sup>, 10 at 5<sup>th</sup>, and 9 at 6<sup>th</sup> level. Fighters get +2 on *Saving Throws* vs. death and evasions.

**Task Checks:** Fighters make a *Task Check* at +2 to succeed at escaping bonds, tumbling and leaping.

**Basic Hit Bonus (BHB):** +1 at 1<sup>st</sup>, +2 at 2<sup>nd</sup>, +3 at 3<sup>rd</sup>, +4 at 4<sup>th</sup>, +5 at 5<sup>th</sup>, and +6 at 6<sup>th</sup> level.

Fighters have additional class abilities as follows:

- **Barrage of Blows**— Fighters make 1 attack per level against foes of 1HD or lower.

Fighters have a choice of Powers. Choose two at 1<sup>st</sup> level, another at 2<sup>nd</sup>, another at 3<sup>rd</sup> and another at 5<sup>th</sup> level:

- **Danger Sense**
- **Meta Senses\***
- **Natural Weapon**
- **Super Constitution**
- **Super Dexterity**
- **Super Leap\***
- **Super Senses**
- **Super Strength**
- **Super Weapon\***
- **Super Wisdom**



## THE GADGETEER

*A hero who designs and creates scientific devices including battlesuits and weapons*

**Hit Dice:** 6 HP at 1st level and 1d6 per level thereafter.

**Saving Throw:** 15 at 1<sup>st</sup>, 14 at 2<sup>nd</sup>, 13 at 3<sup>rd</sup>, 12 at 4<sup>th</sup>, 11 at 5<sup>th</sup>, and 10 at 6<sup>th</sup> level.

**Task Checks:** Gadgeteers receive +2 on *Task Checks* to drive, mechanical/electrical repair, open locks, scientific knowledge, demolitions, crafts, figuring out weird or alien technology. (Add “use computers” if not set in the Golden Age)

**Hit Bonus (BHB):** +1 at 3<sup>rd</sup> level and +2 at 5<sup>th</sup> level.



Gadgeteers have the following class ability

- **Utility items** – At 1<sup>st</sup> level the Gadgeteer has a selection of small items that are useful to the adventure. He doesn't have to declare what they are exactly – just once per adventure he may pull out an item that would be helpful to whatever he is currently doing – a swing-line, a set of lock picks, a flash grenade, a motion sensor etc. They give +2 to whatever task he is doing.

Gadgeteers have a choice of any of the Powers. These are built into an item, device, gizmo or other piece of equipment. Some devices have several *Powers* built into them (often a Battlesuit, maybe with Flight, Indestructibility and Energy Blast) and others just have the one *Power*. Devices can be removed from the Gadgeteer, so sometimes it's preferable not to "put all your eggs in one basket". Choose any two *Powers* from the *Powers* list at 1<sup>st</sup> level, 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup> and 6<sup>th</sup> level:

## THE METAMORPH

*A hero who has control over his own body shape and form*

**Hit Dice:** 8 HP and 1d8 per level thereafter.

**Saving Throw:** 14 at 1<sup>st</sup> level, 13 at 2<sup>nd</sup>, 12 at 3<sup>rd</sup>, 11 at 4<sup>th</sup>, 10 at 5<sup>th</sup> and 9 at 6<sup>th</sup> level. Metamorphs get +2 on *Saving Throws* vs. poisons and environmental effects, such as *radiation*, *great heat/cold* or *water pressure/vacuum*.

**Task Checks:** Metamorphs make a *Task Check* at +2 to succeed at *notice*, *hide in shadows* and *move silently*

**Basic Hit Bonus (BHB):** +1 at 2nd level, +2 at 4<sup>th</sup>, and +3 at 6<sup>th</sup> level.

Metamorphs have a choice of Powers. Choose two at 1<sup>st</sup> level, another at 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup>, 5<sup>th</sup> and 6<sup>th</sup> level:

- **Absorption**
- **Aquatic Adaptation\***
- **Duplication\***
- **Elasticity**
- **Fast Healing**
- **Growth**
- **Heal Others\***
- **Life Support\***
- **Phase**
- **Power Mimic\***
- **Shape Change**
- **Shrink**
- **Super Constitution**
- **Teleport**
- **Tunneling\***



## THE MYSTIC

*A mysterious student of arcane powers and spell casting*

**Hit Dice:** 4 HP at 1<sup>st</sup> and 1d4 per level thereafter

**Saving Throw:** 14 at 1<sup>st</sup>, 13 at 2<sup>nd</sup>, 12 at 3<sup>rd</sup>, 11 at 4<sup>th</sup>, 10 at 5<sup>th</sup>, and 9 at 6<sup>th</sup> level. Mystics get +2 on *Saving Throws* vs. *magic*.

**Task Checks:** Mystics make a *Task Check* at +2 to succeed at *occult knowledge* and *ancient languages*.

**Basic Hit Bonus (BHB):** +1 at 4<sup>th</sup> level.

Mystics have additional class abilities as follows:

- **Cast Spells** – The Mystic is able to cast spells. At 1<sup>st</sup> level they get 2 1<sup>st</sup> level spells. At 2<sup>nd</sup> level they get another 1<sup>st</sup> level spell. At 3<sup>rd</sup> level they add a 2<sup>nd</sup> level spell. At 4<sup>th</sup> level they add another 1<sup>st</sup> level spell. At 5<sup>th</sup> level they add another 2<sup>nd</sup> level spell. At 6<sup>th</sup> level they add a 3<sup>rd</sup> level spell. Spells are detailed below. Some are similar to Powers but they don't actually work in the same way, because they are sourced from the mystical energies of the universe. The spells can be cast once each per adventure.
- **Create Talismans** – The Mystic is able to imbue rings, amulets and other objects with magical properties. Between adventures, they can work on one item into which they can place a spell or a power they know, as long as they are doing nothing else in that time.

Mystics have a choice of Powers. Choose one at 1<sup>st</sup> level, another at 3<sup>rd</sup> level and another at 5<sup>th</sup> level:

- **Heal Others\***
- **Meta Senses\***
- **Super Charisma**
- **Super Intelligence**
- **Super Wisdom**

Mystics have magic spells that they learn from their mentors and from ancient texts. These spells are powered by mysterious forces that pervade the universe. Mystics have two level 1 spells at 1<sup>st</sup> level and can cast each of them once per adventure. At 2<sup>nd</sup> level, you can add another level 1 spell. At 3<sup>rd</sup> level, you can add a level 2 spell. At 4<sup>th</sup> level, you can add another level 1 spell. At 5<sup>th</sup> level, you can add a level 3 spell. At 6<sup>th</sup> level you can add a level 2 spell.

## Mystic spells – Level 1

### Detect Magic

**Range:** 20 yards

**Duration:** 20 minutes

Caster can perceive the presence of magic.

### Disguise Self

**Range:** Self

**Duration:** 10 minutes per level

You can alter your appearance (and clothing) to look like a specific individual that you know or can see or to that of a “generic” person.

### Mystic Bolt

**Range:** 50 yards

**Duration:** Instantaneous

A magic dart of mystic energy flies where the caster directs, hitting the target, automatically causing 1d6 damage. There is no saving throw. At 3<sup>rd</sup> level, two such darts are produced. At 6<sup>th</sup> level, 3 darts are produced.

### Mystic Light

**Range:** Touch

**Duration:** 1 hour+10 min/level

The target object produces light about as bright as a lantern, to a radius of 10 yards.

### Mystic Shield

**Range:** Self

**Duration:** 1 minute per level

An invisible mystic shield hovers in front of you. It completely negates mystic bolts aimed at you. Otherwise it gives you an armour class of 14, rising to 15 at 2<sup>nd</sup> level, 16 at 3<sup>rd</sup> level, 17 at 4<sup>th</sup> level, 18 at 5<sup>th</sup> level and 19 at 6<sup>th</sup> level.

### Mystic Sleep

**Range:** 50 yards

**Duration:** Gm's discretion

This spell puts 1d6+1 normal people (citizens, thugs, cops etc.) into an enchanted slumber with no saving throw. Alternatively, it can be aimed at a single superhero/villain who will get a *saving throw*.

### Resist Energy

**Range:** Touch

**Duration:** 10 minutes per level

This spell grants limited protection to a specific type of energy (cold, fire, radiation etc). Damage received from the energy is reduced by 1 per level of the Mystic.

### Summon Animal

**Range:** 10 yards

**Duration:** 1 minute per level

The spell summons a normal animal that will do as you say whilst it is with you. Whilst it appears within 10 yards of you it will travel as far as it can (if ordered to) until the spell wears off.

## Mystic spells – Level 2

### Knock – Lock

**Range:** Close

**Duration:** Permanent until dispelled

The targeted door, gate, or portal can be opened or locked by this spell. A locked target is unlocked and opened (including those locked by this spell). Targets locked by this spell can be unlocked by this spell or broken by brute force (GM's discretion).

### Invisibility

**Range:** Touch

**Duration:** Until dispelled or an attack is made

The object of this spell (being or thing) becomes invisible and cannot be seen. Someone who is invisible cannot be attacked unless its approximate location is known, and then all attacks are made at -4 to hit. If the invisible person makes an attack, the invisibility is ended. Otherwise it lasts until removed by the caster.

### Levitate

**Range:** 20 yards

**Duration:** 1 minute per level

The spell allows you to move yourself, another person (or animal) or object up and down as you wish. A *saving throw* can be made by an unwilling target or if a targeted object is in someone's possession.

### Mystic Darkness

**Range:** 20 yards

**Duration:** 10 minutes per level

The Mystic creates an area of darkness up to 20 yards away, which has a radius of 10 yards +5 yards per level. The Mystic can see in the darkness but anyone else's vision is completely impaired (most super senses are helpful in the darkness). The spell completely dispels any light spell in the area (unless the light spell was cast by a higher level Mystic).

### Spider Climb

**Range:** Touch

**Duration:** 10 minutes per level

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does.

## Mystic spells – Level 3

### Dispel Magic

**Range:** 30 yards

**Duration:** Immediate

This spell cancels magical spells and effects (even from talismans). It will only negate the spells of a lower level Mystic.

### Mystic Sight

**Range:** 50 yards

**Duration:** 1 minute per level

This spell makes your eyes glow blue and allows you to see magical auras, the true form of shape changed beings, invisible objects/creatures and other similar things at the GM's discretion.

### Mystic Flight

**Range:** Touch

**Duration:** 1 hour per level

This spell enables the subject to fly at 60 yards per round or 60 mph out of combat.

### Summon Supernatural Creature

**Range:** 10 yards

**Duration:** 1 minute per level

The spell summons a creature from the "supernatural & weird" list that will do as you say whilst it is with you. Whilst it appears within 10 yards of you it will travel as far as it can (if ordered to) until the spell wears off.

### Water Breathing

**Range:** Touch

**Duration:** 2 hours per level

The subject can breathe underwater as they can on land. The spell also provides complete protection against the pressures of deep water.

## THE PSYCHIC

*A strong-willed individual with powers of the mind*

**Hit Dice:** 4HP at 1<sup>st</sup> level and 1d4 per level thereafter.

**Saving Throw:** 15 at 1<sup>st</sup> level, 14 at 2<sup>nd</sup>, 13 at 3<sup>rd</sup>, 12 at 4<sup>th</sup>, 11 at 5<sup>th</sup> and 10 at 6<sup>th</sup> level. Psychics get +2 on *Saving Throws* vs. *mental attacks, taunts, interrogation and intimidation*.

**Task Checks:** Psychics make a *Task Check* at +2 to succeed at *notice, empathy* and *handle animals*.

**Basic Hit Bonus (BHB):** +1 at 4<sup>th</sup> level.

Psychics have a choice of Powers. Choose two at 1<sup>st</sup>, another at 2<sup>nd</sup>, 3<sup>rd</sup>, 4<sup>th</sup> and 6<sup>th</sup> level:

- **Danger Sense**
- **Darkness\***
- **Heal Others\***
- **Meta Senses\***



- **Mental Blast**
- **Mind Control**
- **Phase**
- **Super Charisma**
- **Super Intelligence**
- **Super Wisdom**
- **Super Senses**
- **Telekinesis**
- **Telepathy**
- **Teleport**

## Powers

*This is a list and explanation of Powers used in Superheroes Extended. The list and the sorts of effects of the Powers are not exhaustive. If players invent other uses for their powers that seem reasonable then go with it. Maybe, if there is enough interest, I'll add rules for higher level heroes, additional Powers and additional uses for them. If you choose a Power at a level other than 1<sup>st</sup>, you start out with the 1<sup>st</sup> level in the Power. Where a Power has a set duration, the Power cannot be used again until you have waited at least the same duration between uses.*

### Absorption

Your body absorbs energy and energy attacks of a specific type (fire, electricity, radiation etc.) chosen when you first gain the power.

**Range:** Self

**Activation:** No

**Duration:** Continuous

- At 1<sup>st</sup> level you can absorb 2d4 damage received from an energy attack.
- At 2<sup>nd</sup> level you can absorb 2d6 damage received from an energy attack.
- At 3<sup>rd</sup> level you can absorb 2d8 damage received from an energy attack.
- At 4<sup>th</sup> level, whatever damage you absorbed can now be used to recover lost HP.
- At 5<sup>th</sup> level you can choose another energy type to absorb.
- At 6<sup>th</sup> level you can choose a third energy type **or** you can absorb 3d6 damage received from an energy attack.

### Aquatic Adaptation

You are perfectly suited for aquatic life. Your body can draw oxygen from water as easily as it can from air (although you do not lose the ability to breathe air), and it has external changes that make swimming easier, such as streamlining and webbed digits.

**Range:** Self

**Activation:** No

**Duration:** Continuous

- At 1<sup>st</sup> level you can breathe water (maybe with gills, if you wish), and swim at 12 yards per round and out of combat your swim speed is 24 mph.
- At 2<sup>nd</sup> level you can swim at 24 yards per round and out of combat your swim speed is 48 mph.
- At 3<sup>rd</sup> level you are unaffected by water pressure and the coldness of the depths.
- At 4<sup>th</sup> level you are able to emit high-frequency sound and translate the echoes that return to you into a three-dimensional mental picture of your surroundings (sonar).
- At 5<sup>th</sup> level, you can swim at 36 yards per round and out of combat your swim speed is 72 mph.
- At 6<sup>th</sup> level you can swim at 48 yards per round and out of combat your swim speed is 96 mph. You can also communicate with fish and other aquatic creatures.

### Danger Sense

Warning alarms go off in your head when threats to your well-being are nearby.

**Range:** Self

**Activation:** No

**Duration:** Continuous

- At 1<sup>st</sup> level you get a prickly sensation that something is wrong when danger is present.
- At 2<sup>nd</sup> level you cannot be surprised even if the rest of your team are.
- At 3<sup>rd</sup> level you can tell something more about the threat – how much is determined by the GM.
- At 4<sup>th</sup> level you get a prickly sensation when one of your team is in danger – even if they are miles away
- At 5<sup>th</sup> level, you get an indistinct picture in your head of the approximate nature of the threat
- At 6<sup>th</sup> level, you get a clear picture in your head of the exact nature of the threat

### Darkness

This Power causes darkness in an area defined by you that is within your ability. Sonar and similar powers will work in this area.

**Range:** 10 yards per level

**Activation:** Yes

**Duration:** 2 turns per level

- At 1<sup>st</sup> level you can create an area of 10 x 10 yards of darkness that mundane folk are unable to see in, but creatures with night-vision (like cats) or super senses (sight) can see in. You gain dark vision that allows you to see in your own created darkness (but not in other darkness).
- At 2<sup>nd</sup> level you can create a larger area of darkness (30 x 30 yards) as above or a 10 x 10 yards area of darkness that even those with night vision or super-senses (sight) cannot see in. Super senses like infra-red vision and sonar still work. You gain your choice of infra-red vision or sonar (that only works in the darkness you create).
- At 3<sup>rd</sup> level you can create a larger area of darkness – 50 x 50 yards as above or a 20 x 20 yard area that those with night sight cannot see in.
- At 4<sup>th</sup> level you can create a larger area of darkness – 100 x 100 yards as above or a 30 x 30 yard area that those with night sight cannot see in.
- At 5<sup>th</sup> level, you can merge your body with the darkness that you have created and move in it at your normal move rate within it.
- At 6<sup>th</sup> level you can merge with the darkness you create and instantly re-appear anywhere within it (similar to teleport).

## Duplication

You are able to create one or more perfect duplicates of yourself. Each duplicate is exactly like you, possessing all of your abilities and Powers except for Duplication. If you are wounded, the duplicates will also be wounded.

**Range:** 50 yards per level.

**Activation:** Yes

**Duration:** 1 turn per level

- At 1<sup>st</sup> level you can create one duplicate of yourself. You have a “link” to your duplicate so it will do as you will it.
- At 2<sup>nd</sup> level you can create two duplicates of yourself.
- At 3<sup>rd</sup> level you can create three duplicates of yourself.
- At 4<sup>th</sup> level you can create four duplicates of yourself.
- At 5<sup>th</sup> level, you can create five duplicates of yourself.
- At 6<sup>th</sup> level you can create six duplicates of yourself.

## Elasticity

Your body can stretch and twist without damaging bones or internal organs. This gives you incredible reach and flexibility of motion. As the power improves, you can even mold your body into special shapes (for example, you could mold your finger into the shape of a keyhole).

**Range:** Self

**Activation:** No

**Duration:** Continuous

- At 1<sup>st</sup> level your arms/legs can stretch up to triple normal length. Reach of melee attacks is 4 yards. You gain a +4 bonus to *climb* and *escape from bonds* checks and can move at +2 yards.
- At 2<sup>nd</sup> level your limbs and neck can stretch and twist, and your hands and fingers even can be molded into different shapes. Your reach for melee attacks is 8 yards. You gain a +6 bonus to *climb* and *escape from bonds* checks and can move at +3 yards. Your body is so elastic that damage received from weapons (except sharp/edged weapons) is reduced by 1.
- At 3<sup>rd</sup> level your whole body can stretch and twist and even can be molded into different shapes. Reach of melee attacks is 12 yards. You gain a +8 bonus to *climb* and *escape from bonds* checks and can move at +4 yards. Your body is so elastic that damage received from weapons (except sharp/edged weapons) is reduced by 2.
- At 4<sup>th</sup> level you can make the area between your arms and body into “wing-like” membranes so that you can glide for short distances of up to 20 yards. Also, range of melee attacks can now be extended to 16 yards and you can move at +5 yards.
- At 5<sup>th</sup> level, you can glide for 40 yards. Your body is so rubbery as to reduce damage caused by non-edged weapons by 3 points. You can automatically escape from bonds within a minute. You can move at +6 yards.
- At 6<sup>th</sup> level, you can effectively “melt” your body so that it becomes like a viscous liquid. Your body is so elastic that damage received from weapons (except sharp/edged weapons) is reduced by 4.

## Elemental Form

You can convert your whole body (or parts of your body) and your personal equipment into one type of elemental energy. As the power improves, you can transform more quickly and more often. You must specify the form (air, earth, electricity, fire, ice or shadow) when the power is acquired.

**Range:** Self

**Activation:** Yes

**Duration:** 2 turns per level

- **Air:** You may fly at 60 yards per round but out of combat you can fly at 120 mph. You can be invisible or you can resemble a mini-tornado. Missile weapons (arrows, thrown spears and knives) are blown away from you, giving you an effective AC of 14 (15 at 5<sup>th</sup> level, and 16 at 6<sup>th</sup> level. At 4<sup>th</sup> level plus you can fly at 80 yards per round but out of combat you can fly at 200 mph.). You may merge with the natural air. You cannot be damaged by normal weapons as they just go through you. You can manipulate the air around you – blowing out candles, blowing wind into ship’s sails and so on. Generally it cannot be used to attack for damage but it can be used in interesting ways, subject to GM approval.

- **Earth:** You receive 14 AC (15 at 4<sup>th</sup> level) and damage is reduced by 1 per level on a hit due to your rock-like body. Your fists do 1d6 damage on a hit. Your Str is increased by +1 at 1<sup>st</sup> level, +2 at 2<sup>nd</sup> level and +3 at 3<sup>rd</sup> level, +4 at 4<sup>th</sup> level, +5 at 5<sup>th</sup> level and +6 at 6<sup>th</sup> level. You move at half normal speed. You can merge with the earth and move through it at 4 yards per round (5 yards at 5<sup>th</sup> level and 6 yards at 6<sup>th</sup> level). You can manipulate the earth around you – forming earthworks and pits in the ground and so on. Generally it cannot be used to attack for damage but it can be used in interesting ways, subject to GM approval.
- **Electricity:** You may fly at speed 40 yards per round but can “bolt” at 200 yards in a straight line. You take half damage from electrical shock. Your melee attacks cause + 1d4 damage from electric shock. This increases to 1d6 at 2<sup>nd</sup> level and 1d8 at 3<sup>rd</sup> level. You can short out electronic equipment by touch. Water or rain causes you to deactivate. At 4<sup>th</sup> level plus, you may fly at speed 50 yards per round but can “bolt” at 300 yards in a straight line. You can merge with natural electricity or in machinery. You can manipulate electricity around you – redirecting it and so on. Generally it cannot be used to attack for damage but it can be used in interesting ways, subject to GM approval.
- **Fire:** You take half damage from heat and fire damage, but are vulnerable to cold (x2 damage). You get +1d4 to your melee attacks from fire damage. This increases to +1d6 at 2<sup>nd</sup> level and +1d8 at 3<sup>rd</sup> level. Additionally, you can set ablaze adjacent vegetation and combustible objects (not people) by touch. At 4<sup>th</sup> level plus, you can merge with any fire and move within it at 6 yards per round (9 at 5<sup>th</sup> level and 12 at 6<sup>th</sup> level). You can melt ice up to 20 yards away, in a 3 yard x 3 yard area per round. You can manipulate fires that are already there – increasing or reducing their intensity and so on. Generally it cannot be used to attack for damage but it can be used in interesting ways, subject to GM approval.
- **Ice:** You have 14 AC due to ice-hard body. You take half damage from cold damage, but vulnerable to fire (x2 damage). You get +1d4 cold damage to all your melee attacks due to cold. You can extinguish flames or freeze liquids in a 10x10-foot area by touch as a standard action. At 4<sup>th</sup> level plus, you can merge with any ice and move within it at 6 yards per round (9 at 5<sup>th</sup> level and 12 at 6<sup>th</sup> level). You can manipulate ice around you into chutes and slides to increase your movement speed, create ice walls and so on. Generally it cannot be used to attack for damage but it can be used in interesting ways, subject to GM approval.
- **Shadow:** You can see perfectly in darkness. You receive a +6 bonus on *Hide in Shadows Task Checks* in low light or in darkness. You cannot be damaged by normal weapons as they just go through you. By a partial change, you can play with shadows across your face to mask your features. At 4<sup>th</sup> level, plus you can merge with any shadows and you can also manipulate your own or other people’s shadows. Generally it cannot be used to attack for damage but it can be used in interesting ways, subject to GM approval.

## Energy Blast

You can shoot a beam of one kind of energy (cold, electricity, fire, force, radiation, or sonic damage) from your eyes or hand (you must specify the type of energy and how the beam is fired when the power is first acquired). You have to make a “To Hit” roll to affect your target. *You can split the damage **dice** between targets if you wish (so at 1<sup>st</sup> level you could attack 2 targets at 1d4 damage each).*

**Range:** 50 ft per level

**Activation:** Yes

**Duration:** Immediate

- At 1<sup>st</sup> level, your blast does 2d4 damage on a hit.
- At 2<sup>nd</sup> level, your blast does 2d6 damage on a hit.
- At 3<sup>rd</sup> level, your blast does 2d8 damage on a hit.
- At 4<sup>th</sup> level you get +2 “To Hit” your target(s).
- At 5<sup>th</sup> level, your blast does 3d8 damage on a hit.
- At 6<sup>th</sup> level, your blast does 4d8 damage on a hit **or** you can have an additional +3 “To Hit”.

## Fast Healing

You possess accelerated natural healing. Wounds close up and body parts regenerate all on their own.

**Range:** Self

**Activation:** No

**Duration:** Continuous

- At 1<sup>st</sup> level, you automatically recover 1HP per round. You receive a +1 bonus to your *Saving Throws* vs. death.
- At 2<sup>nd</sup> level, you automatically recover 2HP per round. You receive a +2 bonus to your *Saving Throws* vs. death.
- At 3<sup>rd</sup> level, you automatically recover 3HP per round. You receive a +3 bonus to your *Saving Throws* vs. death.
- At 4<sup>th</sup> level, you automatically recover 4HP per round. You receive a +1 bonus to your *Saving Throws* vs. poisons or other illnesses.
- At 5<sup>th</sup> level, you automatically recover 5HP per round. You receive a +2 bonus to your *Saving Throws* vs. poisons or other illnesses.
- At 6<sup>th</sup> level, you automatically recover 6HP per round. You receive a +4 bonus to your *Saving Throws* vs. death.

## Flight

You can fly through the air. Perhaps your spirit energy powers the flight. Possibly you can create an anti-gravity body field. As a limitation, you might actually need to sprout physical wings to fly.

**Range:** Self

**Activation:** No

**Duration:** Continuous (but see below)

- At 1<sup>st</sup> level you can fly at 60 yards per round. Out of combat, you fly at 60 mph.
- At 2<sup>nd</sup> level you can fly at 120 yards per round. Out of combat, you fly at 120 mph.
- At 3<sup>rd</sup> level you can fly at 240 yards per round. Out of combat, you fly at 240 mph.
- At 4<sup>th</sup> level you can switch to Hyper Flight for up to an hour. This means out of combat you can multiply your speed by x5 mph.
- At 5<sup>th</sup> level you can switch to Hyper Flight for up to 2 hours. This means out of combat you can multiply your speed by x10 mph.
- At 6<sup>th</sup> level you can switch to Hyper Flight for up to 3 hours. This means out of combat you can multiply your speed by x20 mph.

## Force Field

You can generate a protective barrier of force (visible like faintly colored glass) that deflects attacks and absorbs physical damage. As the power improves, you can even extend the field to protect others nearby. You may keep concentrating on the *Force Field* and it will stay up as long as you concentrate. Once you've stopped concentrating it lasts 1 minute per level.

**Range:** 2 yards per level

**Activation:** Yes

**Duration:** 1 minute per level\*.

- At 1<sup>st</sup> level your AC is 14 and the force field absorbs 1 damage received from hits.
- At 2<sup>nd</sup> level your AC is 15 and the force field absorbs 2 damage received from hits.
- At 3<sup>rd</sup> level your AC is 16 and the force field absorbs 3 damage from hits.
- At 4<sup>th</sup> level you can make your force field into a battering ram to shove things away from you. It has the equivalent of a 21 Str and can be forced away from you pushing anything behind it at a rate of 6 yards per round.
- At 5<sup>th</sup> level your AC is 17 and the force field absorbs 4 damage from hits.
- At 6<sup>th</sup> level your AC is 18 and the force field absorbs 5 damage from hits.

## Growth

You can greatly increase your height and mass. As you grow increasingly larger, your physical might and toughness are magnified. You can attack enemies at a greater distance from you with your increased reach.

**Range:** Self

**Activation:** Yes

**Duration:** 2 turns per level

- At 1<sup>st</sup> level you can grow to 12 ft tall. You gain +2 Strength and +4 HP. You can also move an extra 2 yards.
- At 2<sup>nd</sup> level you can grow to 24 ft tall. You gain +4 Str and +8 HP. You can also move an extra 4 yards.
- At 3<sup>rd</sup> level you can grow to 36 ft tall. You gain +6 Str and +12 HP. You can also move an extra 6 yards. At 4<sup>th</sup> level you can grow to 48 ft tall. You gain +7 Strength and +14 HP. You can also move an extra 8 yards.
- At 5<sup>th</sup> level you can grow to 60 ft tall. You gain +8 Str and +16 HP. You can also move an extra 10 yards.
- At 6<sup>th</sup> level you can grow to 72 ft tall. You gain +9 Str and +18 HP. You can also move an extra 12 yards.

## Heal Others

By laying your hand on a living creature, you channel positive energy that cures damage and illnesses.

**Range:** Touch\*

**Activation:** Yes

**Duration:** Immediate

**At each level you attain, you can add one of these options (you may only use each once per adventure but you can choose each option more than once):**

- You can heal 2d4+1 points of damage.
- You can neutralize poison in an affected person.
- You can cure any disease a person might be suffering from.
- You can restore a person affected by paralysis
- You can restore a person affected by environmental conditions (heat, cold, radiation etc.)
- Your Power can be used at a range of 10 yards (if you choose this again, the range is doubled)

## Indestructibility

The resilience of your body and/or spirit provides a bonus to your AC. As the power improves, you grow especially resistant to damage from lethal weapons. The power is a part of your being and does not normally have to be specially activated.

**Range:** Self

**Activation:** No

**Duration:** Continuous

- At 1<sup>st</sup> level you get 14 AC and your body absorbs 1 point of damage received from hits.
- At 2<sup>nd</sup> level you get 15 AC and your body absorbs 2 points of damage received from hits.
- At 3<sup>rd</sup> level you get 16 AC and your body absorbs 3 points of damage received from hits.
- At 4<sup>th</sup> level you get 17 AC and your body absorbs 4 point of damage received from hits.
- At 5<sup>th</sup> level you get 18 AC and your body absorbs 5 points of damage received from hits.
- At 6<sup>th</sup> level you get 19 AC and your body absorbs 6 points of damage received from hits.

## Life Support

You are able to survive under conditions that would be hazardous to most living creatures and/or ignore some biological needs.

**Range:** Variable

**Activation:** No

**Duration:** continuous

**At each level you attain, you can add one of these options:**

- You need not breathe. You have no need for oxygen. Since you do not breathe, you are immune to gaseous attacks that affect respiration.
- You need not eat or drink. You either do not require food and water, or you draw enough out of your environment for your needs.
- You need not sleep. You do not sleep and, thus, have a lot more free time on your hands.
- You are disease resistant. You are completely immune to diseases
- You are poison resistant. You are completely immune to poisons
- You are pressure resistant. You are immune to natural low- and high-pressure extremes. If you do not breathe, you can function in space without a suit (though temperature extremes and radiation can still be a problem).
- You are radiation resistant: You are immune to natural ambient radiation, although not to radiation-based attacks.
- You are temperature resistant: You are immune to low and high temperatures (cold/heat).

## Mental Blast

With the power of your mind you can send a pulse of pure mental force to batter your enemies. Targets get a *Saving Throw*. Success means they take half damage. *You can split the damage **dice** between targets if you wish (so at 1<sup>st</sup> level you could attack 2 targets at 1d4 damage each).*

**Range:** 20 yards per level

**Activation:** Yes

**Duration:** Immediate

- At 1<sup>st</sup> level, your blast does 2d4 damage on a hit.
- At 2<sup>nd</sup> level, your blast does 2d6 damage on a hit.
- At 3<sup>rd</sup> level, your blast does 2d8 damage on a hit.
- At 4<sup>th</sup> level your target(s) get -2 on their *saving throw*.
- At 5<sup>th</sup> level, your blast does 3d8 damage on a hit.
- At 6<sup>th</sup> level, your blast does 4d8 damage on a hit **or** your targets get -2 on their *saving throw* (-4 in total).

## Meta Senses

You have senses that are not normally found in human beings. Each level you attain in this power you may choose one Meta Sense. Most of the meta-senses automatically switch between normal senses and meta sense as required.

**Range:** Variable

**Activation:** No, but see below

**Duration:** Continuous

- **Extra-Dimensional Vision:** You can see into alternate dimensions as if you were standing in the same spot in that dimension (which overlaps with our own world). This is an activated power.
- **Extra-Dimensional Hearing:** You can listen in on sounds in alternate dimensions as if you were standing in the same spot in that alternate world. This is an activated power.
- **Infrared Vision:** You can see heat the way most people see light. This allows you to see in the dark but only to perceive creatures and objects that are not at room temperature (cold objects appear dark, while warm objects appear bright).
- **Radar:** You are able to emit radio waves and translate the echoes that return to you into a three-dimensional mental picture of your surroundings. In effect, you can “see” in total darkness and cannot be blinded as long as your radar sense is operating normally.
- **Radio Hearing:** You are able to tune into radio waves (AM, FM and police band) to listen to broadcasts. You can also detect the presence of radio waves created by radar.
- **Sonar:** You are able to emit high-frequency sound and translate the echoes that return to you into a three-dimensional mental picture of your surroundings. In effect, you can “see” in total darkness and cannot be blinded as long as your sense of hearing is operating normally.
- **X-Ray Vision:** By taking one action to refocus your eyes, you can see through most materials, as if they were not there (they appear to be only filmy, translucent shadows).
- **360-degree Vision:** Your peripheral vision is total – you can see in every direction, without turning your head.

## Mind Control

You can dominate people with your psychic strength of will.

**Range:** 10 yards per level

**Activation:** Yes

**Duration:** 1 turn per level

- At 1<sup>st</sup> level, you can dominate up to 2d4 NPCs (citizens, thugs, henchmen etc.), subjecting them to your control. A *Saving Throw* is allowed if you attempt to make them perform an action that is against their normal nature or morals.
- At 2<sup>nd</sup> level, you can now exert domination against another superhero/villain or up to 3d4 normal NPCs.
- At 3<sup>rd</sup> level, you can now exert domination against two superheroes/villains or up to 4d4 normal NPCs.
- At 4<sup>th</sup> level, your mundane target(s) receive -2 to their saving throws against domination.

- At 5<sup>th</sup> level, you can dominate up to 4d6 NPCs.
- At 6<sup>th</sup> level, your mundane target(s) receive another -2 to their saving throws against domination. Superhero target(s) receive -2 against domination.

## Natural Weapon

Your body generates or contains a natural melee weapon. Fists could be augmented by a magnetic field. Bone spikes or metallic claws could spring from a hand or arm. Spirit power could create an energy blade. You must specify the exact nature of the weapon (bone, metal, or force/energy; bludgeoning, slashing, or piercing) when the power is acquired. The weapon cannot be broken or (very rarely, if ever) taken from you.

**Range:** Melee (2 yards)      **Activation:** Yes      **Duration:** Continuous until deactivated

- At 1<sup>st</sup> level, the weapon does 2d4 damage on a hit. Your “To Hit” roll is made at +1
- At 2<sup>nd</sup> level, the weapon does 2d6 damage on a hit. Your “To Hit” roll is made at +2
- At 3<sup>rd</sup> level, the weapon does 2d8 damage on a hit. Your “To Hit” roll is made at +3
- At 4<sup>th</sup> level, you gain another +2 “to hit” with the weapon
- At 5<sup>th</sup> level, the weapon does 3d8 damage on a hit.
- At 6<sup>th</sup> level, you gain another +2 “to hit” with the weapon.

## Phase

You can shift your body partly into another dimension. Enemy attacks can pass through the displaced image of your body. As the power improves, you can pass through walls.

**Range:** Self      **Activation:** Yes      **Duration:** 1 turn per level

- At 1<sup>st</sup> level, you can either turn invisible **or** turn incorporeal. Invisibility means that you cannot be seen if staying still, but some trace of your movement might be detected with a *Notice* check. Incorporeal means you can walk through walls, cannot be harmed by mundane weapons but you also cannot affect physical things yourself.
- At 2<sup>nd</sup> level, you can add invisibility or incorporeality (whichever you didn’t choose at 1<sup>st</sup> level).
- At 3<sup>rd</sup> level, you can “flicker” between incorporeality and non-incorporeality. This means you can affect physical things on your action but are incorporeal when attacked.
- At 4<sup>th</sup> level, you can make an object or other person invisible **or** incorporeal as long as you are touching them.
- At 5<sup>th</sup> level, you can make an object or other person invisible **or** incorporeal (whichever you didn’t choose at 5<sup>th</sup> level).
- At 6<sup>th</sup> level, you can make everything or everyone in a 5 yard area around you invisible.

## Power Mimic

You are able to copy the Powers of other Superheroes so that you can use them yourself.

**Range:** Variable      **Activation:** Yes      **Duration:** 1 turn per level\*

- At 1<sup>st</sup> level, you can mimic the power of someone you have recently seen using the power, but you must also touch them. You can mimic the power at the lowest of your level in Mimic or the target’s level in their Power.
- At 2<sup>nd</sup> level, you can mimic the power of someone you have seen using the power within the last 6 turns. You no longer need to touch your target but you must still be able to see them (they don’t need to be using their power at the time).
- At 3<sup>rd</sup> level, you can mimic the power of someone you’ve seen using the power within the last 12 turns. You no longer need to see the person to recall how they used the power.
- At 4<sup>th</sup> level, you may mimic a power you have seen used within the last day.
- At 5<sup>th</sup> level, you may mimic a power you have seen used within the last week.
- At 6<sup>th</sup> level, you can use the power at your own level, even if the target’s power is at a lower level.

## Shape Change

You are able to assume the form of another living creature. The range of forms you can take is based on your level. You gain all of the creature’s natural (non-magical, non-Powered) abilities; for example, you can fly, if you are a bird; breathe water, if you are a fish. You keep your own Powers, as long as they do not require a different physique, e.g. winged flight would be lost, if you turn into a dog. Your physical attributes are the same as those of the creature in question but your mental attributes and hit points are your own. Your clothing does not usually alter with you.

**Range:** Self      **Activation:** Yes      **Duration:** 2 turns per level

- At 1<sup>st</sup> level, you can assume the form of any single natural creature.
- At 2<sup>nd</sup> level, you can choose several different forms drawn from a general type (e.g. birds, reptiles, fish, and land mammals).
- At 3<sup>rd</sup> level, you can assume the form of any creature you have actually seen (it needn’t be a “natural” creature but must be living).
- At 4<sup>th</sup> level, you can assume the form of any single object or piece of machinery.
- At 5<sup>th</sup> level, you can change into the likeness of someone you know or have seen.
- At 6<sup>th</sup> level, you can assume the form of any creature you wish.

## Shrink

You can greatly decrease your height and mass. You become increasingly harder to find and hit, and you can squeeze through ever tinier spaces. However, smaller bodies are slower-moving, weaker, and have shorter reach.

**Range:** Self (and see below)

**Activation:** Yes

**Duration:** 2 turns per level

- At 1<sup>st</sup> level you can shrink to 2 ft tall. You gain +2 AC and +2 on *Move Silently* and *Hide in Shadows* checks. Your Str is reduced by -2.
- At 2<sup>nd</sup> level you can shrink to 6 inches. You gain +4 AC and +4 on *Move Silently* and *Hide in Shadows* checks. Your Str is reduced by -4.
- At 3<sup>rd</sup> level you can shrink to 1 inch. You gain +6 AC and +6 on *Move Silently* and *Hide in Shadows* checks. Your Str is reduced by -6.
- At 4<sup>th</sup> level you can shrink to about a fraction of an inch. At this scale you cannot really be seen by anyone without super sight. You also cannot attack for melee damage although if you have energy blasts and so on, you can still use these. You have only 1 HP.
- At 5<sup>th</sup> level, you can shrink to about the size of an atom. At this level you follow the laws of atomic physics.
- At 6<sup>th</sup> level you can shrink to the level of a sub-atomic particle. At this level you follow the laws of quantum physics.

## Super Charisma

You possess incredible presence, making you hard to ignore and attractive to just about everyone.

**Range:** Self

**Activation:** No

**Duration:** Continuous

- At 1<sup>st</sup> level, increase your Cha to 18. If it is already 18 roll 1d4 and add it to your Cha.
- At 2<sup>nd</sup> level your Cha is increased by +1d4 and once per adventure you can “charm” someone (no roll needed except other superheroes/villains, who get a *Saving Throw* at -2) to give you information, give you access to restricted areas or give you something else that you need.
- At 3<sup>rd</sup> level your Cha is increased by +1d4 and you get the 1<sup>st</sup> level *Mind Control* ability. Your version is more gently persuasive rather than dominating though.
- At each level beyond 3<sup>rd</sup>, roll 1d4 and add it to your Cha.

## Super Constitution

You possess incredible vitality and resilience.

**Range:** Self

**Activation:** No

**Duration:** Continuous

- At 1<sup>st</sup> level, increase your Con to 18. If it is already 18 roll 1d4 and add it to your Con.
- At 2<sup>nd</sup> level your Con is increased by +1d4 and once per adventure you may re-roll a failed saving throw vs. death, poison, radiation, heat/cold or pressure.
- At 3<sup>rd</sup> level your Con is increased by +1d4 and once per adventure you can automatically succeed a *Saving Throw* vs. any of the above effects. At each level beyond 3<sup>rd</sup>, roll 1d4 and add it to your Con.

## Super Dexterity

You possess incredible dexterity, making you remarkably deft at feats of coordination and agility.

**Range:** Self

**Activation:** No

**Duration:** Continuous

- At 1<sup>st</sup> level, increase your Dex to 18. If it is already 18 roll 1d4 and add it to your Dex.
- At 2<sup>nd</sup> level your Dex is increased by +1d4 and you get +1 to Task Throws where Dex is key (jumping, climbing etc.)
- At 3<sup>rd</sup> level your Dex is increased by +1d4 and you get +2 to Task rolls where Dex is key. At each level beyond 3<sup>rd</sup>, roll 1d4 and add it to your Dex.

## Super Intelligence

You possess incredible brainpower and acumen.

**Range:** Self

**Activation:** No

**Duration:** Continuous

- At 1<sup>st</sup> level, increase your Int to 18. If it is already 18 roll 1d4 and add it to your Int. You can perform complex mathematical calculations in a fraction of the time it takes a scientist or mathematician to do so.
- At 2<sup>nd</sup> level your Int is increased by +1d4. You can work out exactly what an unusual man-made device or gizmo is for and how to operate it just by studying it for a few minutes or so.
- At 3<sup>rd</sup> level your Int is increased by +1d4. You can work out exactly what an unusual man-made device or gizmo is for and how to operate it just by looking at it. You can work out exactly what a piece of Alien technology is for and how to work it by studying it for an hour or so. At each level beyond 3<sup>rd</sup>, roll 1d4 and add it to your Int.

## Super Leap

You can jump really high and really far.

**Range:** Self

**Activation:** No

**Duration:** Continuous

- At 1<sup>st</sup> level from standing, you can leap up 3 yards and 12 yards distance.
- At 2<sup>nd</sup> level from standing, you can leap up 6 yards and 24 yards distance.

- At 3<sup>rd</sup> level from standing, you can leap up 12 yards and 48 yards distance.
- At 4<sup>th</sup> level from standing, you can leap up 18 yards and 64 yards distance. If you attack as you land you receive +1d4 melee damage.
- At 5<sup>th</sup> level, from standing, you can leap up 24 yards and 96 yards distance. If you attack as you land you receive +1d6 melee damage.
- At 6<sup>th</sup> level from standing, you can leap up 30 yards and 120 yards distance. If you attack as you land you receive +1d8 melee damage.

## Super Senses

You are incredibly perceptive. Your acute senses make you hard to surprise and deft at avoiding harm.

**Range:** Self

**Activation:** No

**Duration:** Continuous\*

- At 1<sup>st</sup> level, you add +4 to your *Notice* checks. Also choose a sense from – *Hearing, Smell, Taste, Touch or Sight*. Choosing one of these means you can *Notice* things much further away from you than a normal person would (minor sounds within several city blocks). You might have to concentrate for 3 minutes to filter out other distractions.
- At 2<sup>nd</sup> level, you add +6 to your *Notice* checks. You can either choose another sense **or** you can *Notice* things anywhere within up to half a city away. You might have to concentrate for 2 minutes to filter out other distractions.
- At 3<sup>rd</sup> level, you add +8 to your *Notice* checks. You can either choose another sense **or** you can *Notice* things anywhere within the city. You might have to concentrate for 1 minute to filter out other distraction
- At 4<sup>th</sup> level, can choose another sense.
- At 5<sup>th</sup> level, you need only one round to filter out any distractions.
- At 6<sup>th</sup> level, you can choose another sense.

## Super Speed

**Range:** Self

**Activation:** No

**Duration:** 3 turns per level

You possess incredible celerity. This swiftness makes you especially fast-moving and hard to hit.

- At 1<sup>st</sup> level, your movement rate is x2. You also receive a +1AC. Out of combat you can run at 200 mph.
- At 2<sup>nd</sup> level, your movement rate is x4. You also receive +2AC. Out of combat you can run at 400 mph.
- At 3<sup>rd</sup> level, your movement rate is x6. You also receive +3AC. Out of combat you can run at 600 mph.
- At 4<sup>th</sup> level, your movement rate is x8. You also receive +1d4 bonus to melee damage. Out of combat you can run at 1,000 mph.
- At 5<sup>th</sup> level, your movement rate is x10. You also receive +4AC. Out of combat you can run at 1,500 mph.
- At 6<sup>th</sup> level, your movement rate is x12. You also receive +1d6 bonus to melee damage. Out of combat you can run at 2,000 mph.

## Super Strength

You possess incredible physical might, letting you bend bars, smash walls, and crack skulls.

**Range:** Self

**Activation:** No

**Duration:** Continuous

- At 1<sup>st</sup> level, increase your Str to 18. If it is already 18 roll 1d4 and add it to your Str. Your fists do 1d6 damage on a hit
- At 2<sup>nd</sup> level your Str is increased by +1d4 and your fists do 1d8 damage on a hit.
- At 3<sup>rd</sup> level your Str is increased by +1d4 and your fists do 1d10 damage on a hit.
- At each level beyond 3<sup>rd</sup>, roll 1d4 and add it to your Str.

## Super Weapon

You own a weapon that is specific to you and probably can't be used by anyone else. It could be a magic, scientific, mystical, mythological or weird science type weapon. It could be a melee or ranged weapon. The weapon cannot be broken or (very rarely, if ever) taken from you. You can split your damage **dice** between targets if you wish.

**Range:** Melee (2 yards) or ranged (50 yards per level)

**Activation:** Yes

**Duration:** Continuous

- At 1<sup>st</sup> level, the weapon does 2d4 damage on a hit. A non-ranged Super Weapon gives you +1 to hit.
- At 2<sup>nd</sup> level, the weapon does 2d6 damage on a hit.
- At 3<sup>rd</sup> level, the weapon does 2d8 damage on a hit.
- At 4<sup>th</sup> level, you receive a +2 bonus "to hit" **or** you can double the range of a ranged weapon.
- At 5<sup>th</sup> level, the weapon does another 1d8 damage.
- At 6<sup>th</sup> level, does another 1d8 damage **or** you receive another +2 bonus "to hit".

## Super Wisdom

You possess incredible determination and insight.

**Range:** Self

**Activation:** No

**Duration:** Continuous

- At 1<sup>st</sup> level, increase your Wis to 18. If it is already 18 roll 1d4 and add it to your Wis.
- At 2<sup>nd</sup> level your Wis is increased by +1d4 and once per adventure you can re-roll one *Saving Throw*.

- At 3<sup>rd</sup> level your Wis is increased by +1d4 and you have great insight; once per adventure you may ask the GM a yes/no question to do with the world which he will answer truthfully.
- At each level beyond 3<sup>rd</sup>, roll 1d4 and add it to your Wis.

## Telekinesis

You possess the ability to exert mind over matter, moving or manipulating objects through the power of your thoughts.

**Range:** 15 yards per level

**Activation:** Yes

**Duration:** Concentration

- At 1<sup>st</sup> level, you can lift and move objects up to the size of a car or a small plane.
- At 2<sup>nd</sup> level you can lift and move objects up to the size of a bus or a military helicopter.
- At 3<sup>rd</sup> level you can lift and move objects up to the size of a large truck or a battle tank.
- At 4<sup>th</sup> level, you can lift and move objects up to the size of a passenger plane or naval cruiser.
- At 5<sup>th</sup> level you can lift and move objects up to the size of a freight train or passenger ship.
- At 3<sup>rd</sup> level you can lift and move objects up to the size of a large tanker or aircraft carrier.

## Telepathy

You can communicate with others across distances with the power of your mind. Through your thoughts, you can perceive over distances (via your targets), through barriers, and even what is normally unseen.

**Range:** See below

**Activation:** Yes

**Duration:** Concentration

- At 1<sup>st</sup> level you can send messages by thought to any person you can see in the vicinity. If it's someone you already know, you can send thoughts to them if they are within the neighborhood. You can read the mind of anyone you can touch (*Saving Throw* allowed if resisted).
- At 2<sup>nd</sup> level you can send thoughts to up to 3d4 people you can see in the vicinity. You can also send thoughts to anyone you know within the city. You can read the mind of anyone you can get eye contact with (*Saving Throw* allowed if resisted). You can also read the mind of anyone you know if they are within the neighborhood (*Saving Throw* needed to resist).
- At 3<sup>rd</sup> level you can send thoughts to up to 6d4+2 people you can see in the vicinity. You can send thoughts to anyone you can see or hear, even if they are on radio or TV. If it's someone you already know, you can send thoughts to them if they are in the country. You can read the mind of anyone you can see (*Saving Throw* allowed if resisted). You can read the mind of anyone you know in the city (*Saving Throw* allowed if resisted).
- At 4<sup>th</sup> level you can send thoughts to up to 6d4+12 people you can see in the vicinity. If it's someone you already know, you can send thoughts to them if they are on the Earth. You can read the mind of anyone you know in the country (*Saving Throw* allowed if resisted).
- At 5<sup>th</sup> level, you can send thoughts to 6d6+24 people you can see in the vicinity. You can read the mind of anyone you know in the country (*Saving Throw* allowed if resisted). You can broadcast to up to 6d4+2 random people in the vicinity even if you can't see them.
- At 6<sup>th</sup> level, you can send thoughts to 6d6+36 people you can see in the vicinity and broadcast to 6d4+12 random people within the city.

## Teleportation

You possess the ability to dematerialize in one place and reappear in another. As the power improves, the distance you can travel increases and eventually you can even teleport objects by touch.

**Range:** Self (but see below)

**Activation:** Yes

**Duration:** Immediate

- At 1<sup>st</sup> level you can instantly transfer yourself from your current location to any other spot that you can see directly.
- At 2<sup>nd</sup> level instantly transfer yourself from your current location to any other spot up to 25 miles away that you know. You always arrive at exactly the spot desired—whether by simply visualizing the area. At this level you can also bring along another person or an object of equivalent mass.
- At 3<sup>rd</sup> level you can rematerialize in a designated destination up to 250 miles away. You can bring along up to two other people or objects of equivalent mass. You can also touch a person or an object and teleport that away from you up to your maximum range. Unwilling targets get a *Saving Throw*.
- At 4<sup>th</sup> level, you can teleport up to 500 miles if you know where you are aiming for. Otherwise you can teleport up to 25 miles to somewhere you don't know but that someone's given you details of. You can now teleport with up to 4 other people.
- At 5<sup>th</sup> level, you instantly transfer yourself from your current location to any other spot up to 1,000 miles away that you know. If you have had a location described to you, you can teleport up to 100 miles. You can also open a gate to allow others to step through. It is only one way. It will stay up for a turn unless you close it sooner.
- At 6<sup>th</sup> level you can teleport up to 5,000 miles to a place you know, or 250 miles to a place that has been described to you. Your gate is now a two-way portal. It will stay up for a 3turns unless you close it sooner.

## Tunneling

You are able to dig through relatively dense non-living substances at a phenomenal rate. In effect, you have a new form of movement, similar to burrowing.

**Range:** Self

**Activation:** No

**Duration:** Continuous

- At 1<sup>st</sup> level, you can tunnel through soft earth at 6 yards per round and hard earth at 3 yards per round. You also have dark vision.
- At 2<sup>nd</sup> level, you can tunnel through soft earth at 12 yards per round, hard earth at 6 yards per round and rock at 3 yards per round. You can add radar **or** sonar, **or** you can choose to fill in the tunnel behind you with no reduction in speed.
- At 3<sup>rd</sup> level, you can tunnel through hard earth at 12 yards per round and rock at 6 yards per round. You can add doesn't need to breathe (as the Life Support power option) **or** you can choose one of the options you didn't take at 2<sup>nd</sup> level.
- At 4<sup>th</sup> level you can tunnel through rock at 9 yards per round. You may add one of the options you didn't take above.
- At 5<sup>th</sup> level, you can tunnel through rock at 12 yards per round. You also get tremorsense; while you are in contact with the earth, you can automatically sense the location of anything else within 20 yards that is also touching the ground, as long as the target is moving or making any sound louder than a whisper. Under these circumstances, you are virtually impossible to surprise. You cannot automatically identify the target – you simply know that it is there, roughly how large it is, and how quickly it is moving.
- At 6<sup>th</sup> level you can tunnel through steel at 3 yards per round. You can also choose one of the options from above that you haven't yet taken.

## Weather Control

You can change the weather in the area around you simply by willing it. You can make substantial changes to the weather that last only a short while, but as the power improves you can create massive weather effects that persist for an hour or so (until natural forces reassert the normal weather pattern of the surrounding area). There are three categories of weather, each consisting of four steps:

**Wind:** Calm (around 0 mph) / Breezy (10-20 mph) / Gale (30-60 mph) / Windstorm (over 70 mph)

**Temperature:** Hot (over 85° F) / Mild (around 70° F) / Cold (around 30° F) / Frigid (around 0° F)

**Condition:** Clear (Sunny) / Humid (Cloudy) / Light Precipitation (Showers) / Heavy Precipitation (Storms)

**Range:** 200 yards around character per level

**Activation:** Yes

**Duration:** Concentration

- At 1<sup>st</sup> level you can alter the weather by 1 step as a persistent change or 2 steps as a temporary change (lasting 1 minute). You must wait at least 1 hour before attempting to control the weather again.
- At 2<sup>nd</sup> level, you can alter the weather 2 steps as a persistent change or 3 steps as a temporary change (lasting 2 minutes). You must wait at least 30 minutes before attempting to control the weather again.
- At 3<sup>rd</sup> level you can alter the weather 3 steps as a persistent change or 4 steps as a temporary change (lasting 3 minutes). You must wait at least 10 minutes before attempting to control the weather again.
- At 4<sup>th</sup> level you can alter the weather by 4 steps as a persistent change or 5 steps as a temporary change (lasting 1 minute). You must wait at least 5 minutes before attempting to control the weather again.
- At 5<sup>th</sup> level, you can alter the weather 5 steps as a persistent change or 6 steps as a temporary change (lasting 2 minutes). You must wait at least 1 minute before attempting to control the weather again.
- At 6<sup>th</sup> level you can alter the weather 6 steps as a persistent change or 7 steps as a temporary change (lasting 3 minutes). You must wait at least 1 round before attempting to control the weather again.

*Example: It is a Calm, Mild and Humid day. Cloudmaster is 3<sup>rd</sup> level, so he could whistle up a Windstorm (3 steps) which would stay as long as he concentrates on it. Or he could change the Temperature to Frigid (2 steps) and bring up Heavy Snow (another 2 steps). He can keep this up for 3 minutes (but still has to concentrate during that time).*



# Advantages and Disadvantages

---

You may have gained some Disadvantages due to your *Origins*. You can also take some Advantages, but each one you take must be balanced by taking a further Disadvantage. Normally the GM will set a limit on the number of Advantages you can take. Mostly these play out by role playing them but some have specific rules. You shouldn't let them take over the game but they should come into play at appropriate moments (usually no more than once per adventure). The list is by no means exhaustive and you should come up with your own as required.

## Advantages

**Allies:** You have a network of friends who you can turn to in times of need for assistance. You need to choose a group of people at the time you take this Advantage (local police, a university, the military, a criminal gang etc.).

**Celebrity** – You are famous and loved by your adoring fans. You rarely have to pay for anything, you can get access to exclusive restaurants and events etc.

**Hideout:** You have somewhere that only you know about that you can escape to when you need to hide or simply to be alone.

**Immortal:** You are ageless and can't be killed – except by one thing (chosen at outset)

**Is That Your Best Shot?** : You are remarkably resilient. If you fall to oHP, once per adventure you can shake off your wounds and return immediately into the action on full HP.

**Lucky:** Once per adventure you may re-roll a failed *Task Check* or *Saving Throw*. You may take the highest result.

**Mentor:** You have a teacher that you can turn to for help and advice. Your teacher is more knowledgeable or more powerful than you but isn't normally able to actually join you on your adventures but the advice they give is always helpful.

**Security Clearance** – You have access to top secret information or facilities – it might be a government agency like the CIA or a corporation's secret labs.

**Skilled** – You have a notable skill or knowledge that you rarely fail at when needed. Choose a skill, knowledge or ability e.g. master mechanic, master electrician, fly aircraft, stunt driver, horse riding, law, chemistry, physics, archaeology, languages etc.

**Super Vehicle:** You have a vehicle with some *Powers* built into it. Choose a vehicle type and add a *Power* for every level you have (they don't have to be the same as yours).

**Wealth:** You have significant sums of money available to you, even at short notice. You can influence people with these assets and you can buy expensive things without worry.

## Disadvantages

**Age:** You are either old and suffer the effects of your old age from time to time or you are young and people don't take you seriously and you can't get into places or do stuff that an adult can.

**Dependence:** You are dependent on a particular drug, chemical, or energy to maintain your health. Without it, your powers might consume you.

**Egotistical:** You are the greatest and you know it. Others should bow before you and heed your every word. You get angered when people don't show you the respect you deserve.

**Enemy:** Someone hates you and is out to get you. They will appear at the most inopportune moments and cause you all sorts of problems.

**Phobia** – You have an irrational fear that can make you virtually useless – it could be fear of heights, enclosed spaces, spiders etc.

**Physical Hindrance** – You have some sort of physical impairment that makes life difficult.

**Prejudice:** A group of people (law enforcement, the media, the government, the Church) don't appreciate what you are doing and you constantly have to defend yourself from these agencies.

**Public ID** – You are known to the public and the media making you easy to find and making it hard to live normally.

**Someone Needs Me:** An aged grandmother or a sick child; whoever it is, they need your help and support and you can never let them down.

**Squeaky Clean:** You are committed to being a virtuous and honorable hero. You won't do anything that would soil your reputation, hurt or endanger an innocent person, or break the law. You insist that your comrades hold to your high ethics, too.

**Vengeance** – You have it in for one villain or gang and you are committed to destroying them.

**Vulnerability:** You are vulnerable to a specific type of attack and/or environmental condition. You either take an additional 1d6 damage or your *Saving Throw* is at -4.

**Weakness:** You are weakened in the presence of a particular substance or material. Choose an attribute that most reflects your weakness and reduce this by -1d4 for every minute you are around the material.

**Weird Appearance:** People find you unsettling to look at. This can prejudice them against you and they tend to avoid you wherever possible. Some might even attack you because of how you look.

# Playing the Game

---

## Time

A turn represents ten minutes, and a combat round is about 6 seconds.

## Movement Rate

Base movement rate for all characters and NPCs is in terms of yards per combat round. Many Superheroes will have Powers that alter these movement rates (e.g. *Flight*).

## Damage and Death

When a target is hit, the amount of damage is deducted from their hit points. When these hit points reach zero, the target dies, unless any of the damage taken was from fists, in which case the character is just knocked out. Characters and major NPCs (determined by the GM) receive a “*Death Save*”. If they succeed, they aren’t dead, merely incapacitated.

## Healing

In addition to medical means of restoring hit points, a character will recover 1 hit point (+ Con bonus) per level per and per day of uninterrupted rest.

## Saving Throws

A spell or other hazard may require you to make a *Saving Throw*. Success means that the individual avoids the threat or lessens its effect. Each character class has a *Saving Throw* target number based on level, with modifiers based on class and Attribute bonuses.

**Enemy/Citizen Saving Throw**—the target number is calculated by subtracting the NPC’s HD from 20.

## Task Checks

Carrying out an activity or task may require you to make a *Task Check*. This is done using the same number that is used for your *Saving Throw*, with any modifiers from your *Class Abilities* and *Attribute* bonuses. Most tasks can be attempted by any character but they don’t necessarily receive a bonus if it isn’t listed in the class features. There is no separate list of *Task Checks* – the character class details the sort of things that are considered *Task Checks* and you can generally get the meaning from the name of the “skill” itself.

## Combat

When the party of heroes comes into contact with enemies, the order of events is as follows:

1. Determine Initiative, taking care to consider whether a party is surprised.
2. Party with Initiative acts first (casting spells, attacking, etc.) and results take effect.
3. Party that lost Initiative acts, and their results take effect.
4. The round is complete; keep turn order for the next round if the battle has not been resolved.

## Determine Initiative

At the beginning of a combat round, unless one side has clearly got the drop on the other, each side rolls Initiative on a d6 - high roll wins. The winning side acts first - moving, attacking, and casting spells. The losing side takes damage and casualties, and then gets its turn. Initiative rolls may result in a tie. When this happens, both sides are considered to be acting simultaneously.

## Melee Attack

A melee attack is an attack with hand-held weapons such as a sword, tonfa, or dagger. Two combatants within 2 yards of each other are considered to be “in melee combat.” Some Powers extend this distance (e.g. *Elasticity*).

## Missile Attack

Missile attacks are attacks with ranged weapons such as a bow or a pistol. Energy Blasts also count as Missile Attacks.

## The Attack Roll

To attack with a weapon, the player rolls a d20 and adds any bonuses to the result. The total attack roll hits if equal to or higher than the number shown on the *Combat Table* below.

**Enemy/Citizen Attack Roll**—NPC's use the same Combat Table, the target number is reduced by 1 per full HD (1d6)



# Enemies and NPCs

---

## Baddy

**AC:** 12                                      **HD:** 1d6+1                                      **Attacks:** unarmed 1d3\*                                      **Move:** 12

**Special:** One or two *Powers* of choice.

The baddy is the most basic of the bad guy *supervillains*. He has only one or two superpowers and is only a minor threat to the characters.

## Boss

**AC:** 12                                      **HD:** 2d6+2                                      **Attacks:** Pistol 1d6 or Tommy gun 1d6 (x3)                                      **Move:** 10

The Boss is the Villain's right-hand man. He receives orders direct from the Villain but is rarely privy to the Villain's plans. He is pretty tough and probably reasonably clever but is unlikely to have any powers.

## Citizen

**AC:** 10                                      **HD:** 1d4                                      **Attacks:** unarmed 1d3                                      **Move:** 12

The citizen is a normal person – a shop assistant, nurse, lawyer, gardener, student, taxi driver, and banker and so on.

## Cop

**AC:** 10                                      **HD:** 1d6+1                                      **Attacks:** pistol 1d6 or cudgel 1d4                                      **Move:** 11

**Special:** Call for back up, whistle, handcuffs

## Evildoer

**AC:** 14                                      **HD:** 3d6+3                                      **Attacks:** unarmed 1d4 \*                                      **Move:** 12

**Special:** Four *Powers* of choice

The Evildoer is a powerful foe and will give the heroes a whole lot of problems. He is probably a megalomaniac so if he gets the chance he will try to capture the heroes rather than kill them outright, so he can taunt them or sneer at them and point out to them how pathetic they are and how brilliant he is.

## Henchman

**AC:** 11                                      **HD:** 2d6                                      **Attacks:** machete 1d6, Tommy gun 1d6 (x3)                                      **Move:** 11

The henchman works for the *Villain*; he receives the Boss's orders and is in charge of the villain's many Goons. He is pretty tough but, maybe a bit stupid and has no powers. There may be more than one henchman in the Villain's mob.

## Miscreant

**AC:** 13                                      **HD:** 2d6+2                                      **Attacks:** unarmed 1d3\*                                      **Move:** 12

**Special:** Two or three *Powers* of choice.

The miscreant is a *supervillain* and is a step-up from the baddy; he is a greater threat to the characters.

## Thug/Goon

**AC:** 11 (leather jacket)                                      **HD:** 1d6                                      **Attacks:** knife 1d4 or pistol 1d6                                      **Move:** 12

## Thug Leader

**AC:** 11 (leather jacket)                                      **HD:** 1d6+1                                      **Attacks:** knife 1d4, Tommy gun 1d6 (x3)                                      **Move:** 12

# Animals

---

## Ape

**AC:** 13                      **HD:** 3d6                      **Attacks:** Claws 1d6 (x2)                      **Move:** 12

## Bear, Black

**AC:** 13                      **HD:** 3d6+1                      **Attacks:** Claws 1d4+2 (x2)                      **Move:** 14

## Bear, Grizzly

**AC:** 14                      **HD:** 4d6+4                      **Attacks:** Claws 1d6+2 (x2)                      **Move:** 14

## Cat, Big

**AC:** 14                      **HD:** 2d6+1                      **Attacks:** Claws 1d6 (x2)                      **Move:** 14

## Cat, Small

**AC:** 13                      **HD:** 1d4-1                      **Attacks:** Claws 1d4-2 (x2)                      **Move:** 12

## Dog, Guard

**AC:** 13                      **HD:** 1d6+2                      **Attacks:** Bite 1d6+1                      **Move:** 14

## Dolphin

**AC:** 12                      **HD:** 1d6                      **Attacks:** -                      **Move:** 18 (swim)

## Hawk

**AC:** 15                      **HD:** 1d4                      **Attacks:** Claws 1d4-1 (x2) or bite 1d4-1                      **Move:** 4/20

## Horse

**AC:** 12                      **HD:** 2d6+2                      **Attacks:** Hooves 1d6                      **Move:** 18

## Eagle

**AC:** 14                      **HD:** 1d6                      **Attacks:** Claws 1d4 (x2) or bite 1d4                      **Move:** 4/22

## Shark

**AC:** 14                      **HD:** 3d6+2                      **Attacks:** Bite 1d6+2                      **Move:** 22 (swim)

## Snake, Poisonous

**AC:** 15                      **HD:** 1d4                      **Attacks:** Bite 1d4-2 + poison                      **Move:** 9

## Snake, Constricting

**AC:** 13                      **HD:** 2d6+2                      **Attacks:** Bite 1d4-1                      **Move:** 9

**Special:** Constriction - if hit, the character is grabbed and takes 1d3 damage per round until they escape

## Whale

**AC:** 15                      **HD:** 8d6+4                      **Attacks:** Bite 3d6+3                      **Move:** 18 (swim)

## Wolf

**AC:** 11                      **HD:** 1d6+1                      **Attacks:** Bite 1d6                      **Move:** 12

# Dinosaurs

---

## Anklyosaurus

**AC:** 18                      **HD:** 4d6+6                      **Attacks:** Bite 1d6+2 and tail 2d6+2.                      **Move:** 10

Covered in armour plates, this dinosaur can be up between 6 to 10 yards long. It is a low bodied dinosaur with a club-like tail.

## Brontosaurus

**AC:** 15                      **HD:** 8d6+8                      **Attacks:** Bite 1d6 and tail 2d6                      **Move:** 12

A herbivorous dinosaur of about 22 yards in length. It has a long neck, a huge body and a whip-like tail.

## Raptorex

**AC:** 13                      **HD:** 2d6                      **Attacks:** Claws 1d6 (x2)                      **Move:** 16

A small (about the size of a big cat) bird-like bipedal and predatory dinosaur with long sharp claws used to kill prey and as a climbing aid.

## Stegosaurus

**AC:** 16                      **HD:** 5d6+2                      **Attacks:** Tail 3d6                      **Move:** 7

Stegosaurus is a simple, slow moving herbivore, with horny plates running down its back and a horned tail for defense.

## T-Rex

**AC:** 15                      **HD:** 7d6+6                      **Attacks:** Bite 3d6+2                      **Move:** 15

T-Rex is a large bipedal dinosaur with very short forelimbs, but massively powerful rear legs. It measures up to about 14 yards in length and is by far the largest carnivore albeit primarily a scavenger.

## Triceratops

**AC:** 16                      **HD:** 6d6+3                      **Attacks:** Bite 2d6+1                      **Move:** 8

Triceratops is a herbivore with a large bony frill and three horns on its head. It grows up to about 9 yards in length.

# The Supernatural and the Weird

---

## Mummy

**AC:** 16                      **HD:** 5d6+1                      **Attacks:** Touch                      **Move:** 9

**Special:** Immune to Mind Control, Mental Blast and Telepathy. Their touch inflicts a rotting disease which causes wounds to heal at half their normal rate.

## Sasquatch/Yeti

**AC:** 14                      **HD:** 4d6+2                      **Attacks:** Claws 1d6 (x2)                      **Move:** 12

## Skinwalker

**AC:** 17                      **HD:** 6d6+2                      **Attacks:** Claws 1d6+1 (x2)

**Move:** 16

**Special:** Skinwalkers can shape change as the power, at 6<sup>th</sup> level. Scent as the Super Senses power at 4<sup>th</sup> level.

Skinwalkers are single minded, aggressive killers. They are normally conjured up by a powerful Mystic. If they come into the world of their own volition, it must be for a serious reason – usually involving hunting and killing someone.

## Werewolf

**AC:** 14                      **HD:** 3d6                      **Attacks:** Bite 1d6 or Claws 1d4 (x2)                      **Move:** 14

**Special:** Immune to mundane attacks. If bitten by a werewolf you become a werewolf (*Saving Throw* allowed). Scent as the Super Senses power at 3<sup>rd</sup> level.

## Vampire

**AC:** 15

**HD:** 2d6 - 7d6

**Attacks:** Strike 1d6, Bite 1d4 +special

**Move:** 12

**Special:** Immune to Mind Control, Mental Blast and Telepathy. If they incapacitate their enemy, they will try to feed off them – that is drink their blood. This increases their Str by 1d4, Dex by 1d4 and adds 10 HP for the day. They can choose whether to turn their prey into a vampire, under their control. Vampires typically have two or three disadvantages and one advantage (they do not need to be balanced) from Allies, Immortality, Hideout, Is that your best shot? Wealthy and Dependence, Egotistical, Vulnerability, Weakness and Weird Appearance.. Vampires have a choice of the following powers (the same number as their HD):

- **Darkness**
- **Meta Senses**
- **Mind Control**
- **Shape Change**
- **Super Charisma**
- **Super Constitution**
- **Super Dexterity**
- **Super Intelligence**
- **Super Leap**
- **Super Senses**
- **Super Strength**
- **Super Wisdom**

## Zombie

**AC:** 11

**HD:** 2d6

**Attacks:** Strike 1d6, Bite 1d4 +special

**Move:** 6

**Special:** Immune to Mind Control, Mental Blast and Telepathy. If they kill or incapacitate their enemy, they will try to eat them. Anyone bitten by a Zombie will become a Zombie in 1d6 hours. A *Saving Throw* is allowed to prevent this.



# The Combat Charts

| <b>Ranged Weapon</b> | <b>Damage</b> | <b>Rate of Fire</b> | <b>Range (yards)*</b> |
|----------------------|---------------|---------------------|-----------------------|
| Pistol               | 1d6           | 1                   | 15                    |
| Heavy Pistol         | 1d6+1         | 1                   | 20                    |
| Tommy gun            | 1d6           | 3                   | 15                    |
| Rifle                | 1d8           | 1                   | 100                   |
| Machine gun          | 1d8           | 3                   | 120                   |
| Heavy machine gun    | 1d10          | 3                   | 180                   |
| Flame Thrower        | 3d6           | 1                   | 5                     |
| Anti-Tank Rifle      | 2d6           | 1                   | 50                    |
| Small Tank Gun       | 2d6+2         | 1                   | 120                   |
| Medium Tank Gun      | 2d8+2         | 1                   | 200                   |
| Large Tank Gun       | 2d10+2        | 1                   | 300                   |
| Hand Grenade         | 1d6 (x6)      | 1                   | 10                    |
| Boomerang            | 1d4           | 1                   | 20                    |

*\*Double this range gives a penalty "to hit" of -1. Treble this range gives a penalty of -2.*

| <b>Melee Weapon</b> | <b>Damage</b>     |
|---------------------|-------------------|
| Axe                 | 1d8               |
| Baseball bat        | 1d6               |
| Dagger              | 1d4               |
| Fitted bayonet      | 1d6               |
| Brass knuckles      | +1 to fist damage |
| Clubbed pistol      | 1d4               |
| Clubbed rifle       | 1d6               |
| Fencing foil        | 1d4+1             |
| Fist*               | 1d3/1d4*          |
| Machete             | 1d6               |
| Nightstick          | 1d4               |
| Staff               | 1d6               |
| Sword               | 1d8               |

*Superheroes always do at least 1d4 with their fists*



| <b>Armour Type</b>     | <b>Armour Class</b> | <b>Move (yards)</b> |
|------------------------|---------------------|---------------------|
| None                   | 10                  | 12                  |
| Leather jacket         | 11                  | 11                  |
| Flak Vest (WW2)        | 13                  | 10                  |
| Flak Jacket (WW2)      | 14                  | 9                   |
| Body Armour Vest (WW2) | 15                  | 8                   |
| Archaic Leather        | 11                  | 11                  |
| Archaic Chain          | 13 (12)             | 9                   |
| Archaic Plate          | 15 (13)             | 6                   |

*Bracketed numbers are vs. firearms*



| <i><b>Class/Level</b></i>                                                                                                | <i><b>Armor Class</b></i> |                  |                  |                  |                  |                  |                  |                  |                  |                  |                  |                  |
|--------------------------------------------------------------------------------------------------------------------------|---------------------------|------------------|------------------|------------------|------------------|------------------|------------------|------------------|------------------|------------------|------------------|------------------|
|                                                                                                                          | <i><b>21</b></i>          | <i><b>20</b></i> | <i><b>19</b></i> | <i><b>18</b></i> | <i><b>17</b></i> | <i><b>16</b></i> | <i><b>15</b></i> | <i><b>14</b></i> | <i><b>13</b></i> | <i><b>12</b></i> | <i><b>11</b></i> | <i><b>10</b></i> |
| Minion/Citizen<br>Psychic 1-3/Mystic 1-3<br>Detective 1-2/Gadgeteer 1-2<br>Elementalist 1/Brick 1/<br>Metamorph 1        | 21                        | 20               | 19               | 18               | 17               | 16               | 15               | 14               | 13               | 12               | 11               | 10               |
| Psychic 4-6/Mystic 4-6<br>Detective 3-4/Gadgeteer 3-4<br>Elementalist 2-3/Metamorph 2-3<br>Brick 2/Daredevil 1/Fighter 1 | 20                        | 19               | 18               | 17               | 16               | 15               | 14               | 13               | 12               | 11               | 10               | 9                |
| Gadgeteer 5-6<br>Metamorph 4-5/Elementalist 4-5<br>Brick 3-4/Detective 5-6<br>Daredevil 2/Fighter 2                      | 19                        | 18               | 17               | 16               | 15               | 14               | 13               | 12               | 11               | 10               | 9                | 8                |
| Metamorph 6/Elementalist 6<br>Daredevil 3/Fighter 3                                                                      | 18                        | 17               | 16               | 15               | 14               | 13               | 12               | 11               | 10               | 9                | 8                | 7                |
| Brick 5-6/Daredevil 4/Fighter 4                                                                                          | 17                        | 16               | 15               | 14               | 13               | 12               | 11               | 10               | 9                | 8                | 7                | 6                |
| Daredevil 5/Fighter 5                                                                                                    | 16                        | 15               | 14               | 13               | 12               | 11               | 10               | 9                | 8                | 7                | 6                | 5                |
| Daredevil 6/Fighter 6                                                                                                    | 15                        | 14               | 13               | 12               | 11               | 10               | 9                | 8                | 7                | 6                | 5                | 4                |



## Open Game Content

Open Game Content may only be Used under and in terms of the Open Game License (OGL).

This entire work is designated as Open Game Content under the OGL, with the exception of the trademarks "Swords & Wizardry," "Beyond Belief Games" and "Superheroes XI". These trademarks, artwork, and the Trade Dress of this work (font, layout, style of artwork, etc.) are reserved as Product Identity.

### Open Game License

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to

copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless you have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for you to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

### 15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson. Swords & Wizardry Core Rules, Copyright 2008, Matthew J. Finch

Swords & Wizardry Complete Rules, Copyright 2010, Matthew J. Finch

Swords & Wizardry Light, Copyright 2016, Erik Tenkar Stiene.

D20 Superhero V2.1, Copyright 2001, Liam Wilson

Light Superheroes, Copyright 2018, Simon Washbourne, Beyond Belief Games

Superheroes – XI, Copyright 2018, Simon Washbourne, Beyond Belief Games.

### Illustrations

**All artwork in the Public Domain @ [comicbookplus.com](http://comicbookplus.com)**