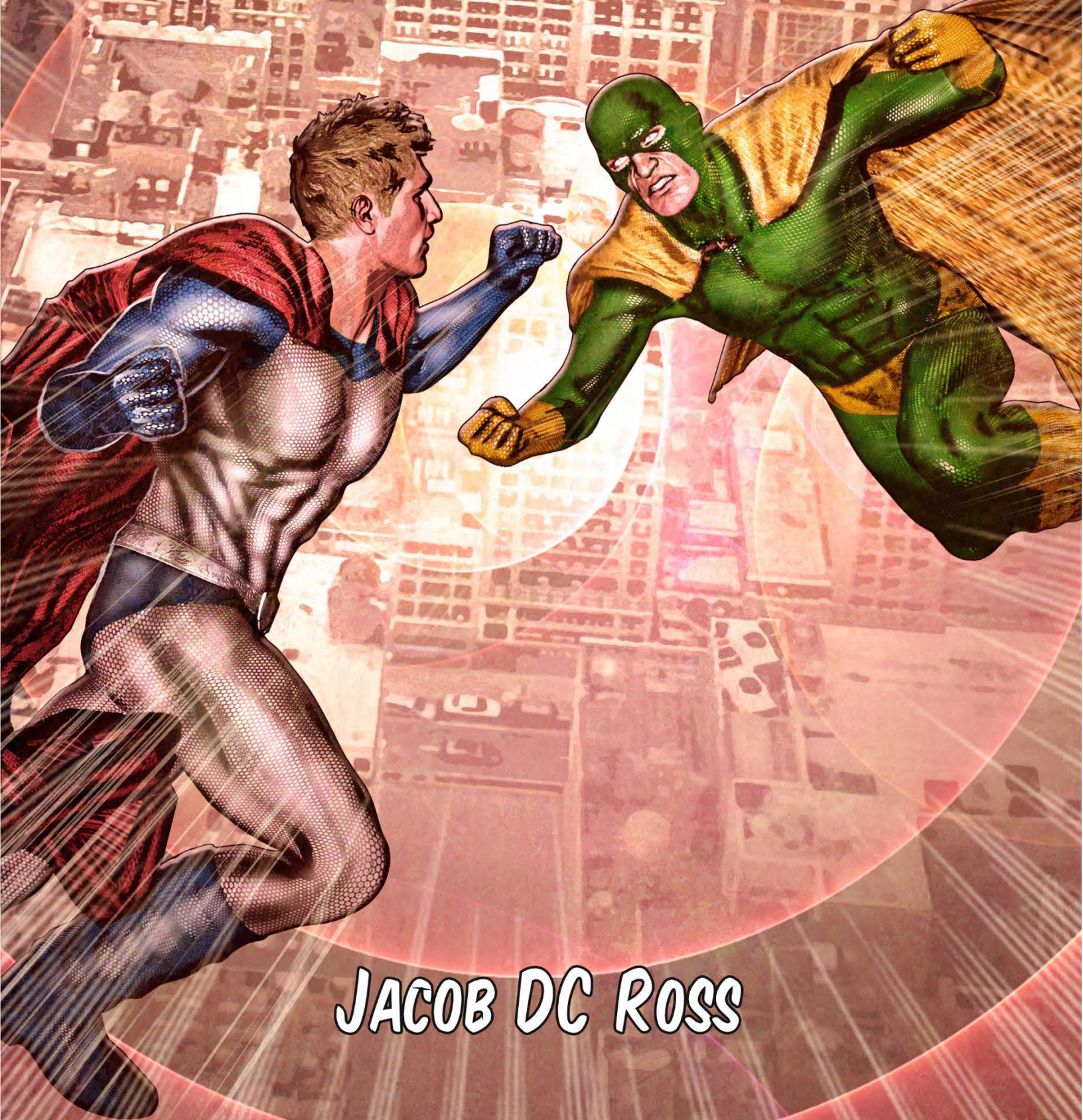
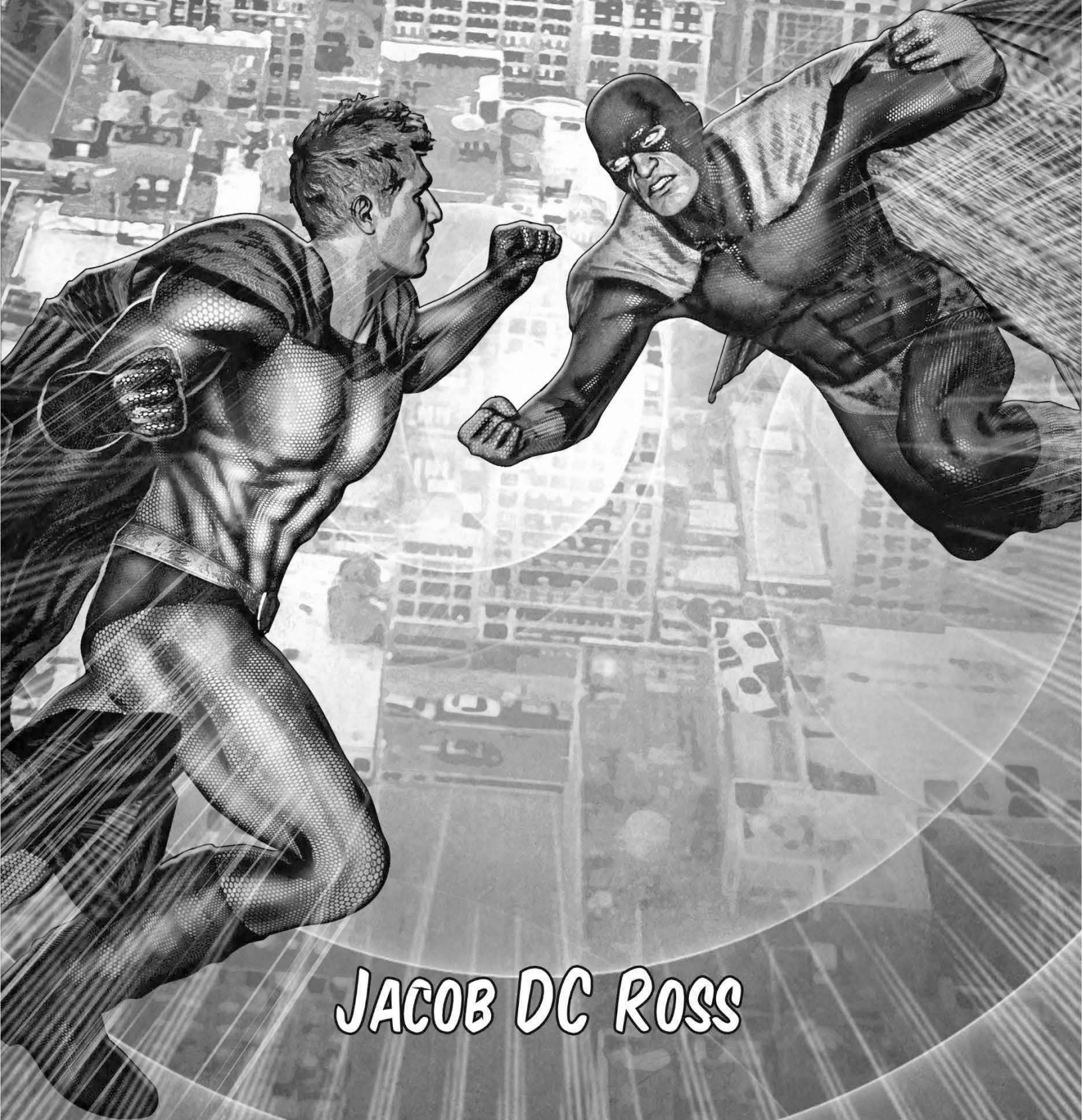


THRILLING POWERS



JACOB DC ROSS

THRILLING POWERS



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ACKNOWLEDGEMENTS

Many thanks to Kyle Simons, Adam Bosarge and Jason Faulk for creating Worlds in Peril, and for being classy guys. Thanks also to D. Vincent Baker for starting the whole revolution with Apocalypse World as well as Adam Koebel and Sage LaTorra for bring us Dungeon World.

Thanks to my wife and daughter. I love you guys and appreciate the support.

LEGAL

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POWERS FOR WORLDS IN PERIL

This supplement is designed to help the EIC or the players come up with fun powers for their games of Worlds in Peril. The core rulebook didn't have much in the way of pre-generated powers, so I'm listing full sets with sample sources, limitations and capabilities. Everything's optional, but it should serve to provide lots of inspiration.

As a note, I use the descriptor "Beyond" to indicate anything that's beyond the abilities of human mortals, which allows you to ascribe whatever source you desire.

What's considered Impossible can be done under the right circumstances. What the heroes can't do, the villain might be capable of accomplishing. These things make better story effects for the EIC than for the players to be able to do. A hero's not going to try to destroy a planet in a single shot, but a villain probably does that on a daily basis.

There's a sample team for beginners to the system to use right away. They each have a nemesis based on those suggested by their Origin playbooks. Brief notes for a mini campaign help you get set up playing with very little prep, using just this book and, of course, the Worlds in Peril core rulebook.

Many thanks,

Jacob DC Ross

POWERS LIST

ATTACK/GENERATION: ENERGY

The character can create blasts or other effects. This power covers many types of effect, including air, dark matter, gravity, light, magnetism, radiation and sound. Both Attack/Generation: Energy and Attack/Generation: Matter, are ideal for creating weather-controlling powers, based on the effects desired.

Possible Sources: Special meditations, martial arts techniques, ray guns

Possible Limitations: Attacks don't work in a specific environment (such as sound in a vacuum), attacks can't penetrate a specific surface (such as light on a mirror), attacks have a chance of damaging passerby

Difficulty Level	Effect
Simple	Charging your fists for hand-to-hand attacks, shooting blasts out of your mouth
Difficult	Making uncontrolled flights using the energy as a propellant
Borderline	Creating small servitors or attack soldiers out of the energy
Possible	Summoning a storm-like effect
Impossible	Destroying a world in a single shot

ATTACK/GENERATION: LIFE

This character can summon animals, plants or other beings to help them or attack their enemies.

Possible Sources: Part animal/plant, knows the language of animals

Possible Limitations: Only works on one species, animals have a chance to disobey

Difficulty Level	Effect
Simple	Summoning a wolf or a medium-sized tree to fight or aid you
Difficult	Causing plants or animals to mature quickly
Borderline	Summoning a horde of animals or plants, or an elephant or ancient redwood
Possible	Causing all the trees or animals in a forest to attack
Impossible	Commanding all the non-sentient life on Earth to do your bidding

ATTACK/GENERATION: MATTER

This power creates effects using tangible substances. This can include acid, dirt, ice, metal, poisons, stone and water, among many other things.

Possible Sources: Special training, nanobots

Possible Limitations: Material continues to manifest after the attack stops, matter is vulnerable to attack from a specific substance, can only manipulate one substance

Difficulty Level	Effect
Simple	Hurl a bolt of matter at an enemy
Difficult	Create a wall or other barrier from the material
Borderline	Create a complex item
Possible	Create a golem-like combatant or servitor
Impossible	Create permanent effects that last after you stop concentrating

AWAKEN POWER

You have the gift of giving. Your ability activates the latent potential in others.

Possible Sources: Background energy of the universe, a great creature of the Beyond

Possible Limitations: Cannot use your other powers while this is active, power granted is random, possible to make the granted power permanent, but it requires a Push each time

Difficulty Level	Effect
Simple	Grant two characters a power for one encounter
Difficult	Grant three characters a power for one encounter
Borderline	Grant four characters a power for one encounter or one character a power for a day
Possible	Grant two characters a power for a day, grant one character a power for a week
Impossible	Grant powers for a lifetime

BIO SCULPTING

This character can reshape living tissues. This allows them to fit where they might not normally, or to forge weapons from their bones.

Possible Sources: Toxic waste

Possible Limitations: Self only or others only

Difficulty Level	Effect
Simple	Reshaping a limb
Difficult	Reshaping a limb of an unwilling subject, reshaping your whole body
Borderline	Reshaping the whole body of an unwilling subject
Possible	Attaching another limb to your body, creating an exoskeleton
Impossible	Merging the brains of two or more individuals

CLONING

This character is adept at making more of themselves. They are their own army.

Possible Sources: Genetic mutation, time travel

Possible Limitations: Only the original has powers, copies sometimes rebel

Difficulty Level	Effect
Simple	Making a double for a scene
Difficult	Making several doubles for a scene, making one double for a day
Borderline	Making several doubles for a day, making one double for a week
Possible	Making one double permanent (he might turn on you later), making several doubles for a week (weaker than you)
Impossible	Making several permanent copies that are as powerful as you and loyal

COUNSELOR/HEALER

This character's abilities allow them to help others. This power doesn't work on the hero. They have to choose whether it affects mental/emotional conditions or physical conditions.

Possible Sources: Training, medical nanobots

Possible Limitations: Damage healed transfers to the hero

Difficulty Level	Effect
Simple	Negating a Minor Condition once per scene
Difficult	Negating a Moderate Condition once per scene
Borderline	Negating a Critical Condition once per scene
Possible	Regrowing a limb or organ, overcoming severe shock, negating a second Critical Condition per scene
Impossible	Reforming a disintegrated character, bringing back a mind to a braindead individual



ENHANCED SENSES

The character is able to detect things that other mortals can't. This can be by enhanced versions of regular senses, such as telescopic vision or high-frequency hearing, or by new senses, such as echolocation, x-ray vision, life energy detection, limited precognition or other effects.

Possible Sources: A special spice, medical procedures

Possible Limitations: Increased pain due to annoyances (bright light, screeches, injuries, etc.), capable of using multiple senses, but only one gets enhanced at a time

Difficulty Level	Effect
Simple	Discerning everything in a scene, or the probable next actions of NPCs
Difficult	Locating crime scene clues that a detective would miss
Borderline	Creating an advantage in combat
Possible	Finding a weakness in a devious trap
Impossible	Sensing something not on the same planet

EXTRA LIMBS

Tails, extra arms or even animated hair allows the character to do more than they could normally do.

Possible Sources: Bitten by a cosmic bug, genetic engineering, cybernetic implants

Possible Limitations: Limbs sometimes fall off, can appear at will but don't always obey your commands

Difficulty Level	Effect
Simple	Balancing during a leap or fall
Difficult	Holding extra items
Borderline	Fighting effectively using extra weapons simultaneously
Possible	Using the limbs to act multiple times in the same time it takes other to act once
Impossible	Creating homunculi (that's what Cloning is for)



HEALTH REGENERATION

This character's special ability is not dying. They will live while others wither away and die. All critical conditions negated by this power are related to physical damage, not emotional or other sources.

Possible Sources: Species ability, specific item, Beyond entity, freak occurrence (struck by lightning, etc.)

Possible Limitations: Still appears to age, must keep an item on them at all times, life essence is locked away in a secure location but can be destroyed, wounds don't heal visibly (must be stitched shut and remain that way), vulnerable to a specific substance, requires a substance or process to remain immortal, still dies but revives later

Difficulty Level	Effect
Simple	Negating a Minor Condition once per scene
Difficult	Negating a Moderate Condition once per scene
Borderline	Negating a Critical Condition once per scene
Possible	Regrowing a limb or organ, negating a second Critical Condition per scene
Impossible	Surviving complete disintegration (immersion in acid, sent into a star)

ILLUSIONS

The hero can create convincing illusions for a tactical advantage.

Possible Sources: Hologram projector, magician training

Possible Limitations: Illusions limited to one sense, obvious tell for those familiar with the illusion

Difficulty Level	Effect
Simple	Creating a brief, one-sense illusion (a large bird flying overhead)
Difficult	Creating a longer, two-sense illusion (a screeching bird circling for moments)
Borderline	Creating a long, interactive, multi-sensory illusion (a screeching bird that circles, does stunts and drops waste on unsuspecting victims)
Possible	Large-scale versions of borderline examples (a flock of such birds)
Impossible	Permanent illusions

INVISIBILITY

The hero can disappear from view to escape notice.

Possible Sources: Stealth suit, potion

Possible Limitations: Only works for a limited time per day, only body is invisible, clothes remain visible

Difficulty Level	Effect
Simple	Disappear while standing still
Difficult	Walk while staying invisible, turn another person invisible
Borderline	Move at top speed while invisible, turn several people invisible
Possible	Turning a car or plane invisible
Impossible	Turning a city block invisible

INVULNERABILITY

This character is immune to damage. The power differs from immortality in that invulnerability doesn't confer eternal life. An immortal still takes the damage, they can just usually heal from it.

Possible Sources: Powered armor, protective artifact, energy field, patronage of a Beyond entity

Possible Limitations: Must still breathe, very vulnerable to a certain substance or in a specific location, only vulnerable while standing in one spot

Difficulty Level	Effect
Simple	Withstanding gunfire
Difficult	Withstanding getting hit by a bus
Borderline	Surviving a fall from an airplane
Possible	Emerging unscathed from a missile strike
Impossible	Withstanding the crush of a black hole

KINETIC MANIPULATION

The character can use speed or force to their advantage, whether it's from an incoming attack or their own motion.

Possible Sources: Being struck by lightning, alien technology

Possible Limitations: Must be moving to use the power

Difficulty Level	Effect
Simple	Prevent a punch from damaging you
Difficult	Absorb the force of a hail of bullets, use the power of an incoming punch to increase the force of your own blows
Borderline	Expel incoming force through your hands as a ranged attack, fall from great heights
Possible	Stop a semi-truck, bounce a thrown boulder a kilometer back to the original thrower
Impossible	Use the motion of the Earth's orbit to cause an earthquake

MOVEMENT: FLIGHT

The classic power. This hero can soar through the sky.

Possible Sources: Wings, a jetpack

Possible Limitations: Fly only in a straight line (up/down, forward), can't take along other characters

Difficulty Level	Effect
Simple	Getting to your destination nearly instantly
Difficult	Creating buffeting winds in the sky
Borderline	Generating a shockwave when you take off, flying faster than an airplane
Possible	Exceeding Mach 3
Impossible	Leaving Earth's orbit

MOVEMENT: MIND WALKING

The hero can leave their body behind to explore in safety, although their body remains vulnerable.

Possible Sources: Necklace, esoteric training

Possible Limitations: Cannot return to the body for at least an hour, walk lasts only a few minutes

Difficulty Level	Effect
Simple	Instantly appearing within 1 kilometer
Difficult	Appearing within 10 kilometers, manifesting visibly and communicating
Borderline	Appearing with 100 kilometers, using a power that doesn't affect the environment
Possible	Appearing within 1,000 kilometers, using a power that effects the environment
Impossible	Controlling your body at the same time



MOVEMENT: PORTALS

This character can move from place to place without having to travel the distance. The portals don't have to be visible, they can be instantaneous effects.

Possible Sources: Artifact, Beyond, gizmo

Possible Limitations: Only works at night, portals only work on a certain type of location, destination is random, only one or limited possible destinations, must have been there before, others must be willing to come with you

Difficulty Level	Effect
Simple	Teleporting within visual distance
Difficult	Taking other people within visual distance, teleporting anywhere on the same planet
Borderline	Teleporting anywhere on the same planet with other people, travelling elsewhere within the galaxy
Possible	Taking others anywhere in the galaxy, travelling to a different realm
Impossible	Taking others to a different realm

MOVEMENT: SPEED

The ability to run quickly. A character's speed manifests in various ways, and can allow them to discover all sorts of exotic abilities.

Possible Sources: Power suit, exotic potion, slipping into an alternate "phase" dimension which intersects with this one

Possible Limitations: Clothes catch fire unless protected, lose access to a single sense while

running, limited time per day, can't stop without winding down, can't carry anyone else while running, must consume a substance regularly to maintain the ability

Difficulty Level	Effect
Simple	Dodging an attack, going where you need to be, making a long leap
Difficult	Creating vortexes or similar ranged attacks, running up walls or over water
Borderline	Creating illusory blurs, carrying someone else
Possible	Phasing through thin material, building up static electricity to use as an attack
Impossible	Being in two places at once



PHASING

The character can become intangible at will.

Possible Sources: Born in another dimension, solipsistic meditation

Possible Limitations: Have to stay intangible for an entire scene or day, still vulnerable to a specific type of damage

Difficulty Level	Effect
Simple	Walk through a thin wall
Difficult	Let a projectile pass through you
Borderline	Avoid damage in combat while hitting back
Possible	Travel through several meters of material
Impossible	Fall through the Earth and come out at the antipodes

POWER MIMICRY

Mimics can copy the powers of other super beings. They are unknown variables with lots of versatility.

Possible Sources: Keen eye, ancient artifact, probability engine

Possible Limitations: Must touch the target to use their power, the target must not resist, lose all other powers while using this one

Difficulty Level	Effect
Simple	Determining a power's uses and limitations after viewing it in action
Difficult	Determining a power's uses and limitations without seeing it in action, performing a Simple action with the power
Borderline	Performing a Difficult action with the power
Possible	Performing a Borderline action with the power, copying two powers at once (all power actions increase in difficulty by one step per extra power copied simultaneously)
Impossible	Performing a Possible action with the power, keeping the power permanently

RESISTANCE

The hero reduces the damage they take from various sources. This is commonly taken along with a corresponding Attack/Generation power. It also makes a fine solution for creating characters who can breathe underwater or who can survive a vacuum or other hostile environment.

Possible Sources: Armor, special jewelry

Possible Limitations: Makes the character vulnerable to another form of damage

Special Notes: The difficulty levels of this power allow you to negate the damage of a power of equivalent difficulty. For example Resistance: Fire treats negating a Simple fire-based attack as a Simple action, while negating a Difficult fire-based attack is a Difficult action.

POWER NEGATION

This character can cause another being or beings to lose their abilities for a time.

Possible Sources: Alien artifact, genetic engineering, faith (or lack thereof)

Possible Limitations: Cannot use own powers while negating, can't see while negating, can't move while negating, must touch victim

Difficulty Level	Effect
Simple	Negating a single use of a power directed towards you
Difficult	Negating a single use of a power directed at another
Borderline	Negating a single power for an entire encounter
Possible	Negating multiple powers for a single encounter
Impossible	Permanently removing a being's power

SENSE POWER

The hero can tell the specifics of a given power. This is useful for tacticians.

Possible Sources: Cerebral implant, third eye

Possible Limitations: Makes you sympathetic to any pain suffered by the sensed character

Difficulty Level	Effect
Simple	Gain info on a power used in your immediate area
Difficult	Detect power use within the same city
Borderline	Gain info on a power used within the same city, detect significant power use within the same time zone
Possible	Gain info on a power used within the same time zone, detect significant power used on another continent
Impossible	Gain info on a power used on another continent, detect power used at the other end of the galaxy



STRETCHING

This hero can bend, flex and stretch into various shapes, while retaining their general appearance.

Possible Sources: Sap of an exotic tree, alien experimentation

Possible Limitations: Can only stretch one limb at a time, limbs are weaker to damage while stretched

Difficulty Level	Effect
Simple	Reaching across the room
Difficult	Turning yourself into a ball or sail
Borderline	Reaching 50 meters
Possible	Reaching 100 meters, becoming a complex shape, such as a ballista
Impossible	Stretching a kilometer, becoming a car

SUPER DEXTERITY

This hero represents the pinnacle of grace. They're capable of astounding feats of agility.

Possible Sources: Super elixir, merciless training, cybernetic implants

Possible Limitations: Only lasts for a few seconds at a time

Difficulty Level	Effect
Simple	Dodging an arrow, parkour
Difficult	Dodging a bullet, climbing a brick wall
Borderline	Moving at top speed through a mine field
Possible	Tumbling to land gracefully after falling down the grand canyon
Impossible	Running through the rain without getting wet

SUPER ENDURANCE

The hero can endure despite difficulties. Nothing can weigh them down.

Possible Sources: Beyond blessings, altered body chemistry

Possible Limitations: Can only do one type of thing from the Effects list, doesn't work if the hero is away from a power source for too long

Difficulty Level	Effect
Simple	Going three days without water, two days without sleep or a week without food and suffering no ill effects.
Difficult	A week without water, five days without sleep, a month without food
Borderline	A month without water, two weeks without sleep, six months without food
Possible	A year without any one of these things
Impossible	A lifetime with none of these things

SUPER INTELLECT

The character can quickly teach themselves how to do different tasks based on sight or reading. It doesn't teach new powers, that's covered by Power Mimicry.

Possible Sources: Natural prodigy, implanted knowledge

Possible Limitations: Can't be distracted while learning, takes a day to use, learned abilities fade over time

Difficulty Level	Effect
Simple	Learning something familiar instantly (a kung fu master picking up krav maga from a single demonstration)
Difficult	Picking up a language as it's spoken
Borderline	Developing a counter to stratagems used against you
Possible	Extrapolating missing pieces of a complex pattern
Impossible	Sharing the knowledge with other characters (you may still teach them through normal means)

SUPER STRENGTH

This character is a titan. Their raw physical power exceeds what other people can do.

Possible Sources: Cosmic rays, exosuit, special training

Possible Limitations: Only usable in a crisis, becomes overly aggressive when it's active

Difficulty Level	Effect
Simple	Lifting a car over your head and throwing it a hundred meters
Difficult	Tossing a semi a kilometer
Borderline	Swinging a jumbo jet like a club
Possible	Knocking over a building with a punch
Impossible	Pushing a planet out of orbit

SUPER WILLPOWER

The classic implacable man. No heartbreak or temptation can sway this character. The negated conditions can only be from mental or emotional sources, not physical damage

Possible Sources: Rigid training, android brain

Possible Limitations: Secret soft spot, painful memories

Difficulty Level	Effect
Simple	Negating a Minor Condition once per scene
Difficult	Negating a Moderate Condition once per scene
Borderline	Negating a Critical Condition once per scene
Possible	Negating a second Critical Condition per scene
Impossible	Surviving complete mental erasure

TELEKINESIS

This hero can manipulate the physical world with their mind.

Possible Sources: Clandestine training, ancient knowledge

Possible Limitations: Can't affect certain substances, must remain still while using the power

Difficulty Level	Effect
Simple	Stopping a running person, lifting a boulder in the immediate range
Difficult	Stopping incoming bullets, lifting a car within 10 meters
Borderline	Stopping an incoming truck, lifting a semi-truck within a 100 meters
Possible	Containing a bomb's explosion, lifting a jumbo jet within 1 kilometer
Impossible	Containing a nuclear explosion, lifting a mountain

TELEPATHY

The character can sense and maybe manipulate the thoughts of others.

Possible Sources: A gemstone in the brain, alien powers

Possible Limitations: Can't tune out the voices, range is limited to touch

Difficulty Level	Effect
Simple	Telling the emotional state of another being
Difficult	Discerning what a being wants most, two-way mental communication with a friend
Borderline	Discovering a horrible secret, creating a communication nexus for the whole team
Possible	Compelling a being to do something against their will
Impossible	Utterly erasing the psyche of another person and leaving their body a hollow shell



TRANSFORMATION: ANIMAL MIMICRY

The character can take on the aspect of a natural creature. This allows them to increase your abilities or gain new capabilities, determined by the animal they choose to mimic.

Possible Sources: “Gene capsules” either implanted within or taken as pills, a fetish statue or held item, an elder creature, such as the Father of All Lions or similar being, hero is a human-animal hybrid

Possible Limitations: Can’t use it if separated from the item giving the power, lasts only a limited time, can only take on the aspect of a single animal, take on the appearance and behavior of the animal while the power’s active

Difficulty Level	Effect
Simple	Taking the form of a single creature to enhance abilities (strength of a bull, sight of an eagle)
Difficult	Taking the form of a single creature to gain an ability you don’t have (eagle flight, fish gills)
Borderline	Taking the form of multiple creatures at once, or multiple facets of a single creature
Possible	Taking the form of a super creature which does exist in the fiction (dragons, alien beasts, etc.)
Impossible	Taking the form of a creature that doesn’t exist in the fiction

TRANSFORMATION: COMBINATION

This hero and another can merge their forms to become something greater than the sum of their parts.

Possible Sources: Twins, triplets or similar, robot design

Possible Limitations: All participants must have this power, temporary, the component characters don’t get along while merged.

Special Note: Rather than listing specific effects, this power is a modifier. The characters can select one of their powers, which now has all of its difficult levels reduced by one level (including Impossible).

TRANSFORMATION: GROWTH/SHRINKING

This character can become a giant or shrink to imperceptible size.

Possible Sources: Exosuit, super-science rays

Possible Limitations: Can only grow or shrink, no other powers work during the transformation

Difficulty Level	Effect
Simple	Doubling or halving size
Difficult	Tripling or reducing size to a third
Borderline	Quadrupling or quartering size
Possible	Quintupling or reducing size to a fifth
Impossible	Growing or shrinking other people

TRANSFORMATION: IMPERSONATION

The hero can alter their physical appearance to look like someone else.

Possible Sources: Nanobots, genetic samples

Possible Limitations: One of your features remains the same, doesn't change the voice

Difficulty Level	Effect
Simple	Appear like another non-specific member of your gender, species and ethnicity
Difficult	Appear like a specific member of your species
Borderline	Copy specific fingerprints, appear like a member of another species
Possible	Copy genetic code of any being
Impossible	Copy memories or abilities

TRANSFORMATION: SUBSTANCE

This hero can become different things, such as diamond, water, dust and more.

Possible Sources: Elemental amulets, lab accident

Possible Limitations: Can only take the form of a touched item, can only assume the form of one particular substance, can only take one state (solid, liquid or gas/particulate)

Difficulty Level	Effect
Simple	Becoming a mobile, human-sized mass of a substance
Difficult	Retaining humanoid form while transformed
Borderline	Assuming other shapes (wall, dragon, storm, etc.)
Possible	Absorbing substance into your form to get larger, transforming another person
Impossible	Creating sustainable life

SAMPLE TEAM: THE TIMESTREAM TEMPLARS

The Timestream Templars are heroes taken from various points in history. Each member is an exceptional individual who works to right the wrongs of their age. They fight together as a team, travelling to whenever they're needed most.

The group came together under mysterious circumstances. The various heroes each found themselves together in the halls of an abandoned stone palace. They discovered through their conversations that the last thing they all remembered was falling asleep and deduced that the palace must exist in some sort of shared dream or nether space.

The palace is filled with statues of individuals, none of whom are known to any of the Templars. A grand chamber exists in the center of the building, and in the middle of the room sits a pool of shimmering halcyon liquid. The first time the Templars gathered in the chamber, an intense flash of white light brought them to their knees. When they recovered, the heroes were instantly aware of their new mission as Templars.

They now know that the palace is called the Panchuroma, and that it is the home of various individuals summoned to protect existence from its gravest threats. It seems that the statues are depictions of former members, but no other beings besides the current team has ever been seen in the palace.

The pool in the central chamber generates a construct of what appears to be a circle of liquid light whenever the heroes are called to a mission. Stepping through the circle transports the team to a new time, where they do battle against the forces of evil.

TEMPLAR MEMBERS

There are currently four members of the team. This section provides details about their lives, home eras, powers and so forth.

These heroes don't have pre-defined bonds, which allows players to create more of a personality that fits their own style. Rather than "The City" and "Law Enforcement" as default bonds, each hero gets "My Era" and a group analogous to the police of their own time.

AUREUS BELLATORIX

The only daughter of a prominent general, Alistia Pompeia Julia watched as her brothers and father went off to war while she was forced to stay home. On the night that her father was killed, she inherited the mantle of the Aureus Bellator from a mysterious person known only as Nestor.

Alistia now uses the power of the heroes of the past, whom she grew to know through her extensive study, to enhance her own abilities as she patrols Roman territory for danger. Alistia has simply to call out the name of an ancient hero to manifest their strength. She also uses her magnificent armor and staff, items which adapt to the personality of their wielders, to vanquish foes.

Her greatest enemy is the Umbra Bellator, a fallen hero who was not content with the power of the past, and who now attempts to draw power from those heroes yet achieve greatness, including his descendent, Alistia. She hopes that her new position as a Timestream Templar will allow her to end the threat that her wicked ancestor poses to history.

STATS

Influence: -1

Investigate: 0

Maneuver: +1

Protect: +2

Smash: +1

Powers

Armor of the Ancients: Invulnerability

Spear of Heroes: Attack: Energy

Aspect of X: Various Super Attributes

The Armor and the Spear are both equipment that manifest when Bellatorix calls on her Auric power, but which can be disarmed. The Spear shoots bolts of blue flame. Aspects act as Super Endurance, Super Strength, etc. Bellatorix activates them by calling to the historic hero she wishes to emulate, such as "Genius of Imhotep!" or "Will of Alexander!". She can only have one Aspect active at any time.

Origin: My Legacy

Drive: Prove Myself



MANIFEST

Lucas Tochukwu was a scientist working at Highsmith Laboratories when he discovered what later came to be known as the Manifest Field. This field was a universe of infinite energy that was able to be manipulated in a manner that briefly made it appear as solid matter.

Lucas was horrified when he learned that Neville Highsmith, the magnate who owned the lab, was planning to use the field to create weapons of mass destruction. He broke into the facility at night to steal all the equipment and notes to keep it out of Highsmith's hands. Highsmith was there, and was gravely wounded in the struggle between the two men.

Lucas now crusades against crime as Manifest. He uses his newly designed Manifest Core to manipulate the energy into shapes and rays to overcome his foes. Highsmith has proved to be a thorn in his side, but he focuses more on providing clean, free power for the world and easy-to-use construction materials rather than finishing the vendetta.

STATS

Influence: 0

Investigate: +2

Maneuver: +1

Protect: +1

Smash: -1

Powers

Manifest Field Control: Attack/Generation: Energy, Healer and Health Regeneration

Manifest summons and manipulates the energy of the field into shapes, such as wall-shaped force fields, energy blasts or tools. It also stimulates healing, both within his body and that of others. The constructs are temporary, but eventually it may be possible to transmute Manifest Field creations into matter or even living organisms.

Origin: What I Know

Drive: Create



STORM

L' LOUP DE SANG

Francois Renault knew only hard labor from the time he was a child throughout his adult years. The son of a long line of peasant farmers, Francois wanted desperately to better his lot in life and that of the other oppressed citizens of France. Francois opportunity came during a fateful meeting with the Chevalier d'Malville.

The arrogant *knight pressed Francois and some of the other poor farmers into service when a meteor struck a nearby forest*. The farmers were told to retrieve the rock while d'Malville watched in safety. When Francois came into contact with the meteor it absorbed into his body and caused him to run away in pain with blue flames licking his skin. After running into a wolf, which died after trying to assault him, Francois assimilated the tissue into his own body.

Francois gained notoriety as L'Loup de Sang, the Blood Wolf, after his animal nature surfaced and he tore apart several of the Chevalier's men. D'Malville is actively hunting Francois while Francois has taken up the mission to

abolish the authority of the decadent noble class.

STATS

Influence: -1

Investigate: 0

Maneuver: +1

Protect: +1

Smash: +2

Powers

Big Bad Wolf: Transformation: Animal Mimicry, Enhanced Senses and Sense Power and Super Strength

Francois retains his human sight but gains canine hearing and smell. Once per day he can also absorb the DNA of another animal to his wolf form, to create a wild three-part hybrid.

Origin: The Beast Inside Me

Drive: Rebel



GYRION

An artisan from our future, Gyrion goes by the name Akell Shanstin in his civilian life. Akell was a geneforger, someone who manipulates life on the cellular level to create something new and beautiful. He was noted for using his own body and that of his wife as the canvases, rather than creating chimeric creatures from animals.

One evening a pair of Akell's rival geneforgers threw his wife out of the window of their penthouse. The hedonistic duo, a brother and sister who went by the names Myrmis and Tombo, committed the murder out of a combination of ennui, curiosity and spite.

Akell changed his focus from enhancing his natural beauty to honing his body into a weapon. The people of his society cared nothing about bringing the murderers to justice. They cared only about their own entertainment. Akell, as Gyrion, has made it his mission to inspire the populace to take back their city from the moral decay that permeates it.

STATS

Influence: +1

Investigate: +1

Maneuver: +2

Protect: -1

Smash: 0

Powers

Geneforger: Bio Sculpting and
Attack/Generation: Life

Eagle Wings: **Movement:** Flight

Gyrion uses his custom geneforger suit to create birdlike servitors and henchmen on the fly. He also modifies his own body to form weapons in addition to his wings.

Origin: A Death in the Family

Drive: Become an Icon



ENEMIES

UMBRA BELLATOR

The warrior who came to be known as the Umbra Bellator was born Cassius Pompeii Antoninus. He made his reputation as a hero of the nobles and the common folk alike. After a while, though, he grew dissatisfied with his power, the ability to call upon the strength of heroes from times past. Cassius discovered how to tap into the power of his descendants to increase his own abilities.

This practice weakened the heroes from which he drew, which put the later Aureus Bellators in danger. The mysterious Nestor tricked Cassius into trapping himself in mountain cave. The cave was eventually breached by a barbarian horde and Cassius was released. Though he was able to keep the power he had gained, Cassius, now the Umbra Bellator, could no longer draw upon the future except by taking power from a slain Bellator.

Cassius slew his grandson, Marcus, whose title then passed on to Alistia. The new Aureus Bellatorix has vowed to bring Cassius to justice, but Cassius has plans of his own for the young lady.

Motive: Obtain personal power and true immortality

Appearance: A Roman centurion with various items from out of time

Condition Threshold: 2x Team Members

Powers: Variable Super Attributes, Invulnerability, Attack: Energy, Enhanced Senses

Call of Heroes: Calls on the heroes he accessed before being cut off (use real-world examples)

Sense Potential (3): Can see and react to a hero's immediate actions



NEVILLE HIGHSMITH

Lord Neville Highsmith, Baron Midsomer, is a ruthless industrialist who stops at nothing to get what he wants. He was born into wealth and came to prominence when he sank his family's fortune into his new laboratory and struck gold with several innovative products.

Highsmith intended to use the Manifest Field discovered by Lucas Tochukwu to create doomsday weapons and sell them to highest bidder for his own selfish gain. He was injured in a fight at the lab and Tochukwu escaped with all the information and equipment needed to access the Manifest.

The industrialist was saved by cybernetic implants. He used them to enhance his physical

attributes, as well as his tracking ability. It's now his driving obsession to find and kill Tochukwu before he reclaims the Manifest project.

Motive: Wealth, kill Lucas Tochukwu and reclaim the Manifest equipment

Appearance: A patrician old Englishman with cybernetic enhancements and an expensive suit

Condition Threshold: 2x Team Members

Powers: Health Regeneration, Resistance, Telekinesis

Cybernetic Enhancements: Includes electromagnetic ray projector, nanite reconstructors and Manifest Field nullifier shield



CHEVALIER D' MALVILLE

An aristocrat devoted only to his own pleasure, the Chevalier bided his time overtaxing and torturing peasants. He was a devoted student of both the military arts and science. His fascination with the Outer Void led him to watch the skies obsessively.

Following Francois' mutation, d'Malville carefully had what was left of the meteor brought to his castle. The Chevalier determined that the stone's properties allowed whomever touched it to absorb whatever they touched. Francois ad touched a wolf and become a beast.

The Chevalier grabbed his own sword after absorbing the meteor remnant. Since that time he has the ability to create a blood-red steel

exoskeleton and a wicked sword whenever he's in combat. All of his resources are devoted to hunting down L'Loup de Sang and ending the threat that the beast poses to the nobility.

Motive: Find glory in the hunt of the wolf, oppress the masses

Appearance: A haughty French noble with read metal protrusions

Condition Threshold: 2x Team Members

Powers: Extra Limbs, Invulnerability, Super Strength, Transformation: Substance

Meteor Absorption: Allows the Chevalier to create weapons, exoskeletons and various protrusions. In extreme circumstances he may take the form of a battle wagon or other threat.



MYRMIS AND TOMBO

A pair of sociopathic twins from the 23rd century, Myrmis and Tombo used their impressive intellectual talents to earn a reputation as brilliant geneforgers. They delighted in the pain of their subject animals as they extracted tissue to use in their latest masterpiece.

Despite their fame, the twins could never seem to outdo their artistic rival, Akell Shanstin. They hid their animosity well until the night they through Shanstin's wife from his penthouse apartment. The two then fled in fear as Shanstin chased them.

Since that night the pair have stayed mostly in hiding. They don't fear the police, as there has

been no official effort by the part of law enforcement to arrest them, thanks to generous bribes. They occasionally sneak out of their hidden home to find new victims for experimentation, but they tend to fly away whenever their nemesis, Gyrion appears.

Motive: Hedonistic pleasures, torture innocents, fame

Appearance: Twins in garish jumpsuits

Condition Threshold: 2x Team Members

Powers: Attack/Generation: Life and Matter, Movement: Flight

The twins use their powers to create and summon hordes of insects. They are also capable of shooting venom from their bodies and flying at speeds rivalling Gyrion's maximum.



KOZMODEA

Kozmodea is the reason the Timestream Templars exist. He is a being of cosmic-level power who considers it his destiny to conquer every moment in time. He uses his command of reality to summon and empower villains to use in his schemes.

The Templars were created by a hidden force to counteract his will. Kozmodea is aware of the Templars, but not of the location of their base, the Panchuroma, nor of each hero's specific identity. He's been opposed before, and he's always managed to kill the Templar teams that come after him, even if they do thwart his omnimaniacal schemes.

Kozmodea represents the ultimate threat to the heroes. They shouldn't encounter him directly until the end of the campaign. Any fight is going to be a serious encounter with a high probability of death.

Despite his pretensions, Kozmodea is not a celestial being. He began life as an engineer who was caught in a freak lab accident (weren't

they all)? He was transformed into a being of pure energy, and spent centuries contemplating what had happened to him. He determined that had specific variables been different on the day of his accident, he would have become even more powerful than he already is.

Kozmodea can't go back to visit his past self directly, so he manipulates history. If his plans are thwarted, he'll instead assault the heroes' fortress, the Panchuroma, directly.

Motive: Rule the entirety of existence

Appearance: A vaguely humanoid being seemingly composed of a miniature cosmos

Condition Threshold: 5x Team Members

Powers: Attack/Generation:

Energy/Life/Matter, Awaken Power, Immortality, Invulnerability, Movement: Portals, Phasing, Super Intellect, Telekinesis

Power of All: Kozmodea can travel time at will. Mastery of the Manifest Field allows him to create whatever he likes, and to amplify the powers of his henchmen.



THE TIMESTREAM TEMPLARS CAMPAIGN

This campaign takes place throughout the whole of humanity's past and future. The default eras of play include ancient Rome, medieval France, modern London and Tokyo of the 23rd century. Feel free to mix things up, and have the heroes travel to various eras.

SUGGESTED ERAS

The game can take place whenever and wherever you like. Take advantage of the variable setting to mix up genres. You can have several standard-type issues in a row, then include an issue set in the golden age of piracy for a change. What follows is a partial list of fun eras to play.

CARIBBEAN

Setting: 1710-1720

Villain: Edward Teach

Genre: High-Seas Piracy

Features: Black-hearted buccaneers, Buried treasure, Sailing ships, Sea monsters, Tavern wenches

IRON CURTAIN

Setting: 1960-1980 Moscow

Villain: KGB super agents

Genre: Swinging Espionage

Features: Cars, Doomsday weapons, Gadgets, Megalomaniacal monologues, Spy ladies

PROHIBITION

Setting: 1920-1930 Chicago

Villain: Al Capone

Genre: Classic Gangster

Features: Fedoras, G-Men, Jazz, Molls, Tommy guns

SENGOKU JIDAI

Setting: 1550-1603 Japan

Villain: Oda Nobunaga

Genre: Samurai

Feature: Duels, Foreign innovation, Honor, Ninja, Warfare

TELLURIDE

Setting: 1850-1880 American West

Villain: Everyone

Genre: Western

Features: Dynamite and mines, Desperados, Forts, High-noon duels, Stagecoach robberies

WORLD WAR II

Setting: 1937-1945 worldwide

Villain: Axis powers

Genre: Gritty War

Features: Anonymous hordes, Bombers, Evil Nazis, Fresh-faced GIs, Pin-ups

CAMPAIGN SECRETS

Here are a few (completely optional) ideas for your campaign:

Bellatorix can't kill Umbra. Through a weird quirk of time travel, the version she's fighting has yet to conceive her grandfather. His armor and spear are the same as hers (they take forms specific to each user), so if she utterly destroys them she loses her own artifacts.

Neville Highsmith can control all the electronics in London and much of the rest of the world. Through the use of CCTV he can see virtually anywhere.

The Chevalier d'Malville has yet to discover his ability to absorb more metal. If he ever does, he can use it to become a giant golem-like creature, as well as to shoot molten metal from his body.

Myrmis and Tombo don't stick around to fight much. They prefer to frame Gyrion for crimes that he didn't commit. They've replaced his personal assistant with a clone under their own control.

The Chevalier D'Malville, Neville Highsmith, Myrmis and Tombo are all direct descendants of the Bellator line. If the heroes figure this out they could possibly trick Cassius into absorbing the power of the other villains. Perhaps Alistia might be persuaded to do the same thing, at the cost of breaking her pact with Nestor.

Kozmodea is secretly behind the acquisition of virtually all powers, except those of Lucas Tochukwu. The would-be tyrant opposes any

attempt by others to gain control of the Manifest Field. He desires Lucas' death more than anything.

