



# Super Hero Genre Charts

The Super Hero Genre Charts are for roleplaying games featuring mighty super heroes saving the world from evil masterminds, unstoppable juggernauts, and Earth threatening menaces! GMs using popular comic settings that feature super powered characters should use these charts for creating adventures.

## Super Hero Adventure Types Chart

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1. Conquering the World - Some evil group hatches a scheme to take over the world.
2. Infiltration - Important groups are infiltrated by secret villains or traitors.
3. New Villain - Some event occurs which creates a new super villain who must be stopped.
4. Save the VIP - Someone very important to the heroes has their life threatened.
5. Super Mystery - A difficult whodunnit involving super powers.
6. Evil Mastermind - The heroes must contend with an ingenious plan to overcome all their efforts.
7. Progress Gone Wrong - Scientific or government experiments, or meddling with incomprehensible powers, leaves the world in danger.
8. Personal Attack - The villains decide to try to destroy the hero or heroes, target people or groups they are close to, or take advantage of the heroes being weakened in some way and unable to save the day through their normal means.
9. Powerful Item - Opposing forces clash over possession of some important artifact, weapon, or technological breakthrough.
10. Huge Event - A big event happens in the world of our heroes, perhaps not even involving super villains.

## Super Hero Opposition Chart

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|--|--|--|
| 001-002 A.I./Cyborgs/Technology or Rival Group             | 036-037 Evil Mastermind or Forces of Nature/Elements       | 069 Political/Religious Group or Secret Society              |
| 003-004 Agent of the Law or Machiavellian Villain          | 038-039 Flying Super Villain or Corrupt Officials          | 070-071 Politician or Invulnerable Super Villain             |
| 005-006 Aliens/Non-Humans or Conspirators                  | 040 Fugitive or Mercenaries                                | 072-073 Powerful Businessman or Marksman Super Villain       |
| 007-008 Army of Adversaries or Disease/Plague              | 041-042 Gang/Thugs or Huge Monster                         | 074-075 Powerful Robots or Thieves/Pirates                   |
| 009-010 Avenger or Robotically Enhanced Super Villain      | 043-044 Government or Mystical/Psychic Super Villain       | 076 Powerful Terrorist Leader or Yourself                    |
| 011-012 Bestial Super Villain or Government                | 045 Guardians/Protectors or Deluded/Insane Group           | 077-078 Prejudice/Intolerance or Foreign Military            |
| 013-014 Blackmailer(s) or Mastermind Super Villain         | 046-047 Hired Killers or Societal Pressure/Custom          | 079-080 Secret Enemy or Military                             |
| 015 Close Friend or Villainous Family                      | 048-049 Huge Monster or Criminal Kingpin                   | 081-082 Secret Group or Wild Beast(s)                        |
| 016-017 Commandos or Desperate Villain                     | 050-051 Invaders/Outsiders or Highly Trained Super Villain | 083-084 Soldiers or Charismatic Leader/Demagogue             |
| 018-019 Cosmic Super Villain or Traitor                    | 052-053 Mad Scientist or Foreign Powers                    | 085-086 Strange Creatures or Your Own Employer/Mentor        |
| 020-021 Criminal Kingpin or Starvation/Exposure            | 054-055 Master Criminal or The System/Unfair Laws          | 087-088 Strange Monster or Hired Muscle                      |
| 022-023 Deadly Assassin or Mad Scientist                   | 056-057 Mastermind Super Villain or Soldiers               | 089-090 Strong Super Villain or Conquering Forces            |
| 024-025 Deadly Monster or Rogue Agents                     | 058-059 Mercenary Leader or Demented Crusader              | 091 Super Device or Powerful Robots                          |
| 026-027 Deity/Supernatural Power or Lunatic                | 060-061 Mighty Mutants or Police                           | 092-093 Super Intelligent Super Villain or Rebels/Terrorists |
| 028-029 Demi-Human Villain(s) or Impersonator/Doppelganger | 062 Misguided/Former Hero or Religious Fanatics            | 094-095 Super Weapon or Public Mob/The Masses                |
| 030-031 Dictator/Aristocrat or Powerful Object             | 063-064 Murderer or Highly Trained Super Villain           | 096 Tragic Villain or Spy/Saboteur                           |
| 032-033 Elemental Super Villain or Lack of Resources/Money | 065-066 Organized Crime or Super Device                    | 097-098 Unnatural Creature or Con-Man                        |
| 034-035 Evil Agency or Cataclysm/Destruction               | 067-068 Outcasts or Deadly Assassin                        | 099-100 Your Own Allies or Terrorists/Terrorist Group        |





## Super Hero Motivations Chart

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|--|---|--|
| 001-009 Acceptance or Ego                                    | 461-468 Love or Commit Evil                         | 919-927 Title/Office or Unexplainable/Unknown  |
| 010-017 Acceptance Of Facts or Knowledge                     | 469-476 Loyalty or Appease Evil Gods or Masters     | 928-937 To Express Oneself or Take Power       |
| 018-026 Achievement or Commit Evil                           | 477-485 Lust or Control                             | 938-946 To Move Ahead or Commit Evil           |
| 027-034 Acting Out / Misdirected Hostility                   | 486-494 Mastery or Feel Superior                    | 947-955 Transcendancy or Take Control          |
| 035-043 or Unexplainable / Unknown                           | 495-502 Meaning or Get Paid                         | 956-966 Transportation or Help People          |
| 044-052 Addiction or Harm Enemies                            | 503-510 Misguidedness or Cause Suffering            | 967-974 Treasure or Eliminate Someone/Someones |
| 053-060 Adventure or Gain the Upper Hand                     | 511-518 Money or Manipulation                       | 975-984 Understanding or Harm Enemies          |
| 061-068 Altruism or Power                                    | 519-526 Mortality or Get Revenge                    | 985-992 Wanderlust or Gain Wealth              |
| 069-076 Amusement/Entertainment or Achieve Destiny           | 527-535 Nourishment or Status                       | 993-000 Work/Vocation or Manipulation          |
| 077-085 Appreciation For Beauty or Wantonness                | 536-544 Novelty or Revenge                          |  |
| 086-094 Approval or Advanced Evil Plans                      | 545-552 Obligations or Unexplainable/Unknown        |  |
| 095-102 Assist Allies or An Important Object/Artifact        | 553-560 Order or Cause Suffering                    |  |
| 103-110 Balance or Survival                                  | 561-568 Patriotism or Take Power                    |  |
| 111-118 Be Different or Achieve Destiny                      | 569-576 Peace or Cause Trouble                      |  |
| 119-126 Be One of the Group or Advanced Evil Plans           | 577-585 Personal Growth or Anger                    |  |
| 127-135 Compassion or Gain the Upper Hand                    | 586-594 Philanthropy or Wantonness                  |  |
| 136-144 Confidence or Hatred                                 | 595-602 Please Authorities or Take Control          |  |
| 145-152 Cooperation or Fulfill Scheme                        | 603-610 Pleasure or Feel Strong                     |  |
| 153-160 Creativity or Gain Wealth                            | 611-618 Prejudice or Gain Promotion/Office          |  |
| 161-168 Curiosity or Gain a Powerful Item/Technology         | 619-626 Pressured or Land/Holdings                  |  |
| 169-176 Debt or Hatred                                       | 627-635 Pride or Power                              |  |
| 177-185 Desperation or Feel Strong                           | 636-644 Property or Get Paid                        |  |
| 186-194 Devotion or Gain the Upper Hand                      | 645-652 Protection or Cowl/Repress Others           |  |
| 195-202 Discovery/Experience or Gain Access/Power            | 653-660 Prove Oneself or Cause Chaos                |  |
| 203-210 Do Good or Knowledge                                 | 661-668 Rage or Gain Promotion/Office               |  |
| 211-218 Ennui/Boredom or Cause Chaos                         | 669-676 Reached Your Limits or Cause Trouble        |  |
| 219-226 Envy or Cause Trouble                                | 677-685 Rebel or Help People                        |  |
| 227-235 Escape One's Destiny or Take Over the World          | 686-694 Recognition or An Important Object/Artifact |  |
| 236-244 Excitement or Get Paid                               | 695-702 Redemption or Knowledge                     |  |
| 245-252 Faith or Cowl/Repress Others                         | 703-710 Religion/Superstition or Control            |  |
| 253-260 Fame/Infamy or Gain Territory/Holdings               | 711-718 Reputation or Take Advantage of Someone     |  |
| 261-268 Fear or Gain the Upper Hand                          | 719-726 Resources or Harm Enemies                   |  |
| 269-276 Feel Big or Gain Access/Power                        | 727-735 Respect or Commit Evil                      |  |
| 277-285 Feel Intelligent or Become Rich                      | 736-744 Responsibility or Survival                  |  |
| 286-294 Feel Wanted/Loved or An Important Object/Artifact    | 745-752 Rest or Knowledge                           |  |
| 295-302 Financial Security or Revenge                        | 753-760 Safety or Advanced Evil Plans               |  |
| 303-310 Follow Dreams or Destroy Someone                     | 761-768 Search For Beauty or Save Lives             |  |
| 311-318 Follow Orders or Cowl/Repress Others                 | 769-776 Security or Cowl/Repress Others             |  |
| 319-326 Freedom or Unexplainable/Unknown                     | 777-785 Self-Awareness or Get Paid                  |  |
| 327-335 Fulfill Duties/Responsibilities or Knowledge         | 786-794 Self-Esteem or Harm Enemies                 |  |
| 336-344 Gain Favor or Manipulation                           | 795-802 Self-Improvement or Revenge                 |  |
| 345-352 Glory or Greed                                       | 803-810 Self-Sabotage or Gain the Upper Hand        |  |
| 353-360 Goal or Survival                                     | 811-818 Shake Things Up or Domination               |  |
| 361-368 Gratification or Immortality (literal or figurative) | 819-826 Share Something or Unexplainable/Unknown    |  |
| 369-376 Health & Well-Being or Harm Enemies                  | 827-835 Shelter or Take Power                       |  |
| 377-385 Hedonism or Gain Wealth                              | 836-844 Social Cohesion or Commit Evil              |  |
| 386-394 Honor or Greed                                       | 845-852 Spontaneity or Take Over the World          |  |
| 395-402 Impress Someone or Help People                       | 853-860 Stability or Get Revenge                    |  |
| 403-410 Incorrect Beliefs/Confusion or Save Lives            | 861-868 Support Family or Upset Authorities/Rulers  |  |
| 411-418 Independence or Fulfill Scheme                       | 869-876 Support Friends or Control                  |  |
| 419-426 Is a Stooge for Another or Status                    | 877-885 Survival of Others or Cause Chaos           |  |
| 427-435 Jealousy or Commit Evil                              | 886-894 Take Advantage of Someone or Become Rich    |  |
| 436-444 Justice or Cowl/Repress Others                       | 895-902 Take Over the World or Save Lives           |  |
| 445-452 Law or Gain a Powerful Item/Technology               | 903-910 Teach/Mentor or Commit Sabotage             |  |
| 453-460 Live Up To Morals/Ethics or Advanced Evil Plans      | 911-918 The Opposite Sex or Wantonness              |  |





# Super Hero Themes Chart

|         |                                 |         |                              |         |                          |         |                          |         |                                       |
|---------|---------------------------------|---------|------------------------------|---------|--------------------------|---------|--------------------------|---------|---------------------------------------|
| d1000   |                                 |         |                              |         |                          |         |                          |         |                                       |
| 001-003 | Abandonment of Principles       | 201-203 | Darkness                     | 401-403 | Glory of War             | 601-603 | Loss of Innocence        | 801-803 | Race Relations                        |
| 004-006 | Abandonment                     | 204-206 | Darkness vs. Light           | 404-406 | Good vs. Evil            | 604-606 | Lost Cause               | 804-806 | Racial Tension                        |
| 007-010 | Abuse                           | 207-210 | Death / Dying                | 407-410 | Gratitude                | 607-610 | Lost Honor               | 807-810 | Rebellion                             |
| 011-013 | Acceptance                      | 211-213 | Deception                    | 411-413 | Greed                    | 611-613 | Lost Love                | 811-813 | Rebirth                               |
| 014-017 | Adjustment                      | 214-217 | Demonizing Opponents         | 414-417 | Grief                    | 614-617 | Lost Past                | 814-817 | Redemption / Forgiveness              |
| 018-020 | Adolescence                     | 218-220 | Denial                       | 418-420 | Growing Up               | 618-620 | Love                     | 818-820 | Relationships                         |
| 021-023 | Adoption                        | 221-223 | Descent into Decadence       | 421-423 | Guilt                    | 621-623 | Love and Sacrifice       | 821-823 | Religion                              |
| 024-026 | After Life                      | 224-226 | Desire                       | 424-426 | Handicaps                | 624-626 | Love Conquers All        | 824-826 | Responsibility                        |
| 027-029 | Alienation                      | 227-229 | Desire to Escape             | 427-429 | Happiness                | 627-629 | Love Is Not Enough       | 827-829 | Reunion                               |
| 030-033 | Ambition                        | 230-233 | Destruction                  | 430-433 | Hard Work vs. Play       | 630-633 | Loyalty                  | 830-833 | Rights and Responsibilities of Rulers |
| 034-036 | Anger                           | 234-236 | Destruction of Beauty        | 434-436 | Hazards                  | 634-636 | Making Choices           | 834-836 | Role of Government                    |
| 037-039 | Anxiety                         | 237-239 | Destruction of Character     | 437-439 | Heartbreak               | 637-639 | Man vs. Machine          | 837-839 | Role of Men                           |
| 040-042 | Appearance vs. Reality          | 240-242 | Determination                | 440-442 | Hero(ine) vs. Villain    | 640-642 | Man vs. Man              | 840-842 | Role of Religion                      |
| 043-045 | Appearances                     | 243-245 | Discovering Strength         | 443-445 | Heroism                  | 643-645 | Man vs. Nature           | 843-845 | Role of Women                         |
| 046-049 | Appeasement                     | 246-249 | Discrimination               | 446-449 | Hierarchy                | 646-649 | Man vs. Self             | 846-849 | Roles                                 |
| 050-052 | Appreciation                    | 249-252 | Discovering Strength         | 450-452 | Hierarchy in Nature      | 650-652 | Man vs. Society          | 850-852 | Sacrifice                             |
| 053-055 | Beauty                          | 250-252 | Disillusionment              | 453-455 | History                  | 653-655 | Manipulation             | 853-855 | Security                              |
| 056-058 | Beauty of Simplicity            | 253-255 | Disillusionment and Dreams   | 456-458 | Honesty                  | 656-658 | Materialism              | 856-858 | Self-Awareness                        |
| 059-061 | Belief                          | 256-258 | Displacement                 | 459-461 | Honor                    | 659-661 | Materialism as Downfall  | 859-861 | Self-Destruction                      |
| 062-065 | Belonging                       | 259-261 | Diversity                    | 462-465 | Hope                     | 662-665 | Media                    | 862-865 | Self-Esteem                           |
| 066-068 | Benefits of Limiting Government | 262-265 | Divine Right                 | 466-468 | Hopelessness             | 666-668 | Memories                 | 866-868 | Self-Preservation                     |
| 069-073 | Betrayal                        | 266-268 | Dominance                    | 469-471 | Hubris                   | 669-671 | Mercy                    | 869-871 | Self-Reliance                         |
| 074-078 | Birth                           | 269-271 | Doubt                        | 472-474 | Humor                    | 672-674 | Morals                   | 872-874 | Separation and Loss                   |
| 079-082 | Bondage                         | 272-274 | Dreams                       | 475-478 | Hypocrisy                | 675-678 | Motherhood               | 875-878 | Silence                               |
| 083-085 | Bravery                         | 275-278 | Consequences of Duty         | 479-482 | Identity Crisis          | 679-682 | Nationalism              | 879-882 | Social Change                         |
| 086-088 | Brotherhood                     | 279-282 | Emigrants                    | 483-485 | Ignorance                | 683-685 | Nature                   | 883-885 | Social Mobility                       |
| 089-091 | Building Character              | 283-285 | Emotions                     | 486-488 | Illusion of Power        | 686-688 | Nature as Beauty         | 886-888 | Standing up for What Is Right         |
| 092-095 | Bullies                         | 286-288 | Empowerment                  | 489-491 | Illusions                | 689-691 | Necessity                | 889-891 | Strength                              |
| 096-098 | Capitalism                      | 289-291 | Emptiness                    | 492-495 | Immigrants               | 692-695 | Necessity of War         | 892-895 | Struggle of Faith                     |
| 099-101 | Caring                          | 292-295 | Envy                         | 496-498 | Immortality to Good Ends | 696-698 | Necessity of Work        | 896-898 | Suffering                             |
| 102-104 | Censorship                      | 296-298 | Escape                       | 499-501 | Immortality              | 699-701 | New Beginning            | 899-901 | Survival                              |
| 105-107 | Challenges                      | 299-301 | Escape from Family Pressures | 502-504 | Importance of Family     | 702-704 | Obligations              | 902-904 | Taking a Stand                        |
| 108-111 | Change                          | 302-304 | Escaping Social Constraints  | 505-507 | Individual vs. Society   | 705-707 | Old Age                  | 905-907 | Teamwork                              |
| 112-114 | Change of Power                 | 305-307 | Eternity                     | 508-511 | Individuality            | 712-714 | Oppression of Women      | 908-911 | Technology                            |
| 115-117 | Change vs. Tradition            | 308-311 | Ethical Dilemmas             | 512-514 | Inevitability            | 715-717 | Optimism and Overcoming  | 912-914 | Technology in Society                 |
| 118-120 | Chaos and Order                 | 312-314 | Euthanasia                   | 515-517 | Initiation               | 718-720 | Overcoming Fear          | 915-917 | Telling the Truth                     |
| 121-123 | Character                       | 315-317 | Everlasting Love             | 518-520 | Injustice                | 721-723 | Overcoming Obstacles     | 918-920 | Temporariness                         |
| 124-127 | Chasing Dreams                  | 318-320 | Evils of Racism              | 521-523 | Inner and Outer Self     | 724-727 | Overcoming Vice          | 921-923 | Temptation                            |
| 128-130 | Circle of Life                  | 321-323 | Experience                   | 524-527 | Inner vs. Outer Strength | 728-730 | Overcoming Weakness      | 924-927 | Temptation and Destruction            |
| 131-133 | Civilization                    | 324-327 | Facing Darkness              | 528-530 | Innocence                | 731-733 | Pain of War              | 928-930 | Totalitarianism                       |
| 134-136 | Civilization vs. Nature         | 328-330 | Facing Reality               | 531-533 | Intentions               | 734-736 | Parent-Child Roles       | 931-933 | Toxicity of Family                    |
| 137-139 | Class/Status                    | 331-333 | Fading Beauty                | 534-536 | Intergenerational Divide | 737-739 | Passing Judgment         | 934-936 | Traditions                            |
| 140-143 | Coming of Age                   | 334-336 | Failure                      | 537-539 | Interrogation            | 740-743 | Patriotism               | 937-939 | Tragedy                               |
| 144-146 | Commitment                      | 337-339 | Faith vs. Doubt              | 540-543 | Intolerance              | 744-746 | Peace                    | 940-943 | Tragedy of War                        |
| 147-149 | Communication                   | 340-343 | Fall from Grace and Fortune  | 544-546 | Invincibility            | 747-749 | Peace and War            | 944-946 | Trust                                 |
| 150-152 | Community                       | 344-346 | Family                       | 547-549 | Isolation                | 750-752 | Peer Pressure            | 947-949 | Values                                |
| 153-155 | Companionship                   | 347-349 | Fate                         | 550-552 | Isolationism             | 753-755 | Perseverance             | 950-952 | Vanity                                |
| 156-159 | Conflicting Values              | 350-352 | Fate and Free Will           | 553-555 | Jealousy                 | 756-759 | Poverty                  | 953-955 | Violence                              |
| 160-162 | Conformity                      | 353-355 | Fatherhood                   | 556-559 | Journey                  | 760-762 | Power vs. Responsibility | 956-959 | Virtue                                |
| 163-165 | Conquering the Unknown          | 356-359 | Fear                         | 560-562 | Journey and Back         | 763-765 | Power and Corruption     | 960-962 | Vulnerability                         |
| 166-168 | Conquest                        | 360-362 | Fear Of Failure              | 563-565 | Judgment                 | 766-768 | Power of Silence         | 963-965 | Vulnerability of the Meek             |
| 169-171 | Convention                      | 363-365 | Feelings                     | 566-568 | Justice                  | 769-771 | Power of Tradition       | 966-968 | Vulnerability of the Strong           |
| 172-175 | Cooperation                     | 366-368 | Finding Hope                 | 569-571 | Knowledge                | 772-775 | Power of Wealth          | 969-971 | Wants vs. Needs                       |
| 176-178 | Coping                          | 369-371 | Following the Rules          | 572-575 | Knowledge vs. Ignorance  | 776-778 | Power of Words           | 972-975 | War                                   |
| 179-181 | Corruption                      | 372-375 | Forgiveness                  | 576-578 | Leadership               | 779-781 | Prejudice                | 976-978 | Wealth                                |
| 182-184 | Courage                         | 376-378 | Free Will                    | 579-581 | Learning                 | 782-784 | Preparing for the Future | 979-981 | Will                                  |
| 185-187 | Courage vs. Fear                | 382-384 | Friendship                   | 582-584 | Life After Loss          | 785-787 | Pride                    | 982-984 | Will to Survive                       |
| 188-191 | Cultural Diversity              | 385-387 | Fulfillment                  | 585-587 | Life's Traumas           | 788-791 | Progress                 | 985-987 | Wisdom                                |
| 192-194 | Customs                         | 388-391 | Gender Issues                | 588-591 | Loneliness               | 792-794 | Quest                    | 988-991 | Wisdom of Experience                  |
| 195-197 | Danger                          | 392-394 | Genealogy                    | 592-594 | Losing Hope              | 795-797 | Quest for Discovery      | 992-994 | Working Class Struggles               |
| 198-200 | Dangers of Ignorance            | 395-397 | Generation Gap               | 595-597 | Loss                     | 798-800 | Quest for Power          | 995-997 | Youth                                 |
|         |                                 | 398-400 | Getting Along                | 598-600 | Loss of Individualism    |         |                          | 998-000 | Youth and Beauty                      |





## Super Hero Complications Chart

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|---|---|--|
| 001-007 Abduction or Pursued                            | 368-374 Imprisonment or Unexplored Area/Situation         | 735-740 Religion or No Leads/Clues                           |
| 008-014 Abrupt Change of Events or Fire                 | 375-380 Impulsiveness or Kidnapping                       | 741-747 Reprisal or Observed                                 |
| 015-020 Accusation or Red Herring                       | 381-387 Incompetence or Random Confrontation/Attack       | 748-754 Reputation Problem or Over-Visibility                |
| 021-027 Alcohol/Drugs or Doubt                          | 388-394 Inconvenienced or Recurring NPC                   | 755-760 Revealed Secret or Courage                           |
| 028-034 Ally or Ulterior Motive                         | 395-400 Indiscretion or Relationship Trouble              | 761-767 Reversal of Fortune or Double Cross                  |
| 035-040 Ambush or Manipulation/Mind-Control             | 401-407 Insult or Unexplained Event                       | 768-774 Reward or Incompetence                               |
| 041-047 Animal(s) or Travel Problems                    | 408-414 Intolerance or People/Guards on Alert             | 775-780 Running Late or Freedom Threatened                   |
| 048-054 Authorities Interfere or The Tables Turn        | 415-420 Lack of Clarity or Unhelpful Rumors/Lies          | 781-787 Running Out of Time or Argument/Fight                |
| 055-060 Battle or Important Decision                    | 421-427 Lack of Communication or Delay                    | 788-794 Sabotage or Government Interference/Influence        |
| 061-067 Being Detained or Ignorance                     | 428-434 Lack of Information or Turn for the Worse         | 795-800 Sacrifice Required or Boiling Tensions               |
| 068-074 Being Framed or Devotion                        | 435-440 Lack of Money/Poverty or Disaster                 | 801-807 Safety Endangered or Delay                           |
| 075-080 Being Stalked/Hunted or Guardian                | 441-447 Lack of Trust or Reversal of Fortune              | 808-814 Security or Alcohol/Drugs                            |
| 081-087 Blown Cover or Spying                           | 448-454 Language Difference or Differing Motivations      | 815-820 Seduction or Confinement                             |
| 088-094 Bureaucracy or Misunderstanding                 | 455-460 Laziness or People/Guards on Alert                | 821-827 Sickness or Old Friend                               |
| 095-100 Catastrophe or Suspiciousness                   | 461-467 Legal Trouble or Fire                             | 828-834 Social Contract Pressure or Bad News                 |
| 101-107 Cautiousness or Lack of Information             | 468-474 Lies or Lack of Money/Poverty                     | 835-840 Societal Custom or Low Supplies                      |
| 108-114 Change of Heart or Trap                         | 475-480 Loss or New Opportunity                           | 841-847 Someone Has a Vendetta or Cautiousness               |
| 115-120 Code of Conduct or Love Interest                | 481-487 Loyalty or Running Out of Time                    | 848-854 Someone Is Tipped-Off or Betrayed                    |
| 121-127 Competition or Extra Support                    | 488-494 Manipulation/Mind-Control or Animal(s)            | 855-860 Someone Screaming/Calling Out or Trickery            |
| 128-134 Conscience or Misunderstanding                  | 495-500 Mechanical Trouble or Side-Tracked                | 861-867 Someone Wants Vengeance or Trap                      |
| 135-140 Crime/Criminals or Over-Dependent               | 501-507 Media/Popular Attention or People on Edge         | 868-874 Something Missing or Addiction                       |
| 141-147 Crisis or Ally                                  | 508-514 Memory Loss or Darkness                           | 875-880 Special Circumstances or Friend in Need              |
| 148-154 Darkness or Moral Dilemma                       | 515-520 Mental Illness or Emotions                        | 881-887 Squabbling or Interrupting Troublemakers             |
| 155-160 Death or Lost                                   | 521-527 Misguided Friendship/Love or Crisis               | 888-894 Supernatural/Strange Occurrence or Lack of Attention |
| 161-167 Debt or Inclement Conditions                    | 528-534 Mised or Betrayed                                 | 895-900 Suspiciousness or Unlucky                            |
| 168-174 Deity or Insult                                 | 535-540 Mistaken Identity or Enthusiasm                   | 901-907 Tail-Chasing or Barrier                              |
| 175-180 Diplomacy or Lateness                           | 541-547 Misunderstanding or Strange Sighting              | 908-914 Temptation or Missing the Right Tool/Item            |
| 181-187 Disaster or Lost Equipment/Items                | 548-554 Money or Bureaucracy                              | 915-920 The Tables Turn or Deception                         |
| 188-194 Disbelief or Need Help                          | 555-560 Moral Dilemma or Safety Endangered                | 921-927 Trap or Double Cross                                 |
| 195-200 Disgrace or Refusal to Cooperate                | 561-567 Murder or Temptation                              | 928-934 Travel Problems or Contract                          |
| 201-207 Disorder/Riots or External Conflict/War         | 568-574 Mystery or Destruction                            | 935-940 Trickery or Dwindling Resources                      |
| 208-214 Doubt or Accusation                             | 575-580 Nature or Interrupting Troublemakers              | 941-947 Turn for the Worse or Unexpected Advantage           |
| 215-220 Dwindling Resources or Guilt                    | 581-587 Need Help or Health Trouble                       | 948-954 Ulterior Motive or Physical Problem                  |
| 221-227 Education or Unforeseen Intervention            | 588-594 New Goal or Refusal to Cooperate                  | 955-960 Unexplained Event or Foul Weather                    |
| 228-234 Effort or Survival Threatened                   | 595-600 New Opportunity or External Conflict/War          | 961-967 Unexplored Area/Situation or The Tables Turn         |
| 235-240 Emotions or Villain After You                   | 601-607 No Solid Proof or Someone Screaming / Calling Out | 968-974 Unhelpful Rumors/Lies or Lack of Information         |
| 241-247 Emptiness or Double Cross                       | 608-614 Obligation or Forgotten Information/Facts         | 975-980 Unlucky or Mystery                                   |
| 248-254 Enemies or Injury                               | 615-620 Observed or Loud Noises                           | 981-987 Unwanted Attention or False Accusations              |
| 255-260 Energy or Laziness                              | 621-627 Occupation by Hostiles or Authorities Interfere   | 988-994 Unwelcome Guest or Squabbling                        |
| 261-267 Enthusiasm or Lack of Clarity                   | 628-634 Old Friend or Low Supplies                        | 995-000 Witnesses or Puzzle/Riddle                           |
| 268-274 Equipment Failure or Hearing Trouble            | 635-640 Opposition or Unforeseen Intervention             |  |
| 275-280 Exposure or Delay                               | 641-647 Oppression or Spying                              |  |
| 281-287 Faith or Influence of Money                     | 648-654 Over-Visibility or Bad News                       |  |
| 288-294 Faked Death or No Help Available                | 655-660 Parting Ways or Abrupt Change of Events           |  |
| 295-300 False Accusations or Lost Equipment/Items       | 661-667 Persecution or Missing the Right Tool/Item        |  |
| 301-307 False Confession or Deception                   | 668-674 Pivotal Decision Required or Witnesses            |  |
| 308-314 Fame or Side-Tracked                            | 675-680 Promise/Vow or Strange Sounds                     |  |
| 315-320 Fear or New Goal                                | 681-687 Pursued or Inclement Conditions                   |  |
| 321-327 Fish Out of Water or Running Out of Time        | 688-694 Puzzle/Riddle or Loud Noises                      |  |
| 328-334 Forgotten Information/Facts or Imagined Trouble | 695-700 Random Confrontation/Attack or Lateness           |  |
| 335-340 Foul Weather or Inconvenienced                  | 701-707 Recovery or Crash                                 |  |
| 341-347 Happiness or Lies                               | 708-714 Recurring NPC or Destruction                      |  |
| 348-354 Hunger/Thirst or Fish Out of Water              | 715-720 Red Herring or Thugs/Troublemakers                |  |
| 355-360 Ignorance or Control                            | 721-727 Reinforcements Arrive or Ambush                   |  |
| 361-367 Important Decision or Disappointment            | 728-734 Relationship Trouble or Friend in Need            |  |





# Super Hero Locations Chart

|         |                            |         |   |         |                                       |         |  |
|---------|----------------------------|---------|---|---------|---------------------------------------|---------|--|
| d1000   |                            |         |   |         |                                       |         |  |
| 001-004 | Abandoned City/Town        | 263-266 | Desert  | 522-525 | Landmark                              | 788-793 | Seedy Part of Town                     |
| 005-008 | Airplane/Helicopter        | 267-270 | Dig/Expedition Site                           | 526-528 | Lawyer's Office                       | 794-799 | Sewers                                 |
| 009-012 | Alleyway                   | 271-274 | Dining Room                                   | 529-532 | Library                               | 800-803 | Ship                                   |
| 013-016 | Another Dimension          | 275-277 | Docks   | 533-536 | Living Room                           | 804-809 | Shopping Mall                          |
| 017-019 | Apartment Complex          | 278-280 | Downtown                                      | 537-540 | Locked Out                            | 810-811 | Sky                                    |
| 020-023 | Apartment Interior         | 281-283 | Dungeon                                       | 541-544 | Lost/Stranded                         | 812-816 | Skyscraper                             |
| 024-027 | Army Camp                  | 284-287 | Engineering Marvel                            | 545-548 | Lounge                                | 817-821 | Small Town                             |
| 028-031 | Art Gallery                | 288-291 | Estate Grounds                                | 549-552 | Luxury Goods Store                    | 822-825 | Spa/Resort                             |
| 032-035 | Assembly Hall              | 292-295 | Exhibit                                       | 553-556 | Mall                                  | 826-828 | Space Ship/Shuttle                     |
| 036-039 | Attack/Ambush Site         | 296-299 | Exotic Shop                                   | 557-559 | Mansion                               | 829-834 | Speakeasy/Criminal's Club              |
| 040-042 | Attic                      | 300-303 | Factory                                       | 560-562 | Marketplace                           | 835-840 | Speech/Ceremony                        |
| 043-046 | Auditorium                 | 304-307 | Famous Landmark                               | 563-566 | Marsh                                 | 841-842 | Stables                                |
| 047-050 | Backroom                   | 308-311 | Fancy Hotel                                   | 567-570 | Meadows                               | 843-848 | Stadium/Ballpark/Gymnasium             |
| 051-054 | Badlands                   | 312-315 | Fancy Suite                                   | 571-574 | Meeting Room                          | 849-853 | Staircase                              |
| 055-058 | Bakery                     | 316-318 | Farm  | 575-578 | Mega City                             | 854-856 | Stateroom/Cabin                        |
| 059-062 | Balcony                    | 319-322 | Farming Community                             | 579-582 | Military Base                         | 858-864 | Store                                  |
| 063-066 | Bank                       | 323-326 | Farmland                                      | 583-586 | Military Installation                 | 865-867 | Storehouse                             |
| 067-070 | Bank Vault                 | 327-329 | Festival                                      | 587-591 | Military Offices/Academy              | 868-870 | Stream                                 |
| 071-073 | Bar                        | 330-332 | Fields  | 592-595 | Mine                                  | 870-876 | Streets                                |
| 074-077 | Bar/Tavern                 | 333-335 | Financial Market/Stock Exchange               | 596-599 | Monument                              | 877-879 | Studio                                 |
| 078-081 | Barber Shop                | 336-339 | Foreign Country                               | 600-602 | Mountains                             | 880-884 | Study                                  |
| 082-085 | Barn                       | 340-343 | Foreign Embassy                               | 603-605 | Museum                                | 885-892 | Suburbs                                |
| 086-089 | Barracks                   | 344-346 | Foreign Ghetto                                | 606-609 | Mystical Place                        | 893-896 | Swamp                                  |
| 090-093 | Basement                   | 347-349 | Foreign Land                                  | 610-613 | Newspaper Office                      | 897-899 | Tailor                                 |
| 094-097 | Battlefield                | 350-353 | Forest  | 614-617 | Nice Part of Town                     | 900-906 | Tenement                               |
| 098-101 | Bay                        | 354-357 | Gardens                                       | 618-620 | Observatory                           | 907-912 | Terrible Place                         |
| 102-105 | Beach/Seashore             | 358-361 | Gathering Place                               | 621-624 | Ocean                                 | 913-916 | Testing Ground                         |
| 106-109 | Bedroom                    | 362-364 | Gorge/Ravine                                  | 625-628 | Office(s)                             | 917-925 | The City                               |
| 110-113 | Belltower                  | 365-367 | Government Facility                           | 629-632 | Orchard                               | 926-929 | Theatre/Stage                          |
| 114-117 | Boxing/Martial Arts School | 368-371 | Government Offices                            | 633-635 | Orphanage                             | 930-932 | Torture Chamber                        |
| 118-121 | Bridge                     | 372-375 | Graveyard                                     | 636-638 | Outer Space                           | 933-936 | Tower                                  |
| 122-125 | Bus                        | 376-378 | Grocery Store                                 | 639-642 | Park                                  | 937-941 | Town Hall                              |
| 126-128 | Business Office            | 379-383 | Grove/Orchard                                 | 643-647 | Parking Lot                           | 942-946 | Town Square                            |
| 129-132 | Busy Street                | 384-387 | Gym   | 648-651 | Party                                 | 947-952 | Townhouse                              |
| 133-136 | Cabin                      | 388-391 | Hallway                                       | 652-655 | Physician's Office                    | 953-958 | Train Station                          |
| 137-140 | Cafe                       | 392-395 | Headquarters                                  | 656-658 | Pier                                  | 959-960 | Treasure Room                          |
| 141-144 | Camp                       | 396-399 | Hedge Maze                                    | 659-662 | Pit                                   | 961-964 | Tunnels                                |
| 145-148 | Canals                     | 400-403 | Hideout                                       | 663-666 | Police Station                        | 965-966 | Under the Sea                          |
| 149-152 | Candy Store                | 404-407 | Hiding Place                                  | 667-670 | Pond                                  | 967-969 | Underground                            |
| 153-156 | Canyon                     | 408-410 | High Elevation                                | 671-674 | Pool                                  | 970-972 | Underground Laboratory                 |
| 157-160 | Capital City               | 411-414 | High School                                   | 675-678 | Port                                  | 973-974 | Undertakers                            |
| 161-164 | Castle/Palace              | 415-418 | Highway                                       | 679-682 | Printer (News, Book Publishing)       | 975-976 | Underwater/Aquatic City                |
| 165-168 | Catacomb                   | 419-422 | Hill  | 683-686 | Prison                                | 977-980 | University                             |
| 169-172 | Cathedral                  | 423-425 | Home  | 687-690 | Private Club/Gentleman's Organization | 981-982 | Valley                                 |
| 173-176 | Cavern                     | 426-427 | Hospital                                      | 691-694 | Public Event                          | 983-985 | Village/Town                           |
| 177-180 | Cellar                     | 428-432 | Hotel   | 695-698 | Quarry                                | 987-988 | Volcano                                |
| 181-184 | Cemetery                   | 433-437 | House   | 699-702 | Religious Offices                     | 989-990 | Warehouse                              |
| 185-188 | Chapel                     | 438-441 | Industrial District                           | 703-707 | Remote House/Building                 | 991-992 | Water Treatment Plant                  |
| 189-192 | Church                     | 442-445 | Infamous Place (Area 51, Massacre Site, etc.) | 708-711 | Remote Place                          | 993-994 | Waterfall                              |
| 193-196 | City Outskirts             | 446-449 | Inside/On a Contraption                       | 712-715 | Research Facility                     | 995-996 | Wilderness                             |
| 197-200 | City Streets               | 450-453 | Island  | 716-718 | Reservoir                             | 997-998 | Wonder (Pyramid, Massive Statue, etc.) |
| 201-202 | Cliff                      | 454-457 | Jail  | 719-722 | Restaurant                            | 999-000 | Zoo                                    |
| 203-204 | Coastal Village            | 458-462 | Jungle  | 723-726 | Rich Estate                           |         |  |
| 205-208 | Control Room               | 463-465 | Junkyard                                      | 727-730 | Rich Part of Town                     |         |  |
| 209-212 | Convention Center          | 466-469 | Kitchen                                       | 731-734 | River                                 |         |  |
| 213-216 | Corporate Building         | 470-473 | Laboratory                                    | 735-738 | Road                                  |         |  |
| 217-220 | Country Estate             | 474-477 | Lair  | 739-742 | Roof(s)                               |         |  |
| 221-224 | Countryside                | 478-482 | Lake  | 743-747 | Rooftops                              |         |  |
| 225-228 | Courthouse                 | 483-487 | Landmark                                      | 748-751 | Ruins                                 |         |  |
| 229-232 | Courtroom                  | 488-490 | Lawyer's Office                               | 752-755 | Safehouse                             |         |  |
| 233-236 | Craftsman's Shop           | 491-494 | Library                                       | 756-758 | School                                |         |  |
| 237-240 | Crime Scene                | 495-498 | Living Room                                   | 759-762 | Science Laboratory                    |         |  |
| 241-244 | Crossroads                 | 499-503 | Locked Out                                    | 763-767 | Secret Base                           |         |  |
| 245-248 | Dam                        | 504-508 | Lost/Stranded                                 | 768-771 | Secret Lair                           |         |  |
| 249-250 | Dance Club                 | 509-512 | Lounge  | 772-775 | Secret Passage                        |         |  |
| 251-254 | Dangerous Part of Town     | 513-516 | Luxury Goods Store                            | 776-779 | Secret Room                           |         |  |
| 255-258 | Dark Alley                 | 517-521 | Mansion                                       | 780-783 | Secret Experiment/Testing Site        |         |  |
| 259-262 | Deep Forest                |         |   | 784-787 | Seedy Motel                           |         |  |





## Super Hero Actions Chart

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|                      |                     |                     |                    |                      |
|----------------------|---------------------|---------------------|--------------------|----------------------|
| 001-004 Abandon      | 204-206 Confirm     | 406-408 Fire        | 606-608 Manipulate | 814-817 Revenge      |
| 005-007 Abuse        | 207-209 Confiscate  | 409-412 Flee        | 609-611 Meet       | 818-821 Reward       |
| 008-011 Accelerate   | 210-212 Confuse     | 413-416 Foil        | 612-614 Mimic      | 822-824 Ruin         |
| 012-014 Accept       | 213-215 Conquer     | 417-419 Follow      | 615-617 Mistrust   | 825-828 Rule         |
| 015-018 Accuse       | 216-218 Conspire    | 420-422 Fool        | 618-621 Mollify    | 829-831 Sabotage     |
| 019-021 Activate     | 219-222 Contact     | 423-425 Force       | 622-625 Move       | 832-835 Sacrifice    |
| 022-024 Advance      | 223-226 Control     | 426-428 Forfeit     | 626-629 Murder     | 836-839 Save         |
| 025-026 Agree        | 227-229 Convince    | 429-431 Forge       | 630-632 Negate     | 840-842 Scare        |
| 027-029 Aid          | 230-231 Copy        | 432-434 Frame       | 633-635 Neglect    | 843-845 Secure       |
| 030-032 Alert        | 232-235 Correct     | 435-437 Free        | 636-638 Negotiate  | 846-848 Seduce       |
| 033-035 Ally         | 236-239 Cover Up    | 438-441 Gather      | 639-642 Observe    | 849-851 Seize        |
| 036-039 Ambush       | 240-242 Create      | 442-444 Get Back    | 643-646 Obtain     | 852-854 Sell         |
| 040-042 Amuse        | 243-245 Crush       | 445-447 Give In     | 647-649 Open       | 855-858 Separate     |
| 043-045 Antagonize   | 246-248 Deactivate  | 448-450 Gratify     | 650-652 Oppose     | 859-862 Serve        |
| 046-048 Appease      | 249-251 Debase      | 451-454 Guard       | 653-656 Oppress    | 863-865 Setup        |
| 049-051 Argue        | 252-255 Deceive     | 455-458 Guide       | 657-660 Organize   | 866-868 Shut Down    |
| 052-054 Arm          | 256-259 Decide      | 459-461 Haggle      | 661-663 Overthrow  | 869-871 Slander      |
| 055-057 Arrive       | 260-262 Decrease    | 462-464 Halt        | 664-667 Perform    | 872-874 Smuggle      |
| 058-060 Assassinate  | 263-266 Defeat      | 465-468 Harass      | 668-671 Persecute  | 875-878 Solve        |
| 061-064 Assault      | 267-270 Defend      | 469-471 Harm        | 672-675 Persuade   | 879-882 Spy          |
| 065-067 Assemble     | 271-273 Delay       | 472-474 Hasten      | 676-678 Pick Up    | 883-886 Start        |
| 068-071 Assist       | 274-276 Deliver     | 475-477 Heal        | 679-682 Plan       | 887-889 Steal        |
| 072-074 Attach       | 277-279 Desecrate   | 478-481 Help        | 683-685 Play       | 890-893 Stop         |
| 075-078 Attack       | 280-282 Desert      | 482-484 Hide        | 686-688 Plunder    | 894-896 Stow         |
| 079-082 Attain       | 283-286 Destroy     | 485-487 Hijack      | 689-691 Poison     | 897-900 Struggle     |
| 083-085 Attend       | 287-289 Develop     | 488-490 Hire        | 692-694 Postpone   | 901-904 Suffer       |
| 086-088 Attest       | 290-292 Disable     | 491-493 Humiliate   | 695-697 Praise     | 905-907 Summon       |
| 089-091 Attract      | 293-295 Disappoint  | 494-497 Hunt        | 698-700 Predict    | 908-911 Support      |
| 092-095 Avenge       | 296-299 Discover    | 498-501 Hurt        | 701-704 Pretend    | 912-914 Survive      |
| 096-099 Avoid        | 300-302 Discredit   | 502-504 Idolize     | 705-708 Proceed    | 915-918 Take         |
| 100-103 Battle       | 303-305 Discuss     | 505-507 Imitate     | 709-711 Produce    | 919-921 Teach        |
| 104-106 Befriend     | 306-308 Disguise    | 508-510 Impersonate | 712-714 Promote    | 922-924 Test         |
| 107-109 Begin        | 309-312 Dispute     | 511-513 Implore     | 715-717 Propose    | 925-927 Testify      |
| 110-112 Bestow       | 313-316 Disrupt     | 514-516 Imprison    | 718-721 Protect    | 928-931 Threaten     |
| 113-115 Betray       | 317-319 Distract    | 517-519 Improve     | 722-724 Provoke    | 932-934 Track        |
| 116-119 Blackmail    | 320-322 Divide      | 520-522 Increase    | 725-727 Punish     | 935-937 Trade        |
| 120-123 Block        | 323-325 Dominate    | 523-525 Indulge     | 728-730 Purchase   | 938-940 Trail        |
| 124-126 Break        | 326-328 Drain       | 526-528 Infiltrate  | 731-734 Pursue     | 941-943 Transform    |
| 127-129 Break into   | 329-332 Drive Out   | 529-532 Inform      | 735-737 Push       | 944-946 Trap         |
| 130-132 Break out of | 333-335 Duel        | 533-535 Inherit     | 738-740 Quarrel    | 947-949 Travel       |
| 133-136 Build        | 336-339 Eliminate   | 536-538 Inquire     | 741-743 Quest      | 950-952 Trick        |
| 137-139 Burden       | 340-342 Enact       | 539-541 Inspect     | 744-747 Quit       | 953-956 Triumph Over |
| 140-143 Capture      | 343-345 Enchant     | 542-544 Interfere   | 748-750 Race       | 957-959 Truce        |
| 144-146 Care for     | 346-349 End         | 545-548 Intimidate  | 751-754 Raid       | 960-962 Trust        |
| 147-149 Carry        | 350-352 Endure      | 549-551 Intrude     | 755-757 Rally      | 963-966 Uncover      |
| 150-152 Celebrate    | 353-355 Enthuse     | 552-554 Invade      | 758-761 Recover    | 967-969 Unmask       |
| 153-156 Challenge    | 356-358 Escape      | 555-557 Invent      | 762-764 Recruit    | 970-972 Unseat       |
| 157-160 Change       | 359-361 Escort      | 558-560 Investigate | 765-768 Rectify    | 973-975 Usurp        |
| 161-163 Chase        | 362-364 Estimate    | 561-563 Join        | 769-772 Refuse     | 976-978 Vindicate    |
| 164-166 Clean        | 365-367 Evade       | 564-567 Judge       | 773-776 Reject     | 979-981 Violate      |
| 167-169 Clear        | 368-370 Examine     | 568-570 Kidnap      | 777-779 Release    | 982-984 Volunteer    |
| 170-173 Close        | 371-373 Excite      | 571-574 Kill        | 780-782 Remake     | 985-987 Waste        |
| 174-176 Coach        | 374-377 Explain     | 575-577 Launch      | 783-785 Report     | 988-990 Watch        |
| 177-178 Collect      | 378-381 Explore     | 578-581 Lead        | 786-788 Represent  | 991-993 Weaken       |
| 179-182 Combat       | 382-384 Expose      | 582-585 Learn       | 789-792 Rescue     | 994-997 Win          |
| 183-185 Comfort      | 385-387 Extract     | 586-588 Lessen      | 793-795 Research   | 998-000 Work         |
| 186-189 Communicate  | 388-390 Extravagate | 589-591 Liberate    | 796-799 Resist     |                      |
| 190-192 Compete      | 391-394 Fail        | 592-595 Locate      | 800-803 Resolve    |                      |
| 193-196 Complete     | 395-397 Fend        | 596-598 Lose        | 804-806 Retrieve   |                      |
| 197-199 Con          | 398-401 Fight       | 599-601 Make        | 807-810 Return     |                      |
| 200-203 Conceal      | 402-405 Find        | 602-605 Manage      | 811-813 Reveal     |                      |





# Super Hero Things Chart

|         |                       |         |                              |         |                      |         |                          |         |                          |
|---------|-----------------------|---------|------------------------------|---------|----------------------|---------|--------------------------|---------|--------------------------|
| d1000   |                       |         |                              |         |                      |         |                          |         |                          |
| 001     | Abduction(s)          | 098     | Bribe                        | 192     | Deed                 | 294     | Fist Fight/Hand to Hand  | 385     | Homelessness             |
| 002     | Academic              | 099     | Bruises/Injuries             | 193     | Defenders            | 295-296 | Flight                   | 386     | Honor                    |
| 003-004 | Accusations           | 100     | Bulletproof Armor            | 194-195 | Deformity            | 297     | Flood/Flooding           | 387     | Horse(s)                 |
| 005     | Actor                 | 101-102 | Bully                        | 196     | Deliveryman          | 298     | Flowers/Plants           | 388     | Hospitality              |
| 006-007 | Advice                | 103     | Bunker/Underground Base      | 197-198 | Demands              | 299     | Flying Object            | 389-390 | Hostage                  |
| 008     | Affair                | 104     | Burden                       | 199     | Deserter             | 300-301 | Follower                 | 391     | Humiliation              |
| 009-010 | Agents                | 105     | Bureaucracy                  | 200     | Despair              | 302     | Food                     | 392     | Hunger                   |
| 011     | Agreement             | 106     | Burglar                      | 201     | Destitution          | 303     | Forbidden Knowledge      | 393     | Hunter/Hunt              |
| 012     | Airplane(s)           | 107-108 | Business                     | 202-203 | Destruction          | 304-305 | Force Field              | 394     | Illicit Goods            |
| 013     | Alcohol               | 109     | Businessman                  | 204     | Detective            | 306     | Foreign Travel           | 395     | Illness                  |
| 014     | Alien Beings          | 110     | Butler                       | 205-206 | Diamond Thieves      | 307-308 | Foreigner                | 396-397 | Immortality              |
| 015     | Alien Technology      | 111     | Callousness/Cruelty          | 207-208 | Diary                | 309     | Fortune                  | 398     | Important Family         |
| 016     | Alien/Strange Object  | 112-113 | Captives                     | 209-210 | Digging              | 310     | Fortune Teller           | 399     | Imprisoned               |
| 017-018 | Alien/Strange Weapon  | 114     | Card Game                    | 211-212 | Dinner               | 311     | Freedom                  | 400     | Inheritance              |
| 019-020 | Allies                | 115     | Cargo                        | 213-214 | Dinner Party         | 312-313 | Friends                  | 401     | Injury                   |
| 021     | Ambush                | 116-117 | Case/Bag                     | 215     | Diplomacy            | 314     | Friendship               | 402     | Innocence                |
| 022     | Amnesia               | 118-119 | Cat Burglar                  | 216     | Disappearance        | 315-316 | Fugitive                 | 403     | Insanity                 |
| 023     | Ancient Artifact      | 120     | Celebration                  | 217-218 | Disaster             | 317     | Funeral                  | 404     | Insects                  |
| 024     | Animals               | 121     | Cell                         | 219     | Disease(s)           | 318     | Furniture                | 405     | Insomnia                 |
| 025     | Antagonist            | 122     | Chair                        | 220     | Disgraced Person     | 319-320 | Gadgets                  | 406-407 | Inspiring Figure/Leader  |
| 026     | Archeologist          | 123     | Charity                      | 221     | Disguise             | 321     | Gambler/Gambling         | 408     | Intellectual             |
| 027     | Armor                 | 124     | Chef/Cook                    | 222-223 | Dispute(s)           | 322     | Game                     | 409     | Intelligence             |
| 028-029 | Armored Truck         | 125-126 | Chemicals                    | 224     | Divorce              | 323-324 | Gathering                | 410     | Intigue                  |
| 030     | Armored Vehicle/Tank  | 127     | Chemist                      | 225-226 | Doctor               | 325-326 | Genetic/Radiation        | 411-412 | Invasion                 |
| 031-032 | Army                  | 128     | Chemistry                    | 227     | Dog/Cat              | 327     | Experiments              | 413     | Invasion Plans           |
| 033     | Arson                 | 129-130 | Child/Children               | 228-229 | Doomsday Device      | 328-329 | Ghost(s)                 | 414     | Invention                |
| 034     | Art Collection        | 131     | Cloaking/Invisibility Device | 230     | Door/Gate            | 330-331 | Gift                     | 415-416 | Investigator             |
| 035     | Artist/Artwork        | 132     | Clock                        | 231-232 | Double Cross         | 332     | Gigantic Monster         | 417     | Investments              |
| 036-037 | Assassin              | 133     | Clothes/Wardrobe             | 233     | Dreams               | 333     | Girl                     | 418-419 | Invisibility             |
| 038     | Assassination Attempt | 134-135 | Clues                        | 234     | Dress                | 334     | Global Catastrophe       | 420     | Irresponsibility         |
| 039-040 | Assault               | 136-137 | Cocktail Party               | 235-236 | Drinks/Drinking      | 335     | Goals                    | 421     | Isolation                |
| 041     | Assignment            | 138     | Codes/Passwords              | 237     | Drowning             | 336-337 | Gods                     | 422     | Jealousy                 |
| 042     | Astronomical Events   | 139     | Collector                    | 238     | Drug Dealer          | 338     | Gold                     | 423-424 | Jewelry                  |
| 043     | Athletic Team         | 140-141 | Commandos                    | 239     | Drugs                | 339-340 | Goons                    | 425     | Jewels/Gemstones         |
| 044-045 | Attack                | 142     | Committee                    | 240-241 | Drunkenness          | 341     | Gossip                   | 426     | Journal/Memoire          |
| 046     | Attraction            | 143     | Competition                  | 242     | Eavesdropping        | 342     | Government               | 427-428 | Journalist               |
| 047     | Attractive Person     | 144-146 | Computations/Mathematics     | 243-244 | Elements             | 343-344 | Government Agency        | 429-430 | Just End                 |
| 048     | Auction               | 147     | Computer Network             | 245     | Embezzlement         | 345     | Government Agents        | 431     | Justice                  |
| 049-050 | Automobile            | 148     | Computer(s)                  | 246-248 | Emotions             | 346     | Government Plans         | 432     | Key                      |
| 051     | Bad Luck              | 149     | Con-Man                      | 249-250 | Enemies              | 347     | Graves                   | 433     | Kidnapping               |
| 052-053 | Balance               | 150-151 | Confinement                  | 251     | Engineer/Mechanic    | 348-349 | Greater Powers           | 434-435 | Killer Robots            |
| 054-055 | Bank Robbery          | 152-153 | Connoisseur                  | 252     | Escape Plan          | 350-351 | Greed                    | 436-437 | Laboratory               |
| 056     | Bargain               | 154     | Conspiracy                   | 253-254 | Escort               | 352     | Grudge                   | 438     | Lady                     |
| 057     | Barricade             | 155-157 | Construction                 | 255     | Espionage            | 353-354 | Guard                    | 439-440 | Law                      |
| 058     | Battle                | 158-159 | Contract                     | 256     | Etiquette/Manners    | 355     | Guardian                 | 441     | Laws About Supers        |
| 059     | Bed                   | 160-161 | Corruption                   | 257     | Excess               | 356     | Guide                    | 442     | Lawsuit                  |
| 060-061 | Beggar                | 162     | Cost                         | 258-259 | Exile                | 357     | Guilt                    | 443-444 | Lawyer                   |
| 062     | Belligerent Person(s) | 163     | Cover Story                  | 260-261 | Expectations         | 358-359 | Guns                     | 445-447 | Leader                   |
| 063-065 | Benefit(s)            | 164-165 | Cover Up                     | 262-264 | Expensive Goods      | 360     | Gym/Working Out          | 448-449 | Letter                   |
| 066-067 | Betting               | 166     | Covert Mission               | 265-266 | Explorer/Exploration | 361     | Hacking                  | 450-451 | Lieutenants              |
| 068-069 | Big Event             | 167-168 | Creature(s)                  | 267     | Explosions           | 362     | Hallucinations           | 452     | Lightning                |
| 070     | Birds                 | 169     | Credentials                  | 268-269 | Explosives           | 363     | Harsh Conditions         | 453-454 | Locked Door              |
| 071-072 | Birth                 | 170     | Crew                         | 270     | Extravagance         | 364     | Hat                      | 455-456 | Lost Powers              |
| 073-074 | Birthday              | 171-172 | Crime Boss                   | 271     | Extremists           | 365     | Haunting                 | 457-458 | Lost Time                |
| 075-077 | Black Market          | 173-174 | Crime Gang                   | 272-273 | Eye-Witness Account  | 366-367 | Heavy Weapons            | 459-460 | Love                     |
| 078-079 | Blackmail             | 175     | Crime Kingpin                | 274     | Failure              | 368     | Heir                     | 461-462 | Loved One(s)             |
| 080     | Blizzard/Snowstorm    | 176-177 | Criminal                     | 275     | Faked Death          | 369     | Helicopter               | 463     | Lover(s)                 |
| 081-082 | Blood                 | 178-179 | Crowd                        | 276-278 | Family               | 370-371 | Hero Targeting           | 464     | Luck                     |
| 083-084 | Boat/Ship             | 180     | Cutting Edge Research        | 279     | Famine               | 372-373 | Hero(es)                 | 465     | Lust                     |
| 085     | Bodyguard(s)          | 181-182 | Cybernetics                  | 280     | Farmer               | 374     | Hicks                    | 466-468 | Magic                    |
| 086-087 | Bomb                  | 183     | Dancer/Dance                 | 281-283 | Favor                | 375-376 | Hidden Clues             | 469     | Magic Tricks/Illusionism |
| 088     | Bombing               | 184-185 | Daring Heist                 | 284     | Festival             | 377     | Hiding                   | 470     | Mail                     |
| 089     | Books                 | 186     | Date                         | 285     | Fight(s)             | 378     | Hiding Place             | 471     | Major War                |
| 090     | Bottle/Vial           | 187     | Dead Body                    | 286     | Fighter Plane/Bomber | 379     | Hijacking                | 472     | Map                      |
| 091     | Boxer/Boxing          | 188     | Deal                         | 287     | Financial Deals      | 380     | Hired Muscle             | 473     | Marriage                 |
| 092-094 | Bragging/Boasting     | 189     | Death                        | 288-289 | Financial Holdings   | 381     | Hired Thugs              | 474-475 | Mask                     |
| 095-096 | Brawl                 | 190     | Debate                       | 290-291 | Fire/Conflagration   | 382-383 | Historical Item/Treasure | 476     | Massacre                 |
| 097     | Breakthrough          | 191     | Debt                         | 292-293 | Firearms             | 384     | Holiday                  | 477-478 | Mayor / Congressman      |





|         |                           |         |                           |         |                      |         |                                 |         |                             |
|---------|---------------------------|---------|---------------------------|---------|----------------------|---------|---------------------------------|---------|-----------------------------|
| 479     | Meal                      | 588     | Philosophy                | 691     | Religious Fanatics   | 791     | Signal                          | 898     | Tools/Toolset               |
| 480     | Medical Treatment/Surgery | 589-590 | Photograph(s)             | 692     | Representative(s)    | 792     | Singer                          | 899     | Torture Device              |
| 481-482 | Medicine                  | 591-592 | Photographer/Photography  | 693     | Repression           | 793     | Skeleton                        | 900     | Torturer/Torture            |
| 483     | Meeting                   | 593-594 | Pick-Pocket               | 694     | Reputation           | 794     | Slave(s)                        | 901-902 | Tough Guy                   |
| 484-485 | Megalomaniac              | 595     | Piracy                    | 695     | Research Facility    | 795     | Sleep                           | 903     | Tour                        |
| 486-487 | Mercenaries               | 596     | Pit                       | 696-697 | Research/Experiments | 796     | Small Creature(s)               | 904     | Townspeople                 |
| 488     | Message(s)                | 597     | Plans                     | 698     | Respite              | 797-798 | Smoke                           | 905     | Toys/Dolls                  |
| 489     | Military                  | 598-599 | Plotters                  | 699     | Responsibility       | 799-800 | Smuggler/Smuggling              | 906-907 | Tracks                      |
| 490     | Military Base             | 600-601 | Poison/Venom              | 700     | Rest                 | 801     | Snakes                          | 908     | Trade                       |
| 491     | Military Craft            | 602-603 | Police                    | 701     | Restlessness         | 802     | Snitch                          | 909-910 | Traffic                     |
| 492-493 | Mind Control              | 604     | Police Captain            | 702     | Resurrection         | 803-804 | Social Standing                 | 911     | Train                       |
| 494     | Mirror                    | 605-606 | Police Commissioner       | 703     | Revenge              | 805     | Social Upheaval                 | 912     | Train Travel                |
| 495     | Misfortune                | 607-608 | Police Officer            | 704     | Revolution           | 806-807 | Society                         | 913-914 | Traitor                     |
| 496-497 | Mission                   | 609-610 | Police Raid               | 705     | Reward               | 808-809 | Soldier                         | 915-916 | Transformation              |
| 498     | Mission Briefing          | 611     | Police Reports            | 706-707 | Riches               | 810     | Song/Rhyme                      | 917     | Translation                 |
| 499-500 | Mob                       | 612     | Police Stakeout           | 708-709 | Riddle               | 811     | Sorcerer                        | 918     | Transport                   |
| 501     | Mob Run Business          | 613-614 | Politician                | 710-711 | Riot/Rioters         | 812     | Soul/Spirit                     | 919     | Trap Door                   |
| 502-503 | Mob/Organized Crime       | 615-616 | Politics                  | 712     | Ritual               | 813-814 | Spaceship                       | 920-921 | Traps                       |
| 504-505 | Mobster                   | 617     | Popularity                | 713     | Rival(s)             | 815-816 | Special Boy/Girl                | 922-923 | Traumatic Event             |
| 506     | Money                     | 618     | Portal                    | 714     | River                | 817-818 | Spiders                         | 924     | Travel                      |
| 507-508 | Monster                   | 619     | Possessions               | 715-716 | Robbers              | 819-820 | Spirits/Alcohol                 | 925     | Treasure                    |
| 509     | Moon                      | 620     | Postal Service/Postman    | 717-718 | Robbery              | 821     | Splinter Group                  | 926     | Treaty                      |
| 510     | Motorcade                 | 621-622 | Potion/Elixir             | 719     | Robotic Arms/Limbs   | 822-823 | Sports                          | 927     | Tree                        |
| 511     | Motorcycle                | 623     | Powder                    | 720-721 | Rockets/Missiles     | 824     | Spouse                          | 928     | Trial                       |
| 512-513 | Movie/Theater             | 624     | Power Outage              | 722     | Romance              | 825-826 | Spy/Super Spy                   | 929     | Trinkets                    |
| 514     | Mud                       | 625     | Powerful Artifact         | 723     | Rope                 | 827     | Stalker(s)                      | 930-931 | Troubled Youth              |
| 515-516 | Mugger                    | 626-627 | Powerful Weapon           | 724     | Route                | 828-829 | Star/Celebrity                  | 932     | Truck                       |
| 517-518 | Murder                    | 628     | Pranksters                | 725     | Royalty              | 830     | Statue                          | 933-934 | Twins                       |
| 519-520 | Murder Scene              | 629     | Prayer                    | 726     | Ruler                | 831-832 | Sting Operation                 | 935-936 | Tycoon                      |
| 521-523 | Murderer                  | 630     | Pre-Emptive Strike        | 727-728 | Rules                | 833-834 | Stolen Goods                    | 937     | Tyranny/Oppression          |
| 524     | Music                     | 631-632 | Precious Metal            | 729-730 | Rumors and Hearsay   | 835     | Store                           | 938     | Undead                      |
| 525     | Musicians                 | 633     | Prediction                | 731     | Sacrifice            | 836-837 | Storied Past                    | 939-940 | Unforeseen Consequences     |
| 526-528 | Mutant Powers             | 634-635 | Press Conference          | 732     | Sailor               | 838     | Storms                          | 941-942 | University/School           |
| 529     | Mutation                  | 636     | Prestige                  | 733-734 | Salesman             | 839-840 | Story                           | 943     | Unknown Language            |
| 530-531 | Mysterious Death(s)       | 637-638 | Price on Head             | 735     | Scapegoat            | 841-842 | Strange Affliction              | 944-945 | Unusual Behavior            |
| 532     | Mysterious Events         | 639-640 | Priceless Item/Artifact   | 736     | Sceptre/Staff        | 843-844 | Strange Artifact                | 946-947 | Unusual Phenomena           |
| 533-535 | Mystery                   | 641     | Priest                    | 737-739 | Scheme               | 845-846 | Strange Discovery               | 948     | Vacation                    |
| 536     | Mystical Technology       | 642     | Priestess                 | 740     | Scholar              | 847-848 | Strange Machine                 | 949     | Vagrant                     |
| 537-538 | Natural Disaster          | 643     | Primitive                 | 741-742 | Science              | 849-850 | Strange Plant                   | 950-951 | Vampire/Vampirism           |
| 539     | Nature                    | 644-645 | Prison                    | 743-744 | Science Experiment   | 851     | Student                         | 952-953 | Vandals                     |
| 540     | Navy                      | 646-647 | Prisoner                  | 745-746 | Scientist            | 852     | Success                         | 954     | Vehicle                     |
| 541-542 | News                      | 648     | Professor                 | 747-748 | Screaming Woman      | 853     | Suffering                       | 955     | Veteran                     |
| 543     | News Clippings            | 649     | Promises                  | 749     | Sea                  | 854     | Suicide(s)                      | 956-957 | Vices                       |
| 544-545 | Newspaper                 | 650-651 | Propaganda                | 750     | Sea Monster          | 855     | Suit(s)                         | 958-959 | Vigilantes                  |
| 546-547 | Newspaper Story           | 652     | Prophet/Prophecy          | 751     | Seclusion            | 856     | Summoning                       | 960     | Voyage                      |
| 548     | Noises                    | 653-654 | Proposal                  | 752-753 | Secret               | 857     | Super Powered Ring(s)           | 961     | Vulnerability               |
| 549-550 | Notes                     | 655     | Prostitute                | 754     | Secret Account(s)    | 858-859 | Super Serum                     | 962-963 | Wanted Individual           |
| 551     | Nuclear Weapons           | 656-657 | Protestors/Protest        | 755-756 | Secret Agent         | 860     | Super Speed                     | 964-965 | War                         |
| 552     | Old Man/Woman             | 658-659 | Proto-Type Weapon         | 757-758 | Secret Deal          | 861-862 | Super Suit                      | 966     | Warlock                     |
| 553-554 | Opposition                | 660-661 | Psychic                   | 759-760 | Secret Identity      | 863-866 | Super Villain(s)                | 967-968 | Warning(s)                  |
| 555     | Optimism                  | 662-663 | Psychic Powers            | 761     | Secret Meeting       | 867-868 | Supernatural Events             | 969-970 | Warrant                     |
| 556     | Orders                    | 664     | Psychologist/Psychiatrist | 762     | Secret Mission       | 869     | Superstition(s)                 | 971     | Water                       |
| 557-558 | Origin Event              | 665-666 | Psychopath                | 763-765 | Secret Operation     | 870     | Surgeon/Surgery                 | 972     | Wealth                      |
| 559     | Orphan                    | 667-668 | Public Panic              | 766     | Secret Place         | 871-872 | Surprise Attack                 | 973-974 | Weapons                     |
| 560     | Other Dimensions          | 669     | Public Works              | 767-768 | Secret Plans         | 873     | Survival                        | 975-976 | Weapons of Mass Destruction |
| 561     | Outcast                   | 670-671 | Punishment                | 769     | Secret Research      | 874     | Swarms                          |         |                             |
| 562-563 | Outlaw(s)                 | 672     | Quarrel                   | 770     | Secret Society       | 875     | Swindler                        | 977     | Weather                     |
| 564     | Owner/Proprietor          | 673-674 | Question                  | 771-772 | Secretive Figure     | 876     | Symbol                          | 978     | Wedding                     |
| 565     | Package                   | 675     | Quit                      | 773     | Security             | 877     | Tattoo                          | 979-980 | Werewolf/Lycanthrope        |
| 566     | Pain                      | 676     | Race                      | 774     | Seduction            | 878     | Taxes                           | 981     | Wild Animals                |
| 567-568 | Paranoia                  | 677     | Racism/Bigotry            | 775     | Seeing Through Time  | 879     | Teacher                         | 982-983 | Will                        |
| 569     | Parents/Grandparents      | 678-679 | Radio/Television          | 776     | Servants             | 880     | Technologically Advanced Weapon | 984     | Wisdom                      |
| 570-571 | Payment                   | 680     | Rain                      | 777     | Shadows              |         |                                 | 985-986 | Wishes                      |
| 572     | Peace                     | 681     | Random Encounter          | 778     | Sheriff              | 881     | Teenagers                       | 987     | Witchhunt                   |
| 573     | Penitence                 | 682     | Rations/Supplies          | 779-780 | Ship                 | 882     | Tensions                        | 988-989 | Witnesses                   |
| 574     | People                    | 683     | Rats                      | 781-782 | Shipment             | 883-884 | Terrible Events                 | 990     | Women                       |
| 575-576 | Performance/Acting        | 684     | Recklessness              | 783     | Shipping/Transport   | 885-886 | Terrible Monster                | 991-992 | Wondrous Architecture       |
| 577     | Performer/Entertainer     | 685     | Records                   | 784     | Shipwreck            | 887-888 | Test                            | 993-994 | Workers                     |
| 578-579 | Persecution               | 686     | Redemption                | 785     | Shoe/Foot Prints     | 889-891 | Thief/Robber                    | 995-996 | Writer/Author               |
| 580-581 | Personal Library          | 687     | Refugee                   | 786     | Shotgun              | 892-893 | Threats                         | 997     | Writing/Poetry              |
| 582-583 | Personal Vendetta         | 688     | Relationship              | 787-788 | Showbusiness         | 894-895 | Thugs                           | 998     | Yes Men                     |
| 584-585 | Pessimism                 | 689     | Religion                  | 789     | Sickness/Plague      | 896     | Thunderstorms                   | 999     | Zealot/Zealotry             |
| 586-587 | Pet                       | 690     | Religious Faith           | 790     | Side-Effects         | 897     | Tickets                         | 000     | Zombies                     |





## Super Hero Plot Devices

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- 001-002 A Bad Name - The PCs or their group have a bad reputation, perhaps due to being framed or popular ignorance about them.
- 003-004 A Confused Mob - The locals have had enough of it and formed a mob. Whether they are actually a violent mob, or a cowardly mob, or another kind of mob is up to you.
- 005-006 A Crack Squad - Someone assembles a team of special experts or heroes in order to save the day.
- 007-009 A Devilish Trick - The villain uses hostages or some other device to create a trick situation for heroes or the authorities, which may cause them to accidentally hurt innocent people.
- 010-011 A Likely Story - Characters have a hard time getting others to accept their important claims.
- 012-014 A Normal Life - In an attempt to be happy, a hero begins to think he doesn't want to be an adventurer, or maybe even have the powers which in some ways compel him to be one.
- 015-016 A Scoop - An author or journalist character is determined to write a story about some place or event and the terrible history behind it.
- 017-018 A World in Trouble - Some distant country (or even planet) is in danger, and a messenger arrives seeking help.
- 019-020 Accidents Happen - An important NPC is killed or seriously injured as the result of a freak accident.
- 021-022 Acquired Technology - Some villainous NPC has access to strange and advanced technology, perhaps given in a deal, or stolen from some advanced race.
- 023-024 Afflicted Sweetie - A character close to one of the heroes becomes afflicted by some strange condition or disease relating to the plot.
- 025-026 After My Death... - A villain has his evil plans carried out after he's dead, using some very reliable and loyal agents of course.
- 026-027 All Because of Me! - A hero, or potential hero, is awakened to the fact that their actions have caused good people harm, however intentionally or unintentionally, and their guilt drives them to take action.
- 028-029 All Your Base Are Belong to Us - An important military or government intelligence base gets disabled or wiped out by the villains, just when the heroes could have used their help.
- 030-031 Ancient One - The PCs meet a very knowledgeable character, perhaps one who can serve as a mentor.
- 032-036 And Bring All the Copies of the Secret Plans - Someone tricks characters into handing over evidence of misdeeds.
- 037-038 And the American Way! - Someone stands up to a repressive government or tyrannical group.
- 039-041 Anti-Heroes - The PCs are forced to join forces with their enemies or rivals in order to survive or succeed.
- 042-043 The Antidote's Back at the Cave! - A PC or friendly NPC is suffering from a medical emergency of some kind due to poisoning, health condition, or even something related to their powers, and the only way to save them is back at the heroes' HQ or home.
- 044-045 Are You Really Human? - A test that ensures people are really people, or which identifies those with super powers features in this adventure.
- 046-047 Arkham - The powers that be lock a powerful criminal in a special prison they shouldn't be able to get out of.
- 048-049 Assassinations - Villains carry out a series of hasty murders to quickly remove all their enemies, or other powerful figures standing in their way.
- 050-051 Aunt May... Again! - A PC or NPC's family member is involved or threatened by the events of this adventure.
- 052-054 Authorities Have Given Up - The local authorities, or even greater powers, don't want to deal with a problem or don't take it seriously, and are doing nothing about it.
- 055-056 Back and to the Left - An assassination has occurred and there's more to it than the obvious clues.
- 057-058 Bad Partner - Someone's supposed partner and ally is really scheming behind their back, perhaps planning to sell them out or destroy them entirely!
- 059-060 Barghh! - The villains use a physically unstoppable behemoth to tangle with the heroes while they complete their mission uninterrupted.
- 061-062 The Batphone! - Characters receive a desperate call from help from someone or someplace.
- 063-065 Bequeathed a Fortune - A character suddenly comes into much desired wealth.
- 066-067 Best Case Scenario... - The heroes need people in positions of authority or power to disobey the rules or laws they serve under in order to help them save the day.
- 068-069 Bifrost - Characters learn of ways to travel to incredible places such as other worlds or dimensions.
- 070-071 Bio-Enhancement - An NPC with genetic or bionic upgrades features heavily in this story.
- 072-073 Blackmail - Someone is blackmailed into doing something for villains.
- 074-075 Boarding Action - The heroes must get aboard a ship to stop the villain, before it's too late!
- 076-077 Boy Wonder - The PCs run into some trouble-making, but helpful little scamp.
- 078-079 Brainiac - The PCs must contend with an unbelievably intelligent criminal mastermind.
- 080-081 Brainwashing - A formerly good or friendly character is used as an assassin or agent by some mind-controlling villain.
- 082-084 But Can We Trust Him? - The authorities/government is skeptical to the intentions of a super hero, or perhaps simply scared of them and their power.
- 085-088 But He's Off the Grid - The heroes need the help of, or must generally find, a reclusive person who is likely hiding out in some remote region of the world.
- 089-090 But I'll Be Ruined - A character, mad scientist probably, realizes they must move ahead at a dangerous pace in their work or face financial or personal ruin.
- 091-092 Can't Cross My Lines - Events demand a character do something beyond their normal moral code and they are left with a difficult choice.
- 093-094 Change of Heart - At the last second a villain, or neutral character, decides he doesn't want to see a certain hero die, or part of the world destroyed.
- 095-096 Changed Personality - A character seems to be having their personality change over time, perhaps causing them to do things they never would have before.
- 097-099 Character Pivot - Someone sells out to the enemy or villains in exchange for something.





- 100-103 Charity Heroism - A character, perhaps even a surly one who doesn't get along with people, happens across a vulnerable person in need of protection, assistance, or guidance.
- 104-106 Charming Villain - Some evildoer, or secret evildoer, is so charming or seductive that characters have a hard time believing they could be that bad.
- 107-108 Check the Calendar - A villain plans his evil scheme around an important date on the calendar or a holiday, which may be generally significant or just specifically important to them.
- 109-110 Civil War - A powerful character takes one step too far in fulfilling their mission and their fanaticism turns former friends and allies against them.
- 111-112 Clumsy Exposition - The PCs meet a helpful character who can explain everything going on from an insider's perspective.
- 113-114 Comic Code Authority - Characters come across a gruesome murder, massacre, or otherwise terrible event.
- 115-117 Convenient Jerks - The hero faces a situation with bullies, jerks, and other abusive types, who don't realize who they really are.
- 118-119 Conveniently, I Forget! - A character suffers amnesia about important events, and perhaps the rest of their life as well.
- 120-121 Cosmic Cube - Some object or device of incredible cultural importance, or perhaps incredible destructive power, is involved in this story.
- 122-124 Coup - An important official with access to weapons, soldiers, and/or super heroes decides to try and take power in a surprise coup.
- 125-126 Crossing the Wrong Person - Someone now faces a terrible fate due to some past transgressions against the wrong person or organization.
- 127-130 Cryogenics - A character has been frozen in cryogenics, lost in a pocket universe, sealed in a time capsule, etc. and is about to get out for this adventure.
- 131-132 Danger Room Malfunction! - The characters are trapped someplace with some great danger.
- 133-134 Daring Escape - The only way the heroes can get away is with a desperate plan that will involve a lot of chases, firefights, and death defying stunts!
- 135-136 Daring Escape - The villain, or perhaps the heroes, uses a scheme to make a daring escape!
- 137-139 The Death Card - Prophetic visions of future calamity and death trouble a character.
- 140-141 Death Machine - The villain looks forward to sticking captured heroes into some elaborate death device they have spent a lot of time and effort designing and building.
- 142-143 Defector - A member of an evil super or paramilitary group defects over to the good guys.
- 144-145 The Devil is in the Details - The PCs just gets immeasurably more complex after it first seemed pretty easy.
- 146-148 Disappearance - Some important NPC, or a character close to the heroes, strangely isn't around, or may not even show up when searched for, inspiring some amount of panic.
- 149-150 Dodge the Lasers - The PCs must break into some very secure place in order to get what they want.
- 151-153 Don't Bother Me Bub - Characters find themselves on an epic bender, perhaps with troubling results.
- 154-155 Don't Trust Him Again! - The public or some agency/government trusts a villain to either be rehabilitated or willing to help them out with some crisis they have, but of course the villain will betray them.
- 156-158 Doomsday - An NPC realizes he must sacrifice himself in order to save the day.
- 159-161 Doppelganger - A character completes their schemes by making people think they're somewhere they're not, or by being two places at the same time.
- 162-163 Driven Insane - A character has lost their mind.
- 164-168 Eater of Worlds - The powers of some incredibly powerful force, ancient civilization, or god-like space being feature heavily in this adventure.
- 169-170 The End of the World - Some villain is doing their best to bring an end to an entire world, or even more.
- 171-173 Epic Fail - Someone who planned a massive event had everything go wrong for them, leaving them humiliated, discredited, and possibly deep in debt.
- 174-176 Erasing All Records - Someone who has committed some evil deed now seeks to eliminate anyone who may lead the authorities back to them.
- 177-178 Every Other Week - Some character manages to miraculously survive a deadly event.
- 179-180 Evil Researches - This adventure features research or study into a restricted matter, like human cloning, brain control devices, etc.
- 181-182 Exact Duplicate! - Someone has been unknowingly replaced. Well they may know, but nobody else does!
- 183-184 Facing Destruction - A city, country, or even planet looks forward to its near certain destruction from some waiting calamity, unless it can be stopped!
- 185-187 Fake Police - Goons pretending to be police, security, or military personnel dupe the heroes or NPCs.
- 188-190 Fake World - Some group or individual is trapped in a totally contrived reality, made to keep them unaware of the real world.
- 191-193 Faked Death - A character fakes their own death in order to further their plans for good or ill.
- 194-196 Fall Into the Wrong Hands - A device, or plans for one, are at risk of falling into the hands of villains who could use them to conquer or destroy the world!
- 197-198 False Feed - A character is blackmailed into telling the authorities or heroes false information that the villain wants them to think is true.
- 199-202 False Friends - Someone befriends the heroes under false pretenses.
- 203-204 False Information - One side of a conflict has purposefully let bad information fall into the hands of their enemies, perhaps leaving them completely convinced they now have the upper hand.
- 205-206 False Surrender - The villain surrenders to the heroes, but it's all a part of his plan...
- 207-208 Faster Than the Eye - A crime is perpetrated seemingly so quickly that no one could have prevented it, or at least it has been made to look instantaneous.
- 209-212 Fence Painting - Someone tricks the characters into doing their work for them.
- 213-215 Finders v. Keepers - Someone finds or recovers something of great value and intends to keep it.
- 216-219 The Fixer - A powerful character is called in to someone's problems, perhaps using illegal means.
- 220-221 Fool's Gold - What the PCs thought was valuable turns out not to be.
- 222-223 Foolish Heroes! - The characters are lured into the clutches of the enemy thinking they have the upper hand.





- 224-227 The Fortress - An important person (to the PCs at least), has been taken and is being held in a very secure/impossibly secure location.
- 228-229 From Geek to... Super Hero! - A character makes a dramatic change from incredibly weak and frail, to incredibly powerful.
- 230-231 Though it is up to them as to how they will use their new power.
- 232-234 Front Operation - Some villainous group operates a business or organization only has a front for their activities.
- 235-236 Gather Your Team - A team of heroes with special abilities is required to save the day! And they must be gathered up and convinced of that fact.
- 237-238 Genocidal Desires - A villain wishes to see an entire species or distinct group wiped from the Earth, or even universe, completely.
- 239-242 Get a Job at the Paper - A hero or other character takes a job someplace in order to gain unique access or other resources in order to get their work or schemes done.
- 243-244 Get It Somewhere Safe - The villains find their way into a secure military base, research lab, or well-guarded vault to claim a desired prize, and the only way to stop them is for its keepers to flee!
- 245-246 Get It Together Man - An important hero or leader seems to be wallowing in depression, alcoholism, or something else which keeps them from doing an effective job saving people.
- 247-248 Get Rich Quick - The characters are offered a chance to join in an unlikely scheme to make a considerable fortune.
- 249-251 Get These Civilians Outta Here! - The hero needs to save a large group
- 252-253 Give Us the Item - A villain's crusade to get what he wants leaves the people guarding/hiding it in desperate danger.
- 254-256 Good Help Is Hard to Find - Disloyal servants or lackeys feature in this adventure.
- 257-258 Gordian Knot - The PCs must find an outside the box way to solve an unsolvable problem.
- 259-260 The Gotham Knickerbockers - The characters have tickets to an awesome or important sporting or theatrical event.
- 261-262 Government Program for the Gifted - Some individual is important to the government due to their incredible abilities, be it their genius for military strategy, incredible super powers, or something else.
- 263-265 The Guard is Drunk! - Some NPC is inattentive to their duties due to addiction or similar causes, perhaps leading to great trouble.
- 266-268 Gwen! - The villains murder some likeable NPC or friend of the PCs.
- 269-270 Hacked In - Someone takes control of the systems of a military ship, helicarrier, missile launch site, etc.
- 271-274 Hail Hydra - The villain possesses a group of fanatically blind followers.
- 275-277 Handle with Care - The PCs must transport something very fragile and precious someplace else without anything bad happening to it.
- 278-279 Happy Holidays - A major festival or holiday is occurring.
- 280-282 Haunting Past - Someone's past actions come back to haunt them, perhaps due to someone they've harmed.
- 283-285 He Must Be Captured - The PCs or an NPC is wanted by a certain government/group for their actions, be they good, bad, or just misunderstood.
- 286-287 He Won't Stop Our Racket - Organized criminals tangle with the characters, perhaps making threats and demands for them to buzz off.
- 288-289 He's a Very Busy Man - The PCs have an impossible time getting in to see an important and necessary NPC.
- 290-292 He's in It for Himself - Characters need to enlist the help of untrustworthy types who have the skills or capabilities they need to complete their mission.
- 293-294 Heavy Surveillance - Certain places, maybe even inside domiciles, are watched at all times.
- 295-296 Heh Heh Heh - Someone, possibly a villain, has secretly stuck something (tracking device, bomb, etc.) of the heroes, such as a jet plane, rocket car, or super suit.
- 297-298 Hellfire Club - A club of powerful, perhaps supernaturally powerful, individuals, all pursuing some common goal toward power, features in this adventure.
- 299-300 Heralds - Some character is doing the bidding for evil powers, as part of a deal.
- 300-302 Heroes for Hire - The PCs are hired by government authorities or some corporate powers to fix some problem for them.
- 303-305 The Hidden Island - A city or land manages to remain hidden even in the modern world, though the heroes will encounter it.
- 306-310 Hidden Past - A character uncovers clues that could tell him more about his unknown past.
- 311-313 Hit Him Where it Hurts - The villain decides to target the family or friends of a hero, or perhaps to kidnap a known friend of the hero so that they can get information out of them.
- 314-316 Hitch a Ride - Characters need to get a ride to get someplace important, or slip into someplace they aren't allowed.
- 317-318 House Call - The villain figures out where the heroes live or are headquartered and launches a direct assault.
- 319-320 Houston - The villains take control of an important control room, scientific lab, space station, etc., and threaten to kill everyone there if they don't comply.
- 321-324 How a Good Guy Solves Problems - Characters are sent on a mission to capture and not kill a villain, or resolve a problem without resorting to any violence.
- 325-326 Hypnotic Gaze - A villain is capable of, or finds a way, to control the minds of others, allowing them to turn them into their lackeys.
- 327-328 I Blame You! - A hero faces a misguided avenger who blames them for the death of a loved one, or worse.
- 329-331 I Don't Have to Kill You - A villain, or highly unlikeable character, is stuck someplace where they will soon die if not saved, either by a hero or by themselves.
- 332-334 I Gotta Get Out of Here! - Characters find themselves stuck up in the air, perhaps in a tall building or a flying contraption, right as it is about to explode or face some other destruction.
- 335-336 I Had You at Your Word - A lesser villain betrays a major villain by not doing what they were told, or simply failing to because they were stopped by heroes, and now the consequences will be severe.
- 337-339 I Have One of Them Faces - A PC or NPC is confused for someone else.
- 340-341 I Have Survived On! - Someone has found a way to copy, or even remove, their consciousness from their body, and contain it within something else (perhaps a giant fighting robot.)
- 342-344 I Have Your Bear - A character is kidnapped!
- 345-346 I Haven't Seen You in Forever - The PCs run into an old acquaintance by pure chance.





- 347-348 I Need My Day Saved - Typical NPCs refuse to help out the PCs until they do something to help them first.
- 349-350 I Will Destroy Them - A villain trails the heroes and seems to be ready to try and kill or trap them every place they go.
- 351-352 I'll Be President Luther Soon! - This adventures features an NPC who runs a powerful organization such as a mega-corporation or evil foreign dictatorship.
- 353-355 I'll Make You an Offer - A villain offers the heroes or authorities a deal in exchange for their safety or something else.
- 356-357 I'm Just an Honest American - A villain successfully makes it look like he's the victim here. Even though he isn't!
- 358-360 I'm Not Welcome Here - A character on the run from the authorities or society needs the help of those willing to see past their differences.
- 361-362 I'm Surrounded - A hero or NPC finds themselves surrounded by enemies, or even disapproving police, and must find a clever way to escape!
- 363-370 I'm Your Biggest Fan - A hero is followed, or even might need to work with, a really big fan of who idealizes them.
- 371-372 I've Done Some Things - An NPC has experienced or committed some terrible things they don't wish to face or look back on.
- 373-374 I've Lost Everything! - A character loses their former life or loved ones and is motivated to a new life centered around heroism or villainy.
- 375-377 Identity Troubles - A hero faces a situation in which doing the right thing and saving lives means their secret identity or other compromising information will almost certainly be revealed.
- 378-380 Ignorance Is Bliss - Characters get involved in a situation that is too good to be true...
- 381-382 Impending Invasion - Some malevolent force has bigger plans in the works for the near future, a mass assault of some kind on the world.
- 383-384 In Route - The heroes or villains must stop or raid some means of transport, such as a train, ship, or airplane.
- 385-386 In the Dungeon - A character is left stuck in a prison of some kind, but can use their time wisely to scheme against the villains.
- 387-388 Inferior Humans - People who don't possess super powers or mutations are treated as inferior, or worry about being displaced by their super brethren.
- 389-391 Ingenious Bank Robbery - Villains need a lot of money, so they must occasionally rob banks using their brilliant tactical schemes.
- 392-393 Inhuman - Some person in the story is quite as human as they appear or claim to be.
- 394-396 Inmates Running the Asylum - A villain uses/releases prisoners or inmates to help them complete their dastardly plans, or just to cause chaos.
- 397-398 Insane Sacrifice - Facing defeat, the villain sacrifices all of his forces, ships, and so on in a last-minute attempt to inflict as much damage as possible on the good guys and hurt as many innocent people as they can.
- 399-402 Invisible Jet Needs to Land - The PCs means of conveyance breaks down and they must stop over someplace, and perhaps encounter surprise adventures as a result.
- 403-405 Is Anybody There? - Someone attempts to kill a character while they are vulnerable or unaware.
- 406-407 It Was On-Board the X-Jet - The PCs lose their most important gear, possessions, or weapons.
- 408-410 It's a Trap! - The PCs are led into a trap.
- 411-412 It's Adapting! - This adventure features villains who have an amazing ability to adapt to handle successful strategies by the heroes.
- 413-414 It's All Greek to Me - A clue or important item in the story is written in a language or cipher nobody around can read.
- 415-416 It's Clobberin' Time! - The PCs or NPCs get help with the unexpected arrival of their friends/compatriots.
- 417-418 Joker Venom - Some villain or villainous group poisons, releases chemicals, or uses other advanced means to threaten, control, or destroy a population.
- 419-421 Jor El - A character has been copied as, or is a virtual construction of an organic being, such as an android, projection, computer simulation, etc.
- 422-423 Just Gotta Get to the Dam - A villain is trying to get to a special location where they can enact their evil scheme, be it the city center, the town reservoir, the moon, etc.
- 424-426 Justice... Like Lightning! - A group or individual is convincing people they belong to a certain group, or are working for a certain side, when in fact they are not.
- 427-428 King of the Hill - A villain has it in mind to personally defeat a hero in order to prove himself, or be certain that his victory is complete.
- 429-430 The Kingpin - A powerful criminal interjects themselves into events due to outside business arrangements.
- 431-434 Knock on Wood - Just when something good happens to the PCs, something bad interrupts.
- 435-436 Kryptonite Bars - The PCs are stuck or imprisoned someplace and probably should find a way to escape.
- 437-438 Lab Rats - The characters may begin to feel as if the events or troubles they are facing are nothing but tests put on by some unknown group or power.
- 439-440 Last Son - Parents attempt to save their child through some desperate means, hoping they will be found by someone who will take care of them, as they will not survive.
- 441-443 Launch the Warhead! - The villain launches, or is very close to launching, a destructive weapon toward a vulnerable city or country.
- 444-445 Lazarus Pits - Characters must contend with terrorists or villains who plan to use a weapon of mass destruction on innocent people.
- 446-447 Leader Hit - A well-liked ally leader or mentor to the heroes is the victim of an attempted assassination.
- 448-449 Left a Mess - Someone or some group engaged in terrible activities in the past and were either killed or fled what they did without ever fixing it.
- 450-452 Let Them Onboard - Villains or terrorists slip onboard to an airplane, or into some other secure location where they can kidnap or kill their intended VIP target.
- 453-454 Let's Beat It! - Characters decide that getting out of here is the only way to survive the situation.
- 455-459 Lifted It - A character finds themselves missing an important data chip, ancient artifact, or their weapon after a friendly NPC picks it off them while they aren't paying attention.
- 460-463 Like Rats in a Hole - Criminals, the criminal underworld, or super villains begin turning on each other for some reason or due to some scheme, creating a lot of unwanted violence.
- 464-465 Little Sidekick - A child manages to be of assistance to the heroes in surviving and solving this adventure.
- 466-468 Lost Your Powers - The hero loses access to their special powers, even as the villain presses forward with their evil plans!
- 469-470 Loveable Rogue - The characters must deal with a likeable villain, or troublemaker.
- 471-472 Lure Them In - The villain uses a hero's closest friends or family as a trap to get them right where they want them.
- 473-474 Luther Corp - An extremely wealthy and powerful villain uses his resources to cover his evil deeds.
- 475-476 Madame Web - This adventure involves the alternate dimensions intersecting our own, and the strange creatures or horrible powers who dwell within them.





- 477-478 Major Announcement - A hero decides to publicly declare their identity so the world knows who they are.
- 479-480 Make the Switch - The villains demand the heroes give them what they want in exchange for hostages, not blowing up the planet, etc.
- 481-482 Mass Panic - A city or area is being terrorized by some great danger, and the public is nearing outright panic.
- 483-484 Mass Riots - Some contained population in a city or country suddenly sees a major uptick in crime.
- 485-486 Master Mold - A group or individual demands an extremely harsh policy for dealing with super villains, or perhaps any super powered individual.
- 487-488 Meet Me at the Docks - A manipulative character uses a fake meeting, evidence, etc. to trick the PCs or authorities into doing what they want.
- 489-490 Merciless Enemy - A villain who is incapable of empathy or compassion features in this adventure.
- 491-492 Mind Control - Some evil force is controlling the minds and actions of otherwise innocent people.
- 493-494 Mind Control Ray - Some device can change a person's personality, perhaps with strange rays, psychic control, or brain nanobots.
- 495-496 Mole - Someone within an agency or even a powerful government official assists the villain in their evil plans.
- 497-498 The Moral of the Story - Someone or someones have received a horrible fate as a result of their immoral actions.
- 499-500 Most Important Man in the Greater Long Island Area - This adventure finds the PCs around extremely wealthy or powerful NPCs.
- 501-502 Murderous Robot - A.I. created by organic beings decides its creators continued existence doesn't seem like a high priority.
- 503-504 Mwahahaha - The villain uses a large public event, like a fair or gala, to lure lots of people together before springing a trap on them, capturing them all or threatening their lives if they don't get what they want.
- 505-506 My Brain! - A character becomes mentally incapacitated for some amount a time as a result of psychic contact, perhaps with a very powerful entity.
- 507-508 My New Fortress - The heroes get the opportunity to get a nice, new headquarters, or at least improve on the one they have.
- 509-511 My New Identity - An evil character covets a superhero's identity, and wishes to claim fame from them by fighting them, killing them, or even secretly removing them and pretending to be them!
- 512-513 Newfound Freedom - A character who suddenly finds themselves with a lot more power, also finds they had a hidden personality just waiting to come out of its shell.
- 514-515 No Normal Neighbor - A character's neighbor, co-worker, or friend proves to be a plant, pretending to be someone else so they can stay close by.
- 516-517 Nosy Reporter - A news reporter takes an interest in a super character, perhaps finding out their secrets, or wanting access to talk to them or even take part in their adventures.
- 518-519 Not Invulnerable... - A hero or friendly NPC is attacked with some form of poison/mutagen/magic/etc. and must be saved with an antidote before it's too late!
- 520-521 Not Letting Them Get Off - A wrongdoer escapes punishment through some means, but someone refuses to let them get away without punishment for their crimes.
- 522-524 Nothin' but Vigilantes - The local authorities are useless to the PCs, or actively against them.
- 525-526 Now It's a Party! - A big formal party or ball features in this adventure.
- 527-528 Null Zone - The PCs and perhaps other characters are all stuck somewhere together someplace that's hard to escape.
- 529-531 The Null Zone's Most Wanted - There is a manhunt on for some very wanted person.
- 532-533 Official Investigation - Characters come under suspicion of investigators looking into some disaster or past trouble.
- 534-535 Oh no! - A close NPC friend or ally to the heroes is killed by the evil villain.
- 536-538 Old Debts - A character is consumed by revenge over deeds done by past generations, maybe even centuries or longer ago.
- 539-540 On a Long Journey - This adventure requires, or is all about, a long journey to some far off place.
- 541-542 On the Run - Some person or group must continuously flee across the world in order to stay ahead of a dangerous pursuer.
- 543-544 Opened a Portal - The villain uses a transporter/interdimensional portal/hole in the ground to instantly begin invading wherever it is they want to attack.
- 545-546 Outsiders - People with super powers face discrimination in society, perhaps only focused at a specific group of supers.
- 547-548 Overstepped Your Programming - Some A.I. system is doggedly pursuing its programmed goal, not realizing that it has gone too far!
- 549-551 Paranoia - Members of a group suddenly feel like they just can't trust everyone around them has their best interests in mind.
- 552-554 Part Time Job - A hero decides to use their abilities to make some extra money on the side, especially if saving the day isn't actually paying the bills.
- 555-556 Party Crasher - A villain surprises a party, likely filled with important and/or wealthy guests.
- 557-559 Pawn - A man becomes the pawn or unwitting agent of his own former creation, or group that he formed and once controlled.
- 560-561 People Need to See You Support Us - A character gains great (perhaps extreme) political or symbolic value to a population or cause thanks to their heroism.
- 562-564 The Perfect Prison - A group devises an inescapable prison or trap with which to catch someone or something.
- 565-566 The Perfect Time to Settle Scores - Amazing and climactic events give someone the chance to get revenge or settle scores with old enemies.
- 567-568 Peripeteia - A character suffers a sudden reversal of character or fortune.
- 569-571 Personal Mission - A hero gets a lead to find a criminal they have a personal vendetta against, or which can help solve some very important unresolved mystery.
- 572-573 Phoenix Force - Some cosmic entity of great power has the ability to control the minds, or temporarily take over the body of lesser beings.
- 574-576 Piracy - Pirates mix pretty awesomely with super heroes.
- 577-578 Plotter's Allies - The PCs or NPCs are asked to help someone in an action against a powerful government or corporation, possibly in the name of a very good cause.
- 579-581 Poison in the Reservoir - A villain plans to kill a large number of people by poisoning their water, food, or other commonly used things.
- 582-583 Police Scanner - A hero sees a crime in progress, or more likely hears that it's happening from police sirens and other commotion.
- 584-586 Policing Campaign - A character, likely a hero, decides to start a directed campaign to put a certain specific criminal or terrorist organization out of business.
- 587-588 Power Stripper - The villains have means to remove or interfere with a hero's power.
- 589-590 Powerful Cosmic Rays - Some astronomical event threatens the Earth or a space facility of some kind.
- 591-592 Predator - The area is terrorized by some naturally predacious being, perhaps a totally silent stalker, or inescapably ferocious killer.
- 593-594 Pretty Good Copy - A dead character lives on through digitized consciousness, cloning, interdimensional replacement, android, or even necromancy.





- 595-596 Prison Escape - Powerful villains being imprisoned somewhere-for-powerful-villains take advantage of a bad situation and begin to escape!
- 597-598 Probability Control - A character has a streak of exceptionally good luck.
- 599-600 Professor Xavier's Academy - The heroes may need to visit or enlist the help of a strange institution or learning or training.
- 601-602 Project X - Characters discover the truth behind some terrible official secret.
- 603-604 Propaganda Tool - The government would like to use a hero as a powerful propaganda symbol, which could even be for a really good cause.
- 605-606 Prove Yourself - A character is given a difficult mission or test of loyalty in order to join or move up the ranks of some group.
- 607-608 Public Event - A villain attack a public event, like a theatrical show or sporting competition, where the heroes are in attendance or nearby.
- 609-610 Public Relations Campaign - A hero takes it on themselves to show the public that they are a force of good for truth, justice, stopping jewelry thieves, etc.
- 611-613 Puppet Master - Some shadowy villain or group manipulates events going on around the PCs.
- 614-615 The Queen - Some being controls its minions from afar, as a single hive-mind.
- 616-617 Raise an Army - The villain makes a deal or acquires some power that will give them an allied army to help them complete their evil scheme.
- 618-619 Rare Genius - An NPC possesses such a rare genius for art, science, or something else, that few can comprehend what he sees or makes.
- 620-622 Recovery - A character takes drastic steps to allow themselves or a loved one to recover from a terrible disease or maiming.
- 623-624 Recurring Villain - Is up to his old tricks!
- 625-626 Reign of Terror - A villain begins a terrorist campaign to get to the heroes, or to get to the people they protect, and they won't stop until given their demands.
- 627-628 Replacement Robin - The characters must put up with an excessively dramatic and whiny character.
- 629-630 Rescue Mission - Some important NPCs, or even PCs, are captured fighting the enemy and must be saved!
- 631-632 Resurrection - Advanced, or even profane, technology gives a mad genius or their villain employer the ability to raise or recreate the dead.
- 633-634 Revolutionary Find - Someone believes they have discovered or uncovered some scientific knowledge that will change society.
- 635-637 Robo-Cop - A character proves to be capable of easily handling the heroes' normal means of fighting thanks to an upgrade (cybernetic, magical, mutational, etc.) to their being.
- 638-640 Robotic Spy - Robots are able to infiltrate someplace by appearing as a normal person, being small, or other crafty means.
- 641-643 Rock to Your Scissors - A villain realizes they must specifically find a way to neutralize a hero's power if they ever hope to defeat them and complete their evil schemes.
- 644-645 Romantic Equal - A character becomes smitten with another character who has powers or abilities commensurate with their own.
- 646-647 Rooftop Chase - A hero or villain must try to escape through a desperate chase.
- 648-649 Rustics - The PCs find themselves in a place where people aren't used to heroes or strange powers.
- 650-653 Sabotage - The characters find themselves trapped or nearly killed due to sabotage, likely to their means of travel.
- 654-655 Sacred Cultural Artifact - An all-important cultural relic to a certain people is stolen, disappears, or perhaps is even needed by the heroes.
- 656-657 The Same Room - A character needs to stage things in order to end suspicion as to their secret identity, or face the consequences of everyone finding out.
- 658-660 Sarkaar - Some villain puts the characters lives in acute danger by having them fight in gladiatorial games for the entertainment of others, or perhaps by just having them fed to some huge monster.
- 661-662 Save the President! - A person of national importance, like the President, is besieged by villains, likely intending to kidnap them.
- 663-664 Scientist Assassinated - An important scientist or researcher is killed, leaving no one behind who can replicate or understand his research.
- 665-666 Scorched Earth - Some villain or threat is so potent that opposing forces wish to destroy wherever they are found in hopes of killing them, rather than face them in combat.
- 667-668 Scramble the Fighters - The heroes come under sudden attack, possibly while in their favorite transport vehicle.
- 669-671 Search and Rescue - An important plane, ship or group has been lost and saving them is a top priority.
- 672-673 Second Thoughts - A villain decides he no longer supports the evil side he has been working for.
- 674-676 Secondary Squad - The heroes may get help from a secondary group of capable, but not as super, good guys.
- 677-678 Secret Mission - Characters have been dispatched on a secret mission, perhaps of a military nature, perhaps even one that violates important treaties and laws.
- 679-681 Secret Schematics - Secret tactical or technological plans have been taken.
- 682-683 Secret Tracker - The government, villains, or someone else attaches a tracker to the PCs or their NPC allies without them knowing.
- 684-687 See From the Shadows - The characters must engage in reconnaissance, but cannot be discovered or engage with the targets.
- 688-689 See It Coming - The PCs discover or are told of some terrible events that will occur in the future if they do not stop them.
- 690-691 Send Assistance - Some authority or allied government has dispatched forces to assist the heroes.
- 692-696 Sentinel Bots - Some place uses advanced and highly deadly security measures to protect what they have.
- 697-701 SHIELD Listening Device - The characters are being spied on, perhaps by a villain, or perhaps by someone who wishes to assist them without being seen.
- 702-704 Signal Tower - The villain, or the heroes, constructs or steals a signal tower as a necessary component in completing their plans.
- 705-706 Sinister Six - Two or more types of villains join up to cause even more trouble than normal.
- 707-710 Skrull Double - Some alien or foreign group has infiltrated a city/planet/super group for some unknown purpose using whatever means they could.
- 711-714 Sleeper Agent - An NPC, be they human, android, or alien, is really under the control of a powerful organization, though they may not realize it at all.
- 715-716 Smash the Bat Signal - Characters desperately need to send a signal, perhaps for backup, perhaps for rescue, or perhaps for something else.
- 717-721 Sneak Attack - The villain brings a strike force to attack some important location while it is totally unprepared.
- 722-723 Special Information - A villain looks to gain some secret information of knowledge known by a good NPC.
- 724-727 Special Weapon - There's a specialized weapon or device that can affect or disable a nearly impervious villain (or hero).
- 728-732 Speedy, You're on Drugs! - A good friend of the PCs is in serious trouble.
- 733-734 Spiteful Revenge - A villain may have been defeated, but he still has a plan to finish off the heroes with him.





- 735-736 Staged Crisis - The villains create a stage accident or catastrophe in order to distract the heroes for a little while.
- 737-738 Staged Wreck - The villains cause a traffic accident or similar problem in order to trap a person they want.
- 739-741 Stalemate - Multiple powers surround something valuable, or face off against each other waiting to make the first move.
- 742-743 Star Cross Lovers - Two in-love characters find themselves blocked from each other by some obstacle.
- 744-745 Starro - Some powerful force travels from place to place, causing havoc and destruction.
- 746-747 State of the Art Army - A military manufacturing corporation convinces the government to buy a new army of robots, super soldiers, drones, cyborgs, or other things sure to turn on them and attack humanity.
- 748-749 Stealing Our Power - Some beam/device/creature can steal super powers, perhaps copying them, perhaps removing them temporarily or permanently.
- 750-751 Strange Coincidences - Characters continue to deal with strange coincidences that stretch the credulity of even the skeptical.
- 752-753 Strange Coma - A character has fallen into a strange coma, or suffers from some other unexplained neurological condition...
- 754-755 Strange Distortions - Sensors, radar, sonar, or other sensing technology is disabled or won't work when our heroes need it to.
- 756-757 Strange Inventor - An NPC has an amazing genius for mechanical engineering, likely he or she is an odd character obsessed with their continuing levels of invention.
- 758-759 Suicide Mission - In order to complete a mission characters seem to face impossible odds and extremely dangerous tasks.
- 760-761 Super Duel - An NPC of some kind demands satisfaction from a super hero who has got on his bad side.
- 762-763 Super Hitman - The villain hires another villain who specializes in being able to kill anybody, and can match a hero in a fight.
- 764-765 Super Police - A group of officers have a special task outside of normal law enforcement, hunting down certain individuals or preventing a specific type of crime.
- 766-767 Super Scientific Experiments - An irresponsible group tests humans with something that could give them super powers, or may kill them... or worse!
- 768-769 The Super Serum Program Is a Success! - The characters may face or deal with NPCs who have been modified into superhumans.
- 770-771 Super Skrulls - This adventure includes elite, enhanced, or fanatically loyal soldiers.
- 772-775 Super Soldiers - Characters who have been remade to serve as super soldiers feature in this story.
- 776-777 Super Suit - A highly advanced robotic suit helps/is needed in order to perform a special job.
- 778-779 Surrender Them to Me - A dastardly villain demands a group turn over a certain character or face increasing levels of destruction until they do.
- 780-781 Suspicions - A character, possibly a villain, suspects the true identity of a hero, or some other important hidden fact about them.
- 782-783 Swarms - Some horde of malevolent beings, be they alien invaders, pirate ghosts, or evil squirrels feature in this adventure.
- 784-785 Switch the Chip - The heroes must recover or switch an important data chip/hard drive in an important computer system.
- 786-787 Switcheroo - The villains or heroes think they've got the right person they want only to discover they've been tricked by a doppelganger, identical robot, magical illusion, etc.
- 788-789 Techno-Mumbo-Jumbo - The heroes are fortunate in that their scientifically inclined friend can rig up their equipment to foil the villain's plan using some scientific improvisation... if they can all get into position!
- 790-791 Technologically Outmatched - Characters are stuck in a conflict with some advanced enemy whose technology makes defeating them directly seem virtually impossible.
- 792-795 Temporary Pair-Up - The PCs recognize an old friend by coincidence during their adventures.
- 796-797 Terraformer - The villain has a device or technology designed to remake the world in a way they think is better; but most other people think will kill them.
- 798-799 Terrible Winds - The forces of nature cause troubles for the PCs, perhaps even weather controlling powers are involved!
- 800-803 Thanks for the Help Suckers - Well meaning characters are duped into helping a bad guy.
- 804-805 That's Not Accurate - A character begins to suspect they are part of an elaborate ruse when parts of their world do not quite add up or don't make sense.
- 806-807 That's Not Authorized - The government/military/authoritarian organization does not approve of the mission the heroes want to do.
- 808-809 That's Not How It Used to Work - A hero's power seems to be changing, perhaps changing far too much, threatening the characters life and/or humanity.
- 810-812 That's Not on Any Map - The characters need to find a hidden or secret place, but aren't sure how!
- 813-816 They Are Not Your Kind - A character struggles with, or is yelled at about, how they are not like the society, population, or species they spend their time around.
- 817-818 They Never Stay Dead - A dying, or perhaps already dead, person seeks to return or prolong their life.
- 819-820 They're Getting Away - The villains take off either in a ship, perhaps even a flying ship, and the heroes must quickly catch up and get aboard, though this may separate them from their backup.
- 821-825 Think of What I Could Do - A self-interested powerman (be it a businessman, a military general, an important politician, etc.) becomes covetous of a certain character's super powers, or perhaps believes research can reveal a way to also give them to him.
- 826-827 This Besmirchment Will Not Stand! - A character is desperate for revenge against another who has done him wrong.
- 828-830 This Doesn't Make Sense - The heroes discover a pleasant or idyllic situation that simply doesn't add up or is quite impossible.
- 831-832 This is all Classified - A powerful group demands characters not reveal information about a sensitive topic.
- 833-835 This is Personal - Events set off the backstory of a character has a strong personal mission.
- 836-840 This Power Could Change the World - Some important object is fought over by many different groups who wish to possess it.
- 841-842 This Room Is... - The characters realize they are under close surveillance, and may even need to find a way to escape it so they can communicate.
- 843-846 Those Pigstickers Don't Scare Me - Characters get into a verbal altercation, leading to further trouble or a fight.
- 847-849 Ticking Time Bomb - The heroes must complete their mission before time runs out, for whatever reason.
- 850-851 Tinkering Around - A character figures out a cool new addition to their normal gadgetry, or to help out a hero.
- 852-853 To Latveria - The PCs must travel to the heart of enemy territory to complete their mission.





- 854-855 To the Batmobile! - Characters must partake in an important chase scene!
- 856-857 Too Powerful Weapon - A weapon possessing such great power or ability means many wish to see it never used, even in the face of a terrible enemy.
- 858-859 Tracked You Around the World- The PCs follow some wanted villain.
- 860-861 Traitor! - There is a traitor in the midst of some government or powerful group.
- 862-863 Transformation - The villain uses some means of transformation (a secret serum, radiation ray, alien technology, etc.) in order to transform a hero or someone close to them.
- 864-865 Tricked You! - The villain tricks someone into putting on, using, or getting attached to a surprise weapon or explosive.
- 866-867 Trust No One - Previously friendly government or investigative agencies turn on and betray our heroes!
- 868-869 Unchecked Psychic Powers - Someone has powers that they cannot control and are causing trouble.
- 870-871 Under Watch - The authorities attempt to spy on a super powered character in order to gain more information about them, or what they may be up to.
- 872-873 Unexpected Friend - The heroes make friends with someone who turns out to have surprising skills or resources that can help them.
- 874-875 Unofficial Operation - This adventure features some unauthorized or unapproved work. There may even be a threat of government interference.
- 876-877 Unreported Income - Someone gains a tremendous amount of wealth, success, or good fortune under questionable circumstances.
- 878-879 Unwanted Elements - An evil organization plans to permanently remove certain individuals or institutions from society as their first step to claiming power.
- 880-881 Use Sabotage - An immensely powerful device controlled by the villain must be disabled from the inside, or by underhanded means.
- 882-883 Vibranium Armor - A character is given an important gadget, weapon, or defense that will allow them to complete their upcoming mission.
- 884-885 Vibranium Mines - Groups vie with each other to harness the strange, perhaps supernatural, powers of some remote place or resource. Possible leading to prolonged violence.
- 886-887 Villainous Patronage - The villain is an important local figure and has sway over lower groups, such as workers, paramilitaries, or law enforcement.
- 888-889 Wages of Sin - An NPC's vices lead to his death or downfall.
- 890-891 Waiting For Me Right Where I Was - A character develops a relationship with an old friend or colleague.
- 892-893 Wanted - An NPC possessing some secret or power, or even secret power, is wanted by the authorities.
- 894-895 The Watchers - This adventure features larger political/global/historical ramifications and disaster may strike if the important matters involved are not handled successfully.
- 896-897 We Didn't Save Her - The heroes fail to save an innocent victim.
- 898-899 We Have Hostages! - Villains try to buy themselves negotiating leverage with hostages, whether the authorities care or not...
- 900-901 We'll Teach Them - Members of a repressed or just evil group have plans to teach the rest of the world a lesson they won't soon forget!
- 902-903 We're Bankrupt! - Villains hatch a scheme to steal all the money of a wealthy person or institution through some ingenious criminal means.
- 904-905 We're Flying Over Wakanda Right Now - Pivotal events find the characters on their way to someplace, which they must stop to deal with.
- 906-907 We're Going to Crash - The heroes' ship faces a dangerous crash landing if they don't do something!
- 908-909 We've Been Framed! - The characters are framed by the villain.
- 910-911 We've Been Watching You - A character who has left their former life or who has been living off the grid is found or approached by someone who has interest in them and their abilities.
- 912-913 We've Got Our Own Goals - A branch of a government or military decides to become its own independent, and very evil, organization.
- 914-915 We've No Choice - Military powers decide they must destroy a threat by launching a full missile assault, against the heroes' wishes and no matter the casualties. Possibly even the heroes will be the casualties.
- 916-917 Weird Powers - Some person, perhaps having emotional struggles, discovers strange new powers...
- 918-920 Well Thanks for Nothing - Just when the PCs do something good, they unintentionally cause something bad.
- 921-922 Well That Was Torture - A character is tortured by villains.
- 923-924 What a Coincidence - A strange occurrence, scientific oddity, magical phenomenon, or other one-in-a-billion thing occurs to a hero, or right by them.
- 925-926 What About My Family? - A desperate character takes action in order to take care of or save the people they care about.
- 927-928 What an Oaf! - A PC or NPC accidentally insults an important character due to a misunderstanding of some kind.
- 929-930 What Do I Want? - A hero must deal with a powerful doubt that they no longer want to save the world for a living.
- 931-933 What's Going On Here? - There are strange occurrences going, unexplained sounds or sights, unexplainable events, or the subversion of natural laws, as a result of some unknown scheme.
- 934-935 Where Is the Trust? - The heroes are skeptical of the government's intentions, or the government is skeptical of the heroes' intentions when one comes to the other for help.
- 936-937 White Collar Assassination - A villain decides to wipe out financial competitors or the board of a company which is causing them trouble.
- 938-940 Who Was That Man? - A near tragic situation, prevented by some unknown, and apparently amazing hero, has created quite a buzz among people and the media.
- 941-942 Who Wouldn't Like Her? - A character has a terrible suspicion about an otherwise likeable or perhaps simply desirable outsider.
- 943-944 Who's Tough Now? - Someone with exceptional powers is proving to be too much of a bully or is irresponsible in their use.
- 945-946 The Whole Neighborhood's Blocked Off - A part of a city, a town, or some other region is blocked or quarantined off, perhaps while an emergency of some kind or another is going on within it.
- 947-948 Why Does the Lizard Always Go Down There? - The PCs must travel into someplace dirty, smelly, dangerous, and foul.
- 949-950 Why Should I Tell You? - An important NPC demands a bribe for the heroes to get what they want.
- 951-952 Why You Two Look Just Alike! - Confusion occurs due to a character's close resemblance to someone they're not.
- 953-954 Will Live in Infamy! - Someone launches a devastating surprise attack, causing great worry, and perhaps leaving the heroes





- 955-956 With My Spider-Talkie! - Important information is gained through eavesdropping.
- 957-959 Workaholic - A hero suffers major personal life troubles, as they are too busy saving the day and never being around.
- 960-961 World's Greatest Detective - The PCs are hired or asked to investigate some trouble or mystery.
- 962-963 Worst. Avenger. Ever. - The PCs are joined some unhelpful, annoying, and generally useless NPC.
- 964-965 Worthless Extras - The PCs find themselves surrounded by useless NPCs who are too cowardly or selfish to help.
- 966-967 X-Experiment - A military experiment has gone terribly wrong, creating one or more highly dangerous villains to deal with.
- 968-969 You Can't Hit What You Can't See - The characters must deal with an enemy that is hard to see or find.
- 970-972 You Can't Trust Anyone - Several highly powerful NPCs are suspects to a crime, and some may want to help, hinder, or betray the PCs.
- 973-974 You Expect Me to Believe That? - No one will believe a desperate character's claims or respond to their pleas for help.
- 975-976 You Got No Right to Keep Me Here! - The PCs are detained for some reason.
- 977-978 You Have Something I Want - a jealous character covets something about another person, a talent, their appearance and body, or a special power and plans to either take it or ruin it.
- 979-980 You Know Too Much - A character's life is imperiled because they know too much about the workings of some evil character or group.
- 981-982 You Never Look Any Older - One of the characters is celebrating a birthday, anniversary, or other special occasion.
- 983-984 You Will Be Better - An insane villain plans to remake humanity through some mutagen serum or other means, perhaps released upon them en masse before anyone even knows about it.
- 985-986 You Won't Take Me Alive! - A villain refuses to stop fighting, and perhaps threatening the lives of innocent people, until the heroes absolutely make him.
- 987-988 You're Drunk Iron Man, Go Home - A character deals with their addiction to drugs or substances.
- 989-990 You're Not a Cop - The local authorities forbid the PCs from being involved in an important case.
- 991-992 You're Not Getting Away This Time Magneto - A powerful or dangerous being is contained within some sort of holding device, be it a cell, shields, a quarantined planet, or even a special box.
- 993-996 You're Not Working Together - Heroes need to join forces to stop a major threat, but don't naturally get along.
- 997-998 Your Weakness - Some creature or character is beholden to certain specific, possibly odd, rule or phobia, despite being otherwise powerful and capable.
- 999-000 Youth in a Bottle - Someone searches/experiments for a way to reverse the effects of age or perhaps some other deleterious condition.

