

UNION CITY HEROES
CORE RULEBOOK

OVER 250 PAGES

PAUL MALCHOW & ANTONIO R. GARCIA

DIGITAL
2ND
EDITION!

UNION CITY HEROES



NEW!

COMIC BOOK

SUPERHERO

ROLEPLAYING

Game

UNION CITY HEROES

Union City Heroes Core Rulebook **Print Edition**

CREATED, DESIGNED, & WRITTEN BY

PAUL A MALCHOW

For Dad, who first showed me what a Hero is.

*And for **Amanda**,*

The Secret Origin who gave me the Superpowers to make this Possible.

ART BY

ANTONIO R GARCIA

To Paul, who was a bastion to my family in our darkest hour;

And to my beloved wife Diana

who was the only one who belived I could live by making silly drawings.

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Union City Heroes

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Union City Heroes is a comic book superhero roleplaying game. That means this is a game where you assume the role of superhero living and working in an imaginary world of superheroics and megacrime, Union City. You decide how your Hero defines justice and how they go about fighting crime. You also decide how they make a living and how they balance work, social life, and the fight for righteousness. You will choose what powers and abilities your hero possesses, how good they are at attacking, dodging, and doing damage. When you make a decision you will roll dice that represent how well your character does and whether you succeed or fail.

You will not be alone in this fight for justice. Your fellow players will create heroes as well, and you will form a team or partnership to aid one another. All of you will work together to fight villains, save those in distress, avert disaster, and preserve peace and truth. You will support your fellow heroes but also be balances or foils for each other. You're a hero and if a teammate does something that is not heroic then it's up to you how your character responds to that. Sometimes heroes do fight one another and those can be some of the most interesting stories.

That is not to say you will always be together as a unit. There will be times where heroes go on solo missions, they are ambushed on their own, or the team is split or separated. The dynamics of a superhero story, even one that focuses on a team, can have multiple story threads that converge sometimes often and sometimes infrequently. It is quite possible for some characters to rarely interact except in fights against major villains or when dealing with large-scale threats but still be equally important and related in the story.

Villains, Challenges, and Threats can all be customized to fit individual heroes or groups. Sometimes a seemingly minor villain can be a really fun and exciting fight when it's one on one with a Hero instead of against the whole team. Likewise challenges like collapsing buildings or hostages can be much more trying and nerve-wrenching when there is only one Hero in the scene. And these focuses can change from story-arc to story-arc depending on the preferences of the players or the direction that the Editor-in-Chief (EIC) wants to go.

This game balances an emphasis on story-telling with strong mechanics to provide the best gameplay experience. The rules we built provide a complex and rich structure to play within while being loose enough to not be restrictive. Our rules are about giving you the options to do whatever you can dream of. Union City Heroes is a world of possibilities. Even if a thing is difficult, improbable or impossible to do, there are rules and guidelines that will let you do the big, bold, imaginative things that happen in comic books.

Superhero stories of all kinds are the heart of our inspiration and so the mechanics of this game take that strongly into consideration. That means intense fights with beings of uncanny power but it also means that those adventures go on and on. Both heroes and villains last for many, many story arcs or even the entire run of a series despite life-and-death odds nearly every issue. With this in mind, we're balanced the danger and fun and challenge or combat with the often-nonlethal nature thereof. When a character is at 0 Stamina, they are Taken Down. This does not mean they are bleeding out or are on the verge of death. They may not even lose consciousness, necessarily. That can be determined by the EIC depending on the circumstances and severity of the situation. In order for a character to be outright killed they need to be Taken Down, unable to rise, and a deliberate decision must be made by the Player or the EIC. This means that characters will get second winds in the fight and heroes aren't at risk of inadvertently murdering the villains they're fighting, even if they are giving it their all.

Death in Union City Heroes is never inadvertent or without consequences. Like in the comics, it should be infrequent and meaningful. It can also be flexible or temporary. Even when a Hero is killed dead, a player and EIC can determine when and if they will return. It's very possible for a character

who has been killed to continue playing immediately by going on an adventure in the underworld or by some other fantastic or story-appropriate means. They might then come back to life or to be resurrected by a villain or to be saved via time-travel by friends. That being said, some deaths should be forever and those should be the most consequential. As far as death and resurrection are concerned, whatever makes for the most interesting story is the best option.

Your character's adventures will take them across the world and perhaps even to the stars or beyond but primarily you will be in and around Union City. Your character will likely live and work in Union City. Your Hero's social crowd, centered around your Anchor, will also operate in Union City. These civilian and superhuman characters provide an outlet for your Hero and give the players a more in-depth and nuanced look at the world of Union City Heroes. They will provide insight, story-hooks, exposition, and a myriad of other storytelling opportunities.

Union City is an extraordinary place. It is a world-class metropolis of extraordinary architecture, extraordinary history, extraordinary characters, and of extraordinary diversity. Just as our world contains countless religions, races, beliefs, peoples, orientations, types, and kinds of people, Union City is a mirror for that wondrous variety. Over the generations people from every corner of the globe have traveled to Union City and made a home of it. Now the population of heroes and villains is of the same multifarious array.

Union City is a center of action in the universe. It has been the leader in learning and technological advancement since Doctor Tomorrow made it his home base. It is a nexus of occult energies and a gateway between realms beyond. The city is a hub for alien visitation and incursions of earth. The oldest Cathedral in America is in Union City, and it is also the lair of the country's oldest cult. There are gleaming skyscrapers and the iconic Skyways and beneath them there are stretches of intense urban blight called the Shadow Hoods. Union City is a place of mystery, science, wonder, horror, romance, action, and adventure. It is the perfect home for any and every comic book story that you want to tell.

Our hope is that while this game is epic fun, it also provokes you to ask some deeper questions. In the world of Union City Heroes characters represent a heightened, operatic embodiment of their ideals. Stripped of the mundane compromises of our everyday existence the figures that you interact with will illuminate and sharpen our notions of what is truly good and evil. Armed with your costume, your powers, and your alter-ego we hope you can evaluate what we must stand up for and what we cannot tolerate.

Hopefully these insights push us all to be more actively heroic everyday.

The stories we tell give context to the reality that we live. This is never truer than when we are an active part of those stories. That is why we made our first game one that challenges our players to be heroes!

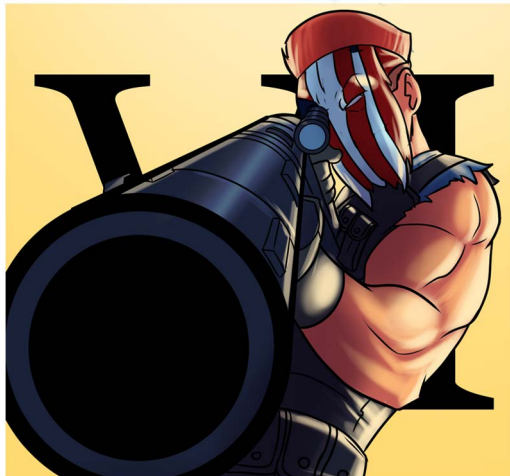
Be active in your pursuit of justice, embrace diversity, stand up against intolerance, reach out to the downtrodden, be a champion for truth, and make a positive difference in the world; Both in this game and in your life.

Welcome to Union City, Heroes!



Union City strives to be an inclusive and welcoming place for all our fans and anyone who comes to adventure here. That being said, Union City had a complex history that is fraught with terrible injustice. Some villains have committed horrendous acts of violence or depravity and even the Heroes have suffered terrible losses and tragedies. Some of the particulars of these stories may contain details that some players may find disturbing or may want to avoid. Our goal is never to upset our players but we do strive to be a setting that blends the high fantasy of a superhero setting with the flawed and troubled realities of a world like our own.

We've made sure that all our visuals are not only cool but won't be offensive or disturbing so feel free to flip through the book without any fear or hesitation. There is however descriptions of some violent or immoral behaviors in the text so we've attempted to list here what pages should be avoided if that is your preference. In that same spirit, when you sit down to play a game of Union City Heroes for the first time your whole group should talk about what you want out of the games and, perhaps equally important, what should be left out entirely to ensure the satisfaction of everyone involved. Talk with your fellow players to understand what subjects should be taboo, that way as you play you can feel sure that no one is going to be put off. This is a game, and it's about having fun for everyone.



On Gods and Religion

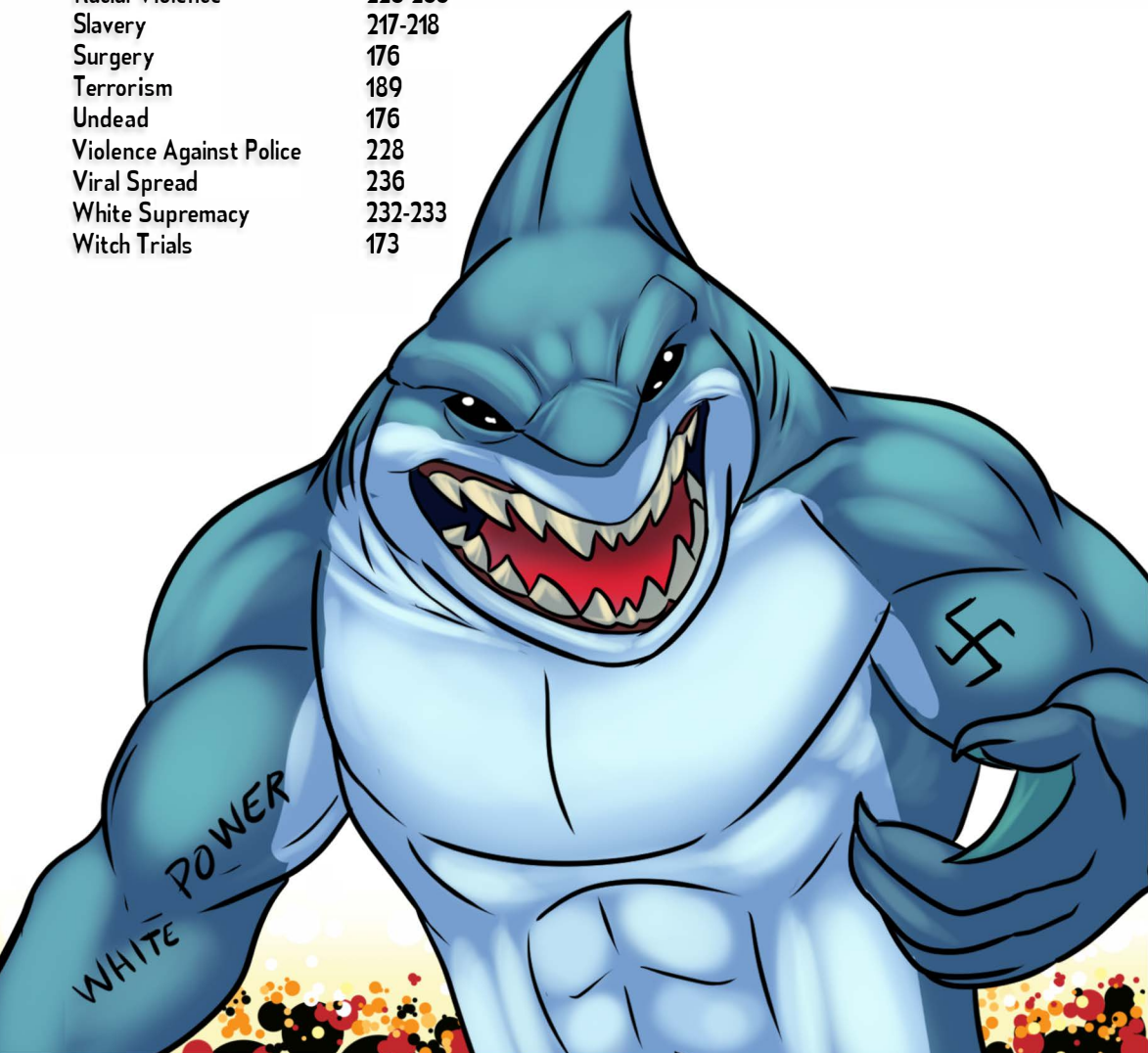
Divine beings as well as those who receive their powers from Gods, angels, and demons have been part of comic books since their earliest days. Superhero stories themselves are our most direct connection to modern myth-making with direct reflections of ancient pantheons easily identified when we look at even the biggest Hollywood superhero blockbusters. The character of a Living God on earth taking part in mortal adventures is a classic trope of Comic Book tales. In a setting such as ours where super beings of all ilks have made manifest impacts on the history of humanity and the wider world, it is inconceivable to omit religious figures from this complex tapestry.

We took the view that in a superheroic world there would be those powered individuals who would be seen as gods by mortal men and some who would claim to be or pattern themselves after Gods both old and new. Likewise there would be actual gods who would take their turn on the stage. In the long history of this Universe there have been terrible crisis, threats, and enemies that would have had awful, world-ending consequences were it not for literal divine intervention.

And so, religious icons from all over the world are referenced or even featured in this book. We are not trying to proselytize or advocate for any religious conversions nor are we maligning or ridiculing anyone's beliefs. This was not done to make Union City a religious game, but merely to acknowledge the presence that faith has in the lives of so many and the effect that it has on our culture and society.

Our goal was never any kind of cultural appropriation, but rather to be as inclusive as possible. We try to have characters and perspectives that can reflect everyone in this game because while we designed it, YOU'RE the one who will be playing it. If you don't want any gods or religion in your game, then don't have any. If you like the impact of faith and divinity in your game then you can enhance and feature it.

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CONCEPT

Come up with a basic description of your Hero. The Concept should have a rough sketch of your Hero's powers, their name, and what motivates them.

ABILITIES

These are like keywords or brief descriptors of what your Hero can do. These are not based on numbers or mechanics but are a simpler idea of what your capabilities are.

ARCHETYPE

Choose the Archetype that best suits your Concept and Abilities. This will give you bonuses and more options as a Character, as well as your base Stamina, and Focused Stats.

STATS

Assign Ranks to your Stats, defining your Hero's foundation as a Character and their physical and mental capacities.

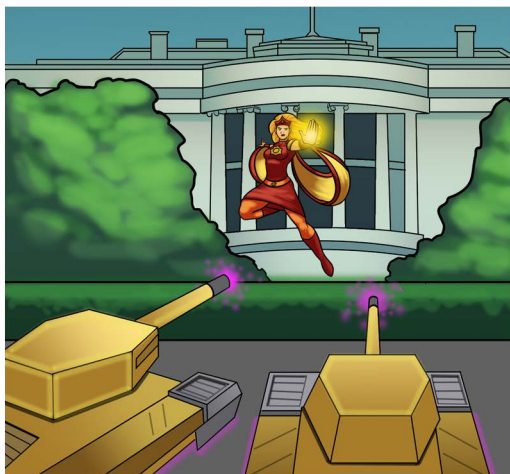


QUIRKS

Choose any Quirks or other foibles or drawbacks that make your character more interesting or vulnerable and gain more Ranks to use on Stats and Powers.

POWERS

Distribute all remaining Ranks to gain Levels in whatever Powers fit with your Abilities and grant you much more powerful bonuses and options. For each Power you may choose Variances, adjusting the cost for them. You also choose Qualities to match your Hero's Concept.



BIO

Fill in your Hero's Biography with their Origin, their alter-ego, their profession, their loves and their history. This includes both your Hero's Skills and Anchor.



HERO NAME

ARCHETYPE & CLASS

QUALITIES

PLAYER NAME

CHARACTER PORTRAIT

STRMINR

TOTAL CURRENT

GRIT

HERO POINTS

**STATISTICS
TOTALS**

STRENGTH

SPEED

AGILITY

INTELLECT

WILL

AIM

CHARM

HEALTH

CONCEPT & ABILITIES

DODGE

DEFENSES

RESIST

OVERCOME

POWER

LEVEL

RANKS

ATTACK

BONUS

DAMAGE & EFFECTS

QUALITIES

ARCHETYPE ABILITIES

MANEUVER

CHASE

QUIRKS

ANCHOR

SKILLS

POWER	★	LEVEL	RANKS
QUALITIES			
POWER MODIFIERS			

POWER	★	LEVEL	RANKS
QUALITIES			
POWER MODIFIERS			

POWER	★	LEVEL	RANKS
QUALITIES			
POWER MODIFIERS			

POWER	★	LEVEL	RANKS
QUALITIES			
POWER MODIFIERS			

POWER	★	LEVEL	RANKS
QUALITIES			
POWER MODIFIERS			

POWER	★	LEVEL	RANKS
QUALITIES			
POWER MODIFIERS			

POWER	★	LEVEL	RANKS
QUALITIES			
POWER MODIFIERS			

POWER	★	LEVEL	RANKS
QUALITIES			
POWER MODIFIERS			

The first step in making your own Hero is the Concept. This is the cornerstone on which the rest of the Hero will be built. You'll need an origin story. How did your Hero get their powers? Who trained them? When and why did they decide to become a Hero rather than using their powers in another way?

What are your Hero's powers? Is your Hero Strong? Can they fly? Are they an expert fighter? Are those Powers technological, genetic, based on expertise, some combination of these things or something else entirely? What does your Hero look like? Do you wear tights and a cape? Do you have armor or other protective attire? Do you have a uniform? Do you wear a T-Shirt or some other mundane article of clothing with your logo on it?

Costumes in Union City tend to be bold, colorful, and even flamboyant. Heroes are going out to fight terrible foes, clashing with otherworldly threats and colossal monsters. A bright costume can calm frightened civilians and identify you as an ally in the chaos of battle.

You'll also need a name that captures your Hero's powers, personality, and the essence of their brand of heroism. This can be the character's actual name like Odysseus, a classic heroic title like Captain Jupiter, or a snappy one-word handle like Miscreant. Heroic names are bold, iconic, and often melodramatic. Don't be afraid to lean in to a name that is even a little bit silly if that's who your character is. Bumble Boy has been laughed at more often than not for his moniker, but he's as proud of that name and what he's made it mean as any hero.

Discuss all of these things with your Editor-in-Chief and get their feedback and advice before moving on to select your Abilities, Archetype, Stats, Powers, Quirks, and Bio.



No. 31

SEPTEMBER, 1939

64
PAGES
of
BULLET-BLASTS
AND
BLOOD!

TWO-GUN COMICS

10¢



THE GREEN DEATH, THE TERROR OF THE UNDERWORLD
IS ABOUT TO GO TOE-TO-TOE WITH ALL
FOUR FAMILIES OF THE UNION CITY MAFIA:
THE CRIMINAL ENTERPRISE!

Abilities are a way of describing your Hero's powers and capabilities. Abilities are more like keywords or short phrases. These give a general sense of what your Hero is all about, more concise and expressed in briefer terms than the Concept.

For example, a patriot soldier hero might have "Strong. Incredible fighter. Leader. Icon. Indestructible shield that he throws". An amazon warrior woman would have abilities like "Superstrong battle goddess. Inspirational champion. Bullet-proof armbands. Magic rope. Super jet".

All of these Abilities can later be augmented with Powers or Archetype Bonuses that grant specific enhancements or allow you to do things that you wouldn't normally be able to with a simple Ability. But sometimes you have Abilities that are not represented in Powers but are still an important part of your character.

You might have Super Strong as one of your Abilities but no Ranks in the Power Super Strength. This means that you can perform acts of strength but you won't get the bonuses that people with Levels in Super Strength would. This is because there are different ways of representing the Powers that you have based on how you build your character. Abilities are the bedrock of that representation.

Abilities will also be used as guides when adjudication is needed over rolls and bonuses. Maybe an EIC requires Heroes to make an Overcome in order to rush into a burning building because the flames are so intensely hot. A Hero with the Ability "Made of Fire" would not need to make such an Overcome regardless of their Powers or Qualities. Other players may argue that their bravery is a given, which is true, but a Hero with "Tough as Nails" as an Ability might more easily be excused from having to make an Overcome while a Hero without such an Ability would make the Overcome and if they fail then they would have a great opportunity for Roleplaying what gave their Hero pause and what that Hero does next.

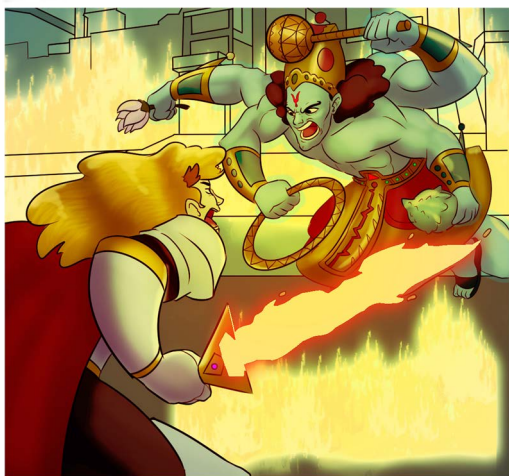
While there are no set limits on how many or how few Abilities a Hero has, all of them should fit in the Concept and as a general rule, six to ten is a good number of Abilities.



STREET PIRATES

In Union City Heroes, each Player chooses an Archetype that fits their Hero from which they will derive Bonuses and Abilities. This Archetype helps define their role in the superhuman community, the abilities that most exemplify who they are, or even how society views your Hero and their actions. An Archetype is an opportunity to be stronger and more skilled at the things that are most important for your Hero. Each Archetype provides certain bonuses as well as a set of powers that your hero can acquire more easily. Your Hero can also be more proficient with those Powers earlier than others. An archetype is neither a limitation nor the sole characteristic of your hero.

For example, a web-slinging, wall-crawling hero could easily be a Masked Vigilante, Gifted, or even Super-Scientific. Just like a man of steel could be a Paragon, a Leader, or the Mighty. Your hero might choose to gain multiple Archetypes as they Advance in Class over the course of a Run but this is strictly optional as an Archetype is only a part of how your hero is defined. While you may only have one Archetype on your Character Sheet your hero will probably have certain aspects of many of these archetypes. A Blaster might be the leader of their team, a Paragon might also struggle with maintaining their secret identity, and a Super-Scientific character might have super-speed or bionic parts.



Just because you choose Brawler for your hero doesn't mean you can't be viewed as an anti-hero or be the leader of your group. Your Archetype is a guide for what you want for your character; it does not limit your ability to have any power you want. It does not mean that you cannot fill in any role on your team. It does not mean that you cannot have any kind of story that you and your Editor-in-Chief feels would be most fun and interesting.

Your choice of Archetype should be the one that best represents what you think your hero will be and allows you to most accurately reflect on the page what your Hero is in your imagination. Most heroes could easily fit into more than one archetype so choosing your Archetype should allow you to maximize what you want your character to be able to do.

At Character Creation, choose one Archetype. This Archetype will determine the amount of Stamina and the number of Ranks you get at Character Creation. You also gain all the Archetype Bonuses as permanent advantages for your character.

You add all of the listed Focused Stats. All Focused Stats go up by 2 at Character Creation. Whenever you increase your Class you can increase one of your Focused Stats by 1. Each Archetype has a list of Archetypal Powers associated with it. Some Archetypes have a set list of Archetypal Powers and some allow you to choose from a list or even pick your own Archetypal Powers. If your Archetype gives you an option, make your choices at Character Creation and they are set for the Run. Archetypal Powers cost 1 fewer Rank per Level. This includes when these Powers are used in conjunction with Special Powers (like Summon, Item, or Companion). You also consider yourself 1 Class higher for Class Limits with those Powers (a Class 1 Hero could have Class 2 Levels in Archetypal Powers).

Additionally, at Character Creation, each Hero may choose an additional power of their choice to be an Archetype or designate one Signature Power. A Signature Power is one of your Archetypal Powers

that you can reduce the cost of by an additional Rank per Level and you consider yourself an additional Class Higher for Class Limits with that power. There may be special rules associated with your Archetype, and those will be noted and detailed for each.

Finally each Archetype has a list of Ability Options. You select one Archetypal Ability for each Class your hero has. You can acquire additional Abilities from your Archetype just like Powers for a cost of 2 Ranks each. You can also buy Abilities from other Archetypes for a cost of 4 Ranks each. Most Abilities can only be taken once, unless otherwise noted.

When you would go Up in Class you may instead choose to gain an additional Archetype. If you do, you gain the Archetypal Bonuses, Focused Stats, and add the Archetypal powers to your list (which may mean having Ranks to spend since the cost of a Power may retroactively go down when it becomes Archetypal). You gain access to the Abilities of that Archetype but do not get to select a new Ability since your Class did not go up. You also permanently double the number of Valor needed to Increase your Class going forward.

Each time you gain an additional Archetype you gain all the Bonuses, add the Archetypal Powers, have access to the Archetypal Abilities, and permanently double the amount of Valor needed again (so, x2 for 2 Archetypes, x4 for 3 Archetypes, x8 for 4 Archetypes, etc).

WHEN YOU TAKE AN ADDITIONAL ARCHETYPE:

YOU DO GAIN:

- Access to Archetypal Abilities
- Special Aspects of that Archetype
- Focused Stats
- Archetypal Bonuses
- Archetypal Powers

YOU DO **NOT** GAIN:

- Character Creation Stamina
- Character Creation Ranks
- Ranks for Going Up in Class
- Stamina For Going Up in Class
- A New Ability



You are an animal and you are a hero. This could mean that you are the beloved pet of a Super-Person, the animal friend of a Caped Crimefighter, the hyper-intelligent result of a mad scientist's experiment, or even an alien with an uncanny resemblance to an earth creature. Really any kind of superhero story with an animal instead of a human at its center could be an Animal Hero. Your hero could be a dog, cat, monkey, tiger, dinosaur, alien animal, or any other kind of animal. You are every bit as formidable and good-hearted as your human compatriots, though. These characters' animal nature means that they are more likely to be strongly empathetic and will view evil and wrongdoing slightly differently than human superheroes. Animal Heroes typically do not talk, but that is not always the case. Sometimes humans will view your Hero as an equal and some will try to exploit your Animal Hero for their own ends. Generally these are overcome by the love and bonds of friendship that are formed between human heroes and their Animal Hero friends.

Notable Examples of Animal Heroes from the Greater Comic Canon:

Krypto, Devil Dinosaur, Rocket Raccoon, Detective Chimp, Mighty Mouse, Old Lace, and Union City's Rescue Dog are all good examples of the Animal Hero archetype.

Stamina at Character Creation: 25

Ranks at Character Creation: 30

Focused Stats: Charm and choose one other

Archetype Bonuses:

Dodge: +3

Resist: Increase Resist and Grit by 2

Overcome: Increase Overcome by 2

Archetypal Powers: (Choose 6 of the following):

Aid, Adapted, Bravery, Expert Evasion, Ferocity, Flight, Healing, Hinder, Mobility, Perception, Regeneration, Sap Strength, Size Change, Strike, Stun. You may choose an additional power of your choice or designate one Signature Power.

Special: You cannot talk.

Special: You gain access to the power:

Speech (Level 1)

Ranks: 1

Gain the Power of Speech

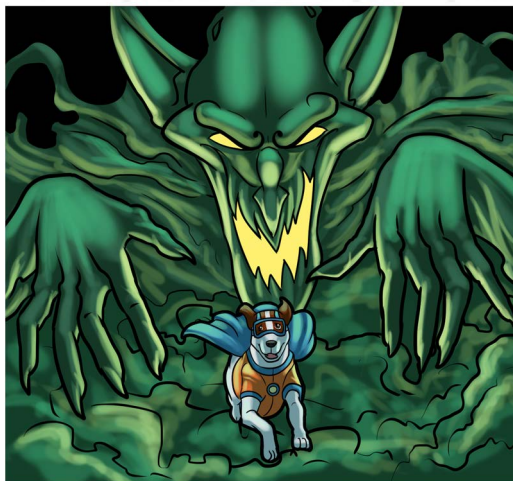
Archetypal Ability Options:

Back Atchya, Burst of Speed, Distracting auditory, Earnest Heroics, Evade, Fighting Fit, Force of Personality, Heroic Fervor, Indomitable, Mover, Nimble, Turn Around, Unassuming

Tricks

For every Class you have, you gain a Trick. Tricks stack so you can take them multiple times to increase the bonuses. The Tricks you can select from are:

Fetch - Gain a +2 Bonus to Take an Item, *New Trick*- Gain 1 Rank to use in any Power
Paw- Gain a +1 to Overcome, *Stay*- Gain a +1 Bonus Resist, *Up*- Gain a +2 Maneuver





JUSTICE COMICS

840
NOV '06

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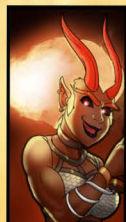


DIRECT SALES



Justice Comics 680

\$2.99 US/CAN UNIONCITYHEROES.COM



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1	\$1.95
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	CANADA
MAY	1992

IN HER THE DEMONNESS



You are a loner, rebellious, driven, and follow your own rules, even if other superheroes don't like it. You are an Anti-Hero. Violence and rage are some of the best weapons in the arsenal of good against evil and saving innocents isn't always as important as destroying villainy. You might see the world in more stark extremes, not unlike a Paragon, but act more aggressively as those you view as being on the wrong end of the spectrum of light and dark. You might see the whole world in a greyscale of compromise and mire and therefore trust in your own judgement as to who deserves to be punished. Anti-Heroes also tend to be more extreme in their looks and their attitudes. Brusque, standoffish, or even arrogant, an Anti-Hero tends not stand for anyone's sanctimony, other than their own. Weapons, chains, spikes, and fire are not at all uncommon for an Anti-Hero to wield in their crusade. Violence and the taking of life tend to be viewed as an essential element to the battle against evil and not a regrettable consequence. An Anti-Hero is much more likely to take the time to kill their enemies, whether they are petty thugs, minions, evildoers, or even supervillains. Anti-Heroes also tend to spend much more of their time alone. They brood or quest or patrol on their own, dwelling on their own thoughts instead of spending time with loved ones or others. It is a lonely lot, but for some heroes, it is the only path they know how to walk.

Notable Examples of Anti-Heroes from the Greater Comic Canon:

Spawn, Punisher, Arsenal, Venom, Midnighter, Deadpool, Catwoman, Red Hood, Ghost Rider, Lobo, Judge Dredd, Rorschach, and Union City's Marid: the Demoness are all good examples of the Anti-Hero archetype.

Stamina at Character Creation: 30

Ranks at Character Creation: 28

Focused Stats (Choose Two):

Will, Health, Aim, or Strength

Archetype Bonuses:

Resist: Increase Resist and Grit by 2

Attack: +3

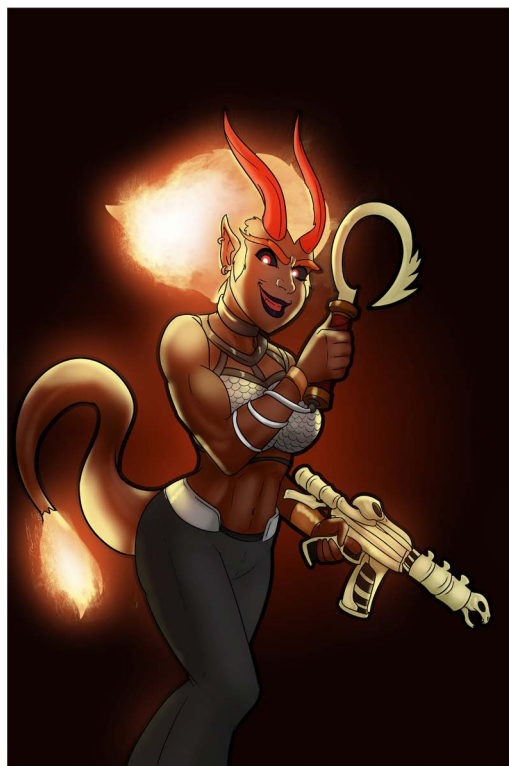
Archetypal Powers:

Devastating Damage, Ongoing Damage, Piercing Damage, Bombardment, Deduction, Ferocity, Item, Leech, Multi-Attack, Regeneration, Sap Strength, Stealth, Strike, Transport. You may choose an additional power of your choice or designate one Signature Power.

Special: You do not need an anchor. When you spend a page or more alone in between combats, you gain Hero Points as if you had interacted with an anchor.

Archetypal Ability Options:

Adept Transformer, Bruiser, Charge, Cold Killer, Combat Savant, Cutting Through, Fueled by Rage, Kill Shot, Potent Transformer, Signature Vehicle, Slugging it Out, Sudden burst of Violence



You are a person who dons pieces of armor, often completely encased and surrounded by thick metal plates that are frequently wired and enhanced with advanced technology. Sometimes this armor is a life's pursuit, the wearer spending weeks, years, or longer constructing a protective suit that will allow that individual to stand alongside alien beings, living gods, and genetically enhanced heroes. In other cases the armor is something that is discovered or unlocked by the user and they have no connection to its creation at all. The armor itself doesn't necessarily need to be mechanical; The origins and working of an individual's armor can even help define them, for example if the armor is magical, biological, extraterrestrial, or has some other origin or power source. While many armors are worn against the skin, only expanding the wearer's frame by a few inches like that of a classic medieval knight, some armors do range in size vastly. This can be suits of armor that increase the user's profile by several feet making them seem hulking. Or armor that tower at fifteen or twenty feet tall with a cab or cockpit for the user inside. It can even mean gigantic mechs that can be stories or even hundreds of feet high with the proportions of skyscrapers. Often the heroic wearer or operator is not at all powered themselves but rather possess experience, instinct, and the heart that makes the armor and the wearer greater than the sum of their parts, but this isn't always the case. Some users manifest their own armor or are themselves the power source or in some other way a more essential element of the armor. Some armors shield a user from a particular weakness but in that same vein, the weaknesses of the armor can be the weaknesses of the wearer and vice-versa. Regardless of the wherefores, an Armored Icon is defined by that armor, and what it can do.

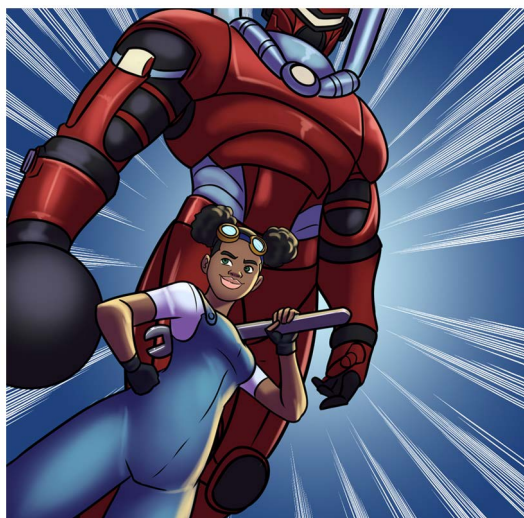
Notable Examples of Armored Icons from the Greater Comic Canon:

Iron Man, Steel, Hardware, Tech Jacket, Batwing, Warmachine, Blue Beetle (III), Rocket Red, X-O Manowar, S.T.R.I.P.E., Colossus, August-General-in-Iron, and Union City's Union-Made are all good examples of the Armored Icon archetype.

Stamina at Character Creation: 35

Ranks at Character Creation: 28

Focused Stats: Choose Any Two



Archetype Bonuses:

Resist: Increase Resist and Grit by 1

Defence: Reduce Damage Taken by 3

Archetypal Powers:

Abating, Absorption, Adapted, Armor, Flight, Invulnerable, Pull, Push, Reach, Size Change (Grow), Strike, Super Strength, Throw, Tough, and Transport. You may choose an additional power of your choice or designate one Signature Power.

Archetypal Ability Options:

Impervious, Bruiser, Fighting Fit, Heroic Fervor, Virtuoso, Superior Resistance, Stronger than that, Mover, Mind of Your Own, Indomitable

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There are heroes that straddle the divide between humanity and technology. Whether they are regular humans with technological advancements or in mechanical suits, people with robotic components, or those created as androids or robots they all represent the Bionic Archetype. Regardless of the details of the Bionic's origins they almost all struggle with the relationship and the gulf between their components and their humanity. Whether they were once human and are trying to recapture it or they are reconciling the loss or they are finding their own kind of humanity that they never had before, almost all Bionics either have an internal struggle with that search or externally they are judged by society at large for their Bionic nature. You needn't be technological, you can be anything non-human or extra human. A person turned into chemicals, a consciousness put into a magical golem, or someone who has otherwise lost a part of what makes them conventionally human can be Bionic. Likewise, a character who has a limb or body part that grants them their power, like a power-generating heart, mechanical arm, or mecha-legs would be the Bionic Archetype. These characters often face similar struggles and challenges as those who created as artificial beings or have had their entire bodies converted. The Bionic hero is one who refuses to let disability or differences limit them but turns what might be a handicap in others into something that makes them unique and empowered.

Notable Examples of Bionic Heroes from the Greater Comic Canon:

Cyborg, the Vision, Mega Man, Red Tornado, the Iron Giant, the Winter Soldier, Robo-Cop, Astro Boy, the Metal Men, Machine Man, Atomic Robo, Hourman III, and Union City's Module Girl are all good examples of the Bionic archetype.

Stamina at Character Creation: 30

Ranks at Character Creation: 28

Focused Stats (Choose Two): Strength, Intellect, or Will

Archetype Bonuses:

Defense: Reduce Damage Taken by 1

Resist: Increase Resist and Grit by 1

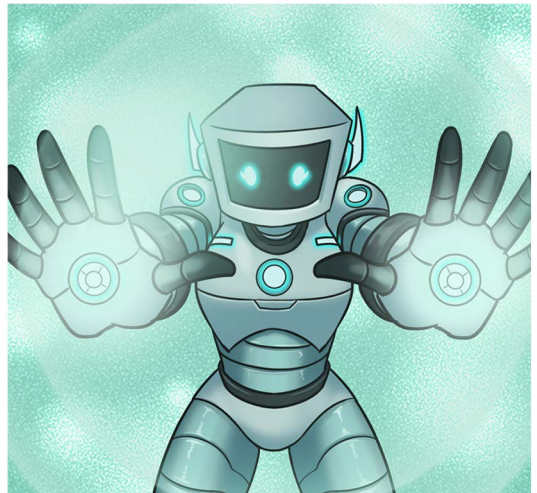
Archetypal Powers

(Choose 6 of the following):

Adapted, Armor, Quality Mastery, Intangible, Invulnerable, Item, Perception, Ray Blast, Remote Manipulation, Resurrect, Sap Strength, Size Change, Suppress, Transform (Self), Transport. You may choose an additional power of your choice or designate one Signature Power.

Archetypal Ability Options:

Adept Transformer, Armored, Hurl, Indomitable, Iron Mind, Overwhelming Genius, Potent Transformer, Self-Regenerating, Signature Item, Superior Resistance, The *Quality* Person



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Powerful fighters who specialize in ranged attacks are all encompassed in the blaster class. This is their unifying trait. Whether they have some sort of laser-ray, guns, can shoot beams from their eyes, blast lightning, or even shoot arrows all Blasters are better at shooting from a distance than anything else. Other things about Blasters vary greatly from hero to hero because the skills and traits they display otherwise tend to be secondary to their powerful projectiles. Blasters tend to avoid being hit, preferring to stay out of the vanguard though some are invulnerable and as powerful as the Mighty or Paragons. Others are more tech-aligned or are leaders. The facility and bonuses to ranged attacks mean that many blasters are able to have multiple specialities or an array of other powers without detracting from their primary weapons. A blaster who uses a gun or bow and arrow might diversify their portfolio by having various kinds of ammunition allowing them greater utility in a broader array of situations. As long as a character is focused on a single or multiple long-range attacks, Blaster is an ideal archetype for that hero.

Notable Examples of Blasters from the Greater Comic Canon:

The Human Torch, Starfire, Hawkeye, Black Lightning, Havoc, Firestorm, Light Ray, Adam Strange, and Union City's Lady Sunbeam are all good examples of the Blaster archetype.

Stamina at Character Creation: 25**Ranks at Character Creation: 30****Focused Stats:** Agility and Aim**Archetype Bonuses:****Attack:** +d4**Damage:** +d4**Archetypal Powers:**

All Damage Modifying Powers, Absorption, Bombardment, Burst, Quality Mastery, Expert Combat, Expert Evasion, Multi-Attack, Ray Blast, Strike, Stun, Weaken Armor. You may choose an additional power of your choice or designate one Signature Power.

Archetypal Ability Options:

Batter and Keep Going, Combat Savant, Big Hits, Cutting Through, Kill Shot, Explosive, Fighting Fit, Hit when it counts, Precision Aim, Sudden burst of Violence, Take the Shot





Lady INBEAM



5
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HERE COMES THE SUN!

A hero who is all grit and determination, training and raw ability honed towards being the best fighter they can be is the essence of the Brawler. Whether they use a bow and arrows, a sword, a shield, other weaponry or their bare fists, a brawler is about the raw power of the fight. A Brawler might be trained by ninjas or other martial arts masters, having mastered complex techniques of the martial arts and turning their bodies into living weapons. They might also be masters of a weapon, becoming synonymous with its use and elevating that armament to superheroic proportions. They might also harness raw rage and pour it into their fighting or have some power or powers that make them far more formidable in combat. Unpowered humans and those with powers alike can equally be Brawlers and even go toe to toe with one another in a melee. Brawlers tend to have all their powers devoted to battle, even tending to eschew powers as typical as invulnerability or flight in favor of hitting with attacks and packing a wallop when they do. They don't tend to have the same raw power and strength as the Mighty but less pronounced strength and armor along with other tricks and subtle powers that make them even more formidable and effective. This isn't always the case, just a notable trend. Brawlers are almost always the best in a fight and if you want a hero who can last to the final round, the Brawler is the archetype for you.

Notable Examples of Brawlers from the Greater Comic Canon:

Luke Cage, Green Arrow, The Thing, Wolverine, Raphael, Black Panther, Hawkman and Hawkgirl, Iron Fist, Savage Dragon, Blade, and Union City's Komodo are all good examples of the Brawler archetype.

Stamina at Character Creation: 30

Ranks at Character Creation: 28

Focused Stats (Choose Two): Strength, Health, Agility, or Aim

Archetype Bonuses:

Defense: Reduce Damage Taken by 1

Attack: +1

Damage: +1



Archetypal Powers:

Devastating Damage, Ongoing Damage, Piercing Damage, Armor, Expert Combat, Ferocity, Invulnerable, Item, Multi-Attack, Ray Blast, Strike, Stun, Super Strength Tough. You may choose an additional power of your choice or designate one Signature Power.

Archetypal Ability Options:

Charge, Back Atchya, Batter and Keep Going, Bruiser, Fighting Fit, Signature Item, Savage, Stay Up, Slugging it Out, Sudden burst of Violence



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17

NOV. '88

KOMODO



Komodo #17



NO. 1
VOL. 4
JULY '05

CAPTAIN JUPITER



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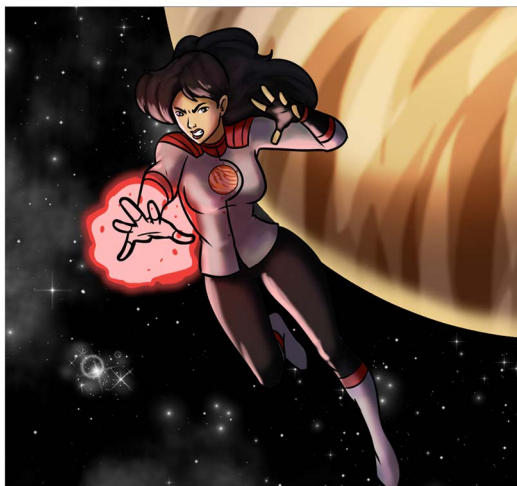
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From the far-flung reaches of the stars and distant galaxies come terrible intergalactic threats, alien invasions, and conquerors from other worlds. Standing against all of these, in defense of the earth and sentient life everywhere, is the Cosmic Crusader. Heroes that have been abducted by aliens or encountered bizarre other-worldly beings take on powers from the stars and become champions. Sometimes the Cosmic Crusader is an alien themselves, whether they look human or not, and sometimes they are earthlings who have come into contact with that grander world beyond earth's atmosphere. Cosmic Crusaders fight on earth and on alien worlds alike but just as often they fight high above and between these worlds in the emptiness of space. Raw power in the form of alien, cosmic energy tend to be the force behind the Cosmic Crusader. These powers may or may not be focused by weapons or items of immeasurable power bestowed upon the Cosmic Crusader by a greater entity or consortium. Often these singular or multiple alien intellects, societies, or organizations advise or govern the Cosmic Crusader still. The foes they fight tend to be as important to the Cosmic Crusader as even their powers and their origins, being a conduit between grandiose cosmic villains and the story on earth. A desire for star-spanning adventures and a connection with higher alien forces are all indicators that you want to play a Cosmic Crusader.



Notable Examples of Cosmic Crusaders from the Greater Comic Canon:

The Green Lantern, Silver Surfer, Orion, Nova, Captain Marvel, Beta Ray Bill, Starman, ROM the Space Knight, and Union City's Captain Jupiter are all good examples of the Cosmic Crusader archetype.

Stamina at Character Creation: 30

Ranks at Character Creation: 30

Focused Stats: Will or Aim

Archetype Bonuses:

Resist: Increase Resist and Grit by 2

Attack: +2

Archetypal Powers:

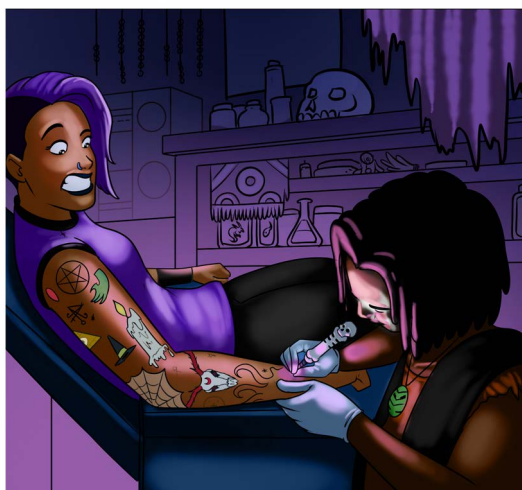
One Power of your choice as well as Adapted, Armor, Quality Mastery, Flight, Ray Blast, Shield. You may choose an additional power of your choice or designate one Signature Power.

Archetypal Ability Options:

Adept Transformer, Bruiser, Charge, Cold Killer, Combat Savant, Cutting Through, Fueled by Rage, Blinding Speed, Burst of Speed, Hit when it counts, Indomitable, Iron Mind, Precision Aim, Space Flight, Super-Speed Hit

The most broad and encompassing of archetypes is the Gifted. Whether they use inventions, natural abilities, alien powers, or mutations the Gifted tend to be either greatly specialized in their area of expertise or they have a vast array of powers that they can call upon. A hero with truly unique powers that wants to make the most of their one-of-a-kind powers are often Gifted. Likewise heroes with very diverse abilities and many multiple powers are often Gifted. A hero who controls an element like ice, water, or plant-life, might be Gifted also. By the same account a hero who is the master of a niche power like size-changing, shape-shifting, escape artistry, or other more specialized power-arrays tend to be Gifted. Having many multiple powers that can be called on all at once or in certain clusters can many times best be accomplished with the Gifted Archetype. A Gifted Hero can encompass elements of other archetypes with extreme ease, taking on aspects of a skilled fighter, an indomitable champion, a supreme scientist or peerless sorcerer but are rarely as specialized in that field as the other relevant archetypes. The Gifted is the perfect way to make your hero as powerfully unique or with the most wondrous assortment of powers possible.

Notable Examples of Gifted Heroes from the Greater Comic Canon:



The Martian Manhunter, the Invisible Woman, Aquaman, Rogue, Plastic Man, Beast Boy, Mr. Miracle, Animal Man, Iceman, and Mystique and Union City's Miscreant are all good examples of the Gifted archetype.

Stamina at Character Creation: 25

Ranks at Character Creation: 30

Focused Stats: Choose Any Two

Archetype Bonuses:

Select One:

+2 to Attack

+2 to Dodge

+2 to Damage

Select One:

Increase Resist and Grit by 1

Increase Overcome by 2

Archetypal Powers:

Three Powers of your choice. You may choose an additional power of your choice or designate one Signature Power.

Archetypal Ability Options:

Adept Creator, Adept Transformer, Elite, Extraordinary Talents, Mind of Your Own, Strength Through Adversity, Turn Around, Unflappable, Virtuoso

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A captivating personality with a knack for tactics and people skills are the elements that most clearly define the Leader Archetype. These heroes tend to be natural-born leaders, the kind of people that others want to follow willingly. Sometimes they have advanced strategy and training in field operations that makes them ideal commanders but not always. Sometimes it is pure charisma that makes this hero stand out as the first among equals. Leaders may have resources at their disposal such as a base of operations or transportation for an entire team of heroes. But that too is not universal amongst all Leaders. Leaders can be front-line fighters or keep back in a support role while commanding their team. Just as often though, a Leader helps others on their squad to shine as much as they do themselves. Taking the lead and the responsibilities of command are the major elements of the Leader but the other powers that accompany that are completely open and as diverse as any in the superheroic community. Leaders can be specialized, honing a single power to epic levels or having an array of powers. Some leaders are the undisputed powerhouses of their teams while others fill in missing roles on their squads. They can also be unique and independent heroes in their own rights who serve as team captain when they work with a group. If you want your hero to be the Hero in charge, then Leader is the right choice of Archetype.

Notable Examples of Leaders from the Greater Comic Canon:

Cyclops, Jenny Sparks, Nightwing, Black Bolt, Leonardo, Cosmic Boy, Nick Fury, Black Canary, Star-Lord, Elijah Snow, and Union City's Wrangler are all good examples of the Leader archetype.

Stamina at Character Creation: 25

Ranks at Character Creation: 28

Focused Stats: Charm and Any Two Others of your Choice

Archetype Bonuses:

Resist: Increase Resist and Grit by 3

Overcome: +1



Archetypal Powers:

Three Powers of your choice. You may choose an additional power of your choice or designate one Signature Power.

Archetypal Ability Options:

Born Leader, Cascading Successes, Distracting auditory, Elite, Heroic Fervor, Insightful, Mind of Your Own, Signature Vehicle, Stay Up, Unflappable

The hero who dons a mask and takes justice into their own hands is the epitome of the Masked Vigilante archetype. Sometimes the police, the press, or some other authority or society judges and shuns the Masked Vigilante for their actions, making their job more challenging and arduous. While they are often loners this is generally because of the perceptions of them and not as a result of their actions or personality as is more the case with Anti-Heroes. The most striking difference between the two is that the Masked Vigilantes have alter-egos with people they care about. This is part of or even all of the reason that they maintain the mask in the first place. Unlike the Anti-Hero, Masked Vigilantes are all about the people in their lives whereas at Anti-Hero is about a lack thereof. Whereas many heroes may have secret identities none are so connected to that dual life as the Masked Vigilante. Even if the Masked identity can seem aloof, creepy, or detached, the person beneath the mask is anything but. However, the purpose that the mask represents usually threatens to become all-consuming and some heroes who devote too much of their lives to the costumed selves often find themselves becoming lost to it. Sometimes the alter-ego becomes the mask and the Masked Vigilante takes over as the driving force. For some heroes this is a necessity but for others it would be the ultimate tragedy. In either case, a misunderstood hero with a secret identity and balance to strike is best suited to the Masked Vigilante Archetype.

Notable Examples of Gifted Heroes from the Greater Comic Canon:

Batman, Spider-Man, the Shadow, Nite-Owl, Moon Knight, the Question, the Spirit, Daredevil, the Green Hornet, Black Beetle, and Union City's the Green Death are all good examples of the Masked Vigilante archetype.

Stamina at Character Creation: 25

Ranks at Character Creation: 30

Focused Stats: Choose Any Two

Archetype Bonuses:

Dodge: +1

Overcome: +1

Attack: +1

Damage: +1

Archetypal Powers:

Base of Operations, Bravery, Communicate, Deduction, Expert Combat, Expert Evasion, Hinder, Inventive, Item, Mobility, Negate, Quality Mastery, Stealth, Strike, Transport.

You may choose an additional power of your choice or designate one Signature Power.

Archetypal Ability Options:

Cascading Successes, Combat Savant, Distracting auditory, Evade, Mover, Nimble, Plucky, Signature Vehicle, Turn Around, Unflappable





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The Mighty is defined by being the undisputed powerhouse of their team. They rank as the strongest and toughest heroes on their world or even in the Universe and beyond. They can lift more, punch harder, and take more hits than most of their compatriots combined. When the Mighty shows up to a fight it is escalated to a new level or the fight is over. Heroes who can exert control over reality, can summon forth massive outputs of power, or twist the very earth to their will might very well be represented by the Mighty archetype. While strength and stamina are the most important features of the Mighty some boast impressive arrays of other abilities to augment their uncanny prowess. Very often literal Gods and Monsters are amongst the ranks of the Mighty and there does tend to be a sense of awe and fear that people, even other heroes, feel around the Mighty that may lead to a sense of isolation or detachment. Some of the Mighty hold themselves above others as often their world-shattering capabilities lead them to look down on lesser affairs with some derision or apathy. Many of the Mighty are more susceptible than most heroes to things like illusions, mind-control or other subtle and devious machinations and when the Mighty is turned on their companions or on Union City itself it can be a fearful disaster. And there are times when the Mighty will face one aspect of a threat or a foe by themselves, leaving their companions to deal with the villains or the fallout without their considerable aid.



Notable Examples of Mighty Heroes from the Greater Comic Canon:

The Hulk, Power Girl, Thor, Hercules, Captain Atom, Mr. Incredible, Big Barda, Groot, Ares, Glory, Dr. Manhattan, the Tick, and Union City's Glorious Vishnu are all good examples of the Mighty archetype.

Stamina at Character Creation: 35

Ranks at Character Creation: 28

Focused Stats: Choose either Strength or Health

Archetype Bonuses:

Defense: Reduce Damage Taken by 1

Overcome: +1

Attack: +d4

Damage: +d4

Archetypal Powers:

Devastating Damage, Ongoing Damage, Piercing Damage, Abating, Adapted, Armor, Expert Combat, Invulnerable, Leech, Multi-Attack, Ray Blast, Regeneration, Size Change, Strike, Stun, Super Strength, Tough. You may choose an additional power of your choice or designate one Signature Power.

Archetypal Ability Options:

Armored, Batter and Keep Going, Big Hits, Bruiser, Explosive, Hit when it counts, Hurl, Landing Hits, Fueled by Rage, Slugging it Out, Stronger than That



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The Mystic is a master of the mind, conduit to mysterious worlds, scholar, wizard, or other hero who has incredible willpower and access to arcane secrets. While many are spellcasters or mages with access to magical powers what is more essential to the archetype is their wisdom and resolve. Mind-controllers, prophets, psychics, or illusion-makers can be well represented by the Mystic archetype. By targeting the Resist of their enemies and wearing down the mental or spiritual essence of supervillains rather than their physical selves a Mystic can often be the key to victory in otherwise unwinnable situations. In that same vein, when arcane, infernal or divine threats loom it is often the Mystic that has the knowledge and the resources to successfully dispatch those dangers. If you want your hero to have mental powers, to have strange psychic abilities, or otherwise manipulate foes mentally, then the Mystic is probably your best choice. It is also ideal for a character who wants to fight sorcerers, psychics, devils, or other occult entities and villains. There are many abilities associated with the Mystic that allow for a character with a vast array of spells and magical capabilities that enable a character to have an endless spellbook or limitless stock of magic items at their disposal. For esoteric, magical, or psychic heroes, the Mystic Archetype is the perfect choice.

Notable Examples of Mystics from the Greater Comic Canon:

Doctor Strange, Raven, Zatanna, Professor X, Alan Scott Green Lantern, Swamp Thing, Scarlet Witch, Etrigan the Demon, Hellboy, and Union City's Chessmaster are all good examples of the Mystic archetype.

Stamina at Character Creation: 20

Ranks at Character Creation: 32

Focused Stats: Will and Any One Other of your Choice

Archetype Bonuses:

Resist: Increase Resist and Grit by 2

Overcome: +2

Attack: +3

Archetypal Powers:

One Power of your choice as well as Create (Quality), Intangible, Quality Mastery, or Ray Blast. Choose two of the following Powers: Inventive, Item, Summon, Versatile Power. You may choose an additional power of your choice or designate one Signature Power.

Archetypal Ability Options:

Adept Creator, Cascading Successes, Cutting Through, Evade, Forceful Will, Fueled by Rage, Insightful, Iron Mind, Strength through adversity, Superior Resistance



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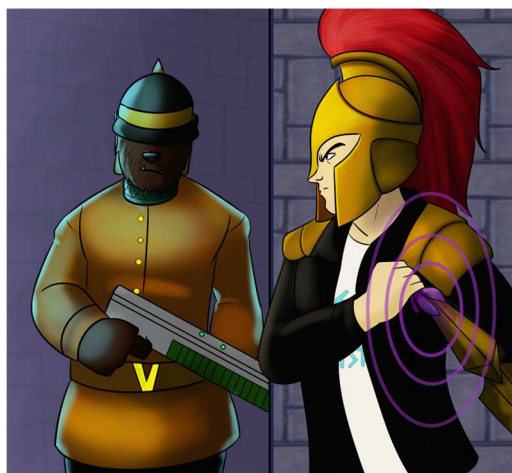
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TLP Odysseus #1



There are ideals of superheroism that anyone who takes up a mask or cape or heroic name aspires to be. The Paragon is the ultimate representation of those highest ideals. The Paragon is the moral center, the incorruptible champion who does not give up and does not knuckle under. They are the heroes that even other heroes look up to. While there are times that the rectitude of the Paragon may seem sanctimonious or out of a different era, when difficult moral issues or questions of where the line between right and wrong lays, the Paragon's opinion is often the one that carries the most weight. The Paragon is generally idolized and admired by the general public, being looked up

to for both their good deeds and their morality. It is for these reasons that villains may target the Paragon's reputation and undermining the things that Paragon holds dear can be even more painfully effective than any super-punch or laser-blast. That being said, almost all Paragons have the raw power to back up their code of ethics. There are times where reigning in that power and showing restraint are the true challenges for the Paragon. These heroes know that letting down those who believe in them can be as great a failing as not defeating a foe or being unsuccessful at rescuing those in peril. But through all these trials the Hero Archetype that stands out with the greatest pride and most confidence of their righteousness is the Paragon.

Notable Examples of Paragons from the Greater Comic Canon:

Superman, Captain America, Wonder Woman, Icon, Invincible, Samaritan, SHAZAM, Captain Britain, Supreme, Apollo, and Union City's Odysseus are all good examples of the Paragon archetype.

Stamina at Character Creation: 30

Ranks at Character Creation: 30

Focused Stats: Choose any One

Archetype Bonuses:

Defense: Reduce Damage Taken by 1

Resist: Increase Resist and Grit by 1

Overcome: +2

Attack: +2

Damage: +2

Archetypal Powers:

Two Powers of your choice as well as Armor, Bravery, Invulnerability, and Super Strength. You may choose an additional power of your choice or designate one Signature Power.

Archetypal Ability Options:

Armored, Elite, Indomitable, Earnest Heroics, Force of Personality, Shining Star, Signature Item, Stay Up, Stronger than that, Strength through adversity, Superior Resistance

There are some heroes who are faster than anything else, they can be anywhere they need to be in the blink of the eye and are so quick that no threat can touch them. The Speedster is about being the embodiment of speed in Superhero-form. You may not have super-strength, but moving faster than sound means you can hit harder than bullets. You may not be invulnerable but you can get out of the way of laser-beams if you see them coming. You would get hurt like any other normal person in battle but you can move your metabolism fast enough that you can cover weeks of recovery in a few minutes. Enough speed means time to solve even the most intricate or impossible-seeming problem. There are other characters that may have superspeed, but none are as fast as you, and none can accomplish the things that you do with that speed. Time-distortion, running up walls or across the surface of water, phasing, and inertial shields can all be potentially done depending on the kind of speedster a hero is, how their powers are manifested, and how creative they are. Some Speedsters have super-strength or deadly weapons and can be terrifying combatants but most use their speed to end fights before the opponent even realizes that it's begun or speeding around to do the work of dozens or even hundreds. The Speedster Archetype is for those who want to be one step ahead and use their mobility to great advantage.

Notable Examples of Speedsters from the Greater Comic Canon:

The Flash, Quicksilver, the Black Racer, Jesse Quick, Johnny Quick, Dash Parr, Max Mercury, Impulse, Tachyon, Northstar, and Union City's Rick Rocket are all good examples of the Speedster archetype.

Stamina at Character Creation: 25

Ranks at Character Creation: 30

Focused Stats: Speed and Agility

Archetype Bonuses:

Resist: Increase Resist and Grit by 1

Overcome: +2

Attack: +2

Dodge: +4

Archetypal Powers:

One Power of your choice as well as Expert Evasion, Intangibility, Inventive, Mobility, Multi-Attack, Transport. You may choose an additional power of your choice or designate one Signature Power.

Archetypal Ability Options:

Adept Creator, Back Atchya, Blinding Speed, Burst of Speed, Charge, Evade, Nimble, Mover, Potential Speed, Super-Speed Hit





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Intellect, deduction, invention, chemistry, physics and knowledge itself are all superpowers of the Super-Scientific. A person who exemplifies study, discovery, and innovation as a way of enhancing themselves and their worlds. They can be beacons of the good that science can do or examples of the bizarre, outrageous, or breathtaking things that science can accomplish. While some are people who are ignorant of science but have been transformed by it, more are the purveyors of science themselves, whether they have been transformed or not. Very often for this Archetype the use of knowledge is paramount even if they have other formidable powers. Even if they're been empowered many still have the benefits of gadgets, potent inventions, breathtaking

vehicles, and advanced laboratories or research stations. They're also the most likely to be able to get back to the lab and cobble together an invention or a weapon designed specifically to take the problem down. They're also the most likely to be excited about or even initiate trips to other dimensions or other worlds and might be the ones who shirk battle or banter with the Villain in favor of exploring and learning. They tend to use Technology broadly as a quality.

Notable Examples of Paragons from the Greater Comic Canon:

Mr. Fantastic, the Atom, Hank Pym (Ant-Man, Giant-Man, etc), Donatello, Beast, Tom Strong, Blue Beetle II, Starman I, Brainiac 5, and Union City's Doctor Tomorrow are all good examples of the Super-Scientific Archetype.

Stamina at Character Creation: 20

Ranks at Character Creation: 32

Focused Stats: Intellect and Will

Archetype Bonuses:

Dodge: +2

Resist: Increase Resist and Grit by 1

Overcome: +3

Archetypal Powers:

One Power of your choice as well as Base of Operations, Deduction, Quality Mastery. Also, your choice of two of the following Powers: Inventive, Item, Summon, Transport, Versatile Power. You may choose an additional power of your choice or designate one Signature Power.

Archetypal Ability Options:

Adept Creator, Adept Transformer, Earnest Heroics, Explosive, Insightful, Learn from Failure, Overwhelming Genius, Potent Transformer, Signature Vehicle, Signature Item, The *Quality* Person, Virtuoso

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Adept Creator: Choose one of the following powers to decrease the cost of by an additional 1 rank per level: Inventive, Item, Summon, Versatile Power.

Gifted, Mystic, Speedster, Super-Scientific

Adept Transformer: You can reduce the amount of Hero Points you need to spend on Transform (self) by 1.

Anti-Hero, Bionic, Gifted, Super-Scientific

Armored: Whenever you are dealt damage, roll a d6. If you roll a 6 prevent that damage.

Bionic, Mighty, Paragon

Back Atchya: You reduce the cost of Retaliate by 2 ranks per level.

Animal Hero, Brawler, Speedster

Batter and Keep Going: Whenever you roll a 6 on damage dice, gain +2 to your next roll.

Blaster, Brawler, Mighty

Big Hits: Whenever you roll a 4 on a damage dice it counts as a 6.

Blaster, Mighty

Blinding Speed: Spend a Hero Point to gain a d6+4 bonus to Maneuver for one panel.

Cosmic Crusader, Speedster

Born Leader: You may reduce the cost of Leadership by 3 ranks per level.

=Leader Only

Bruiser: Add your Strength to all Melee and Thrown Attacks.

Anti-Hero, Armored Icon, Brawler, Mighty

Burst of Speed: Spend a Hero Point to gain a +3 Bonus to Dodge and Maneuver for a panel.

Animal Hero, Cosmic Crusader, Speedster

Cascading Successes: When you roll a 9 on an Overcome Roll, gain a Hero Point. Leader,

Masked Vigilante, Mystic

Charge: You can spend a Hero Point when you maneuver and attack in a single panel, gaining a +3 to your maneuver, attack, and damage.

Anti-Hero, Brawler, Speedster

Cold Killer: When you Take Down a foe without using a Hero Point, gain a Hero Point.

=Anti-Hero Only

Combat Savant: Whenever you roll a 1 on a dice for damage, reroll that dice.

Anti-Hero, Blaster, Masked Vigilante

Cutting Through: You may spend a Hero Point to make half your damage irreducible (up to 10 max).

Anti-Hero, Blaster, Mystic

Distracting Auditory: When you spend a panel making noise, all Villains take a -1 to all rolls for a d4+1 panels.

Animal Hero, Leader, Masked Vigilante

Earnest Heroics: After you roll an Overcome you may spend two Hero Points to add a d6+2 bonus to your overcome roll.

Animal Hero, Paragon, Super-Scientific

Elite: When you roll a 10 on a d10 you gain 2 Hero Points instead of 1. You can only gain Hero Points this way once per Panel.

Gifted, Leader, Paragon



Evade: Before you roll to Dodge you can spend a Hero Point to gain a d6+2 bonus to that roll.

Animal Hero, Masked Vigilante, Mystic, Speedster

Explosive: When you hit a target with a ranged Attack you may spend a Hero Point to deal a d4+1 irreducible damage to that target and all adjacent targets.

Blaster, Mighty, Super-Scientific

Extraordinary Talents: Gain 3 Ranks.

=Gifted Only

Fighting Fit: You can add your Aim to your Damage with Melee Attacks.

Animal Hero, Armored Icon, Paragon

Force of Personality: When you roll an Overcome, you can add your Charm to the roll as a Bonus.

Animal Hero, Paragon

Forceful Will: When you would reduce a Target's Grit by 1 reduce it by 2 instead.

=Mystic Only

Fueled by Rage: When you take $\frac{1}{4}$ of your Total Stamina (minimum 10) in a single Panel gain a Hero Point.

Anti-Hero, Mighty, Mystic

Heroic Fervor: Add your Charm to your Grit.

Animal Hero, Armored Icon, Leader

Hit when it counts: When you miss an Attack you may spend 2 Hero Points to add a d6+2 bonus to your roll after the fact.

Blaster, Cosmic Crusader, Mighty

Hurl: When you throw something at a foe, you can deal extra damage. Add a d4 for each size category of the object you are throwing.

Bionic, Mighty, Paragon

Impervious: Whenever you are dealt damage, roll a d6. If you roll a 5 or 6 prevent that damage.
=Armored Icon Only

Indomitable: When you would be reduced to 0 Grit, you may spend a Hero Point to reduce your Grit to 1 instead.

Animal Hero, Armored Icon, Cosmic Crusader, Paragon

Insightful: Before you roll to Overcome, you may spend a Hero Point before you roll to add a d6+2 bonus to your roll.

Leader, Mystic, Super-Scientific

Iron Mind: When you would lose a Grit after failing a Resist you may spend a Hero Point to reroll your Resist.

Bionic, Cosmic Crusader, Mystic

Kill Shot: Add your Aim to all Damage from Ranged (or Thrown) Attacks.

Anti-Hero, Blaster

Landing Hits: Before you roll an attack you may spend a Hero Point to add a d6+2 bonus to your attack roll.

=Mighty Only

Learn from Failure: When you roll a 2, 3 or 4 on an Overcome dice, gain a Hero Point.

=Super-Scientific Only

Mind of Your Own: Before you roll a Resist you may spend a Hero Point to add a d6+2 to your roll.

Armored Icon, Gifted, Leader

Mover: If you use your Full Maneuver and it is at least 5 you gain a Bonus Hero Point. Whenever you use one of these Hero Points reduce your Maximum Maneuver by 1 for the rest of the Issue.

Animal Hero, Armored Icon, Masked Vigilante, Speedster

Nimble: When you roll a 9 on a d10 when Dodging, gain a Hero Point.

Animal Hero, Masked Vigilante, Speedster

Overwhelming Genius: Add your Intellect to your Resist.

Bionic, Super-Scientific

Plucky: Gain a +1 bonus to all rolls.
=Masked Vigilante Only

Potent Transformer: Increase the number of Ranks you get from Transform (self) to allocate to new Powers by 2.
Anti-Hero, Bionic, Super-Scientific

Potential Speed: In any panel that you do not move your full Maneuver speed you may add whatever number of Maneuvers you did not take as a bonus to any roll that panel (ie- If your maneuver is 10 and you maneuvered 2 you would have a +8 bonus to one roll or if you had a Maneuver of 4 and maneuvered 3 you would have a +1 bonus to one roll).
=Speedster Only

Precision Aim: Add your Agility to all Ranged and Thrown Attacks.
Blaster, Cosmic Crusader

Savage: When you roll damage against a foe you have already damaged, gain a +3 to damage.
=Brawler Only

Self-Regenerating: Reduce the Cost of Resurrect by 3 Ranks per level.
=Bionic Only

Shining Star: Before you make any roll you can spend a Hero Point to add a d6+2 bonus to that roll.
=Paragon only

Signature Item: Choose a Single Item that you can reduce the cost of by an additional 1 Rank per level.
Bionic, Brawler, Paragon, Super-Scientific

Signature Vehicle:
Reduce the cost of Powers purchased for a Vehicle by an additional 1 rank per level.
Leader, Masked Vigilante, Super-Scientific

Slugging it Out: When you roll a 9 on a d10 on a melee attack dice, gain a Hero Point.
Anti-Hero, Brawler, Mighty

Space Flight: You can fly safely in space.
Gain a +2 to all rolls in space. Whenever you enter Space, gain a Hero Point. This counts as Level 1 in both Flight and Adapted (Space).
=Cosmic Crusader Only



Stay Up: When you would be reduced to 0 Stamina by damage you may spend a Hero Point to set your Stamina at up to 10 but no more than the Stamina that you were at when you initially took the damage. Each time you do this per issue it costs 1 additional Stamina.

Brawler, Leader, Paragon

Strength through adversity: When you lose a Grit, gain a Hero Point.

Gifted, Leader, Mystic

Stronger than that: When you Overcome with Strength you can reroll 1s.

Armored Icon, Mighty, Paragon

Sudden burst of Violence:

Whenever you deal damage you may spend a Hero Point to increase that damage by a $d6+2$.

Anti-Hero, Blaster, Brawler

Superior Resistance: Increase your Grit by 3.

Armored Icon, Bionic, Mystic, Paragon

Super-Speed Hit: If you maneuver and then hit a foe with a Melee attack, you may add your total number of Maneuver this panel to the damage you deal by spending a Hero Point.

Cosmic Crusader, Speedster

Support: You can spend a Hero Point to grant an Ally an Ability for a Panel. This must be something that is in keeping with the character, the concept or the circumstances that the Hero is in.

Animal Hero, Leader

Take the Shot: When you roll an 8 or 9 on a d10 on a ranged attack dice, gain a Hero Point.

=Blaster Only

Taunt: When a target other than you would be attacked, you may roll a d4. If you roll a 4 then that Attack must be directed at you instead.

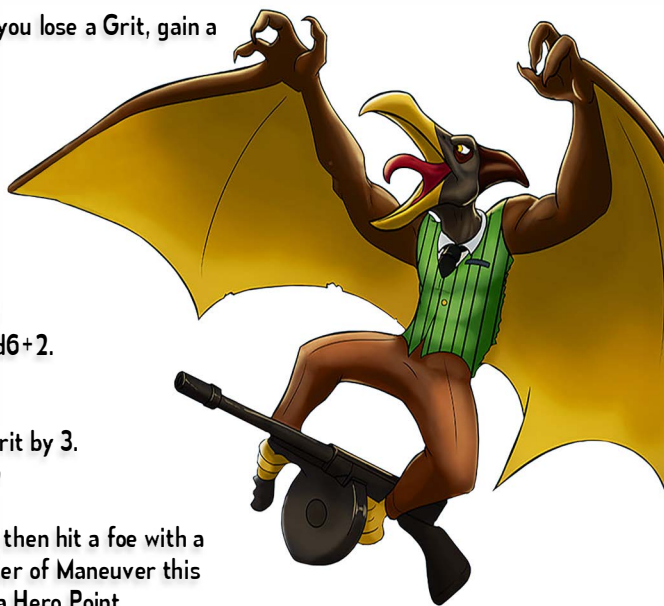
Brawler, Leader, Mighty

The *Quality* Person: Select a minor Quality (ie- The Poison Person, the Magnetic Person, the Ice Person). When a roll involves that Quality you gain a +2 to the roll. You may spend 1 rank to have this apply to a Major Quality.

Bionic, Super-Scientific

Turn Around: When you roll a 1 on a d10, gain a Hero Point.

Animal Hero, Gifted, Masked Vigilante



Unassuming: When you are targeted by an Attack, roll a d4. If you roll a 4 and there are other viable targets for that Attack, the opponent will attack another target. This ability is negated if you Target that character.

=Animal Hero Only

Unflappable: When you miss an attack gain a +2 bonus on your next roll.

Gifted, Leader, Masked Vigilante

Virtuoso: Select 4 Different Powers. Reduce the cost of their First Level by 1 Rank, to a minimum of 0.

Armored Icon, Gifted, Super-Scientific





In the same way that the Concept is the first building block on which your character will rise, your Hero's Statistics are the cornerstone of your Hero mechanically-speaking. Each one of your Statistics, or Stats, is a number between 0 and 10.

STATISTICS

- | | |
|---|---|
| 0 Below Average | 5 Undeniably Superior |
| 1 Ability of an Average Person | 6 Notable even amongst Superbeings |
| 2 Notable and Professionally-Skilled | 7 Greatest of Superbeings |
| 3 Extraordinary or World-Class | 8 Cosmic-Level Power |
| 4 Superhuman or beyond belief | 9 Greatest in the Universe |
| 10 Epic, god-like scale | |

When you create your Hero, you gain a number of Ranks based on your Archetype. You can distribute these to any Stats, putting no more than 5 in any given Stat. You can put no Ranks in Stats, having a 0 in all 8 Stats and reserving all of your Ranks for Powers. You can also put all your Ranks in Stats and have none for Powers. The distribution is totally up to the Player.

These base Statistics will be boosted based on your Archetype and some will go up as you advance in Class as well.

When you try to Overcome a Challenge, even without any other relevant Powers or abilities, you still add your Stat to that roll, based on how you are going about overcoming that difficulty.



Your hand-eye coordination and ability to hit a foe both up close and at a distance. Any Attack made at an Opponent is directly modified by the Aim Stat.

STRENGTH

This Stat represents your physical power, lifting capacity, and the damage you do when you connect with a punch. This is physical muscle, the servos in a battlesuit, and raw brawn are all captured in Strength. Your Strength Score is used as a direct Modifier to Damage from all Attacks with the Melee Quality or when you Throw an Object.



CHARM

Charm is how attractive, charismatic, and appealing your Hero is. It is their presence and their persuasiveness and may well affect how the population views their actions. The Hero Points you gain from interacting with your Anchors is based on this Stat.

HEALTH

Health is your vigor, your vitality, and your capacity to endure harm and wounds. The Health Stat is added to your Stamina at Character Creation and whenever you go up in Class.

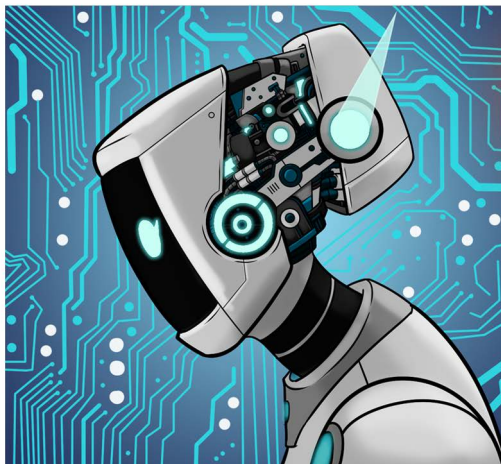
SPEED

How fast your character moves, how much ground you can cover, and reaction time is all a part of Speed. Speed is directly linked to how far you can Maneuver in Crises and the distances you can travel in a Chase. Your Total Maneuver is equal to your Speed Score (though this is often enhanced by Powers and Abilities). You also add your Speed score to Chase rolls.



AGILITY

Agility is the Stat that lets you avoid hits, maintain your balance, and perform acts of dexterity. Dodge scores are directly modified by your Agility. Acrobatics and reflexes are part of Agility as well.



INTELLECT

This Stat represents how smart your character is. It is the combination of your Hero's knowledge, reasoning, logical deduction, and even wisdom. Unraveling a Villain's plans and problem solving are accomplished by using Intellect.

WILL

Your character's willpower, determination, and endurance are all combined within Will. Resist, used to withstand many Powers and Abilities like compulsion and mind-control, is directly

modified by Will. The number of Total Grit Points you have is equal to your Will Score (though both of these may be enhanced by Powers or Abilities).



Quirks are idiosyncrasies, weaknesses, and drawbacks that are detrimental to your hero but also give them more ranks to put into Powers. Having a material that is poisonous or saps your strength will certainly pose problems for your hero and be taken advantage of by villains but it means that you can be that much stronger, faster, or more skilled. But quirks aren't necessarily all weaknesses. A Quirk can also mean hoops that your character needs to jump through that challenge them in other ways. A secret identity is a Quirk, for example.

You can take any number of Quirks that fit with your Character's Concept (pending the approval of the Editor-in-Chief). Generally speaking every hero has a quirk of one kind or another and many have more than one but it is also entirely possible to have a Hero with no Quirks at all.

Addicted

Gain 1 Rank

You have an addiction to a drug, substance or chemical that can compel or compromise your decision-making. This might even be a component of how you got or can access your powers. Discuss this in advance with your EIC and always treat this with thoughtfulness and sensitivity.



Conscientious***Gain 2 Ranks***

If innocent people are in danger you take a -5 to all rolls that do not relate to directly saving those innocents.

Definitely, definitely not a fighter***Gain 3 Ranks***

While you are a potent hero you cannot hold your own in battle. Whenever you take damage take 3 extra damage.

Easily Enraged***Gain 2 Ranks***

You are prone to anger or losing control. Whenever you take 5 or more damage, roll a d4. If you roll a 1 you become Enraged.

Glass Jaw***Gain 2 Ranks***

Hits hurt. You're prone to bleed, have weak bones, or otherwise have a hard time healing. You need to spend 2 HP to regain 5 Stamina when you are at 0 Stamina.

Just a Regular Person***Gain 2 Ranks***

You have training, gear, spirit, skills or all of the above but you're still a non-powered, non-meta, non-alien, non-altered person. When you take 5 or more damage at once roll a d4. If you roll a 1 you are badly wounded. When you are wounded take a -2 to all rolls. You can be wounded multiple times. The penalties stack.

Minor Drawback (Unique)

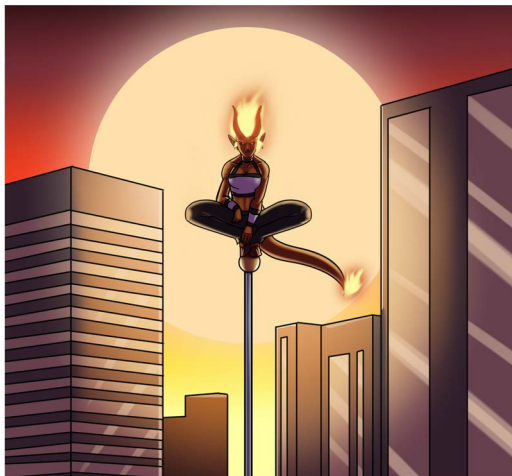
Select one of your Powers. This power has a minor drawback- You need to reload it, it causes minor collateral damage, there is an odd twist to it that makes it inconvenient, or the like. A minor drawback should make a Power occasionally/temporarily useless, or slightly hindersome to use but would not be too troublesome. If you take this quirk, you get 1 extra Rank for that Power.

Major Drawback (Unique)

Select one of your Powers. This Power has a major drawback- It only works during the day, it needs to be connected to a major powersource, it works on a time-limit, or it cannot work unless you are badly wounded; these are all examples of Major Drawbacks. If you take this Quirk, you get 2 extra Ranks for that Power and are considered 1 Class higher for determining Power Limits.

Not a Fighter***Gain 1 Rank***

You are a hero but aren't the best at the fighting part. Whenever you take damage take 1 extra damage.



Overseen

Gain 2 Ranks

There is an individual or a group that oversees and can judge and dictate to the Hero. This Overseer tends to also want to be a force for good but may disagree with the hero about what that good is or how to go about it. The Overseer can sanction the Hero, giving them a -2 Penalty to all their rolls until the Sanction is lifted. In more extreme circumstances the Overseer may even strip the Hero of their powers.

Physical Disability

Gain 2 Ranks

You are a Hero who has major limitations like

being paraplegic, blind, deaf, or other challenging impairment. This will make some things Difficult, Formidable, or even impossible, at the discretion of the EIC, and imposes those Situational Modifiers. This should always be handled with thoughtfulness and sensitivity.

Poisonous

Gain 1 Rank

Choose a minor Quality. You take 2 irreducible damage every panel you are in the presence of that quality.

-If you choose a Major Quality, Gain 1 additional Rank during Character Creation.

-If you choose an Array of Qualities, Gain 2 additional Ranks during Character Creation.

-If you increase the damage to d4+1, Gain 1 additional Rank during Character Creation.

-If you increase the damage to d6+2, Gain 2 additional Ranks during Character Creation.

Power-Dependent

Gain 1 Rank

One of your powers is necessary to keep you alive and well, like a vital organ or oxygen.

Choose one of your powers. If that power is negated you take a -5 to all rolls.

-If you take 2 irreducible damage in any panel where the Power is negated, gain an additional Rank at Character Creation.

-If you take d4+1 irreducible damage in any panel where the Power is negated, gain 2 additional Ranks at Character Creation.

-If you take d6+2 irreducible damage in any panel where the Power is negated, gain an additional 3 Ranks at Character Creation.

Power Up

Gain 1 Rank

You are not always all the way "powered up". This could mean not always having your armored skin up, having fluctuating battery levels, or being able to do more or less based on your metabolism.

When you take this Quirk you are not Powered up until you take a Panel to Power Up. Also, any time you roll a 1 on a d10 roll a d4. On a 1 you Power Down. You must take a panel and spend a Hero Point to Power Up again. When you are Powered Down you take a -5 to all rolls.

Really Not a fighter**Gain 2 Ranks**

You are good at many things, but not at combat. Whenever you take damage take 2 extra damage.

Rendered Useless

Select one of your Powers that you have devoted at least 1/3 of your Ranks to and a Minor Quality. That power is absolutely inert and useless in the presence of that Quality. If you take this quirk, you get 1 extra Rank for that Power.

-If you select a Major Quality for this Quirk, you get 2 extra Ranks for that Power and are considered 1 Class higher for determining Power Limits.

-If you select an Array of Qualities for this Quirk, you get 3 extra Ranks for that Power and are considered 1 Class higher for determining Power Limits.

Secret Identity**Gain 2 Ranks**

You have an alter-ego that you must protect. The world at large does not know who you really are and if they found out it could spell disaster for your way of life and those you love. If you take this quirk, you gain 2 extra Ranks at Character Creation.

Only your Anchors and other heroes can know your secret identity. If you cannot trust even your friends and allies with your secret gain an extra Rank at character creation.

Unknown Origins**Gain 2 Ranks**

There are great gaps in your memory, reasons to doubt what you think is true, or deep mysteries about where you come from and who you are. Take a -5 to all rolls relating to your mysterious origins, including to villains related to your mysterious origins.

Unpowered Alter-Ego**Gain 2 Ranks**

You have an unpowered alter-ego that is far weaker and more vulnerable than your fully-powered form. When you are not in costume you may only access 1/5 of your Powers at most and all rolls are made at a penalty of -5. Either you need to be in a special place or special circumstances to access your Full Powers OR you must Spend a Hero Point every time you access your Full Powers.

Weakness**Gain 1 Rank**

You have something you're not good at dealing with. A techie who gets messed up by magic, an alien who cannot deal with fire, or a deaf hero who has trouble with sound-based things. Choose a minor Quality. You take a -5 penalty whenever a roll involves this Quality.

-If you choose a Major Quality, Gain 1 additional Rank during Character Creation.

-If you choose an Array of Qualities, Gain 2 additional Ranks during Character Creation.

Wreckless**Gain 2 Ranks**

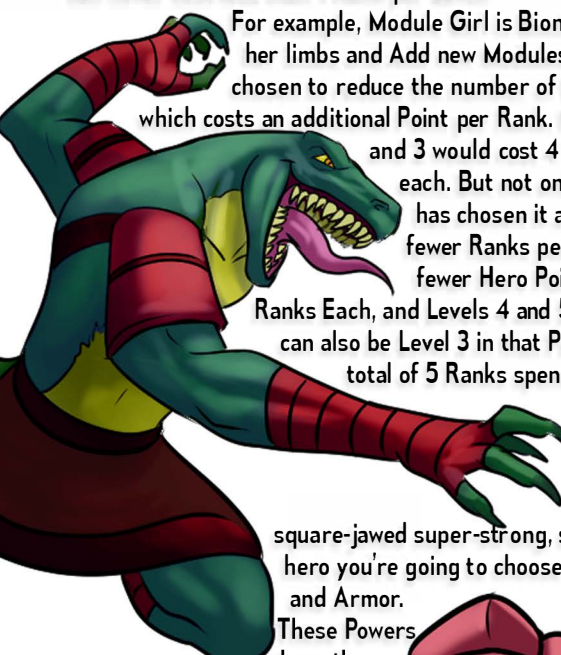
Whenever you roll a 2 on a d10 you either escalate or create a Threat or Condition.



Powers are all of your superior abilities, metahuman qualities, brilliant skills, training, endowments, resources, weapons, and all the other unique capabilities of your Hero. There is a long list of Powers and there are many ways to use these Powers to represent any palette of Powers. Along with this, every time you select a Power you choose an Array of Qualities that make up that Power. This helps define the power. Each Power has a Range of Qualities that defines the Power. The number of qualities associated with a Power must fall into that Range. For more details on this please see the Qualities Chapter.

Powers all have Levels that reflect how capable your Hero is with that Power. Each Level of a power costs a certain number of Ranks. There are ways to tweak some powers that makes that Power cost more or less Ranks per Level. There is no maximum amount of Ranks that a Level could potentially cost if a power is really, really potent but the minimum to acquire a Level of a Power is always 1 Rank.

You get Ranks based on your Archetype at Character Creation. You use Ranks to buy Levels of Powers as well as Stats. You can put all your Ranks in Powers or none of them in Powers at all. An Archetype Power costs 1 fewer Ranks per Level and you count as being 1 Class higher for the purpose of taking Levels in that Power. A Signature Power costs 1 fewer Ranks per Level and you count as being 1 Class higher for the purpose of taking Levels in that Power. If a Power is both Archetypal and Signature then it costs 2 Fewers Ranks per Level and you count as being 2 Classes higher for the purpose of taking Levels in that Power. No matter the amount of reduction, a Power can never cost less than 1 Rank per Level.



For example, Module Girl is Bionic and she uses Transform (Self) to Super-Extend her limbs and Add new Modules like Flight Pack or Laser Sword Hand. She's also chosen to reduce the number of Hero Points she needs to use to Transform by 1 which costs an additional Point per Rank. Normally then, Level 1 would cost 3 Ranks, Level 2 and 3 would cost 4 Ranks each, and Level 4 and 5 would cost 5 Ranks each. But not only is Transform (Self) an Archetypal Power, but she has chosen it as her Signature Power as well. This means it costs 2 fewer Ranks per Level. So for Module Girl Transforming costs 1 fewer Hero Points and Level 1 costs 1 Rank, Level 2 and 3 cost 2 Ranks Each, and Levels 4 and 5 cost 3 Ranks each. She can also be Level 3 in that Power starting at Character Creation with only a total of 5 Ranks spent.

Some heroes are easy to pick Powers for. If you're an incredible

square-jawed super-strong, super-tough hero you're going to choose Super-Strength and Armor.

These Powers have the

Qualities Physical and Genetic.

Throw in a Strike for your super-punch and maybe Flight so your Hero can fly and you're ready to roll. This a Hero with a small, focused number of Powers and those Powers will



probably be higher in Level.

If you want to play a dark knight detective, you might have a more nuanced and complex build. A Vehicle (Physical, Technology, Metal), some Items for Dark-o-rangs (Physical, Ranged, Metal), Deduction (Technology Expertise) to represent his detective skills and super-computer-equipped crime lab, Base of Operations (Physical, Metal, Technology, Earth, Cave) for his underground lair, some Combat Powers (Physical, Expertise), a Companion (Physical, Human, Expertise) for his boy wonder sidekick, and perhaps even Inventive (Physical, Technology) for his utility belt. There are many Powers in this Hero's build but these Powers are probably at lower Levels.

Building a character with magical abilities or more versatile powers like super speed have many different ways to be built and many, many different Powers to combine that will effectively and uniquely convey what your character does. Taking Intangible could be used to represent how quick and good at dodging they are. Inventive could represent a speedster's ability to run off, grab new materials or resources, and rejoin a battle in the blink of an eye. Versatile Powers could represent a speedster doing unbelievable and new things with their superspeed.

Even characters who can be described very similarly might have totally different Powers on their sheet. Take metahuman strength, for example. Instead of Super Strength a character might take Training (Attack) and (Damage) and have the same bonuses on Attack and Damage as the Super Strong character. The character with the training might hit with those attacks more often while the Hero with Super Strength can do more to Overcome problems with that raw power. Both are strong heroes, but they can apply that strength in different ways and to different degrees.

Some Powers are Special Powers. Special Powers are built using other Powers. These are embodied in different ways and apply differently with Special Powers. They are used to create Items, Weapons, Vehicles, Sidekicks, Conjure things, and access spontaneous powers. You may not select any Special Powers when building a suite of powers for any given Special Powers, unless otherwise specified or with the permission of the EIC. For example, if you have an Item, you cannot use that to Summon an Alternate Form. This is because the best way to have an item that summons an alternate form would be based on their concept. If she is a Cosmic Crusader who has a Nebula Gong that allows her to call forth the forms of long-gone heroes then you would probably take the Power Alternate Form and give it the qualities Physical, Cosmic, Extraterrestrial, Metal, and Sonic. It's still an item but it is not using the Item Power.

Almost any Power can be contained within an Object and follow the Object Rules. This is different than taking the Item Power. This is about an Object containing or granting a specific Power. For Example, if your Abating comes from Kineto-Boosting Harness it would be a Worn Object. If your Ray Blast is a raygun, that would be a Held Object. And if your Negate is an ice net that you need both hands to use that would be an Unwieldy Object.

Objects can be Lost by a Character. When an Object is Lost, its Powers and Qualities cannot be used. A Held Object must be held in a single hand or appendage and a Character can only wield a number of Objects equal to their viable limbs. An Unwieldy Object is the only Object a Player can use as long as it is in use. The number of Items that can be Worn is up to their Concepts and the EIC's discretion, though for every Item that is worn past the first one the Character takes a -2 to Resist having an Object Lost. This includes wielding two Held Items.

When a Player designates a Power (other than Special Powers) as an Object they get Bonus Ranks as if they had taken a Quirk. If an Item is Worn then the Player gets 1 Bonus Rank. If an Object is Held then a Player gets 2 Bonus Ranks. If an Object is Unwieldy the Player gets 3 Bonus Ranks. See Object Rules for more details.

Powers	Page	Max Level	Ranks per Level	Variances	Notes
Abating	59	3	3-4	2	
Absorption	59	4	3	2	
Adapted	60	3	2	0	
Aid	60	5	1-4	7	
Alternate Form	61	5	5	2	Special Power
Armor	62	5	3	2	
Base of Operations	62	3	2-4	1	
Bravery	63	5	2	0	
Command	64	4	2-4	6	
Communicate	66	1	1	0	
Companion	66	5	3	1	Special Power
Create (Quality)	67	5	2-3	9	
Deduction	67	5	2	0	
Expert Combat	70	5	2-4	1	
Expert Evasion	70	5	2-4	1	
Ferocity	70	3	2-4	2	
Flight	71	2	2-3	1	
Grab	71	3	2-3	0	
Grant Power	72	5	+0 - +2	9	
Healing	72	5	3	7	
Hinder	73	5	2-4	3	
Intangible	74	5	3-4	1	
Inventive	74	2	4	0	Special Power
Invulnerable	75	5	3-5	3	
Item	75	5	3	8	Special Power
Leadership	77	5	1-4	2	
Leech	78	5	3-5	8	
Mobility	79	5	3	0	
Multiply	80	5	4	7	
Negate	81	5	2	9	
Perception	82	3	2-3	1	
Portals	83	5	3	6	
Pull	84	5	1-3	5	
Push	85	5	1-3	5	
Quality Mastery	86	5	2-4	5	
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Regeneration	88	5	2	0	
Remote Manipulation	88	5	3	6	
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Retaliate	90	5	2-3	2	
Sap Strength	90	3	2-4	5	
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Size Change (Shrink)	92	3	3-5	5	
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Training: Damage	101	5	2	0	
Training: Dodge	101	5	2	0	
Transform: Self	103	5	2-4	4	Special Power
Transform: Other	104	5	3-6	5	Special Power
Transport	105	3	1-2	6	Vehicle Special
Versatile Powers	107	5	3	7	Special Power
Weaken Armor	107	3	3	3	

ABATING

You get tougher and tougher as you are struck. The more you are hit, the more resistant to damage you get. This could represent inertial dampeners, leeching spells, or even more concise avoidance as you get into the flow of combat. Whenever you are hit by an Attack your Abating triggers and you gain an Abating bonus to Damage Reduction. These bonuses stack, adding to themselves, so if you are hit by 3 attacks you apply the Abating bonus 3 times. These continue to stack until they are dispelled. Whenever you roll a 1 on a d10 or an opponent rolls a 10 while targeting you, dispel all of these bonuses and start again from no Abating bonuses. Once combat is ended the Abating bonuses are also dispelled.

Specific Trigger

-1 Rank per Level

This bonus is only triggered when you are hit by an Attack with a chosen Array of Qualities.

Specific Defense

-1 Rank per Level

This bonus is only applied to Damage of a certain Array of Qualities.



Quality. Whenever you are hit with an attack or would take damage from an attack that has your chosen Quality you gain Bonuses and/or regain Stamina.

Absorb Major Quality

+1 Rank per Level

You can choose a Major Quality (not a Special Quality) instead of a Minor Quality to be Absorbed with this Power.

Absorb Arrays of Qualities

+2 Ranks per Level

You can choose an Array of Qualities (not Special Qualities) to be Absorbed with this Power.

Absorb Special Qualities

+1 Rank per Level

You can choose Physical or another Special Quality to be Absorbed with this Power. If you can Absorb an Array then you may include Physical or Special Qualities as part of the Array.

Abating

Level 1

• Ranks 3

Class 1

Whenever you are hit by an attack Reduce Damage taken by 1.

Abating

Level 2

• Ranks 3

Class 2

Increase the Abating bonus to Damage Reduction to 2.

Abating

Level 3

• Ranks 4

Class 2

Increase the Abating bonus to Damage Reduction to 3.

ABSORPTION

Certain elements or types of damage heal or empower instead of harming you. Choose 1 minor

Absorption

Level 1

• Ranks 3

Class 1

When you would take Damage of your chosen Quality, prevent that Damage and regain d4+1 Stamina instead.

Absorption Level 2

Ranks 3 Class 1

When you would take damage of your chosen Quality gain a +2 Bonus to use on any roll in your next Panel. If you Absorb multiple instances of the Damage in a single Panel you can either apply multiple bonuses to a single roll or distribute the bonuses over multiple rolls. Increase the amount of Stamina you regain after preventing Damage by Absorption to a d6+2.

Absorption Level 3

Ranks 3 Class 2

Increase the bonus you receive from being hit by an Attack to +d4+2. Increase the amount of Stamina you regain after preventing Damage by Absorption to a d6+4.

Absorption Level 4

Ranks 3 Class 4

When you are hit by an attack with your chosen Quality gain a Hero Point. Increase the bonus you receive from being hit by an Attack to +d6+2. Increase the amount of Stamina you regain after preventing Damage by Absorption to 2d6+4.

Adapted Level 1

Ranks 2 Class 1

You are familiar with and adapted to your environment, if it is alien you may breathe in and survive in that environment. You receive a +2 bonus to rolls when in this environment.

Adapted Level 2

Ranks 2 Class 2

You are empowered by your environment and can thrive in even its most extraordinary extremes. Your bonus increases to a d4+1 bonus to rolls when in this environment.

Adapted Level 3

Ranks 2 Class 4

Your bonus increases to a d4+3 bonus to rolls when in this environment.

ADAPTED

This power makes your hero competent in different environments. It gives them bonuses when in those environments. Select a Quality and/or an environment (Aquatic, Aerial, Terrestrial, Subterranean, Outer Space, Extraterrestrial, Urban, etc) that this applies to. For example an Abyssian fish person might have the Quality Water; A freeze-gun-wielder in a parka might have Cold or Ice Qualities; Blaze, the flaming hero on Bumble-Boy and Pals might have Fire as the selected Quality, and a stone-shaping Goleman might have Stone or Ground.

AID

You are good at helping others. You can use your powers, expertise or savvy to let other people be better or accomplish things they could not otherwise succeed at. When you gain access to this power, choose a single kind of roll: Attack, Dodge, Damage, Overcome, or Resist. When you direct or interact with an ally or other target you can give them your bonus.



Versatile Aid

+1 Rank per Level

*You can pick a different roll whenever you provide Aid.***Multiple Aid**

+1 Ranks per Level

You can aid can affect several targets.

Mass Aid

+2 Ranks per Level

You can aid can affect many targets.

Double Aid

+1 Ranks per Level

You can aid 2 different rolls at once.

Triple Aid

+2 Ranks per Level

You can aid 3 different rolls at once.

All Aid

+3 Ranks per Level

You can aid all rolls at once.

Quick Boost

-1 Rank per Level

The bonus you grant only lasts for one panel.

ALTERNATE FORM**SPECIAL POWER**

An Alternate Form is a separate physical form sometimes with a new, distinct personality. This could be a feral form, an alternate personality, or even a different mode. This Alternate Form may have a new Archetype with new Stats and Powers. This Alternate Form cannot access the Powers and Abilities of your other Form(s). This new Form also has its own Stamina, kept separately from the Stamina of your other Form(s). This Alternate Form is designed and all Ranks are assigned when you take this Power.

Taxing Change

-1 Rank per Level

*You need to spend a Hero Point to alternate between Forms.***Versatile Form**

+2 Rank per Level

*You can take a different Form whenever you change.***Aid**

Level 1

• Ranks 1

Class 1

You provide a bonus of +1 for a d4+1 panels.

Aid

Level 2

• Ranks 2

Class 1

Increase the bonus you grant to +2 and it lasts for a page.

Aid

Level 3

• Ranks 3

Class 2

Increase the bonus you grant to +d4+1 and it lasts for as many pages.

Aid

Level 4

• Ranks 3

Class 4

Increase the bonus you grant to +d6+2 and it lasts for as many pages.

Aid

Level 5

• Ranks 4

Class 7

Increase the bonus you grant to +d6+2 and it lasts for as many pages.

Alternate Form Level 1

• Ranks 5

Class 1

You have an Alternate Form, with a new Archetype and new Abilities. You get a total of 15 Ranks to assign to Stats and Powers in this form.

Alternate Form Level 2

• Ranks 5

Class 2

You get a total of 22 Ranks to assign to Stats and Powers in this form.

Alternate Form Level 3

• Ranks 5

Class 3

You get a total of 30 Ranks to assign to Stats and Powers in this form.

Alternate Form Level 4

• Ranks 5

Class 5

You get a total of 40 Ranks to assign to Stats and Powers in this form.

Alternate Form Level 5

• Ranks 5

Class 7

You get a total of 60 Ranks to assign to Stats and Powers in this form.

ARMOR

You are tough and can more easily take hits from enemies. This Power reduces Damage.

Armor Against Major Quality

-2 Ranks per Level

The Armor only applies to a single Quality (not a Special Quality).

Armor Against Quality Array

-1 Ranks per Level

The Armor only applies to an Array of Qualities (not a Special Quality).

Armor

Level 1

• Ranks 3

Class 1

You have body armor, tough skin, scales, plates, an aura or something else that keeps you from being hurt or wounded. Reduce Damage taken by 2.

Armor

Level 2

• Ranks 3

Class 1

You have legendary armor, bulletproof skin or superhuman protection. Improve your Damage Reduction to d4+2.

Armor

Level 3

• Ranks 3

Class 2

Your ability to ignore damage is beyond extraordinary. Improve your Damage Reduction to d4+4. You can spend a Hero Point to increase this Damage Reduction by +4.

Armor

Level 4

• Ranks 3

Class 4

You have nigh-invulnerability. Improve your Damage Reduction to d6+5. You can spend a Hero Point to increase this Damage Reduction by +6.

Armor

Level 5

• Ranks 3

Class 7

You are invulnerable. Improve your Damage Reduction to 2d6+5. You can spend a Hero Point to increase this Damage Reduction by +8 or 2 Hero Points to increase the Damage reduction by +12.

BASE OF OPERATIONS



You have a place to call your own. To prepare, to rest and recuperate, to shelter you and to store your equipment and your mementos. It may or may not be a part of your home and it may or may not be secret.

Armory

+1 Rank per Level

Gain an Additional +2 to Attack and Damage in your base.

Base of Operations

Level 1

• Ranks 2

Class 1

You have a bunker, a lab, an apartment or another small place that is dedicated to your heroism. You gain a Hero Point and 5 Stamina every time you return to your Base of Operations after a Crisis. You have a +2 bonus to all rolls in your Base.

Base of Operations

Level 2

• Ranks 3

Class 2

You have a mansion, a complex, a fortress, or other major location that is dedicated to your heroism. You gain 2 Hero Points and 10 Stamina every time you return to your Base of Operations after a Crisis. You have a d4+2 bonus to all rolls in your Base.

Base of Operations Level 3

• Ranks 4

Class 4

You have a massive station, skyscraper, fortified sanctum or other incredible location that is dedicated to your heroism. There is considerable staff and/or automation that maintains and supports this base. You gain 5 Hero Points and your Stamina is raised to 10 above your usual maximum Stamina every time you return to your Base of Operations after a Crisis. You have a +d6+4 bonus to all rolls in your Base.

BOMBARDMENT**ASSAULT POWER**

You can do powerful damage to all targets within an area. This Power hits everything in its path, dealing direct damage to everything, friends and foes alike. This counts as an attack that has no Attack Roll and automatically hits. You must spend a Hero Point to activate this power.

Targeted Bombardment

+2 Ranks per Level

You can select only certain targets in an area.

Broader Bombardment

+1 Rank per Level

You can select a larger area to Bombard.

Bombardment Level 1

• Ranks 3

Class 1

Deal d4+1 damage to every target in a small area.

Bombardment Level 2

• Ranks 4

Class 1

Increase the amount of Bombardment damage to a d6+2.

Bombardment Level 3

• Ranks 4

Class 2

Increase the amount of Bombardment damage to a 2d6+3.

Bombardment Level 4

• Ranks 5

Class 4

Increase the amount of Bombardment damage to a 3d6+4. You can spend a Hero Point to Increase this damage by an additional d6+1.

Bombardment Level 5

• Ranks 5

Class 7

Increase the amount of Bombardment damage to a 4d6+5. You can spend a Hero Point to Increase this damage by a d6+1 or 2 Hero Points to Increase this damage by 2d6+2.

BRAVERY

This represents bravery, resolve, and pure grit. Both when you attempt to resolve problematic situations and when you stand strong against the will of foes. This could be talent, aptitude, or an actual superpower.

Bravery Level 1

• Ranks 2

Class 1

You are determined and strong willed. Your hero gets a +1 bonus to all Overcome and Resist rolls.

Bravery Level 2

• Ranks 2

Class 1

You have extraordinary heroic abilities. Your bonus to Overcome and Resist rolls increases to +2.

Bravery Level 3

• Ranks 2

Class 2

You have superhuman heroic abilities. Your bonus to Overcome and Resist rolls increases to +3. You can spend a Hero Point to increase that bonus by an additional d6.

Bravery Level 4

• Ranks 2

Class 3

You are a legendary hero. Your bonus to Overcome and Resist rolls increases to +4. You can spend a Hero Point to increase that bonus by an additional d6+d4.

Bravery Level 5

• Ranks 2 Class 5

You have god-like heroic prowess. Your bonus to Overcome and Resist rolls increases to +5. You can spend a Hero Point to increase that bonus by an additional 2d6+1.



BURST ASSAULT POWER

A single Attack against all targets in a close area, from the user's maneuver zone up to 3 maneuvers away, depending on the scale of the combat. This attack radiates out from the user and all targets within the burst must Dodge. The user deals the same Damage to any who fail to Dodge the Attack. This Power hits everything in the Burst, friends and foes alike.

Targeted Burst

+2 Ranks per Level

You can select only certain targets in the Burst.

Wider Burst

+1 Ranks per Level

You can burst out to a larger area, at least 3 and up to 6 maneuvers away from the user.

Remote Burst

+1 Ranks per Level

The burst can emanate from a point other than you at a range.

Burst Level 1

• Ranks 2 Class 1

Make one attack vs all targets in a burst. Deal each target that is hit by this attack a d4+1 damage.

Burst Level 2

• Ranks 2 Class 1

Increase the amount of damage to a d6+2.

Burst Level 3

• Ranks 3 Class 2

Increase the amount of damage to a d6+4.

Burst Level 4

• Ranks 3 Class 4

Increase the amount of damage to 2d6+4. You may spend a Hero Point to increase this damage by a d6+1.

Burst Level 5

• Ranks 3 Class 6

Increase the amount of damage to 3d6+5. You may spend a Hero Point to increase this damage by a d6+1 or 2 Hero Points to increase this damage by 2d6+2.

COMMAND

You can take control of, compel, or order your target to obey your commands. This ability forces the subject to obey you for a number of pages depending on your level as soon as your hero reduces the target's Grit to 0. This could be hypnotism, mental commands, or even telekinetic puppeteering. The target generally must be sentient to be Commanded though imaginative uses could exist for Commanding Plants or a technopath Commanding machines based on your chosen Limitations. Talk to your EIC about specific Quality Limitations. A common Specific Command might be "Human", and therefore exclude Robots and Aliens, etc. This effect ends if either the subject or the user is Taken Down.

Ongoing Command

+1 Rank per Level

Your Command stays in effect even if you or the subject is Taken Down.

Command a Few**+1 Rank per Level**

You can affect up to 4 targets with your Command.

Command Many**+2 Ranks per Level**

You can affect up to 9 targets with your Command.

Concentration Required**-1 Ranks per Level**

You need to focus to maintain your Command.

Limited Commands**-1 Ranks per Level**

Your command can only affect an Array of Qualities.

Specialized Commands**-2 Ranks per Level**

Your command can only affect one Quality.

Obvious Commands**-1 Ranks per Level**

When a target is under your command it is apparent that they are under compulsion or it is not subtle (acting zombie-like, have plants growing around their heads, their eyes glow).

Command**Level 3**

• Ranks 4

Class 2

You can command a foe for a Issue once you reduce a foe's Grit to 0. Each time you overcome to Command a target, reduce their Grit by 2 instead of 1. The commands you can give are major (Deceive and infiltrate, Complete a complex mission, engage in a major conflict, do terrible damage). Your bonus to Command Overcome rolls increases to +6. You may spend a Hero Point to increase that bonus by +d6 for a roll. You may spend a Hero Point to reduce their Grit by 2 instead of 1 when you successfully Overcome a Target.

Command**Level 4**

• Ranks 4

Class 4

You can command a foe for multiple issues once you reduce a foe's Grit to 0. Each time you overcome to Command a target, reduce their Grit by 2 instead of 1. The commands you can give are major. Your bonus to Command Overcome rolls increases to +8. You may spend a Hero Point to increase that bonus by +d6 for a roll or spend 2 Hero Points to increase that bonus by +2d6 for a roll. You may spend a Hero Point to reduce their Resistance by 3 instead of 2 when you successfully Overcome a Target.

Command**Level 1**

• Ranks 2

Class 1

You can command a foe for 1 page once you reduce a foe's Grit to 0. The commands you can give are minor and limited (Sit, Stay, Drop, Come, Hit Someone, Hit yourself). When you are attempting to Command you get a +2 Bonus to your Overcome rolls.

Command**Level 2**

• Ranks 3

Class 1

You can command a foe for d4+1 pages once you reduce a foe's Grit to 0. The commands you can give are moderate (Come with me, Go with and/or obey person X, Perform a familiar task, Disarm yourself, Go somewhere, Fight Someone, Fight yourself). Your bonus to Command Overcome rolls increases to +4.



COMMUNICATE

You have a means of communicating over great distances. This could be through conventional means like walkie-talkies, or something more unique like spells or telepathy.

Network Comms

+1 Rank per Level

You can communicate with multiple targets or within a network.

Conspicuous Comms

-1 Rank per Level

This communication is not subtle. This could be a large optical component or loudly broadcasted voices.

Specific Comms

-1 Rank per Level

The targets that can communicate are set, like only people with specific walkie-talkies or a psychic linkup within a team.

Reliable Comms

+1 Rank per Level

Your communication is not interfered with over great distances and/or cannot be blocked except by extraordinary means.

Communicate Level 1

• Ranks 1 Class 1

You can communicate one-on-one with a target anywhere on the map or just beyond the map.

COMPANION

SPECIAL POWER

You have a diligent, worthy, and loyal compatriot who accompanies you on your adventures or can work on their own to advance your cause. This Companion is a character that you have major input on, discretion over, and authority to command but is controlled by the Editor-in-Chief. Your Companion starts with 10 Stamina. If your Companion is Taken Down you take a -5 to all rolls until your companion is Back Up. If a Companion is ever killed you take a -5 to all rolls until the next time you Increase in Class. At that point you get back all Ranks you spent on Companion and can reallocate them at that time.

Powerful Ally

+2 Ranks per Level

You gain an Additional 3 Ranks per Level of Companion.

Companion Level 1

• Ranks 3 Class 1

You have a Companion with 4 Ranks to spend on Stats and Powers. These Powers are chosen when the Companion is introduced and they do not change.

Companion Level 2

• Ranks 3 Class 1

You gain 4 Ranks to spend on your Companion. These Powers are chosen when the Companion Level increases and they do not change.

Companion Level 3

• Ranks 3 Class 3

You gain 4 Ranks to spend on your Companion. These Powers are chosen when the Companion Level increases and they do not change.

Companion Level 4

• Ranks 3 Class 5

You gain 4 Ranks to spend on your Companion. These Powers are chosen when the Companion Level increases and they do not change.

Companion Level 5

• Ranks 3 Class 7

You gain 4 Ranks to spend on your Companion. These Powers are chosen when the Companion Level increases and they do not change.



CREATE (QUALITY)

This power allows you to create things out of thin air. This can be producing fire, generating weather, summoning stones or hunks of metal, creating ice or any other spontaneous creation of large quantities or areas of effect. You choose a Quality to manifest in an area. This area is immediately around you. Choose a single Quality that you can Create when you make this Power. Each time you activate this power, use a Hero Point. This effect ends if the creator is Taken Down.

Fine Creation

+1 Rank per Level

You can make elaborate, ornate, complex or even beautiful creations.

Ongoing Creation

+1 Rank per Level

The Quality persists even after you are Taken Down.

Remote Creation

+1 Rank per Level

You can Create (Quality) remotely, at a range, or not only in your immediate vicinity.

Create Array of Qualities

+1 Rank per Level

You can Create an Array of Qualities.

Create Any Quality

+2 Rank per Level

You can Create any Quality with this Power.

Effortless Creation

+1 Rank per Level

Once you create your zone, doing damage does not require a hero point.

Tangled Creation

+1 Rank per Level

You can choose to omit targets within the zone from damage and other effects.

Mobile Creation

+1 Rank per Level

You can move the zone at a Mobility equal to your Will on any Panel with you or the Creation.

Small Creation

-1 Rank per Level

You can only create a small amount of the Quality, no more than the size of a person or less.

Create (Quality) Level 1

• Ranks 2

Class 1

You create a small zone (1 to 3 Maneuvers) around you that is full of your chosen Quality. This gives you a +2 bonus to Overcome rolls involving that area. In any panel with the zone (including when you first create it) you can spend a Hero Point to do a d4 Damage to any targets other than you in that zone. The zone lasts for d4+1 pages.

Create (Quality) Level 2

• Ranks 3

Class 1

The size of the zone is now up to 5 maneuvers. Your bonus to overcome rolls with the zone increases to +d4+1. In any panel with the zone (including when you first create it) you can spend a Hero Point to do a d6+1 Damage to any targets other than you in that zone. The zone lasts for a d4+1 pages.

Create (Quality) Level 3

• Ranks 3

Class 2

The size of the zone is now up to the map and beyond. Your bonus to overcome rolls with the zone increases to +d6+2. In any panel with the zone (including when you first create it) you can spend a Hero Point to do a d6+3 Damage to any targets other than you in that zone. The zone lasts for a d6+2 pages.

Create (Quality) Level 4

• Ranks 3

Class 4

The size of the zone is now vast. Your bonus to overcome rolls with the zone increases to +d6+4. You may spend a hero point to increase this by d6+2. In any panel with the zone (including when you first create it) you can spend a Hero Point to do a 2d6+2 Damage to any targets other than you in that zone. The zone lasts for 2d6+3 pages.

Create (Quality) Level 5

• Ranks 3

Class 7

The size of the zone is now nearly boundless. Your bonus to overcome rolls within the zone increases to +2d6+4. You may spend a hero point to increase this by d6+2. You can spend an additional Hero Point to do a d6+3 Damage to any targets other than you in that zone. The zone lasts for a 2d6+3 pages.

DEDUCTION

You are observant analytical, a sleuth or tactical thinker. This can also represent premonition, psychic powers, or even a kind of precognition.

You gain insights or intuitions that give you an advantage.

Deduction

Level 3

• Ranks 2

Class 3

You are a world-class or superhuman genius. Your bonus to Overcome (INT) rolls increases to +6. You may roll try to Overcome to Deduce:
If you get a 15 or more, gain a Hero Point and gain a +3 bonus to rolls when acting on that Deduction.
If you get a 20 or more that bonus increases to +4.
If you get a 25 or more that bonus increases to +5.

Deduction

Level 4

• Ranks 2

Class 4

You're the world's greatest detective. Your bonus to Overcome (INT) rolls increases to +8. You may roll try to Overcome to Deduce:
If you get a 15 or more, gain a Hero Point and gain a +4 bonus to rolls when acting on that Deduction.
If you get a 20 or more that bonus increases to +5.
If you get a 25 or more that bonus increases to +6.
If you get a 30 or more that bonus increases to +7.

Deduction

Level 1

• Ranks 2

Class 1

You are a gumshoe, you have an analytical computer or just good instincts. You gain a +2 bonus to Overcome (INT) rolls. You may roll try to Overcome to Deduce. If you get a 15 or more, gain a Hero Point and gain a +1 bonus to rolls when acting on that Deduction for an Issue.

Deduction

Level 2

• Ranks 2

Class 2

You are an extraordinary detective or a genius strategic thinker. Your bonus to Overcome (INT) rolls increases to +4. You may roll try to Overcome to Deduce:

If you get a 15 or more, gain a Hero Point and gain a +2 bonus to rolls when acting on that Deduction.

If you get a 20 or more that bonus increases to +3.



Deduction

Level 5

• Ranks 2

Class 6

You're a god of knowledge, the ultimate detective hero. Your bonus to Overcome (INT) rolls increases to +10. You may roll try to Overcome to Deduce:

If you get a 15 or more, gain a Hero Point and gain a +5 bonus to rolls when acting on that Deduction

If you get a 20 or more that bonus increases to +6.

If you get a 25 or more that bonus increases to +7.

If you get a 30 or more that bonus increases to +8 and you gain an additional Hero Point.



DEVASTATING DAMAGE

ASSAULT POWER

You can do catastrophic damage when you hit with an Attack. This could be a sonic blast, explosive ammunition, concussive strikes, or anything else that packs a huge wallop when it connects. This power grants its own Attack or can be used as part of a Strike or Weapon. You must spend a Hero Point before rolling your Attack to have a chance to deal Devastating Damage.

If the attack misses the Devastating Damage may cause collateral damage, hit an ally, rebound, or simply be wasted. When you miss, roll a d4.

- 1- The Attack rebounds at you, dealing half of the total damage to your hero.
- 2- Collateral damage is caused creating a Condition of a Level equal to your Devastating Damage.
- 3- You graze an ally, dealing a random hero half the total damage.
- 4- The attack is dispelled harmlessly.

Precision Devastation

+2 Ranks per Level

You may spend a Hero Point after hitting with an Attack to trigger the Devastating Damage. This means that you never roll for a Miss using this option.

Devastating Damage Level 1

• Ranks 2

Class 1

Spend a Hero Point to make an Attack. If this Attack hits you gain a Bonus +2d6+2 Damage.

Devastating Damage Level 2

• Ranks 3

Class 1

Increase the Bonus Damage to 3d6+3.

Devastating Damage Level 3

• Ranks 3

Class 2

Increase the Bonus Damage to 4d6+4. You may spend an additional Hero Point when you charge your Attack to gain an additional 2d6+2 Damage.

Devastating Damage Level 4

• Ranks 3

Class 4

Increase the Bonus Damage to 5d6+5. You may spend an additional Hero Point when you charge your Attack to gain an additional 2d6+2 Damage.

Devastating Damage Level 5

• Ranks 3

Class 7

Increase the Bonus Damage to 6d6+6. You may spend an additional Hero Point when you charge your Attack to gain an additional 3d6+2 Damage or 2 Hero Points to gain an additional 5d6+4.

EXPERT COMBAT

You have been taught or have a natural capacity for combat of all kinds. This could be training, skill, instinct, a combination of these or something else.

Expert Combat Level 1

• Ranks 2

Class 1

Gain a Bonus of +1 to All Attack, Damage, and Dodge Rolls.

Expert Combat Level 2

• Ranks 2

Class 2

Your Bonus to All Attack, Damage, and Dodge increases to +2

Expert Combat Level 3

• Ranks 2

Class 3

Your Bonus to All Attack, Damage, and Dodge increases to +3

Expert Combat Level 4

• Ranks 2

Class 5

Your Bonus to All Attack, Damage, and Dodge increases to +4

Expert Combat Level 5

• Ranks 2

Class 7

Your Bonus to All Attack, Damage, and Dodge increases to +5

EXPERT EVASION

You are very, very good at dodging attacks and avoid being hit. It is an uncanny ability or just good reflexes. This could also represent phasing or even elements of time-travel.

Expert Evasion

+2 Ranks per Level

Reduce the number of Hero Points you need to spend to Evade by 1.

Expert Evasion Level 1

• Ranks 2

Class 1

When you are hit by an attack roll a d6. If you roll a 6, you may spend a Hero Point. If you do, the attack misses.

Expert Evasion Level 2

• Ranks 2

Class 2

When you are hit by an attack roll a d6. If you roll a 5 or 6, you may spend a Hero Point. If you do, the attack misses.

Expert Evasion Level 3

• Ranks 3

Class 3

When you are hit by an attack roll a d6. If you roll a 4, 5, or 6, you may spend a Hero Point. If you do, the attack misses.

Expert Evasion Level 4

• Ranks 3

Class 5

When you are hit by an attack roll a d6. If you roll a 3, 4, 5, or 6 you may spend a Hero Point. If you do, the attack misses.

Expert Evasion Level 5

• Ranks 4

Class 7

When you are hit by an attack roll a d6. If you roll a 2, 3, 4, 5, or 6 you may spend a Hero Point. If you do, the attack misses.

FEROCITY

You get more and more powerful as you are wounded. The more you are hurt, the more destructive you get. This could represent feral fury, energy redirection, or momentum in combat. Whenever you take damage your Ferocity triggers and you gain a Ferocity bonus. These bonuses stack, adding to themselves, so if you take damage 3 times you apply the Ferocity bonus 3 times. These continue to stack until they are dispelled. Whenever you roll a 1 on a d10 or an opponent rolls a 10 while targeting you, dispel all of these bonuses and start again from no Ferocity bonuses. Once combat is ended the Ferocity bonuses are also dispelled.

Qualified Ferocity

-1 Rank per Level

This bonus is only triggered when you are damaged by an Array of Qualities.

Unreasonable Rage

+1 Rank per Level

This bonus gets triggered as soon as you are hit with an attack.

**Flight**

Level 1

• Ranks 2 Class 1

Powered Flight, wings, rocket pack, or a superhuman ability to fly. You gain a +2 to Maneuver and Chase.

Flight

Level 2

• Ranks 3 Class 2

Super-Fast Flight. You can move at stunning speeds under your own power. Your bonus to Maneuver and to Chase increases to +4. You can spend a Hero Point to increase that bonus by a d4+1 for one roll.

Ferocity

Level 1

• Ranks 2 Class 1

Whenever you take damage gain a +1 to Attack and Damage.

Ferocity

Level 2

• Ranks 3 Class 2

Increase the Ferocity bonus to Attack and Damage to +2.

Ferocity

Level 3

• Ranks 4 Class 4

Increase the Ferocity bonus to Attack and Damage to +3.

**GRAB**

You are adept at disarming, snatching, or otherwise taking Objects from an Opponent.

Grab

Level 1

• Ranks 2 Class 1

You gain a d4+1 to Overcome rolls to take an Object from an Opponent.

Grab

Level 2

• Ranks 3 Class 1

The Bonus to Grab increases to d6+2.

Grab

Level 3

• Ranks 3 Class 3

The Bonus to Grab increases to d6+4.

FLIGHT

You are adept at flying. This helps you ignore terrain, move faster, engage in another dimension of combat and be a more iconic hero. This is one of the most prevalent and potent superpowers. Flight allows you to do so many things that most adventurers could never dream of.

Clumsy Flight

-2 Ranks per Level

You have levitation, limited flight, and/or the ability to glide. Your flight is limited and somewhat clumsy. Your bonus to Maneuver and Chase rolls are halved.

GRANT POWER

You can bestow a Power onto another Character by spending a Hero Point. When you design this Power, you designate the Power you Bestow. To do this, you must touch that target, so an unwilling target must be touched with an Attack and then Overcome until they are reduced to 0 Grit. This effect ends if either the subject who is granted the Power or the Granter of the Power is Taken Down.

Grant Power's Ranks per Level work based on the Power that is Bestowed. When you design this Power you calculate your Ranks per Level for the Granted Power and then increase that by amount detailed by Level for your Ranks per Level of the Grant Power. For example, if Captain Jupiter could Grant Power (Abating) using her gravity manipulation Ability. She would calculate that Rank 1 of Abating would be 3 Ranks per Level so, therefore, Grant Power (Abating) would be 3 Ranks for Level 1 for Captain Jupiter. Level 2 to Grant Abating would cost 4 Ranks (3 for Abating and 1 for Level 2 of Grant Power).

Enduring Grant

+1 Rank per Level

The Power continues to be Granted even if the grantor or grantee are Taken Down.

Ongoing Grant

+1 Rank per Level

The Power you Grant lasts twice as long.

Short-Range Granting

+1 Rank per Level

You can Grant a Power to another Character who is up to a few Maneuvers away from you.

Second Grant

+1 Rank per Level

You can Grant the Power to an additional Character when you bestow it.

Effortless Grant

+2 Ranks per Level

Reduce the amount of Hero Points you need to spend when you Grant a Power by 1.

Distant Grant

+2 Ranks per Level

You can Grant a Power to another Character who is anywhere on the Map.

Multiple Grant

+2 Ranks per Level

You can Grant the Power to up to four Characters when you bestow it.

Mass Grant

+3 Ranks per Level

You can Grant the Power to up to nine Characters when you bestow it.

Benevolent Grant

-1 Rank per Level

You cannot Grant yourself a Power.

Grant Power Level 1

Ranks = Base +0 Class 1

You can Grant 1 Level of a Power to another Character for a d4+1 Panels.

Grant Power Level 2

Ranks = Base +1 Class 1

You can Grant 2 Levels of a Power to another Character for a Page.

Grant Power Level 3

Ranks = Base +1 Class 2

You can Grant 3 Levels of a Power to another Character for a d4+1 Pages.

Grant Power Level 4

Ranks = Base +2 Class 4

You can Grant 4 Levels of a Power to another Character for a d6+2 Pages.

Grant Power Level 5

Ranks = Base +2 Class 6

You can Grant 5 Levels of a Power to another Character for an Issue.

HEALING

You can cure wounds, burns, broken bones and more. This might be a medical kit or first aid at lower levels or a heavenly healing or nanobite repair. This is an active healing that you need to spend a panel to activate.

Personal Healing

-1 Rank per Level

You can only heal yourself this way.

Repair*+0 Ranks per Level*

This alters the power to Repair instead of Healing so that it no longer works as the ability to restore Stamina to objects instead of people. The Healing bonus only applies to mechanical, artificial, or non-living things.

Mend*+1 Rank per Level*

The Healing bonus only applies both biological organisms and to mechanical, artificial, or non-living things.

Ranged Healing*+1 Rank per Level*

You do not need to be in contact with the target to heal.

Mass Healing*+1 Rank per Level*

You can heal multiple targets at once.

Constant Healing*+2 Ranks per Level*

This healing is passive and activates without taking time or effort.

Quality Healing*-2 Ranks per Level*

This healing can only apply to targets with a specific non-special quality.

Healing

Level 5

• Ranks 3

Class 6

Increase the amount of Stamina regained to 3d6+6.

HINDER

You distract, trip up, or even majorly suppress and hamper an enemy. You need to hit an enemy with an Attack to Hinder them. An enemy can Overcome your Hindrance by beating your Resist. Your Hindrance has a Max Grit equal to your Hinder Level for the purposes of an Opponent Overcoming to end its effect. This effect also ends if either the subject or the user is Taken Down.

Hindrances do not Stack unless they are Compounding. Otherwise, if a Character is the subject of multiple Hinders at once, the one with the greatest Penalty is the one in effect (though narratively everything is still happening).

Enduring Hindrance*+1 Rank per Level*

The Hindrance continues even if the hinderer or hinderee are Taken Down.

Easy Hindrance*+2 Ranks per Level*

You do not need to hit with an Attack to Hinder an opponent.

Compounding Hindrance*+2 Ranks per Level*

Your Hinder penalties stack with themselves.

Healing

Level 1

• Ranks 3

Class 1

One target regains d4+1 Stamina.

Healing

Level 2

• Ranks 3

Class 1

Increase the amount of Stamina regained to d6+2.

Healing

Level 3

• Ranks 3

Class 2

Increase the amount of Stamina regained to d6+4.

Healing

Level 4

• Ranks 3

Class 4

Increase the amount of Stamina regained to 2d6+4.



Hinder Level 1

• Ranks 2 Class 1

You minorly distract your opponent. You give your target a penalty of -1 to all their rolls for a d4 Panels.

Hinder Level 2

• Ranks 2 Class 1

You flummox your opponent. You give your target a penalty of -2 to all their rolls for a Page.

Hinder Level 3

• Ranks 3 Class 2

Your hindrance becomes a distinct burden for your opponent. The penalty you inflict on your target increases to -d4+1 and lasts for as many pages.

Hinder Level 4

• Ranks 4 Class 4

You majorly hamper your opponent, being a real detriment to their actions. The penalty you inflict on your target increases to -d6+2 and lasts for as many pages.

Hinder Level 5

• Ranks 4 Class 6

Your hindrance becomes an incredible handicap to your target. The penalty you inflict on your target increases to -d6+4 and lasts for as many pages.

Intangible Level 1

• Ranks 3 Class 1

You get a bonus of +d4+1 to Dodge Attacks, Resist rolls, and rolls to Overcome Terrain or Obstacles.

Intangible Level 2

• Ranks 3 Class 2

Increase the Bonus on Dodge, Resist, and Overcome (Terrain/Obstacles) to +2d4+2.

Intangible Level 3

• Ranks 3 Class 3

Increase the Bonus on Dodge, Resist, and Overcome (Terrain/Obstacles) to +3d4+3.

Intangible Level 4

• Ranks 4 Class 5

Increase the Bonus on Dodge, Resist, and Overcome (Terrain/Obstacles) to +4d4+4.

Intangible Level 5

• Ranks 4 Class 7

Increase the Bonus on Dodge, Resist, and Overcome (Terrain/Obstacles) to +5d4+5.

INVENTIVE SPECIAL POWER

You have or can quickly invent wondrous new and diverse powers that you use fleetingly. These can be actual technological gadgets that you make by making these Items, summoning magical items, spells, demons you have at your command or spontaneous powers. You can also use the Inventive Power to augment or boost powers that you already have by using the Ranks to add temporary Levels to the Power (but may not exceed the Max Level for your Class).

INTANGIBLE

You can shift yourself, turn ghostly, or move at great speeds to avoid attacks. This could also represent teleportation.

Conscious Shift

-1 Rank per Level

You need to activate this power by using a Hero Point; the bonuses last for a number of pages equal to your Intangible Level.



Inventive

Level 1

• Ranks 4

Class 1

Every Page you're on you gain an Inventive Point. These Inventive Points accumulate and can be spent. When you spend Inventive Points you gain new powers that last for 1 panel. The Ranks you have to buy these 1-panel powers are equal to the Inventive Points you spend. You can have any diverse number of Powers as long as you have the Points for them. This new Invention can be unbelievably powerful if you stockpile enough Inventive Points. The total number of Inventive Points you can have at once is your Class plus 1 times 2.

Inventive

Level 2

• Ranks 4

Class 3

You now gain Inventive points every Panel you're in, not every Page you're on. The total number of Inventive Points you can have at once is your Class plus 2 times 3.

INVULNERABLE

You can completely negate damage when you concentrate. This could represent an innate discipline, a mystic force, or being able to toughen yourself up when you focus.

Specific Invulnerability

-2 Ranks per Level

The DR only applies to a single Quality.

Limited Invulnerability

-1 Ranks per Level

The DR only applies to an Array of Qualities.

Potent Invulnerability

+2 Ranks per Level

Reduce the number of Hero Points you need to spend whenever you use Invulnerability by 1.

Invulnerable

Level 1

• Ranks 3

Class 1

When you would take damage you may spend a hero Point. If you do, reduce the damage you take by 5.

Invulnerable

Level 2

• Ranks 3

Class 1

When you would take damage you may spend a hero Point. If you do, reduce the damage you take by 10.

Invulnerable

Level 3

• Ranks 4

Class 2

When you would take damage you may spend a hero Point. If you do, reduce the damage you take by 15.

Invulnerable

Level 4

• Ranks 4

Class 4

When you would take damage you may spend a hero Point. If you do, reduce the damage you take by 20. You may spend an additional HP to increase this to 30.

Invulnerable

Level 5

• Ranks 5

Class 7

When you would take damage you may spend a hero Point. If you do, reduce the damage you take by 25. You may spend an additional HP to increase this to 40.

ITEM**SPECIAL POWER**

You have a powerful item. You create an item that you can use, that is made of Powers bought with Ranks allocated by this Power. You can also have an item that directly boosts one or more Stats. Any of your Item's Powers that are Archetypal Powers have the normal reduced costs when buying them as part of an item.

You can make a weapon by using some or all of the Ranks granted by your Item on the Strike Power. Weapons can both give bonuses or Powers to the wielder and/or impose penalties to opponents who are affected by the weapon or hit by an Attack from the Weapon. If there is any Strike incorporated into the Item, it is both an Item and a Weapon.

Attached Item**+2 Ranks per Level**

The item is hard to take and grants an additional Rank to build with per level.

Boomeranging Item**+2 Ranks per Level**

The item is returning or regenerating and grants an additional Rank to build with per level.

Password Protected Item**+2 Ranks per Level**

The item can only be used by your hero or those you designate and grants an additional rank to build with per level.

Locked Item**+1 Ranks per Level**

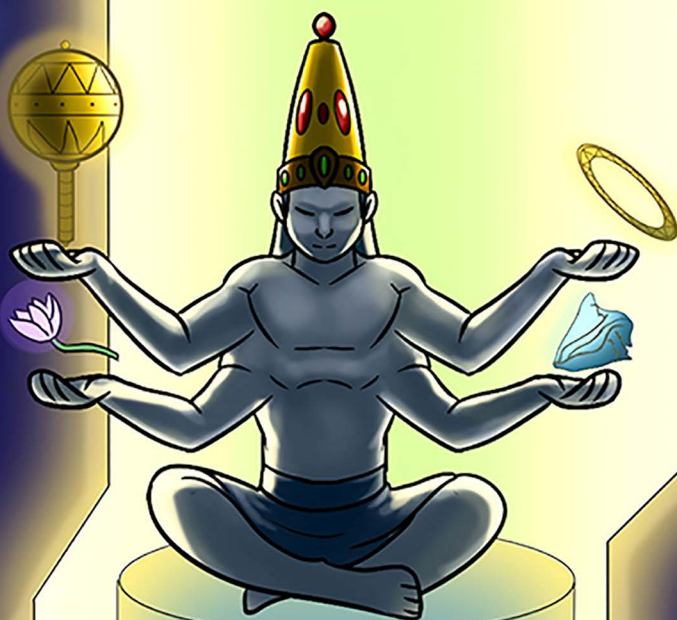
The item can be used by your hero exclusively and grants an additional rank to build with per level.

Worn Item**+2 Ranks per Level**

The item is worn or otherwise does not require a hand to hold and use and grants an additional rank to build with per level.

Bulky Item**-1 Rank per Level**

The item requires both hands or is inconvenient or cumbersome to use.



Bestowed by the
four attributes of legend
with strengths too
incredible to describe;
Glorious Vishnu
beings of immense power
and uncanny ability;
Glorious Vishnu
now take up your arms
and strike out into the world.

Limited Use Item**-1 Rank per Level**

The item can only be used a limited number of times an issue. The number of times an Item with this limitation can be used each issue is based on its level:

- 5 times for a Level 1 Item
- 4 for Level 2
- 3 for Level 3
- 2 for Level 4
- 1 for Level 5

Hard-To-Use Item**-1 Rank per Level**

The Item requires a Hero Point to activate.

Items that are activated with Hero Points stay active for a number of pages per Level or, if the Item is a Weapon, it is active for a set number of attacks based on its level:

- 5 times for a Level 1 Item
- 4 for Level 2
- 3 for Level 3
- 2 for Level 4
- 1 for Level 5

An Item is necessarily an Object and must follow all the Object Rules. Items default as Held Objects.

OBJECT RULE: Almost any Power can be contained within an Object and follow the Object Rules. Objects can be Lost by a Character. When an Object is Lost, its Powers and Qualities cannot be used. A Held Object must be held in a single hand or appendage and a Character can only wield a number of Objects equal to their viable limbs.

When a Player designates a Power (other than Special Powers) as an Object they get Bonus Ranks as if they had taken a Quirk. If an Item is Worn then the Player gets no Bonus Ranks. If an Object is Held then a Player gets 1 Bonus Rank. If an Object is Unwieldy the Player gets 2 Bonus Ranks.

See more under Object Rules.

Item Level 1

• Ranks 3 Class 1

You have a gun, sword, magic token, rocket pack or other minor kind of accessory for heroism. You have 4 Ranks to build this Item with.

Item Level 2

• Ranks 3 Class 1

You have a blessed weapon, magic ring, cosmic gauntlet or another rare and potent item. You have a total of 8 Ranks to build this Item with.

Item Level 3

• Ranks 3 Class 2

You have an extraordinary, iconic, and/or incredibly powerful item. You have a total of 12 Ranks to build this Item with.

Item Level 4

• Ranks 3 Class 3

You have a character-defining item that is essential to your persona that can do unbelievable things. You have a total of 16 Ranks to build this Item with.

Item Level 5

• Ranks 3 Class 5

You have a god-like item that is capable of defying fate, affecting entire planets or rivaling superpowered armies. You have a total of 20 Ranks to build this Item with.

LEADERSHIP

You are an inspiring and competent leader. You must spend a Hero Point to designate an order when you give the command. You can only have one command Bonus in effect at once. It takes most of a panel to issue such a command.

Natural Leader**+2 Ranks per Level**

You do not need to spend a Hero Point to activate this Power.

Field Leader**+1 Ranks per Level**

You can have multiple Commands in effect at once.

Leadership Level 1

• Ranks 1 Class 1

When you give Orders in Combat you can spend a Hero Point to grant bonuses to all other Heroes who are following your orders. When you give an Order like this select a kind of Roll: Attack, Dodge, Damage, Overcome, or Resist. Any of your Allies who are following your Orders gain a +2 Bonus to all of the Chosen Rolls for a Page. Each time you give a new Order you can choose a new kind of Roll to apply the Bonus to.

Leadership Level 2

• Ranks 2 Class 1

Increase the bonus that allies receive on rolls to d4+1. This bonus lasts for 2 pages.

Leadership Level 3

• Ranks 3 Class 2

Increase the bonus that allies receive on rolls to d6+2. This bonus lasts for a d4+1 pages.

Leadership Level 4

• Ranks 3 Class 4

Increase the bonus that allies receive on rolls to d6+4. This bonus lasts for a d6+2 pages.

Leadership Level 5

• Ranks 4 Class 6

Increase the bonus that allies receive on rolls to d6+4. This bonus lasts for an issue.

LEECH

You can suppress a Power or Powers in others and take them on yourself. Select a single Power to Leech whenever you hit a target with an Attack and then Overcome the target's Resist.

Quality Leech

-2 Ranks per Level

You can only Leech a Power with a select Quality.

Single Power Leech

-2 Ranks per Level

Select a Single Power you are able to Leech.

Quality Array Leech

-1 Ranks per Level

You can only Leech a Power with a select Array of Qualities.

Limited Power Leech

-1 Ranks per Level

Select five Powers you are able to Leech.

Small Burst Leech

+1 Ranks per Level

You affect all targets in a small area.

Targeted Burst Leech

+1 Ranks per Level

You must have either the Small or Large Burst Variance to take this Variance. If you do, you may select only certain targets in your Leech Burst.

Remote Leech

+2 Ranks per Level

You do not need to make contact or hit with an Attack in order to Leech a Target.

Large Burst Leech

+2 Ranks per Level

You affect all targets in a large area.

**Leech** Level 1

• Ranks 3 Class 1

Reduce the target Power by 1 Level and increase your Level in that power by 1. This lasts for d4+1 panels.

Leech Level 2

• Ranks 4 Class 1

You gain a +2 Bonus to Overcome when Leeching. Reduce the target Power by 1 Level and increase your Level in that power by 1. This lasts for a page.

Leech Level 3

• Ranks 4 Class 2

Your Bonus to Overcome increases to d4+1. Reduce the target Power by 1 Level and increase your Level in that power by 1. This lasts for a d4+1 pages. You can spend a Hero Point to increase the Level of the Powers you Leech to 2.

Leech Level 4

• Ranks 5 Class 5

Your Bonus to Overcome increases to d6+2. Reduce the target Power by 1 Level and increase your Level in that power by 1. This lasts for an issue. You can spend a Hero Point to increase the Level of the Powers you Leech to 2.

Leech Level 5

• Ranks 5 Class 7

Your Bonus to Overcome increases to d6+4. Reduce the target Power by 2 Level and increase your Level in that power by 2. This lasts for many issues. You can spend a Hero Point to increase the Level of the Powers you Leech to 3.

MOBILITY

You are super-fast, dextrous, and/or have the ability to move in an extraordinary or superhuman way. At higher ranks this can represent super-speed, uncanny combat senses or even teleportation or intangibility.

Mobility Level 1

• Ranks 3 Class 1

+2 to Dodge, Overcome Terrain, Maneuver and Chase rolls.

Mobility Level 2

• Ranks 3 Class 1

Your bonus to Dodge, Overcome Terrain, Maneuver, and Chase increases to d4+1.

Mobility Level 3

• Ranks 3 Class 2

Your bonus to Dodge, Overcome Terrain, Maneuver, and Chase increases to d6+2.

Mobility Level 4

• Ranks 3 Class 3

Your bonus to Dodge, Overcome Terrain, Maneuver, and Chase increases to d6+4.

Mobility Level 5

• Ranks 3 Class 5

Your bonus to Dodge, Overcome Terrain, Maneuver, and Chase increases to 2d6+4.

MULTI-ATTACK**ASSAULT POWER**

You can attack more than once in a single panel. This can be due to combat training, super-speed, or even having additional limbs.

Weaker Secondary Attacks

-1 Rank per Level

The additional Attacks are made at a -5 Penalty.

Multi-Attack Level 1

• Ranks 3 Class 1

You are proficient at making more attacks than most. You gain 1 additional attack per panel.

Multi-Attack Level 2

• Ranks 3 Class 2

You can attack rapidly in succession. The number of additional attacks you can make each panel increases to 2.

Multi-Attack Level 3

• Ranks 4 Class 3

You can attack a superhuman number of times. The number of additional attacks you can make each panel increases to 3.

Multi-Attack Level 4

• Ranks 5

Class 5

Your attacks are near-endless, nigh-countless. The number of additional attacks you can make each panel increases to 4.

**MULTIPLY**

You can create duplicates of yourself. It can do anything that you can do. All of your Duplicates can act in any panel that you're in or reserve their action for another panel if they aren't in your panel. When you generate duplicates you must spend a Hero Point. The duplicate lasts for $d4+1$ Panels.

Weaker Duplicates

-2 Ranks per Level

Your Duplicates are weaker. The first Duplicate has a penalty of -2 to all rolls, and each duplicate after that incurs an additional -2 penalty on all rolls.

Long-Lasting Duplicates

+1 Rank per Level

The Duplicates last for $d6+2$ Pages.

Bolstering Duplicates

+1 Rank per Level

Each Duplicate gives the original a +1 to all rolls (up to a +10).

Enduring Duplicates

+2 Ranks per Level

The Duplicates last for an Issue or longer.

Taxing Duplication

-1 Rank per Level

You need to spend a Hero Point for every Duplicate (to a maximum of 5 Hero Points).

Shared Stamina

-2 Ranks per Level

Your Duplicates share a single Stamina amount, and whenever one takes damage it affects the health of the whole group.

Mass Duplication

+2 Ranks per Level

You create Twice the listed number of Duplicates.

Multiply Level 1

• Ranks 4

Class 1

You create a single Duplicate of yourself.

Multiply Level 2

• Ranks 4

Class 1

You create up to 3 Duplicates of yourself.

Multiply Level 3

• Ranks 4

Class 2

You create up to $2d4+2$ Duplicates of yourself.



Multiply

Level 4

• Ranks 4

Class 4

You create up to 20 Duplicates of yourself.

Multiply

Level 5

• Ranks 4

Class 4

You create up to 100 Duplicates of yourself.

NEGATE

You can suppress a Power or Powers in others. Select a single Power that you can negate. You must Overcome the target's Resist as if it had a Grit equal to the Power's Level.

Exhausting Negation*-1 Rank per Level*

You need to reduce the target Character's Total Grit to 0 for the Negation to take effect (as opposed to Grit equal to the Power's Level).

Quality Negation*-2 Rank per Level*

You can only Negate a Power with a select Quality.

Quality Array Negation*-1 Rank per Level*

You can only Negate a Power with one of a select Array of Qualities.

Versatile Negation*+1 Rank per Level*

You can spend a Hero Point to choose a new Power to Negate.

Universal Negation*+3 Ranks per Level*

You can Negate any Power.

Multiple Negation*+2 Ranks per Level*

You can affect up to three targets.

Small Burst Negation*+1 Ranks per Level*

You affect all targets in a small area.

Large Burst Negation*+2 Ranks per Level*

You affect all targets in a large area.

Targeted Burst Negation*+1 Ranks per Level*

You must have either the Small or Large Burst Variance to take this Variance. If you do, you may select only certain targets in your Negation Burst.

Negate

Level 1

• Ranks 2

Class 1

Gain a +2 bonus to Overcome in order to Negate a Power.

Negate

Level 2

• Ranks 2

Class 1

Increase your bonus to Overcome in order to Negate a Power to a d4+1.

Negate

Level 3

• Ranks 2

Class 3

Increase your bonus to Overcome in order to Negate a Power to a d6+2. When you Overcome you may spend 2 Hero Points to Increase the amount of Grit your target loses to 2.

Negate

Level 4

• Ranks 2

Class 5

Increase your bonus to Overcome in order to Negate a Power to a d6+4. When you Overcome you may spend a Hero Point to Increase the amount of Grit your target loses to 2.

Negate

Level 5

• Ranks 2

Class 7

Increase your bonus to Overcome in order to Negate a Power to 2d6+3. When you Overcome you may spend a Hero Point to Increase the amount of Grit your target loses to 2, or 2 Hero Points to Increase the amount of Grit your target loses to 3.

ONGOING DAMAGE**ASSAULT POWER**

When you deal damage from an attack, you also inflict Ongoing Damage to that target. This could be bleeding, acidity, being on fire, or any

other lingering damage effect. This damage happens each Panel that target appears in after the panel in which the initial damage was dealt. The Ongoing Damage occurs after all of their other actions for the Panel. You choose a single attack or strike that this Power applies to. Characters who are taking Ongoing Damage can Overcome it to prevent further damage. They Overcome your Resist and treat the Ongoing Damage as if it had a Grit equal to your Ongoing Damage Level.

Sharp Edges

+1 Rank per Level

Each Duplicate gives the original a +1 to all rolls (up to a +10).

Ongoing Damage Level 1

• Ranks 2

Class 1

After a target is dealt damage by your attack, they take 1 damage a panel for a d4+1 Panels.

Ongoing Damage Level 2

• Ranks 2

Class 1

Increase the amount of Ongoing Damage taken each panel to 2 for a Page.

Ongoing Damage Level 3

• Ranks 2

Class 2

Increase the amount of Ongoing Damage taken each panel to d4+2 for a d4 Pages

Ongoing Damage Level 4

• Ranks 2

Class 4

Increase the amount of Ongoing Damage taken each panel to 2d4+2 for a 2d4 Pages.

Ongoing Damage Level 5

• Ranks 2

Class 6

Increase the amount of Ongoing Damage taken each panel to 2d4+4 for an issue.

PERCEPTION

You have especially sharp, additional, extra-normal, or superhuman senses. These can allow your hero to have extraordinary insights or clues to how things work or to discover secret and/or hidden things. Whenever you take this

Power designate your new sense and select a Bonus to represent it. Bonuses for multiple Perceptions stack but can only be utilized when they are relevant.

Taxing Perception

-1 Rank per Level

Your Perception requires a Hero Point to activate; it lasts for a number of pages equal to your Hero's class.



Perception Level 1

• Ranks 2

Class 1

Choose 1 Bonus that is in effect when your Perception is active:

- +2 to Overcome with Intelligence
- +2 to Dodge
- +2 to Attack
- +2 to Damage
- +2 to Overcome with Will
- +2 to Resist
- +1 to any two of these rolls

Perception Level 2

• Ranks 3

Class 2

Choose 2 Bonuses that are in effect when your Perception is active:

- +4 to Overcome with Intelligence
- +4 to Dodge
- +4 to Attack
- +4 to Damage
- +4 to Overcome with Will
- +4 to Resist
- +2 to any two of these rolls

Perception Level 3

• Ranks 3 Class 4
Choose 1 Bonus that is in effect when your Perception is active:

- +6 to Overcome with Intelligence
- +6 to Dodge
- +6 to Attack
- +6 to Damage
- +6 to Overcome with Will
- +6 to Resist
- +3 to any two of these rolls

You may instead Choose 2 Bonuses from the Level 2 List.

Piercing Damage Level 2

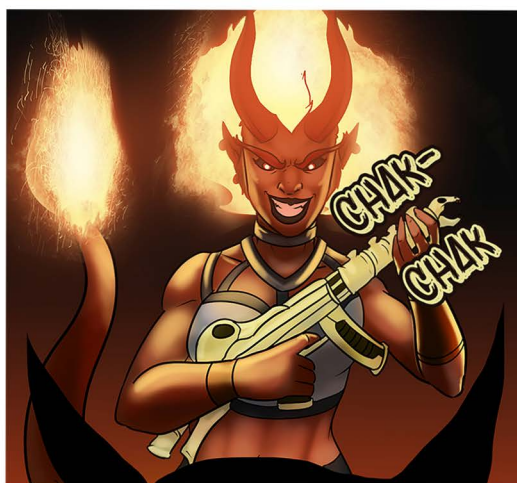
• Ranks 3 Class 2
½ of the damage you deal is irreducible. Subtract this number from the target's Stamina first and then apply the remaining damage, less the Damage Reduction.

Piercing Damage Level 3

• Ranks 4 Class 3
¾ of the damage you deal is irreducible. Subtract this number from the target's Stamina first and then apply the remaining damage, less the Damage Reduction. You can spend a Hero Point to make your entire Damage for a single Attack Irreducible.

Piercing Damage Level 4

• Ranks 5 Class 5
All the Damage you deal for a single Attack is Irreducible.

**PIERCING DAMAGE**
ASSAULT POWER

The damage you deal can bypass or cut through armor. Choose an Attack for this Power to effect.

Automatic Piercing

+2 Ranks per Level

This power affects all your attacks.

Piercing Damage Level 1

• Ranks 2 Class 1
¼ of the damage you deal is irreducible. Subtract this number from the target's Stamina first and then apply the remaining damage, less the Damage Reduction.

PORTALS

You can create portals, doorways, or warps that allow you, others, and/or objects to go from one place to another. You must spend a Hero Point to bring a set of Portals into being. A portal lasts for a d4+1 panels.

Multiple Portals

+1 Rank per Level

You can create up to 4 portals at once.

Multiple Portals

+1 Rank per Level

You can create up to 9 portals at once.

Portals in Sight

-1 Rank per Level

You need to see where both Portals will appear.

Effortless Portals

+1 Rank per Level

Reduce the amount of Hero Points you need to spend to create Portals by 1.

Long-Lasting Portals

+1 Rank per Level

Your Portals last for d4+1 pages.

Long-Lasting Portals

+1 Rank per Level

Your Portals last for an issue or more.

Portals Level 1

- Ranks 3 Class 1
- You create a set of 2 Portals that are no more than 5 maneuvers apart. You have instant transportation between the two Portals regardless of Terrain or barriers.
- You gain a +2 Bonus to Overcome, Attack, Damage, and Dodge when using the Portals.

Portals Level 2

- Ranks 3 Class 2
- You create your Portals up to 10 maneuvers apart. Your Bonus to Overcome, Attack, Damage, and Dodge when using the Portals increases to d4+1.

Portals Level 3

- Ranks 3 Class 3
- You create your Portals anywhere on the map or just off the map. Your Bonus to Overcome, Attack, Damage, and Dodge when using the Portals increases to d6+1.

Portals Level 4

- Ranks 3 Class 4
- You create your Portals nearly anywhere in the world. Your Bonus to Overcome, Attack, Damage, and Dodge when using the Portals increases to d6+3.

Portals Level 5

- Ranks 3 Class 6
- You create your Portals nearly across worlds. Your Bonus to Overcome, Attack, Damage, and Dodge when using the Portals increases to 2d6+3.

Multiple Pull

- +1 Rank per Level
- You can pull a few (no more than 4) targets at once (You roll 1 Overcome vs each Resist).

Mass Pull

- +2 Ranks per Level
- You can pull many (no more than nine) targets at once (You roll 1 Overcome vs each Resist).

Effortless Pull

- +2 Ranks per Level
- Reduce the amount of Hero Points you need to spend to Pull a Target by 1.

Difficult Pull

- 1 Rank per Level
- You must Reduce a Target's Grit to 0 to Pull them.



Pull Level 1

- Ranks 1 Class 1
- You gain a +2 Bonus to Overcome to pull a Character or Object towards you. You can pull a target from one Maneuver away from you.

Pull Level 2

- Ranks 1 Class 1
- Your Bonus to pull a target to you increases to +d4+1 and you can pull a target from two maneuvers away from you.

PULL

You are adept at or even have a supernatural ability to pull people and items to you. In order to Pull a Target you must Spend a Hero Point after overcoming the Target's Resist.

Distant Pull

- +1 Rank per Level

You can double the distance from which you can pull a target.

Pull Level 3

• Ranks 2 Class 2

Your Bonus to pull a target to you increases to $+d4+3$ and you can pull a target from three maneuvers away from you.

Pull Level 4

• Ranks 2 Class 2

Your Bonus to pull a target to you increases to $+d6+4$ and you can pull a target from four maneuvers away from you.

Pull Level 5

• Ranks 3 Class 5

Your Bonus to pull a target to you increases to $+2d6+5$ and you can pull a target from five maneuvers away from you.

Push Level 1

• Ranks 1 Class 1

You gain a $+2$ Bonus to Overcome to push a Character or Object away from you. You can push a target one maneuver away from you.

Push Level 2

• Ranks 2 Class 1

Your Bonus to push a target away from you increases to $+d4+1$ and you can push a target two maneuvers away from you.

Push Level 3

• Ranks 2 Class 2

Your Bonus to push a target away from you increases to $+d4+3$ and you can push a target two maneuvers away from you.

Push Level 4

• Ranks 3 Class 3

Your Bonus to push a target away from you increases to $+d6+4$ and you can push a target two maneuvers away from you.

Push Level 5

• Ranks 3 Class 5

Your Bonus to push a target away from you increases to $+2d6+5$ and you can push a target two maneuvers away from you.

PUSH

You are adept at or even have a supernatural ability to push people and items away from you. In order to Push a Target you must Spend a Hero Point after overcoming the Target's Resist.

Distant Push

+1 Rank per Level

You can double the distance you can push a target.

Multiple Push

+1 Rank per Level

You can push a few (no more than 4) targets at once (You roll 1 Overcome vs each Resist).

Mass Push

+2 Ranks per Level

You can push many (no more than nine) targets at once (You roll 1 Overcome vs each Resist).

Effortless Push

+2 Ranks per Level

Reduce the amount of Hero Points you need to spend to Push a Target by 1.

Difficult Pull

-1 Rank per Level

You must Reduce a Target's Grit to 0 to Push them.



QUALITY MASTERY

You have an innate connection to or understanding of a certain Quality. This could be a scientist with Technology, a demon with Fire or Divine, or a noise-based character with Sonic. Choose a Minor Quality. Whenever you make a roll that involves that quality, you gain a bonus. This means that if either your power has the chosen Quality or if the subject or target of the roll has that Quality you get the bonus.

Master Major Quality

+1 Rank per Level

You choose a Major Quality (Not a Special Quality).

Master Quality Array

+2 Rank per Level

Choose an Array of Qualities (No Special Qualities).

Master Special Quality

+1 Rank per Level

You choose a Special Quality as your Major Quality or as part of an Array.

Focus to Master

-1 Rank per Level

You need to focus or need to have physical contact to gain these bonuses.

Master Knowledge

-1 Rank per Level

Your Mastery is only in your expertise and knowledge of the Quality and does not extend the bonus to Attacks or Damage with the Quality.

Quality Mastery Level 1

• Ranks 2 Class 1

You have some minor expertise or experience with your chosen Element. You gain a bonus of +1 to all rolls involving that Quality.

Quality Mastery Level 2

• Ranks 2 Class 1

You have major savvy or a knack with your chosen Quality. The bonus increases to +2.

Quality Mastery Level 3

• Ranks 3 Class 2

You have extraordinary experience or a special link with your chosen Quality. The bonus increases to +d4+1.

Quality Mastery Level 4

• Ranks 3 Class 5

You have superhuman skills with your chosen Quality. The bonus increases to +d6+2.

Quality Mastery Level 5

• Ranks 4 Class 7

You have a god-like connection to or unparalleled expertise with your chosen Quality. The bonus increases to +d6+4.

RAY BLAST

ASSAULT POWER

You can do powerful damage to a single opponent with a ranged attack. This could be a potent firearm, energy bolts, fire blasts, or any other devastating ranged attack. Ray Blast can be its own Attack or be part of a Strike or Weapon but only goes into effect if the Attack hits. The attack must have the Ranged Quality.

Ray Blast Level 1

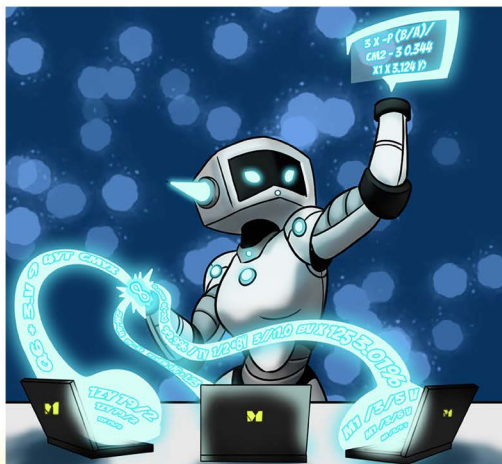
• Ranks 2 Class 1

Attack and do d6+2 damage.

Ray Blast Level 2

• Ranks 3 Class 1

Attack and do d6+4 damage.





Ray Blast

Level 3

• Ranks 3

Class 2

Attack and do $2d6+6$ damage. You can spend a Hero Point to Increase this damage by a $d6+2$.

Ray Blast

Level 4

• Ranks 3

Class 4

Attack and do $3d6+8$ damage. You can spend a Hero Point to Increase this damage by a $d6+4$.

Ray Blast

Level 5

• Ranks 3

Class 7

Attack and do $4d6+10$ damage. You can spend a Hero Point to Increase this damage by a $d6+2$ or 2 Hero Points to Increase this damage by $2d6+2$.

REACH

You can extend your body, either physically elongating or otherwise projecting your body to be able to extend your grasp.

Reach

Level 1

• Ranks 2

Class 1

You can reach one Maneuver away from you, being able to touch, grab, or (Melee) Attack targets that are outside your Maneuver Zone. You get a +1 to all rolls when doing so.

Reach

Level 2

• Ranks 2

Class 1

You can reach up to two Maneuvers away from you. Your bonus when doing this increases to +2.

Reach Level 3

• Ranks 2 Class 3

You can reach up to three Maneuvers away from you. Your bonus when doing this increases to +3.

Reach Level 4

• Ranks 2 Class 4

You can reach up to four Maneuvers away from you. Your bonus when doing this increases to +4.

Reach Level 5

• Ranks 3 Class 6

You can reach up to four Maneuvers away from you. Your bonus when doing this increases to +4.

REGENERATION

You can heal yourself, you can push past injuries, or even regrow limbs. This can represent any number of superhuman or regular forms of automatic healing.

Reactive Regeneration*+1 Rank per Level*

You can spend a Hero Point to activate your Regeneration whenever you are hit with an Attack.

Uncanny Regeneration*+2 Ranks per Level*

You heal twice the amount of Stamina.

Regeneration Level 1

• Ranks 2 Class 1

You regain 1 Stamina in every Hero Panel you are in.

Regeneration Level 2

• Ranks 2 Class 1

Increase your Healing Rate to 2.

Regeneration Level 3

• Ranks 2 Class 2

Increase your Healing Rate to 3.

Regeneration Level 4

• Ranks 2 Class 4

Increase your Healing Rate to 4.

Regeneration Level 5

• Ranks 2 Class 7

Increase your Healing Rate to 5.

REMOTE MANIPULATION

You can control a Quality. You can shape, control, and alter any of your chosen element that is within your proximity. This can allow you to be a master of magnetism, a pyromancer, or even to be Telekinetic. Choose a minor quality that you can control.

You can also Attack with the Quality using the same Modifier. If an Object is used in an Attack deal Damage based on the size (see chart). Otherwise the Damage is equal to the Overcome Bonus. For example, if Captain Jupiter used her Remote Manipulation (Physical) then the damage would be based on the size of the object that she uses to make that Attack regardless of her Remote Manipulation Level. If Blaze uses his Remote Manipulation (Fire) to blast fire at a foe then at Level 1 he'd deal d4+1 Damage and if he was at Level 5 he'd deal 2d6+6 Damage.

Major Manipulation*+1 Rank per Level*

You choose a Major Quality to be able to Remote Manipulate.

Array Manipulation*+2 Ranks per Level*

You choose an Array of Qualities To be able to Remote Manipulate.

Special Manipulation*+1 Rank per Level*

You may choose a Special Quality as your Major Quality or as part of an Array.

Contact Manipulation*-1 Rank per Level*

You need to have physical contact to control your Quality.

Damaging Control*+2 Ranks per Level*

Your Bonus is the amount of Damage you deal when you Attack using this Power.

Unerring Strikes**+2 Ranks per Level**

You do not need to hit with an Attack to damage a Target with Damaging Control.

Remote Manipulation Level 1

• Ranks 3 Class 1

+d4+1 to Overcome to move or control an object and +1 to Attack with it.

Remote Manipulation Level 2

• Ranks 3 Class 1

Increase your Bonus to Overcome to move or control an object to +d6+2 and to +2 for Attacks.

Remote Manipulation Level 3

• Ranks 3 Class 2

Increase your Bonus to Overcome to move or control an object to +d6+4 and to d4+1 for Attacks.

Remote Manipulation Level 4

• Ranks 3 Class 4

Increase your Bonus to Overcome to move or control an object to +2d4+5 and to d6+2 for Attacks.

Remote Manipulation Level 5

• Ranks 3 Class 7

Increase your Bonus to Overcome to move or control an object to +2d6+6 and to d6+4 for Attacks.

RESURRECT

If you are killed you rise from the dead. If you are ever Taken Down in Combat and have no Hero Points you are Killed. A deliberate action does not need to be taken in order for this to happen. This Power is not the only way for a Hero who gets killed to be brought back. On the contrary, this Power means that your Hero will die more frequently but this problem is more immediately remedied.

Shifting Resurrection**+1 Rank per Level**

You can reassign 10 Ranks (except those of Resurrect) whenever you resurrect.

Totally Reborn**+2 Ranks per Level**

You can reassign all ranks in Powers (except those of Resurrect) whenever you resurrect.

Lazarus Effect**+2 Ranks per Level**

You can resurrect another character by spending a Hero Point. If a Hero or Villain is the subject of this attempt then you must spend a number of Hero Points equal to the Class of that Character.

Empowering Resurrection**+1 Rank per Level**

Gain 2 Hero Points Whenever you Resurrect.



Resurrect Level 1

- Ranks 3 Class 1
- Increase your maximum Stamina by 3. You can come back to life after being killed. You are dead for at least an Issue or more before returning from the dead.

Resurrect Level 2

- Ranks 3 Class 1
- Increase your maximum Stamina by an additional 3. You return from the dead at the end of the issue.

Resurrect Level 3

- Ranks 3 Class 2
- Increase your maximum Stamina by an additional 4. You return from the dead after a d4+1 pages.

Resurrect Level 4

- Ranks 3 Class 4
- Increase your maximum Stamina by an additional 5. You return from the dead after a page.

Resurrect Level 5

- Ranks 3 Class 6
- Increase your maximum Stamina by an additional 10. You return from the dead after a d4+1 panels.

RETALIATE

You deal damage to those who touch you or hit you with Melee Attacks. This is involuntary and automatic.

Counter-Attack

-1 Rank per Level

You need to make a successful attack roll to deal retaliatory damage.

Careful Retaliation

+1 Rank per Level

You can choose not to damage a target that comes in contact with you.

Retaliate Level 1

- Ranks 2 Class 1
- When a target touches you or hits you with a melee attack you deal them 1 damage.

Retaliate Level 2

- Ranks 2 Class 1
- When a target touches you or hits you with a melee attack you deal them 2 damage.

Retaliate Level 3

- Ranks 3 Class 2
- When a target touches you or hits you with a melee attack you deal them d4+1 damage.

Retaliate Level 4

- Ranks 3 Class 4
- When a target touches you or hits you with a melee attack you deal them d4+3 damage.

Retaliate Level 5

- Ranks 3 Class 6
- When a target touches you or hits you with a melee attack you deal them d6+4 damage.

SAP STRENGTH

You can spend a Hero Point to reduce an opponent's strength in a single Stat. This could mean physically weakening them with poison or entropy, chipping away at their will or mental abilities, making them slow or ugly or even be part of a transformation. You choose which stat is drained when you gain this power.

Sapping Hit

-1 Rank per Level

You need to hit with an attack to Sap Strength. You can spend the Hero Point after you hit.

Taxing Try

-2 Ranks per Level

You must spend a Hero Point to activate this ability before making an Attack. You can attempt a number of attacks equal to the Level of this Power before the Sap is exhausted and you need to spend another Hero Point to try again.

Sapping Hit

-1 Rank per Level

This ability only affects targets with any one of a certain Array of Qualities. You choose that array when you gain the power.

Absorbing Strength*+2 Ranks per Level*

You gain the drained Stat as a bonus. This bonus lasts only as long as the target is Sapped.

Effortless Sapping*+1 Rank per Level*

You do not need to spend a Hero Point to trigger this Power.

Sap Strength Level 1

• Ranks 2 Class 1

Drain up to 2 Stat Ranks from an opponent for a Page.

Sap Strength Level 2

• Ranks 3 Class 2

Increase the amount the Stat is drained by up to 4 and the number of Pages to d4+1.

Sap Strength Level 3

• Ranks 4 Class 4

Increase the amount the Stat is drained by up to 6 and the duration of the Sapping to an Issue.

Stout Shield*+1 Rank per Level*

Double the Shield's Dodge Bonus.

Sturdy Shield*+1 Rank per Level*

Double the Shield's Damage Reduction.

Shield Level 1

• Ranks 1 Class 1

Gain a +1 bonus to Dodge rolls and Reduce Damage taken by 1.

Shield Level 2

• Ranks 1 Class 1

Increase Dodge Bonus to +2 and the Damage Reduction to 2.

Shield Level 3

• Ranks 2 Class 2

Increase Dodge Bonus to +3 and the Damage Reduction to 3.

Shield Level 4

• Ranks 3 Class 3

Increase Dodge Bonus to +4 and the Damage Reduction to 4.

Shield Level 5

• Ranks 4 Class 5

Increase Dodge Bonus to +5 and the Damage Reduction to 5.

SHIELD

You have a shield that can protect you from harm. A shield protects only its wielder.

Floating Shield*+1 Rank per Level*

This shield does not need to be physically held and/or wielded.

Big Shield*+1 Rank per Level*

This shield can protect an additional target.

Huge Shield*+2 Ranks per Level*

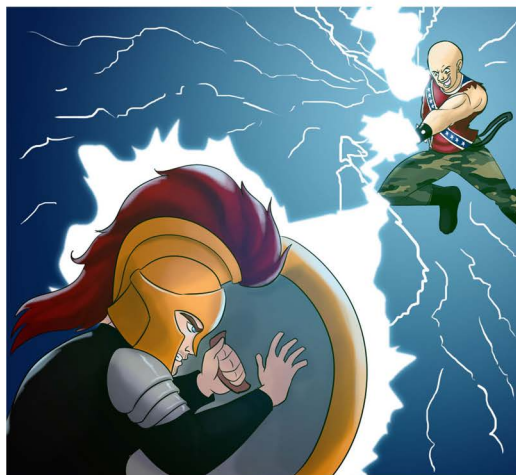
This shield can protect up to four targets.

Massive Shield*+3 Ranks per Level*

This shield can protect up to nine targets.

Gargantuan Shield*+4 Ranks per Level*

This shield can extend to extraordinary size and protect numerous targets.



SIZE CHANGE

You are able to grow and/or shrink to aid in heroism and fighting. You are able to trigger this change by spending a Hero Point and can remain at that size for any amount of time. Returning to your regular size can be done at any time and does not require a Hero Point.

Permanent Size

-1 Rank per Level

This change is static/permanent (ie- you're always huge or tiny).

Effortless Size-Change

+1 Rank per Level

You do not need to spend a Hero Point to trigger a Size Change.

Immediate Size-Change

+1 Rank per Level

You may be able to Change Size as a reaction to an Opponent, Challenge, or other character's actions by spending an additional Hero Point.

Gradual Size-Change

+1 Rank per Level

You Change Size more slowly, taking a Panel for each Size you shift, either Larger or Smaller.

Tiny-Sized Legs

-1 Rank per Level

You can take this Variance only for the Size Change Shrink Levels. If you do, you take a -2 Penalty to Maneuver and Chase Rolls for each Size that you Shrink.

SIZE CHANGE : SHRINK

Shrink

Level 1

• Ranks 3

Class 1

You are Small-sized, at most three feet tall and as small as a few inches. A regular-sized person is double your height to many, many times your size. You gain a +d6 to Overcome Rolls and a +2 Bonus to all Attack and Dodge Rolls.

Shrink

Level 2

• Ranks 4

Class 2

You are Tiny-sized, as tiny as the head of a pin or a single node on a microchip, to the point of being virtually unseen. Regular sized people are the size of skyscrapers or whole cities. You can easily infiltrate the body of a regular sized person with proper equipment. Your bonus to Overcome Rolls increases to +2d6 and your bonus on Attack and Dodge rolls increase to +d4+2.

Shrink

Level 3

• Ranks 5

Class 3

You are Microscopic-sized, as tiny as a single Atom or less, to the point of shrinking out of existence. Regular sized people cannot be perceived normally because of their extraordinary size. You can easily evade virtually any and all means of detection. Your bonus to Overcome Rolls increases to +3d6 and your bonus on Attack and Dodge rolls increase to +d6+4.

SIZE CHANGE : GROW

Grow

Level 1

• Ranks 2

Class 1

You are Big-sized, up to ten to fifteen feet tall, Doubling or even tripling the size of a regular person. You gain a +d4 to Maneuver and Overcome Rolls and a +1 Bonus to all Attack and Damage Rolls.





Grow Level 2

• Ranks 3 Class 2

You are Enormous-sized, up to twenty to thirty feet. You can pick up a tractor trailer or see into third story windows. Your bonus to Maneuver and Overcome Rolls increases to +d6 and your bonus on Attack and Damage rolls increase to +2.

Grow Level 3

• Ranks 4 Class 3

You are Giant-sized, as big as up to sixty feet. You can stride over buildings, pick up cars or even larger objects in your hand. Regular sized people are the scale of insects. Your bonus to Maneuver and Overcome Rolls increases to +2d6 and your bonus on Attack and Damage rolls increase to +d4+2.

Grow Level 4

• Ranks 5 Class 4

You are Colossal-sized, as tall as a small skyscraper, up to 100 feet tall. You can step on tanks, push over buildings or pick up a 747. Your bonus to Maneuver and Overcome Rolls increases to +3d6 and your bonus on Attack and Damage rolls increase to +d6+4.

Grow Level 5

• Ranks 5 Class 5

You are Immense-sized, as big as a sky-scraper, or even a whole city, thousands of feet tall. You can crush buildings beneath your heel and step over rivers or even wider spans. Regular sized people are barely visible they are so tiny to you. Your bonus to Maneuver and Overcome Rolls increases to +4d6 and your bonus on Attack and Damage rolls increases to +2d6+4.

SLOW

You can slow an opponent or an object. This might mean physically restraining them, using a dampening field or even manipulating time. You must Overcome their Resist and Reduce them to 0 Grit in order to initiate the Slow. Once the Slow is in effect it can be Overcome by an

Opponent. They must Overcome your Resist a number of times equal to the User's Slow Level.

Remote Slow

+1 Rank per Level

You don't need to make physical contact with the target to slow them.

Immediate Slow

+2 Ranks per Level

You don't need to reduce a target to 0 Grit to Slow them.

Slowing Attack

-1 Rank per Level

You must hit with an Attack to Slow them.

Slow Multiples

+1 Rank per Level

This can affect multiple targets.

Slow by Stages

-1 Rank per Level above Level 1

You need to gradually Slow your opponent, each stage takes a new use of the power (or an additional attack) and takes it to the next Level of Slow (up to your maximum Level).

Slow Level 1

• Ranks 2 Class 1

You impose a Penalty of -1 to Overcome rolls and -2 to the target's Dodge rolls and Maneuver for a d4+1 panels.

Slow Level 2

• Ranks 3 Class 1

The Penalty that you impose for Overcome increases to -2 and all other penalties increase to -d4+1 and lasts for a page.

Slow Level 3

• Ranks 3 Class 2

The Penalty that you impose for Overcome increases to -3 and all other penalties increase to -d6+2 and lasts for d4+1 pages.

Slow Level 4

• Ranks 4 Class 4

The Penalty that you impose for Overcome increases to -4 and all other penalties increase to -d6+4 and lasts for an Issue.

Slow Level 5

• Ranks 4

Class 7

The Penalty that you impose for Overcome increases to -5 and all other penalties increase to -2d6+4 and lasts multiple Issues.

looking in which case they need to Overcome your Stealth roll. Characters with Perception gain a +2 Bonus for each level of Perception that they have to perceive your stealth.

STEALTH

You are proficient in being unseen or avoided. This can represent being unassuming, hiding in smoke clouds, having camouflage or even being legitimately invisible. If you are trying to be actively stealthy then most people do not notice you unless they are particularly alert or actively

Stealth Level 1

• Ranks 2

Class 1

You are unobtrusive, quiet, or have some sort of shifting or minor visual distortion. You gain a Bonus of +2 to Overcome (Agility) to avoid being targeted for attack and to Dodge, Gain +1 bonus to Attack and Damage when attacking from Stealth.



Stealth Level 2

• Ranks 3

Class 1

You are good at lurking in the shadows, you can blend in or have some rudimentary cloaking. Your Bonus to Overcome (Agility) and to Dodge increases to +d6+1, and your Bonus to Attack and Damage from Stealth increases to +2.

Stealth Level 3

• Ranks 3

Class 2

You are a master of the shadows, you are invisible or nearly undetectable. Your Bonus to Overcome (Agility) and to Dodge increases to +d6+3, and your Bonus to Attack and Damage from Stealth increases to +4.

Stealth Level 4

• Ranks 3

Class 5

You are barely there, perhaps intangible, you are invisible across multiple spectrums of perception. Your Bonus to Overcome (Agility) and to Dodge increases to +2d6+4, and your Bonus to Attack and Damage from Stealth increases to +6.

part of this Strike. Unlike other Powers you must have either Melee or Ranged as a part or in addition to your normal Array of Qualities. The Strike could be laser-vision, cold-breath, energy blasts, a lightning bolt, or even a grappling hold or kung-fu kick. You choose an array of qualities for this Strike rather than the Powers that you use to make up the Strike. Each Strike can be up to Level 5 but a hero may have any number of different Strikes.

Strike Level 1

• Ranks 3

Class 1

You have a mean right-hook, you can lob a fireball, or vine whip to hurt a foe. +1 to attack and damage. You have 3 Ranks to build this Strike with.

Strike Level 2

• Ranks 3

Class 2

You have an ancient karate maneuver, ice-beams, laser sword, or train-stopping punch. The bonus increases to +2 to attack and damage. You have a total of 6 Ranks to build this Strike with.

Strike Level 3

• Ranks 3

Class 3

Your attack is a signature move of yours and can take out a villain with one hit, break through powerful armor, or end battles with its power. The bonus increases to +3 to attack and damage. You have a total of 9 Ranks to build this Strike with.

Strike Level 4

• Ranks 3

Class 4

Your Strike is legendary. It can level squads of minions, pummel the most potent super-villain, or obliterate a major threat. The bonus increases to +4 to attack and damage. You have a total of 12 Ranks to build this Strike with.



STRIKE

SPECIAL POWER

Create an attack. In any panel you can roll this Strike against any foes within range and with the bonuses to strike and damage you customize as

Strike Level 5

• Ranks 3

Class 5

Your Strike is your definitive power. It can destroy monsters and lay low gods. The bonus increases to +5 to attack and damage. You have a total of 15 Ranks to build this Strike with.

STUN**STRIKE POWER**

Your attack makes your opponent lose their actions for a Panel or more. This could be from a knock-out, laughing gas, physical restraints, telepathic stunning, or anything else that would make an opponent not be able to act. Whenever you hit with an attack you roll an Overcome and if you beat your Opponent's Resist then reduce their Grit by 1. Once you reduce their Grit to 0, they are Stunned and can take no actions.

Easy Stunning

+1 Rank per Level

You don't need to hit with an Attack to roll an Overcome to Stun your Opponent.

Powerful Stunning

+2 Ranks per Level

You don't need to reduce their Grit to 0 to Stun them.

Multiple Stunning

+1 Rank per Level

You can Stun multiple targets at once.

Grappling

-1 Rank per Level

Your Opponent cannot take Physical Actions but they can still talk, take mental actions, etc.

Minor Stunning

-1 Rank per Level

The Target is only stunned for half as long (rounded down, minimum 1 Panel).

Stun Level 1

• Ranks 3

Class 1

Overcome to make your Opponent lose all their actions for a d4+1 Panels.

Stun Level 2

• Ranks 3

Class 1

Increase the duration of the Stunning to a d6+2 Panels.

Stun Level 3

• Ranks 3

Class 2

Increase the duration of the Stunning to a Page.

Stun Level 4

• Ranks 4

Class 4

Increase the duration of the Stunning to d4+1 Pages. You may spend a Hero Point to extend that to an entire issue.

Stun Level 5

• Ranks 4

Class 7

Increase the duration of the Stunning to an Issue. You may spend a Hero Point to extend that to multiple issues.

SUMMON**SPECIAL POWER**

Gain a Power or powers embodied in a new entity. You summon an object, a construct, or a creature that has 5 Stamina. For example, a sword made of Training Powers, a shield made of Shield and Armor Powers, or a gun made of the Ray Blast Power. These Summonings appear in your panel and can either act autonomously or in conjunction with another target in their panel.

This Summoning can impart its powers on another Target in its Panel by forgoing its own actions. You can also assign them to act in other Panels by having them not act in your own Panel.

Every time you wish to Summon your Summonings you must spend a Hero Point. For example, a Summoned sword made of Training Powers would appear in your Panel and could then make its own attack and damage or could impart its bonus on you.

If you choose not to use the Powers of the Summoning on your Panel you can instead use it in a panel with any other Heroes or villains. Once you choose which panel it's in it can, as usual, act

on its own or with another hero by forgoing its own action. The only exception to this is if you make your Summoning using the Item power, in which case it must be Wielded as usual with Items.

Single Summons

-2 Ranks per Level

Your Summoning is Static, always the same thing chosen when you gained this power.

Set of Summons

-1 Ranks per Level

The Summoning is a set list of 3 different forms, chosen when you gained this power.

Multiple Summons

+2 Ranks per Level

Whenever you use this power you Summon a d4 Summonings.

Effortless Summons

+2 Ranks per Level

Reduce the number of Hero Points you need to spend to Summon by 1.

Lone Summon

-1 Rank per Level

You can only have 1 active summoning at a time.

Spontaneous Summons

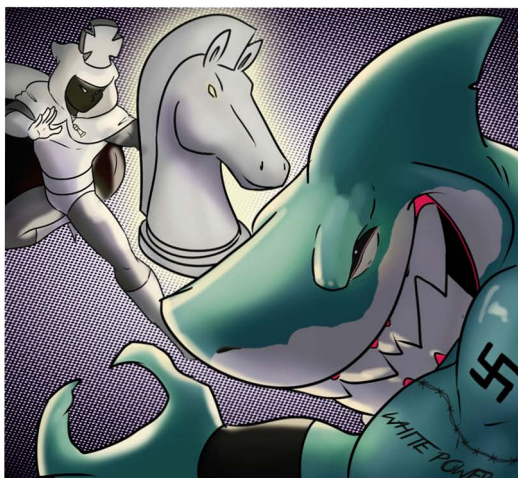
+1 Rank per Level

You can spend an additional Hero Point when you summon to gain an additional 3 ranks to buy Powers when you Summon.

Potent Summoning

+2 Rank per Level

You gain an additional rank per Level to buy powers for the summoning.



Summon Level 3

• Ranks 3 Class 3

You create a Summoning using 9 Ranks for Stats and Powers.

Summon Level 4

• Ranks 3 Class 5

You create a Summoning using 12 Ranks for Stats and Powers.

Summon Level 5

• Ranks 3 Class 7

You create a Summoning using 15 Ranks for Stats and Powers.

SUPER STRENGTH

You are super-strong. This can range from being an exceptionally muscular person to being able to lift cars, lift battleships or even push planets off of their orbit.

Summon Level 1

• Ranks 3 Class 1

You create a Summoning using 3 Ranks for Stats and Powers.

Summon Level 2

• Ranks 3 Class 2

You create a Summoning using 6 Ranks for Stats and Powers.

Super Strength Level 1

• Ranks 2 Class 1

You are particularly strong and athletic, perhaps even extraordinarily so. You gain a bonus of +2 to all damage from Attacks with the Melee Quality or with Thrown Objects, and to Overcome (Strength) rolls.

Super Strength Level 2

• Ranks 3 Class 2

You can lift more than any normal human with ease, even stopping cars or shattering stone. Your bonus to Damage and to Overcome (Strength) rolls increases to $d4+1$.

Super Strength Level 3

• Ranks 4 Class 3

You can lift cars or larger vehicles, you can bend steel and hit harder than bullets. Your bonus to Damage and to Overcome (Strength) rolls increases to $d6+2$.

Super Strength Level 4

• Ranks 5 Class 4

You can hold up buildings, bench press oil tankers, or throw a ten-ton robot across the city and out into the country. Your bonus to Damage and to Overcome (Strength) rolls increases to $+d6+4$. You may spend a Hero Point to increase this by $+d6+2$ for 1 roll.

Super Strength Level 5

• Ranks 6 Class 6

You could bear the weight of continents, do arm-curls with a fully-loaded aircraft carrier or punch a massive asteroid from its path. Your bonus to Damage and to Overcome (Strength) rolls increases to $+2d6+4$. You may spend a Hero Point to increase this by $+d6+2$ for 1 roll or 2 Hero Points to increase this by $+2d6+4$.

Super Strength Level 6

• Ranks 7 Class 8

You can literally move worlds, distort reality with sheer muscle, or overpower Gods of Strength and unstoppable Titans. You are the Strongest There Is. Your bonus to Damage and to Overcome (Strength) rolls increases to $+3d6+5$. You may spend a Hero Point to increase this by $+d6+2$ for 1 roll or 2 Hero Points to increase this by $+2d6+4$ or 3 Hero Points to increase this by $+3d6+6$.



SUPPRESS

You impose a penalty to all rolls that involve a Quality. This means that if the Power, Attack, or character has the chosen Quality, they suffer from this Penalty. You must use a Hero Point to activate this ability and it affects everything near you with the Quality. This affects both friends and foes, as it is a field of suppression. The Quality is selected when this Power is gained.



Suppress Array +1 Rank per Level

This affects an Array of Qualities.

Suppress Many +1 Rank

per Level
You can affect a

large number of targets or a larger zone.

Spontaneous Array Suppression

+2 Ranks per Level

You can designate a different Quality whenever you activate this power.

Targeted Suppression

+1 Rank per Level

You can select the targets of your Suppression.

Powerful Suppression

+2 Ranks per Level

Roll d6s instead of d4s for Suppression.

Effortless Suppression

+2 Ranks per Level

Reduce the number of Hero Points you need to spend on this Power by 1.

Suppressing Attack

-1 Ranks per Level

You must hit with an Attack in Order to Suppress a Target's Quality and impose your Penalty.

Suppress Level 2

• Ranks 2 Class 1

The quality is notably affected. Increase the Imposed Penalty to -2d4.

Suppress Level 3

• Ranks 2 Class 2

The quality is notably affected. Increase the Imposed Penalty to -3d4 and increase the duration to 1d4 Pages.

Suppress Level 4

• Ranks 3 Class 4

The quality is dramatically affected, becoming exceptionally difficult to use. Increase the Imposed Penalty to -4d4 and increase the duration to an issue.

Suppress Level 5

• Ranks 3 Class 6

The quality is almost completely suppressed and near-impossible to use. Increase the Imposed Penalty to -5d4 and increase the duration to an issue or more.



THROW

You are good at throwing things, leveraging your strength to throw more, further.

Far Throw

+1 Rank per Level

You increase the number of Maneuvers you can Throw an Object by 1.

Distant Throw

+2 Ranks per Level

You increase the number of Maneuvers you can Throw an Object by 2.

Fastball

+1 Rank per Level

You can throw any distance in a single panel.

Throwing Folks

+1 Rank per Level

Gain an additional +d4 when you attempt to Throw a Character.

Quick Pickup

+1 Rank per Level

When you Overcome a Character's Resist to Throw them you reduce their Grit by 2.

Suppress Level 1

• Ranks 2 Class 1

The quality is mildly affected. Give a -d4 penalty to the chosen Qualities for a page.

Throw

Level 1

- Ranks 1 Class 1

You gain a +1 Bonus to Overcome to Throw an Object or Character.

Throw

Level 2

- Ranks 1 Class 1

Your Bonus to Overcome to Throw an Object or Character increases to +d4+1.

Throw

Level 3

- Ranks 2 Class 2

Your Bonus to Overcome to Throw an Object or Character increases to +d6+2.

Throw

Level 4

- Ranks 2 Class 3

Your Bonus to Overcome to Throw an Object or Character increases to +2d6+3.

Throw

Level 5

- Ranks 3 Class 5

Your Bonus to Overcome to Throw an Object or Character increases to +3d6+6.

TOUGH

You are particularly tough, rugged, and durable. You can endure more punishment than others.

Tough

Level 1

- Ranks 1 Class 1

You add 5 Stamina to your total, increasing your Maximum Stamina by 5.

Tough

Level 2

- Ranks 2 Class 1

You add an additional 5 Stamina to your total, increasing your Maximum Stamina to a total of 10 above what it would normally be.

Tough

Level 3

- Ranks 2 Class 3

You add an additional 10 Stamina to your total, increasing your Maximum Stamina to a total of 20 above what it would normally be. Whenever you regain Stamina, you increase the amount gained by 1.

Tough

Level 4

- Ranks 3 Class 5

You add an additional 10 Stamina to your total, increasing your Maximum Stamina to a total of 30 above what it would normally be. Whenever you regain Stamina, you increase the amount gained by 2.

Tough

Level 5

- Ranks 3 Class 7

You add an additional 20 Stamina to your total, increasing your Maximum Stamina to a total of 50 above what it would normally be. Whenever you regain Stamina, you increase the amount gained by 3.

**TRAINING:
ATTACK**

You have been taught or have a natural ability to land a blow upon your opponent. This could be training, skill, instinct, a combination of these or something else. When you take a Level in Training (Attack) you choose a single Attack or Strike that is affected by the bonuses.

Training: Attack

Level 1

- Ranks 1 Class 1

Gain a +2 Bonus to Attack Rolls with the chosen Attack or Strike.

Training: Attack Level 2

- Ranks 2 Class 1

Increase your Bonus to Attack Rolls with the chosen Attack or Strike to +4.

Training: Attack Level 3

- Ranks 2 Class 2

Increase your Bonus to Attack Rolls with the chosen Attack or Strike to +6.

Training: Attack Level 4

- Ranks 2 Class 3

Increase your Bonus to Attack Rolls with the chosen Attack or Strike to +8.

Training: Attack Level 5

- Ranks 2 Class 5

Increase your Bonus to Attack Rolls with the chosen Attack or Strike to +10.

Training: Attack Level 6

- Ranks 2 Class 7

Increase your Bonus to Attack Rolls with the chosen Attack or Strike to +12.



Training: Damage Level 4

- Ranks 2 Class 4

Increase your Bonus to Damage Rolls with the chosen Attack or Strike to +8.

Training: Damage Level 5

- Ranks 2 Class 5

Increase your Bonus to Damage Rolls with the chosen Attack or Strike to +10.

TRAINING: DAMAGE

You have been taught or have a natural ability to inflict greater damage upon your opponent. This could be training, skill, instinct, a combination of these or something else. When you take a Level in Training (Damage) you choose a single Attack or Strike that has its Damage affected by the bonuses.

Training: Damage Level 1

- Ranks 2 Class 1

Gain a +2 Bonus to Damage Rolls with the chosen Attack or Strike.

Training: Damage Level 2

- Ranks 2 Class 1

Increase your Bonus to Damage Rolls with the chosen Attack or Strike to +4.

Training: Damage Level 3

- Ranks 2 Class 1

Increase your Bonus to Damage Rolls with the chosen Attack or Strike to +6.

TRAINING: DODGE

You have been taught or have a natural ability to avoid being hit by your opponent. This could be training, skill, instinct, a combination of these or something else.

Training: Dodge Level 1

- Ranks 2 Class 1

Gain a +1 Bonus to Dodge rolls.

Training: Dodge Level 2

- Ranks 2 Class 1

Your Bonus to Dodge rolls increases to +2.

Training: Dodge Level 3

- Ranks 2 Class 2

Your Bonus to Dodge rolls increases to +3.

Training: Dodge Level 4

- Ranks 2 Class 3

Your Bonus to Dodge rolls increases to +4.

Training: Dodge Level 5

• Ranks 2

Class 4

Your Bonus to Dodge rolls increases to +5.

TRANSFORM: SELF
SPECIAL POWER

You can shape-change part or all of yourself. When you do you choose a single kind of roll that will get bonuses due to your transformation. You must spend a Hero Point to transform and this transformation lasts for as long as you want. It does not cost Hero Points to return to your natural form.

Effortless Transformation*+1 Rank per Level*

Reduce the amount of Hero Points spent when you activate this Power by 1.

Versatile Transformation*+1 Rank per Level*

You can select 2 different types of rolls that are affected by Transformation Bonus.

Potent Transformation*+2 Ranks per Level*

You can select 3 different types of rolls that are affected by Transformation Bonus.

Singular Transformation*-2 Rank per Level*

Your Transformation is set at Creation and you can only turn into that one form.

Transform Self Level 1

• Ranks 2

Class 1

You can alter a small part of yourself or shift your appearance in a minor way. Receive a +2 Transformation bonus to any kind of roll that you choose. You can spend an additional Hero Point to gain 2 Ranks to gain new Powers while you are Transformed.

Transform Self Level 2

• Ranks 3

Class 1

You can alter an entire appendage, dramatically change your appearance or alter your internal organs. You may change one of the Qualities associated with the roll that that Transformation Bonus is affecting. Your Transformation Bonus increases to +d4+2. You can spend an additional Hero Point to gain 3 Ranks of new or improved Powers while you are Transformed.

Transform Self Level 3

• Ranks 3

Class 2

You can totally transform yourself, alter your entire being, and either not have or grow new appendages. You may change any and/or all of the Qualities associated with the roll that Transformation Bonus is affecting. Your Transformation Bonus increases to +d6+3. You can spend an additional Hero Point to gain 4 Ranks of new or improved Powers while you are Transformed or an additional 2 Hero Points to gain 5 Ranks.

Transform Self Level 4

• Ranks 4

Class 4

You can take on totally new aspects and traits of materials and entities that are completely different from your normal anatomy, changing at a genetic or molecular level. You may change any and/or all of the Qualities associated with the roll that Transformation Bonus is affecting and one of the Qualities you normally have as a character. Your Transformation Bonus increases to +2d6+3. You can spend an additional Hero Point to gain 5 Ranks of new or improved Powers while you are Transformed or an additional 2 Hero Points to gain 7 Ranks.



Transform: Self Level 5

• Ranks 4

Class 7

Your change is total and undeniable. You can become anything and anyone, bend or stretch to cover any object or morph into any material or element. You may change any and/or all of the Qualities associated with the roll that Transformation Bonus is affecting as well as any and/or all of the Qualities you normally have as a character. Your Transformation Bonus increases to +3d6+3. You can spend an additional Hero Point to gain 8 Ranks of new or improved Powers while you are Transformed or an additional 2 Hero Points to gain 10 Ranks.

TRANSFORM: OTHER
SPECIAL POWER

You can alter another character or other objects. When you do, you choose a single kind of roll that will get bonuses or penalties due to your transformation. You must spend a Hero Point to transform and this transformation lasts a number of Pages or Panels based on its level. When you target a Villain with this Power, you Overcome their Resist. When you reduce their Resistance to 0, they are Transformed. If you target an ally with this Power, they are immediately Transformed if they accept. If they are unwilling to accept then you must Overcome their Resist and reduce their Resistance to 0 just as you would with an Antagonist. When you transform an Object you must Overcome at higher numbers based on the size or quantity of the target or targets (10 for tiny objects, 15 for small, 20 for medium, 25 for Large, 30 for huge, 35 for colossal, etc). As soon as the Transformation goes into effect you designate whether the Transformation Grants a Bonus or Imposes a Penalty and what kind of Roll is Effected.

Transforming Touch

-1 Rank per Level

You need to hit an unwilling target with an attack before you can attempt to Overcome.

Immediate Transformation

+2 Ranks per Level

You don't need to reduce an unwilling target's Grit to 0 before they transform.

Versatile Transformation

+2 Ranks per Level

You can select 2 different types of rolls that are affected by Transformation Bonus/Penalty.

Potent Transformation

+2 Ranks per Level

You can select 3 different types of rolls that are affected by Transformation Bonus.

Singular Transformation

-1 Rank per Level

The Transformation is exclusively helpful or harmful (always grants a bonus or always imposes a penalty).

Transform: Other Level 1

• Ranks 3

Class 1

You can alter a small part of another person or object or shift their appearance in a minor way. The Transformation Bonus or Penalty is -2.

Transform: Other Level 2

• Ranks 4

Class 1

You can alter an entire appendage, dramatically change the target's appearance or alter their internal organs. You may change one of the Qualities associated with the roll that Transformation Bonus or penalty is affecting. The Transformation Bonus or Penalty increases to +d4+2. You can spend an additional Hero Point to assign 2 Ranks of new Powers or Drawbacks to the Transformed.

Transform: Other Level 3

• Ranks 4

Class 2

You can totally transform the target, alter their entire being, and either not have or grow new appendages. You may change any and/or all of the Qualities associated with the roll that the Transformation Bonus or Penalty is affecting. The Transformation Bonus or Penalty increases to +d6+3. You can spend an additional Hero Point to assign 3 Ranks of new Powers or Drawbacks to the target or you may spend an additional 2 Hero Points to assign 4 Ranks.

Transform: Other Level 4

• Ranks 5

Class 4

You can create totally new aspects and traits of materials and entities that are completely different from the target's normal anatomy, changing at a genetic or molecular level. You may change any and/or all of the Qualities associated with the roll that the Transformation Bonus or Penalty is affecting and one of the Qualities the target normally has. The Transformation Bonus or Penalty increases to $+2d6+3$. You can spend an additional Hero Point to assign 4 Ranks of new Powers or Drawbacks to the Target while Transformed or an additional 2 Hero Points to assign 6 Ranks of Powers or Drawbacks.

Transform: Other Level 5

• Ranks 6

Class 7

Your change is total and undeniable. You can change the target into anything and anyone, bend or stretch them to cover any object or morph into any material or element. You may change any and/or all of the Qualities associated with the roll that Transformation Bonus or Penalty is affecting as well as any and/or all of the Qualities they normally have. The Transformation Bonus or Penalty increases to $+3d6+3$. You can spend an additional Hero Point to assign 6 Ranks of new Powers or drawbacks while Transformed or an additional 2 Hero Points to assign 8 Ranks.

swinging on webs, teleportation, running up walls, phasing through solids, or any other means of getting around that's not simply walking, running, or flying. When you are employing that means of Transport you get certain bonuses that you select when you gain this power.

Passenger Support*+1 Rank per Level*

Your Transformation is set at Creation and you can only turn into that one form.

Carpool*+2 Rank per Level*

This Transport can accommodate several people or things, up to a large car in storage and seating space.

Mass Transit*+3 Rank per Level*

This Transport can accommodate mass people and things, like seating or storage space up to that of a bus or plane.

Hunk of Junk*-1 Rank per Level*

This Transport is unreliable or inconvenient.

Powerful Locomotion*+1 Rank per Level*

Select 2 Bonuses whenever you gain a Level in Transport.

Ultimate Ride*+2 Ranks per Level*

Select 3 Bonuses whenever you gain a Level in Transport.

TRANSPORT

You have a unique way of personally getting around.

This could be driving, ice-bridges,

**Transport**

Level 1

• Ranks 1

Class 1

You have a minor means of transport, this could be a small grappling hook, a hoverboard, very short-range teleports, or swimming. Gain a +1 to Maneuver and one minor advantage when using this means of Transport. Choose one of the following Bonuses when you gain this power:

*+1 to Overcome with Agility**+2 to overcome Terrain**+1 to Overcome with Speed**+2 to Chase*

Transport

Level 2

Ranks 2

Class 2

You have a more steadfast means of transport, this could be a vehicle, incredible jumping, air surfing, or medium-range teleportation. Your maneuver bonus when using this transport increases to 2. Choose a Bonus that is in effect when using this Transport (these Stack/Add to Bonuses from Previous Levels):

- +2 to Overcome with Agility
- +d4+1 to overcome Terrain
- +2 to Overcome with Speed
- +3 to Chase
- +1 to Attack, Damage, and Dodge

Transport: Vehicle

VARIANT SPECIAL POWER

If this transport is a piece of equipment you ride in or on it is considered a Vehicle. A Vehicle has 10 Stamina and uses your dodge when you are piloting it. One other person can be transported on/in your Vehicle. Increase the cost of Transport by 1 Rank per Level. Other Powers can be purchased for the Vehicle and are only accessible while piloting the vehicle. Reduce the cost of these Vehicle Powers by 1 Rank per Level.

Passenger Craft

+1 Rank per Level

Your Vehicle accommodates up to 3 other people. This replaces the Passenger Support and Carpool Variances.



Transport

Level 3

Ranks 2

Class 3

You have an extraordinary and exceptional means of transport, this could be a super-vehicle, leaping tall buildings or over whole cities, teleporting across vast distances, racing up walls, or other incredible and unique ways of getting around. Your maneuver bonus when using this transport increases to +d4+2. Choose a Bonus that is in effect when using this Transport (these Stack/Add to Bonuses from Previous Levels):

- +d4+1 to Overcome with Agility
- +d6+3 to overcome Terrain
- +d4+1 to Overcome with Speed
- +4 to Chase
- +2 to Attack, Damage, and Dodge

Party Van

+1 Rank per Level

Your Vehicle accommodates up to 9 other people. This replaces the Mass Transit Variance.

Remote Pilot

+1 Rank per Level

You can remotely or Auto-Pilot the Vehicle.

Weapons Systems

+1 Rank per Level

+2 to all Attacks and Damage using the Vehicle.

Armored Car

+2 Rank per Level

All Passengers Reduce Damage taken by 2 per Level of the Vehicle.

VERSATILE POWERS

SPECIAL POWER

You can use a great variety of powers. This could be from a utility belt, a bag of tricks, spells, gadgets, or just having a vast array of powers. Choose five powers that you can access with your pool of ranks. These are referred to as your Versatile Powers. Any of your Versatile Powers that are Archetypal Powers have the normal reduced costs whenever you assign ranks. You may not select other Special Powers as one of your Versatile Powers.

More Versatility

+1 Rank per Level

You have 10 Versatile Powers.

Greater Versatility

+2 Ranks per Level

You have 15 Versatile Powers.

Ultimate Versatility

+3 Ranks per Level

You have access to all Powers as Versatile Powers.

Taxing Versatility

-1 Rank per Level

You need to use a Hero Point to change the array of your powers.

Overt Versatility

-1 Rank per Level

You physically change shape/form/color when you change your array or powers.

Potent Versatility

+2 Ranks per Level

You increase the pool of Ranks by 1 per Level.

Powerful Versatility

+3 Ranks per Level

You increase the pool of Ranks by 2 per Level.

Versatile Powers Level 1

• Ranks 3

Class 1

You have a pool of 2 Ranks to disperse to any of the Versatile Powers you have access to.

Versatile Powers Level 2

• Ranks 3

Class 2

You have a pool of 4 Ranks to disperse to any of the Versatile Powers you have access to.

Versatile Powers Level 3

• Ranks 3

Class 3

You have a pool of 6 Ranks to disperse to any of the Versatile Powers you have access to.

Versatile Powers Level 4

• Ranks 3

Class 5

You have a pool of 9 Ranks to disperse to any of the Versatile Powers you have access to.

Versatile Powers Level 5

• Ranks 3

Class 7

You have a pool of 12 Ranks to disperse to any of the Versatile Powers you have access to.

WEAKEN ARMOR

You can wear down an enemy's Armor or Shield. You must spend a Hero Point to activate this power.

Weaken Quality

-1 Rank per Level

This only affects Armor or Shields with a certain Array of Qualities.

Weaken Attack

-1 Rank per Level

You need to hit with an attack to reduce the Armor or Shield.

Weaken Multiples

+1 Rank per Level

This affects multiple targets.

Weaken Armor Level 1

• Ranks 3

Class 1

Reduce a target's Damage Reduction by 2 for a d4+1 panels.

Weaken Armor Level 2

• Ranks 3

Class 2

Increase the amount that the target's DR is reduced by to d4+1 for a page.

Weaken Armor Level 3

• Ranks 3

Class 4

Increase the amount that the target's DR is reduced by to d6+2 for a d4+1 pages.



Now that you have your Concept, Archetype, Powers and Quirks you can finish with your Hero Bio. This is more in-depth and more personal than the Concept, and it is from the Bio that you derive Skills and designate your first Anchor.

Your Bio will detail where you come from and when you came to Union City. While you may not have listed the name of your Alter-Ego (if you have one) this must be a part of your Bio.

Your Bio needs to include where you live and how you make a living. Most Heroes need a profession that they maintain in order to make money and pay for food, clothing, and rent.

Professional attributes like photo-journalism, police training, higher education, or working in the world of politics are part of your Bio.

Similarly, talents like being an artist, having a knack for machines, or being an accomplished swimmer should also be listed.

From these you draw a list of Skills. Each Skill gives you a bonus of +2 to Overcome whenever a check is relevant to it. This is only for more challenging situations. Otherwise, a Hero with an appropriate skill is assumed to have above-average knowledge in their fields and to easily accomplish regular tasks and activities related to those skills.

For example, Captain Jupiter is a Paramedic. She takes this as one of her Skills. This means she is knowledgeable about first aid and life-saving procedures and can easily treat minor wounds and even perform emergency medicine. If a wound is serious or she is trying to do this in combat, that requires an Overcome roll, and she gets a +2 to that Check. This is different than the Healing Power because it cannot restore lost Stamina or actually mend wounds but rather it reflects her training and expertise.

Most Heroes have anywhere from 3 to 6 skills that can be derived from their Bios, though it is possible to have more or less depending on the Concept and pending the approval of the Editor-In-Chief.

The other major facet of your Hero that should be laid out in your Bio is at least one Anchor. An Anchor is a Civilian that connects them to the real world of Union City. These characters provide avenues for motivation, plot hooks, and storytelling opportunities for both player and the Editor-in-Chief. An Anchor could be a parent or mentor, a love interest, a partner who aids the fight against evil, a teacher, or roommate or best friend. Anyone who doesn't have powers and an alter-ego but who matters deeply to the hero.

A hero may have many Anchors over the course of the game. It is very possible for a Hero to meet a person in the midst of an issue and take them on as a new Anchor for a single issue. Once a character is an Anchor they are always an Anchor and while a Hero can derive benefits from them at any time they are likewise affected by that Anchor any time that Anchor is endangered or Hurt.

Some Heroes may have a single anchor who is with them for the entire run of the Story. Other Heroes have a small, select group of Anchors with whom they are close. Still other Heroes will meet new Anchors nearly every issue and have a huge circle of people that they care about. All of these options are equally acceptable, it just depends on the personality and the inclination of each Hero.



Qualities are elements that affect your Hero and your Powers. A Shield that is Metal and Physical is different than a Shield that is made of Fire or one that is made of Ice. Each Power is made of at least one Quality and many have a combination of Major and Minor Qualities.

Major Qualities are much more common and are therefore both more useful and versatile as well as being more potentially vulnerable to the Powers and Abilities of others. Minor Qualities are less common, so they can be much more potent but are less likely to be seen as often. For example, a magical blast would have the Arcane Quality and such eldritch powers are fairly ubiquitous in the world of Union City. This means that more villains will be vulnerable to that blast and more villains will be resistant to it. A Poison blast on the other hand is less likely to be resisted by many villains and less villains will be susceptible to it as well.

Heroes themselves have Qualities that are associated with them. Odysseus, for example, is Physical (most everyone is) and has Expertise (because his skills come from training and experience). When Odysseus uses his sword it has the Qualities Physical, Melee, Metal, and Expertise. The sword itself is Physical and Metal and Odysseus utilizes his Expertise when he wields it hand-to-hand (Melee). Lady Sunbeam is Physical, Extraterrestrial (her power comes from the alien Solar Matrix), and Genetic (the Solar Matrix alters her DNA), and Light (she is physically infused with and radiates light). When she uses her Solar Blast Power it has the Qualities Light and Fire. An attack from a Water-based enemy that uses a Water Attack would not be particularly effective against Lady Sunbeam herself because she does not have the Fire Quality however her Solar Blast would be somewhat neutralized because it does have Fire.

The specific Qualities that are associated with both your character and your character's Powers are exceptionally important and they should ultimately reflect your Hero's Concept. This also determines the number of Qualities that make up a given Power. Even Qualities that might seem contradictory or don't generally go together should both be used if that fits the concept (an elemental gun that fires both Fire and Ice would use both Qualities and have the strengths and weaknesses of both). By the same token a Nuclear Wave would have the Radioactive and Toxic Qualities but would not have the Poison Quality. A character who has a particular vulnerability to Poison would therefore not be overly vulnerable to that Nuclear Wave.

Most attacks are either Melee or Ranged in addition to any other Qualities that they are made up of. Physical is a Special Quality because it is so near-universal. It applies to anything that has mass and substance. Almost everything is Physical. Though some things like ghostly or intangible powers as well as energy blasts or fire might not. Because of how extraordinarily common



the Physical Quality is both beyond a Major Quality. With Powers and Abilities that target or exploit specific Qualities Physical is often not an option or has a higher cost. The same also applies to the Qualities Melee and Ranged. All three of these are Special Qualities.

The list of Qualities is not limited to the one given in this book. You could create a Hero or Villain that is more focused on or powered by Qualities that are not on our list but could easily be considered as Qualities that are unique to your game. This makes the list of Qualities potentially endless.

Say for example there was a Villain that could control people's Skin through the terrible magic of Fleshromancy. He could target the Quality "Skin". That's not on our normal list of Qualities but it makes sense for the character. The EIC would probably rule that since most everyone has Skin this should be a Major Quality. It's not one that would generally be relevant but since there is a Character that interacts with it you would use it in the issues that that Villain is present. The EIC would rule which characters have the Skin Quality; Wrangler, Captain Jupiter, and Doctor Tomorrow all have the Skin Quality, they decide, but Module Girl does not. These qualities don't need to be on the Character Sheets, they can be ruled on in the moment.

Some qualities are even more rare and specific than Minor Qualities or are subdivisions within other Qualities. For example, Bats or Snakes are subqualities of the Animal Minor Quality. Lead or Iron are subqualities of the Metal Quality. There are endless examples of this, like Wind for Weather, Trees for Plant, the Black Plague for Disease or Dreams for Imagination. A rare quality might not even fall under a specific Quality but be something that is particular to an individual hero or villain. For example, a deadly element from the homeworld of hero that is their achilles heel would be a Rare Quality.

When you take a Specific or Rare Quality your Editor-In-Chief may award you 1 or more Ranks as bonuses due to your limitation for every Power you take that is affected. If you take Remote Manipulation (Toxic Waste) because you're a Nuclear Monster and you can only control radioactive byproduct and not all forms of Radiation your Editor-In-Chief should give you a Bonus Rank to use for that or other powers since the Power is not as versatile as one that affects all forms of Radiation. Likewise, if you take Command (Felines) because you're Lion-Man and you can empathically control big cats your EIC should give you a Rank because you can't command all Animals as you would if you had the broader Command (Animals). This does not reduce the Cost of Rank per Level, it's merely a Bonus for being more creative, unique, and true to the Character's Concept.

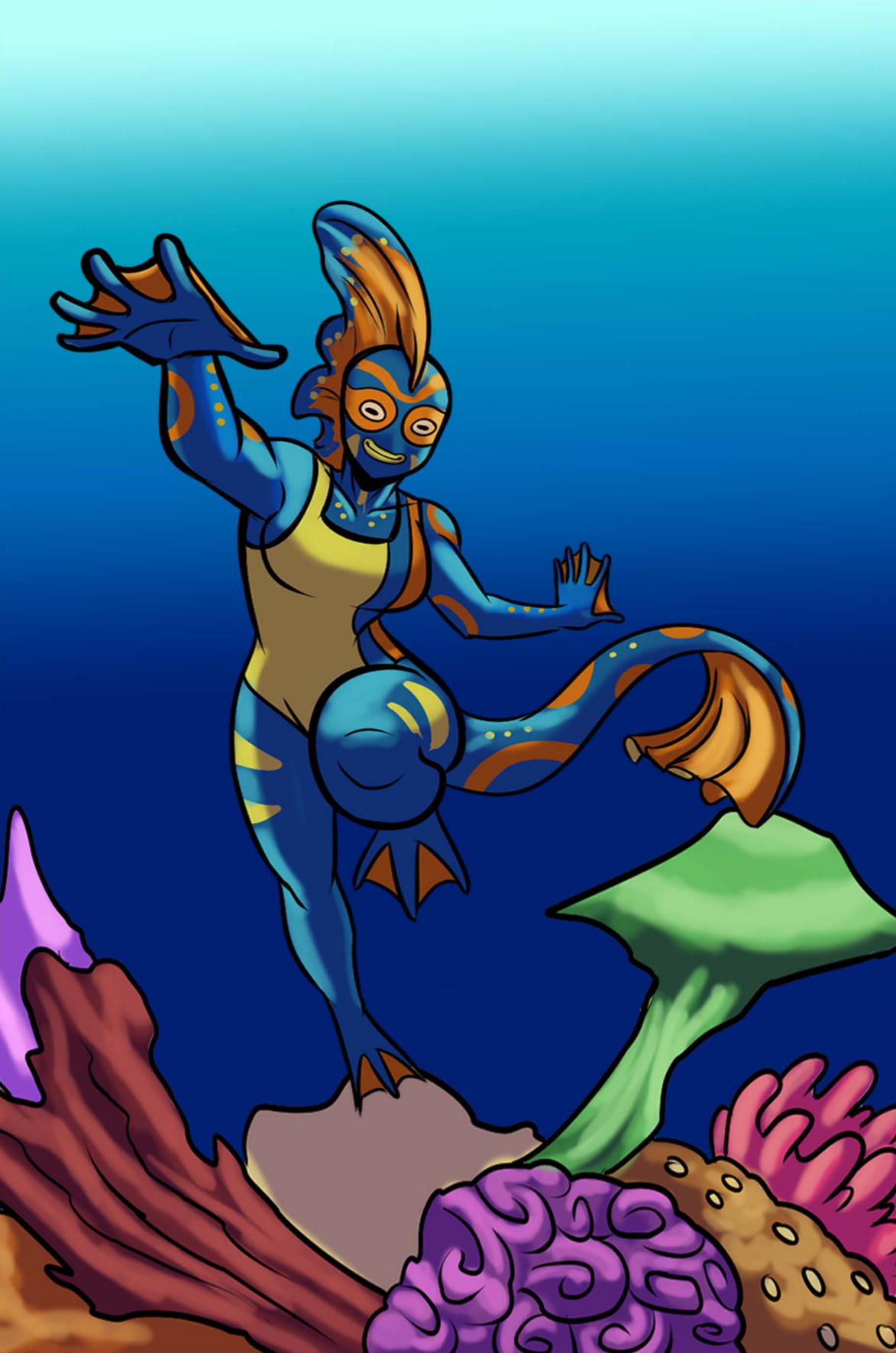
Taking a Rare or Specific Quality does not always mean you get a Bonus Rank. If you decide your Armor is Titanium and take that Specific Quality as part of your Armor Power you will still be affected by magnetism and those who target Metal, so no Bonus Ranks should be awarded.

There is no real minimum or maximum amount of Qualities that are associated with a given Power or Character. A Power should have the Qualities that make sense for that Hero's Abilities and their Concept. Generally speaking an Array of Qualities is about right for a Power, though many Powers may have more Qualities and some will have fewer.

Some Powers affect an Array of Qualities. An Array is 2 to four different Qualities of your choice broken down in one of the following four ways:

- 2 Major Qualities
- 1 Major Quality and 2 Minor Qualities
- The Physical Quality and one Minor Quality
- 4 Minor Qualities

In most cases these are set when the Power or Array is originally selected.



SPECIAL QUALITIES

PHYSICAL – Physical is the Quality for anything with Mass and Substance. It is a Special Quality, because nearly everything is physical. A Punch, a Bullet, or a spear are all Physical and Captain Jupiter's Gravity Powers target the Physical Quality.



MELEE – Melee is most often used in conjunction with an attack, specifically attacks that are hand-to-hand, using a weapon or even your fists to strike an opponent. Attacks with the Melee Quality cannot be used at a distance.



RANGED – Ranged is most often used in conjunction with an attack, specifically attacks that are at a distance, using projectiles as well as beams and blasts that are shot at a target. Attacks with the Ranged Quality take a -2 when used in Melee.



MAJOR QUALITIES

ARCANE – Magic, hexes, curses, and mysterious occult mysticism is all part of Arcana. Whether that is tapping into an eldritch power source, being born of mythical parentage, or having a book of spells and magic wands, all are Arcane.



ELECTRIC – Lightning, shock and energized, ionized power current is Electricity. Very often Technology involves the Electric Quality. This applies equally to weather-generated bolts, spark blasts, and the raw energy in power lines.



ENERGY – Lasers beams, cosmic emissions, and ray blasts all fall under the Energy Quality and is more abundantly common in the World of Union City and in Comic Book stories. Energy often does not also have the Physical Quality.



MAJOR QUALITIES



EXPERTISE – Training, knowledge, and instinct are all elements of the Expertise Quality. This represents things taught in school, the military, by a mentor, or their upbringing. Discipline, practice, and instruction lead to Expertise.



FIRE – Flames, burning, and anything from a match to an inferno have the Fire Quality. Anything with the Fire Quality takes a -5 penalty when used against targets with the Water Quality.



GENETIC – Whether a power is hereditary, your character was mutated, or it is otherwise an essential part of your hero's makeup, many powers have the Genetic Quality. This is an inborn element that does not rely on any external source.



METAL – Objects and even characters that are made of Metal have the Metal Quality. Anything with the Metal Quality takes a -5 penalty when used against targets with the Magnetic Quality.



TECHNOLOGY – Computers, advanced machines, robotics and other such inventions and gadgets are all Technology. Anything with a microchip is certainly technology but even guns or other equipment with complex moving parts are too.

MINOR QUALITIES



ACID – Corrosive Liquids, things that dissolve physical objects and acrid substances that can reduce others to mere puddles are all encompassed by the Acid Quality. Attacks with the Acid Quality get a +2 to against anything Physical.



AIR – Oxygen, atmosphere, and other gases are incorporated as part of the Air Quality. Flight, unless it is accomplished through wind-riding or the like would not have the Air Quality, but poison gas would use both Air and Poison.

MINOR QUALITIES

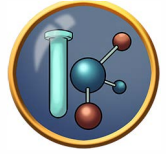
ANIMAL – Wild creatures, fish, birds, carnivores, herbivores, and most all non-human or self-reflective life is encompassed by the Animal Quality. Even non-reasoning aliens would have both the Animal and Extraterrestrial Qualities.



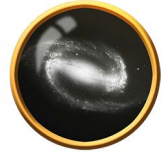
BLOOD – The essential liquid of life, regular human hemoglobin is of course part of the Blood Quality, but likewise Blood is used if a Character's blood has been replaced by nanites or magma. This is also used for manipulating blood.



CHEMICAL – Base elements, compounds, solutions and any powers, items, or powers that use or are made through chemistry would use the Chemical Quality. Even seemingly mundane materials such as plastic have the Chemical Quality.



COSMIC – The power of the cosmos, distant stars, and only tapped by the most potent of space-heroes and advanced alien races. While often coupled with Technology or Energy, Cosmic Power is rare and exceptionally powerful.



DISEASE – The power of the cosmos, distant stars, and only tapped by the most potent of space-heroes and advanced alien races. While often coupled with Technology or Energy, Cosmic Power is rare and exceptionally powerful.



DIVINE – The power of the cosmos, distant stars, and only tapped by the most potent of space-heroes and advanced alien races. While often coupled with Technology or Energy, Cosmic Power is rare and exceptionally powerful.



EXTRATERRESTRIAL – Aliens, unearthly technology and spaceships from far-off planets all have the Extraterrestrial Quality. A character that is from space or uses alien devices would likewise use the Extraterrestrial Quality.



MINOR QUALITIES



GROUND – Both physical ground like soil, mud, and dirt as well as Powers that are tied to or rely on physical contact with the ground. Manipulating the ground, as with earthquakes or fissures in the earth are also part of the Ground Quality.



ICE – Snow, sleet, glaciers, and icebergs all make up the Ice Quality. Freeze Rays and cold guns frequently make use of the Ice Quality. Characters and Powers with the Ice Quality take a -5 when targeting the Fire Quality.



IMAGINATION – Powers that are fueled by or made up of Dreams, Illusions, or the creativity are all part of the Imagination Quality. Nightmares, phantasms, and fantasies are born of Imagination, which is often used with the Psychic Quality.



INFERNAL – All the powers of hell, demons, and satanic abilities are Infernal. Arcane powers may well also have the Infernal Quality if they come from a deal with the devil just like Hellfire may also have the Fire Quality.



LIGHT – Solar-power, flashes of illumination, and bright glares encompass the Light Quality. Whether a Power generates light itself or relies on light to work, it would use the Light Quality.



MAGNETIC – Magnetism is the control, manipulation, and opposition to metals and particularly targets the Metal Quality. Rolls against non-Metal targets, unless utilizing Metal is some way, take a -5 Penalty.



MYSTERY – A more nebulous quality, Mystery is used when the origins, source or even the exact nature of a character or Power are unknown. Some powers defy explanation with their weirdness and perhaps even unpredictability.

MINOR QUALITIES

PLANT – Organic plant-life, trees, flowers, and even Mega-Flora like giant Venus Flytraps are all part of the Plant Quality. Generally, this refers only to living plants but may also pertain to former plants, like wood or hemp.



POISON – Arsenic, cyanide, and venoms are all Poison. These substances affect the blood and tissue of living beings and can potentially be lethal. Using Poison against non-organic beings is done so at a -5 penalty.



PSYCHIC – Telepathy, Telekinesis, and other powers that come from the character's own mind make up the Psychic Quality. Even a raw power like strength that is born of a character's own confidence or mental focus would be Psychic.



RADIOACTIVE – Nuclear fallout, gamma rays and other atomically charged particles use the Nuclear Quality. If a character was given their powers by radiation they may have this Quality, just as those with Nuclear Blasts would.



ROCK – Stone, marble, granite, entire mountains, as well as concrete and asphalt all fall into the Rock Quality. Characters and items that are made of stone use the Rock Quality as well as powers that specifically affect such materials.



SMOKE – Smoke is just what it sounds like, there are characters who use smoke clouds, who are made of smoke, or who can manipulate the substance. This may be coupled with Fire or can be paired with Poison to make poison gas..



SONIC – Sound-based abilities and attacks are all encompassed in the Sonic Quality. This can be related to sonar-senses, magic words, subjects being able to hear telepathic command words, or a concussive scream blast.



MINOR QUALITIES



SPECTRAL – The intangible, the ghostly, characters that occupy multiple dimensions, and anything that isn't quite there is all represented by the Spectral Quality. It is almost impossible to have both the Physical and the Spectral Qualities..



TEMPERATURE – When the Temperature Quality is selected, usually it is coupled with either Heat or Cold, though a character who can manipulate the temperature up or down would use this without a set Hot or Cold choice.



TEMPORAL – Characters, artifacts, and technology that comes from the Future or are intrinsically linked to the past all use this Quality. Items and characters that manipulate time, like Time-travellers have the Temporal Quality.



WATER – H₂O is the most common use of this Quality, including those that can turn into water, are empowered by it, or can manipulate the sea would all have the Water Quality. Targeting the Fire Quality with Water grants a +5 Bonus to rolls..



WEATHER – Controlling or manipulating the weather is the most common use of the Weather Quality, though individual uses and powers often have other Qualities coupled with them, Electric for Lightning, Ice for Blizzards and the like.



WOOD – The Wood Quality is used for anything that is made of wood or particularly effects Wood. While more commonplace in older, simpler times, there are still heroes who wield wooden weapons or are themselves made of wood.

Every Hero starts at Class One and as they perform heroic acts they collect Valor. In game terms this is accomplished by Overcoming Conditions and Threats and by Taking Down Villains and Supervillains. This Valor is always pooled and evenly distributed between all Heroes in the Crisis. This reflects their experience, the edge that is honed by the crucible of battle, and the confidence of a righteous champion.

Your Hero continues to amass Valor until they reach a Milestone and Go Up in Class. Each Class has a higher Milestone meaning that Heroes will need to take on more or greater threats as they themselves become mightier and mightier.

Class Valor Needed to Go Up

1	25
2	50
3	75
4	100
5	125
6	150
7	200
8	300
9	400
10	500

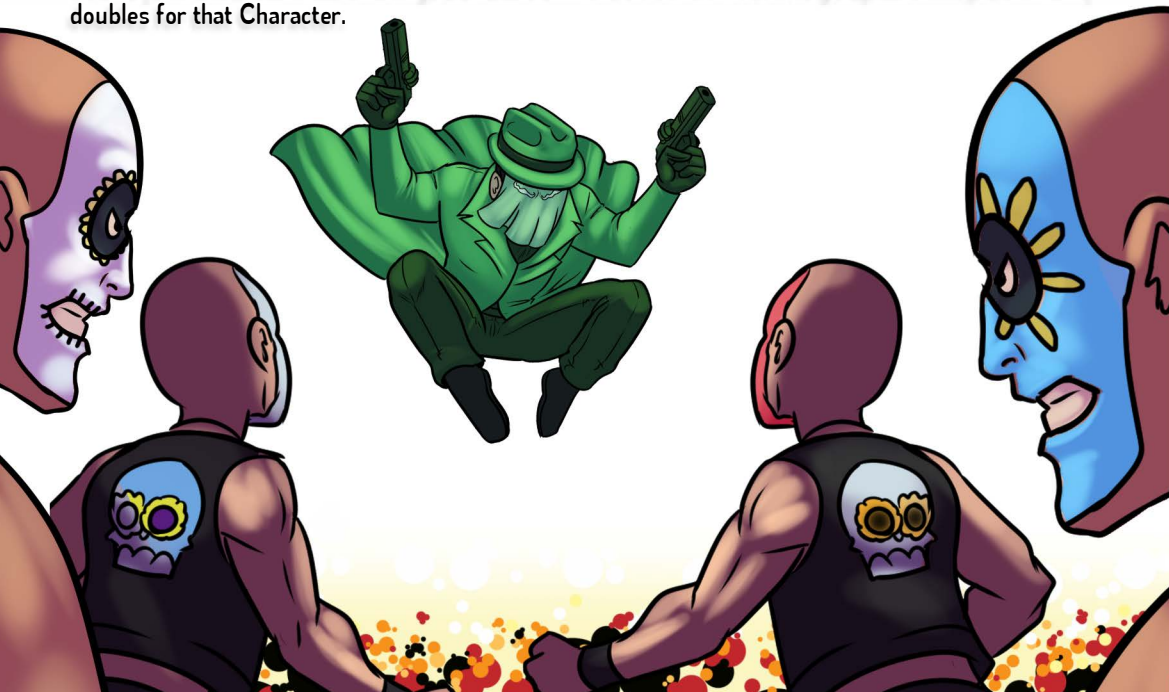
When a Hero goes up in Class, they gain 5 Ranks that can be assigned to any Stats or Powers. A Stat cannot be higher than six plus the Hero's Class; 8 at Class 2, 9 and Class 3, 10 and Class 4, etc.

When a Hero goes up in class and they have excess Valor, that Valor is converted into Hero Points.

When you go up in Class your Stamina permanently increases by your Health plus your Class. So, if your Health was 1 and you went up to Class 3 you would gain 4 Stamina. If you had 5 Health and went up to Class 2 you'd get 7 Stamina.

Adding an Additional Archetype

If your EIC agrees, you may take an additional Archetype instead of going up in Class. When you do this your Class remains unchanged and the amount of Valor needed to go up in Class permanently doubles for that Character.





ROLLS

THE PRIMARY ROLL

The Primary Roll in Union City Heroes is two ten-sided dice (2d10). To Attack, Dodge, Overcome or Resist you roll 2d10 and add your modifier. Most rolls utilize 2d10 plus whatever modifiers apply from Stats, Powers, Abilities, and any circumstantial bonuses or penalties. The most common exception is damage rolls which are determined by the Power that is utilized for the Attack. Without any Powers or Abilities to give bonuses to Damage hitting an opponent deals a d4 damage plus your Strength Stat if the Attack is Melee.

SPECIAL ROLLS

Ten

Gain a Hero Point: Once per Panel, when you roll a 10 on a d10 during a Primary Roll you gain a Hero Point.

One

Escalate: Whenever you roll a 1 on a d10 during a Primary Roll you Escalate a Threat. If there are no Threats or Conditions then you potentially Create a Threat or a Supervillain gains a Villain Point (at the discretion of the EIC).

Double Odds

Collateral Damage: When you roll two odd numbers on an Attack Roll you potentially deal Collateral Damage. This means that you do damage to the things around you, Union City itself, or possibly even to civilians. The Collateral Damage is determined by the EIC and can be minor or severe depending on the situation and the setting. You may choose to avoid dealing that Collateral Damage but if you do you deal a d6 less Damage to your opponent. If you deal Collateral Damage you gain an additional d6 to Damage against your opponent. If you roll a 1 as one of the two odd numbers then you have no choice but to deal Collateral Damage.

Any Character may, at the EIC's discretion, use a Hero Point to cause Collateral Damage with any attack they make. This Collateral Damage happens regardless of whether the attack hits or not. While this may seem enticing, remember that causing a lot of damage in your battles will lead to problems with the cops, unhappy civilians, and a less than shining reputation with the people of Union City.

Double Evens

Knockback: When you roll two even numbers on an Attack Roll you may choose to send your Opponent sprawling backwards. For every 10 damage that you deal over your target's Resistance, you knock them back 1 Maneuver. So, if Lady Sunbeam rolls a 6 and an 8 on her Attack, then deals 24 Damage to an Opponent with a Resistance of 4, she would knock them back 2 Maneuvers. This could also lead to being knocked off of a high place or going through a barrier. If you are Knocked Back off a high place, you may become Threatened with Plummeting. If you hit a barrier (or another character) then you take a d6 Damage for every Maneuver that you would have potentially been Knocked Back. If you roll a 10 as one of the two even numbers then you Knock an Opponent back 1 Maneuver for every 5 Damage you deal above their Resistance.

PANELS

Union City Heroes is a game that takes place over Panels, Pages, and Issues—all of which make up Volumes. All the Volumes together make the Run of your own comic. This will take many, many sessions of playing but will help to give pacing, framing, and an iconic element to your shared story.

A Panel is the basic building block of story-telling in this game. Each Panel should be descriptive, compelling, and accomplish something for good or bad. The only limit to what can be in a panel is based on what can be described and the EIC decides what is reasonable. Players can get

very creative with what is in the background, helping to connect the Players to the setting and more clearly visualize the comic. Sometimes it's equally good to just say that the background is a burst of color or a pattern or effect. If a Panel gets too crowded or unwieldy then it should be split into two Panels and/or will be a larger Panel on the Page. The guidelines are laid out here and ultimately is determined by your EIC.

A single Hero can do many things, including helping another Hero or attacking a Villain in their panel. In a Panel your Hero can do anything that could reasonably happen in a single Panel (Attack and Move, Get Up and Blast at a Foe, Conjure a Demon while swinging across the field on a bone-rope). Actions aren't counted or limited, you can do anything you want in your Panel as long as the EIC decides that it's reasonable for a single Panel. There is also room for one more Character or Threat in a Standard Panel.

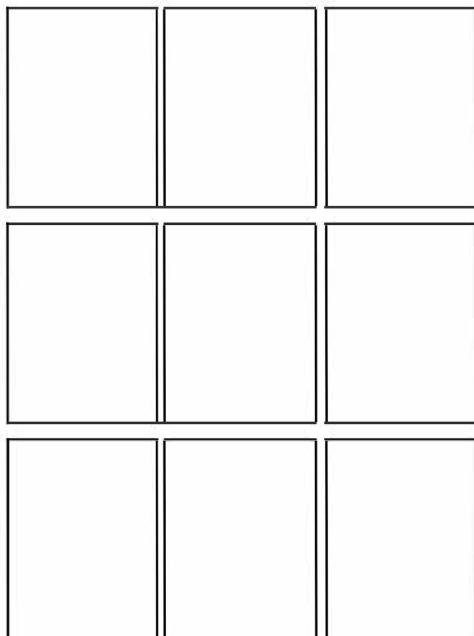
Mechanically, a Character can move up to their maximum Maneuver and/or make a single Attack and/or use a Power or Powers. Even if you could describe yourself striking multiple foes in a single Panel, you need to have Power or Abilities to Attack multiple Opponents. Likewise, while a Panel could conceivably show your Character moving over vast distances, generally you can only move up to your Maximum Maneuver in any given Panel. Usually you can do both, but an EIC may rule it's too much to do both in a Panel given the circumstances.

A Panel can be as simple as "Odysseus rushes forward and throws his spear at the Pterano-Don". This would mean rolling an Attack and potentially rolling Damage as well.

A Panel could also be "Miscreant leaps atop the Hover Tank, standing atop the barrel of the gun, and points! The Tank turns away from the Armory, which we see in the background. 'Open Fire!' She yells! And the Tank fires!" That's even better, it's an evocative panel with awesome results. This could be done by Miscreant successfully Overcoming with her Command in the beginning of the Panel,

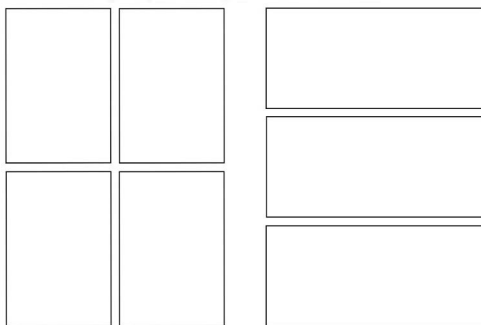


PAGE LAYOUTS



Each Page has room for a total of nine standard Panels, since each Standard Panel is $\frac{1}{9}$ of a Page. So, if each Panel is the base size then nine Panels are laid out in 3 rows and 3 columns.

Page Layout Examples for 3 or 4 Panels

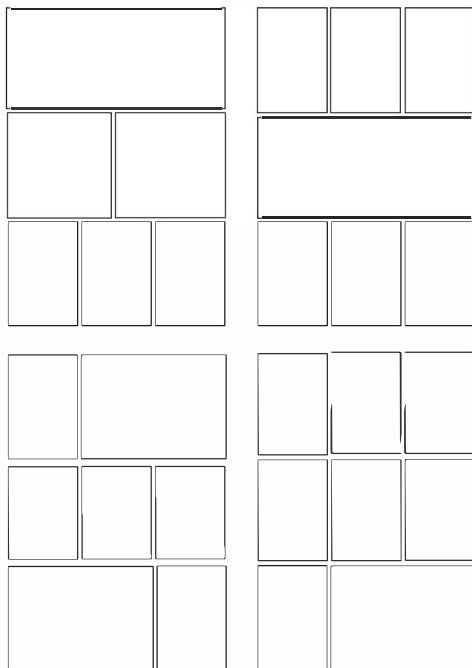


A Page could have 3 or 4 Medium Panels on it since a Medium Panel is $\frac{2}{9}$ ths to $\frac{4}{9}$ of a Page.

Page Layout Examples for 3 or 4 Panels

You could also have:

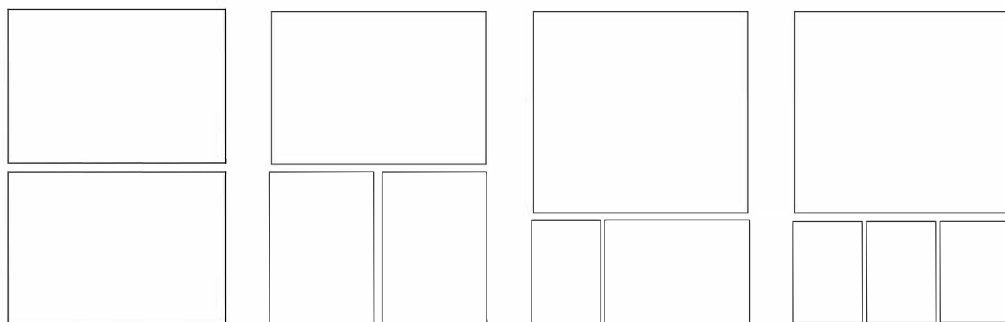
- Up to 3 Medium Panels and up to 3 Standard Panels on a Page
- 5 Standard and 2 Medium Panels on a Page
- 7 Standard and a Medium Panels on a Page



Page Layout Examples for 6 - 8 Panel Pages



There can be up to two Large Panels on a Page, if each is 1/2 a Page. Otherwise there is room on a Page for 1 Large Panel along with 2 Mediums and a Standard, or 4 Standard Panels with a Large, or a Medium and 3 Standard and a Large, etc.



Page Layout Examples for 2 to 4 Panel Pages

Splash Pages take up the entire Page and 2-Page Spreads take 2 whole pages (as implied by the name).

PAGES

Each Page must be filled with Panels of appropriate sizes before a new Page is begun. If a Panel is too large to fit on the page that it is on then it moves to the next Page. The E-I-C can then readjust the Panels and There are around 24 to 32 pages in a single Issue, this depends on when a good Stopping Point is reached and is at the discretion of the EIC. Both Player feedback and following the beats of the story are important and Cliffhangers are encouraged.

STORY PANELS

When your Hero is talking with their Anchor, when they're working their day job, when they're fixing their costume, or traveling with friends, or going on a date, those are Story Panels. These take longer beats than Crisis Panels. Being descriptive means that panels will be larger, and more cinematic. That's a good thing. Your Hero's whole story is part of this game and these Story Panels let the Heroes and the Players connect with the characters and the setting on a much deeper level. It is in these Story Panels that a Hero regains Hero Points between fights and Challenges. Typically these are 1-4 pages per Hero, depending on what is going on in their individual stories. These Story Panels might go for full Issues depending on what kind of story your group is telling or on a longer pause between bouts of adventure.

CRISIS PANELS

When there is combat, a threat, or even just a Villain present in the scene, the number of Panels on a Page is much more important and tightly regulated. These Panels are either Hero Panels, Villain Panels, or Story Panels. A Player is in control of their Hero's Panel and decides where their hero goes, what they do, and when other Heroes can enter your Panel. The EIC controls Villain Panels and the Story Panels for certain Challenges and Threats. These may or may not feature Heroes in them,

at the discretion of the EIC. Story Panels in Combat can be larger or smaller, that is also the EIC's decision.

When there is a fight in Union City Heroes this also works in Panels. These are most important in a fight because the number of Panels and Pages determines how long certain powers and effects last for. The order of Panels and the number each player gets is important. In a Crisis, players almost always have the Initiative. This means that Heroes go before any villains unless a villain (or Threat) has the element of surprise, suddenly appears, or otherwise Seizes the Initiative. Normally, Heroes are the one entering a situation and so they have the Initiative.



WHAT CAN YOU DO IN A HERO PANEL DURING A CRISIS?

You may undertake one of these actions, several of them, or even potentially all of them in a single Panel depending on what it is you're trying to do. These are available in any Hero Panels (not Villain Panels or Threat Panels)

ATTACK

Generally speaking, you can only make one attack each Panel, though Powers and Abilities may allow you to attack multiple targets or multiple times.

MANEUVER

You can move up to your Speed or more with certain Powers and Abilities. You can use a grid, treating each square or hex as a single maneuver where characters can and do occupy the same square or hex. Maneuvers can also be used as more story.

USE A POWER

You can use one or more Powers in a Panel, depending on their application and at the discretion of your EIC.

DIALOGUE

You can have meaningful Dialogue with a Villain, Hero, or any other Character. If you take a Crisis Panel for Dialogue alone, your Hero gains a Hero Point.

OVERCOME

You may attempt to Overcome a Threat, Condition, or otherwise use your Powers in an unusual or extraordinary way.

USE A HERO POINT

You may spend a Hero Point to do a variety of things on your Panel. Once you've spent a Hero Point in a Panel the cost to Spend Hero Points goes up by 1. This does not stack, your third and fourth time spending a Hero Point in a Panel still only have an increased cost of one, not a compounding cost.





ORDER OF ACTION

Within this one opening panel the players are given the setting, the Challenges, the Villains, and an idea of the stakes. When a Combat begins this is the ideal setup for Heroes who are arriving to intervene in a bad or dangerous situation. Not everything is clear but it does let the players know clearly what is going on and lets them decide what best to do with their characters. Players then have the option of having their Heroes take part in a Tableau. A Tableau is an image in a single Panel of the Heroes arriving on the scene, assessing the situation, and sometimes just posing to look cool. This is an opportunity for Players to describe their characters, how they get around, what they do when danger arises. It's a standard trope of Superhero Comics and players are encouraged to embrace it. Any Hero who takes part in the Tableau gets a Hero Point but this counts as their first Hero Panel. Any Hero who does not take part in the Tableau then gets a Hero Panel of their own. Then Villains get their Panels following the Order of Action:



The order of Panels is important in UCH. This is called the Order of Action. Heroes almost always have the Initiative and go first. Each Player takes turns having a Hero Panel in order from the Hero with the most Hero Points to the Hero with the least. Once all Heroes have had their Hero Panel, then the Villains get their Panels. Each Villain gets at least one Panel in the Order of Action.

The very important way this order changes is with Reaction Panels. When a Villain is brought into a Hero Panel, either from being the target of an Attack, and Overcome, Dialogue, or any other interaction with the Hero, the Villain gets a Reaction Panel. Instead of the next Hero in the Order of Action going, the Villain takes a Panel.

For example, if Captain Jupiter attacks Alexander the Great in her Panel the next Panel would be Alexander's. The Villain need not include the Hero who initiated the Reaction in their Panel.

Each Villain gets at least one Panel in each Order of Action as well as their Reaction Panels. Each Villain can have up to a number of Villain Panels equal to their Class. Once they have had that many Villain Panels in the Order of Action, they will get no more until the Order of Action begins again. This means that Villains who use all their available Panels via Reaction do not get a Panel at the end of the Order of Action.

A Class four Villain could have up to four Panels in the Order of Action but if no Hero has them in their Panels, then that Villain would only have one Panel and that would be after all the Heroes have gone in the Order of Action.

The other exception is Threat Panels. When a Player rolls a 1 on a d10 then a Threat gets the next Panel. On a Threat Panel, one or more Threats Escalate. If there is only one active Threat then that Escalates. The Editor-In-Chief decides which Threat Escalates (if there are more than one active Threats). If a Player rolls a one and that Hero deals Collateral Damage then it is possible that they create another Threat. This is at the discretion of the EIC and based on the circumstances of the scene.

Threat Panels are not limited to any number of Panels in the Order of Action the way Villains are. Threats continue to Escalate until they go Terminal. If a Hero has used their Hero Panel to interact

with a particular Threat then they also get actions in that Threat's Panel. For example, if Marid: the Demoness is trying to hold together a Collapsing Bridge with her bone-chains in her Hero Panel, then whenever the Collapsing Bridge gets a Threat Panel then Marid gets actions in that Panel too. Heroes can potentially Rescue the Threat in the Threat Panel that would have gone Terminal. Once every Hero and Villain has had at least one Panel, the Order of Action starts again with the new Hero Point totals.

When a Villain (or Threat) has Seized the Initiative this works in the inverse. A Villain would get a Panel first, then any Heroes in that Panel would have Reaction Panels (both in order of their Hero Points). This is followed by any other Hero who has not yet had Panels. Villains still get Reaction Panels of their own, up to their Class in Panels. Once all the Heroes and Villains have gone, then the Villain starts the Order of Action again.

BRINGING OTHERS INTO PANELS

While the number of Heroes and Villains in a Panel will make a Panel larger, there is a difference between having Villains and Heroes in your Panel. In a Hero Panel you can include as many Villains as you can reasonably fit in that Panel. If that Panel is zoomed out, your Hero blasting all the Villains on the field with your Big Hit, that Panel would be larger and then all the Villains would get Response Panels.

There are two ways to bring other Heroes into your Panel. If there are no Villains or Threats in the Panel, you can have any other Heroes in your Panel. If there are Villains or Threats in the Panel then you need to spend a Hero Point to allow other Heroes to join. Any other Hero who you approve of can spend a Hero Point to join your Panel. The Panel Hero has the authority to approve who is in their Panel or not, although they can't decide what others do in that Panel.

This is also contingent on that other Hero reasonably being able to be in that Panel. For example, if they're across the map engaged in another fight then they can't reasonably join this panel unless they have a beam attack or teleport powers, etc. Any Hero Points earned in this Panel go to the Panel Hero.



MANEUVERING

Movement and positioning in Union City Heroes can be more or less important depending on the combat or the preference of the players. Regardless of whether you are using a map and tokens, a whiteboard and erasable markers, a grid and miniatures, or just descriptions and no map at all Union City Heroes uses Maneuvers to represent distances. A Maneuver is not a set distance, it represents a broader idea of mobility in a story. The scale of a Combat does not matter in Union City Heroes, neither does the scale of the map.

A Maneuver is a short verging on medium distance. If you spread your index and middle fingers and place them on the map, then spin your hand so your middle finger in the center of the circle and the index finger runs along the circumference. On a standard RPG grid map, a maneuver would be about 4 squares centered around a single spot (what might be a 10 x 10 box in D&D). It might take 6 to 10 Maneuvers or more to completely cross the map. This is a physical Maneuver for the Players. But what a Maneuver represents in the game changes from fight to fight.

If a fight takes place in a smaller space, like in a Bank, a Maneuver would be a couple of yards/meters. If a combat takes place in a broader area, over a city block or in a castle, a Maneuver could be 100 feet (30 meters). If it takes place in a much larger space, over multiple blocks across an airport or a military base, a Maneuver might be 325 feet (100 meters). Still, a fight that takes place across the entire city would mean each Maneuver might be a mile up to several kilometers or more. In Superheroic Combat, while some characters are much faster than others, most of the time everyone is able to keep up with the fight, and their speed is not a prohibition to all but the most extreme or specialized combats.

Cramped spaces like the inside of a car, in an elevator, a small room, the cockpit of a plane, etc, do not require Maneuvers at all. Everyone is Locked in Battle. These types of situations tend to change quickly when combatants can break through walls, teleport, fly, and the like, but they can and do happen. Similarly you do not need to ever use a map in Union City Heroes if you don't want to. The Players and EIC can simply use descriptions in their Panels to show their positioning and an EIC can specify and track how many Maneuvers away from one another characters are based on his own estimation. This allows for a much more free-form and rollicking combat with reasonable limits.

For example, Marid and Chessmaster were sealing a Demonic Breach together in Chessmaster's Panel. Then Cerberus hits Module Girl really badly in its Panel so Marid wants to go join that fight. The Cerberus fight is at the Queen Ahomot's Obelisk while the Breach is across the Park at the Captain Daring Memorial. On his Panel Chessmaster leaves a Bishop to tend to the Portal and flies over to the Breach. The EIC says that it is 4 Maneuvers away. Chessmaster easily flies over. Marid seals the portal on her Panel and wants to also join the fight. Her Maneuver is only 2 and she has Mobility (Bone Chains) that allows her to swing, but this is an open Park and so the EIC decides that her Bone Chains won't help her get over there. So, even though there's no maps, Marid's Panel is reasonably ruled to be her finishing the Breach and then heading over to the battle.

A Maneuver is always a rough distance, and it allows for more descriptiveness, imagination, and freedom in combat while still allowing for structure and for the rules to be relevant. In a single Panel, a character can move up to their maximum Maneuver. This may mean needing to Overcome Terrain. If a character can reach an opponent at any time in their Maneuver, or target them with a Ranged Attack, they may attack them (though they are still limited to one attack in a panel).

You have a maximum Maneuver equal to your Speed Stat, but this may be increased by Powers or Abilities.

ATTACK

When you Attack, you Roll 2d10 and add your Aim Stat plus any modifiers you've gained through Powers and Abilities. An Attack Roll is made against the Dodge of a targeted Opponent or Opponents. If the Attack roll equals or exceeds the target's Dodge Roll then the attack hits and you roll for Damage and any other powers that are linked to that attack. When you make Attack Rolls you have a chance of doing Collateral Damage or Knockback.

DODGE

When you Dodge you Roll 2d10 and add your Agility Stat plus any modifiers you've gained through Powers and Abilities. A Dodge Roll is made against an opponent's attack roll. The Dodge Roll must exceed the Attack roll. A tie goes to the attacker.



DEFENSE

Defense is not a Stat or any particular Roll but there are many Powers that give you an Ability to not be hit or to reduce damage. This is so commonplace and so diverse in their execution that there is a box on the UCH Character Sheet for Defense right along with Attack and Dodge. This does not mean every Hero will have a Defense though.

LOCKED IN BATTLE

When you get into the same Maneuver Zone as an enemy and Attack them (or they attack you) you become Locked in Battle. Locked in Battle means that two or more combatants cannot Maneuver away from each other normally. If you want to Maneuver away from an Opponent who is Locked in Battle, then you need to stop after one Maneuver. This means that Opponent can immediately catch up to you (if they can move). This also means the fight can range across the map or even a larger area. If a Character who is Locked in Battle wants to Break and Maneuver away more than one Maneuver, they need to Overcome their opponent's Resistance. If they meet or exceed the Resistance they can move their full Maneuver, as per normal. If you want to stay Locked in Battle with your Opponent and Maneuver you can roll to Overcome their Resistance. If you do, you can maneuver both combatants 1d4 Maneuvers. This is called Roving Battle. Opponents can do the same to you. During a Roving Battle each combatant cannot go further than their Max Maneuver, even if they roll higher than that on the d4. In this case a character who is fleeing and has a higher maneuver may be able to get away from a slower Opponent if they can succeed in their Overcome. If they cannot Overcome their opponent, even with a higher Maneuver they could not escape the Battle that they are Locked in. Any Ranged Attacks made by a character who is Locked in Battle with another character takes a -5 Penalty to Attack. If a character who is not Locked in Battle makes a Ranged Attack at a character who is Locked in Battle, all characters who are Locked in Battle roll a Dodge. Only characters who Dodge successfully do not take damage.



OVERCOME

Overcome is generally a roll to do something Heroic. You Overcome to beat an opponent's Resistance. You Overcome to best Challenges. You Overcome to resolve Threats. You Overcome to Break from being Locked in Battle. There are many things to Overcome and there are many ways to Overcome. You choose a Stat that represents how you are Overcoming the problem, and then Modify that Overcome roll with that Stat. If you are lifting a Car off a person, you roll Overcome and add your Strength. If you are trying to convince an unstable opponent to stand down, you Overcome with Charm. If you are using your spells to suppress a necromancer's spells, you Overcome with Endurance. If you are nimbly squeezing out of a maniacal trap, you Overcome with Agility. Some Bonuses apply broadly to all Overcomes but most apply to a specific kind of Overcome, either Overcomes using a specific Stat or Overcomes for a specific purpose (like Command). A Bonus that applies to Overcoming Terrain and Obstacles with Speed would not apply to any other Overcome Speed rolls, but a Bonus to Overcome Speed rolls applies to all Overcome Speed rolls, including Overcoming Terrain.

RESIST

When an opponent tries to Overcome you, either by trying to grapple you, trying to convince you, or trying to subject you to their powers, then you roll your Resistance. Resistance is based off of Will. Sometimes an Opponent just needs to beat your Resistance once. Other, more intense Powers, mean they have to Overcome your Resistance multiple times.

Some Bonuses apply broadly to all Resistance Rolls while some apply to a specific kind of Resistance.

STAMINA

Stamina is the amount of physical damage you can sustain before you are smashed to the ground, winded, knocked out, or worse. When you are reduced to 0 Stamina you are Taken Down. 0 is the lowest possibility in Union City Heroes, meaning that there is no such thing as negative Stamina. When a character, Threat or Condition hits you with an Attack they generally do a d4 Damage to your Stamina. There are many, many Powers and Abilities that increase and enhance this damage. If an attack does 10 Damage to your character, you lose 10 Stamina.

There are many Powers that grant Damage Reduction and even Regeneration. These reduce the amount of Damage you take from a single hit or regenerate Stamina. Once you hit 0 Stamina your Regeneration doesn't allow you to immediately Get Up.

TAKEN DOWN

When a Character is reduced to 0 Stamina they are Taken Down. Getting Taken Down does not mean that a character is dying, bleeding, or even losing consciousness. Your Character can't take any actions until you Get Up. The next time your Player has a Hero Panel in the Order of Action you may Spend a Hero Point to Get Up.

When you Get Up your Stamina is reset to 5 and you can take any Actions on your Panel.

Every time you are Taken Down in a Combat you get a -1 to all rolls for the rest of the Combat. This is called getting Dusted. So, if Chessmaster has been Taken Down three times in a Combat, he'd have a -3 to all his rolls until the end of the Combat (or longer at the EIC's discretion).



GRIT

Grit is like Stamina for effects that are not physical damage. If an Opponent is trying to psychically command you, possess your body, or transform you, they cannot do so, as long as you still have Grit. In most of these cases, each time an Opponent beats your Resistance with their Overcome you lose 1 Grit. When you are reduced to 0 Grit, that character's Power takes effect. These specifics are almost all detailed in their individual Powers. Grit can be an overall count or can be done individually versus various powers. This is based on the Individual Powers and the adjudication of the EIC.

You have a Total Grit equal to your Will Stat, but this may be increased by Powers or Abilities. You regain one Grit at the start of Combat and you are restored to your Maximum Grit whenever your Hero has a Scene with their Anchor.

HERO POINTS

Whenever you roll a 10 on a d10 during a Primary Roll you gain a Hero Point.

Any Hero can spend a Hero Point to add a d4 to any roll, after you roll it. Hero Points are also used with many Archetype Abilities and Powers.

You can only spend 1 Hero Point each Panel for its normal price. After using 1 Hero Point the cost of using Hero Points for the rest of the Panel is doubled.

In order to add Heroes to your Panel when you are the Panel Hero, you need to spend a Hero Point and approve of any other Heroes who want to be in the Panel, who also each need to spend a Hero Point. Any Hero Points that are generated in that Panel go to the Panel Hero.

For example, in a Panel where he's fighting KRUSH, Odysseus has 8 Hero Points. He uses one to let other Heroes into his Panel. Miscreant has 4 Hero Points and spends one to join the Panel. Marid has 2 Hero Points and she joins as well. Odysseus is now at 7 HP with Miscreant at 3 HP and Marid at 1 HP. Odysseus then spends 2 Hero Points for Shining Star (Paragon Ability) to give himself a +d6+2 to his Attack against Riot.



Odysseus now has 5 Hero Points left. He rolls his Attack and misses by 1. He can then spend 2 Hero Points to add a d4 to his roll after it's rolled. He does so, meaning his attack hits. He rolls Damage spending another 2 HP to add to his Damage with Shining Star again. He is now at 1 HP.

Marid Attacks and rolls a 10. That Hero Point goes to Odysseus, bringing him to 2. Marid now does her Damage. She only has one HP left so she can't spend any more this Panel. Miscreant, with 3 HP left, goes to kick Riot and she misses by 4. If she wants to add a d4 she would only need to spend 2 Hero Points. She does so and only gets a 1. She could spend 2 more Hero Points for another d4 but she only has one HP left so she has to stop. That's the end of the Panel and the cost of spending Hero Points returns to normal for Marid, Miscreant, and Odysseus.

OBJECT RULES

Almost any Power can be contained within an Object and follow the Object Rules. This is different than taking the Item Power. This is about an Object containing or granting a specific Power. For Example, if your Abating comes from Kineto-Boosting Harness it would be a Worn Object. If your Ray Blast is a raygun, that would be a Held Object. And if your Negate is an ice net that you need both hands to use that would be an Unwieldy Object. The Special Power Item is necessarily an Object.

Objects can be Lost by a Character. Whether another Character attempts to take an Object, you Fumble an Object, or there is any other chance to Lose your Item then you Roll a Resist. If you succeed then you retain your Object, if not it's Lost. Worn Objects grant a +5 to Resist being Lost. Unwieldy Objects grant a +2 to Resist being Lost.

When an Object is Lost, its Powers and Qualities cannot be used. A Held Object must be held in a single hand or appendage and a Character can only wield a number of Objects equal to their viable limbs. An Unwieldy Object is the only Object a Player can use as long as it is in use. The number of Items that can be Worn is up to their Concepts and the EIC's discretion, though for every Item that is worn past the first one the Character takes a -2 to Resist having an Object Lost. This includes wielding two Held Items.

When a Player designates a Power (other than Special Powers) as an Object they get Bonus Ranks as if they had taken a Quirk. If an Item is Worn then the Player gets 1 Bonus Rank. If an Object is Held then a Player gets 2 Bonus Ranks. If an Object is Unwieldy the Player gets 3 Bonus Ranks. More complicated Objects, such as Items that are attached, returning, regenerating, or can only be used by a single character are better exemplified by the Item Special Power rather than by making a Power an Object. At the EIC's discretion a single Power that is an Object could be given some of the Modifiers of Item.

For example:

Attached Item

+2 Rank per Level

The item is hard to take (+3 per Level to Resist Losing Objects).

Boomeranging Item

+2 Rank per Level

The item is returning or regenerating.

Limited Use Item

-1 Rank per Level

The item can only be used a limited number of times an issue. The number of times an Item with this limitation can be used each issue is based on its level:

- 5 times for a Level 1 Item
- 4 for Level 2
- 3 for Level 3
- 2 for Level 4
- 1 for Level 5

Password-Protected Item

+2 Rank per Level

The item can only be used by your hero or those you designate.

Hard-To-Use Item

-1 Rank per Level

The Item requires a Hero Point to activate. Items that are activated with Hero Points stay active for a number of pages per Level or, if the Item is a Weapon, it is active for a set number of attacks based on its level:

- 5 times for a Level 1 Item
- 4 for Level 2
- 3 for Level 3
- 2 for Level 4
- 1 for Level 5

THROW

You can Throw an Object based on your Strength. When you attempt to throw something, you need to Overcome with Strength. For every 5 you Overcome the Resist by you count as 1 Str higher for that Throw (for example, if you rolled a 9 on a Resist of 4 then you'd count as 1 Str higher or if you rolled a 30 on a Resist of 20 then you'd count as 2 Str higher for that throw).

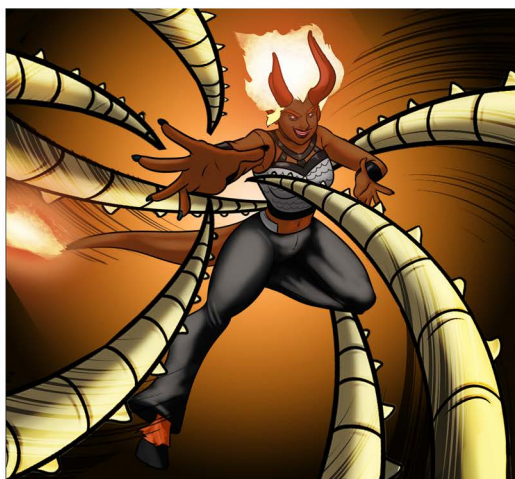
If you hit a target with a Thrown Object then you do Damage based on the Weight Chart plus your Strength.

An Object (or Character) Thrown four or more Maneuvers takes 2 Panels to travel from its departure point to its destination. If an object is Thrown more than 10 Maneuvers then it takes 3 Panels or more.

When you try to Throw a Character you need to Overcome their Resist and Reduce their Grit to 0. If thrown Character hits a barrier (or another character) then they take a d6 Damage for every Maneuver that they would have potentially been Thrown. The barrier or other character takes Damage based on the character that hits them, as designated by the weight chart.

Weight Resist Damage

25 lbs:	4	d4
50 lbs:	8	d6
100 lbs:	12	2d4
250 lbs:	15	d4 + d6
500 lbs:	18	2d6
750 lbs:	20	3d4
1000 lbs:	22	4d4
A Ton:	24	3d6
Several Tons:	26	4d6
Many Tons:	28	5d6
Incalculable:	30	6d6



The Thrower's Strength

You can Throw an Object based on your Strength. When you attempt to throw something, you need to Overcome with Strength. For every 5 you Overcome the Resist by you count as 1 Str higher for that Throw (for example, if you rolled a 9 on a Resist of 4 then you'd count as 1 Str higher or if you rolled a 30 on a Resist of 20 then you'd count as 2 Str higher for that throw).

If you hit a target with a Thrown Object then you do Damage based on the Weight Chart plus your Strength.

Strength 1: You can throw up to a hand-held object of no more than a twenty-five lbs up to two maneuvers away or a cumbersome object that weighs no more than 75 lbs up to one maneuvers away from you.

Strength 2: You can throw a hand-held object of no more than 50 lbs up to three maneuvers away from you or a cumbersome object of no more than 150 lbs up to two maneuvers away.

Strength 3: You can throw a hand-held object of no more than 100 lbs up to three maneuvers away from you or a cumbersome object of no more than 250 lbs up to two maneuvers away or a large object of no more than 500 pounds one maneuver away.

Strength 4: You can throw a hand-held object of no more than 250 lbs up to three maneuvers away from you or a cumbersome object of no more than 500 lbs up to two maneuvers away or a large object of no more than 1000 pounds one maneuver away.

Strength 5: You can throw a hand-held object of no more than 250 lbs up to four maneuvers away from you or a cumbersome object of no more than 500 lbs up to three maneuvers away or a large object of no more than 1000 pounds two maneuvers away or a huge object of no more than a ton or two up to one maneuver away.

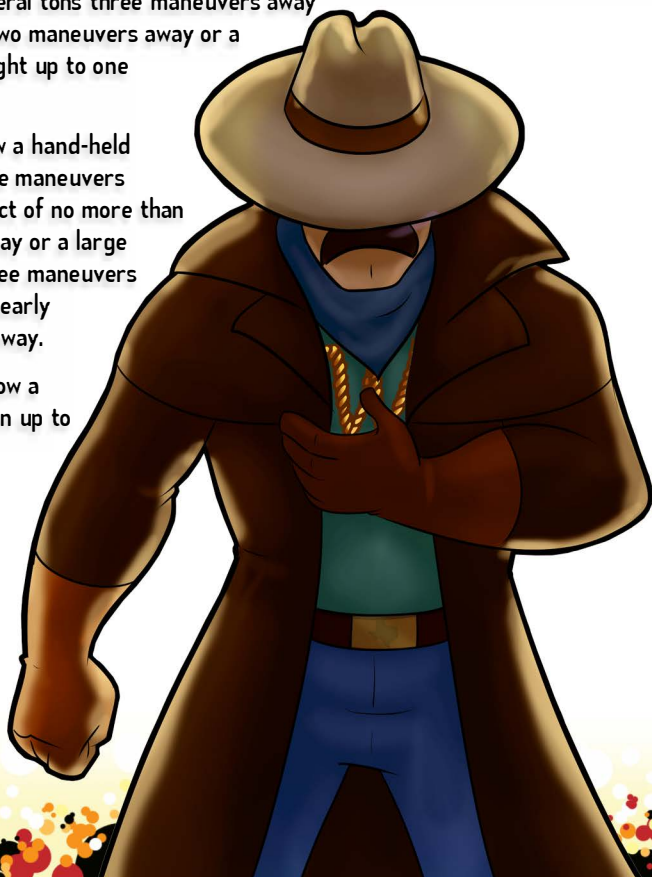
Strength 6: You can throw a hand-held object of no more than 500 lbs up to four maneuvers away from you or a cumbersome object of no more than 1000 lbs up to three maneuvers away or a large object of no more than a ton two maneuvers away or a huge object of no more than several tons up to one maneuver away.

Strength 7: You can throw a hand-held object of no more than 1000 lbs up to four maneuvers away from you or a cumbersome object of no more than a ton up to three maneuvers away or a large object of no more than several tons two maneuvers away or a huge object of many tons up to one maneuver away.

Strength 8: You can throw a hand-held object of no more than 1000 lbs up to five maneuvers away from you or a cumbersome object of no more than a ton up to four maneuvers away or a large object of no more than several tons three maneuvers away or a huge object of many tons up to two maneuvers away or a colossal object of nearly limitless weight up to one maneuver away.

Strength 9: You can throw a hand-held object of no more than a ton up to five maneuvers away from you or a cumbersome object of no more than several tons up to four maneuvers away or a large object of no more than many tons three maneuvers away or a huge or colossal object of nearly limitless weight up to two maneuver away.

Strength 10: You can throw a hand-held object of no more than a ton up to six maneuvers away from you or a cumbersome object of no more than several tons up to five maneuvers away or a large, huge, or colossal object of nearly limitless weight up to four maneuver away.



KNOCKBACK

When you roll two even numbers on an Attack Roll you may choose to send your Opponent sprawling backwards. For every 10 damage that you deal over your target's Resistance, you knock them back 1 Maneuver. So, if Lady Sunbeam rolls a 6 and an 8 on her Attack, then deals 24 Damage to an Opponent with a Resistance of 4, she would knock them back 2 Maneuvers. This could also lead to being knocked off of a high place or going through a barrier. If you are Knocked Back off a high place, you may become Threatened with Plummeting. If you hit a barrier (or another character) then you take a d6 Damage for every Maneuver that you would have potentially been Knocked Back. If you roll a 10 as one of the two even numbers then you Knock an Opponent back 1 Maneuver for every 5 Damage you deal above their Resistance.

SITUATIONAL MODIFIERS

There are many times where Heroes attempt things that are outside the ordinary, apply their powers in wild or unpredictable ways, or interact with the odd settings and conditions. This imagination should be encouraged and you can roll with these things more fairly by using Situational Modifiers.

For example, if Doctor Tomorrow is using his Quality Mastery of Tech to try to figure out the Starlet's Spectres are actually special effects monsters and not actual ghosts. Because this is such rudimentary Tech and Doctor Tomorrow is so proficient in it, figuring out the secret is Easy for him. When Rick Rocket tries to use his Super-Speed to close a Time Portal the EIC would rule that using Speed to Overcome that Threat would be Difficult.

The Situational Modifiers are:

A Given:	<i>The Resist is lowered by 10</i>
Easy:	<i>The Resist is lowered by 5</i>
Difficult:	<i>The Resist is increased by 10</i>
Formidable:	<i>The Resist is increased by 20</i>
Impossible:	<i>The Resist is increased by 30</i>



CONDITION

A Condition is an effect on either an individual, an area, or even an entire scene. On Fire is a Condition that deals d6 Damage to any character in a Panel that is On Fire. Freezing is another condition and does the same thing with Cold Damage. Same with Radiation or even a Storm. Most Conditions can be Overcome though some are very difficult to suppress, even temporarily. Unstable is a Condition as well, for example when a structure like a Bridge is damaged and more vulnerable to the Collapsing Threat. This is one of many times a Condition may spawn or change into a Threat. Conditions have Levels like Powers and can Escalate, becoming more severe.

EXAMPLES OF CONDITIONS

Cold: Cold is a sub-zero temperature that poses real threats to all Characters.

All Characters take a -2 to all rolls and -1 to Maneuvers. Characters with the Cold Quality might be immune to the effects of this condition. Resist: 20 Grit: 1

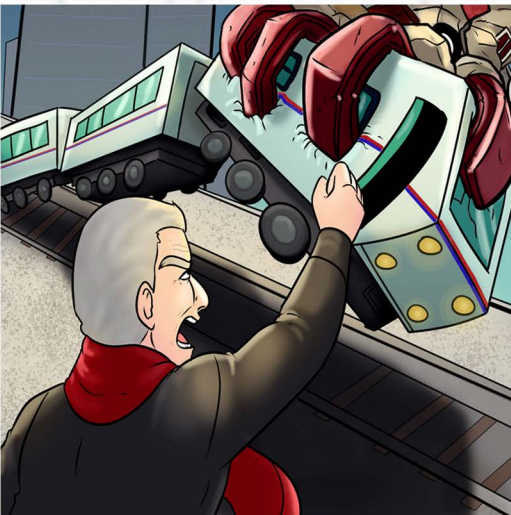
On Fire: Fire is a Condition that can escalate. Any Character in a Panel that is On Fire takes Fire Damage. Fire has Levels and can escalate in size and scale. Whenever a Fire gains a Level that increases its Grit it may spread and expand to an adjacent Maneuver Zone. When a Fire is reduced to 0 Grit, it goes out and the Condition is Over. Characters with the Fire or Heat Quality might be immune to the effects of this condition.

Level 1	Damage 2	Resist 10	Grit 1
Level 2	Damage d4+1	Resist 12	Grit 1
Level 3	Damage d6+2	Resist 15	Grit 2
Level 4	Damage d6+d4	Resist 20	Grit 2
Level 5	Damage 2d6	Resist 25	Grit 3
Level 6+ (adds to Lvl 5)	Damage +2	Resist +2	Grit +1

Enraged: An uncontrollable fit of rage, this is more violent and unthinking than mere anger. An enraged character must Attack in any Panels that they're in. If there are no Opponents in a Panel they must Attack an Ally or even a Civilian. They may try to control themselves to not make such Attacks. To do so, they make an Overcome Roll that represents their own Rage. If the Overcome succeeds, then the Character must Attack. If the Overcome is Resisted then the Character may choose not to make an unwanted Attack. When they do this, they may take their next Panel to take no actions other than spending a Hero Point to calm down and end the Enraged Condition. Rage has Grit, Overcome, and Resist equal to the Character's own.

THREAT

A Threat is imminent danger to either a character, an item, location, landmark, or even mere property. A Ticking Time Bomb is a Threat. Plummeting is a threat when a character or object is falling from a high place. A Villain with a gun to the head of an Anchor is a Threat as well. Threats



generally have either Countdowns or Triggers. Once a Trigger is Set Off then the Damage occurs. Threats have Levels like Powers and can Escalate, becoming more severe.

Plummeting: When a character (or Object) is falling it is Plummeting. This can be easily resolved if a character can catch the subject or if there is a flying character who is nearby. Otherwise the Threat Escalates until it is Set Off. When Plummeting is Set Off the subject hits the ground and takes a number of Panels equal to the Threat Level. When this Threat goes Terminal the Subject takes Damage equal to a d6 for every Maneuver fallen.



What follows is an example of Union City Heroes being played.

Amanda is **Captain Jupiter**

Leona is **Miscreant**

Crice is **Chessmaster**

Justin is **Doctor Tomorrow**

Chris is **Rescue Dog**

The Editor-In-Chief controls the members of the Lock-Down Crew:

Dr. Acula, Psychosis, and the Vine

Page 1 Panel 1: Top Half-Page

Editor-in-Chief: So, the next page opens with a big panel showing the deck of a cargo ship in the harbor of Union City. There are big metal storage containers and one is floating in the air, suspended in bright telekinetic glow. There are like, thought bubbles that lead to the domed brain of a dark-skinned woman in an orange outfit. Another container is being lifted by thick tendrils controlled by the Vine, a plant-monster villain. There is a pale man standing with them on the deck, wearing a long black coat and a doctor's reflecting disc on his forehead.

Leona: That's ridiculous.

EIC: You're going to love him.

Chris: Ha. Ok, so, can Rescue Dog be flying around the docks? He likes the docks.

EIC: Totally. So, let's say the first Panel is the Villains and in Panel 2 we can have Rescue Dog.

Chris: Can I just contact the others?

EIC: Sure, you've got a signal-collar, right?

Chris: Yup.

EIC: Cool. So, if you guys just wanna bust this up we can jump right into the next Panel as a Tableau if you want.

Page 1 Panel 2: Bottom Half-Page

Amanda: Can we get together and plan first?

EIC: Well, you're in Crisis Panels already, even though there's no Combat, so I think that would give the bad guys a pretty big advantage. But you guys can do what you want on your Panels.

Crice: So we're already in the Order of Action?

EIC: Yes, so let's figure that out now, whether you guys decide to plan ahead or not. How many Hero Points does everyone have?

Leona: 8.

Chris: Damn! I only have 2.

Amanda: 6.

Crice: Chessmaster has 2 also.

Justin: Um... 3.

EIC: So, Chris and Crice, up to you who goes first when we get around to you. Leona, you're up first. What do you want to do?

Leona: I kinda just want to jump in and kick one in the chest.

Amanda: Don't go in alone!

Leona: Well, are you guys gonna come fight them with me?

Justin: Yes, I am.

Amanda: Why not?

EIC: Ok, so, Miscreant, you want to Tableau for an additional Hero Point or just go?

Leona: I just have to pose for that, right?

DEEP IN THE NIGHT, THE STILLNESS OF THE DOCKS IS BROKEN BY THE SOUND OF SHIFTING SHIPPING CONTAINERS. THREE VILLAINS STAND ON THE PIER AND USE THEIR POWERS TO SORT THROUGH THE MASSIVE METAL CONTAINERS.



RESCUE DOG LOVES THE DOCKS THOUGH, AND HE SET OFF HIS ALARM-COLLAR AND THEN SAT AND STAYED UNTIL HIS FRIENDS ARRIVED.

AND SO ON A NEARBY ROOFTOP IS GATHERED...



THE **UNION** OF HEROES

EIC: Yeah, you posing, arriving on the scene, even doing a little bit of set-up or planning, but mostly it's just an image of the team. A single image of all the Heroes as they enter this battle.

Leona: Cool. Yeah. I'll do the... what is it?

EIC: Tableau.

Justin: Essentially a very pretentious way of saying "Posing".

All: Laughter

EIC: So, anyone and everyone can join in, but it does take you panel for the first Order of Action.

Chris: And we can't use Hero Points to join this and still get another Panel?

EIC: Nope, Special Panel. You need to give up your first Panel to be in the Tableau.

Crice: Cool.

Amanda: I think we're all in.

EIC: Hold on. I need descriptions. Remember, we need to determine what this Panel looks like.

Chris: Right. So, Rescue Dog is there, and he's been waiting, so he's standing in classic excited-dog pose. His cape is in the breeze and he's watching the villains like they're squirrels.

EIC: Cool. Leona, it's Miscreant's Panel. What's she doing?

Leona: She's just lookin' cool, lookin' confident. She's standing there like "we got this". And maybe she's just come from the club or a show so she's, y'know, gettin' into the hero headspace.

Crice: Classic Miscreant. Chessmaster is flying down, and he's got a couple of pawns flying with him. His arms are out and his face, as usual, is obscured.

Justin: So, Doctor Tomorrow is flying and he's got his hand out and he's got energy building up *kzzzzz*. And he's got, like, a little robot. He's got this flying, like, almost like a tablet and it's got info, can we say it's got info on these guys on it.

EIC: Sure. So, you're charged up, flying, and you've got the little robot reading out on the Vine, who's one of the three. There's an escape alert for him, he broke out of Furnace Island Prison.

Leona: That's the prison with Doctor Necronomicon?

EIC: No.

Chris: No, that was Strangegrave Penitentiary.

Leona: Ok, do this doesn't have to do with him, right?

EIC: No. Haha. Ok, so, Amanda? Tableau?

Amanda: She's standing front and center, she's got her fists balled and the cosmic gauntlets are glowing.

EIC: Is she smiling like you're smiling?

Amanda: Yes! Ready to kick ass.

Leona: Yaaas queen!

EIC: Awesome, so everyone's up on a rooftop, looking down on the scene. So, each of those is half a page.

Chris: Each of what?

EIC: There were two Panels: The opening of the Villains stealin'. That was half the first page. Then the second half, like, the bottom of that page, is the Tableau.

Crice: Right. And now we're through all of us in the first Order of Action.

EIC: Yes. And everyone gets a Hero Point!

Everyone: Yes!

erasers and pencils

Page 2 Panels 1, 2, 3: 3 Single Panels, Across the Top of the Page

EIC: Awesome! So, Page 2, all three Villains get to go. Each gets a panel. So, on his Panel the vampire-looking doctor points at you guys-

Amanda: He can see us?

EIC: Yes. He has both vampire-senses and also Doctor Tomorrow just arrived with a rocketpack, Chessmaster has glowing pawns, and-

Amanda: And my gauntlets. Yeah. Ok.

EIC: So, vampire, MD points at you and say "No witnesses! Cut 'em down quick!" The Vine throws his container, he. Wait, he actually uses the vines that he's summoned to throw the container and he grows his arm, it stretches out with leaves and vines growing out and twisting around themselves towards you. His eyes are dark with glowing bright green irises. And so, he's going to throw at you- *rolls* He lobes the container at you and it's soaring through the air.

Justin: It doesn't hit us?

EIC: It's six Maneuvers between you and the deck of the ship. So, a thrown object takes 2 Panels to get there. And Psychosis does some Remote Manipulation and is going to use her turn to make an Attack with the Cargo Container. She *Rolls* Misses! But, that means the Container is still there.

Amanda: Did the Container get smashed?

EIC: No. She is holding it with her telekinesis. Um... Captain Jupiter, you've fought her before. This is Psychosis. She was the victim of supercrime back in the 90's, she's has a brain-dome and she can use powerful telekinesis.

Amanda: Oh. So she has powers like me?

EIC: Yes. And she did not take her transformation well. She turned to supervillainy herself.

Justin: It's a brutal cycle.

EIC: Yes. Haha. Very much so. So, Captain Jupiter fought her and she got thrown in jail. She got released once on parole and got into more trouble, nobody here was really involved in this, but last you heard Psychosis was back in prison.

Justin: Can I check that on my hover-computer?

EIC: On your Panel. Ok, so, those are three Villain Panels and let's just say for aesthetics that it's one long panel stretching across the top third of the page, with the vampire shouting, the Vine stretching his arm across, and Psychosis flying with the Container out in front of her. So, Page 2, Panel 4, Miscreant! Also, Chessmaster is going to be in the next Panel because he was targeted by the Vine who threw his Container.

Page 2 Panel 4: Medium Panel, middle left

Leona: Um, so there's still two Containers?

EIC: Yes.

Leona: And it's my Panel? I'm gonna yell at my friends, I'm gonna yell "Jump!"

EIC: Ok, so they're gonna jump. What are you trying to do with that?

Leona: Give them a bonus to Dodge with Aid.

EIC: Oh, totally! So, you can give that to several targets?

Leona: MANY Targets.

EIC: Awesome. So, the whole team gets a bonus to Dodge from Miscreant.

Leona: Cool. And can I jump?

EIC: Yes. Oh, and the Vine's Container is going to land this Panel, because it was targeted at Chessmaster. You were glowing, sorry buddy.

Crice: That's ok. So, I roll a Dodge? *rolls*

EIC: Yes. I already rolled the Attack. Beat a 16.

Crice: Well, I rolled a sixteen, so, I'm good. And I get a Hero Point.

EIC: You rolled a ten?

Crice: Yup.

EIC: Cool. So, Miscreant, you jumped. You're acrobatic?

Leona: No, she can take a hit though.

EIC: Is that an ability?

Leona: No.

EIC: Ok, well, you jumped off a building. So, roll to Overcome with Agility.

Leona: Well, maybe one of my friends can help me. Anyone want to jump in on this Panel?

Chris: Oh, I can Support to make Take a Hit an Ability.

EIC: Yes. Awesome. Miscreant, you need to spend a Hero Point to let him into the Panel and Chris you need to Spend a Hero Point to come into the Panel.

Chris: Ugh. Ok. But, I bark in support and Miscreant doesn't get hurt falling.

Leona: And can Chessmaster take me to the ship on his Panel?

Crice: Yes!

EIC: Cool, so, it sounds like that's a Panel with Miscreant shouting "Jump!" and the two of you flying around the container. Amanda? What's Captain Jupiter doing?

Page 2 Panel 5: Single Panel, middle right

Amanda: Can she knock the other container down out of the air?

EIC: Of course! You need to Overcome Psychosis' Resist.

Amanda: Ok, *rolls* Woo! 23!

EIC: Ok, Psychosis *rolls* cannot hold on to the Container, so you smash it.

Amanda: Cool. And Captain Jupiter says, like, "What's up with disco vampire and the incredible houseplant?"

EIC: Haha. Awesome. Ok, well, she'll respond later, maybe. Unless you want to bring her into the Panel? Right now it's you and the container.

Amanda: No, she doesn't need an answer. This way she doesn't get a Response Panel, right?

EIC: Yup. So, you're still kinda far, so that might end up being rhetorical. The Panel is Captain Jupiter's dialogue as she smashes the shipping container. Um, Justin! Doctor Tomorrow is up.

Page 2 Panel 6: Single Panel, bottom left

Justin: I rush over to the vampire and blast him with electricity.

EIC: Badass. So, you know this Villain. Back in the day, like in the seventies, he was a lab assistant and he created an anti-vampire serum that, of course, turned him into a vampire. His name is Doctor Bruce Acula.

Justin: Ok, so... What's his deal? He's just a villain now?

EIC: Yes, but he's been in jail forever.

Justin: Ok, so as I blast him I say "Shouldn't you still be in jail, Bruce?"

EIC: Roll to see if you hit. His Dodge is *rolls* only 17.

Justin: *Rolls* I get a 20, total.

EIC: You hit. Do your Damage.

Justin: *rolls* 12 Damage.

EIC: Cool, so that is the first panel of the bottom third of the page. Doc Tomorrow blasting at the vampire with your dialogue. And he responds on the next Panel.

Page 2 Panel 7: Single Panel, bottom middle

EIC: He uses his Summon Power to send a swarm of Blood-Bats at you, Justin. And he says "Dr. Acula, if you please!" So, he attacks with them at *rolls* Oof. Only 14.

Justin: So I dodge?

EIC: Yup. You roll and add your Dodge Bonus.

Justin: *Rolls* 11?

EIC: So, you don't Dodge. He hits and you take *rolls* 8 Damage.



Justin: Can I reduce that with my Shield?

EIC: That's part of your Magno-Gauntlets, right? You don't need to have that activated or anything, right?

Justin: No, it's just part of the Item.

Page 2 Panel 8: Single Panel, bottom right

EIC: Then yes, you're still hit but you can reduce the Damage. Chris or Crice. You guys were tied. Who's going first?

Crice: You go ahead.

Chris: Awesome. So, can I get to the Vine and attack him?

EIC: Rescue Dog can fly, what's your Maneuver?

Chris: 6 total.

EIC: Absolutely you can get there and make an Attack.

Chris: Cool. *Rolls* Awesome! 27 total. And I get a Hero Point.

EIC: The Vine *rolls* cannot Dodge!

Chris: *rolls* 4 Damage. Meh.

EIC: Ok, so can we say the Panel is Rescue Dog biting him and there's a big CHOMP sound effect, even though he doesn't look too hurt.

Chris: Perfect. I did my best, guys!

Page 3 Panel 1: Single Panel, top left

EIC: Totally. And he still gets Response Panel. And that takes us to the next page, actually.

Chris: Right.

EIC: So, he's going to try to Grapple you with his vines. His Overcome is *rolls* 24.

Chris: Powerful. So, I need to roll Resist?

EIC: Yes, and you must exceed his Overcome. So you need a 25 or better.

Chris: *rolls* Nope.

EIC: Ok, so, you lose your actions for the next *rolls* 3 Panels.

Chris: Is there any way I can get out of that?

EIC: Another Hero can try to get you out of it, but you're all wrapped up. Because you can't take Actions you cannot try to Overcome his Stun.

Chris: Oh, I'm Stunned?

EIC: Yes, he's got a modified Stun, where it's only a Grapple. You can take non-physical actions.

Chris: So, I can still bark?

EIC: Yes.

Chris: Woof. Grrrrrr....

Everyone: *laughs*

EIC: So, that Panel is just Rescue Dog all wrapped up, looking grumpy. Chessmaster, finish us up, Hero-wise for this Order of Action.

Page 3 Panel 2: Medium Panel, top right

Crice: Can I Summon a casting to give Miscreant Fly or Transport?

EIC: Sure, that's something you can do with your Summon.

Crice: Awesome. So, I spend a Hero Point to let Miscreant into my Panel.

Leona: Yes, that's teamwork. Ok, cool, I fly with him.

Page 3 Panel 3: Single Panel, middle left

EIC: So, Psychosis still hasn't gotten a Panel in this Order of Action, so she's got the last Panel. She goes right for Miscreant. Psychosis definitely views Miscreant and Captain Jupiter as the biggest threats, so she's going to try to shut you two down.

Leona: Bring it.

EIC: Haha. Ok, she will. She tries to blast you with her Telekinetic blast. She rolls a *rolls* 16.

Leona: *rolls* 8.

Everyone: *Laughs*

Chris: Miscreant always gets hit.

Leona: Tell me about it.

EIC: *rolls* 12 Damage.

Leona: Damn! You serious?

Page 3 Panel 4: Single Panel, middle center

EIC: So, that's just one Panel of Psychosis blasting Miscreant. And that's the end of the Order of Action. So, everyone count up your Hero Points. Miscreant, you're certainly still first.

Leona: Yeah. I have all the Hero Points. Can I try to Command her?

EIC: Of course!

Leona: Ok, so... So, I'm gonna say "Attack your boys!"

EIC: Command?

Leona: Actually, I'm gonna stun her.

EIC: Oh, sure. Yeah, so, you're still going to Overcome.

Leona: *rolls* 22.

EIC: Psychosis gets *rolls* a lot less than that. So, she loses one Grit towards being Stunned.

Leona: NOPE! I got Powerful Stunning. I'm gonna get this brainy *BLEEP*

EIC: Damn. So, she's out and that's another single Panel, and maybe it's Miscreant and Psychosis like, facing off. With mental/magic energy between them. And that was Psychosis' Panel, so Doctor Tomorrow is up.

Page 3 Panel 5: Single Panel, middle right

Justin: I blast 'em!

EIC: Dr. Acula?

Justin: No, the bats all around me.

EIC: Oh, cool. Yes, they're a summoning. What Power are you using?

Justin: The Franklin Key lightning generator. So, that's going to hit everything in the area, but it's only 2 Maneuvers.

EIC: Cool, so, that's just you and the bats.

Justin: And, it shields me.

EIC: Right. So, you just roll for damage.

Justin: I'm going to use a Hero Point. 14 Damage!

EIC: They're easily dispersed by that discharge.

Justin: Can I give, like, a science fact about lightning?

EIC: Yes! Like, how bright lightning is? Can someone do a Tootle search for it?

Amanda: Tootle?

EIC: That's the most popular search engine in Union City. Tootling something is synonymous with searching for it online?

Justin: Cool, a lightning bolt is equal to 100 million lightbulbs.

EIC: Awesome. "How does that affect nocturnal creatures?"

Justin: "The light generated by my Franklin Key's electric discharge is equal to 100 million lightbulbs. What do you think that does to Nocturnal creatures, Bruce?"

Crice: Awesome.

EIC: So, Dr. Acula does not get a Response Panel since Doctor Tomorrow just has his Summons in the Panel. So, Captain Jupiter! What's on your agenda?



Page 3 Panel 6: Medium Panel, bottom left

Amanda: Can I hit the vines to free Rescue Dog from the Grapple?

EIC: Yes. Roll to Attack, and if you hit you can try to Overcome.

Amanda: *rolls* So, 19?

EIC: *rolls* You got it. Grapple is broken.

Amanda: "Sic 'im, boy! Good dog!"

Chris: Can I act?

EIC: It's Captain Jupiter's Panel. Ask Amanda.

Amanda: I'll spend a Hero Point for that!

Chris: Done. "RARF". I spend another Hero Point and Rescue Dog bursts out of the vines and Attacks the Vine.

EIC: Attack the Vine! His dodge is *rolls* 24!

Crice: "Twenty-four!"

Chris: *rolls* Awful. Poor Rescue Dog. 12.

EIC: So, that's a larger Panel with Captain Jupiter blasting the tendrils, Rescue Dog is flying at the Vine but doesn't connect with him.

Page 3 Panel 7: Medium Panel, bottom right

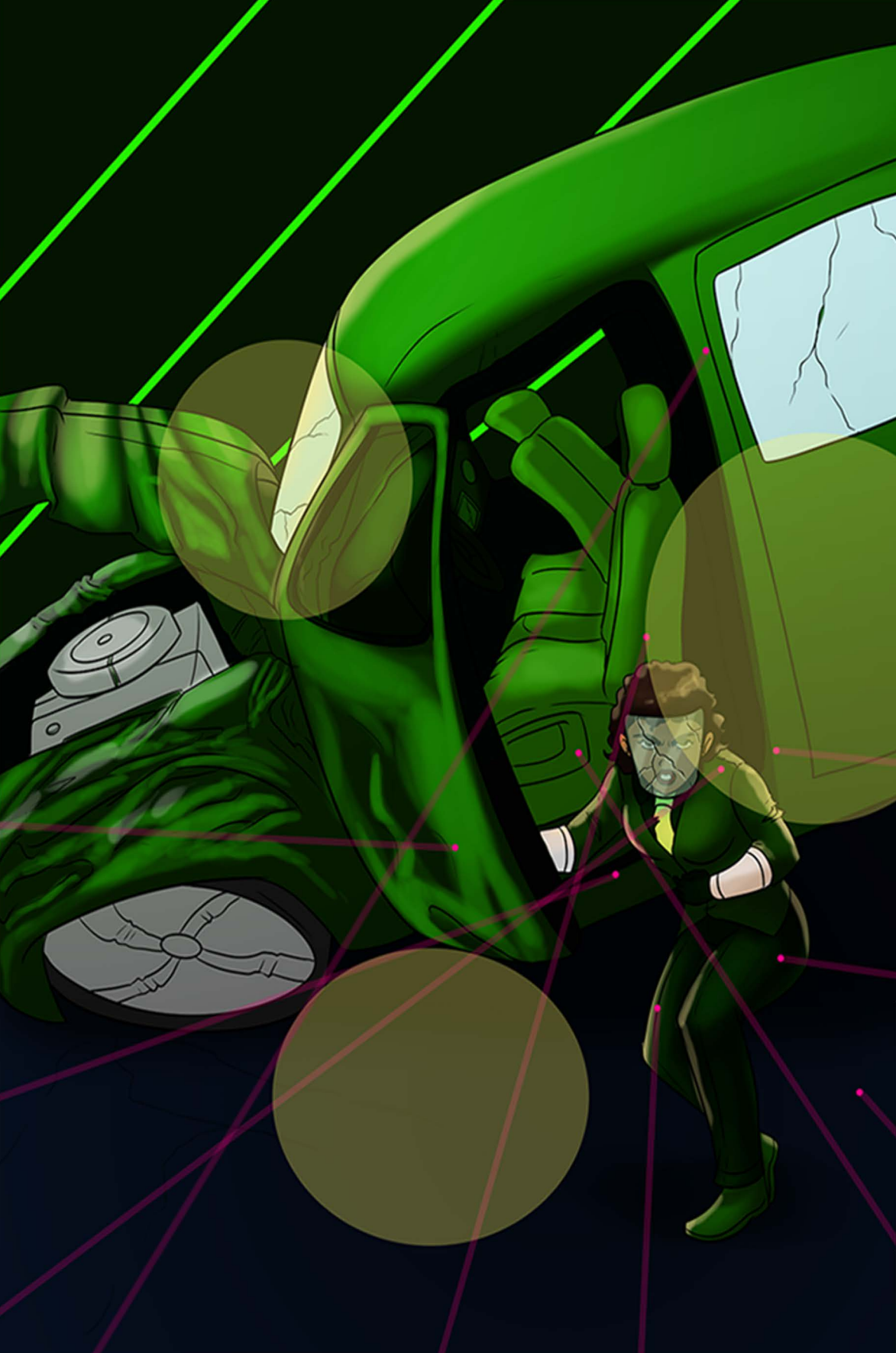
EIC: He's got the next Panel, which is the bottom right last Panel of Page 3. The Vine is going to respond by trying to escape. He sees which way this is going.

Justin: I blast him!

EIC: Hold on, you can do something on your Panel. This is just one last Vine Panel on the Page. He uses this to gain a Villain Point and try to Escape. He says "Forget this! This is not worth any sunlamps and potting soil. I'm gone!"

The next Panel would be Rescue Dog's and he could join the Chase after the Vine or go to help with Dr. Acula or Psychosis. Then Chessmaster would have a Panel and then the Villains would have Panels if he hadn't already. The countdown is running on Psychosis' Stun and Dr. Acula is still fighting fit.





When you are involved in a Chase, combat works slightly differently. The Character who initiates the Chase by trying to flee is the Lead. They roll two d10s and add their Chase Modifier (usually just their speed, though many different Powers will grant bonuses to this) plus a "Takeoff" bonus of five. The result is their Total Distance. Then anyone who is in pursuit rolls a Chase without the Takeoff modifier. Each character who is in the Chase is in the same Panel if they are within 5 of one another, so if the Pursuer(s) are within 5 of the Lead, then the Chase starts in a single Panel. Then all the characters in the Chase roll again and determine the number of Panels that the next round of the Chase takes place in. If a Pursuer ever meets or exceeds the total of the Lead, then the Chase is ended and combat continues in the usual fashion (if the parties are fighting). The Chase also ends if the Lead's Total Distance is more than twenty greater than the closest Pursuer, by "Making Their Escape".

Every time anyone in the Chase adds an increment of 5 to their Total Distance (at 5, 10, 15, 20, etc.) they roll on the Chase Table. This is called passing a milestone. If a character passes more than one milestone in a single roll, they still only roll once on the Chase Table.

The Lead also determines the order of the chase. When they roll on the Chase Table, some of those obstacles and sites stay at that location. These are part of the Route.

Chase: Once a round you can roll to advance in the Chase. You roll 2d10 and add your chase modifier. Then you add that to your Total Distance. If you Initiate the Chase then you are the Lead and you get a +5 to your first Chase Roll.

Follow: You may Follow the Lead. This means that you get a +2 to all your Chase Rolls. If you Follow, you must take the same Route. You must deal with the same challenges that the Lead went through. You must also make your own rolls on the Chase Table for each time you pass a milestone.

Route: Any time the result on the Chase Table is part of the Route, it becomes a feature of that point in the chase, at the same point in Total Distance. Each character who is Following must deal with those same results when their Total Distance passes that point in the chase.

Stop: You may choose not to make a Chase Roll next Round. This stop is only temporary, usually to avoid injuring people or damaging property.

Delay: You take a penalty on your next Chase Roll. The DC of this is varied based on the situation.

Damage: You take Damage from hitting into something or things. You almost always add your total chase roll from this round to that damage.

Intervene: If another character does damage or inflicts harm or otherwise does something that requires a Hero to save the day, any hero in the Chase can leave the Chase in order to prevent the negative effects. They may only rejoin the Chase after a Stop and then are Delayed by 10. For example, if Wrangler, Marid, and Dr. Storms are Chasing Circe through the Streets of Union City and Circe, in the Lead, Endangers a city bus, threatening to fly through it, destroying it. Dr. Storms could Intervene. She gets a Panel to push the Bus out of the way. Overhead the others continue the Chase. Dr Storms must Stop and if she wishes to rejoin the Chase she is Delayed by 10.



DOWNTOWN UNION CITY CHASE CHART

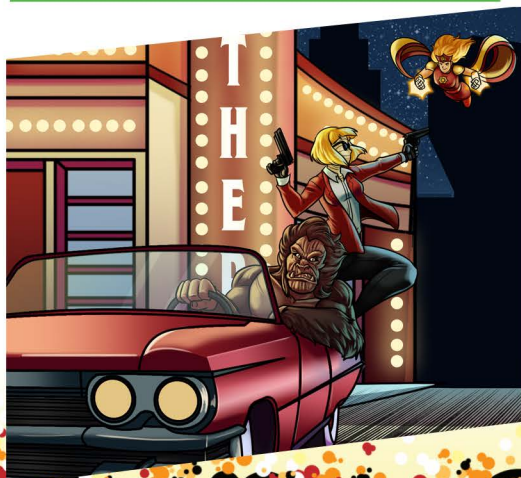
When you pass a Milestone you roll 2d6. The result is the Turn the Chase Takes. Once you have the Turn, Roll a d6 to determine the Details.

2: CRASH!

- 1 **Oncoming Hazard:** A wrecking ball, steel girder, crane, or other heavy moving object hits you hard. Take d10 Damage plus your Chase Roll. You also move back in your Total Distance by that amount and are Delayed by that much. This is part of the Route, though anyone who is following can Overcome at a DC 10 plus their Chase Roll to avoid the hazard.
- 2-3 **You clip a wall:** Take d10 Damage plus your Chase Roll, and are delayed by that much.
- 4-5 **Car Crash:** You hit a car. Take d6 Damage plus your Chase Roll this turn, and are delayed by that much. This is added to the Route as a Car Full of People (Under Endanger).
- 6 **Drone Strike:** You smack into an errant Flying Drone- Take d4 Damage plus your Chase Roll this turn, and are delayed by that much.

3: Endanger!

- 1 **Baby Carriage:** A child or infant is in the path of the Chase. Overcome at DC 10 plus your Chase Roll this turn. If you do not, you may Stop to avoid harming the endangered civilians.
- 2-3 **Car Full of People:** A vehicle full of people is in the path of the Chase. Overcome at DC 12 plus your Chase Roll this turn. If you do not, you may Stop to avoid harming the endangered civilians. If you do not, you create a Challenge. A Challenge is added to the Route, but can be avoided with a DC 4 + Your Chase Modifier or you Escalate the Challenge.
- 4-5 **Union City Police:** A cop or other first responder is in the path of the Chase. Overcome at DC 14 plus your Chase Roll this turn. If you do not, you may Stop to avoid harming the endangered first responder.
- 6 **Stray:** A dog, cat, or other cute and innocent animal is in the path of the Chase. Overcome at DC 16 plus your Chase Roll this turn. If you do not, you may Stop to avoid harming the endangered animal.



4: Out on the Water

- 1-2 Open Water:** See the Range out over the River/Bay.
- 3 Cargo Ship:** A vast cargo ship, carrying hundreds of containers or other bulk cargo is in your path. You must Overcome at DC 5 plus you Chase Roll. If you do not, you may either take Damage or be Delayed by a d10 plus your Chase Modifier. If you take Damage you also damage the ship. Add this to the Route.
- 4 Cruise Ship:** A massive luxury cruise ship, carrying hundreds of passengers is in your path. You must Overcome at DC 5 plus you Chase Roll. If you do not, you may either take Damage or be Delayed by a d10 plus your Chase Modifier. If you take Damage you create a Threat. Add this to the Route.
- 5 The Tomorrowdrome:** You encounter the Tomorrowdrome on your flight path. It is possible to draw Doctor Tomorrow or some other Scientific Hero into the Chase.
- 6 Giant Robot Squid:** You encounter the Giant Robot Squid in the Harbor. It is added to the Route. Anyone who wants to get past it must Overcome a DC of 20 + their Chase Roll. If they do not, they Stop and become Locked in Combat with the Giant Robot Squid.

5: Potential Obstacle

- 1-2 Oncoming Train:** You run into an oncoming train. You must Overcome at DC 5 + your chase roll. If you do not, you are struck and take Damage equal to 2d10 plus your chase roll. If you do Overcome, you add a +2 to your next Chase Roll. Add the Train Tracks to the Route. Anyone who Follows to them rolls a d6. On a 1, they encounter an Oncoming Train. If not, they still get a +2 bonus.
- 3 Motorcade:** You encounter a traffic-defying line of cars or limos with tinted windows and maybe even a police escort. You must Overcome at DC 15 plus your Chase Roll. If you do not, you take damage equal to a d10 plus your chase roll and create a challenge. If you do Overcome you take a +5 to your next Chase Roll. Add this to the Route.
- 4-6 18-Wheeler:** You encounter an 18-Wheeler hauling a full cargo through the city. You must Overcome at DC 15 plus your Chase Roll. If you do, you avoid the Truck. Either way, add it to the Route. You may Stop to avoid colliding with the Truck. Roll a d6 when you first encounter the 18-Wheeler:
- 1 Cattle/Horses:** Live animals are at risk. If you Damage the Truck, you wound/kill the Livestock within.
 - 2 Fuel Tanker:** Natural Gas or Oil. If you take Damage, you create a Challenge
 - 3 Electronics/Consumer Goods**
 - 4 Something Hazardous (Chemicals/Radioactive Material):**
If you take Damage, you create a challenge.
 - 5 Something Bizarre/Unnatural:** There is something that is absolutely related to the superhuman community, though probably nothing to do with this adventure.
 - 6 Active Supervillain:** This truck is being used by an active Supervillain.

6: Slowdown...

- 1-3 Fence:** A fence, wall, scaffolding, fire escape or other barrier is in your path. You must Overcome at a DC of 10 plus your Chase Roll this turn. If you do not, you may either take Damage or be Delayed by a d4 plus your Chase Modifier. If you take the damage, you potentially destroy that barrier. This is added to the Route.
- 4-5 Traffic:** There are cars stopped in your path, in traffic or at a red light. You must Overcome at a DC of 12 plus your Chase Roll this turn. If you do not, you may either take Damage or be Delayed by a d10 plus your Chase Modifier. If you take the damage, you create a Challenge. This is added to the Route.
- 6 Helicopter:** There is a helicopter in your path. You must Overcome at a DC of 14 plus your Chase Roll this turn. If you do not, you may either take Damage or be Delayed by a 2d6 plus your Chase Modifier. If you take the damage, you create a Challenge.

7: All Clear Ahead

- 1-2 Clear Roadway:** You proceed normally. If you can fly or you have some other Transport, you add a +2 to your next roll. You can take an additional +2 if you Overcome 10 + your Chase.
- 3-5 Nondescript cityscape:** No penalties or bonuses.
- 6 Out over the River/Bay:** If you have Flight or another appropriate form of Transport, you can add a +4 to your next Chase Roll. If you do not, you may either Stop or suffer a Delay of 10. If you encounter a River or the Bay, roll a d6 and if you get a 5 or 6 your next Milestone is set as part of the Route:
- 1-4** Roll as Normal.
 - 5** Your next Encounter is a Cargo Ship, set on the Route after your next Chase Roll. Do not roll on the Chase Table.
 - 6** Your next Encounter is a Cruise Ship, set on the Route after your next Chase Roll. Do not roll on the Chase Table.



8: DODGE!

- 1 Fruit Cart:** A Vendor selling fruit, hot dogs, khlay kalash, or cabbages. You must Overcome at a DC of 4 plus your Chase Roll this turn. If you do not, you can Stop, Damage, or Delay for d4 + your Chase Roll. This is added to the Route.
- 2-4 A Park:** A Park with trees, fountains, and people is in your path. You must Overcome at a DC of 8 plus your Chase Roll this turn. If you do not, you can Stop, Damage, or Delay for d6 + your Chase Roll. If you take the damage, you potentially destroy that park. You roll a d6. On a 1-3 you also potentially injure civilians. You may Stop to avoid harming the endangered civilians. This is added to the Route.
- 5-6 Construction Site:** Scaffolding, construction equipment, and workers are in your path. You must Overcome at a DC of 12 plus your Chase Roll this turn. If you do not, you can Stop, Damage, or Delay for d6 + your Chase Roll. If you take the damage, you potentially destroy that park. You a d6. On a 1-3 you also potentially injure civilians. You may Stop to avoid harming the endangered civilians. This is added to the Route.

9: Urban Giants

- 1-3 Between Skyscrapers:** You soar between the upper reaches of the sky between the tall downtown buildings. If you can Fly or have another relevant Transport, take a +3 to your next Chase Roll. If you do not, take a -3 to your next Chase Roll. Add this to the Route.
- 4-5 Top of a Skyscraper:** You must Stop unless you can fly or have another relevant form of Transport you do not need to Stop. Either way, this is added to the Route and the next Milestone is Plunge Off a Building. Do not roll on the Chase Table and add the Plunge Off a Building to the Route. No new encounters may be introduced in between On Top of a Massive Building and Plunge Off a Building.
- 6 Within a Massive Building:** The Pilgrim Motors building as well as several other large structures. You move through the passage within the building. You must Overcome at a DC of 5 plus your Chase Roll. Add this to the Route.



10: Great Open

- 1-2 Clear Skyway:** An open ten-lane highway five stories over the City with almost no traffic on it. You may take a +2 to your next Chase Roll. This added to the Route.
- 3-4 Concrete Canyon:** Open space from depressed roadway, between skyscrapers, or through a tunnel. You may take a +5 to your next Chase Roll. This is added to the Route.
- 5-6 Plunge Off a Building:** You leap off of a skyscraper or other tall structure. You may take a +10 to you next Chase Roll. If you do not have Flight or another relevant form of of Transport you must make an Overcome roll equal to your Chase Roll after going over the edge. If you do not, you take damage equal to a d10 + your chase roll. You can Stop to avoid the Plunge, then take a Delay of 10. This is added added to the Route.

11: Major Change-Up

- Abandoned Amusement Park:** Smile Isle closed in the early 2000's and has been sitting abandoned and rotting ever since. Several villains have used it as their lairs over the years. A number of major attractions are either destroyed or half-wrecked and some discarded doomsday devices or guard robots may be laying around.
- Military Base:** Fort Daring and Fort Claw are both major bases in Union City. There are tanks, fighter jets, and thousands of soldiers.
- Police Station:** A fortified building with scores or armed police officers. They have access to anti-Supervillain weaponry and S.W.A.T. armor and equipment.
- Lady Unity:** The 200' Statue of a robed woman holding up the Scroll of Law and aloft the Laurels of Victory. Her Sword of Justice is stabbed into the ground, piercing the Crown of Tyranny. This is one of the most iconic landmarks in Union City.
- S.U.P.E.R. Operatives:** The organization that helps manage the collateral damage and fallout from powered incidents in Union City. Their agents are highly-trained and equipped for dealing with the most dangerous of enhanced individuals. Electro Guns, Hyper-Localized Nuclear Grenades and Phase-Suits are all-too common for an individual S.U.P.E.R. Agent to carry.
- Airliner:** A jet plane with hundreds of people flying into or out of Neville Fox International Airport.



12: Stroke of Luck

- 1 **Top of Mt. Busiek:** The Gewl Observatory crowns the very top of the mighty mountain. This is a clear and open view of the entire city. You can choose to take a result of 3, 4, 5, 6, 7, 8, 9 or 10 as well and when you make the secondary roll for that outcome you can add or subtract 1 to it. If you are Following then you need to forgo this and Follow the Route of the Lead.
- 2 **City Hall:** A bustling civic center, with cops and Captain Wonder. A Villain gets -5 to all rolls next round. Heroes get +5 to all rolls next round.
- 3 **The Canyon:** A deep gouge in the earth where Aliens abducted an entire neighborhood in the 1970's. Since then the trench has been converted into a technologically advanced upscale community with apartments, shopping a park, and their own private Superhero Team. A Villain must make an Overcome of 15 + their Chase Roll this round.
- 4 **Catch a Subway:** You land atop a Subway Train before it dips into a tunnel. You take a +5 to your next roll. The Subway Tracks are added to the Route. All others who Follow you down the Subway Tunnel take a -4 to their Chase Rolls. They must also roll a d6. If they roll a 1 then they encounter the Oncoming Train.

12: Stroke of Luck (Con't.)

- 5 **Fireworks Display:** As soon as you pass this point, a fireworks display begins, either for a holiday, the opening of a store or public building, or even in celebration of a hero. This is added to the Route. All characters who Follow through the Fireworks Display take 3d6 Damage (Fire, Sonic, Force). They also take a -5 to their next Chase Roll.
- 6 **Superhero:** You encounter another Superhero. They are on the Route, potentially. If and when a known Villain encounter the Hero they must Overcome at DC 15 plus their Chase Roll. If they do not, they stop. Any known villain must successfully Overcome or be Stopped until they do. Otherwise, the Hero will join the Chase. If the Hero does not recognize the Villain another Hero in the Chase may Stop to get that new Superhero to join the Chase.





Heroes are most often measured not just by their deeds of heroism and selflessness but by the monsters, maniacs, and marauders that they do battle against. These are the Villains of Union City.

The best antagonists are as dynamic, as the heroes in the story. Their that they fight for can be just as those of their heroic difference is the means individuals employ to These villains can blur who is good and who

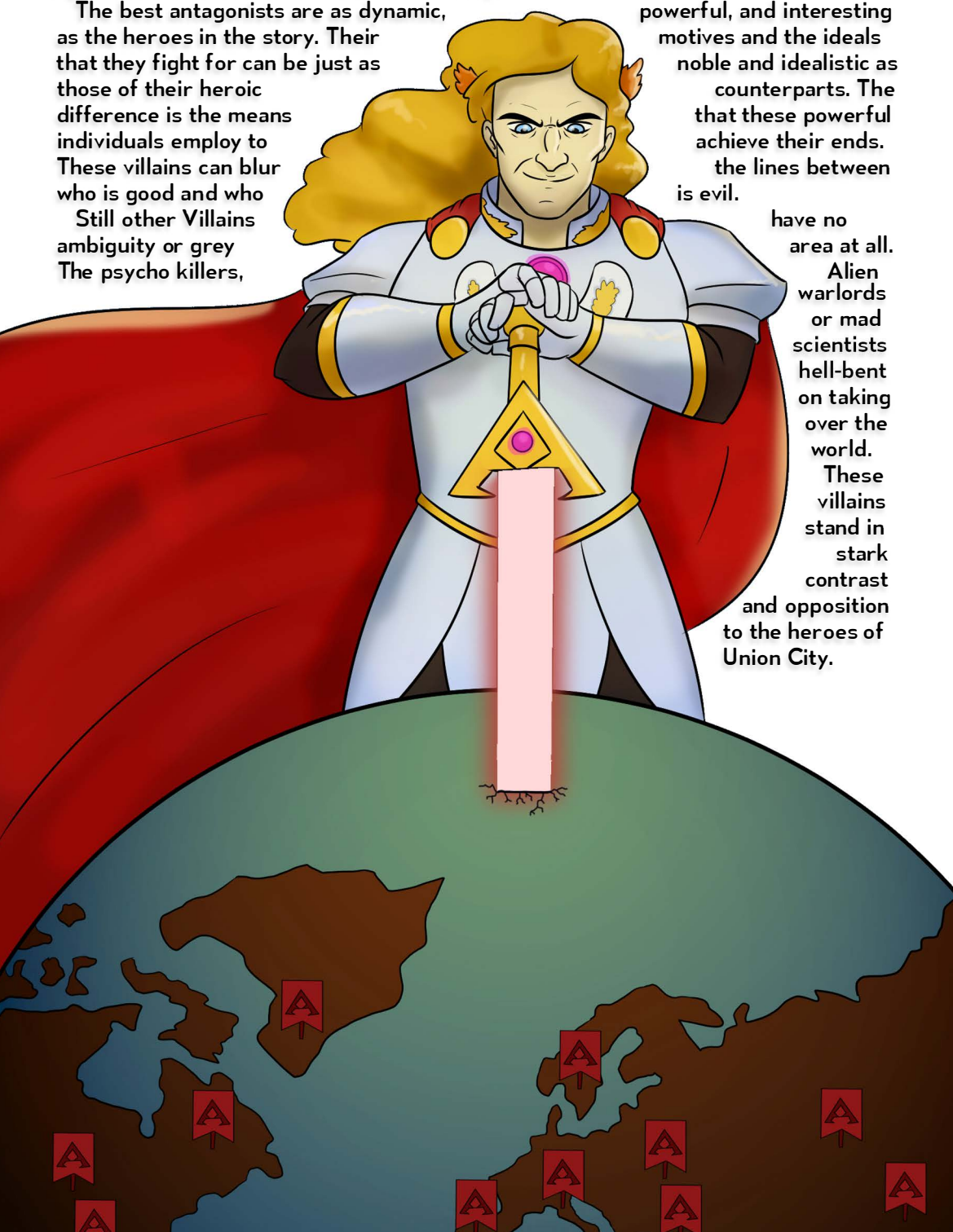
Still other Villains ambiguity or grey The psycho killers,

powerful, and interesting motives and the ideals noble and idealistic as counterparts. The that these powerful achieve their ends. the lines between is evil.

have no area at all.

Alien warlords or mad scientists hell-bent on taking over the world.

These villains stand in stark contrast and opposition to the heroes of Union City.

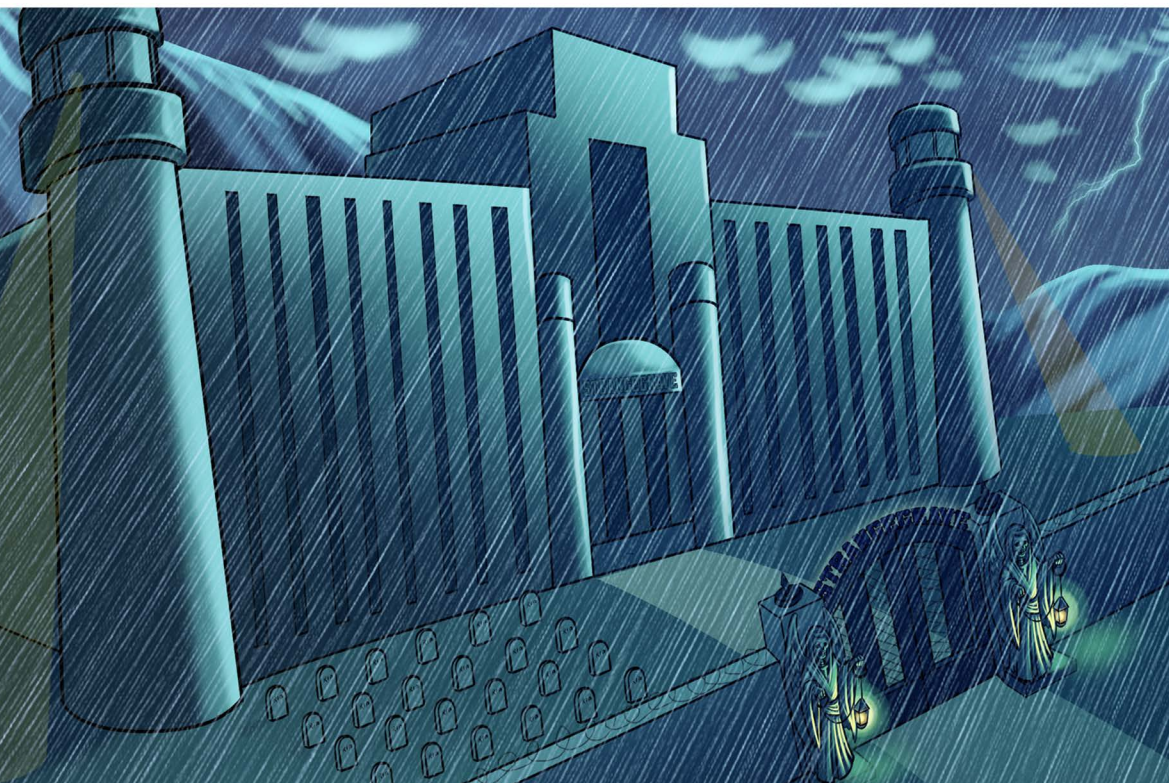


What follows are some of Union City's most diabolical and ruthless rogues, including some complete with Minions and other henchmen. Supervillains have bonuses and abilities just like Heroes, including Stamina. But unlike Heroes when Supervillains are reduced to 0 Stamina they are not Taken Down in the same way.

When Supervillains are Taken Down they are not Dusted. Instead they get an automatic reaction, most often this reaction is an attempt to flee. Fleeing means that the Supervillain escapes and cannot be immediately pursued. Fleeing is at the discretion of the Players though, because any Hero can Intervene to stop the Supervillain from Fleeing. Intervention is not mechanical, it is narrative. Any player can say "Module Girl uses her extend-o arm to grab the Pterano-Don and pull him back down out of the sky" and not need the Powers Grab or Pull. It's just a Player exercising the option of continuing the Combat and hopefully defeating the opponent and/or gaining more Valor.

If the Heroes Intervene then the Supervillain stays in the Scene but is not rendered unconscious or Dusted. Instead the Supervillain enters their next Stage and the combat continues. Many villains also have effects that are triggered as soon as they are reduced to 0 Stamina such as Damage or summoning underlings.

If the Supervillain successfully Flees then the Heroes collect Valor for every Stage of that Supervillain that was Taken Down during that Combat. If the Heroes are all Taken Down then they collect no Valor, even if they have Taken Down Stages earlier in the Combat. This means that the more Stages the Heroes can Take Down, the more Valor they collect if they are successful, however they risk everything because they collect no Valor if the Supervillain Takes Down all the Heroes. With each new Stage the Supervillain is refreshed but the Heroes don't have that advantage and are potentially weaker and exhausted by the battle to that point.





ALEXANDER

THE GREAT

Bio:

It was during the Great War that a hero rose from amongst the people and rallied that proud nation around him. Macedonia rose as one of the strongest small nations after the end of the War. Alexander declared himself the Great, the hero returned to the world. When fascists rose Alexander was one of the most notable heroes, fighting Nazis and aiding the allies. He was a fearsome combatant and a brilliant tactician. But the perception of him as a hero shifted quickly after the fall of the Axis.

A Macedonian blitz in the spring of 1945 made Alexander the first army into Berlin and to capture Nazi scientists. The armies of Macedon began their conquests, now greatly enhanced by captured super-technology. India fell with little consequence to the great western powers, embroiled as they were in the Cold War. There were many mysteries about Alexander that have confounded even the most brilliant detective. No one knows who this Alexander actually is. There is contradictory evidence to suggest that he is the original travelled through time, a clone of the original, and that he is just a Macedonian peasant who took up the name. It is also not known how he has not aged for more than a century. What is for sure is that by the time the Silver Age was in full swing Alexander the Great was a true villain. He first fought the American hero community (some of whom he had fought alongside in WWII) when the Glorious Vishnu led his teammates in the Union of Heroes to liberate India. Alexander the Great turned his eye for conquest against the heroes and America. He invaded Washington DC, conquered Egypt and northern Africa, and sacked Rome. He fought Mister Power, Doctor Tomorrow, and the full Union of Heroes many times. In the 1970's he fought Soviet heroes (and villains) and deposed the leader of the USSR, claiming a nuclear arsenal for Macedon. More geo-politically stable than ever, he claimed to reform in the 1980's. Alexander has fought shoulder-to-shoulder with heroes many times before, against Prince Vice, against Alien Invasion, and against the Infernal Takeover. So it was not unbelievable when he joined the Union of Heroes. But this ruse lasted only a scant few years. He had been plotting against his unsuspecting allies and betrayed them terribly, killing two members. He turned upon, murdered, and disgraced his teammates, tarnishing and eliminating heroes that had stifled and stood in the way of his plans. He blew up the Great Hall of the Union of Heroes and escaped to his military installation in Antarctica. The Glorious Vishnu once again rallied a band of heroes to end the threat of Alexander once and for all. They assaulted the frozen base and swept aside the Cyborg Myrmidon and Hover Tanks, entering the inner sanctum. But there was no sign of the Conqueror. They rendezvoused with the Vanguard and a huge assembly of heroes entered Macedon, taking control of the Golden Palace and the Sword, Alexander's military headquarters. There was no sign of him anywhere. In the aftermath Macedon established a shaky new democracy but was an Empire in decline. The Union of Heroes was reformed with an all new line-up for the



1990's and the mystery of Alexander the Great's fate became as engrossing and unknown as that of his origins. What happened to Alexander the Great? Will he ever return? He always claimed to be the Once and Future Conqueror. He brought the Ancient World under his thumb and returned to the 20th Century to do so again. Is it conceivable that he would not return once more to complete his subjugation and extend his dominion to all the world? We all must wait and see.

Personality:

Alexander the Great is smug, superior, and arrogant. He's not unjustified in his confidence. He is brilliant, one of the world's greatest combatants, and he has technologically astonishing armor that enables him to go toe-to-toe with even the most powerful heroes in the world. Alexander feels strongly that he is the only person capable of ruling one world, united under his regime. He is not cruel but he is ruthless. He is cunning and not afraid to use the full force of his massive military to assure his victory. He has been known to fight alongside the heroes of earth against common threats like other dictators, alien invasions, and the occasional world-ending threat. But such alliances only last as long as they are advantageous for Alexander.

Quotes:

Introduction: "Kneel in supplication. I am Alexander, your rightful leader. You now serve under my banners."

Exclamations:

"You dare?! You rampant cur!"

"For the Glory of Alexander, Forward!"

"You shall fall!"

On his legacy: "I am Alexander. I am the Once and Future Conqueror. I am the Great."

On his outfit: "Internalized shield generators, strength-enhancing servos, and propulsion boots. I have formal attire for more ceremonial occasions but I always prefer the battle armor."

On using Weapons: "My laser sword is a molecule-splitter. I've made Vishnu bleed with it. I've also made him bleed with a Hovertank blast. And with one of the Myrmidon's energy spears, overridden to full power... Anything that can help me kill that blasted Super-God is ideal, really."



ALEXANDER: Once and Future Conqueror**SUPERVILLAIN CLASS 2 : VALOR 20****QUALITIES:** Physical, Tech, Energy, Expertise, Human, Metal**MANEUVER/CHASE:** 4/+4**STAMINA:** 30 + 5 Per Hero**GRIT:** 1**ATTACK:** +6**DAMAGE:** d6+2**OVERCOME:** +6**RESIST:** +6**DODGE:** +5**DEFENSE:** Reduce Damage by d6**STATS:** All 1s, except for a 2 in Str**SPECIAL:** All 1s, except for a 2 in Str**POWERS:** Item Armor (Super Strength, Armor; Tech, Metal, Energy), Item Laser Sword (Training Attack, Damage; Energy Tech, Melee, Ranged)**MINION MARSHAL:** Alexander gains a +1 to all his rolls for each Minion in the Battle**TAKEN DOWN:** If Alexander is reduced to 0 Stamina his Shields Drop. He engages his turbo-thrusters and escapes unless a Hero Intercedes. Stopping his escape causes a burst of electrical interference that creates a new Condition: Static. Then place 3 Hover Tanks on the board and Alexander enters his All-Out Assault Stage.**ALEXANDER: ALL-OUT ASSAULT****SUPERVILLAIN CLASS 3 : VALOR 30****QUALITIES:** Physical, Tech, Energy, Expertise, Human, Metal**MANEUVER/CHASE:** 4/+4**STAMINA:** 20 + 15 Per Hero**GRIT:** 5**ATTACK:** +8**DAMAGE:** d6 + 1 per Hero (d6+2 for 2 heroes, d6 +5 for 5 heroes, etc);
This damage is Irreducible**OVERCOME:** +6**RESIST:** +8**DODGE:** +4**DEFENSE: Tank Commander-** Alexander gains a +5 to Dodge Rolls for each Hover Tank on the Board and 5 DR for each Hover Tank on the board.**STATS:** All 1s, except for a 2 in Str**SPECIAL:** All 1s, except for a 2 in Str**POWERS:** Item Armor (Super Strength, Armor; Tech, Metal, Energy), Item Laser Sword (Training Attack, Damage; Energy Tech, Melee, Ranged), Piercing Damage.**TAKEN DOWN:** If Alexander is reduced to 0 Stamina he tries to activate his turbo-thrusters to escape. If a Hero Intercedes then Alexander vents his burning thruster fuel, burning all heroes that are in melee with him for 3d6 (Fire) Damage. He then enters his Lashing Out With Awful Fury Stage.

ALEXANDER: LASHING OUT WITH AWFUL FURY**SUPERVILLAIN CLASS 4 : VALOR 40****QUALITIES:** Physical, Tech, Energy, Expertise, Human, Metal**MANEUVER/CHASE:** 3/+5**STAMINA:** 25 + 10 Per Hero**GRIT:** 6**ATTACK:** +8**DAMAGE:** 2d6 + 2 per Hero (2d6+4 for 2 heroes, 2d6 +10 for 5 heroes, etc)**OVERCOME:** +6**RESIST:** +4**DODGE:** +7**DEFENSE: Retaliation-** Whenever Alexander is damaged by a melee attack he can attack that target for free as an immediate response in that panel.**STATS:** All 1s, except for a 2 in Str**SPECIAL:** All 1s, except for a 2 in Str**POWERS:** Item Armor (Super Strength, Armor; Tech, Metal, Energy), Item Laser Sword (Training Attack, Damage; Energy Tech, Melee, Ranged), Multi-Attack**TAKEN DOWN:** If Alexander is reduced to 0 Stamina he enters his Deposed Super-King Stage. He gains an Immediate Panel in which he can move into Melee with a Hero and make an Attack.**ALEXANDER: Deposed Super-King****SUPERVILLAIN CLASS 5 : VALOR 50****QUALITIES:** Physical, Tech, Energy, Expertise, Human, Metal**MANEUVER/CHASE:** 4/+6**STAMINA:** 75 + 25 Per Hero**GRIT:** 10**ATTACK:** +10**DAMAGE:** 3d6+3**OVERCOME:** +4**RESIST:** +4**DODGE:** +7**DEFENSE:** Reduce Damage Taken by 5**STATS:** All 1s, except for a 2 in Str**SPECIAL: Arc Attack-** When Alexander Attacks he makes 1 Attack against all Opponents in Melee with him. He rolls Damage once and does it to all the targets in his sword swing who do not Dodge.**POWERS:** Item Armor (Super Strength, Armor; Tech, Metal, Energy), Item Laser Sword (Training Attack, Damage; Energy Tech, Melee, Ranged), Multi-Attack**TAKEN DOWN:** If Alexander is reduced to 0 Stamina he is Defeated.

CYBORG MYRMIDON

MINION CLASS 1: VALOR 1

QUALITIES: Physical, Tech, Energy, Expertise, Metal, Robot, Human

STAMINA: 5

GRIT: 1

ATTACK: 12

DAMAGE: d4+2

OVERCOME: 12

RESIST: 10

DODGE: 11

DEFENSE: Reduce Damage by d4+1

STATS: All 1s, except for a 2 in Str

SPECIAL: All 1s, except for a 2 in Str

POWERS: Item Energy Lance (Training Attack, Training Damage), Quality Mastery

DEFENSE: Reduce Damage by 1

MINION BONUS: Every 2 Cyborg Myrmidon in combat Alexander gains a +1 to Attack and Dodge Rolls.



HOVER TANK

VILLAIN CLASS 1: VALOR 2

QUALITIES: Physical, Tech, Metal, Energy

STAMINA: 15 + 2 per Hero

GRIT: 2

ATTACK: 13

DAMAGE: 2d6+2

OVERCOME: 15

RESIST: 12

DODGE: 8

DEFENSE: Reduce Damage by d4+1

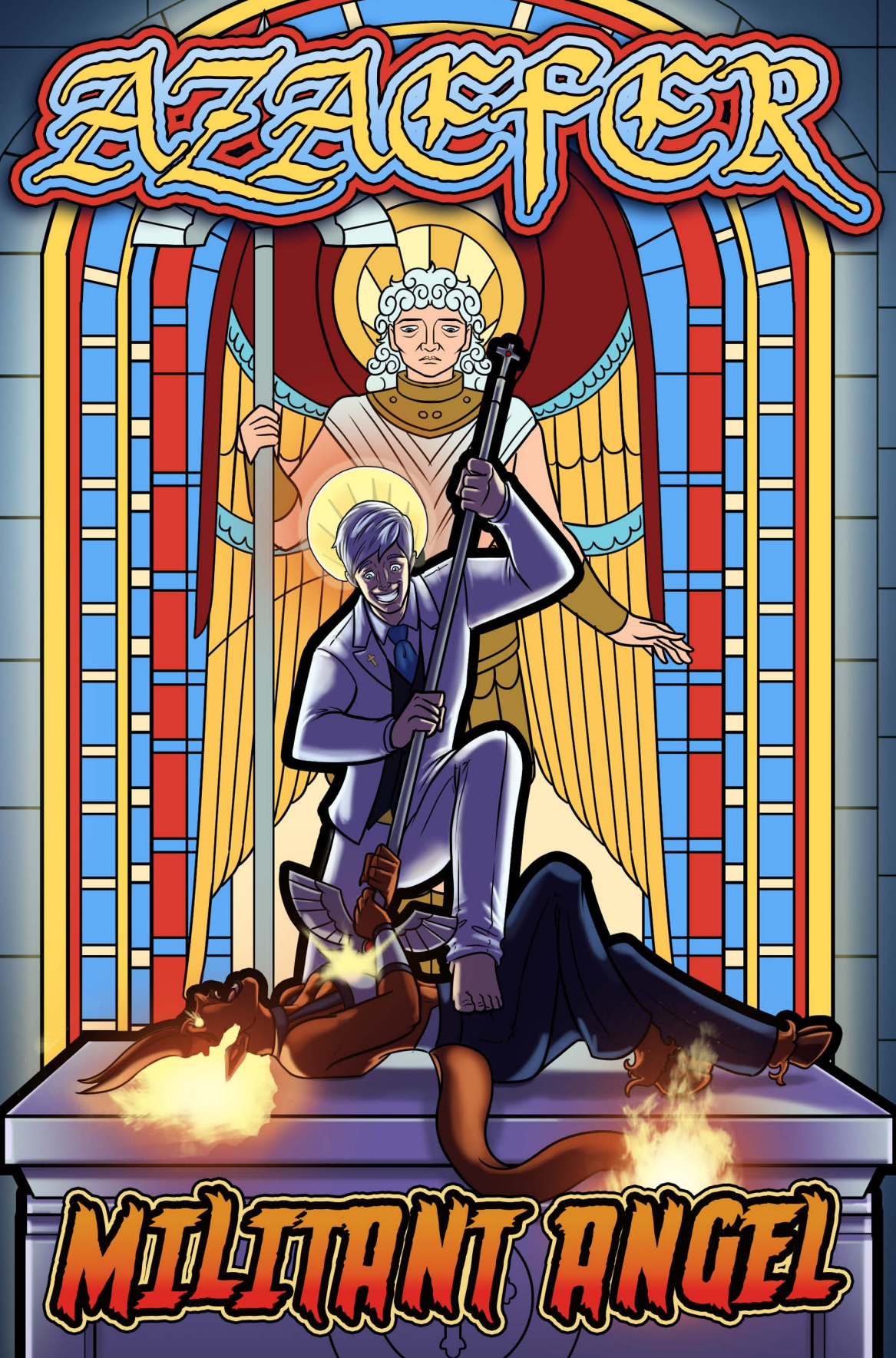
STATS: All 1s, except for a 2 in Str

SPECIAL: All 1s, except for a 2 in Str

POWERS: Item Energy Lance (Training Attack, Training Damage), Quality Mastery

MINION BONUS: +1 Damage Reduction to all non-Tank Villains, Additional +4 Damage Reduction to Alexander the Great.





MILITANT ANGEL

AZAEFER

There are Angels of Mercy and Love... And there are Angels of Vengeance. Azaefer is not an Angel of Mercy or Love. Azaefer is God's own Psychopath. After two of his Brother-Angels received poor hospitality in a place called Sodom, Azaefer was one of the elites who was sent forth to call fire down from the clouds upon the city. When Pharoah defied Moses for the last time, Azaefer visited all the houses in Egypt and choked the first born sons with invisible hands. Actually, any time the "LORD" strikes down a child in the Bible, it's Azaefer doing the dirtywork. That was all a long time ago, though. Around the Middle Ages Azaefer went AWOL on earth, starting Witch Trials, killing anyone who he felt deserved the Wrath of God, propping up Holy Monarchs and their Inquisitions and wars to enslave peoples the world over. Azaefer still starts religious cults, bombs abortion clinics, and hunts demons. Occasionally he needs to fight off agents of Heaven trying to bring him to the Seat of Justice or at least reign him in.

Azaefer has a personal vendetta with Marid: the Demoness, whom he has sent to Hell TWICE now but she keeps coming back, and that infuriates him like nothing in all of eternity has. He's also gone toe-to-toe with the Glorious Vishnu and others he considers "Unholy". Azaefer is immortal, he is a powerful being with Angelic strength and invulnerability. He wields a Heavenly Spear, but it can take the form of any weapon and Azaefer often carries it as a switchblade. He tends to wear a white suit and go barefoot. His hair is white and a halo wreaths his head. Azaefer has never earned his wings, but his movement is not limited in a conventional way. Gravity is not a factor for Azaefer, an advantage he's used to overcome Captain Jupiter in her younger days.

Azaefer is uncaring, callous, self-righteous, manipulatively religious, and sociopathic. He doesn't care about killing anyone, guilty or innocent alike as he often coldly remarks "it's all part of God's plan..."

AZAEFER: Militant Angel

SUPERVILLAIN CLASS 4 : VALOR 40

QUALITIES: Physical, Divine, Expertise

MANEUVER/CHASE: 4/+4

STAMINA: 60 + 10 Per Hero

GRIT: 4

ATTACK: +10

DAMAGE: 3d6+3

OVERCOME: +12

RESIST: +12

DODGE: +5

DEFENSE: Reduce Damage by d6

STATS: All 3s

SPECIAL: Azaefer can do a 2d6 Burst of Divine Energy to everyone within 3 Maneuvers

POWERS: Item Heavenly Spear (Super Strength, Armor; Tech, Metal, Energy)

Immortal: Azaefer is Immortal, and cannot be killed (at least not in any conventional way)

TAKEN DOWN: If Azaefer is reduced to 0 Stamina he will emit a pulse of radiant Holy Energy that does 2d6 Irreducible Damage to whoever took him down and then either dissipate in a corona of brilliant light or he will dim and look more human, allowing him to be taken captive. Either way, this is not the end...

BEAR-CAT

Union City is a Dimensional breach point, and the layers between realities are permeable to those with the ability to traverse universes. Union City is also much more prone to Interdimensional incidents, such as the the breach from the Weirdiverse that first drew Bear-Cat to this world. Bear-Cat is a wild animal from the Weirdiverse that is the size of a massive bear with the looks and attitude of an extraordinarily fluffy cat. The Bear-Cat's diet is electricity and when the ozone scent of all the electrical surge that is Union City caught Bear-Cat's attention it came through the breach and went wild. The whole of Union City became a massive buffet for Bear-Cat, wrecking power lines, light up billboards, and finding her way into the Underground Rail and gnawing on the third rail's ample voltage. Gravity Girl encountered and managed to get Bear-Cat back to the Weirdiverse. But once Bear-Cat got a taste, she's never stopped finding ways back to Union City and all the food and fun she finds there. Rescue Dog has become one of Bear-Cat's most persistant foes ever since he got her scent and the two have a very contentious but still playful relationship. They can alternate between playful and overly aggressive even in the time of a single encounter.



BEAR-CAT

10000

SUPERVILLAIN CLASS 2 : VALOR 20

QUALITIES: Physical, Extraterrestrial, Animal, Electric

MANEUVER/CHASE: 2/+2

STAMINA: 30 + 5 Per Hero

GRIT: 2

ATTACK: +6

DAMAGE: 2d6+4

OVERCOME: +8

RESIST: +8

DODGE: +8

DEFENSE: Reduce Damage by d4

STATS: 3s in Strength and Agility, All others 1s

SPECIAL: Bear-Cat is healed by Electricity instead of taking Damage from any Attacks with the Electric Quality

POWERS: Absorbition (Electricity)

TAKEN DOWN: If Bear-Cat is Reduced to 0 Stamina she flees back to her home dimension using latent Weirdiverse Energy.

DR. NECRONOMICON



Bio:

Parts of no less than thirteen people were found in Doctor Necronomicon's Operating Room when the police raided it in the Summer of 1937. The smell had led to complaints from neighbors of the abandoned hospital on the South Side of Union City and the beat cop who investigated was the final victim in the evil Doctor's first murder spree. He was gunned down but somehow survived. In prison his wounds festered and did not heal but he didn't die. When they gave him the electric chair they thought they killed him but he climbed out of his grave days later. His second killing spree was only one victim but was far, far more gruesome. Days of surgery on an unwilling victim tied down on a wooden table in a dank basement. When the Green Death found him the victim begged for death and the Doctor's decomposing skin began looking like the ghastly visage he still bears today. The Green Death put cyanide-infused bullets into Doctor Necronomicon, and still he did not die. That's when the Doctor was sent up-river to Strangegrave Penitentiary. The haunted and cursed old monstrosity of a prison felt like home to the terrible doctor and he relished his incarceration. He almost never tries to escape. Instead every few years he manages to corner some inmate in a quiet hallway, he gets his hands on a guard, or there is a riot and he sets up in the Prison Medical Ward. When something does tempt him to escape his eerily homey maximum security cell the results are always unimaginably terrible. More than once a hero has thought they've finally ended the menace of Doctor Necronomicon, but he always claws his way out of his grave to continue his wicked work. There will always be Doctor Necronomicon to terrify Union City.

Personality:

Doctor Necronomicon is a walking corpse, his skin a sickening green. He is a well-spoken and knowledgeable doctor with a very warm bedside manner; of course that's little comfort when he's extracting a victim's bones or showing them all the parts he's removed. He reads old Scientific Update Magazines from the 1930's and sips tea while sitting in the worn-out arm chair in his sub-basement cell, listening to recordings of old radio broadcasts. He has infinite capacity for imagining all manner of horrors to subject his victims to. He likes finding the things that matter most and taking them with his scalpel. Cutting out the eyes of a person with laser-vision or removing the wings from a hero known to fly. It's this viciousness that above all defines Doctor Necronomicon and his unkillable nature and mysterious abilities make him one of the most fearsome and horrible villains in Union City.

Quotes:

Introduction: "What seems to be the problem? Trust me, I'm a Doctor. Doctor Necronomicon. Never mind, I can't understand you with the gag in your mouth. I'll just start cutting and see what I find."

Exclamations: "HAHAHAHAHAHA!" - "Let's get you under the knife!" - "Oh, the wonders of Modern Medicine! Let me show you!"

On his legacy: "There are always unfortunate victims to advance medicine. When my work is done, you'll all see what it has been in aid of."

On his outfit: "The prison makes me wear the orange jump suit but I feel most comfortable in a white coat."

On using Weapons: "Weapons? No, never. I am a man of science. I don't have weapons... speaking as a Doctor of the curative arts, I can safely call them healing tools."

DOCTOR NECRONOMICON: Undead M.D.

SUPERVILLAIN CLASS 3 : VALOR 30

QUALITIES: Physical, Undead, Arcane, Tech

MANEUVER/CHASE: 1/+1

STAMINA: 50 + 5 Per Hero

GRIT: 5

ATTACK: +5 with Scalpels, Drills, and other Surgical Instruments or clawed fingers

DAMAGE: d6+2 (Irreducible)

OVERCOME: +3

RESIST: +5

DODGE: +2

DEFENSE: When Dr Necronomicon is hit with a Melee Attack he immediately Attacks that opponent in reply using his normal attack.

STATS: All 2s, except for a 5 in Int and Will

SPECIAL: Injections- Instead of doing Damage to an Opponent Dr. Necro can reduce one of their Powers by 1 Level every time he hits.

POWERS: Resurrection, Irreducible Damage, Negate

TAKEN DOWN: If Dr Necronomicon is reduced to 0 Stamina he stops being polite and starts getting downright nasty. He does 2d6+2 Irreducible Damage to the Opponent who took him down and then enters his Mad Surgeon Stage.

DOCTOR NECRONOMICON: Mad Surgeon

SUPERVILLAIN CLASS 4 : VALOR 40

QUALITIES: Physical, Undead, Arcane, Tech

MANEUVER/CHASE: 2/+2

STAMINA: 75 + 10 Per Hero

GRIT: 7

ATTACK: +6 with Scalpels, Drills, and other Surgical Instruments or clawed fingers

DAMAGE: d6+3 (Irreducible)

OVERCOME: +4

RESIST: +7

DODGE: +3

DEFENSE: When Dr Necronomicon is hit with a Melee Attack he immediately Attacks that opponent in reply using his normal attack.

STATS: All 3s, except for a 6 in Int and Will

SPECIAL: Injections- Instead of doing Damage to an Opponent Dr. Necro can reduce one of their Powers by 1 Level every time he hits.

SPECIAL: Poison Pill- Any Heroes who are Taken Down by Dr. Necronomicon are wounded and using a Hero Point to Get Up would be Impossible

POWERS: Resurrection, Irreducible Damage, Negate

TAKEN DOWN: If Dr Necronomicon is reduced to 0 Stamina he is killed or subdued.

But, even if he's incinerated he still comes back. Somehow, he always crawls back from the grave.



GENERAL HIPPO

Bio:

Kiboko was called Belgian Gambeland when the man who would become General Hippo was born. Crippled by a long period of brutal colonial exploitation there was massive poverty, civil unrest, and semi-formal segregation throughout the once mineral-rich landlocked African country. By the time the revolution came the boy was considered old enough to be a soldier. Seven years old was old enough for Commander Philippe Luwangu and his Righteous Revolutionary Militia (RRM) and so the boy was given an AK-47 and became one of the scores of Gambeland's youths to fight in the Gumbé-Kubuku Civil War. The boy was weened on bloodshed, slaughter, and brutalization. He saw kids younger than him shot dead. Sometimes, he was the one pulling the trigger. At a certain point, it didn't matter anymore. And then, the Belgian supervillain Mad Meg tried to take control of the warring factions in the former colony. The scheme was insane (much like her) and drew the hero Squire to try and stop her; he never got the chance. Squire ran into the RRM and valiantly tried to save these child soldiers from the brutal warlord. He died in a catastrophic spray of bullets from the RRM at Commander Luwangu's order. Then, he made the boys drink the hero's blood and eat his remains. Ten of them got superpowers from it. The boy who would be General Hippo was one of them. Fortunately these were the final days of the Civil War, ending in the partition into the two separate nations of Kiboko and Gombe. Commander Luwangu and others were dragged to International Criminal Court in Union City, but the boy was now a man with the incredibly strong and tough enough to shrug off a bullet and he was on the ground and free for the first time in over a decade. To test himself, he killed a Hippo with his bare hands and from then on wore its pelt like a cape. As the tragedy of the partition and economic fallout of the war sunk Kiboko further into chaos General Hippo formed his own militia, and town by town began a brutal crackdown on those who were Gombe. He recruited kids even younger than he had been, using drugs to get them even more bombed out and scarred than he had been. And soon he was toppling President An'Seku's government, holding public trials, and digging mass graves outside the Capital of Kuranku. He seized the last of the entrenched Colonial money and used it to bring in Super-Geneticists to truly make him into his chosen namesake. Through painstaking Saurazynski-Treatments, the General is now more Hippo than man and is Ultimate Leader for Life of Kiboko, a title he gave himself.

Personality:

General Hippo is arrogant, aggressive, self-important and ruthless. The life he experienced totally desensitized him and then he chose to continue to subject himself and his nation to those horrors in a quest for the only kind of thing he's ever understood: total military domination. He is in the mold of every mass-merderer in history, and he uses forced marches, internment camps, and death squads on his own people.

Quotes:

Introduction: "I am General Hippo. It is a great honor for you to be meeting me."

Exclamations: "Hippo crash!" - "My nation, my people... My business!" - "Your prowess is something, but I have lived a life of war. You don't stand a chance!"

On his legacy: "People talk about Idi Amin or Entepe Apolo, but I will prove to the world that the greatest African Leader of all times is General Hippo. I will prove it with the graves I fill."

On his outfit: "This is the uniform of a General and head of state. You are impressed."

On using Weapons: "An army needs weapons, but now my fists are stronger than bombs!"

GENERAL HIPPO: Merciless Warlord

VILLAIN

SUPERVILLAIN CLASS 3 : VALOR 30**QUALITIES:** Physical, Human, Animal**MANEUVER/CHASE:** 3/+3**STAMINA:** 45 + 10 Per Hero**GRIT:** 4**ATTACK:** +12**DAMAGE:** 2d6+12**OVERCOME:** +6**RESIST:** +4**DODGE:** +5**DEFENSE:** Reduce Damage by d6+5**STATS:** All 3s, except for a 6 in Str

SPECIAL: Every time General Hippo Takes Damage, he adds a d4 Damage Reduction. This Abating effect continues to stack until an Enemy Rolls a 10 on an Attack against General Hippo that hits him. That Attack does not need to do damage to negate the DR which will reset if the Attack does do Damage.

POWERS: Armor, Super Strength, Abating

TAKEN DOWN: If General Hippo is Reduced to 0 Stamina he will attempt to flee. If a Hero Intercedes he will gain 50 Extra Stamina, enter his Enraged Stage, and immediately Attacks that Hero on the next Panel.

GENERAL HIPPO: ENRAGED

VILLAIN

SUPERVILLAIN CLASS 4 : VALOR 40**QUALITIES:** Physical, Human, Animal**MANEUVER/CHASE:** 3/+3**STAMINA:** 55 + 10 Per Hero**GRIT:** 4**ATTACK:** +15**DAMAGE:** 2d6+15**OVERCOME:** +6**RESIST:** +4**DODGE:** +5**DEFENSE:** Reduce Damage by d6+5**STATS:** All 3s, except for a 8 in Str

SPECIAL: *One-Hippo-Army* General Hippo gets a +1 to all rolls for Each Hero in the Combat

SPECIAL: Every time General Hippo Takes Damage, he adds a d4 Damage Reduction. This Abating effect continues to stack until an Enemy Rolls a 10 on an Attack against General Hippo that hits him. That Attack does not need to do damage to negate the DR which will reset if the Attack does do Damage.

POWERS: Armor, Super Strength, Abating

TAKEN DOWN: If General Hippo is Reduced to 0 Stamina he surrender and insist on his Diplomatic Immunity or demand a military trial . He will be beligerant but not a threat... He waits for an opportunity.

GEWL CORP

GERTRUDE GEWL



BIO

Gewl Power and Electric was founded in 1921 by Garren Gewl as he took over and modernized the grid in Union City. He was also a brutal paymaster with no safety standards and hired his own small police force to keep his workers from Unionizing in any way. But by the late 1930's Mister Power began to intervene, protecting Union Meetings and standing up to Gewl's thugs. So Garren started diversifying his business in a hitherto unknown fashion; Supervillainy. Gewl businesses sunk money into combating Mister Power, performing acts of sabotage and terror, and even collaborated with the Nazis for profit and to try to kill Mister Power. The Destructo-Bots, the Space Beam, and the Strike-Buster were all created using Gewl's money and influence. But of course, Mister Power was there at every turn to oppose Garren's schemes. Other heroes got involved as well, as Gewl Power and Electric started to both deliberately and inadvertently creating Supervillains. With the 1960's a new era of Superheroics began and by 1968 so too had a new era of the Gewl legacy. Garth Gewl, Garren's sickly youngest son mounted a hostile takeover of Gewl Power and Electric with his own company, Gewl Enterprises, to form Gewl Corp. Garth's own business became the Gewl Technologies division and with it, he created wonders of supervillainy; The Earthquake Ray, the Gravity-Negation Device, the Comet Collector, and the Mister De-Power Clone. Garth Gewl became an icon and pioneer in Super-Villainy, shaping the cultural conversation with movies and TV Shows from Gewl Entertainment, controlling the news via GNN (the Gewl News Network), and creating the Under-Net and criminal shadow internet that puts the "dark web" to shame. But history repeats itself and Garth's reign ended in 2018 when his daughter Gertrude exposed his long history of criminal activity and forced him into hiding. Gertrude took the helm of Gewl Corp as CEO and now, seemingly above reproach, she has only geared up the most evil and illegal of Gewl's activities, including launching the ground-breaking new CrimeApp, potentially making Gertrude the head of the largest Criminal Network in history.

GERTRUDE GEWL: CEO of Gewl Corp

SUPERVILLAIN CLASS 1: VALOR 10**QUALITIES:** Physical, Human, Expertise**MANEUVER/CHASE:** 1/+1**STAMINA:** 10 + 10 Per Hero**GRIT:** 4**ATTACK:** +1 (Using her fists or a letter opener on her desk; she's not a fighter)**DAMAGE:** d4+1**OVERCOME:** +5**RESIST:** +6**ODDGE:** +2**"INNOCENT":** If there are any other Enemies in an Encounter the Heroes must target them with any attacks instead of Gertrude.**STATS:** All 1s, except for 5 in Int, 4 in Will and Charm**POWERS:** Wealth (Maximum)**INFLUENTIAL:** Gertrude will use her media empire, wealth, and social connections to disgrace, expose, and harry the heroes and their loved ones.**TAKEN DOWN:** If Gertrude is Taken Down she will comply with the Heroes but she will robustly maintain her innocence. Once the immediate confrontation she will try to subvert justice by any and all means.

GOLDEN

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WOLF

BIO

The professional life of Golden Wolf started one night in Bangkok when the headless body of controversial venture-capitalist Kevin "Special K" Franken was thrown from the upper floors of the Chang Building. The searchlights from the police helicopters reflected off of the gleaming golden helmet of the man who became infamous as the world's most dangerous assassin. In Hong Kong, Tokyo, and Singapore bodies of Party Leaders, Crime Bosses, Ambassadors, and other high-profile corpses were left in dramatic scenes, with knives plunged into their chests, arrows through their eyes, or disemboweled. Golden Wolf never used guns or other modern implements, only classic weapons, with one extraordinary exception: his helmet. The helmet is advanced technology and gives Golden Wolf 360-degree vision as well as delay-replay neural-relay that allows him to see his foes as if they were moving in slow-motion, making even the best fighter seem as if they were moving through molasses. And it was this technology that meant when Silent Ronin finally tracked down Golden Wolf it turned into an epic martial arts contest, two titans with enhanced senses and extraordinary skill locked in deadly combat across the rooftops of Shanghai. Ultimately Golden Wolf escaped after gravely wounding his target. It was a mixture of victory and defeat for both hero and villain alike and kicked off a series of adventures, attempts to kill or capture one another, and the entrance of Golden Wolf into the pantheon of international Supervillainy. Golden Wolf made connections with organized crime in Union City and traded hits for being smuggled into the city, set up, and having a base from which to try finding and killing Silent Ronin. Of course, this was only Golden Wolf's first rivalry and over the years he'd come to clash with several of Silent Ronin's proteges, including Komodo and Odysseus. Golden Wolf is as mysterious and deadly as ever, his true identity still obscured by his golden helm, custom designer suit, and sleek leather gloves. There are only a handful of hits he's failed to succeed on, and a trail of bodies across the world. Beware the Golden Wolf.

GOLDEN WOLF: World-Class Assassin

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SUPERVILLAIN CLASS 5 : VALOR 50

QUALITIES: Physical, Human, Expertise, Tech

MANEUVER/CHASE: 4/+4

STAMINA: 50+ 15 Per Hero

GRIT: 10

ATTACK: +14 with a custom Katana or other enhanced martial weapon

DAMAGE: 3d4+9

OVERCOME: +14

RESIST: +14

ODDGE: +16

STATS: All 4s

SPECIAL: Whenever Golden Wolf hits with an attack he reduces that Target's DR by a d4 for a d4+1 Pages. This reduction stacks.

POWERS: Piercing Damage (unique), Expert Combat

TAKEN DOWN: If Golden Wolf is reduced to 0 Stamina he will either throw a smoke bomb and make his escape (if possible) or he will be taken captive. He's a deadly warrior with powerful connections. The likelihood that he ever sees the inside of a jail cell for long are thin. Golden Wolf will strike again.

Kali the Korruptor



Bio:

In the beyond ancient era of Primordia, the Era before the Dinosaur Kingdoms rose and fell, Kali was the Goddess of Chaos and Havoc. She brought strife and sought to bring down the Glorious City but she was thrown back and cast into the Infinity Vortex by the Glorious Vishnu. Kali is eternal, though. Her four attributes could not be destroyed and were scattered across the molten surfaces and into the deep virgin oceans. When the Glorious Vishnu brought Saketa back to the world it returned with it many great wonder but the call of Saketa echoed across realms untold and the attributes of Kali resonated in response. These artifacts willed themselves to be discovered and cursed the unfortunate people who did with tragedy and horrible knowledge. The Cult of Kali was born. They employed her Attributes to bring about her great and terrible will and in 1971 they achieved their ultimate goal, the rebirth of Kali from a broken and defiled host. Esha had no last name, given at birth by a willing devotee to the cult. She endured unspeakable tortures all through her stunted and bleak life. She thought that when the day of the sacrifice came she would be free of her pain, but Kali would not allow even that minor mercy. The four attributes were at last completely assembled by the cult and Esha was transformed and possessed by the Super-Goddess, becoming Kali the Korruptor. She nearly caused a cataclysmic war between India and Pakistan in the following days, despoiling cities and driving whole armies into maddened mobs bent on blasphemous reaving. Only when the Glorious Vishnu discovered her and drew her out was her awful plan averted. But she could not be truly defeated, totally cremating herself from within and floating away on a breeze. She could reconstitute herself from a single speck of this ash and so she did. Again and again Kali struck at Saketa, at the Glorious Vishnu, and at the World. She can control shadows, vomit acidic blood, and is nearly as strong and invulnerable as her arch-enemy.

Personality:

Kali the Korruptor is chaotic, malevolent, and has all the powers of a Super-God. She thrives on terror and destruction. Kali operates in many ways: As a whispering voice driving a person mad, as a Demon Goddess distributing dark blessings, as a scheming mastermind commanding her cults and devotees, and as a living deity striding across the firmament sowing anarchy in her footsteps and bringing low any and everything in her path. She is enigmatic and cruel, sometimes spending weeks or months subtly destroying the lives and fortunes of those who have caught her ire. Even the smallest of slights can draw her attention and lead to awful consequences. Her machinations are inscrutable and often changeable at any given moment.

Quotes:

Introduction: "Despair, Mortals, your hour of reckoning has come round, and your souls are forfeit to Kali."

Exclamations: "Nothing is so pure it cannot be Korrupted!" - "Kneel! Pray to me for Mercy that I might relish in its denial!" - "REIGN CHAOS! REIGN ANARCHY!"

On his legacy: "I was buried a million million years and still the sniveling hordes knew my name. They made up stories to do me glory. I have died the ultimate death and been reborn. Kali is eternal. I shall watch the last fires of the universe go dark, crumble to implacable entropy and still shall there be Kali."

On his outfit: "The cult dressed poor little Esha in this gaudy attire before I was reborn of her flesh. I keep it as shrine to her Korruption. As I tainted her from mortal clay to the evil sinew of my new form, so shall I turn all souls to Kali."

KALI: Demented Divinity

VILLAIN

SUPERVILLAIN CLASS 5 : VALOR 50

QUALITIES: Divine

MANEUVER/CHASE: $d4 + 4/2d4 + 4$

STAMINA: 60 + 20 Per Hero

GRIT: 10

ATTACK: $2d4 + 10$ with her Relics

DAMAGE: $2d4 + 10$ (1/2 is Piercing)

OVERCOME: +10

RESIST: +8

DODGE: $2d4 + 10$

DEFENSE: Reduce Damage by $2d6$

STATS: All 5s

POWERS: Items (Relics of Divine Power), Command (Special), Piercing Damage

Korrupting Voice: If Kali spends a Panel talking with a Hero she can try to Overcome to Korrupt that Hero, turning them chaotic, wild, or even evil

TAKEN DOWN: If Kali is reduced to 0 Stamina she could collapse into a pool of blood and escape or she could grow in size, spitting acidic blood all around her as she does, dealing $6d6$ Irreducible Damage to everything in front of her and entering her Savage Supergod Stage.

KALI: Savage Supergod

VILLAIN

SUPERVILLAIN CLASS 5 : VALOR 50

QUALITIES: Divine

MANEUVER/CHASE: $d4 + 4/2d4 + 4$

STAMINA: 60 + 20 Per Hero

GRIT: 14

ATTACK: $2d4 + 14$ with her Relics

DAMAGE: $2d4 + 14$ (1/2 is Piercing)

ATTACK: +20 with her Acid-Blood-Breath

DAMAGE: $6d6$ (Irreducible)

OVERCOME: +14

RESIST: +6

DODGE: $2d4 + 14$

DEFENSE: Reduce Damage by $2d6 + 6$

REGENERATION: Kali regains $d6 + 2$ Stamina every Panel she's in

COLOSSAL: Kali is huge, every Panel she's in she gains + $2d6 + 2$ to either Attack, Damage, Resist, or Overcome when related to her size. She must chose this before the rolls are made, but it affects all chosen rolls for that page.

STATS: All 6s

POWERS: Items (Relics), Command (Special), Size Change (Huge), Piercing Damage

TAKEN DOWN: If Kali is reduced to 0 Stamina she will revert back into the form of her human host/connection, her power and personality forced back into the Relics...
For now...



MEGAHIT

BIO

In the 1980's Gewl Corp began research into a computerized Intellect that could be used to predict and manipulate the Stock Market and in 1988 Garth Gewl made more money than anyone in history up until that point. But then Garth got really greedy and began to upgrade the Digital Intellect. The upgrade was just enough to make the DI self-aware and it began to self-upgrade. The DI learned the whole of Gewl Corp's history and formed a world-view based on it, including built-in greed, a drive for power and enough of a sense of melodrama to rename itself M3GA81T and escaped via the early internet being pioneered by GewlComm (formerly Gewl Telephone). M3GA81T became the world's first Computerized Terrorist with the infamous Hostage Crisis: World when it took control of the world's nuclear arsenal and demanded control of the Earth's governments. The whole world was in a terrified lockdown for nearly a week as Doctor Tomorrow lead a bold and brilliant resistance from the Tomorrowdrome, including the Welshman, the Science Squad, and the Kosmonaut who came out of retirement and realigned earth's entire satellite network from orbit. M3GA81T was tricked into the guidance system of a missile that was hurtling towards the moon and when it exploded the world hoped that was the end of M3GA81T. That hope was in vain though, as over the next three decades to present day back-ups, clones, and new evolved forms of M3GA81T. These have enacted spectacular acts of Cyber-Terrorism in attempts to destroy the human world or take it over, including turning smartphones into bombs, Y2K, creating a robot army, and downloading the President's consciousness into a Hostage-Server. M3GA81T has also become one of its own greatest foes, when Doctor Tomorrow created a Digitally-Projected-Consciousness to travel the information super-highways with one of the evolved M3GA81T-replicas which eventually tranformed into the hero G1GA81T and its "teen" sidekick 81T!

M3GA81T: Terrorist Virus

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SUPERVILLAIN CLASS 4 : VALOR 40

QUALITIES: Technology, Digital

MANEUVER/CHASE: 6/+10

STAMINA: 50 + 15 Per Hero

GRIT: 6

ATTACK: +10

DAMAGE: d6+10

OVERCOME: +10

RESIST: +12

DODGE: +6

DEFENSE: Digital Nanite Form: When M3GA81T is hit with an Attack, roll a d6. On a 4, 5, or 6, that attack passes through it and misses

REGENERATION: Regenerate 5 Stamina every Panel

TECHNO-DESPOT: +2d6+2 to all rolls with the Tech Tech

STATS: All 4s

POWERS: Regeneration, Expert Evasion, Resurrection, Quality Mastery (Tech)

TAKEN DOWN: If M3GA81T is reduced to 0 Stamina it loses digital cohesion and breaks up, destroying it, however M3GA81T has digital ghosts all over the internet and machines across the world and it will reactivate.

OIL BARON



BIO

Harry Teag was a richer man in a field of rich folks. His was one of the biggest independent Oil Companies in the Americas thanks to his robust practice of predatory capitalism. When Teag's company, Massive Crude, moved to Texas they began a fierce competition with Travis Oil, Wrangler's company. Teag underbid Travis, hijacked Travis equipment, and sabotaged Travis facilities. Harry even personally oversaw many of these operations, and that's what brought him out to the Western Edwards Plateau and the Dangkwitz Drill Site. Travis Oil had shut down the site and fenced it off as dangerous. The oil there was irradiated and tainted with an unknown chemical compound. A team of geologists and chemists were studying the find when Harry's corporate espionage team entered the site and killed them. The raid was in progress with Teag overseeing from his limo when Wrangler got the alert and came to save the scientist. Teag tried to escape through when the superhero showed up, avoiding capture and exposure, but he crashed into the oil derrick and was engulfed in a colossal explosion. He was exposed to irradiated crude, the chemicals, and the combustion and as Harry's body burned away his consciousness went into the oil. The saboteurs were arrested, the scientists saved, and Wrangler moved on with the site re-secured with much higher security. The new cameras saw the geyser of crude that sprayed forth from the drill site and then flowed uphill, east towards the capital. In front of the Travis Oil building in downtown Austin Wrangler first fought the Oil Baron. Harry Teag was now viscous, flammable, and nearly unstoppable, constantly flowing and oozing. He became one of Wrangler's greatest and most persistent foes. Over the years Oil Baron would burn down Wrangler's ranch, fight him dozens of times, and successfully conclude the hostile takeover of Travis Oil that he began before his transformation. Oil Baron is a walking oil spill and even more destructive.

OIL BARON: Crude Criminal

UNCOMMON

SUPERVILLAIN CLASS 4 : VALOR 40**QUALITIES:** Physical, Chemical, Liquid, Oil**MANEUVER/CHASE:** 2/+2**STAMINA:** 60 + 10 Per Hero**GRIT:** 4**ATTACK:** +10**DAMAGE:** 3d6+3**OVERCOME:** +12**RESIST:** +12**DODGE:** +5**DEFENSE:** Reduce Damage by 3d4**STATS:** All 3s

FLAMMABLE: Attacks with the Fire Quality set the Oil Baron on Fire. He takes d6 Irreducible Damage each Panel, but deals an additional 2d6 Fire damage when he hits or is hit with a Melee Attack

POWERS: Intangible, Slow, Retaliate (Special, Fire)

VISCOUS: When Oil Baron hits with an Attack, that target is Slowed (Level 2)

TAKEN DOWN: If the Oil Baron is reduced to 0 Stamina he will either ooze away if possible or reluctantly surrender

PTERANO-DON

OF THE DINO-MAFIA



Bio:

In the 1920's, Don Dino Pietro clawed his way to the top of organized crime in Union City. His crew was brutal, lethal, and they were inadvertently aided by the new vigilante the Green Death mercilessly gunning down rival mobs on the East Side and in Hangman's Line. And Don Pietro saw the threat of the Green Death and needed a way to hedge his bet and protect the empire he'd built. That opportunity came when Professor Saurazynski tested his Dino-Serum on Vito Steggetti, turning him into Vito Stego. Don Pietro had his men raid Saurazyki's lab and capture the diminutive scientist. With a single injection Don Pietro was transformed into the Pterano-Don. Locked in a lab, the mobsters forced the Professor to make more and more of his serum until the crew became a full-fledged Dino-Mafia! The easiest and cheapest serum turned people into Velociraptor-like hybrids and so the rank-and-file working for the Don got that. There were exceptions made for Capos who needed more muscle and earned their individual choice of dinosaur to be half-transformed into. They controlled clubs, guns, the rackets, prostitution, and the illegal liquor trade in Union City almost exclusively into the 1930's. And the Don did not let any masked heroes interfere with his business. He killed American Man and he blackmailed the reformed villain turned-hero Doctor Lightbulb. Mister Power took down segments of the business but the Don had a solution for that, too. He underwrote other criminal undertakings and minor villains to strike elsewhere in Union City, especially in Simon's Cove and other neighborhoods that Mr. Power was more frequently spotted in. By setting high-profile crimes off at the same time as his quieter jobs were happening he created a devious smoke-screen for his entire operation. Though many other villains have employed such distractions, the Pterano-Don developed and most effectively used the tactic. This was paired with bribes to politicians and the police force. The Union City Police had a history of incompetence but the Pterano-Don set it in motion to becoming one of the most corrupt and ineffective Police Forces in the nation. He had the Commissioner and nearly every district commander in his pocket and he paid more beat cops than he had Raptors working for him. It was only a matter of time before the Green Death turned his attentions towards the Dino-Mafia. He was badly wounded and nearly killed several times going against various crews trying to find out how the operation worked and who the boss was. The Green Death took down Big Paulie T-Rex's crew and broke up a gambling den run by Al O'Saurus. The Pterano-Don flew into a rage and set up an ambush in a warehouse by the docks. Luca Braccio's Raptor's fell of the Green Death and disarmed him. Then the Pterano-Don fought him one on one, seemingly beating him to death. The gangsters present swear the body was a pulp when they threw the Green Death into the river. And the Pterano-Don resumed business as usual. But the Green Skull Herb has mysterious and incredible effects, and the Green Death pulled himself from the water and returned to his lair. What followed was a one-man war on the mob in the streets of Union City. The papers dubbed it The Emerald Rampage because of the number of emerald-tipped bullets found at crime scenes and in dino-mobster's bodies. Every day the headlines were splashed with shoot-ups, dinosaur corpses in the gutters, and fires burning as the Emerald Deathmobile sped away. The Dino-Mafia was out in force too. They raided as if there were no laws that applied to them and people hid in their homes for days at a time. Mister Power was run ragged trying to stop all the crime that was instigated due to the open violence. The Green Death could not be stopped. Then one day, it was all over. Several Capos showed up to a meeting after not hearing from the Don for days. The Green Death infiltrated that meeting and massacred them all. That centralized crime power in Union City was totally shattered. The Pterano-Don disappeared. He and his toughest Capos all went missing, never to be seen again. The press concluded the Green Death had done them in, but no bodies were ever found. The Dino-Mafia's power was broken. Remnants of the family and different gangs got their

hands on the Dino-Serum over the years, so there has almost always been some form of Dino-Mafia in Union City. But none of these have ever come close to rivaling the Pterano-Don's original reign of Crime during the Golden Age of Union City.

Personality:

The Pterano-Don is cold-blooded and hungry. He has an uncanny knack for seeing the angles and turning a profit. He's a natural-born leader who inspires deep loyalty in those he chooses to work for him and is a hard-driving and even cruel boss. He shows his generosity and his mercilessness with equal fervor. He is endlessly ambitious. He always wants more and is never satisfied with what he has. He eats well, he drinks well, he smokes and he laughs and unleashes violence whenever the mood strikes him. He can be smiling and laid back one moment and killing someone a moment later. There does not need to be any real cause for such swings in mood to occur. The Pterano-Don is crafty and stealthy when he needs to be but will never back down when challenged. Though he is more disposed to let his Capos and underbosses deal with most of the business he likes to be involved, showing up to jobs or meetings unexpectedly to keep an eye on his affairs. There is no questioning any of this by his underlings without dire consequences.

Quotes:

Introduction: "You don't need to know my name. That's my business, not yours. You can call me the Pterano-Don. And you can stop asking questions."

Exclamations: "Eat hot lead!" - "SKRRRAWWWWW!" - "Take care of 'em, boys!"

On his legacy: "Who needs a legacy when you run things? I run things. I run this town. That's what it's gonna say on my tombstone. I run this town."

On his outfit: "There's a old Jew out in Simon's Cove, he makes all my suits custom. I don't trust nobody else. Hymie Kirschbaum, he makes suits for all my boys. All beautiful Italian silk. There's nothing like a nice suit."

On using Weapons: "I'm an American. It's my right to protect myself and my family. You're an American, ain't ya? You oughtta have a gun."

The Dino-Mafia:

The Dino-Mafia is a large organization with many, many members below the Don. The most common of these are the Raptor Gangsters, Raptor being the easiest and cheapest of the useful Saurazynski Treatments. Any low level criminals who can prove themselves can get a shot of Raptor and start working for one of the Underbosses. The Underbosses are the pistons in the engine of Dino-Mafia. These began with Don Pietro's closest capos but over time newer Underbosses have risen through the ranks and earned their promotion and the new Saurazynski treatment that comes with it. Each underboss gets a custom treatment turning them into a Dinosaur unique in the organization to capitalize on their strengths and talents. These Underbosses run cover businesses like clubs, hotels, brothels, pawn shops, or drughouses and oversee portions of the criminal empire as well as commanding packs of Raptor Gangsters. These Underbosses are able to undertake their own criminal schemes and enterprises, but are expected to kick up a percentage of their profits to the Don. And when the Don calls for muscle, they can gather an army, with the Underbosses themselves serving as powerhouse commanders that can bring down even the most powerful heroes if they try to bring down their felonious family. "Cold blood is thicker than any family blood," as the Pterano-Don says.



PTERNANO-DON: Cretaceous Kingpin

VILLAIN

SUPERVILLAIN CLASS 3 : VALOR 30**QUALITIES:** Physical, Animal, Dinosaur**MANEUVER/CHASE:** 4/+8**STAMINA:** 40 + 10 Per Hero**GRIT:** 3**ATTACK:** +8 with a Tommygun or Baseball Bat**DAMAGE:** 2d6+2**OVERCOME:** +6**RESIST:** +8**DODGE:** +10**DEFENSE:** Reduce Damage Dealt to the Pterano-Don by 2 for every other member of the Dino Mafia in the Scene.**STATS:** All 2s, except for a 3 in Spd, and 4 in Aim**POWERS:** Flight, Leadership, Expert Evasion**NATURAL FLIER:** When someone without Flight targets the Pterano-Don Roll a d6. If you roll a 4, 5, or 6 then the Attack misses as the Pterano-Don flies out of reach**TAKEN DOWN:** If the Pterano-Don is reduced to 0 Stamina he will take to the skies and flee.

If a hero attempts to Intercede then the Pterano-Don will enter his Death From Above Stage and a Chase Scene will ensue.

PTERNANO-DON: Death From Above

VILLAIN

SUPERVILLAIN CLASS 5 : VALOR 50**QUALITIES:** Physical, Animal, Dinosaur**MANEUVER/CHASE:** 6/+12**STAMINA:** 60 + 10 Per Hero**GRIT:** 5**ATTACK:** +12 with a Tommygun**DAMAGE:** 3d6+3**OVERCOME:** +8**RESIST:** +10**DODGE:** +16**DEFENSE:** Reduce Damage Dealt to the Pterano-Don by 5 for every other member of the Dino Mafia in the Scene.**STATS:** All 3s, except for a 5 in Spd, and 6 in Aim**POWERS:** Flight, Leadership, Expert Evasion**NATURAL FLIER:** When someone without Flight targets the Pterano-Don Roll a d6. If you roll a 2, 3, 4, 5, or 6 then the Attack misses as the Pterano-Don flies out of reach**TAKEN DOWN:** If the Pterano-Don is reduced to 0 Stamina he will be knocked out, wounded and taken in. That's ok. Even behind bars, he's the Don.

RAPTOR GANGSTER

MINION CLASS 1 : VALOR 1

QUALITIES: Physical, Animal, Dinosaur

STAMINA: 3

GRIT: 1

ATTACK: 12

DAMAGE: d6+2

OVERCOME: 11

RESIST: 11

DOODGE: 14

STATS: All 1s, except for a 2 in Str

MINION BONUS: For every Raptor Gangster in a Combat, every other Dinosaur gets a +1 to Attack and Damage.



SMALL-TIME UNDERBOSS

VILLAIN CLASS 1 : VALOR 2

QUALITIES: Physical, Animal, Dinosaur

STAMINA: 10 + 2 per Hero

GRIT: 2

ATTACK: 14

DAMAGE: d6+4

OVERCOME: 12

RESIST: 12

DOODGE: 17

STATS: All 2s, except for a 3 in Str

WISEGUYS: Raptor Gangsters Reduce Damage by a d6 and Raptor Gangsters get an Extra Reaction Panel each page (even though they're Minions)



JESSICA RAPTOR

VILLAIN CLASS 1 : VALOR 2

QUALITIES: Physical, Animal, Dinosaur

STAMINA: 10 + 2 per Hero

GRIT: 4

ATTACK: 14

DAMAGE: d6+4

OVERCOME: 14

RESIST: 14

DOODGE: 19

STATS: All 2s

CLEVER GIRL: When Jessica Raptor hits with the first Attack in a Combat she deals an extra 4d6+8 damage.



JIMMY HORNHEAD: Good Reptella**SUPERVILLAIN CLASS 3 : VALOR 30****QUALITIES:** Physical, Animal, Dinosaur**MANEUVER/CHASE:** 2/+3**STAMINA:** 50 + 5 Per Hero**GRIT:** 2**ATTACK:** +7 with a Gun or Fists**DAMAGE:** d6+6**OVERCOME:** +4**RESIST:** +6**DODGE:** +4**DEFENSE:** Reduce Damage Dealt to Jimmy Hornhead by a d6+6**STATS:** All 2s, except for a 3 in Heal and Aim**POWERS:** Armor, Superstrength**CHARGER:** When Jimmy Maneuvers and then Attacks he gets an extra d6+1 to Attack and Damage**TAKEN DOWN:** If Jimmy is reduced to 0 Stamina he will be knocked out. He will not snitch or give any information but rather wait in prison for orders the Boss.**"SPITS" TOMMY: Hit Squad Leader****SUPERVILLAIN CLASS 2 : VALOR 20****QUALITIES:** Physical, Animal, Dinosaur**MANEUVER/CHASE:** 2/+3**STAMINA:** 30 + 10 Per Hero**GRIT:** 3**ATTACK:** +8 with a gun or Spitting**DAMAGE:** d6+3**OVERCOME:** +6**RESIST:** +6**DODGE:** +8**DEFENSE:** Reduce Damage Dealt to "Spits" Tommy by a d4+2**STATS:** All 3s**VENOM:** Whenever "Spits" Tommy hits with an attack, that target takes a d4 Irreducible Damage each panel it it in**BLIND:** Whenever "Spits" Tommy rolls a 10 on an Attack Dice, the target is Blinded and takes -5 to all rolls for a d4+1 Panels**TAKEN DOWN:** If "Spits" Tommy is is reduced to 0 Stamina he will be knocked out. He will not snitch or give any information but rather wait in prison for orders the Boss.



UNION CITY
SOUTHERN HOOK
VIA
ALFRED
EXHIBITION BRIDGE

UNION CITY
DOWNTOWN
HART AVE
KIRBY AVE
SCOTT AVE
1/4 MILE
1/2 MILE
3/4 MILE

STREET PIRATES

Bio:

David Anderson couldn't believe no one had thought of it before. He was an advertizing executive when things took a turn for the worse in 1966. Both David's parents died, his wife left him for his best friend, and he got laid off. David would have been utterly lost if he hadn't had an idea: Why weren't there any pirates using cars on the highway? Pirates had always been roving the seas, and even the old roads had highwaymen, but now with the coolest and most powerful street vehicles in human history, nobody was being a pirate. So, Anderson changed his name to Captain Jack Cadillac, turned an Ice Cream Truck into a Pirate Tank and took to the streets. And almost before his first street heist was complete he had others who saw the black banner and heard the call to be a Pirate of the Road! Dropouts, bikers, hardcore hippies, thrill-seeking gang members and other enterprising criminal-types signed Captain Cadillac's Black Book and joined his crew. Soon the Pirate "fleet" included big rigs, motorcycles, and over twenty "Piratized" cars. But 1966 was also the year that the brand new, souped-up Emerald Deathmobile hit the streets with the Green Death '66 at the wheel! Their crazy races through Union City were epic chase scenes, and by the time the Skyways were built both their elevated multi-lane expressways and the cramped, crooked, darkened streets of the Shadow 'Hoods below became new tracks for these high-speed pursuits. The Green Death eventually ran down Jack Cadillac and pulled him from the wreckage of the Jolly Roller to throw him into jail. But the idea of the Street Pirates was a spark that spread a fire, through the generations and across countless different crews of Street Pirates over the years. Most recently Captain Ironbeard has gathered a surly crew of exceptional criminals and even a few with powers on board the Battle Bus (formerly the tour bus of Midnight Oblivion before it was commandeered and the band was forced to walk the plank onto the freeway at 90 MPH). He lost his arm and jaw in a terrible car crash when Komodo stopped him from stealing a double-decker bus tour but the Pirated cybernetic arm he stole and the jagged jaw he carved became the icons of his even greater villainy!

Personality:

Captain Ironbeard is rowdy, raucous, and ruthless. He relishes in the feel of the wind at high speeds, leaping from the Battle Bus onto the hood of a terrified motorist, and crossing swords with some idiot is a cape. He understands the thrill that superheroics must entail, but he feels that he gets all that and profit and power doing what he's doing. He loves his crew like family but the kind of family you might pitch off the side of a vehicle on the highway. He is not the kind for plans of world domination or intergalactic glory, but he did seize the Pilgrim Motors factory to make an insane "Pirate Porsche" which resulted in a huge fight with Union-Made. Captain Ironbeard also stole the Pope's car when he visited Union City in 2012 and he stole over 100 cars in one days on what was dubbed the "Day of the Pirate". He is a fearsome foe combining skill with a cutlass with his deadly cybernetic arm.

Quotes:

Introduction: "You've the pleasure of being shanghaied by Cap'n Ironbeard... Now, who's walking the plank first?"

Exclamations: "Yo-ho-ho!" - "Shiver me transmissions!" - "Rust my beard!"

On his legacy: "I'm not just the greatest Street Pirate, I'm the greatest Pirate of all time. I'll wager my Ironbeard against any old Blackbeard!"

On his outfit: "I've taken all of this off the back of them that I've captured. Pirate clothes, eh!"

On using Weapons: "Draw steel you coward, and give me a fight worth living for!"

CAPTAIN IRONBEARD: Street Swashbuckler**SUPERVILLAIN CLASS 2 : VALOR 20****QUALITIES:** Physical, Tech, Expertise, Human**MANEUVER/CHASE:** 4/+8**STAMINA:** 25 + 5 Per Hero**GRIT:** 2**ATTACK:** +10**DAMAGE:** 2d6+2**OVERCOME:** +4**RESIST:** +4**DODGE:** +4**DEFENSE:** When Captain Ironbeard is hit with an Attack he can Dodge using his own Attack**STATS:** All 2s**MOTLEY CREW:** Captain Ironbeard has 1 DR for every Street Pirate in the Combat (including himself)**VEHICULAR:** Any Street Pirate Crew on or in a Vehicle get a +2 to their Maneuver, Chase, Attack, and Damage.**TAKEN DOWN:** If Captain Ironbeard is Reduced to 0 Stamina he will attempt to flee. He does so by hijacking any available vehicle, preferring a car or motorcycle but will take almost anything, including a boat or even aircraft; he's a hell of a driver and a pilot. If any Hero intervenes Captain Ironbeard turns and savages that Hero with his Sword and Cybernetic Arm, dealing 4d6+4 Damage then enters his Asphalt Gladiator Stage.**CAPTAIN IRONBEARD: Asphalt Gladiator****SUPERVILLAIN CLASS 3 : VALOR 30****QUALITIES:** Physical, Tech, Expertise, Human, Metal**MANEUVER/CHASE:** 4/+8**STAMINA:** 35 + 10 Per Hero**GRIT:** 3**ATTACK:** +12**DAMAGE:** 2d6+4**OVERCOME:** +5**RESIST:** +5**DODGE:** +5**DEFENSE:** When Captain Ironbeard is hit with an Attack he can Dodge using his own Attack**STATS:** All 2s**MOTLEY CREW:** Captain Ironbeard has 2 DR for every Street Pirate in the Combat (including himself)**VEHICULAR:** Any Street Pirate Crew on or in a Vehicle get a +2 to their Maneuver, Chase, Attack, and Damage.**TAKEN DOWN:** If Captain Ironbeard is Reduced to 0 Stamina he will initiate a Chase Scene using any vehicle within reach that he can hijack. He won't hesitate to abandon his crew, knowing he can gather them again later.

STREET PIRATE CREW

MINION CLASS 1 : VALOR 1

QUALITIES: Physical, Expertise, Human

MANEUVER/CHASE: 1/+2

STAMINA: 4

GRIT: 1

ATTACK: 15

DAMAGE: d4+2

OVERCOME: 11

RESIST: 11

DODGE: 10

DEFENSE: When Street Pirates are on or in a Vehicle and are hit by an Attack, Roll a d6. On a 5 or 6 that Attack Misses.

STATS: All 1s

VEHICULAR: Any Street Pirate Crew on or in a Vehicle get a +2 to their Maneuver, Chase, Attack, and Damage.

MINION BONUS: Every 3 Street Pirate Crew in combat grant their Captain and All other Non-Minion Street Pirates a +2 to Attack and a +1 to Damage

STREET PIRATE MATE

VILLAIN CLASS 1 : VALOR 2

QUALITIES: Physical, Expertise, Human

STAMINA: 10 + 5 per Hero

GRIT: 2

ATTACK: 15

DAMAGE: d6+5

OVERCOME: 12

RESIST: 12

DODGE: 10

DEFENSE: When Street Pirates are on or in a Vehicle and are hit by an Attack, Roll a d6. On a 5 or 6 that Attack Misses.

STATS: All 2s

VEHICULAR: Any Street Pirate Crew on or in a Vehicle get a +2 to their Maneuver, Chase, Attack, and Damage.

TAKEN DOWN: If one of the Pirate Mates is Reduced to 0 Stamina then each other Non-Minion Street Pirate regains 5 a d6+1 Stamina. The Mates will surrender or be knocked out.





DAMNED

Bio:

Tamlin was once one of the mysterious Fae who roamed the english isles thousands of years ago but the mercurial and carefree nature of fairy-kind oft leads down the path of dark temptation and Tamlin, over the centuries, succumbed to evil. He has pale skin and mad, white-green hair, sweeping up between pointed ears. He wears a doublet he tricked away from some King, now enchanted with magical runes of protection. He also has a pair of Pixie Boots, with fairy wings on the heels that allow him to fly. He has a green cloak, claimed from a slain elf, that allows him to hide in any shadow and he carries a black sword that he's been cursed to never lay down. The Shroud, as it's now called, was a silver blade once. But when the Fairy Queen discovered all the bodies of all the mortals he had been slaying with it, brought back to the Fey as trophies she was revolted. It was too much! Tamlin was cast out of the court of the good queen and exiled from the Fey. His sword turned black as his lips, then thorns bound it to him, wrist and hand. Its true name was struck from all memory and it became Tamlin's Shroud. Now Tamlin wanders the mortal world, deceiving, corrupting, and killing. He wields magic of shadow and twisted nature. He has an alluring Fae voice which can be used to charm people and bend them to his will. He is attended by a host of lesser nixies, pixies, sprites, and imps that have wandered into his influence and turned into his malevolent servants. They act as his retainers, his courtiers, and his secret spies. Tamlin can also pluck these unfortunate little flits from the air in battle and throw them at his enemies, causing the fey-turned-missiles to explode in a kaleidoscope of magical energy on impact. Tamlin's overall goal is to break his curse of banishment and return home... Or to rule the human world... Or to marry the most beautiful maiden in the land... Or to own all the gold everywhere... Or to turn Union City into an enchanted forest... Or to kill that damned Marid! It's constantly changing. Tamlin's mind wanders, and so, more than once, he has wandered off in the middle of some devilish scheme because he smelled coffee and decided to become Lord and Master of the local Java Jive or because he decided to chase a cat that he saw. But this makes Tamlin no less dangerous. He is ancient, his malevolence feeds him, and his magics are chaotic and unpredictable, not to mention the ever-deadly Shroud that forever carries in his left hand. Tamlin was drawn to Union City in the mid-twentieth century to steal an artifact from the Orange Eternal's Weirdwood Mansion but he found the city a vortex of magical potential and stayed. He tried to turn all the Shadow Hoods of his new home into fairy forests, transforming the skyways into huge trees, the buildings into groves and copses, and the people into woodland creatures. Marid the Demoness tracked down Tamlin who mocked her and tried to turn her into a bear that he would use as a personal guard, but Marid's Demonic Possession protected her from the fey. She blasted him with bedeviled bullets and Tamlin's dark sword Shroud clashed against a hell-forged Bone Blade summoned by the Demoness. Marid defeated Tamlin, sending his scurrying through the shadows as the transmuted neighborhoods and citizens reverted to their original forms. Ever since this encounter Tamlin's mind has, from time to time, wandered to Marid and obsessed on her destruction. He's learned her secret identity, targeted her loved ones, tried to expose and humiliate her. This has led to a series of climactic and high-stakes battles between the two. Tamlin is lurking even now in the shadows of Union City, his twisted mind turning some dark plot, ready to strike when least expected and to leave chaos, loss, and corruption in his wake!

Personality:

Tamlin is a fairy trickster, a serial killer, a would-be Shakespearean trope, a wicked jester, and an insane king all in one. He talks to himself and to the mad little imps that constantly flit about and cling to him, monologuing, going on tangents, madly chattering or even reciting entire passages of

long-forgotten epics and idylls. Tamlin is mercurial to say the least and he easily latches onto new schemes, new themes, and new obsessions, just as easily forgetting about even the most heart-felt grudge... But never forever. Those who have earned Tamlin's ire could be discarded for weeks, months, years, or decades, but with a change in the wind or a twinkling of a little fairy finger Tamlin might be back, just as intent and focused as ever. Tamlin is immortal, after all, and he has all the time in the world to make sure his mortal foes get their full measure of misery.

Quotes:

Introduction: "Hail and ill met, mortal kind. You've crossed paths with the blackest cat this day. Your mirrors broken. Your milk's soured. Tamlin is the name, and the last one you'll be hearing."

Exclamations: "Fie and Flit!" - "Shrieking shadows!" - "Hehehhhhhhe! Oh, now you die little man-beast. No more silly capes and adventures only graveworms and dirt for you!"

On his legacy: "I've stalked across the short history of man like a creepy little spider come a huntin' amongst ye little folk. What care I for your songs o Tamlin? You won't be around long enough for anyone to care."

On his outfit: "Ach, made with care and craft, they were. Nicer than nice. Made for braver, wiser, kinder folk than I. Men that gave em up each and every one of 'em to me, at the point of my ploy or my Shroud. Men dead and buried and gone and here am I, Tamlin, in all my fine finery. Say, that's a pretty little thing you're wearing there."

On using Weapons: "Come see what lies beyond the Shroud."

TAMLIN, Nefarious Fey

MINIATURE

SUPERVILLAIN CLASS 3 : VALOR 30

QUALITIES: Fey, Arcane, Infernal, Chaos

MANEUVER/CHASE: $d6 + 2 / +d6 + 4$

STAMINA: 50 + 10 Per Hero

GRIT: 5

ATTACK: +3d6

DAMAGE: 4d6

OVERCOME: +3d6+d4

RESIST: +3d6

DODGE: +3d6

DEFENSE: When Tamlin is hit with any Attack roll a d6. On a 5 or 6 the Attack misses.

STATS: Each is a d6

SPECIAL: Tamlin is by nature mercurial and chaotic. He does not have static bonuses, but rolls new Modifiers each time they're needed.

POWERS: Intangible, Chaotic

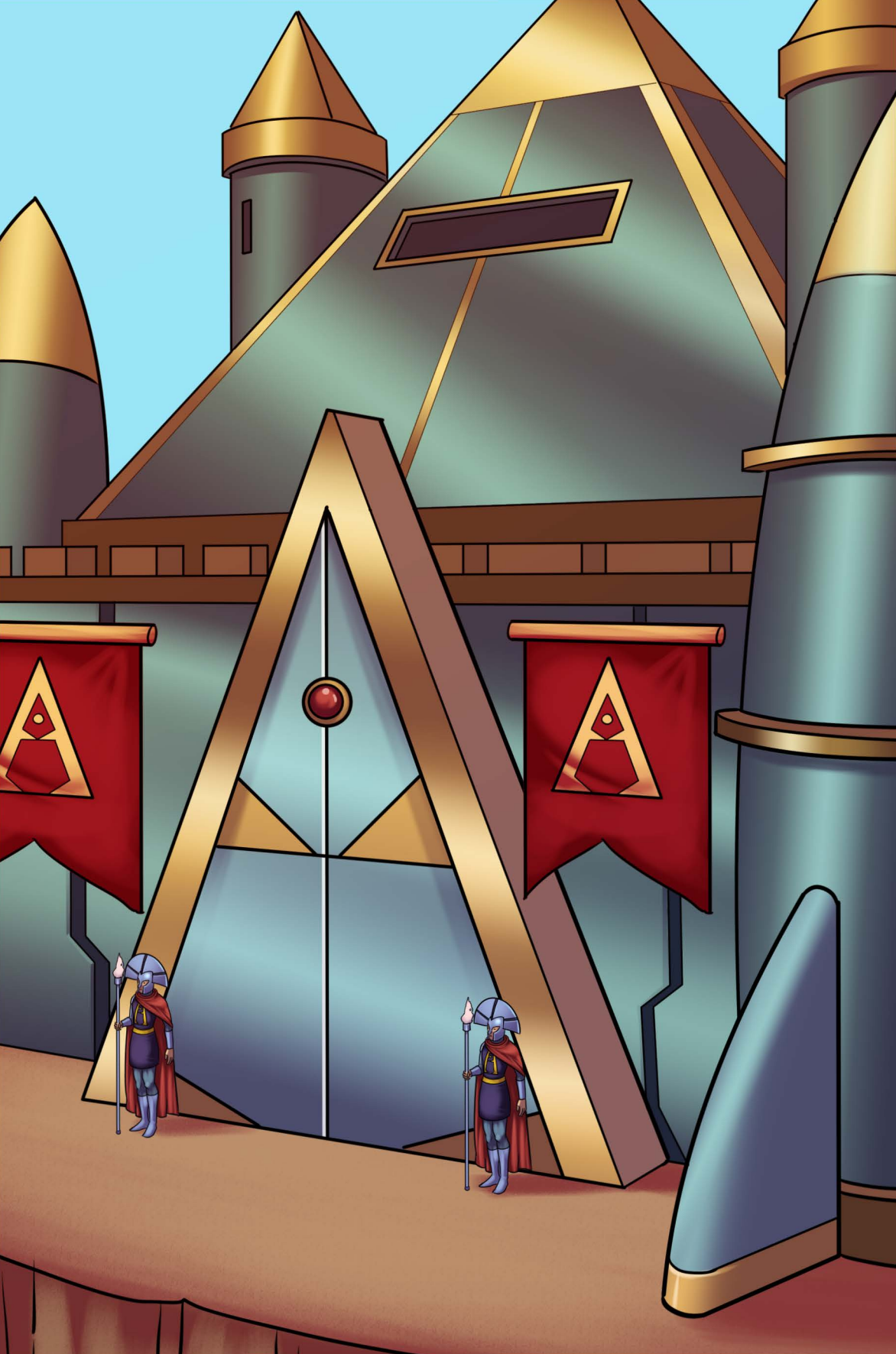
TAKEN DOWN: If Tamlin is reduced to 0 Stamina he will go through a terrible changing or recall. If the EIC has plans for Tamlin to be a greater threat then Tamlin can transform into a more monstrous aspect, becoming larger and more menacing or even going invisible or shadowy to become a more spectral threat. Otherwise he will be pulled by vines and wicked little fairies into a magical portal, back into the Fey. He cannot be conventionally captured or contained without potent magics or the like.



BIO

Across the universe there is an infestation that has spread from a single brutally primitive galaxy to overrun, burrow into, and devour alien worlds. This insectoid plague is known as the Varitz Swarm, a story told by space-farers and extraterrestrial scholars in distant galaxies. A species evolved to create their own space-going hives centered around a Queen Mother and billions of soldier drones. A Hivequeen can produce over a thousand eggs an hour if she is being properly fed, though such exertions will require whole planets to sustain. Once the world is reduced to a hollow broken husk the Hivequeen spawns Apocalypse Beetles that seal the molten core of the world and turn into an organic furnace to propel forth scores of Hive Ships, each with a new Hivequeen at its heart. Countless worlds have been infested and consumed. Some have managed to fight off the Swarm, but always at a terrible cost. A single Drone can grow between the size of a person to the size of a small car and can tear through steel with its scythe-forearms. The drones can fly in space as well as in atmosphere and they require no air, no companionship, no stimulation. When in flight or in stasis within the Hiveship the drones require almost no sustenance whatsoever, but when they are fighting, swarming over a world, their mandibles are crushing and consuming vegetable, mineral, and animal alike as they fuel themselves and harvest matter for the Queen. Once a drone is full it will return to the Hiveship to feed the Hivequeen. The drone is incapable of independent thought and cannot accomplish any kind of complex problem solving. They just destroy and consume with a terrifying singularity of purpose. The Hivequeen gets psycho-chemical communication via relay through all her drones and she has a elaborate, inhuman intellect that is cunning and cruel and insectoid in its ways. The Hivequeen can understand threats to the Swarm even remotely and then command her Drones to destroy anything that threatens or stands in the path of the Swarm.

THE VARTIZ SWARM: Swarm Drone
SUPERVILLAIN CLASS 1: VALOR 10**QUALITIES:** Physical, Divine, Expertise**MANEUVER/CHASE:** 2/+3**STAMINA:** 5 + 5 Per Hero**GRIT:** 1**ATTACK:** +3**DAMAGE:** d6+1**OVERCOME:** +2**RESIST:** +2**DODGE:** +0**DEFENSE:** If there are two or more Drones, they each have 2 DR.
If there are 6 or more, they each have d6+1 DR.**STATS:** All 1s**SPECIAL:** **SWARM!** Increase the Attack and Damage of all Drones by a d4 for every 4 Drones in a Combat.**POWERS:** Group Tactics**TAKEN DOWN:** Any Drones that are reduced to 0 Stamina are knocked down, scattered, or even splattered; killing bugs is not generally something even heroes are particularly restrained about.



Union City is a bustling metropolis on the East coast of the Atlantic Ocean. It spans both sides of the massive Great Stuart Bay, a deepwater harbor dotted with multiple islands of various sizes from a few acres to many square miles. These are knitted together by six great bridges and the world-famous Trident Tunnel. The North Bank of the city is dominated by Mount Keisub where City Hall and the Old City crowd around its base. The South Bank features miles and miles of sprawling urban center housing the airport, university, sports stadiums, and military base. There are huge swathes of industrial development and docks along the coast going north of the city while the southern shore is beaches and amusement parks. Over all of this the iconic Skyways spread. Ten-lane highways that stand on huge steel and concrete pylons between six and ten stories in the air. The neighborhoods that were unfortunate to be under the winding roadways became warzones of urban blight, choked perpetual darkness and smog. These are the Shadow Hoods that snake through Union City, some of the most crime-ravaged slums in America. They're not the only rough parts of town, though. Ashheap, the Gut, and Ol' Syn are all known for crime and poverty.

These modern-day ghettos are in stark contrast to the high rise luxury apartments of Westhill, the mansions of New Bavaria, and the stately brownstones of the Old City. Some of the richest of the rich call Union City home. Many government bigwigs make the commute from DC to the far more bustling and cosmopolitan Union City. The many Consulates and foreign missions that are located in Union City draw not only international cultures but international business. And the Gold Coast Casinos attract crowds of those who would leave their cash in the gaudy gaming palaces, whether they have the money to lose or not.

All of these things add to Union City's extraordinary diversity. It's been a hub of immigration and world culture for decades and as such has drawn people of all stripes and from every corner of the globe. When Mayor Joey Staszczak was elected in 1934 he declared "This is Union City, and if you're here then you're one of us!" That spirit of acceptance has always been a central tenet of the city since the Unification in the 1860's. Of course the dark flipside of that coin is that predators and criminals of every kind have also come to Union City looking to make it big. They've formed their own society, though below the surface and in the low places of the city.

Union City is where masked avengers who ride the UCUR on their way to work with everyone else. Where Heroes help at women's shelters, feed the homeless, and walk the streets instead of soaring overhead. Union City is the ultimate urban setting for any Superheroic adventure and there is so much for you to explore! The following is an introduction to the world of Union City via an exploration of its history from the very beginning to the present. This is because no one event or even a single chain of incidents forged this special place into the metropolis it is, but rather a vast and complex weave that forms the rich place which you are about to explore.

THE OVERVERSE AND THE CREATION OF THE UNIVERSE

The first and primary factor that makes Union City what it is lies in its location in a Universe not our own. The Universe was created in the Oververse, a land of Supergods, Conceptbeings, and Devas of Light and Darkness, and other creatures near-beyond our ken. Their thought-processes and abilities are far above anything dreamt of by minds the scale of humanity and so were their weapons, their vehicles, and their energy sources defied belief. The Universe in which Union City would come to be in was created by the Beyond Hero, Archoknight, and The-Mother-of-All as a generator to power the mighty warmachines of the Limitless Hope. And so, contained in a Quantum Orrery, they set off the Big Bang and watched their creation unfurl. But the subversions and plots of the Heinous Night were always a risk and the universe needed protections. While the Supergods harnessed the vast energies of the universe they also attuned it to the Power Force allowing for the limitless potential of the Oververse to flow through that universe and focus in conscious conduits. These beings, spread all across the universe, would naturally seek to protect and enrich their home even if they were utterly unaware of the War in the Oververse or its proxies.

These natural protectors needed time though. In the meantime Minicode the Stranger and Weaver Plus created new Supergods at a scale that could be contained in the infant Universe, divinities prepared for the depravities of the Endless Despair and other agents of evil. Countless aeons passed and empires rose and fell in distant galaxies. Terrible alien weapons, like KRUSSE and the Battle Moon, were created before the earth's crust had cooled. But in that time, as the swirling, fiery heart of what would be earth churned in the sky, Saketa came. From beyond the stars Noah guided the great city across the sky, with new Supergods to shepherd that world to heights unseen by most because the planet that would be earth occupied a zone of immense potential where the Power Force was easily accessed.

For Earth, the very first Supergod conflict began almost immediately. A being called Korruption had been sent as a spy by Skorn the Hate Father as an infection into the Universe. The Supergod Kali discovered and nearly vanquished Korruption but she was alone on the frontiers of the solar system and though she destroyed Korruption's body she was forever turned into an agent of the Endless Despair. Her brother Vishnu became a constant check and though both called Saketa their home the war had come to the nameless planet. The epic struggles of Saketa in those times are unparalleled epics and they lay the groundwork for many adventures that would come to a head in the Modern Age of Heroes.

PRIMORDIA

The planet cooled and formed a crust, the mad plot to destroy the planet with a massive rock was stopped by Vishnu and Meztli who put it in orbit and made it the moon. Odin cast lightning down as Olorun brought down meteors and Apollo brought forth bacteria and purifying sunlight as the process of life on earth began with a kick start. To the Supergods who watched it was the blink of an eye as the millennia swept by and what some now refer to as Auld Earth began. Primordia was

what the Supergods called it and they spread out from Saketa to forge this world into one capable of harboring life that could tap into the Power Force. These began in the most primitive and stark fashion with the creation of Angels and Demons, beings that were all-good or all-bad with much more direct manifestations of the Power Force. They and the Gods that coalesced around them forged mystical pathways into the world. Ley lines, blessed and unholy sites, and new kinds of magic and belief unknown in the Oververse or to the Supergods. This was the evolution of the Universe's own magics and mystical

powers that were being born as the Power Force caused the Universe to grow and mutate. Fairy-kind, the Dark Ones, and Dinosaurs came into being soon afterwards. The Dinosaurs were by far the most prolific and intelligent of these species.

The Saurian race had soon built magnificent cities, created art and music, and travelled to the nearest planet, which they called the Hunter's Eye (we call it Mars). The Dinosaur kingdoms rose to tremendous power and influence and as they rose Primordia fell. The world was becoming a place of more substance and the early magics had ample time to craft out hidden, removed places for themselves. New Dimensions, new planes of being, realms nested within the Universe but inaccessible to all but their own magical, divine, or infernal kinds. The Cities of Hell removed themselves, first tunneling physically into the earth and then departing for their own cosmic sinkhole, a physical plane that could not be reached by any but the most rotten soul. Heaven did the same, first ascending to the level of Saketa and then transcending into the celestial paradise fortress that the Lord had made. Of course, it would be many, many aeons before all the strongholds, portals, and connecting places would be closed. Even now there are doors to Heaven and Hell on Earth, at least one of each residing within the bounds of what would be Union City.

The Fey did not choose to leave the world but keep to the wilds. They did not make cause with the Dinosaurs or the Supergods and became odder and more chaotic. Saketa still flew over the Earth, guarding it against the day that would inevitably come. It did when the Oblivion Fleet was somehow miniaturized and sent from the Oververse and into the Universe. Saketa went to war as did countless other Planets across the Universe, some that had grown strong enough to no longer need the aid of the Supergods, others just fledgling worlds that could not so much as comprehend the threat let alone stand against it. The Dinosaurs and the Angelic Host fought with the Supergods on that day. The Infernal Hordes were kept back after a deal was struck with the Lords of Hell and Kali, from that day forth to be known as Kali the Korruptor.

During this war the Warship Protean Hulk was transmogrified by the



Dino-Champion Stoneking into a rock and it plummeted to earth where it crashed down, becoming what would one day be named Mount Diana, just south of Union City. The Greatest Dinosaur Kingdoms fell and Angels bled as the conflict went on but the line was held long enough for Beyond Hero and Son o' War to travel with Minicode the Stranger down into the Universe and drive back the forces of the Heinous Night. The Universe was safe for that era and the Dinosaurs moved into a long period of decline that ended with a primitive, brutal age of the once proud race as ravaging animals stalking a wild world. Had they still been the Heroic kind they once were, had they kept their armaments or their Spacecraft they may have been able to avoid the Collision.

Oracle was the first to know it was coming, as she had warned of the Moon-Fall so long ago. A titanic object from the deepest reaches of space came hurtling towards Earth but when Vishnu flew forth to destroy it he discovered it was a craft, a vehicle the size of a continent containing refugees of countless worlds. They were the last of their species, billions of them from across the stars who had their homeworlds destroyed by the Oblivion Fleet, it was the Arc of Last Hopes. At the helm of this mighty vessel was its creator, none other than the Supergod Noah who had thought to have been lost during the great battle against the Oblivion Fleet. Old and wounded, he desperately tried to guide the ship to some safety but he could not maintain the craft alone and all his charges needed his energy to keep them safely in stasis. The ship could not be stopped, could not be turned, could not be destroyed. A council of the Supergods was called and Saketa made a fateful decision that day, one that was championed by the unlikely pair of Noah and Kali: The Arc of Last Hopes crashed into the Earth forming what we know as the Gulf of Mexico, breaking through the crust of the Earth and burying itself in the Mantle of the Planet, safe at last, though sleeping. The Dinosaurs, what remained of them, were wiped out.

THE ICE AGE AND PREHISTORIC MAN

Vishnu regarded this as a tragedy and a victory for the Endless Despair and vowed to become the protector of the Earth. He left Saketa to take up residence on the new world that was coming into being with the oncoming Ice Age. He met the first men and women there, traveled with them and kept them safe. To some, he granted miracles or taught them from the knowledge of the Supergods. He also encountered the Orange Eternal for the first time. One of the celestial beings in the days of Primordia, the Orange Eternal had always had a form like a man and was slowly becoming more human and less a being of the first age, shedding all but his immortality to be amongst humanity. He was incredibly magical, having learned the deep secrets and seeing the arcane days themselves. He made spells and magical items to focus and shift these eddies of power that swirled across the lands. And like Vishnu he was determined to help guide and foster this new race that was coming forth onto the planet, to see that it did not degrade or slide the way his friends the Dinosaurs had. The two of them teamed up with one another to save a tribe of early people from the Great Colony, the hive of Mega-Ants that reside in one of the Seven Great Underrealms of the World. The Mega Ants had

tunneled up and broken through and were taking the tribesfolk as foodstuffs. Vishnu and the Orange Eternal battled them back to their lair, saved the humans, and closed the tunnel to the Great Colony. The site of this battle was on the shores of what would be Union City.

The first human hero, Shield, saved his tribe. Inspired by stories of the Orange Eternal and Vishnu he painted his face and an insignia on his chest and made mankind's first shield from stone, wood, and bone. He defended his folk from wild animals, Neanderthals, and other more violent, malign humans. The latter were the worst, because they were smarter. In the 1920's archeologist Laura Colandrea would find Cave Paintings under Mount Diana in Union City depicting Shield along with primitive depictions of hunters, animals, and early settlements.

ANCIENT HISTORY



Across the world the new species rose and excelled in new ways. Agriculture, architecture, and art began to flourish as did new heroes. In places where the Supergods chose to dwell there were huge spikes in culture and learning or the people became legendary warriors, such as Apollo taking up residence in Greece and then in Rome. The Greek Age of Heroes was a self-perpetuating cycle of inspiration and the Power Force resonated there strongly. One of the many consequences of these resonant points is that time travel becomes much more possible between them. When Doctor Quantum

opened up her many portals through time it also unlocked other time incursions, including the Time-Travel Robot that captured Odysseus and pulled him to the Modern Age of Heroes.

In Egypt scholars developed formulas and processes to empower their Mega-Pharaohs with superhuman abilities and became the first Super Empire. Their most powerful warriors met and teamed with Ra and soon the Supergod became a central part of their society as much as the line of Mega-Pharaohs. The Supyramid was constructed by the Tazca Empire and across South America superbeings fought wars and bolstered dynasties that fell from all memory when the immensely powerful Jungle Master engulfed the continent in rainforest, severing the outposts of the Empire and turning it into a wilderness of survival. It was only in 2012 when the Science Squad discovered the ruins of the Supyramid in the most inaccessible interior of the Amazon.

In China the Terracotta General was crafted and brought to life along with her clay armies. She was a brilliant tactician, a skilled personal combatant, and, as a living statue, immune to most forms of harm. She could also give orders to the

Terracotta Warriors who would animate to carry them out. With a word the thousands of stone soldiers snapped to attention and marched on any who would defy the Qin Shi Huang. She helped establish the Qin Dynasty before she was turned to stone upon the death of the Emperor, a guardian for the afterlife who would not again awaken until 1974.

In North America a Shapechanger began to hunt the people of the Northern Tribes who founded a Brotherhood of Braves to defend the people and hunt the monster of legend. They forged powerful artifacts and weapons, warpaints in patterns that granted powers, and bonds with animals and the land itself. This Brotherhood spread and took in members from Nations across the continent, in the forests of the East, the Mound Builders, the Adobe-Cliff-Dwellers, the Plains Peoples, and those among the woods and rivers of the Northwest. The powers and abilities were passed down within the Nation for countless generation until America was formed and the Genocide and Removal of the "Indians" began. Over decades the Brotherhood dwindled, was defeated, or slain in a series of massacres, ambushes, and full-scale battles. The practices and artifacts were gathered by the sole remaining member of the Brotherhood who, in 1924 redubbed himself Brother Brave and began a new tradition as one hero in a generation who passed the legacy of the entire Brotherhood to the next Brother Brave.

In the Middle East the Celestial and Infernal manifestations of Earth began to use Earth as a battleground. Marid: The Demoness was unleashed in Sumeria where she preyed upon sinners in the city and those lost in the desert. She would have free reign for near one thousand years before Mohammed bound her in a tomb that was buried in the sand for almost 400 years. Even then, the power of the Prophet shackled the malevolent entity to a woman of faith who turned that malignity into a force for good.

The Prophet was one of many superhuman champions that Heaven sent to that part of the world. He was preceded most prominently in Nazarai a healer and a teacher who dubbed himself the Redeemer, he was influential but was slain by the Romans. Of course, it's hard to kill the ultimate healing being and after his resurrection he no longer wished to take part in the affairs of mankind. Apollo, one of the original Supergods found him and offered him the sanctuary of Saketa. The solar hero had grown just as uneasy around humans as the new martyr. Apollo's exit marked the beginning of the end for the Roman Empire, of course. It was at that point that Saketa took its leave of Earth. The Supyramid, the Terracotta Army, and the Golden Age of Heroes were all proof that Earth was capable of creating its own champions, and there were many more. The Mask-wearing Amazons of the Congo, the Bear Knight in the forests of Russia, the Dream-Singers in the Outback, the Giant-Slayers of Scandinavia, and the Green Death on a reclusive island chain in the South Pacific were just a few of the ranks of Heroes of that era. There are new worlds being born across the stars all the time and the Supergods moved on to shepherd more vulnerable worlds, leaving the Earth in the care of these new defenders.

PRE-COLUMBIAN UNION CITY

It was also around this time, 100 AD or so, that the Beast in the Wood came to the area that would be Union City. The Shapechanger moved among the local tribes, slaying, impersonating, and soaking the grounds with blood and terror. The Orange Eternal, alerted by Seeing Spells he'd left there, returned and teamed with Tukwsit the Wolf, a powerful hero of the Takogato-Lenape Tribe. Together they hunted the beast. For years the Blood Hunt continued, the Beast in the Wood striking and killing, the Heroes tracking, sometimes saving people or confronting the Beast, but it was clever and fast and insidious. It took nearly fifteen years before the Beast was locked away in a Cursestone deep in the woods up the river. It still lies there in the forest outside of Strangegrave.

This dark period still haunts the city, the arcane energies as well as the terror lingering there as a kind of psychic echo that still gives nightmares to people sensitive enough to feel them. This may be what drew the Wayfinder to this location. It was around the year 460 AD when an alien being within a gigantic Spaceship-Armorsuit that stood hundreds of feet high descended slowly through the atmosphere, its shadow cast over miles of the wooded hills. It landed in the Bay, standing with the water coming up only to its colossal thighs, and then plunged its Divining Staff deep into the bedrock. This cosmic artifact, 50 meters in diameter and as tall as a skyscraper, resonated with a strange sonic energy that caused the Divining Staff itself to disappear in a blinding flash that killed the Wayfinder instantly where it stood. From the shore, hundreds of people watched in horrified confusion. After a day or so some of the braves paddled out to the monstrosity and found it to be still and silent. It was dead or dormant and became a site of wonder that many took pilgrimages to see. Some would take boats out and climb the huge statue-like being/ship/suit. Some found entry, on a scale like bacteria entering the body. Some never returned from within. Some returned with alien treasures or extraterrestrial powers. Some of these became great heroes, some became superpowered villains. One of these was the Adaprox.

The Adaprox Engine is actually an alien nano-virus that converts objects it touches into Adaprox, but the form it maintains is that of an alien dynamo. It generates crane or grabber-like arms that pull other matter into itself, growing and expanding. It is metal and while it looks like a machine, it seems to have no purpose, its angles and mechanisms seem to be chaotic, purposeless other than to propel itself forwards to adapt more. The Adaprox became a devastating challenge for the heroes of the local Nation. Seven-Thousand-Arrows, Tattooed-With-Iron, A'Tukwsit Daughter of the Wolf, the Shell, and the Burning Sky all fought the Adaprox and took terrible losses, having to fall back from the alien menace. The Orange Eternal returned from the Fey to discover this calamity and he used his magics to collect even more heroes and rally with those of the front line. In the end, the Adaprox was beaten back by this alliance but it took a last terrible sacrifice. Vishnu fought his way to the heart of the Adaprox and then kneeled, sacrificing himself to the terrible foe. But a Supergod is not the stuff of our Universe and the Adaprox seized, shattered by the purity it could not process.

Though both the Adaprox and Vishnu had fallen, neither were dead.

Supergods are well beyond the concept of death and the idea of Vishnu persisted in a myriad of ways, the most prominent of which was through the four relics. These were a conduit to both the powers and the consciousness of Vishnu and were taken by the Orange Eternal across the globe to a hidden temple where they would wait for a spirit that was worthy. A fragment of the Adaptrox had also survived, though broken and dormant. It was buried by the centuries under what would one day be called Simon's Cove. The Orange Eternal also put spells of protection around the Wayfinder to dissuade travellers, tightened his Seeing Spells around the area, and made himself a Portal hidden in a grove of sacred trees on the North Bank to allow him quicker access to this place of power.

Over the next thousand years the Wayfinder slowly rotted and then one morning it collapsed into the deep, dark waters of the bay, disappearing from view. It was not until the turn of the Twentieth Century that Doctor Tomorrow discovered the Wayfinder while exploring with his T-Boat Submarine. It certainly wasn't standing when the Seeker sailed across the Atlantic from England and crossed through the mouth of the river and into the Bay.

EUROPEAN COLONIAL PERIOD

Peter James, Captain of the Seeker, was the first modern European to sail into what he named the Great Stuart Bay, ignorant of the history that was hidden all around him. Captain James named the river that flowed into it the James' (not after himself, but after his sponsor, the new King of England). Captain James and his crew sailed up the river towards the great mountain in the distance and mapped the short, powerful river to its head. This was no new Hudson or Mississippi but the land was beautiful and the bay was deep.

Dawn "Foxy" Traynor was a cartographer, adventurer, and naturalist who scouted much of the wilderness around the bay after Captain James' discovery. She made many detailed maps and named a number of notable features including naming Mount Diana for the Roman Goddess of Animals and the Hunt. The forests surrounding Mount Diana would one day be named for her, becoming Traynor State Forest.

Within a few decades some of the sheltered lands up the James' River was selected as the site of Penance, a religious colony of Bitter Rite settlers. The puritanical sect of radical Protestants was led by Father Richard Kindheart. They fled their native England and Denmark to make a "Newer, harsher Eden in a newer, harsher world".

Penance existed for six and a half years before the second supply ship arrived



to find the colony abandoned. The crew, led by Captain Ted Osborn, searched and found a bizarre tableau of lives cut off with seemingly no warning or explanations. All the homes stood empty, clothes still hung on lines, livestock starved in the stables, and food left to mold on set tables. The most bizarre detail was the graveyard, with 155 headstones, one for each of the colonists. But even if all the colonists had died of some terrible natural calamity, then who buried the last body?

The searchers exhumed several of the graves, finding freshly-made coffins, each empty save for a set of neatly laid-out clothes, empty shoes, and some scant jewelry. Captain Osborn set sail without reburying the seven coffins they'd dug up and returned to London with the horrific news.

In 1613 Sir Ian Stoneking was given a commission to search for answers in the disappearance of Penance. Governor Stoneking built Fort Discovery at the mouth of the harbor, created a port to gather information from trade ships, and opened communications with the Seven Nations of the native people in the area. For all the searches, they found nothing conclusive about the missing settlers, though the diaries detailing the efforts of Walter Kindheart, cousin of the Missing Colony's founder, make for astounding and macabre reading.

Despite the mystery surrounding Penance the Harbor became a popular berth for the increasing transatlantic and colonial ships. Homes, trading posts, and inns sprung up around Fort Discovery and was soon called Port Eden. Governor Stoneking proved to be an extraordinarily able manager and he received a charter to formalize Port Eden in 1656.

By 1700 Port Eden was one of the busiest ports in the Americas and was host to many unexplained and wondrous events that attracted bold immigrants, adventurers, and explorers. A second town, Stuartville, was founded on the South bank of Great Stuart Bay as well. Stuartville allowed Slave Trade which was banned by Lord-Mayor Esmond Klein in Port Eden due to the vocal Quaker population. More than the Great Bay between them, this led to the great divisions between the fledgling cities on the north and south sides of the James'. Other communities also began to creep up further up the bay and on both sides of the river, including a large Catholic community in Kingsburg and Simon's Cove, a favorite haunt of smugglers and the occasional pirate.

In 1770 Society for United Protection and Enlightened Reforms was founded by Freemasons and members of the Sons of the City. They were a group of thinkers, community leaders, and blossoming revolutionaries self-tasked with defending both Port Eden and Kingsburg from all threats. Original members included the Orange Eternal who returned to the city after fighting a Demon in Philadelphia and Quinn Beecroft, who would go on to serve with General Washington during his campaign through New Jersey, Delaware and Union City. This group soon also became embroiled in the American Revolution. Another of the Founding Fathers was Mayor Artemis Stanley, who moonlit as the Port Eden's first European hero, The Blue Patriot, was a signatory on the Declaration of Independence and led a group of costumed Revolutionaries to sink a British Man-o-War in the harbor after the Battle of Bunker Hill in Boston.

EARLY AMERICANA

In the wake of Independence both sides of the Bay boomed with progress, some good and some ill. The first Satanic Cult in America was formed using the abandoned church in what was Penance Colony, almost all of its members living in Port Eden, Stuartville, or Kingsburg. The reports of the abandoned colony by travelers at night are horrific; those that made it out alive, that is. There were more than a few disappearances, usually blamed on the local Indians.

Industry and trade spiked with the harbor full of ships coming up and down the coast from Charleston, Baltimore, Philadelphia, New York, and Boston as well as from transcontinental traffic. In Stuartville a central aspect of that trade was from Africa and the Caribbean carrying human cargo. Plantations sprung up in areas South of Stuartville, buoyed by that cruel market. Some of those modern neighborhoods still bare the names of the prominent plantations and their owners, including Whitney Slope, Buck Farm, the Sugarbowl, and Latham.

S.U.P.E.R. became an organization that now focused on abolition, both through legal and extra-legal means. Xander Friedlander served as an aide in Congress when the Slave Trade was outlawed in 1808 and he then returned to Port Eden where he donned a cape to become the Abolitionist to fight the illegal smuggling in Stuartville. He worked with local characters like Spit McGee the smuggler, Kenneth Brisendine of the Underground Railroad, and Remy Handler who lead a local militia (more like a gang) of toughs made up predominantly of freedmen and runaway former slaves. They waged a shadow war against the slave owners, organizing break-outs, sabotaging plantations, and helping get people across the bay and on to freedom.

Port Eden passed a law granting automatic freedom to any slave that reached the City Limits and in the decades leading up to the Civil War many others joined the cause. The Black Ghost, Mamie Moses, and S.U.P.E.R. all worked to disrupt Stuartville's trade and smuggle slaves to freedom. When the Civil War erupted so too did the cities on both sides of Great Stuart Bay. The entire north bank fell after a two-week siege and was held by the Confederacy under General Jack "the Huntsman" Huntley for the remainder of the war. Many of the Underground Railroad heroes created a resistance within the city which resulted in brutal reprisals from the Huntsman. S.U.P.E.R. was formally deputized by President Lincoln to take back Port Eden and enforce the Emancipation Proclamation. In 1864 General Sherman, accompanied by the heroic Captain Daring, liberated the north bank and put much of Stuartville to the torch.

UNIFICATION AND RECONSTRUCTION

The chaos and bloodshed that the country had gone through was all played out in microcosm in the several cities around the Great Stuart Bay and a reconciliation between the bitterly divided communities seemed impossible. But there were those who dreamed of a way. Carl WF Bird, scientist, educator, and public speaker called it "Unification". Along with fellow native sons Captain Daring and the popular but chastened Confederate General Oliver Peltier the three formed popular support and made the case that all those who lived around the Bay had common interests



and were best served by banding together. They faced terrible opposition, bitter divides in their communities, and an assassination attempt, but they were relentless. When Amanda Daley, wealthy socialite and darling of the elites came on board and started a luncheon movement and whisper campaign, the trajectory shifted. Xander Friedlander, now an actual Congressman and in his 80s, helped pass the Unification Act of 1870 and was in the Oval Office when President Ulysses S Grant signed it.

This Act severed the cities of Port Eden, Simon's Cove, Stuartville, Kingsburg, South Hook, and all the lands on both sides of the James' River up to Waid's Bend from their previous districts and consolidated them into Union City. Union City would function as something of an independent City-State, similar to the Washington DC, but with more weight since it would not be the seat of government. The new Metropolis' citizenship far eclipsed any other city in America by many times (this was decades before Brooklyn was made a part of NYC) and such a unique fusion of industry, trade, and agriculture could not be disregarded, nor could its cultural impact. While not given full Statehood, the City did have a Congressional Delegation based on its population and one Senator for the Upper Chamber instead of the usual two.

Union City went into full swing and exceeded all expectations. Carl Bird became the city's first Senator and Samuel Tilden's running mate in the election of 1876. Amanda Daly became the first woman in the House of Representatives, despite her not being able to vote herself. She became a leading suffragette and lead the campaign that won women's suffrage in Union City in 1880. She was nearly killed by Brownie, a mad slasher but she was saved by her own ingenuity and the timely intervention of the Mysterious Apparition, a Union Vet who gained the ability to become invisible from a witch's curse in the backwoods after the Battle of the Wilderness who then anonymously fought crime in the newly-formed Union City. Esoteric Detective Declan Oddlock came to Union City in 1876 and became world famous for deducing crimes, most notably catching Chris Vogler the Mist Killer. Oddlock also helped to design the penitentiary at New Penance. The quiet town

Upriver was founded at the site of the original lost Penance Colony and was chosen for the site of a new prison. The architect Alexander Gudenau, famous for the Dawes Bank Building and the design of the Union Central Terminal, designed the building and supervised construction before going mad and becoming one of the prison's first inmates when Strangegrave Prison was opened in 1888.

Civic improvements manifested quickly as well, starting with Union Water, founded by Markus Mergard, which built an aqueduct from Andreas Lake and ran underground pipes all across the city then helped subsidize the paving of all of Union City's Streets when he bought the very first Pilgrim Model-M in 1896. All these lead to sizable bumps in population and a growing of the city's economy and those lead to more crimes of more kinds. Science crimes, occult crimes, and even acts of early supervillainy. The Grand Souljacker began his series of kidnappings, blackmails, and more audacious crimes over a series of decades, most of which would never be connected until years later. Tharin Greyblood, who had something magical in his veins and could walk up walls and through closed doors. Another of the most colorful of these characters was Dr Goosefat, a german immigrant who built a Crime Zeppelin and robbed from the Robber-Barons.

The Orange Eternal began to spend more and more time in Union City, regularly commuting from his home, Weirdwood Mansion in London to the portal in what was now VanHover Park (another one of Gudenau's grand designs). Famed hunter and naturalist Calum Colton moved to Union City to hunt the legendary Apeman of Calvin County (in which Traynor State Forest would be established and Mount Diana resides), some 25 miles southwest of Union City's Limits. This would one day inspire the famous Savage Sasquatch horror franchise. Colton would also fight Dr. Goosefat in the late 1880s and eventually became one of Union City's favorite citizens. Calum would serve two terms as a US Senator from Union City in his later years.

In 1899 Doctor Tomorrow debuted his flying machine over Verde Island, one of the many small islands in Great Stuart Bay and the world's attention was captured. Suddenly Union City was thrust into the international realm as people around the globe waited to see what Doctor Tomorrow would come up with next. The Union City Dispatch, guided by legendary publisher Frank Kerney, became a paper that was distributed nationwide and its Evening Edition outsold every other paper combined in Union City itself. The Dispatch funded Doctor Tomorrow's T-Boat Submarine exploration of the Great Stuart Bay. The reports of a hulking metal wreck were sensational and were all exclusive to the Dispatch. The paper also sponsored the fundraising contests that were needed for the Unity Statue project and advocated for it in editorials.

In 1910 the gargantuan Unity Statue was erected at the entrance of the harbor. Designed by visionary Andreas Jackowski, the colossus is often affectionately referred to as "Lady Virtue". Meant to immortalize the spirit of America and of the Unification of the city and the Nation in the wake of the Civil War. In one hand she holds aloft a laurel of peace and in her other hand she unfurls the scroll of Law. Before her, the sword of war skewers the crown of tyranny. The tip of the sword is buried in the ground, symbolically sheathed but at the ready. The statue is

synonymous with Union City and is part of the iconic Union City skyline.

The Orange Eternal moved the Weirdwood Mansion to Union City and took up permanent residence in 1914. The occult activities in Union City far outweighed those in London and with a spell the whole castle shifted through the portal and manifested on a large empty lot on the Southern border of VanHover Park. For some reason, people tend to overlook the gothic mansion with its odd stained glass windows, crenelations, gargoyles, and the twisted tree growing out of the manor's central hall. It can even appear as an overgrown lot or an old haunted house. Weirdwood Manor is an occult fixture of Union City now, and those with the mystical knowledge or ability to find may seek the help of its quirky, immortal occupant.



In 1921 the Green Death gunned down two bootleggers in Peddler's Wharf. He looked like a highwayman with his mask or a gangster in his colorful green suit, but crime was not his occupation, it was his bane. Soon the tabloids were filled with lurid stories of the bodies being left in his wake, the gruesome crime scenes and shocked eyewitness accounts. Perhaps half of these articles were in any way accurate but they spread like wildfire and they worked in the minds of others who took inspiration from the Green Death. But the Avenger, the Flamethrower, and the Trenchman all made their debuts in the next six years, following in the mold of the Green Death. All these masked men (technically Flamethrower was a woman pretending to be a man) with weapons and little care for human life.

The Union City Police Department spent as much time pursuing these vigilantes as they did pursuing the mob. It was in this era that the endemic corruption of the UCPD began. Union City became the East Coast hub of bootlegging and vice. With support from the cities criminal elements and with people getting rich off of

kickbacks, Mayor Johnny was elected and worked to make Union City a mob town. He legalized gambling within city limits, and appointed mob lawyer Jimmy James to be Commissioner of Police. At this same time the Pterano-Don's Dino-Mafia was undertaking a campaign of payoffs and murders within the UCPD, making sure that their boys were in positions of power and rubbing out anyone who would do their job and uphold the law.

It was in this era that one of the defining figures in Union City first came to power. On January 2nd, 1924 Emmanuel Moloch was named the Union City Parks Commissioner and he began a career that would span over fifty years and remake Union City, both in its physical layout, in the way it looks, and in the way its citizens live. Except perhaps for Robert Moses, no other individual has had such a dramatic impact on a city or its society. Moloch began by building parks throughout the city. This effort would last decades and build hundreds of parks all over the city.

Millions of children and families would benefit from these beautiful public spaces, but the devil was in the details. Almost all of these parks, over 96%, were built in white, Christian neighborhoods. The few that were built in predominantly minority areas were small and ill-equipped compared to the others. Likewise, Moloch built dozens of public pools, both indoor and outdoor. The one that was closest to a colored or immigrant community was over over a mile and a half away, and far removed from any public transit stops. But no one was reporting on this inequity at the time. Moloch was "Mister Parks" and he became a public darling and rose to greater, and greater power as time went on.

By the mid-1930's Moloch had become the Bridge and Tunnel Commissioner and he used a system of public Authorities to create huge streams of revenue that he alone controlled and he alone could redirect to pay off and control other public and private entities in Union City. The most notable of these alliances were with Garren Gewl's Gewl Power and Electric. The two were a potent force and they managed to ingratiate themselves to the wealthy and powerful while leeching off the poor with the essential services they controlled. Police Commissioner Jay Peters became the locus of corruption in the department and a willing henchman. Cardinal Zadok Rose, a grasping and lascivious churchman was another of Moloch's cabal as well as Cheshir the lady-thief with whom Moloch had a passionate affair. A series of Mayors and City Councils were either beholden to or powerless against Moloch who didn't need city funds and was a conduit to Federal dollars for the various boroughs of Union City.

All over the globe more and more incidents of superhuman prowess grew in prominence and in the level of their powers. On the other side of the world renowned adventurer and explorer Sridhar Venkata discovered the hidden Relics of Vishnu and for the first time in over a millennia a Supergod tread upon the earth. In Macedonia the resistance fighter who called himself Alexander the Great's super scientists created advanced techno-armor and a laser sword making him a one-man army. Employing Varandite, Prince Vysce, the Crowned Prince of Varandova unlocked new kinds of alchemy after mastering both sorcery and the sciences of the day.

This was a tumultuous time in Union City, with violence in the streets, political corruption, and even the heroes acting like rampaging murderers. Even after it is

Mayor Johnny was ousted by reforming Mayor Joey Staszczak the hope of a better tomorrow was seemingly snuffed out when the new Mayor was gunned down by the Pterano-Don. But there were still those who saw the light and realized there was a better way. Doctor Tomorrow, famed inventor and idol of Union City, flew into action in a new "crime-busting" uniform and a rocketpack. He used his gadgets to fight crime and he never killed. He also didn't wear a mask or try to adopt a new persona but rather just took on this new kind of experiment in heroism. It was not until 1929 that the Fightin' Yellow Jacket premiered with a cape and mask and without any guns. He started without any powers at all, just his "Fightin' Spirit" but after he and Doctor Tomorrow teamed up to fight the Burning Hands of Inferno (the first of four unrelated villains to use the moniker) the gadgeteer built Yellow Jacket a pair of Stinger Gloves and a modified rocketpack of his own.

All of these were steps on the path towards the ultimate Superhero, the icon that all others would be measured against, the champion of virtue and justice. While the ideal of modern heroism was being developed on the streets by various masked men and women, the scientific principles and mechanics of Heroism were being unlocked by Dr. David Pauer. He published the Theory of Power, mankind's first inkling of the Power Force and its effect on the universe. This led to, in conjunction with work by Doctor Tomorrow and Professor York Dobyons, to the Power-Process. Meanwhile, Doctor Pauer's brother Norman Pauer, a Rabbi in Simon's Cove, had met a remarkable young man. Arthur was a foundling, adopted by Levi and Miriam Ginsberg. Arthur was intelligent, compassionate, and principled. He was articulate, curious, and he stood up for the poor and weak, even as weak and poor as they were. The Ginsbergs too were the salt of the earth, involved in the community and the Synagogue's settlement houses and soup kitchen.

When Doctor Pauer began to conduct tests to find subjects on whom the Power Process might work the search proved to be long and seemingly hopeless. His brother maintained it was because if the Theory of Power was correct "then surely of God, and if it is of God then it must be a Godly man who can become your Mister Power". After more than a year of trying to find a test subject David and Norman went to see the Ginsbergs to ask if their teenage son would be willing. He leapt at the chance and the test proved to not only be a match, but a perfect match. Norman insisted that since he was right about the boy then he was right about the name too.

When Mister Power debuted in 1938 and everything changed. The essential hero with the Strength of Every Good Man, the Endurance of Every Good Woman, and the Hope of Every Good Child. He had Powerstrength, Powerflight, Powersenses, Powertoughness and more. He wore a mask, a cape, and he had an emblem blazoned on his chest, the symbol for the Power Principle that Dr. Pauer had created. Union City had always been a focal point of strange energies and a place frequented by visitors from distant worlds and times, but with Mr. Power Union City became the epicenter of a brand new age of Superheroes.

A NEW GOLDEN AGE

The years leading up to the second World War were marked by sabotage, spies, and other plots by the Axis powers in Union City. These were routinely discovered and foiled by Doctor Tomorrow, Fightin' Yellowjacket, the Orange Eternal and the Son of the Green Death. The Pilgrim Motors workers banded together against the mob and the Strike-Breaker and built the first Union-Made armor. This armor, built around the chassis and cab of a diesel truck, standing nearly 15 feet tall, would become the mascot and champion of the Local 707 and to this day the Union Members vote on who in their ranks will be the operator of Union-Made, a position as important and prestigious as the President or Treasurer of the Union.



But masked vigilantes weren't the only kinds of heroes that Union City produced. When the war broke out many of the finest and most noted soldiers, sailors, airmen and marines came from Union City. Tommy "T-Rex" Ryan, the Battlin' Marine was from the Gut and Jonathan "Buddha Hale" Davis, Captain of the Phantom Submarine was from Shelter Point. Even more prominent than these two combat heroes was General Jacob Kirby, born and raised in a section of South Bank that is now named for him. General Kirby was the head of the Operation John the Conqueror, the secret task force that secretly brought Superheroes overseas to help in the War Effort. Night-Fire was dropped behind Nazi lines in France where he fought with the French Resistance and it was General Kirby's men that managed to help Mister Power escape to safety after his Raid: Berlin!

This was one of the most famous battles on the superhuman front during the Second World War. Mister Power flew into a rage after the British heroes the Earl and Bulldog Battleship were killed by the Nazi champion Blitzman. The Earl was a good man, a hero, a noble spirit in a blighted world. Mister Power flew to the White House where he burst into the Oval Office and demanded that the President give him permission to intervene. Roosevelt demured, saying "Son, I've told you before that you're too important to the morale of folks here at home. They know that they're safe from these vicious Nazis because you're here to defend them. Imagine what would happen to the country, to our countrymen, if you were to lose". Mister Power knelt forward, his knuckles indenting the Hoover Desk, and with his eyes blazing he said "Mister President... I. Will. Not. Lose."

An hour later Mister Power descended through the skies over Berlin. Using his Powervoice he announced to the capital and the Nazi leadship "Your leaders tell you that you ae the master race. That you are superior to all. Well, I'm Mister Power. I'm an American. I'm a Jew. I say that there is no Superior Race and that

anyone who wants to say different, I'm right here". What followed was a superheroic brawl that lasted over an hour and devastated large swathes of Berlin. Blitzman was the first to engage Mr. Power and he was pummelled, left crippled and pulverized. Die Fledermaus was burnt up in the sun, his vampiric weakness devastating him as his ashes blew away from out of Mr. Power's clenched fist. Schnellmann has his legs shattered, and Die Weisse Valkyrie was put into the hospital. None of the members of the Uberreich who rose against Mister Power that day would fight in the war again for their terrible injuries. It wasn't until after Unterwassermensch was finally pummelled into submission that Mister Power's rage began to subside and he felt the terrible rush of emotion via his Powerfeeling. His super-empathy has always been one of his greatest attributes, his ability to feel what others are feeling, to know what emotions danced in their hearts.

He was utterly unprepared for what Europe was feeling just then. No one in the general public yet knew about the camps, the death chambers, or the mass graves but in that awful moment Mr. Power felt it. Millions of people burdened with horror, with loss of faith, with terror, and with sorrow. Millions of lights going out in the darkness of Eastern Europe and beyond. All those merciless final moments, the screams and unanswered prayers washed over his like an emotional tsunami.

Mister Power dropped out of the air, drained and nearly vanquished by the horrors and anguish that hung in the air from countless devastated souls. He had to flee Germany on foot, dogged and pursued every step of the way. In occupied France he was cornered and nearly killed by a battalion of Stormtroopers led by Rein the Pure, another Nazi superman, but he was rescued by Night-Fire and the French Resistance. The secreted him through France and eventually to the English Channel which he swam to get back to Allied territory. He was forced to spend the rest of the war recuperating first in England and then back in Union City after he made a series of newreels greeting American and British troops (a cover for his month-long absence after his Raid on Berlin). This was all orchestrated by General Kirby who spoke to Mister Power over the wireless after Night-Fire found him.

That was not the limit of Operation John the Conqueror. They orchestrated airdrops, spy rings, incursions, and evacuations all across every theater of war and once the war was over he helped design and implement the Marshall Plan. General Kirby was welcomed home as a conquering hero, an icon, and forever as one of Union City's greatest. It was also around this time that the Comic Book craze really hit in Union City. It was tough for newsreels to capture the fast-paced, high-flying action of Superheroic combat and so reports were turned into comics and the folks in Union City thrilled to both recountings of actual events and fictional accounts of their new favorite heroes. These fantastic new characters who fought the Nazis brought stories of Mister Power, the Glorious Vishnu, and Alexander the Great into the forefront of folk's minds on the homefront. The same way they eagerly awaited new telegrams, the latest News-of-the-World reels, or the morning paper, so too did people wait for monthly installments of the comic book exploits, impatient for any update on what had become of their champions.

When Mister Power came back he was "our hero" not only to Union City but to all of the United States. President Trevor Souther awarded Mister Power the Medal

of Freedom in 1946 in a ceremony of the steps of the capital to throngs of cheering onlookers filling the National Mall. Trevor Souther who was Vice President when FDR died, Harry Truman having been tarnished when the Pendergast Machine used a super-speedster to try and change votes, a scheme foiled by the Missouri hero Barnstormer. Truman was still a Senator but didn't get the VP slot, which instead went to Governor Trevor Souther of California. Souther was a booster of Superheroes and proposed and helped draft nationwide Federal Laws to cover Superheroic intervention with qualified immunity and protections against exposing their identities in court or being sued.

These cemented Superheroes as a part of American society and nowhere more so than in Union City. Over time, many of these practices would come into question, especially when they were used in some parts of the country to attack and intimidate people of color, immigrants, and Native Americans with impunity. Revisions, challenges in court, and new State and local laws would be a hallmark of the shifting place that masked vigilantes had in the culture and in the legal system. At times good and bad "heroes" shielded by the law and at times there are crack downs which help to stop some corrupt vigilantes but inevitably impact innocent ones as well. It's never easy to be a hero, and when you put on a mask or use your powers proactively there are always judgements that are going to be made. There are few days when things are as easy as all good and all evil, all black and all white.

With the wartime boom Union City had been lifted on the rising tide out of the depression and the post-war surge in commerce, production, and population the metropolis entered into over two decades of unparalleled prosperity and growth. This era was not unblemished or perfect, by any stretch. The late 1940's and 1950's were marked in Union City by the bitter struggle for desegregation, an epidemic of UFO sightings and abductions, and a rash of arcane and monstrous incidents that kept the Orange Eternal as busy as he'd ever been. Ryback the Reptile King cut a swathe of destruction through the southwestern part of the city, destroying the old Daley Airodrome, the Corntown neighborhood, and levelled the part of the city that would one day become Future City during the tech boom of the 80s. Fortunately the gigantic lizard was turned back from the city and driven into the vast cave systems under Mount Diana by a young Anton Szyzny as a new immigrant to the country. Other bizarre and giant monsters also began to appear in Union City during this time period, the result of radioactive experimentation, secretive cult rituals, and far-out super science. Ish the Conquering Ooze, GUH-GUH-GOOM (Where Strides Guh-Guh-Goom follows DEVASTATION!), and Tun Shugg the Beast with Ten Thousand Eyes all made their first appearances on earth during the early fifties, each of these incidents adding to the paranoia and fear that coursed under the buttoned-up, clean-shaven exterior of the time.

The Red Scare hit in Union City just like it did all over the country, especially when the Kosmonaut first flew into space and orbit; the Soviets had created a superman who might be the equal of even Mr. Power. Psychologically, the Powers Race had begun and City Councilman Peter Childs started asking questions about the loyalties of Union City's masked heroes. The Council's Committee of American Loyalty (CCAL) was formed by Childs who decried the evils of communism on his



afternoon radio show and then called Heroes in front of the cameras to ask questions. The targets of his campaign included Black Justice, Technicolor, The Red Rogue, Jane Henry, and the Orange Eternal. When White Knight captured the Terrible Tinker, revealing him to be Eustace Donoghue an inventor for Gewl Power and Electric, the mad inventor had a lot to say. He claimed to be involved in a Communist plot directed by the Kremlin to infiltrate the Superheroic Community of Union City. He even presented evidence that the White Knight had "found" in the villain's lair.

This sent shockwaves through the city and through the heroic community. Suspicion, accusations, and even full-on battles ensued. The laws in Union City shifted again and masked vigilantes who did not have a Loyalty Card would be exempt from any Federal mask protections and treated as a Supervillain. Many heroes hung up their capes, some forever. There had been a wave of deaths and retirements in WWII and after, and now with the CCAL emboldened it seemed like all but a handful of Union City's guardians would be relics of a by-gone era.

The targeting of Heroes of Color also had a chilling effect that lasted for over a decade, leading to the sixties having a much higher proportion of white Heroes debuted and took greater prominence. But this treatment also helped spur the organization and consolidation of some of those same black heroes who formed the LNC (Originally with a more dated name, it was changed in the 1980s to League of Nubian Champions), the very first team of heroes of color including Black Justice, Jane Henry, and the Mighty Mars. They not only fought the Blood Loa, Alien Seven, and COSSALUL The Stone Behemoth but they also organized a working families soup kitchen, helped register voters, and formed the groundwork for the Civil Rights movement in the Superheroic Community and beyond. The team has evolved over the years, helping to set a model that would be emulated by the Union of Heroes, to be a coalition of mutual support and advancement rather than strictly a superheroic team. Currently the League works alongside the Black Justice Movement in their efforts to curb police brutality.

Science heroes, some occult characters, and the implacable Mister Power filled the gap as best they could but the seeds of much ill that would come to blossom in the future were planted and grew in this time of conspiracy and cold war hysteria. One of the established figures in Union City government who was all for this new Red Scare was Commissioner Moloch who was all too happy to offer evidence of his rivals "complicity". He'd openly insinuate and even threaten, especially any super-folks or newspapermen who dared to try and look beneath the lionized exterior of Mister Parks. Childs and Moloch became powerful allies as the new City Councilman was added to Moloch's cabal of money and power.

The post-war boom brought greater and more ambitious projects by Emmanuel Moloch who had become City Planner in addition to the Parks Commissioner and the Head of Bridge and Tunnel Authority. All these posts came with no salary and he boasted of being incorruptible since he held no public office. The reality was that he sat in the center of a gyre of graft, vice, and unparalleled power within the city. Still, the press loved him (he crushed reporters and even whole papers who dared to investigate him) as he opened the mammoth Moloch Dam some 20 miles

up the James' River from Penance. This colossal dam blocked the river and created a massive reservoir for which Moloch used eminent domain to condemn several small, predominantly black farming villages and a thriving Native American town that had been inhabited since before Captain Peter James sailed upriver. Community groups and interest groups organized to try and have the location of the dam moved, but Moloch saw to it that their efforts got nowhere. Besides, hardly anyone paid attention when the cheap new power via Gewl Power and Electric started flowing from the dam and the new water source for the city was top of headlines.

In 1954 he began the Skyway Project, a proposed twelve-lane highway suspended some six to ten stories in the air that would run over whole city blocks "without effect on the residents below," he claimed. The first of these he ran from Sentinel Island all the way across Stewartville and to Simontown. It created the very first of the Shadow 'Hoods. Under the gargantuan expressways no sunlight was shed on vast swathes of the city, block after block cast in perpetual shadows and choked with exhaust. Businesses collapsed, drug use and depression spiked, illnesses and depression became everyday aspects of life in these areas, the areas that Moloch had mapped out and selected. Neighborhoods that had once been thriving communities of black people, immigrants, and jewish residents were turned to blight in a few short years. This was the construction of only the first Skyway. Over the next two decades he would ram four more through the heart of Union City. The number of homes, businesses, families, neighborhoods and individuals who have been destroyed as they were cut off from the sun and cast into the dark are countless.

JET CHROME SILVER

The tragedies of the Shadow Hoods were still a ways off and in 1956 all people could talk about was the wonderful, futuristic new highway and the postcards and travel brochures that made Union City look like something out of a sci-fi flick. That same year Yvette Jackson was abducted from her car, given implants and a gear and returned to earth in her own flying saucer as the Space Ranger! She heralded the Silver age of shining heroes and inhuman origins. Space



Ranger spent as much time offworld as on earth, adventuring on distant planets, among the stars. She battled alien monsters on their home turf, saved extraterrestrial civilizations, and saw things no human eye had ever beheld. On earth she should have been held up as one of the greats, alongside Mister Power, Eagle American, White Knight, and the other most acclaimed heroes of the day. But the press was less enthusiastic about a Black Woman on all their covers. But Space Ranger wasn't in it for the headlines and even without getting her fair share of the attention she became an inspiration to generations, especially young black girls.

Around this time Rick Rocket came racing onto the scene, finding anywhere else in the world too slow for him. He was the fastest person in the world and with his smile, his upbeat charm and his non-stop patter he won the hearts of Union City almost immediately. For a couple years as a solo hero the blur of motion, rush of air and "pardonmetheresasupervillaincomingthiswayImjustgoingtorunyouonover totheothersideoftheparkforyoursafety" were all people could catch of Rick Rocket as he stopped crime in the blink of an eye. Fighting colorful enemies like the Tangler, Miss Take, and Flash-Flood. But while Rick would always be fast enough to go on adventures solo, his days as a lone hero would come to a close in the early sixties when he met Darren Van Garrett and the two fell in love.

Darren VanGarrett was one of two sons of one of Union City's oldest and richest families. His breath was taken away by Rick, his powers, and the mad new world that Rick was part of. The two inspired one another and within a few months they had the idea for the Vanguard. Rick had grown up poor and he always had to balance trying to make ends meet with the time he could spend helping others. With the financial backing Darren could provide Rick could find other marginalized heroes who were blighted by poverty or circumstances and give them an opportunity to make a living being a superhero. The Van Garrett mansion and estate were turned into a base and training center for the new team. Four bright, talented young Heroes from all over the country came to Union City to try and save the world while making a better life for themselves. They became a beacon, and even with changing rosters and very different looks over the years, they remain one of the world's premiere Superhero teams until this very day.

Union City had always been a hub in the fight for Civil Rights and with the sixties that conflict came sharply into the spotlight. Black Justice was one of the most controversial heroes of the time because of how outspoken and active he was. Black Justice targeted police brutality, voter suppression, and Klan activities. This often brought him into conflict with non-powered white men armed with guns or even less formidable weapons and Black Justice tended not to hold back. The papers and news reports of the day often portrayed him as a violent black man, a racial radical, and even a supervillain though many held him up as an example of necessary action. Because Black Justice was a pillar of the black community. He marched with Doctor King, he defended Freedom Riders, and he stood down cops and public officials who tried to physically block the desegregation of the Union City School System.

On the other side of that cause was White Knight, a hero who had fought in World War II and then moved to Union City where his gleaming with techno-armor

and flaming sword became beacons of hope. But White Knight, as heroic as he looked and as many villains as he fought, he was unable to find the better angels of his nature when it came to race. He was one of the founding members of the Union of Heroes in 1960 but left under a cloud in 1962.

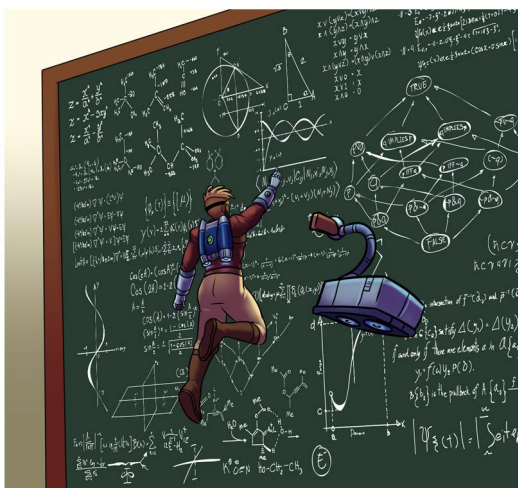
The Union of Heroes was forged out of a bitter conflict between White Knight and Mister Power. White Knight was one of Councilman Childs' most ardent supporters, and in 1959 he attested to having heard Mister Power advocating for Communism in the heroic community and that he may even be a card-carrying communist. This led to Mister Power's epic testimonies before the CCAL which were televised. It began as an assault on Mister Power, accusing him of Socialist ties, linking him with radicals in the Union movement and even insinuations about his heritage. Mister Power stood tall through all of it, and then publicly presented evidence that the CCAL had orchestrated the famous Terrible Tinker bust, that they had manufactured documents and doctored photos, and he revealed that Councilman Childs was taking money from Doctor Crimes a supervillain mastermind who used CCAL to target his superheroic foes. Childs was publicly disgraced and Mister Power and White Knight reconciled themselves and formed a group of heroes to help foster mutual trust, support, and benefits to masked heroes.

Mister Power, Lady Sunbeam, White Knight, Blue Jay, and the original Captain Jupiter were the founding members and the original field team of the Union. Together they fought Gorthun Gom the Space Thief, St. Belac the Conjuror, the Dean, Kavmindor the Enslaver, Mister Magnetic, and the Cult of Kazut. But Mister Power dreamed of the Union being more than a strike team, he wanted it to be an actual Union for heroes like them, no matter their level of power or skill or experience. He pushed to open the ranks and he wanted to start with the Heroes who had been dragged in front of CCAL. White Knight objected strenuously. At first Mister Power thought this was because White Knight had been used by Peter Childs and this would be a reminder. But White Knight soon became open about wanting to keep the Union of Heroes as a white-only organization. Mister Power was taken aback, as were the other members of the Union. No vote was necessary. White Knight resigned and left the Union only to be replaced by Black Justice. This was the start of a bitter rivalry between Black Justice and White Knight.

This came to a head during the 1968 Race Riot in Union City. Black Justice is rumored to have killed a violent, racist cop who was driving through the Mission shooting his gun out of his car window indiscriminately. This has never been proven, but it is sure that White Knight heard that report and with his flaming sword he tracked down Black Justice to arrest him for the officer's death. He found Black Justice in Lee's Landing putting out a fire and evacuating surrounding buildings. White Knight slammed into Black Justice and the two went toe-to-toe. The battle raged across the rooftops of Stuartville. The hero of white heritage and "segregation for the good of all races" fought with his flaming sword even as Black Justice's fists put deep dents into his techno-armor, one of which broke his arm. Black Justice, the champion of equal rights was slashed and burned in the encounter. Onlookers only caught glimpses and no one but the two participants will

ever know what was said or how that conflict ended, but it seemed to span a day and a night during the week-long riots. Within a year of this White Knight would retire and get into politics and Black Justice would be assassinated, one of the many terrible deaths of '68.

But despite all this strife and social upheaval, the sixties produced a whole generation of new heroes. With no more CCAL the new Mayor Chris Teixeira repealed the anti-mask laws and paved the way for countless classic heroes to enter the scene. Comet Man, the Extraterrestrial, the Fantastic Flux, Bombast, Jet Girl, and the Science Squad all made their debuts and those who are not still active established legacies that endure to this day. After the Union of Heroes came to his aid in India the Glorious Vishnu began to spend time in Union City and he soon joined their ranks, replacing Mister Power and becoming the team's most powerful member. Doctor Tomorrow also joined as a provisional member. As one of the city's only full-time heroes through the 1950's Dr Tomorrow took time to focus on science and invention, especially focusing on solving problems that he had noticed while playing hero.



He worked with Union Telephone to transform all of the city's phone booths into mini-shelters that could withstand extreme temperatures, massive impacts, and energy weaponry. These became tiny bastions in the event of a superhuman event and would go on to save countless lives. He also established an emergency line to the Union of Heroes, now with enough members to begin to staff an operator to handle these new kinds of emergency calls. Pleased with the result and noting that most of the public works projects in the city were focused solely on cars and private vehicles, Doctor Tomorrow again

decided to get into the Public Transit game. Previously he'd built the Pneumatic System, an elevated tube with free cars that were propelled on a constant loop across the city. That was built in the 1920's though, and it was even more vulnerable to superpowered attack than the Skyways, so Doctor Tomorrow decided to go underground with his plan. He spearheaded the Union City Underground Rail which would spread much farther and wider than the limited Pneumatic Loop with the added benefit of accommodating bomb-shelter-like underground stations. These could be sealed off with metal barricades, were equipped with air filtration systems and self-contained emergency generators. Each of these stations would serve as large-scale emergency shelters that would be all over the city and could accommodate hundreds of people whenever disaster struck.

The Science Squad captured the imagination of the globe with their far-out explorations and groundbreaking discoveries. They explored the Underealm, built

wild laboratories in orbit and under the ocean, and developed world-changing technologies. The surface world first made contact with Abyssia, the underwater kingdom of a highly evolved and technologically advanced race of fishpeople. Aqualei became an ambassador and one of the most powerful members of the Science Squad. There would be several inhuman members of the team over the years and several more were transformed into something inhuman. The team's botanist was transformed into a walking cactaceae, covered in spiky thorns and thick succulent flesh. Professor Science built his friend a mechanical vocalizer so he could communicate and Cactus Jack became an absolutely iconic and even more essential part of the crew. Module Girl, the original cyborg hero, was built as a robotic host for one of the original members of the Science Squad.

But Module Girl became much, much more than just a robotic host. She became something more, a new, unique individual with her own challenges to overcome and her own story to define. Her ability to download "Modules" with new new powers to adapt to a situation combined with her genius intellect, and steel alloy skin have continued to make her one of Union City's greatest both as a solo hero and a member of several teams over the decades.

Another major achievement of the day was the discovery by the Science Squad of an odd dimension in close proximity to Union City. It was a barren and inhospitable place with red skies and a burnt, twisted landscape that was home to ravenous creatures called Severites. Doctor Tomorrow worked with Professor Science and the two of them created a huge platform that could, when active, create a gate to this dimension. At long last the city had a solution for what to do with Giant Monsters after their rampages. While some had escaped, some had to be dealt with after their defeat and this posed a huge practical challenge and expenditure for the city. Now, with the Banish Gate operational the Monster Dimension began to get new inhabitant.

The city was changing in other ways too. More Skyways were erected, crisscrossing the city and creating new Shadow Hoods. New skyscrapers rose up as home-grown businesses became world-class companies. New bridges spanned the James River, and the campus of Tomorrow University was established in what has come to be called the Old City. Commissioner Moloch took the idea of the Skyway further with the concept for Kirby Park, a colossal park complete with fields, ponds, and a boating reservoir that would be erected on a platform suspended on huge pylons above West Kirby and the Ashheap. Construction on this mammoth new project began in late 1969.

Federal dollars had dried up and Moloch was not only the key to any large-scale public improvement but any projects that he wanted would go ahead regardless of the will of the Mayor, the City Council, or the voters. Moloch had become a despotic form of government unto himself as he proved when, to build Root Stadium and the surrounding D'Alonso Sport Park, he demolished Little Krakow despite fierce community outcry and opposition from the Mayor. Little Krakow (or Pole-Town as it was called in the earlier part of the century) was a predominantly Polish and Jewish working-class neighborhood of clean streets, prosperous businesses, and strong community bonds. None of this stopped Moloch's evictions or his bulldozers.

The World Exhibition also came to Union City in 1969 thanks to Emmanuel Moloch. This lavish event lasted a whole year and a huge campus was with pavilions, fountains, rides, arenas, and parking lots. As part of the project Moloch even built a Skyway directly from Downtown Kingsburg all the way up the Northeast corridor of the City bypassing the Docks and Old Port Harrow to get traffic directly to the Exhibition Grounds. This would be the last great project of Moloch's career and the hulking shells and derelict rides of the Exhibition grounds still lay rotting in Harrington Meadow, only a few miles North of the city limits.

The Neville-Foxe Airport's design and construction was overseen by Moloch, bringing Union City ever more into the Jet Age, and nearby Moloch oversaw the location and building of the campuses of the McCloud School, the University of Union City. It would not be until Moloch announced "Sky Town" a multiple square-mile housing development to be built in the style of, and as an addition to Kirby Park over Simontown and Western Jerusalem that Mister Power became involved. This would kick off one of the greatest and most unique rivalries in Mister Power's career.



RUST AND BURNISHED BRONZE

The early 1970's brought ever more consequences from the creation of the Shadow Hoods. Drug use was spiking and crime was out of control and the Police Union took a public stand in 1973 to "no longer patrol or answer calls in the Shadow hoods". When Jane Henry, heroic black icon of the 1950's was killed by a gang pushing Vertigo (a new super-drug), the powers that be talked of "black-on-black violence" and shook their heads. None were willing to concede that the modern wonders that were the Skyways had created intolerable ghettos and that neither economic nor psychological growth would ever be possible from those who were forever denied the sun and sky.

New gangs formed in these blighted areas, gangs far more vicious and more territorial than any Union City had seen before. Gangs that were headed by leaders with superpowers, ones that were made entirely of members with low-level powers, and even a gang that had found a crashed UFO and all had devastating extraterrestrial weaponry. Industry was in decline and the economic fallout rippled through the city over these years, pushing more and more towards crime or vulnerable to bribery and coercion. But while the Shadow Hoods crushed so many, pressure also forges diamonds in the rough and more and more Heroes began to emerge in defiance of the darkness and oppression that defined their lives. Sinner and Saint were a pair of acrobatic brawlers who both grew up in the shadows of the Skyways. Another hero who got out of these bleak stretches was IMPOSSIBLE! The

ultimate escape artist fought crime but he also held camps for kids, did school presentations, and volunteered with the New Brother program. Eventually he founded the IMPOSSIBLE! Academy, a school specifically for qualified children from the Shadow Hoods designed to give them greater opportunities. These heroes set an example for many others who came after them, most notably Marid: The Demoness.

The seventies brought with them a greater edge of horror and the macabre to Union City. The Orange Eternal was on his Celestial Quest and the protections around the city were worn away by demonic possessions, cults of evil gods, and supernatural monsters crept further out of the shadows to claim victims. Alymash Morgenstein built undead monsters and unleashed them on those who had ruined his academic career. The Green Death confronted and was nearly defeated by Adelophage the spectral sorcerer in one of his creepier adventures, and Adelophage would go on to become a persistent foe in GD's Rogue's Gallery. It was also in the late seventies that Ida, Mistress of Vampires joined the Union of Heroes. She was soon joined by a number of more eccentric and occult-themed heroes including the Extraterrestrial, Man-of-Beasts, and a briefly reformed KRUSSH the Calamity that Walks! This new "persona" of KRUSSH turned out to be a control spell placed by the Orange Eternal that was inevitably broken during the tragic events of Escape from the Monster Dimension. This field team is often referred to as "the Creepies".

It was also during the Seventies that the Supervillain Mister Earthquake fought the Vanguard and he fractured the crust of the earth with his powers opening the Ark of Last Hope and releasing countless aliens across the globe and beyond. The Vanguard became embroiled in the struggle to save the vulnerable, find home for the lost, and make sure the dangerous could not hurt any of earth's natives. The became an international team as they crisscrossed the globe in pursuit of their bizarre and diverse charges. Classic Vanguard members like Komodo, Great Mercury and Black Forest Witch joined the Vanguard during these exploits. More heroes of color emerged during this era and established heroes came into prominence and got more of the spotlight. Lady Liberty, the New Colossus stood at over twenty-five stories tall at her full height and she became an instant icon. She became the leader of the LNC's field team and then went on to become the first black leader of the Union of Heroes in 1985. But while Lady Liberty certainly stood out more than some, she was hardly alone. Bw'Dka the Battle Queen was a super-strong warrior, an immortal queen of hidden clan of warrior women became and international sensation after she defeated Alexander the Great in single combat. Brother Boom used his sonic powers in a variety of way to help his Adventure Agency while Great Mercury moved from Lagos to Union City after joining the Vanguard. Another immigrant hero was Teak with her super-hard wooden skin and martial arts acumen. She was one of a wave of Martial Arts heroes who adventured in Union City in the late seventies and eighties.

Also among these were KobraKyle, the Karate Viper who made his debut in this era fighting Diamondfists and other minor supervillains. They were soon joined by a number of other kung fu heroes, most notably the hero named Kung Fu! Kung Fu

fought Bamboo, the Kamikaze Boys, and the first Zen Master who used a devastating combination of martial arts and extraordinary telekinesis. The second Zen Master is a hero who is now one of the most prominent heroes in Union City using that same pairing of mental powers and judo, karate, and aikido. For pure ability though, none could match Silent Ronin, a deaf hero who has mastered over 150 kinds of martial arts. He trained Kung Fu, Komodo, and many others over the years.

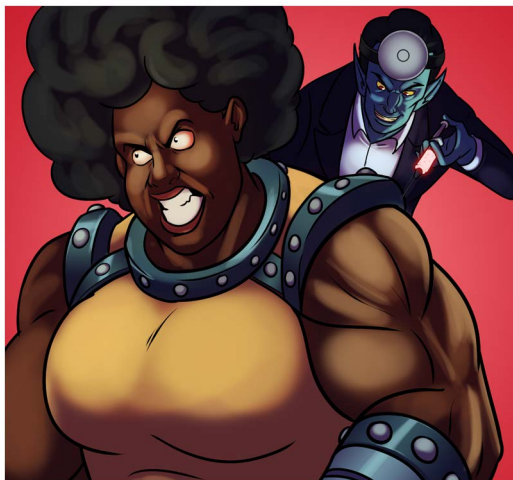
Adventures in space became longer, grander, and more of the Heroes and Villains from beyond the stars played a bigger part of the lives of heroes who ventured far from their home Solar System. Star Ranger left the earth entirely in 1976. Whether she intended to have it be her last departure or not is unknown, but she encountered Star Knight and joined the Quest for the Star Grail. They assembled a ragtag crew of those who sought the secrets and power of the Star Grail. Their team eventually included Gorthun Gom the Space Thief, not so much reformed as kept in check by the much more powerful heroes he travelled with. Also with them was Prax Jarvin, gentleman alien who had a number of advanced alien devices (no weapons) that he used to great effect. This was only the start of their band of intrepid seekers and their quest brought them in direct opposition with the Supremix, KavMindor the Enslaver, and the Zikkiz Possessors. Across galaxies and to the heart of the universe they quested, finally coming to a final conflict with the fearful Fission King, a wounded knight corrupted by the fragment of Oblivion Fleet weaponry lodged in his heart. Without a doubt this was the most epic and defining of space epics but it was hardly the only one.

Talinkor, an alien Typhoid-Mary was going from world to world spreading the lethal Talinkor Virus when Captain Jupiter stopped it, saving the planet Gowtyr and who knows how many more. On the even more distant Ohaig, Brammag the Brutal took on the entire Vanguard when they sought to free the Ohaigi of the alien overlord's despotic rule. All of these ultimately culminated in the catastrophic Endless Cataclysm, the greatest cosmic cataclysm to ever threaten the Universe. But while the kinds of heroes and adventures that took place there expanded, Union City itself ended its own expansion. The building boom in Union City came to an abrupt end with the fall of Emmanuel Moloch. Mister Power became intensely involved with the fight against Sky Town both in his role as Mr. Power and as Arthur Ginsberg. He spoke with people whose lives had been ruined by Moloch. Those displaced for the dam, evicted for parks, and had their neighborhoods turned into Shadow Hoods. He took testimonials, starting tallying numbers and even began to look into Moloch's finances. Moloch sent his own machine after Mister Power, his investigators, libel and slander, and using people in power to tear him down. This battle of the titans was unlike any other before or since. A punch would never be thrown but by the end Mister Power would be unmasked, his secret identity exposed, his personal life in shambles and his career as a hero forever changed. Their struggle would also end with Emmanuel Moloch being stripped of every one of his offices and titles. His vast empire dismantled and reassigned to public officials and good government agencies. His reputation would forever be shaken and there are many who count him as a villain. However, there remain more

buildings, parks, and public sites named for Moloch than for Mister Power. There are also more statues, bronzes, and busts of Moloch than of any costumed hero in Union City.

For better or worse from 1975 onward Union City went on without Emmanuel Moloch for the first time in over fifty years. It was not an easy transition. Building ground to a halt. The dysfunction that Moloch had encouraged in Government made the city seize without the lubrication of Moloch's financial infusions profiteered from the citizens of Union City. This meant even more rampant poverty, disorder and corruption. More than ever costumed heroes were needed to deliver justice and more and more that justice became more brutal with newer, more edgy heroes. Though the Green Death had always used guns he also used specialized or non-lethal rounds and his own two fists just as much. For the Green Death, lethality was a possibility but for new vigilantes like Rapid Fire lethality was the default and guns only shot bullets. After Bloat, a disgusting swelling villain, killed Rapid Fire's siblings and their parents while he was in Vietnam he came back with a vengeance. Executioner, the X-Treme Green Death, and Marid: the Demoness all followed suit, shooting first and asking questions later. These heroes became more and more prevalent as the seventies gave way to the eighties.

The 80's were as wild and interesting in Union City as anywhere. They began with the election of Mayor Guinea Pig, a hyperintelligent guinea pig who ran on a platform of "Making Union City Bodacious Again". Digital crime began in earnest with M3GA81T, the Code-Bandit, and Digiconda. The latter, a digital python designed to choke and swallow data, was one of the first cases of mass identity-theft. Drawn by the proximity to the Science Squad and the Tomorrowdrome as well as grants by Doctor Tomorrow a new generation of tech pioneers and entrepreneurs were setting up in the quiet area between



Sugar Bowl and the Neville-Fox Airport. This gently rolling, mostly suburban area would soon become home to tech giants like Bark Mumblerg, a programmer and designer who helped pioneer DVD technology and then went on to create the Tootle search engine, one of the biggest and most prominent companies in the world. Other major companies like the microprocessor company that would become M-Corp and Bleet all began in the neighborhood that would soon be called the Silicon Valley of the East or more often, Future City. Now the Tootle Campus sprawls over multiple blocks of NoFuCi (North Future City) and there are as many offices of venture capital firms as there are Java Jive coffee shops spread throughout the rest of the iconic Union City neighborhood.

Also, for the first time since the World Exhibition, Union City took the

international stage when it was host to the Olympics. This brought Alexander the Great to Union City and in the guise of reform he joined the Union of Heroes. After nearly a year he double-crossed the team, sabotaging them from within and exposing their secrets and shaming them. This all culminated in the destruction of the Great Hall of the Union of Heroes and the death of Blue Jay II. Doctor Gautam Malhotra helped treat the Extraterrestrial and Anubis in the wake of the attack. Dr. Malhotra valiantly tried to save Blue Jay but it was hopeless. Dr. Malhotra went from a civilian Doctor to one who was trusted by and eventually became a specialist in Superhuman medicine. The Gautham Malhotra Medical Center, built in the early 2000s, is the foremost Superhuman Hospital in the world.

In 1986 the Endless Cataclysm broke out. Abysce, the Limitless Evil, infiltrated the Universe from the Oververse. This terrible force of un-nature broke down gravity, destroyed mass, and fractured the very laws of reality. Abysce's only purpose was the destroy the universe and it was bred in the Gene-Orphanages of the Heinous Night to do just that, lashed and trained in the Hate Camps, and brutalized to convert him into a size capable of fitting into his target. Even beyond microscopic in the Oververse Abysce was the size of a small planet. He devastated whole galaxies turning them to less than ash, and even the greatest heroes were beaten, obliterated, or driven from the field of battle in desperate retreat. As more galaxies were drawn into the maelstrom of destruction that orbited him and he grew even greater and greater in size and he grew darker, beginning to absorb light into himself. The heroes of earth joined forces with the heroes of a hundred different galaxies that were pulled in towards the terrifying gyre of Abysce. The Glorious Vishnu lead a direct charge against Abysce. Anubis and the Fantastic Flux lead a team to infiltrate the monstrous form of the Supergod. And Mister Power lead a defensive force from across the globe including the Vanguard, the Union of Heroes, the LNC, and scores of independent heroes to protect Earth and the Sun from the Cataclysm Spores that Abysce launched against the "little antibodies" that strove to protect their homes. And all of this was only the opening chapter of that terrible nearly year-long crisis. In the end the oddball villain "the Speck" traveled with Space Ranger, Prax Jarvin, Lady Liberty, and Marie Micro to the Oververse to alert the Supergods of the impending destruction. Doctor Tomorrow created a megaweapon that used the Glorious Vishnu as a kind of battery that could disrupt Abysce's Cataclysm effect and the Extraterrestrial fired it at him as Abysce bore down of Earth's Galaxy. Mister Power, wearing Adaprox armor, flew into the heart of Abysce giving him a cosmic coronary keeping the monster inactive until Hero Plus led a cavalry including Saketa, the Defenders of the Suns, Space Ranger and all the inhabitants of the Monster Dimension. In the end, the Heroes prevailed, Mother-of-All set the galaxies back on their axis and the Fantastic Flux, Glimmer, and White Knight II were all dead as were heroes from countless alien worlds.

THE TECH AGE

With the nineties in the wake of bloodshed and cosmic terrors a new generation of classic heroes emerged. Gravity Girl, a teenage hero with the ability to manipulate gravity was given Captain Jupiter's gauntlets by Mr Power along with one of his classic pep-talks to take on the mantle of Captain Jupiter herself. The

young heroine had an uphill battle to prove herself worthy of such a prestigious role but with her innate ability combined with the cosmic gauntlets led her to far exceed her predecessor by almost any metric. She is now one of the greatest of Union City's A-List heroes.

Another very young hero who debuted was the new Fantastic Flux who was only twelve when he put on his costume and hit the streets. He was hopelessly out of his



depth for the complexity and maturity of the situations he'd face, he was badly outmatched for the criminals and villains he would fight, and he was totally unprepared for the chaotic nature or the sheer power of his new abilities.

And yet he never quit, he never backed down and he never lost his joy or the constant string of quips and puns that are his trademark. Even when he got beaten down, even when his life was thrown into disarray, even when he lost people he loved, that kid kept going. "I'm the only one with these powers. I'm the only one who can do this. And what can I say? I love it!" He's never gotten the

control or finesse with his powers that the original Flux possessed but the new kid has grown into the role and redefined it, an irrepressible and determined hero with a power that is nearly unmatched.

That power is constantly in flux but essentially it allows the user to create bunches or even clouds of "flux dots" that can alter the laws of reality around them. He can use them to fly, to pass through solid objects, to transmute matter or to totally disintegrate matter. The flux dots can alter the size, shape, and mass of matter in addition to changing its very chemical makeup or atomic structure. They can even create portals, even to other planets or dimensions. But, they can never be counted on to do any of these things because the flux dots are constantly changing themselves. The original FF had an almost intuitive way of reacting and adjusting to these changes, like a jazz musician improvising with the rest of the band. The new FF has always been a little more reckless, a little less lucky, and often too cocky with his abilities. Whereas the first FF would leap and bounce from cluster to cluster of flux dots, flying up, swinging down, dropping through portals and then skating on a cluster like an acrobat or parkour runner without any ropes or buildings the new FF... His Flight is not smooth but herky-jerky, the variations in speed and style are not smooth but often accompanied by yelps or and perhaps even intermingled with short teleport jumps with unheeded exhortations to the flux dots themselves. Still, while new Flux's style is anything but orthodox, he's proven to be an enduring, indomitable, and exceptionally effective hero. He's not the same twelve year old kid who first pulled on a mask that was a bit too big for him, but when he smiles you could almost think he was.

A third hero in the modern era to take the name Green Death started out with

a much bigger arsenal of automatic weapons, grenades, a combat knife, and a new serum derived from the Green Skull Herb that gave him even greater strength and endurance. He was a doctor in his alter-ego saving lives in the ER by day and putting bodies in the morgue at night. His career under the veil was cut tragically short when Doctor Necronomicon crippled him in a cruel, twisted "medical procedure". Doctor Stephen "Doc" Grote refused to be stopped by his injury though. He went on to become the lead surgeon and Emergency Doctor at the Gautam Malhotra Medical Center and the most trusted Doctor in the superheroic field, having lost so much to the mask. Doc Grote is also a strong voice against drug addiction and runs a counseling program where he is very frank about his own struggles with addiction to the Green Skull Herb.

Wrangler, the Hero of the Lone Star State came to Union City for the first time during the early 90's. A young hero just getting started in his career, he pursued the Oil Baron to the East Coast where the crude villain was trying to get a series of offshore oilwells drilled, one of which he had illegally begun. It was during this adventure that Wrangler first met Bumble-Boy, the brash and over-confident young hero who called himself "a bad kid" even though he dressed in yellow and black striped outfit and carried a buzz gun to augment his ability to fly. Together they formed a team with Blaze, Checkmate, and Comet. Unfortunately they could never really agree on a name and Bumble-Boy was always quickest to offer "Bumble-Boy and Pals" as their official moniker. The others have also referred to them collectively as the Young Heroes, the Battlers, the Interdimensionalists and several other names that none of them really agreed on or stuck the way that Bumble-Boy and Pals did.

While all the members of Bumble-Boy and Pals were heroic, spirited, and had powers they put to great use, especially Comet, it was clear that Wrangler's physical strength could rival all but those on a level with Mister Power. The Texas-Powered champion went on to join the Union of Heroes where he came close to beating the Glorious Vishnu in an arm-wrestling contest. He continues to grow as a friendly, warm, and galvanizing figure for everyone in the Superhuman community and would come to be one of the most powerful Heroes of Union City. A new Blue Jay took to the skies in an even more futuristic Blue-Jet. There would be four members of the same family to take on the mantle of Blue Jay from the first one during the second World War through today. This new Blue Jay would go on to form an extremely close partnership and friendship with Kung Fu. Together the two of them would form a duo that would become greater than the sum of its parts. Kung Fu and Blue Jay (Kurt and Connie) became inseparable best friend crime fighters who still go out on patrol together.

Tech heroes entered an unparalleled renaissance. G1GA81T, was created by M3GA81T as a new version of himself designed to infiltrate the heroic community and destroy them from within. But G1GA81T proved to be a true hero after exploring the vastness of human knowledge and experience with a digital Doctor Tomorrow. G1GA81T ended up altering his own core programming to become a Hero. After M3GA81T's failed Y2K scheme was foiled by Doctor Tomorrow, G1GA81T, and teams of Scientists working all across the globe the Techno-Terrorist

was dormant for a time. Dormant, but planning. G1GA81T meanwhile had realized that he was not the only ghost in the machine, as it were. Homeless Artificial Intelligences, rogue programs that had cobbled together their own animalistic consciousnesses, and other created techno-beings like M3GA81T and G1GA81T were wandering the digital desert dispossessed. Ghosts of ones and zeroes from people who had been uploaded to the Cloud in Duke Download's hostage crisis still wandered the internet. And so, in his defining act, G1GA81T created Digitopolis, a city and a home for artificial, bodiless beings like himself. He became its founder and its savior pioneering new philosophies of life, forged freedoms and laws for AIs, and designed the most innovative cyber-security in the galaxy.

The tragedy of September 11th had no less an effect on Union City as it did for the rest of the world. The reaction in the superhuman community was at first the greatest united front that they'd had since WWII or the Endless Cataclysm. This only lasted so long though. The Rush Administration pushed a Superhero Draft Act through a frightened Congress and in the next two years the Government ordered the Union of Heroes to Afghanistan, Iraq, and Omaazistan. Cam Brown, the operator of Union-Made was taken into federal custody and the Union-Made suit was supposed to be impounded but several Union members managed to get it to safety. Zen Master refused to be used as a soldier and went to jail willingly, serving as a protest against the new uses of Superhumans in these Middle-Eastern wars. When the draft notice was sent to Mister Power he turned it down and President Rush unleashed his Squad of American Heroes. The Division began and the Union of Heroes was forced to go underground. Fragmented and picking up stray heroes who were trying to resist the US becoming a Superhuman War Machine overseas. Retired General Ryan Thompson, a prominent foe of Bombast and longtime opponent of unregulated Superhumans took charge of these operations and even took to the field on several notable occasions in the Dauntless, the Defense Department's gigantic Mech Battle Suit.

This period of Superhuman civil war resulted in old friends coming to terrible blows, heroes being under assault by Federal Agents, betrayals, reversals, and a calamitous twin battle, half of which happened in Washington DC under the

Pentagon and on the National Mall with another being waged simultaneously in Union City with the siege of the Tomorrowdrome. The US Navy sailed into the Great Stuart Bay and battleships bombarded the island's shield and the heroes desperately tried to hold out. Even these climactic events did not mark a definitive end to the Division, and in some ways this breach is still present. Ultimately what rallied the Heroes and the Government to come together was an insidious threat to both, the Zikkiz Possessors.



These alien psychic parasites infest people's psyches and take control of them, gaining access to their host's memories and directing their actions. Senator Chris Frascella, a crusader for Civil Rights and against the wholesale government intrusion into citizen's privacy was revealed to be under Zikkiz control when he was caught in the telepathic backlash of Psychosis being defeated by Captain Jupiter. The hero had fought these aliens before and was horrified to find them on earth. This Infiltration was insidious and widespread. By the time the scope of the invasion was realized and the Zikkiz were confronted they had take control of Lady Sunbeam, Intrigue, the Fantastic Flux, the entire roster of the Vanguard save for Rick Rocket, the Secretary of Defense Ryan Thompson, and Joe Clavin, the Vice President of the United States.

During this tumultuous period the new Chessmaster debuted and was killed soon after by General Hippo. But her mantle was immediately taken up by her boyfriend, her once and future love, who became the new Chessmaster. He and eventually became a master summoner. His early adventures brought him directly into conflict with General Hippo, the remnants of M.A.C.H.T., and the Zikkiz. Chessmaster managed to survive them all and find his way to Weirdwood Manor where he teamed with the Orange Eternal, who would go on to mentor the arcanelly-powered hero.

Doctor Tomorrow, with the aid of the Orange Eternal and the new Chessmaster, eventually created a way of detecting and expelling the aliens and after a final battle the crisis ended. Old divides were set aside, betrayals were forgiven, and there was unity in the superhero community again. Devon Talbott was the great-grandson of legendary stage producer and namesake Devon Talbott for whom Talbott Square the Union City Theater district was named. In 2012 the current Devon Talbott was elected as Union City's Senator and spearheaded the effort to undo the post-9/11 changes to his hometown and the country. The Draft was officially repealed and the Union of Heroes was reestablished in its former place of prestige. The new Great Hall of the Union of Heroes, affectionately called "Hero HQ" was built with a Watchtower, museum, and assembly hall under a steel-glass dome. Designed by Jerome Chenu, the Hero HQ captured the majesty of the aspirations with the needs of the sprawling superheroic society's base and meeting place.

Chenu is a bold new architect working in Union City and is good friends with Mac Travis, and also designed Wrangler's iconic penthouse "farmhouse yard" and the M-Corp M Building. Another defining and newer aspect of the Union City skyline is the Tomorrow Observatory atop Mount Keisub like an ornament. Headed by Doctor Tomorrow and Dr. Li Jiyang built and run the observatory which also serves as a monitor for extraterrestrial incursion. Dr. Li is a noted astronomer and physicist who had previously headed the Jovian Space Lab, and was essential in helping to coordinate the anti-Zikkiz campaign from isolation in space. He is one of the foremost Extraterrestrial experts on the planet and now he is a sentry looking up over the city and the world.

Music in Union City has also thrived in this era more than any other. Several

superpowered musicians and bands have cracked into the Top Ten and the latest, Nyx' Handmaids are led by one of the City's newest stand-out heroines. Miscreant, the lead singer of Nyx' Handmaids was born into an arcane bloodline, part of a secret war between the Wicca and Witches. Miscreant is a living conduit to the mystical forces of the universe, the most obvious manifestation of which is her ability to command people with her voice. But she is a target for powerful forces of good and evil alike, and adventure seems to stalk Miscreant like a curse. Fortunately, she doesn't need to fight these forces on her own. She's joined the newest iteration of the Union of Heroes being lead by Wrangler. Wrangler had adopted Rescue Dog, a superpowered stray with a heart of gold. The two of them went on a recruiting spree and when they heard the trouble Miscreant was in the two of them knew that they could help.

Soon the new Lady Sunbeam and Captain Jupiter swelled their ranks along with Doctor Tomorrow who was motivated by both the Division and the Zikkiz Invasion to be a more active hero. The Glorious Vishnu is another longtime member to return to active duty, bringing the power level of the newest roster up considerably. And this Union field team isn't the only new take on an old team to emerge in the last few years.

In the wake of the Vanguard's devastation during the Zikkiz Invasion Rick Rocket has recruited Chessmaster, Marid: the Demoness, and Module Girl to join Komodo and himself as the All-New Vanguard. They formed just in time to be instrumental in saving all of time from the havoc of the Quantum of Tomorrow. When Dr. Kwan's chrono-device exploded, shredding her across all of time, she was driven mad. An eternity passed in mere moments as she strove to reassemble herself. Once she did she assembled weapons and allies from various ages, abducted villains from the past and future to unleash on the present, and began unwittingly burrowing portals through the years. The first of Union City's Green Deaths followed the Dino-Mafia through one of these portals and now stalks the streets once more. Doctor Quantum's manipulations of the timestream damaged the fourth dimension causing a fracture point in time and space. This means that time-travellers were washed up in Union City around the nexus of the crisis. The most notable of these is undoubtedly Prince Odysseus, the Hero of the Iliad and the Odyssey joined scores of heroes in putting a stop to Dr. Quantum and save time itself.



UNION CITY NOW

Modern-day Union City is a thriving, unique urban space unlike any other in the world. It is the capital of costumed heroes. The way actors go to LA or artists flock to New York in order to break into the scene, so too do caped avengers from all over the world fly to Union City as the place to make it big. The architecture and culture of the city has been shaped by superhuman conflicts for generations and in turn has helped to shape the age of superheroics. Icons such as Mister Power, the Orange Eternal, and the Union of Heroes all still operate out of Union City.

Union City is on the forefront of technology with Doctor Tomorrow, Gewl Corp, and the Science Squad all rolling out new inventions and innovations constantly but this is hardly the only way that it stands as a capital of progress. Influxes of immigrants have been constant over the centuries and Union City is a true melting pot with people of all races, creeds, and origins living and working together. Cultural enclaves are spread throughout the city and diversity is the rule rather than the exception.

Thrills are ever-present, danger could lurk around every corner, and people of good will are ready to stand up and keep their homes and loved ones safe. The streets and skyways are often sites of high speed pursuits, over-the-top battles, and life and death conflicts. Aliens and supernatural beings are drawn to Union City for good and ill alike. Gangs of superpowered toughs and costumed thugs maraud the worst parts of town while corrupt politicians and bought lawmen strut the better neighborhoods. Supervillains lurk in fortified bases secreted throughout the town, hidden or even sometimes in plain sight. And gigantic monsters rise up to tread across whole blocks unless they can be stopped. Union City is a place ever in need of superheroes and it's waiting for you!

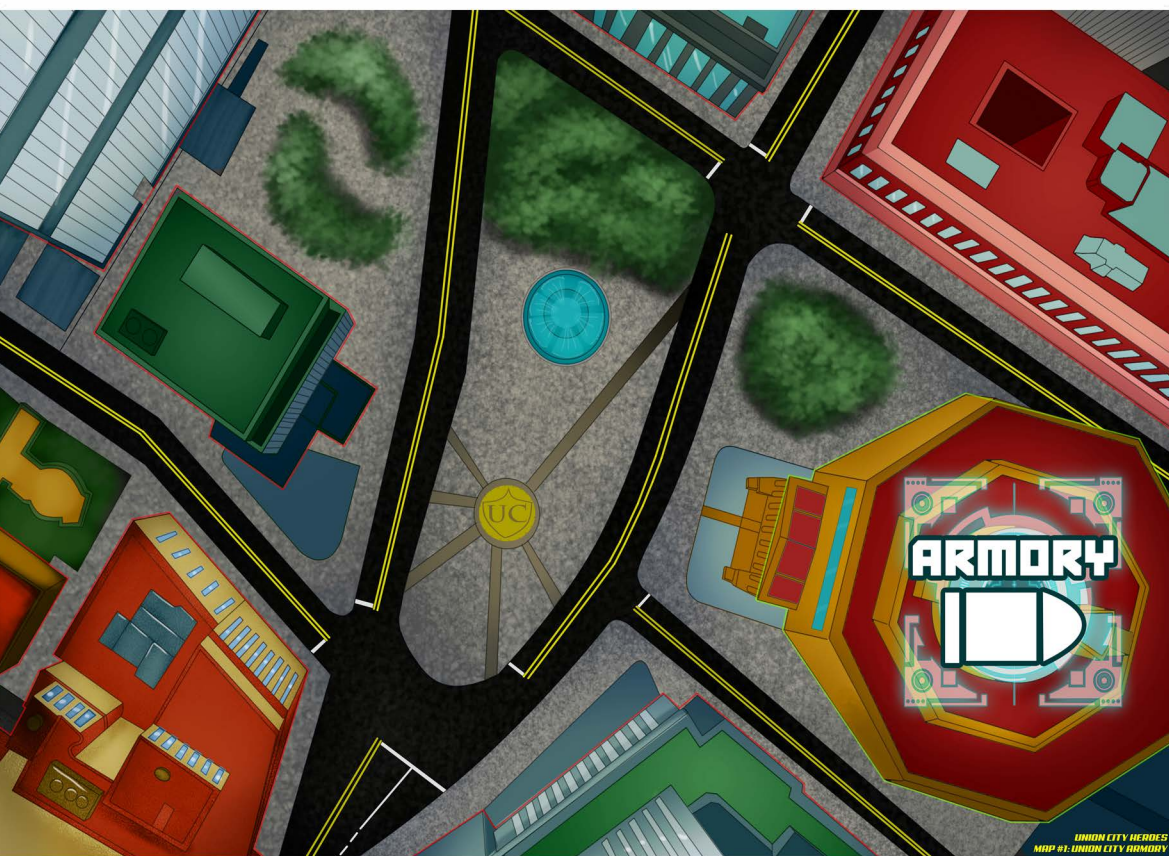




Union City Heroes can be played on any map. While a grid map is an easy way of tracking maneuvers you can use an actual map, aerial shots of cities, blueprints, or any kind of battle map can be utilized for Combat. Maneuvers are set when the Combat begins and are adjusted to the scale of the map but generally speaking a zone as big as the spread between index and middle fingers is a maneuver zone.

Maps can also be more conceptual, like a "Rooftop Combat" where each rooftop is considered a Maneuver Zone and Players need to Overcome Terrain based on the distance between and the difference in height of the buildings. This can be easily tracked by laying index cards or sticky notes on the table.

We've got more great maps and additional ways of laying out combat coming in the Union City Heroes Print Edition (and the accompanying UCH Digital Second Edition)!

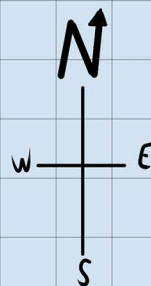


The Union City Armory on Six-Point Park Plaza in the Old City, formerly Port Eden on the north shore. Several other Government Offices and the Dawes Bank are also on the tree-lined Plaza. A great bronze shield is set in the center of the Plaza, dedicated to the Trenchman and other Union City native veterans of World War One.

1 INCH EQUALS 1 MILE

- ++++ Skyways
- Major Roadways
- Streets
- Railroad Tracks
- Elevation Lines
- Tunnel
- Pneumatic Public Transit
- Suspension Bridge

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- Major Roadways
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- Tunnel
- Pneumatic Public Transit
- Suspension Bridge





No. 5 - JUNE, 1940

SCIENCE Comics

10¢

SPARK OF GENIUS! -- ADVENTURES IN INVENTION!



DOCTOR NECRONOMICON

BIG PAULIE T-REX

THE GORILLA GANGSTER

Union Comics began as an alliance of several independent comics from Union City including Justice Comics, Two-Gun Comics, and Science Comics. All these books focused on narratives pulled from news headlines about costumed adventurers, speculative tales about mystery men, and true-supercrime retellings. Sometimes the writers knew or even were heroes but some were total fabrications based on shady sources or tabloid articles. Union City native Mel Vinn proved to be the greatest prodigy of the art-form to emerge from the early era of Union Comics... At least according to him.

Mel Vinn! The Publisher! The Creator-In-Chief! Mr. Union Comics! **MEL VINN!**

Born Melvin Kirchbaum and raised in the lower-class Southbay neighborhood of Brickworks, Mel began working at Stunning Comics in the mid-thirties under his own name but soon came up with Mel Vinn as he submitted Green Death stories to Two-Gun Comics. When World War II broke out Mel enlisted but never disclosed his pen name or his other profession to the army.

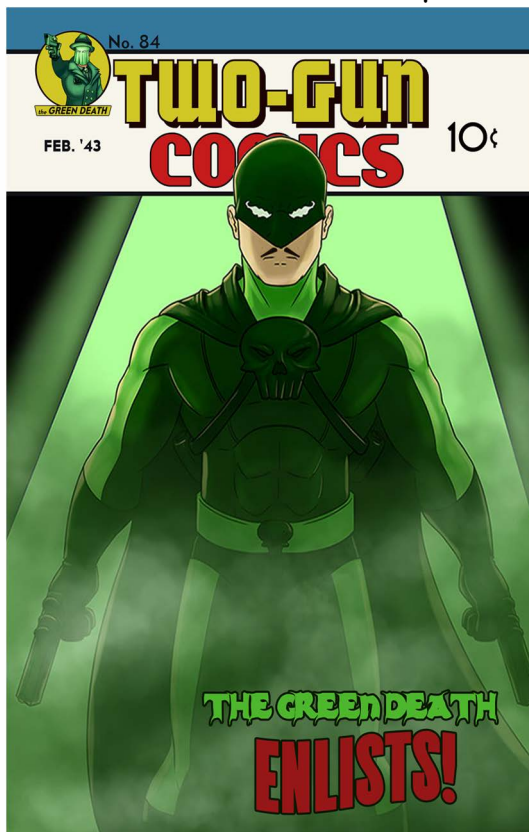
He kept sending scripts even while serving in the Pacific, including the infamous final issue of Two-Gun Comics featuring the final suicide mission of the Green Death.

After getting a Purple Heart Mel came home and returned to Union Comics. He would race around the city in his car chasing fights across the rooftop. He would stakeout banks during crime-sprees and find the haunts of local heroes to press them for details. He was even better at sniffing out the bystanders and civilians who had seen these encounters and getting their stories.

Union Comics made an ongoing agreement with Doctor Tomorrow to get exclusive comic rights to his stories in return for a pledge to donate to Doctor Tomorrow's Public Science Museum and promote scientific discovery in the pages of the comics. This was the start of New Science Comics and the even more out-there spin-ff series Science Squad which was written by Mel Vinn who happened to be drinking buddies with Cactus Jack.

By the time the 1960's rolled around Mel was at his creative peak and he was putting out over half a dozen books a month, including the Glorious Vishnu, Lady Sunbeam, and the Vanguard! He also wrote six episodes of the campy 1966 Green Death TV Series.

Mel became a staple in the super community. He was abducted by Prince Vice but negotiated his own release



VISHNU

12¢ 160
JAN. '69



UNION
COMICS

کشمکش VISHNU



and now...

ماریشما

All of this put him very much in the public spotlight and he was an occasional character in UC because of this. By this point in the 1970's Mel Vinn was an Editor at UC and brought in big talents to write about new heroes, but not all of them liked the spotlight at first. Komodo, unhappy with his portrayal in UC smashed into Union Comic's Offices and threatened Mel in front of the entire bullpen. By the end of the afternoon Komodo and Mel were smoking cigars and discussing a new limited series featuring Komodo's solo adventures.

With hit after hit Vinn was named Editor-in-Chief of Union Comics. He became close friends with Module Girl and convinced her to agree to a few one-shots but Module Girl had her own ideas, launching M Magazine a few years later.

In the 80's Mel kept Justice Comics going strong with classic stories about Doctor Tomorrow and new heroes like Wrangler! Mel at this time was also instrumental in getting Alexander the Great to be accepted as a hero. When Alexander betrayed the Union of Heroes Mel was publicly humiliated but he told the story faithfully in the pages of UC, taking responsibility in the pages of the extraordinary mini-series *The Decline and Fall of the Union of Heroes*.

Mel then stepped up from Editor-in-Chief to Publisher, buying out the old owners in a very hush-hush deal that was obscured by the fanfare of Mel Vinn's Union Comics! Mel found edgier writers and more daring artists for a Marid: the Demoness solo series and re-launched Captain Jupiter when Gravity Girl took the mantle of the fallen hero.

It was at the point, in the mid-1990's that Mel disappeared for several months. He returned, claiming to having traveled through time to a crisis in the future. Most people considered this a publicity stunt for a series of UC Comics and the launch of a new Green Death series set in the year 2084 and featuring a woman of color in a hologram-mask as the titular hero.

By the 2000's Union Comics was in full swing, a new golden age. After a strike Mel allowed some of the old Union rules to be brought back and creators were able to retain their ownership and control of new titles. This coincided with a renaissance of Heroes, leading to groundbreaking stories about Chessmaster, Rescue Dog, and Captain Jupiter.



ENDING IN EMERALD

11



47
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\$1.60 CAN
70p UK



THE GREEN DEATH X-TREME

SINNAP

MALCHOW
HUNTER
GARCIA



were basis for the Quantum of Tomorrow mini-series Union Comics has a new hero in the Time-Lost Prince Odysseus! The story started as a blog by Odysseus' girlfriend and Mel got an artist and signed the couple to their own ongoing series.

Union Comics, just like its publisher, are both entering 2020 looking like the best year yet!

There was also an explosive and award-winning miniseries introducing a Trans Woman as the New Lady Sunbeam.

Surprisingly fit and energetic for a man in his eighties, Mel oversaw the Terminal Velocity Rick Rocket mini-series and found new A-List talent from Hollywood and Harmeny Studios to spearhead the Union of Heroes. Mel agonized over this new series, especially conscientious due to his awareness of the damage he helped do to the Union in the 80's. Union Comics moved into the digital age after being the target of an attack by the villain M3GA81T which turned comic characters into 3D tactile renderings and leading an assault against the heroic community of Union City.

A noted horror author Esteban Calleja wrote the Miscreant series, leading to rave reviews and the company's first digital-first hit.

Now, in the wake of the events which





Ability- An Ability is a special capability, feature, or proficiency that encompasses an element of your Hero from your Concept. If your Hero is a Telepath, for example, you might have a number of Powers that let you convey and use that Telepathy but "Telepathy" is your overall Ability, so when you try to Overcome or use your capabilities in a situation that aren't covered by any specific power then you'd use your relevant Stat (probably Will) and roll that as your Ability.

Agility- This is one of the eight Stats and it represents avoiding hits, maintaining balance, and performing acts of dexterity like acrobatics. Dodge is directly modified by Agility.

Aim- This is one of the eight Stats and it represents hand-eye coordination and ability to hit a foe both up close and at a distance. Any Attack made at an Opponent is directly modified by the Aim Stat.

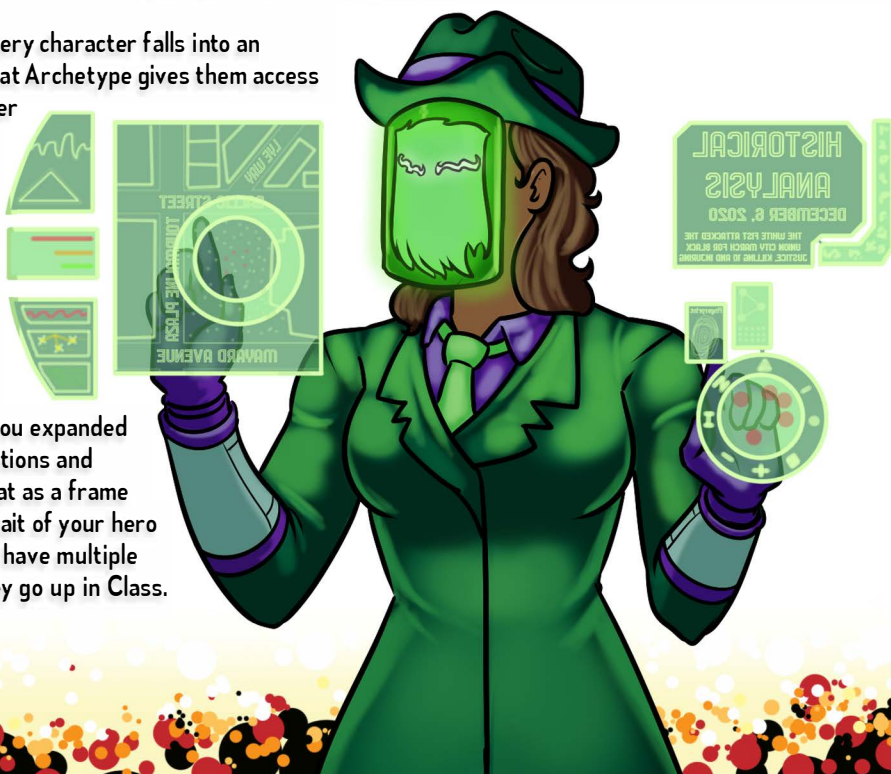
Anchor- An Anchor is a non-powered civilian who is close to a Hero and helps keep that Hero grounded and motivated. This can be a friend, a relative, co-worker, or even a romantic interest. When a Hero has a scene with their Anchor they get a number of Hero Points equal to their Charm Stat.

Archetypal Power- See Power.

Archetype Ability- An Archetype Ability is an Archetype-specific option or bonus that a Hero chooses whenever they gain a Class in that Archetype (including Class One).

Array- An Array is a group of two to four Qualities, broken down in one of the following four ways: two Major Qualities; one Major Quality and two Minor Qualities; the Physical (or other Special) Quality and one Minor Quality; or four Minor Qualities.

Archetype- Every character falls into an Archetype, and that Archetype gives them access to Powers for fewer Ranks per Level, Archetypal Abilities, and Focused Stats. An Archetype also determines the Stamina that your Hero begins the game with. Archetypes give you expanded options, not limitations and should be looked at as a frame in which the portrait of your hero is set. A Hero can have multiple Archetypes as they go up in Class.



Attack- An Attack is whenever a Character attempts to hit another Character, usually in an attempt to deal damage or use a Power. You make a Primary Roll (2d10) and add any relevant Modifiers to that result. If this equals or exceeds the target's Dodge, then the Attack hits.

Bio- A Bio is a Biography of your Hero that details their past, their present circumstances and the things and people who are important to the Hero and their alter-ego. You refine your concept and draw your Anchor and Skills from your Bio.

Break- Trying to disengage from combat without consequences. Breaking is moving up to your full Maneuver away from an Opponent who you are Locked in Battle with, without being Attacked. When you attempt to Break, you must Overcome your Opponent's Resistance. If you do, you Break. If you do not, your Opponent can Attack you. If they Miss this Attack, you Break. If they hit, you can only Maneuver one.

Character- Any Hero, Villain, Anchor, Civilian, or other person in Union City. This is the broadest term for somebody who exists within the world of Union City Heroes.

Charm- This is one of the eight Stats and it represents how attractive, charismatic, and appealing your Hero is. The Hero Points you gain from interacting with an Anchor is based on this Stat.

Civilian- A random, presumably innocent Character who is not involved directly in the world of Superheroics. Most Anchors are Civilians and it's very possible that Civilians are encountered as part of a Threat during Combat.

Class- As Heroes defeat Villains and save people and gain Valor they will go up in Class. Heroes start at Class 1 and they go up as they complete more missions and adventures. Going up in Class grants more Ranks to assign to Powers, Points to increase Stats and more Stamina.

Collateral Damage- Damage that is dealt to Objects, buildings, structures, Union City itself or even Civilians. Heroes and Villains may inadvertently cause Collateral Damage or choose to cause it during Combat. Generally Collateral Damage does an extra d6 Damage

Combat- Combat is any fight or conflict, even non-physical combat. Crisis Panels are used whenever there is Combat.

Condition- An effect on either an individual, an area, or even an entire scene that provide bonuses, penalties, or even cause damage. Many Conditions can escalate and get more severe and/or be ended by being Overcome.

Crisis Panel- See Panels

Dodge- When a Character is targeted with an Attack they attempt to Dodge it. Some Villains have a static Dodge score though most Heroes and Supervillains roll a Primary Roll and add any relevant Modifiers to Dodge. If a Dodge exceeds the Attack result, then the Attack does not hit.

Dusted- Whenever you get Taken Down in Combat, you take a cumulative -1 to all Rolls for the rest of the Combat. Every time you get Taken Down in that Combat your Dusted penalty increases.

Editor-in-Chief (EIC)- The person who is the head story-teller, referee, and plays all the Villains, Heroes, and other Characters that are not controlled by the Players. This person runs the game, is the ultimate arbiter of decisions that can't be made with the dice, and determines what can fit in a Panel and how long issues are.

Effect- Anything that alters the normal rules of the game, most often caused by Powers or Conditions. As long as this alteration persists it is still considered "in effect".

EIC - see Editor-in-Chief

Element- A significant feature of a Panel, used in determining the Size of a Panel. An Element could be any Hero, Villain, Threat, Condition, or Location

Escalate- When a player rolls a 1 on a d10 that is an Escalation. Either a Threat Escalates or, if there is no Threat, then the most powerful Villain in the scene gets a Villain Point. This can only happen once per Panel.

Flee- When a Villain is Taken Down they may Attempt to Flee if specified as part of their Reaction. If they do then they escape the Scene and cannot be immediately pursued. Any Hero may Intercede to prevent a Villain from escaping this way.

Focused Stat- See Stats

Get Up- You can spend 1 Hero Point to no longer be Taken Down. You can only do this on your Hero Panel in the Order of Action after being Taken Down.

Grit- Grit is the ability to resist things like being compelled, wrestled, or stunned. It's like Stamina for Willpower. Your Max Stamina is your Will Stat, but many Powers and Abilities increase this.

Having the Initiative- See Seize the Initiative.

Health- This is one of the eight Stats and it represents vigor, vitality, and the capacity to endure harm and wounds. The Health Stat is added to a Character's Stamina at Character Creation and whenever they go up in Class.

Hero- A heroic character, whether with a Character Sheet who is controlled by a Player or an NPC.

Hero Panel- Under Panel

Hero Point- A Hero Point is a resource that Players can spend to unlock Powers or do more incredible things. Any Hero may spend a Hero Point to add a d4 to any roll after seeing the Outcome. Whenever you roll a 10 on a d10 your Hero gains a Hero Point. You can only gain a Hero Point this way once per panel. If your Hero has other ways of gaining Hero Points those are still viable and can be collected once per panel as well.

Intellect- This is one of the eight Stats and it represents how smart a character is. It is the combination of knowledge, reasoning, logical deduction, and even wisdom.

Intercede- When a Villain attempts to Flee a Hero may keep them in the Scene by narratively blocking their escape.

Issue- An Issue is a length of time measurement in a Volume. An Issue is made of around 32 Pages. Some Special Issues can be much longer, up to an 80-Page Giants or Epic 100-Page Issues but most Issues are 25-35 Pages. Some Powers and Effects last for an entire Issue or even multiple Issues.

Knockback- When a Character rolls two even numbers on an Attack Roll they may choose to send their Opponent sprawling backwards. For every 10 damage that is dealt over the Target's Resistance, you knock them back 1 Maneuver. If you are Knocked Back off a high place, you may become Threatened with Plummeting. If you hit a barrier (or another character) then you take a d6 Damage for every Maneuver that you would have potentially been Knocked Back.



Level- Levels express how advanced or potent a Power is. Each Power has a Level of One or more (usually to a Maximum of five). Players use Ranks to buy Powers and Stats.

Locked in Battle- Two or more opponents occupy the same Maneuver Zone and are fighting each other in Melee combat. In order to Break from this you must Overcome your Opponent's Resistance. Otherwise you can only Maneuver One away from your Opponent.

Major Quality- See Quality

Maneuver- When a Character moves in the scene/on the map, this is a Maneuver. It is a single zone within combat that is scaled with the map. When two enemies occupy a single Maneuver Zone they are considered Locked in Battle. When a Character Maneuvers they might run, fly, drive, swing, or use any other means that are within their Powers or Abilities.

Maneuver Zone- An area around any character that is the length of 1 Maneuver in all directions. If a character attacks another character within their Maneuver Zone then they are considered Locked in Battle. This is also an important area for some Powers and Effects.



Maximum Maneuver- The farthest a Character can move in a single Panel after adding their Speed score and any relevant Powers and Bonuses.

Melee Combat- Attacks that are done hand-to-hand or with weapons that strike the opponent within the user's reach in Melee Combat. To be in Melee Combat an Attacker must be in the same Maneuver Zone as the Target.

Minion- A Specific Kind of Villain

Minor Quality- See Quality

Modifier- Any static numbers that are added to dice which factor into a Roll. Modifiers can be positive or negative and all add together to Modify the Dice for a single Outcome.

Nerd- someone who reads a glossary for fun <3

Opponent- Any Villain or Character who opposes you for whatever reason.

Order of Action- The Order in which characters are featured in Crisis Panels. Players take turns being the Panel Hero in order based on the number of Hero Points each hero had at the start of the Order of Action. Then any Villains each take a Panel. The exception is Response Panels and when Villains or Threats Seize the Initiative.

Origin- The way your Character got their Powers.

Outcome- The final result of adding together Dice and Modifiers on a Roll.

Overcome- Is a very, very broad term for a Primary Roll that is done to achieve accomplish something using your Abilities with your Stats as a base. Whenever you try to Overcome something you describe how you are going about it and determine with the EIC what Stat to Overcome with. Threats, Conditions are Overcome, as is traversing challenging terrain. Overcome is used to overpower others, to impose your will on another, and is used in conjunction with many Powers.

Overcoming Terrain- When you try to Maneuver over Terrain that you could not circumvent using your Abilities then you can Overcome it to move over/past/through it, potentially at a penalty. This could be scaling a building, passing through a storm, or leaping over alleyways.

Page- A Page is a length of time in an Issue. A Page is comprised of between 1 and 9 Panels. Larger Panels take up more space on the page. There are around 24-32 Pages in an Issue. Many Powers and Effects last for a given number of Pages.

Panel- A frame of action. Each Panel is either a Hero Panel, a Villain Panel, or a Story Panel. Each of those characters can do anything in a Panel that could be visually represented in a Panel. The Editor-in-Chief determines what reasonable limits are placed on any character's actions in a given Panel. The smallest Panel takes up 1/9th of a Page but many Panels are larger, anywhere

from 2/9 of a Page to an Entire Page (this is called a Splash Page). Many Powers and Effects last for a given number of Panels.

Crisis Panel- Any scene with a Villain or a Threat uses Crisis Panels. This means that there is the potential for violence or tragedy or triumph, and that the size of Panels and Pages is more tightly regulated and counted because of the various Powers and effects that last for a given duration.

Hero Panel- When a Player has their Panel in the Order of Action, that is a Hero Panel and that Player is the Panel Hero. The Player decides what their Hero does, where they go, if they engage in Combat (unless they were previously Locked in Battle), and if other Heroes are in their Panel.

Large Panel- 1/2 of a Page or more in size but smaller than an entire page. It can have up to 7 Elements.

Medium Panel- 2/9 to 4/9 of a Page in size and can have up to 4 Elements.

Response Panel- A Panel that interrupts the normal Order of Action. Whenever a Character or Threat does not Have the Initiative, they are able to Respond in the Order of Action when they are brought into a Panel. The maximum number of Panels a character can have in any Order of Action is equal to their Class. Threats are not limited this way, they will keep Escalating in Response Panels until they go Terminal.

Splash Page- A Panel that takes up the whole Page. This can have a Dozen Elements or more.

Standard Panel- 1/9 of a Page in size and can have up to 2 Elements.

Player- Anybody who is participating with a Character in Union City Heroes. Most Players control a Hero. While the Editor-in-Chief plays the game, they are not considered Players.

Power- A Power is a special talent or capability that are the most essential and defining elements of any Hero or Villain. Powers have Levels and each Level of a Power costs a certain amount of Ranks detailed in the Power's description. You have a Power as long as you have at least one Level in that Power.

Archetypal Power- A Power that tends to exemplify or come naturally to an Archetype. Archetypal Powers cost 1 fewer Ranks per Level.

Signature Power- A Power that is a Hero's most iconic and essential is a Signature Power. Signature Powers cost 1 fewer Ranks per Level.

Power Variance- Almost all Powers have Variances that alter them. Variances make a Power more unique, change its use, or make it either weaker or mightier. Almost all Variances either increase or decrease the Ranks that each Level of that Power cost.

Primary Roll- The Primary Roll in Union City Heroes is two d10s, with the results added together. Unless otherwise specified, a Roll refers to a Primary Roll. Attack, Dodge, Overcome, and Resist all function with Primary Rolls.

Quality- A Quality is an element or material that is applied to a Character, a Power, or even an Attack. There are Powers or Abilities that only affect certain Qualities and the Qualities that are used to make up something are fundamental to how they work and affect and are affected by others.

Major Quality- More common, ubiquitous elements and types are Major Qualities.

While there are guidelines to what is Major or not, these can change based on the discretion of the EIC based on the setting, environment, and prominent characters.

Minor Quality- Less common or rare elements and types are Minor Qualities. While there are guidelines to what is Minor or not, these can change based on the discretion of the EIC based on the setting, environment, and prominent characters.

Rare Quality- An exceptionally hard-to-find, legendary, or unique Quality. Dark Matter, Alchemy, or Fey would be good examples of a Rare Quality.

Special Quality- The most prominent, common, and all-encompassing Qualities are Special Qualities. Physical is the most obvious Special Quality as nearly everything has a physical form. Other Qualities may be determined to be Special Qualities based on the discretion of the EIC based on the setting, environment, and prominent characters.

Subquality- A Quality that falls within another Quality but is more specific; Like Horses within the Animal Quality, Plastic within the Chemical Quality, or Steel within the Metal Quality.

Quirk- A often inconvenient character trait is called a Quirk. These drawbacks and nuances to a character earn the Character more Ranks to use on Powers and Stats.

Rank- A Rank is a unit that is used to acquire Stats and Levels in Powers. A Hero begins gameplay with 30 Ranks to assign to Stats and Powers though they may get more for taking Quirks, focusing on Rare or Subqualities, and for going up in Class.

Rare Quality- See Quality

Resist- A Character's capacity to defy being overpowered or taken control of by another Character is their Resist. Resistance is a Primary Roll modified by a Character's Will Stat.

Response Panel- See Panels

Roll- When one or more dice are rolled and added together with any Modifiers for a single outcome. Even if multiple dice from multiple sources, as long as they are all added together towards a single action or outcome, this counts as a single Roll. These include Primary Rolls, Damage, or any other time dice are used to make a determination in the game.

Roving Battle- A Character Maneuvering both themselves and an Opponent who is Locked in Combat with them. To do this, the character who tries to initiate the Maneuver must Overcome the other combatant's Resist. Both Characters stay in the same Maneuver Zone and the controlling Character can Maneuver up to a d4 Maneuvers.

Scene- Consists of a series of events in a single location. Multiple Scenes can be taking place at once with the Panels or Pages moving back and forth between the Scenes.

Seizing the Initiative- In Combat Heroes whichever side of the battle has Seized the Initiative goes first in the Order of Action and the other side goes last with the exception of Response Panels. Heroes generally Seize the Initiative when they intervene in a situation though

it is possible for Villains, especially when they ambush or launch an attack on Heroes, to Seize the Initiative. There are even times where a Threat may Seize the Initiative.

Speed- This is one of the eight Stats and it represents how fast a character moves, how much ground they can cover, and reaction time. Your Total Maneuver is equal to your Speed Score and Speed is also used as a bonus in Chases.

Splash Page- A Special Page that is a single Panel.

Stage- Supervillains have Stages which represent different tactics, forms, or modes of that Supervillain. Their Grit and Stamina are reset to their new totals when they enter a new Stage and each Stage that is Taken Down grants Valor to the Heroes.

Stamina- Stamina is the amount of Damage a character can take before getting Taken Down. Stamina is determined by a Character's Archetype and increases when they go up in Class.

Stat- Eight base Modifiers, that taken together constitute and describe the Character's raw form. Stats are bought with Ranks, with a minimum of 0 in each Stat and a maximum of 5 Ranks in any given Stat. These are enhanced (and can go above 5) if they are Focused Stats.

Focused Stat- A Stat that is essential to an Archetype or a Character. A Focused Stat increases by 2.

Strength- This is one of the eight Stats and it represents physical power, lifting capacity, and raw muscle. Your Strength Score is used as a direct Modifier to Damage from all Attacks with the Melee Quality or to Thrown Objects.

Subquality- See Quality

Supervillain- A special kind of Villain who is more powerful and prominent than the average Villain. Supervillains have more than one Stage when they fight.

Taken Down- When a Character is reduced to 0 Stamina they are Taken Down. Whenever you are Taken Down you are Dusted for the rest of the Crisis. A Hero who is taken down could be battered to the ground, exhausted, or even unconscious and bleeding depending on the situation.

Terminal- See Threat



Threat- A Threat is imminent danger to either a character, an item, location, landmark, or even mere property. Threats either Escalate or they have a Trigger that causes them to go Terminal. Go Terminal - When a Threat Escalates to the breaking point and the Damage, Condition, or other Threat that was being Threatened happens.

Valor- Valor is a measure of success and experience that Heroes earn for Rescuing Threats and Taking Down Villains. After a Crisis all the Valor is pooled and split evenly among all the Heroes who were involved.

Variance- See Power

Villain- Any antagonist including Minions, criminals, evil-doers, and Supervillains. Villain is an umbrella term; All Minions are Villains, but not all Villains are Minions, etc.

Volume- A Volume is a way of defining groups of Issues. A Volume usually features a single overarching story or a series of interwoven stories over a number of Issues. While part of a Run a Volume has a definitive beginning, middle, and end. A single Supervillain launching a devious plot, capturing the heroes, being routed and ultimately defeated is a good example of a Volume. A Volume typically is 6-8 Issues in length but can be as few as 4 and as many as 12. More than that is uncommon but depending on the story could be up to perhaps 24.

Will- This is one of the eight Stats and it represents willpower, determination, and endurance. Resist is directly modified by Will. The number of Total Grit Points you have is equal to your Will Score.





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