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INTRODUCTION

Welcome to the FASERIP RPG. This is a table-top role-playing game of super heroes and super villains. I'm assuming that if you're reading this then you're already familiar both with the super hero genre and with table-top role-playing games, so neither will get a long introduction here.

WHY FASERIP?

This game is an example of what is known in the RPG hobby as a retroclone. Rather than being an attempt to create a new experience for its players, it instead attempts to emulate the experience of playing an older (and long out of print) game. In this case, a game from the '80s. Unfortunately, much as I would like to give credit to the original game that this game emulates, the **license** under which I am releasing this emulation prevents me from mentioning its trademarked name.

Retroclones work by replicating the game mechanics of an older game (which are not subject to copyright law) without replicating the artistic presentation and trade dress of the game (both of which are subject to copyright law). Since the experience of playing a role-playing game is mostly a product of its mechanics rather than the way those mechanics are presented, this allows the retroclone to provide players with the experience that an old and hard to acquire game would give them without the players having to seek out old and worn second hand copies (or even illegally scanned electronic files) in order to acquire the rules of that game.

The rules of this game are not an exact replica of the rules of the game that it is emulating. While the majority of them are the same there are some differences. The main differences are that this game uses a different list of super powers and that it has a different method of generating characters. However, in play, the game retains the feel of the original game that it is emulating.

So why call it FASERIP then? The term **FASERIP** has special meaning to people who played the original game that is being emulated by this one while not being officially connected with that game in any way. I therefore chose to use it as the name for this game in order to make it immediately recognisable by those in the know. If you don't recognise the name then don't worry; you can enjoy this game on its own merits with no knowledge of the original game at all.

So whether you're already a fan of the original game or a new convert who hasn't encountered it before, welcome to FASERIP; and I hope you have as much fun playing it as I have had writing it!

license – This game is released under the Open Game License v1.0a. This allows FASERIP to re-use content published in earlier games under this license, and allows other people to re-use the content of this game under certain conditions providing they also release their work under the same license. See the full license text in the back of this book for more details.

FASERIP – An acronym based on the initial letter of each of the seven abilities that game characters have in both the original game and this one: Fighting, Agility, Strength, Endurance, Reason, Intuition, Psyche.

THE BASIC SYSTEM
RANKS AND VALUES

Most things in FASERIP are measured using a scale of named ranks which have roughly geo-metrically increasing values. These ranks and their corresponding values are shown in the table on this page, and they are also printed on the reference table on the back cover of the book. When one of these ranks is used, it is normally referred to by its full name, but occasionally it may be referred to in an abbreviated form and followed by its value in brackets; for example something with a rank of **world class** may sometimes be referred to as **Wc[30]**. Although the rank system gives an absolute number for each rank, real life is not that ordered. In reality, things don't always fit into neat slots of identical value. Therefore when the rank system is used to represent actual measurements such as speeds, weights, material strengths, and so forth it does so in a relatively abstract way; with a couple of **examples** being given for each rank rather than the values for each of those ranks being converted directly into exact speeds, weights, etc.

Rank Values	
Rank Name	**Abbreviation and Value**
Zero	Zr[0]
Terrible	Te[2]
Bad	Bd[4]
Average	Av[6]
Decent	Dc[10]
Great	Gt[20]
World Class	Wc[30]
Fantastic	Fa[40]
Astounding	As[50]
Wondrous	Wo[75]
Phenomenal	Ph[100]
Single-Shift	Ss[150]
Double-Shift	Ds[200]
Triple-Shift	Ts[500]
Planetary	Pl[1000]
Stellar	St[3000]
Cosmic	Co[5000]
Infinite	In[∞]

The scale of ranks is split into four sections. Firstly there are the basic ranks (**terrible** to **world class**). These ranks are generally on a human scale. Most normal people will have abilities that are **average**, and only the occasional Olympic athlete or genius would have an ability as high as **world class**. After these are a set of ranks that are distinctly beyond normal human capabilities. These are the superhuman ranks (**fantastic** to **phenomenal**). Most super heroes operate within this set of ranks when performing the activities they are best at, although they may well have normal human ranks in areas outside their specialities. Beyond the superhuman ranks are a set of shift ranks (**single shift** to **triple shift**). It is rare for something to be directly measured at one of these ranks, although it is not uncommon for superhuman ranks to be **shifted** into this range. At the top end of the scale, there are also three cosmic ranks (**planetary**, **stellar** and **cosmic**). These cosmic ranks are there for things that have truly stupendous amounts of power, and are usually well outside the range of even the strongest of superheroes. However, they may sometimes be used to represent an "invulnerable" material or for comparing the rela-tive ability of gods or other cosmic entities. Finally, at the two extremes of the scale are **zero** representing a total absence of an ability and **infinite** representing an ability of unlimited power.

CHARACTERS AND ABILITY RANKS

Usually, each player will control a single character in the game, telling the **GM** how that character is acting and what that character is intending to do (the player says what their character is intend-ing to do rather than narrating what they have actually done since the character's action might

examples – Examples of speeds, weights, material strengths and so forth corresponding to each rank can be found in tables in relevant sections of the rules. Those tables are also collected at the end of the book in a handy appendix.

shifted – Some things in the game can shift the effective rank of something up or down the scale. This is explained in the next few pages.

GM – Gamemaster, the referee of the game.

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not work out as intended). These characters are the main protagonists of the story that is being created, and are called **PCs**. The GM controls the other characters that the PCs interact with; ranging from minor bit-parts that the PCs meet once to recurring villains, allies and contacts. These characters are collectively referred to as **NPCs**. Generally both PCs and NPCs, even NPCs who are animals, robots, or some other strange type of being, work using the same rules and game mechanics.

The capabilities of characters are generally measured by two sets of values, both of which are measured on the rank scale. The first set of values is a set of **ability ranks**. All characters have these, whether mundane or super powered. Each of a character's abilities is measured with a particular rank on the scale. The second set of values is a set of power ranks. Characters only have these if they have **super powers**, and again each of these is measured with a particular rank on the scale.

RANK SHIFTS

Often, a rank will be modified by something. This may be the action of a super power, or it may be something more mundane such as favourable or unfavourable conditions. When a rank is modified, this is known as a rank shift. Rank shifts can be positive (which increase the rank) or negative (which decrease the rank), and it is possible for more than one shift to be applied to a rank at once. Rank shifts are usually denoted in this book by their direction and number, for example "+1 RS" means an increase of one rank, whereas "-2 RS" means a decrease of two ranks. Rank shifts are usually cumulative, and all rank shifts that apply in a particular situation should be added together and combined into a single total rank shift before being applied to the rank in question.

There are four important limitations to always bear in mind when applying rank shifts:

◊ Always apply shifts to the rank itself, not the value; for example if something would normally have a rank of **As[50]** and has -3 RS, the resulting rank is **Gt[20]**, not **As[47]**.
◊ No rank can ever be shifted below **zero**.
◊ Ranks of **triple shift** or lower can't be shifted above **triple shift**.
◊ Ranks of **planetary** or higher can't be shifted at all.

> *Example: Monkey Nut, the sinister simian sorcerer, normally has a **fantastic strength**, and will therefore do 40 damage in **unarmed combat** each time he hits his opponent. However, when he eats a banana he gets a +1 RS to his **strength** rank, giving him **astounding strength**. Therefore, after eating a banana he will do 50 damage in unarmed combat each time he hits his opponent.*

FEATS

Ranks are not just used for their numeric values. They are also used to determine whether or not a character is successful in a particular activity. For example, breaking down a wall will require a **feat of strength** and working out the complex mathematical formula needed to crack the password of a computer system in order to cancel a nuclear launch might require a **feat of reason**. There are two types of feat used in the game, and both types require a roll of the **dice** in order to determine whether or not the feat has been successful and in some cases also how successful the feat has been.

The first type of feat is a simple feat. This is the most common type of feat and is used in most situations where the odds of success are based solely or primarily on the rank of the ability or power being used to attempt the feat. To determine the success of a simple feat, roll the dice and look on the universal chart on the back cover of this book. The table shows the scale of ranks across the top from left to right and results of the dice roll down the left hand side. To find the level of success, look down the column for the rank being used for the feat until you find the row for the dice result. The colour of the entry in that row and column indicates the level of success.

◊ **FAIL:** If the entry is **WHITE** then the feat has failed.
◊ **BRONZE:** If the entry is **BRONZE** then the feat has succeeded, but only just. It will have the minimum effect that a success on the feat could have.
◊ **SILVER:** If the entry is **SILVER** then the feat has succeeded with room to spare. Often this will have no additional effect over and above the effect that a **BRONZE** success would have had, but sometimes (depending on the type of feat being attempted) a **SILVER** success will grant additional effect over and above the basic success.
◊ **GOLD:** If the entry is **GOLD** then the feat has succeeded with ease. A **GOLD** success will generally have the maximum effect that a success on the feat could have.

When something requires a simple feat in order to succeed, the rules will normally indicate what effect each type of success will have. If a simple feat is required for something and you are not told what the effect of each level of success is, assume that a **FAIL** results in the feat failing and that any other colour results in the feat succeeding with no additional effect other than basic success (although you can still use the colour as a guide when narrating what happens).

> *Example: Physique is fighting against Monkey Nut. With both of them being strong brawlers, they are in hand to hand combat. Physique throws a punch at Monkey Nut, attempting to knock him out. In order to successfully hit her nemesis, Physique must succeed in a simple* **feat of fighting**.
>
> *Physique's player rolls the dice and gets a 72. Checking the universal chart on the back cover of the book, she sees that a result of 72 with Physique's* **world class fighting** *ability is a* **SILVER** *result.*
>
> *A* **SILVER** *result when attacking an opponent with a* **blunt melee** *attack such as a punch indicates that the attack has hit the opponent, and the opponent takes damage and has possibly been* **slammed**. *Had the result of the roll merely been 62, the result would have been* **BRONZE**. *The attack would still have hit and damaged Monkey Nut but there wouldn't be the possibility to also slam him. If the result of the roll had been 35 or less, Physique would have failed to hit Monkey Nut at all.*

The second type of feat is called a ranked feat and is used in situations where the odds of success are largely based on an outside measure rather than on the rank of the ability being used in the feat. A ranked feat is distinguished from a simple feat in two ways. Firstly, a ranked feat doesn't have different degrees of success; when making a ranked feat, you either succeed or fail rather than potentially succeeding with extra effect. Secondly, a ranked feat has a difficulty; which is measured on the standard rank scale. For example, trying to control someone's mind with your **mind control** super power is a ranked feat. Unlike a simple feat, there aren't different degrees of success; the mind control either works or it doesn't. Also unlike a simple feat the difficulty of controlling someone's mind is not fixed. It depends on the target's psyche .

When attempting a ranked feat, you roll the dice and check the ability being used for the feat as normal. However, instead of the colour representing the degree of success it just represents a simple success or failure depending on how your ability rank compares with the difficulty rank.

◊ If your ability is more than one rank lower than the difficulty of the feat, you cannot succeed.
◊ If your ability is exactly one rank lower than the difficulty of the feat, you succeed only if you roll a **GOLD** result.
◊ If your ability is the same rank as the difficulty of the feat, you succeed if you roll a **SILVER** result or better.
◊ If your ability is exactly one rank higher than the difficulty of the feat, you succeed if you roll a **BRONZE** result or better.
◊ If your ability is more than one rank higher than the difficulty of the feat, you automatically succeed and do not need to roll.

> *Example: Having been slammed clear across the car park by Physique, Monkey Nut is in a bit of a pickle. However, he's still got at least one trick up his sleeve. Picking himself up off the floor and turning to face Physique, he attempts to take control of her using his mind control helmet.*
>
> *In order to do this, Monkey Nut must succeed in a ranked* **feat of psyche**, *pitting his* **psyche** *against hers. Because Monkey Nut has* **fantastic psyche** *and Physique only has* **world class psyche**, *Monkey Nut's target for the feat is one rank lower than his power rank and he therefore only needs a* **BRONZE** *result to temporarily take control of Physique's mind. The GM rolls the dice for Monkey Nut and rolls a 77. This is a* **SILVER** *result, which is more than enough for Monkey Nut to successfully take control of Physique. In fact it would still have succeeded even if Physique had had fantastic psyche.*

blunt melee – Attacking someone with a blunt melee weapon is a type of simple feat. See the Combat chapter for more details about how attacks work.

slammed – A character who has been slammed has been knocked back by the result of a hard blow and has also possibly been knocked off their feet.

mind control – A super power which enables you to take control of people's minds and give them mental commands.

Character Creation

Character Basics

A character in FASERIP is defined by a number of features, and these features are determined using a combination of random rolls and player selection during the creation of that character.

> *Example: Alex is starting a new campaign, and Sofia needs to create a character to play in it. Throughout this chapter we will follow Sofia's creation of her super hero character using these rules.*

Campaign Rank

Before you can generate a character, you must know the **campaign rank** that the character will be generated for. The campaign rank is set by the GM and serves as a rough measure of the power of the character. Characters created using the same campaign rank won't all be cookie-cutters of each other, but they will be close enough in power level to operate in the same super team effectively. You won't accidentally get one character who is strictly street-level and another who is cosmically powered in the same team because of lucky (or unlucky) dice rolls.

The default campaign rank is **world class**, which means that super heroes are significantly better than normal people (the "average" super hero is as agile as an Olympic gymnast and as smart as a Nobel laureate) but not completely untouchable when it comes to non-super agents and criminals.

> *Example: Alex declares that his campaign will use the default campaign rank of **world class**.*

Ability Ranks

Each character in the game has seven ability ranks which show the character's level of prowess in different areas. In each case, a typical (not super powered) person would have a rank of **average**, and anything that is **fantastic** or higher is considered to be super-human, and counts as a power (which means that it can be used for **power stunts**). The seven abilities are:

Fighting

A character's **fighting** rank shows how good they are in hand to hand combat and combat with melee weapons. It is most often used in combat where your character will be required to succeed in **feats of fighting** in order to hit your opponents. Your **fighting** rank also contributes to your **health pool**, since being better at **fighting** enables you to better avoid incoming attacks.

Agility

A character's **agility** rank shows how agile, graceful and dextrous they are. It may be used when a character needs to perform some kind of acrobatic or gymnastic feat, but **feats of agility** are most commonly used to determine the level of success of any ranged attacks that

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campaign rank – A standard set by the GM for their campaign, which gives a rough indication of the average power of super heroes. Campaign rank is discussed in more detail in the Settings chapter.

power stunts – These are times when you push a super power into acting in a way that it does not normally act, for example using a telekinesis power to fly by lifting yourself or using a super speed power to spin at high speed creating a whirlwind. Power stunts are discussed in more detail in the Karma chapter.

health pool – A measure of how much you can fight before you are too hurt to continue. When you are damaged by an attack, your health pool is reduced or used up.

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your character makes. Your **agility** rank also contributes to your **health pool**, since a high **agility** enables you to better avoid incoming attacks and turn solid hits into glancing blows.

STRENGTH

A character's **strength** rank is relatively straightforward. It shows how physically strong they are. It is used when a character tries to lift a heavy item or break through something that is tough, and its associated rank value is used as the base amount of damage done when your character hits someone in unarmed combat. The value associated with a character's **strength** rank also contributes to their **health pool**, since stronger characters are able to shrug off or deflect more blows.

ENDURANCE

A character's **endurance** rank shows how tough they are. Characters with high **endurance** ranks are able to better resist the special effects of particularly strong attacks, and are less likely to succumb to certain powers. The rank value associated with your character's endurance rank also contributes to their **health pool**, since the tougher they are the harder they are to take out in combat.

REASON

A character's **reason** rank shows how intelligent they are when it comes to logical deduction and invention. **Feats of reason** are rarely used, and **reason** is mostly a guide to role-playing your character. However, a high **reason** rank can be used to perform many imaginative power stunts involving the invention of things (often accompanied by suitable technobabble).

INTUITION

A character's **intuition** rank shows how intelligent they are when it comes to intuitive thinking, inspiration and perceptiveness. It can also be a weak indicator of how lucky someone is. **Feats of intuition** are used when a character needs to spot something out of the ordinary such as a death trap or an ambush (these feats are usually made against a static rank set by the GM).

PSYCHE

A character's **psyche** rank shows their strength of mind and their willpower. It also shows their resistance to pain and the ability to carry on despite hardship. It is often used in feats involving mental powers. **Feats of psyche** are used when performing actions using mental super powers.

DETERMINING ABILITY RANKS

When creating a character, start by setting the rank of each of the character's seven abilities equal to the campaign rank. Then roll the dice and look up the result on the Random Ability Table below, increasing the listed ability rank by +1 RS (to a maximum of **phenomenal**).

Random Ability Table	
Dice Roll	**Ability**
01-14	Fighting
15-28	Agility
29-44	Strength
45-58	Endurance
59-72	Reason
73-86	Intuition
87-00	Psyche

Repeat this process twice more, rolling the dice again each time and increasing the listed ability, so that when you have finished you have increased three ability ranks by +1 RS each. If you do roll the same ability rank more than once, that's fine. Just increase that ability by another +1 RS for each additional time you rolled it (again, this is to a maximum rank of **phenomenal**).

Once you have done all three increases, repeat the process three more times, but this time decrease the listed ability by -1 RS each time (to a minimum rank of **terrible**). Again, it's fine if you roll the same ability more than once or if you roll an ability that you have previously increased.

*Example: Sofia begins by noting down that all her ability ranks begin at **world class**. Then she rolls for adjustments. Her first three rolls are 28, 39 and 35. Looking on the table she sees that this gives her a +1 RS to her **agility** and a +2 RS (because she rolled it twice) to her **strength**.*

*She then rolls three more times, this time to see which abilities to decrease. She rolls 89, 24 and 67. Looking on the table once more, she sees that this gives her a -1 RS to her **psyche**, a -1 RS to her **agility** (which cancels the +1 RS she rolled previously), and a -1 RS to her **intuition**. After she has finished rolling, she applies the rank shifts, and her ability ranks are therefore:*

Fighting: World Class
Agility: World Class
Strength: Astounding
Endurance: World Class
Reason: World Class
Intuition: Great
Psyche: Great

POWERS

While not all heroes will have powers, most do; and they are often what differentiates heroes from normal people. While anyone may be very strong, normal people simply can't fly or shoot lasers from their eyes or turn into diamond or anything weird like that. Just like abilities, each power has a rank, and the rank indicates how good the power is at what it does. Depending on the individual power this may represent movement speed, damage, difficulty to resist, duration, or any other variable factor. The specific ways in which rank affects each power is given in that power's specific power description, in the Power Descriptions chapter.

POWER SOURCES

Powers can come from a variety of sources and can have been acquired by a variety of means; largely this will depend on the character's origin. It's quite possible for two characters to have similar powers but be very different characters with very different origins. However, all super powers (including ability ranks of **fantastic** or higher) in FASERIP are classified as having a Source. These sources have no effect on the powers themselves, but things that alter powers may only be able to alter powers from certain sources, for example a sorcerer may be able to use a "Dispel Magic" to suppress powers with the Magic source or a mutation detector may be able to detect characters with at least one power that has the Genetic Mutation source.

Although each power may only have a single source, characters may have different powers from different sources, and the player may choose the source for each of their character's powers, for example the player of an alien character may decide that their character's flight power has an innate source (because their species naturally have wings) but that their character's other powers all have the Science! source (because they represent devices that run on alien technology).

The possible sources for a power are:

COSMIC

The cosmic power source is not widely understood, even amongst heroes. It seems to somehow be an energy inherent in the cosmos, and tends to be associated with the most powerful of beings who are able to shape reality on a whim. It is often associated with distortions of space and time. Because of the immense magnitude of power inherent in the cosmic power source, it is not possible to declare that a power of lower rank than **astounding** has this source.

DIVINE

The divine power source is used for powers that are derived from so-called "upper" dimensions, such as Heaven, Nirvana, Asgard, Tian, and so forth. It is up to each GM to decide which dimensions of this type exist in their campaign setting. Some settings have a plethora of other dimensions. Beings using this power source are usually considered to be "good", but exceptions do exist.

GENETIC MUTATION

The genetic mutation power source is for powers with an unusual biological origin. These powers arise from an unusual genetic structure, the DNA of which seems to twist through more than three dimensions. This structure is occasionally found in humans, and even more occasionally found in other animals or even plants. Some aliens also have genetic mutations that operate in the same way. Although the majority of heroes with powers that have the genetic mutation source have **origin stories** in which they were simply born with the powers or their powers kicked in at puberty, it is also quite common for those with an origin story

origin stories – An origin story is the account of how a super hero or super villain came to acquire their powers. Origin stories are discussed in more detail later in this chapter.

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containing some kind of transformation (such as an accident in a science lab), since many transformations in this sort of origin story are actually described as activations of an otherwise undiscovered genetic mutation. In fact, the genetic mutation source is quite often the default source for characters whose origin story doesn't fit their powers to any other source easily.

INFERNAL

The infernal source is very similar to the divine source, except that it is for powers which stem from the "lower" dimensions, such as Hell, Sheol, Limbo, Niflheim, Jahannam, and so forth. As with divine dimensions, It is up to each GM to decide which dimensions of this type exist in their campaign. Beings using this power source are often seen as "evil", but exceptions do exist.

INNATE

The innate source is for powers that are not really super powers as such. For example, if a character is a winged alien, their ability to fly is not a power as such but simply a natural consequence of the fact that they have wings. Similarly, not needing to breathe is a natural consequence of being a robot.

Such innate powers cannot normally be disrupted or cancelled by outside forces such as the use of other powers, but neither can they be **boosted**. However, sometimes these powers may be physically restrained.

Powers should only rarely have the innate source, and it should only when possession of that type of power could be considered "natural". GMs should particularly watch out for players who are trying to justify clearly unnatural powers as "Innate" solely to avoid the chance of them being drained or nullified. In particular, it is harder to justify higher ranking powers as being innate.

MAGIC

The magic source stems from arcane spells, rituals, practices and items. Magical powers of all types (voodoo, hermetic sorcery, geomancy, qi manipulation, shamanism, and so forth) are all considered to be derived from the same power source, even if the practitioners of the different magical styles have little in common; and such powers are generally interchangeable (for example a power that drains magical abilities is likely to work equally well on abilities powered by hermetic sorcery as it does on abilities powered by qi manipulation). At high ranks, magic is almost indistinguishable from cosmic power, and to further muddy the waters many divine or infernal beings have powers with the magic source as well as powers based on their dimension of origin.

PSYCHIC

The psychic source is used for powers which are derived from mental strength and willpower. These powers are distinct from magic in that they generally just take an of thought to use rather than any kind of spell or ritual. Although most psychic powers are mental in nature, there is not always a strict one to one correspondence between the two. Many mental powers are actually magical in nature or the result of genetic mutations, and often psychic powers will have physical manifestations (usually in the form of force fields and telekinetic abilities).

SCIENCE!

The **Science!** power source is for powers that are derived from beyond-cutting-edge science and technology. In most campaigns there are many brilliant (or mad, but the line between the two is very blurred) scientists who have made breakthroughs which are far beyond that of mainstream academia and who have put these breakthroughs to use developing powerful devices. Science! based powers are usually based on devices of one kind or another, whether invented by a brilliant human or an advanced alien. However, occasionally a character will have gained cybernetic implants or the equivalent that use the science! source without being independent devices. The fact that the unique designs of maverick scientists tend to

boosted – Super powers can sometimes be boosted to higher ranks by determined effort. See the Karma chapter for more details.

Science! – The Science! power source is always spelled with an exclamation mark to show that it is comic-book technobabble rather than real science. Characters using Science! to do things should not be restricted to what is actually possible using real world science.

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never get past the prototype stage and into mass production is something that baffles more mainstream scientists (who often also simply don't understand the advanced theories behind such designs). For some reason, the advanced hi-tech inventions never seem replicable when not hand-built by their inventors. There are many hypotheses as to why this might be so.

FLEXIBILITIES AND LIMITATIONS

Super powers are not all equal. Two characters might have the same power, and might even have it to the same power rank. But one of them might have a much more flexible version of the power that can be used in clever ways in which the other more limited version can't.

By default, all powers are acquired in a fairly average form. Each power is described in the Power Descriptions chapter, and these descriptions show how each power usually works and what it usually does. However, the majority of powers come with suggested **flexibilities** and **limitations**. By adding flexibilities and limitations to a power, the power can be personalised to fit the character better, and also give the character more flexibility and less randomness.

However, it is never compulsory to add a flexibility and/or limitation to a power. There is nothing wrong with having a character whose powers are "by the book". The character won't be weaker or inferior to a character who has flexibilities and/or limitations on their powers.

If a flexibility on a power allows the power to be used in a way that emulates a different power, the emulated power is always considered to be at the same rank as the power that is being used for the emulation, and is considered to be part of that power rather than a second independent power.

DETERMINING POWERS

After you have finished determining your character's initial ability ranks, the next step in creating a character is to determine their powers. This is done in a semi-random fashion, whereby each character gets eight points to spend acquiring and boosting their powers. Points are spent one at a time, and the spending of each point must be fully resolved before the next one is spent.

Each point spent can either:

◊ **Acquire a Power :** Your character gains a new super power at campaign rank -1 RS. The new power that is acquired must be a power that your character doesn't already possess.

◊ **Boost an Ability or Power:** One of your character's abilities or powers increases by +1 RS, although this can't increase the power beyond **phenomenal**. Alternately a boost to a power may add a flexibility to that power. In either case, you can only ever boost a power that your character has already acquired. If you don't already have the power, you can't boost it!

You do not get a free choice of how to spend each of your eight points. Instead, you normally roll on the Power Acquisition Table on the facing page to see what you can do with each point in turn.

flexibilities – Flexibilities are ways in which a power can be used over and above its normal parameters. Some flexibilities simply enhance the usefulness of a power, but most involve using the power in a way that emulates the use of a different power, for example using telekinesis to lift yourself up, emulating the flight power.

limitations – Limitations are restrictions on a power, either restricting the options you have when using it or making it less powerful, for example a mind control power might be restricted to only work on animals rather than people.

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Power Acquisition Table	
01-08	Boost an Ability of your choice
09-22	Acquire a random Attack Power or Boost an existing Attack Power of your choice
23-32	Acquire a random Defence Power or Boost an existing Defence Power of your choice
33-45	Acquire a random Manipulation Power or Boost an existing Manipulation Power of your choice
46-59	Acquire a random Mental Power or Boost an existing Mental Power of your choice
60-71	Acquire a random Movement Power or Boost an existing Movement Power of your choice
72-76	Acquire a random Physical Enhancement Power or Boost an existing Physical Enhancement Power of your choice
77-86	Acquire a random Sense Power or Boost an existing Sense Power of your choice
87-94	Acquire a random Transformation Power or Boost an existing Transformation Power of your choice
95-00	Acquire a Power of your choice or Boost any existing Ability or Power of your choice

When spending a point, you may choose not to roll on the Power Acquisition Table and spend the point to boost an existing attribute or power of your choice instead. If you take this option more than once to boost the same power, it costs you two points to do it the second time (for a total of three points), and three points to boost the power for the third time (for a total of six points). Note that this increasing cost only applies when you choose not to roll on the table and only applies when doing that to boost the same power multiple times. When you boost a power as the result of rolling on the Power Acquisition Table this does not increase the cost of further boosts.
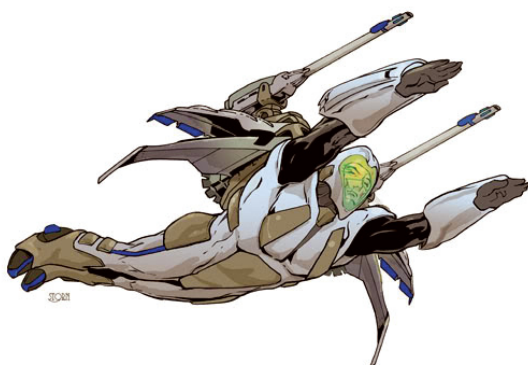
Random Power Tables

The following tables show all the super powers split into the categories that are listed in the Power Acquisition Table. Some of these powers have symbols after their names, which you should pay attention to while you are rolling for your powers. The symbols and their meanings are as follows:

❖ – If a power is annotated with ❖, it has more than one type or flavour, and you must choose which type or flavour of the power you have. More details for each power with this symbol can be found in the power's description in the Power Descriptions chapter. You do not have to choose the type or flavour of your power immediately, but can wait until you have all your powers before making the decision to best match your other powers and your developing character concept.

💣 – If a power is annotated with 💣 it is a super power that can be potentially problematic for the GM. This may be because it assumes things about the GM's campaign setting that might not be true; or it may be because it breaks the kind of campaign that the GM is planning to run; or it may simply be that the super power has the potential to disrupt play. In any of these cases, the GM should carefully read the power description and should ask the player to re-roll the power if they think that it will be unsuitable for the campaign they are running.

Random Attack Powers (Acquisition Roll: 09-22)		
01-08	Affliction	Page 77
09-20	Binding	Page 81
21-42	Blast	Page 81
43-50	Corrosion	Page 84
51-58	Energy Drain	Page 96
59-67	Fast Attack	Page 98
68-88	Strike	Page 118
89-100	Stunning	Page 118

Random Defence Powers (Acquisition Roll: 23-32)		
01-12	Absorption	Page 76
13-28	Aura	Page 80
29-48	Force Field	Page 99
49-60	Mind Shield	Page 109
61-72	Reflection	Page 114
73-100	Resistance ❖	Page 114

Dream Control – This power can result in the player spending long periods interacting with the GM on their own, while the other players get bored.

Spirit Control – If the GM does not have spirits in their campaign setting, this power is useless.

Random Manipulation Powers (Acquisition Roll: 33-45)		
01-15	Alteration Ray ❖	Page 78
16-30	Continuum Control ❖	Page 81
31-34	Dimension Control	Page 85
35-49	Element Control ❖	Page 88
50-64	Energy Control ❖	Page 91
65-79	Matter Control ❖	Page 104
80-94	Power Control ❖	Page 111
95-100	Servant	Page 115

Random Mental Powers (Acquisition Roll: 46-59)		
01-08	Dream Control 💣☄	Page 86
09-26	Emotion Control	Page 91
27-44	Illusion/Images ❖	Page 101
45-50	Machine Control	Page 104
51-68	Mental Blast	Page 105
69-77	Mind Control	Page 108
78-82	Spirit Control 💣☄	Page 117
83-100	Telepathy	Page 120

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Random Movement Powers (Acquisition Roll: 60-71)		
01-06	Burrowing	Page 81
07-12	**Dimensional Travel** 💣	Page 86
13-29	Flight	Page 99
30-46	Leaping	Page 103
47-50	Phasing	Page 109
51-57	Spinning	Page 116
58-73	Super Speed	Page 120
74-80	Swinging	Page 120
81-90	Teleportation	Page 121
91-100	Wall Crawling	Page 123

Random Physical Enhancement Powers (Acquisition Roll: 72-76)		
01-08	Ability Boost ❖	Page 75
09-16	Aquatic	Page 80
17-24	Extra Body Parts ❖	Page 98
25-39	Immortality	Page 102
40-77	Life Support ❖	Page 103
78-100	Regeneration	Page 114

Random Sense Powers (Acquisition Roll: 77-86)		
01-08	**Astral Projection** 💣	Page 80
09-20	Danger Sense	Page 84
21-36	Dazzle	Page 84
37-48	Detection ❖	Page 85
49-56	Environmental Awareness	Page 96
57-64	ESP	Page 97
65-72	Interface	Page 102
73-76	**Postcognition** 💣	Page 111
77-80	**Precognition** 💣	Page 113
81-100	Super Senses ❖	Page 118

Random Transformation Powers (Acquisition Roll: 87-94)		
01-09	Adaptation	Page 76
10-14	Alter Ego	Page 78
15-19	Alternate Form ❖	Page 78
20-24	Density	Page 85
25-29	**Duplication** 💣	Page 87
30-34	Evolution	Page 97
35-37	**Gestalt** 💣	Page 99
38-42	Growth	Page 100
43-51	Healing	Page 100
52-56	Invisibility	Page 103
57-61	Mimicry ❖	Page 106
62-66	Shrinking	Page 116
67-71	Stretching	Page 117
72-76	Transformation ❖	Page 122
77-100	Wizardry ❖	Page 123

Dimensional Travel – If the GM does not have alternate dimensions in their campaign setting, this power is useless.

Astral Projection – This power can result in the player spending long periods interacting with the GM on their own, while the other players get bored.

Postcognition – This power can make it very difficult for the GM to run an investigation based campaign.

Precognition – This power can make it very difficult for the GM to run a mystery based campaign.

Duplication – This power can result in one player getting multiple actions in combat, while the other players get bored.

Gestalt – This power can result in the player spending long periods interacting with the GM on their own, while the other players get bored.
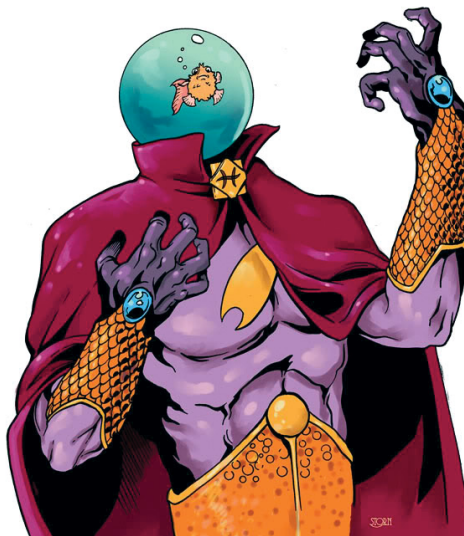
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Spinning – The ability to spin around really fast like a spinning top. It doesn't do much on its own, but it has some powerful flexibilities.

Animal Mimicry – The ability to copy the abilities of an animal, such as its agility or its unusual senses.

Plant Mimicry – The ability to copy the abilities of a plant, such as its wooden form or photosynthesis.

Power Mimicry – The ability to copy the super powers of others.

Nemesis – The ability to acquire whatever power is best suited to fight your current opponent.

Material Mimicry – The ability to copy the material properties of objects, such as their hardness.

Dimension Control – The ability to change the number of dimensions you occupy, for example becoming two dimensional to slide through the gap under a door.

Example: Sofia now gets eight points that she must spend in order to acquire super powers.

For her first point, she currently has no powers so she can't choose to boost an existing power instead of rolling on the Power Acquisition Table. She could boost an attribute, but she wants to see what sort of powers she will have first. Rolling the dice, she gets a 64. She must either acquire a random movement power or boost an existing movement power that she has. Since she currently has no movement powers to boost, she rolls on the Random Movement Powers table and gets a 53. This means she has now acquired the **Spinning** power at Campaign Rank -1 RS.

For her second point she decides to roll again. This time she gets a 93 on her roll on the Power Acquisition Table which means she either acquires a random transformation power or boosts an existing one. Since she has no existing transformation powers (her only power so far is Spinning, which is a movement power) she rolls on the Random Transformation Powers table to see which power she acquires. She rolls a 60, indicating that she acquires the Mimicry power; again at Campaign Rank -1 RS. Since the Mimicry power has a ❖ symbol next to it, this means that there are various sub-powers or types of Mimicry. Sofia looks up the description of the power in the Power Descriptions chapter and discovers that she must choose between **Animal Mimicry**, **Plant Mimicry**, **Power Mimicry**, **Nemesis**, or **Material Mimicry**. However, since she doesn't have to choose which type she has immediately, she decides to wait and see what other powers she gets before choosing.

For her third point, she rolls once more and this time she rolls an 02. She may gain a +1 RS on any ability of her choice. Since her **strength** is already pretty good, Sofia assumes that her character will probably be in melee combat quite a lot, so she boosts her **fighting** by +1 RS, taking it to **fantastic**.

For her fourth point, Sofia rolls once more hoping to get another super power. She rolls a 40, which means she gets a random Manipulation power. Again, if she already had a manipulation power she'd be able to boost it instead, but she doesn't. Rolling a 32 , she sees that she has **Dimension Control**. As with her other powers, this starts at Campaign Rank -1 RS. Reading the description of the Dimension Control power, Sofia thinks that it might go very well with Material Mimicry. She likes the idea of being able to move along a wall or floor two-dimensionally and then "pop out" with the physical properties of the surface she was sliding along.

Aware that she has now used half of her points and that if she keeps rolling she might end up with an incoherent mess, Sofia decides to spend her next two points without rolling on the tables. Instead she boosts her Dimension Control power and her Material Mimicry power. Having a quick look at the flexibilities available for each of them, she decides to use her Dimension Control boost to take the Extra Forms flexibility, and to use her Material Mimicry boost to give that power a +1 RS. Because she is spending each of these points boosting a different power, the two boosts only cost her one point each.

Sofia now has two points left. If she wants to boost either her Material Mimicry again or her Dimensional Control again, it will cost her both points to boost one of them – since she's already boosted them once each. She considers boosting her Spinning, but she's not that enamoured with the power so she decides instead to have another roll on the Power Acquisition table. She rolls a 40, which means that she can either roll for another manipulation power or boost her Dimensional Control again. She decides to boost her Dimensional Control for a second time, giving it +1 RS. It doesn't cost her two points to do this despite having previously boosted it, because this boost was rolled on the table rather than chosen so it doesn't count towards increasing the cost of boosts for the power.

For her final point, Sofia decides not to risk rolling another random power that might be hard to fit in with her existing powers, and so instead she chooses to spend that last point to boost her **fighting** ability once more for another +1 RS. Again, although she has already boosted it once it only costs her a single point because the previous boost to the ability was rolled rather than chosen and therefore didn't count towards increasing the cost of boosts for the power.

Limits

When you have finished spending your points to acquire and boost your powers, you have one more chance to adjust them in order to make them less generic and more unique to your character. You may take limits (these are listed in the Power Descriptions chapter for each power) on any of your powers in exchange for further boosts. Each limit you take on a given power lets you add a boost to that power. You can't take a limit on one power and apply the boost to a different power. The boost must apply to the same power that the limit applies to.

FASERIP

Player: Sofia

Name: Paradox

Secret Identity: Abbie Saunders

Ability	Rank	Pushes
Fighting	Astounding	
Agility	World Class	
Strength	Astounding	
Endurance	World Class	
Reason	World Class	
Intuition	Great	
Psyche	Great	

Specialities

Physics

Illustration

Health

160

Karma

70

Powers

Name	Rank	Pushes
Material Mimicry	Fantastic	

Physical materials only

Dimension Control	Great	

Extra Forms (1D to 5D)

Super Speed when 5D

Contacts

Lifestyle & Gear

Wealth	Decent	
Fame	Zero	

Example: Looking at her powers, Sofia thinks that while her Material Mimicry makes sense for her to be able to mimic the abilities of physical materials when combined with her Dimension Control she doesn't think that mimicking the abilities of energy fits with the dimensional stuff as well. She therefore takes the One Type limit on the power and applies a boost to give it another +1 RS.

Origin Story

Once you have finished adjusting your powers, you need to create an origin story for your super hero. This explains how the super hero acquired their powers and became a hero. Different groups of players vary in terms of the amount of background they want in an origin story. Some like a long and detailed story from which they can extract lots of **plot hooks**. Others are happy with a couple of sentences that give a simple explanation of how the hero got their powers and has little more. It's up to your group to decide what your preferences are.

However, at a minimum the origin story of a character must include the source of their powers. For example even the simplest origin story possible ("I'm a mutant. I was born with these powers.") includes the fact that all of the character's powers have the genetic mutation source.

When creating your origin story, you need to get the GM to review it. The GM may have made some decisions about the campaign setting that preclude or require certain origins. For example it may be a setting that doesn't contain aliens, in which case it would not be possible to have an alien origin; or it may be that the GM has decided that in their setting all powers have the Magic source, and any origin story is fine as long as it involves the character's powers having that source.

In general, your origin story should include how you acquired all your super powers. However, given the semi-random nature of character generation you may have some powers that simply don't fit with the rest of your character or don't fit with the origin story that you think is a great explanation for your other powers. In these cases, create an origin story that skips those powers, and you will have the chance to trade them in for specialities and resources.

Some sample origins for super heroes, along with the sort of traits often associated with heroes with those origins, are listed below. This is not meant to be an exhaustive guide, just suggestions.

Artificial

The character was not born, but was artificially created. Maybe they are a robot or android, or maybe they are some kind of golem or even an undead creature. Heroes with the artificial origin tend to be very physically strong, and will often possess the Life Support power, indicating that their artificially created bodies do not have the same needs as normal bodies.

Birthright

The character was either born with their super powers or born with the potential to have powers which then later manifested themselves, possibly at puberty or at a time of great stress. While

this origin is usually used for characters who's powers stem from genetic mutations, it can also be used for characters with other power types such as having natural magical or psychic powers due to being born when the stars were right, or possessing some mystical bloodline. Characters with the birthright origin are often those with a greater number of powers than average.

Gimmick

The character's powers come from items of one kind or another. These may be technological devices, magical items, cosmic foci, or any other type of item of power, but whatever they are the powers are inherent to the items, not the character themselves. The character may have invented and built the items themselves or may have acquired them via some other means.

Heroes with the gimmick origin are often those with higher mental ability ranks, indicating their ability to have invented or magically attuned to their gimmicks. Gimmick characters often have the Damage Resistance power and have that power represent a battle-suit.

Trained

The character's powers come as the result of intensive training, possibly self taught or possibly after studying under a master. This is a common origin for costumed vigilantes, martial artists, and magicians. Heroes with the trained origin often have better ability ranks and more specialities than average, but fewer actual super powers. Some even have no super powers at all.

Transformed

The character was born a normal human, but some incident transformed them into their heroic self. They may have been in an experiment (either deliberately or reluctantly) or their powers may simply be the result of a bizarre accident. In some ways, this is a "default" origin for super heroes.

Visitor

The character is from another place. Maybe they are an alien from another planet, or maybe they are a supernatural being from another dimension. Depending on exactly where they are from, their powers may be of almost any type. Like the trained origin, this is often the origin for characters with better ability ranks than average but fewer actual super powers. The visitor origin is often combined with another origin (for example the gimmick origin for alien visitors who use hi-tech devices, or the artificial origin for robots of alien origin).

> *Example:* *Sofia now needs to come up with an origin story for her character. Noting that with the Extra Forms flexibility her Dimensional Control gives her a total of four other forms as well as 3d (but each of them must be adjacent to the others in its number of dimensions) she looks to see which she should take. Not wanting to take the 6d form because she thinks dimensional travel might not fit the campaign, she's left with a choice of going from 0d-4d or from 1d-5d. Comparing the effects of being 0d (you can't move but you're invisible and invulnerable to almost everything) and being 5d (you get the equivalent of the* **Time Control** *power at the same rank as your Dimensional Control) she decides that she'd prefer to have the 1d-5d range, and this gives her an idea for her origin story...*

Time Control – The ability to manipulate time and its effect on things. Time control doesn't have a fixed base effect, just a list of flexibilities. When you gain the power you choose one of these flexibilities to act as the base effect.

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She decides that her hero was a scientist called Abbie Saunders who was studying hyperdimensional physics when she was given a device and some instructions by a mysterious person dressed as a super hero who appeared in her office. Following the instructions, she operated the device at the time she was told to only for it to be struck by lightning and explode. After the explosion exposed her to strange radiations, Abbie discovered that she had developed the ability to adjust her dimensionality. She was able to go from being one dimensional all the way up to being five dimensional, and the latter gave her the ability to slow the rate at which she moved through time – effectively making her super fast compared to the world around her. Not only that but she was also able to fold her dimensions around those of solid objects, effectively making the object occupy the same space as herself.

With these powers, she realised that the mysterious stranger had been herself coming from the future. Not only had she been the one who had given herself the device that gave her powers, she had also left a second parcel containing a costume and a handwritten letter explaining the situation. She would use her powers to act as a super hero, and at some point she would master her powers to the extent that rather than just being able to move more slowly through time she would be able to actually time travel. Once she had reached this point of mastery she would then create the device and take it back to her past self, knowing that it would be struck by lightning (because she remembered it happening) and give her past self the powers that she was now using!

In the above origin story, Sofia has explained how her character, whom she is calling "Paradox", acquired the Dimension Control and Matter Mimicry powers. Both of these powers will have the genetic mutation power source, with Paradox's DNA having been altered by the arranged accident. Sofia hasn't included the Spinning super power in the origin story because she's intending to trade it in during the next step of character generation and exchange it for specialities and wealth.

BENEFITS

By the time you have finished your origin story, you should have a good idea of who your super hero is and how they acquired their super powers. You may also have one or more super powers that you either couldn't fit into your origin story or weren't interested in fitting into your origin story. You must drop these powers from your character, but each super power that you drop in this manner allows you to acquire any two of the following benefits for your character:

◊ **Wealth:** You gain a +1 RS to your **wealth** rank.

◊ **Fame:** You gain +1 RS to your **fame** rank.

◊ **Specialities:** You gain a speciality of your choice (this may be the same one twice).

◊ **Contacts:** You gain a **contact**.

You may acquire the same benefit more than once.

SPECIALITIES

Specialities are mundane but useful talents, and they are a way to show that your character is very good at a particular activity or knowledgeable in a particular area. Specialities are not super powers, and many will likely be possessed by mundane characters as well as heroes. A speciality normally gives you a +1 RS to one of your ability ranks when you are attempting something related to that speciality. When you acquire a speciality, you may freely choose which speciality your character has, and you may choose to have the same speciality more than once (in which case the +1 RS bonuses add together up to a maximum bonus of +3 RS).

The Specialities Table shows a list of all the specialities, and gives optional die rolls for each in case you can't decide and you wish to roll randomly for a speciality instead of choosing one. Remember that rolling is completely optional and you may choose your specialities if you prefer. Some specialities require you to choose a particular type of thing to be specialised with, for example if you have the "Art" specialisation you need to decide what type of art your character creates. In these cases, if you pick (or roll) the same speciality more than once you may choose whether your multiple specialities are of the same type or of different types.

If you want to cut down on the amount of time that is spent rolling dice in your game, in many noncombat or otherwise safe situations the GM may simply decide that a character with a relevant speciality automatically succeeds at an action because they know what they're doing without

slowing the game down by determining an exact difficulty for the feat required for the task and then rolling to see if the character succeeds. How often you use this simpler option is something that your group should agree on – some prefer simpler games and others prefer more detail.

Specialities Table	
Optional Die Roll	Speciality
01-05	Acrobatics
06-08	Aerial Combat
09-11	Art ❖
12-14	Athletics
15-16	Business
17-19	Computers
20-24	Criminology
25-27	Driving
28-30	Electronics
31-35	Investigation
36-38	Languages
39-41	Law
42-46	Leadership
47-51	Martial Arts
52-57	Medicine
58-59	Mechanics
60-62	Mental Resistance
63-65	Military
66-68	Occult
69-70	Perform ❖
71-73	Pilot
74-76	Power Use ❖
77-78	Psychiatry
79-84	Science ❖
85-86	Sleight of Hand
87-89	Stealth
90-92	Underwater Combat
93-97	Weapons ❖
98-00	Wrestling

ACROBATICS

You gain +1 RS to your **agility** rank when it is used in **feats of agility** involving acrobatics.

AERIAL COMBAT

Opponents have a -1 RS penalty to their **fighting** and **agility** ranks when they are making **feats of fighting** or **feats of agility** to attack you while you are flying or gliding through the air.

ART ❖

You gain +1 RS to your **agility** and **intuition** ranks when they are used to in **feats of agility** and **feats of intuition** to create works of art of a particular kind. You must choose the type of art when you choose this speciality; for example: painting, sculpting, photography.

ATHLETICS

You gain a +1 RS to your **agility** rank, **strength** rank and **endurance** rank when they are used to perform actions associated with athletics; for example: **feats of strength** for climbing and jumping, **feats of agility** for acrobatics, horse-riding and gymnastics, and **feats of endurance** for swimming and distance running. This does not apply to attacks in combat.

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STORN

BUSINESS

You gain a +1 RS to your **reason** rank when it is used in **feats of reason** to determine knowledge about or skill with financial and business related issues.

COMPUTERS

You gain a +1 RS to your **reason** rank when it is used in **feats of reason** to determine knowledge about or skill with computers and computer programs.

CRIMINOLOGY

You gain a +1 RS to your **reason** and **intellect** ranks when they are used in **feats of intuition** to gather information from a crime scene or **feats of reason** to know about criminals and criminal behaviour.

DRIVING

You gain a +1 RS to your **agility** rank when it is used in **feats of agility** to drive land or sea vehicles.

ELECTRONICS

You gain a +1 RS to your **reason** rank when it is used in **feats of reason** to analyse, build, and repair electronic devices. This does not apply when using electronic weapons to attack in combat.

INVESTIGATION

You gain a +1 RS to your **reason** and **psyche** ranks when they are used in **feats of reason** to acquire information from research, or **feats of psyche** to acquire information on the street.

LANGUAGES

All characters are assumed to be able to speak, read and write a number of languages equal to their **reason** rank value divided by five (rounded to the nearest whole number). Characters with **terrible reason** can speak one language but cannot read or write. When determining how many languages your character knows, you gain a +1 RS to your **reason** rank before dividing it.

LAW

You gain a +1 RS to your **reason** rank when it is used in **feats of reason** to know or to practice law.

LEADERSHIP

When you are in a super team and you are acknowledged to be the leader of the team by the rest of the team members, any **karma** that you donate to the team's **karma pool** is doubled.

MARTIAL ARTS

You gain a +1 RS to your **fighting** rank when making **feats of fighting** to hit people in unarmed melee combat (except for wrestling, which has its own speciality). Additionally, when you successfully hit someone in unarmed melee combat, you may choose to use your **fighting** rank instead of your **strength** rank when determining whether or not your opponent is **Stunned** or **Slammed**. See the Combat chapter for more details of stunning and slamming.

MEDICINE

When you treat an injured or sick patient, that patient receives +1 RS to their **endurance** rank when it is used in order to determine how quickly they recover. See the Getting Better chapter for more details on injuries and how **endurance** rank affects characters' recovery from damage.

MECHANICS

You gain a +1 RS to your **reason** rank when it is used in **feats of reason** to analyse, build, and repair mechanical devices. This does not apply when using mechanical devices to attack in combat.

MENTAL RESISTANCE

You gain a +1 RS to your **psyche** rank when it is used as the difficulty for the **ranked feat of psyche** which is made by opponents who are trying to use mental super powers against you.

Military

You gain a +1 RS to your **reason** rank when it is used in **feats of reason** to determine knowledge about or skill with military organisation, tactics, equipment, codes of warfare, and capabilities.

Occult

You gain a +1 RS to your **reason** rank when it is used in **feats of reason** to determine knowledge about or skill with magic, occultism, religious rites and practises, and the supernatural.

Perform ❖

You gain a +1 RS to your **agility** and **intuition** ranks when they are used in **feats of agility** or **feats of intuition** to determine your skill with a particular type of artistic performance. You also gain a +1 RS to your **reason** when it is used in **feats of reason** to determine knowledge about your chosen type of artistic performance and its practitioners. You must choose the type of performance when you choose this speciality; for example: singing, piano playing, dancing, acting.

Pilot

You gain a +1 RS to your **agility** rank when it is used in **feats of agility** to drive air/space vehicles.

Power Use ❖

You gain a +1 RS to feats made with any ability which are associated with a particular one of your powers, chosen by you when you acquire this speciality. This rank shift does not affect the actual rank of the power nor any numerical values associated with it (for example damage). It only applies to feats of ability that you use in conjunction with the power such as attack rolls.

Psychiatry

You gain a +1 RS to your **reason** rank when it is used in **feats of reason** to determine your character's knowledge of (or skill with) psychiatry, psychology and other mental health issues. You also receive a +1 RS to your **intuition** rank when it is used in **feats of intuition** to determine whether you can recognise that someone is under the influence of a mental power.

Science ❖

You gain a +1 RS to your **reason** rank when it is used in **feats of reason** to determine your character's knowledge about or skill with a particular branch of **science**. You must choose the branch of science with which your character is skilled; for example biology, chemistry, or physics. If the GM agrees, you can also take this speciality and apply it to something that would be a pseudo-science in the real world but which may actually work (with the benefit of super powers) in the game world, such as alchemy, parapsychology, or animal magnetism.

Sleight of Hand

You gain a +1 RS to your **agility** rank when it is used in **feats of agility** to determine success in when your character performs sleight of hand manoeuvres such as stealing, palming, swapping or hiding small objects or suddenly producing small objects from hidden pockets.

Stealth

You gain a +1 RS to your **agility** rank when it is used in **feats of agility** for hiding or sneaking.

Underwater Combat

Opponents have a -1 RS penalty to their **fighting** and **agility** ranks when they are making **feats of fighting** or **feats of agility** to attack you while you are underwater or swimming. Additionally, you do not take the normal -1 RS penalty to actions (including attacks) while underwater.

Weapons ❖

You gain a +1 RS to your **fighting** or **agility** rank (whichever is appropriate) when making **feats of fighting** or **feats of agility** in order to attack with your chosen type of weapon. You must choose the type of weapon your character is skilled with; for example swords, pistols, shuriken, shields. If you choose to be skilled with shields, you gain the rank shift only when you are trying to bash someone with a shield or throw it at someone. It does not improve your defence.

grapple – An attack that involves grabbing people and trying to prevent their escape, rather than simply hurting them. Generally, grabbing someone is quite easy but holding onto them while they try to escape is trickier.

health – A pool of points that determine your ability to keep fighting. They represent not only physical damage, but also fatigue and skill at avoiding blows and turning solid hits into grazes and near (but exhausting) misses.

Wrestling

You gain a +1 RS to your **fighting** and **strength** ranks when you make **feats of fighting** or **feats of strength** to either try to **grapple** someone, break out of a grapple, or escape from a grapple. This does not increase the amount of damage you can do to someone when grappling them.

> *Example:* *Having dropped her Spinning power, Sofia decided that since her origin story states that Paradox is a physicist in her secret identity, she decides to get the Science (Physics) speciality and a +1 RS to her* **wealth** *score. This means that Paradox's normally* **world class reason** *counts as* **fantastic reason** *instead when she is making feats of reason to understand physics.*

Health

Add together the four values corresponding to your character's **fighting**, **agility**, **strength**, and **endurance** ability ranks. The total value of these four ranks is your **health** score. For example if you have a **fighting** of **Wc[30]**, an **agility** of **Wc[30]**, a **strength** of **Fa[40]** and an **endurance** of **Wc[30]** you will have a total **health** score of 30 + 30 + 40 + 30 = 130 points.

Your **health pool** is a pool of points which is equal to your **health** score when you are fresh and healthy. These points are used up when you are hurt (usually, but not always, this is as a result of being hit in combat). Any damage that you take is subtracted directly from your **health pool**, and if your **health pool** is ever reduced to zero or less you are in big trouble. You are unconscious and, depending on the nature of the damage you took, you may even be dying.

> *Example:* Paradox has **astounding fighting** (which has a rank value of 50), **world class agility** (with a rank value of 30), **astounding strength** (with a rank value of 50), and **world class endurance** (with a rank value of 30). She therefore has 50 + 30 + 50 + 30 = 160 **health**. This is a lot of **health**, which will come in handy since Paradox is going to be spending a lot of time in melee.

KARMA

Add together the three values corresponding to your character's Reason, Intuition and Psyche ability ranks. The total value of these three ranks is your initial **karma** score. For example if you have a Reason of Fa[40], an Intuition of Gt[20] and a Psyche of Wc[30] you will have a total **karma** score of 40 + 20 + 30 = 90 points. Your **karma** score does not have a pool of points associated with it like your **health** score, although it will change frequently during play.

> *Example:* Paradox has World Class Reason (which has a rank value of 30), Great Intuition (which has a rank value of 20), and Great Psyche (which has a rank value of 20). She therefore has 30 + 20 + 20 = 70 karma. This is a slightly below average karma score for a starting character, but Sofia is not worried as she knows that she can easily earn more karma through play.

WEALTH

Your character's **wealth** rank shows how much money and resources they have access to, and consequently it shows the kind of lifestyle that they can afford. Just like ability ranks, **wealth** is measured on the standard rank table, and each rank has a default lifestyle associated with it.

Wealth Ranks	
Rank	**Wealth**
Zero	Destitute. On the streets and starving or begging. Alternately living in the wilds and hunting and scavenging.
Terrible	Poor. Only income is benefits or charity. Living in rented rooms and probably struggling with the rent and bills.
Bad	Minimum wage income. Living in a rented apartment or house share. Surviving from week to week, but unable to afford luxuries. Uses public transport, or has a wreck of a car.
Average	Salaried income at the lower end of the scale. Owns a small house, and can afford a few luxuries. Runs a second hand car.
Decent	Solidly middle class income. Owns a nice family house and can afford regular luxuries and holidays. Runs a new car.
Great	Upper middle class. Has a profession rather than a job, or possibly a small inheritance. Owns a large house and can afford regular foreign holidays. Owns a new luxury car.
World Class	Upper class. Owns more than one house or owns a mansion. Owns or runs a large business or a portfolio of small businesses; or has inherited a title and lands.
Fantastic	Super-rich. Owns a number of large businesses or a major corporation. Has multiple properties, possibly a small tropical island. Travels by yacht and corporate jet.
Astounding	Royalty. Owns a small country or equivalent. Lives in luxury.
Wondrous	Ultra-rich. Owns a mega-corporation or medium country, or is a billionaire socialite.
Phenomenal+	Owns and rules a large country.
Planetary+	Owns and rules an entire dimension.

All super heroes are assumed to start with **average wealth** unless they have traded any unwanted powers for rank shifts to improve their **wealth** rank. It is possible to start with less than **average**

wealth if that fits your character's origin story, and each rank of **wealth** that you sacrifice in this manner lets you take an extra speciality or an extra contact. You may not sacrifice wealth to gain extra super powers nor can you sacrifice it to boost your super powers or ability ranks.

> *Example: Sofia gets a +1 RS to Paradox's **wealth** rank (and the Physics speciality) for trading in her Spinning power. This means that Paradox has **decent wealth** – she's got a solidly middle class income from her post-doc work at the university, and probably owns a nice car and her own home.*

CONTACTS

Contacts are people or organisations that your character is friendly with and who can provide your character with information or **help** you out in emergencies. These contacts can range from established super heroes to government organisations to military groups or corporations. You can even have super villains or criminal organisations as contacts, although as a super hero you obviously need to be careful how closely you associate yourself with such groups.

FAME

Your fame is, rather obviously, a measure of how famous and popular you are. As a starting character, you will begin with **zero fame** since no-one has heard of you. However, if you have traded powers for rank shifts in **fame** it may start higher than this. Unlike other ranks, **fame** may actually go "negative" in that it is possible to be actively **infamous** rather than simply unknown. If you want your character to start with **infamy** rather than **fame**, possibly due to a misunderstanding that is part of their origin story, you can gain ranks of **infamy**. Each rank of **infamy** that you gain in this manner lets you take an extra speciality or an extra contact. You may not gain **infamy** to gain super powers nor can you gain it to boost your super powers or ability ranks.

FINISHING TOUCHES

Your character is now almost ready. You need to determine mundane details like your character's name, secret identity (if any), costume details, and any equipment they carry around. Generally, you are free to choose these sorts of detail, although in the case of equipment you need to be reasonably realistic in terms of the bulkiness, expense, and availability of what you want your character to have on them. Use your **wealth** rank as a guide to the sort of equipment and possessions your character will be able to afford. However, if your super powers are Science! based and rely on specific devices to function (for example a battlesuit or an alien amulet) you are assumed to possess those specific items even if they would otherwise be out of your price range.

Many of the super powers you might possess are very destructive to normal clothing, particularly those involving the transformation of your character's body or anything that surrounds your character's body in any kind of energy. If you have this sort of power, you can either assume that your costume is made from Morphic Fabric (a special hi-tech fabric that changes as you change) or that your powers include some kind of in-built protection for your costume.

help – To persuade someone to help you or co-operate with your instructions or requests, you need to make a feat of fame. Contacts count as being "friendly" and therefore in their case the feat is easier to make. This is described in more detail in the Allies, Enemies & Equipment chapter.

infamous – See the Allies, Enemies & Equipment chapter for the effects of infamy.

Combat

Combat Basics

Super heroes are constantly getting into fights. Even those "reluctant heroes" who aren't particularly belligerent or aggressive somehow always seem to end up in situations where they need to fight to protect themselves or their loved ones. Combat therefore plays a major part in this game.

Although in real life combat is a messy affair with lots of things happening at once, for game purposes it is convenient to split it up into short periods of time and to handle each person's action or actions within each of those periods in turn. Similarly, even in a simple fist fight, people don't simply stand still and hit each other. They are constantly shifting and moving around. Therefore rather than trying to measure exact distances between combatants to the nearest foot or metre it is convenient to just split the terrain in which fights are occurring into a number of discrete areas.

Rounds And Actions

During combat, time is split into rounds. Each round is a few seconds of time. If it's necessary to count a number of rounds before something happens, such as a time bomb going off, assume that on average each round is 6 seconds long, but there's no need to be overly strict about every round being exactly that length. If someone wants to do something that would take anywhere from about 4-10 seconds then it's something that can be done in a single round.

During a round, each combatant can take one action. This action will very often be an attack or the use of a power of some kind, but might instead be moving from one area to another or performing some other action that can be done in about 4-10 seconds. While theoretically everyone is actually acting at the same time, you should resolve each person's action in turn.

To determine the order of actions, use the following guidelines:

◊ The person or group that throws the first punch (and thereby starts the fight) gets to go first. Then the second group takes their actions. Then the round ends and a new round starts with the initiative returning back to the first group who can take their actions again, and so forth.

◊ Within a group, the order of actions doesn't matter as long as it is consistent from round to round. For player characters the best way to do this is to simply go round the table in a clockwise manner resolving each character's action in turn. Similarly, the GM almost certainly has a list of the characters on the other team and can simply run down the list each turn.

Because of the cyclic nature of things, anything that has a duration measured in rounds should be counted from the action in which it begins to the same action in a future round. For example if someone uses a power that lasts for "4 rounds" when activated, the power will come to an end at the end of that same person's action in the fourth round after it was activated.

Think of it like weeks: if something that takes three weeks begins on a Thursday, it will last until the end of the week, for two whole weeks, and then until the Thursday of the week after. It won't stop exactly on a weekend because weeks – like rounds – can be measured starting at any point.

Areas And Movement

Just like time being measured in rounds, movement and distance are measured in areas. An area is a location of around 200 to 400 square feet, or around 20 to 30 square metres (that's not an exact conversion, but those sizes are approximate anyway; and an individual area can be smaller or larger than that size range) and which is one story high. Generally this will mean that when indoors one room or corridor is usually a single area. However larger rooms or outdoor locations may comprise of two or more areas. When drawing a sketch map for the players, the GM should usually try to divide larger spaces into areas using obvious geographic or architectural features rather than worrying about trying to get each area absolutely identical in size.

During a fight, characters are assumed to be moving around within the area that they are in, rather than standing in one place. Therefore anyone in an area can make melee attacks against anyone else in the same area without needing to spend their actions moving. Ranged attacks can also be made against people in the same area or in any other area that can be seen from that area. Again, the fact that people are usually moving around means that exact positioning and line of sight calculations are not needed. The GM may make exceptions to this when someone is trying to start a fight by sniping with a ranged attack. The target may be stationary (for example sitting at a desk) and therefore not be in line of sight even if the area they are in can be seen.

Running

As their action, characters can move to a different area from the one they started in. The distance a character can normally move on foot during a single action depends on the type of character:

◊ A person with restricted movement or speed (the elderly and infirm, children, people who are crawling) can move only a single area in an action.
◊ Normal people can move up to two areas in an action.
◊ Super heroes and villains can move up to three areas in an action.

If you're unsure about which category something falls into (for example if they're a robot or they're an animal) you can optionally use their **endurance** rank as a guide. Those with **terrible endurance** or less move one area; those with **bad endurance** to **great endurance** move two areas; and those who have **world class endurance** or greater can move three areas. For simplicity, player character heroes should always be able to move three areas even if they have **great endurance** or less (unless they've been grappled or restrained in some manner, of course!)

Swimming

Characters who can swim (all player characters are assumed to be able to swim unless they've explicitly put something in their origin story saying that they can't) can move one area in an action.

Leaping

For most normal people, leaping about won't get you out of the area you are in, and isn't a viable form of movement. However, particularly strong individuals can leap larger distances.

◊ Characters with a **decent strength** or higher can leap into an adjacent area.
◊ Characters with a **fantastic strength** or higher can leap over a single area or up a single story onto a roof.
◊ Characters with a **wondrous strength** or higher can leap over two areas or up two stories onto a roof.
◊ Characters with a **single shift strength** or higher can leap over three areas or up three stories onto a roof, plus an additional area or story for each rank above **single shift**.

Other Movement

Super powers which provide alternate methods of movement have their own speeds and restrictions, and these are described in the descriptions of the powers in the Power Descriptions chapter.

Attacking An Opponent

The most common form of action in combat will be to simply attack an opponent. This may be as simple as punching them, or it may involve shooting them or firing blasts of cosmic energy at them.

All these types of physical attack are resolved in the same way:

◊   If the attack is in melee, make a **feat of fighting**.
◊   If the attack is at range, make a **feat of agility**.

The exact results of the attack depend on the level of success that the attacker gets, and the type of attack being made. In most of these cases, a **WHITE** result will be a miss, a **BRONZE** result will be a simple hit that does damage without any special effects, and a **SILVER** or **GOLD** result will be a hit that does damage and also possible does one or more special effects. In each case below, the effects are explained in more detail in the Damage section later in this chapter.

> **Example:** *Snowball has confronted his nemesis, the murderous vigilante Fire Phantom, in an attempt to bring him to justice. Fire Phantom isn't inclined to come quietly and a fight breaks out. Snowball transforms his body to super-dense ice and uses the* **wondrous strength** *that this gives him to punch Fire Phantom. Punching someone is a blunt melee attack, and so Snowball will need to make a* **feat of fighting** *in order to resolve it. The effect that the attack has will depend on the result of this feat, ranging from Snowball simply missing Fire Phantom to Fire Phantom being possibly* **stunned** *and possibly* **slammed** *backwards into an adjacent area by the force of the blow.*

Blunt Melee

Melee attacks that are with a blunt weapon (this includes unarmed melee attacks) have the following effects depending on the level of success:

◊   **WHITE:** The attack misses
◊   **BRONZE:** The attack hits, doing normal damage to the target.
◊   **SILVER:** The attack hits, doing normal damage and possibly **slamming** the target.
◊   **GOLD:** The attack hits, doing normal damage and possibly **slamming** and possibly **stunning** the target.

Lethal Melee

Melee attacks with a sharp weapon such as a sword or claws (this includes melee attacks using a melee weapon made from energy) have the following effects depending on the level of success:

◊   **WHITE:** The attack misses
◊   **BRONZE:** The attack hits, doing normal damage to the target.
◊   **SILVER:** The attack hits, doing normal damage and possibly **stunning** the target.
◊   **GOLD:** The attack hits, doing normal damage and possibly **stunning** and possibly **killing** the target.

Blunt Thrown

Ranged attacks involving the throwing of a blunt object (this includes most improvised attacks involving throwing objects) have the following effects depending on the level of success:

- ◊ **White:** The attack misses
- ◊ **Bronze:** The attack hits, doing normal damage to the target.
- ◊ **Silver:** The attack hits, doing normal damage to the target.
- ◊ **Gold:** The attack hits, doing normal damage and possibly **stunning** the target.

STORN

Lethal Thrown

Ranged attacks involving the throwing of a sharp weapon (this includes throwing knives and shuriken) have the following effects depending on the level of success:

- ◊ **White:** The attack misses
- ◊ **Bronze:** The attack hits, doing normal damage to the target.
- ◊ **Silver:** The attack hits, doing normal damage and possibly **stunning** the target.
- ◊ **Gold:** The attack hits, doing normal damage and possibly **stunning** and possibly **killing** the target.

Blunt Projectile

Melee attacks using a non-sharp projectile (this includes most force blasts and shots using "mercy bullets" or blunted arrows) have the following effects depending on the level of success:

- ◊ **White:** The attack misses
- ◊ **Bronze:** The attack hits, doing normal damage to the target.
- ◊ **Silver:** The attack hits, doing normal damage to the target.
- ◊ **Gold:** The attack hits, doing normal damage and possibly **stunning** the target.

Lethal Projectile

Melee attacks that use a lethal projectile (this includes normal bullets and arrows, and some energy blasts) have the following effects depending on the level of success:

- ◊ **White:** The attack misses
- ◊ **Bronze:** The attack hits, doing normal damage to the target.
- ◊ **Silver:** The attack hits, doing normal damage to the target.
- ◊ **Gold:** The attack hits, doing normal damage and possibly **killing** the target.

> *Example:* *Fire Phantom retaliates against Snowball by shooting gouts of flame from his eyes at him. In game terms, this is the* **blast** *power, and counts as a lethal projectile. In order to hit his opponent, Fire Phantom must make a* **feat of agility***, and the result will depend on the level of success rolled on that feat; ranging from the attack missing to the attack hitting and potentially* **killing** *Snowball.*

blast – The ability to fire ranged attacks. These may be composed of physical or energy, and may count as thrown or projectile weapons, depending on how the power is defined.

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Unusual Attacks

Although most normal situations will involve one of the above types of attack, sometimes someone will want to do something a bit more unusual. As with the normal attack types, the effects of these attacks are explained in more detail in the Damage section later in this chapter.

Charging

Normally, moving from one area to another area and attacking must be done as two separate actions. However, if you desperately want to hit someone in another area immediately (or if you are more concerned with pushing them than with damaging them) you can make a charging attack. A charging attack lets you both move and attack in the same action. The attack is likely to be less accurate, but if it hits it's more likely to knock the opponent over or back.

When making a charge attack against an opponent, you first move into their area; and then make either a **feat of fighting** or a **feat of endurance** – you use whichever of your **endurance** and **fighting** ranks is the lower. The attack has the following effects depending on the level of success:

◊ **WHITE:** The attack misses
◊ **BRONZE:** The attack hits, doing normal damage and possibly **slamming** the target.
◊ **SILVER:** The attack hits, doing normal damage and possibly **slamming** the target.
◊ **GOLD:** The attack hits, doing normal damage and possibly **slamming** and possibly **stunning** the target.

Grappling

Sometimes you don't want to actually hurt someone, just restrain them. In this case you may use a grappling attack. To make a grappling attack, you must be in the same area as your opponent. Make a **feat of fighting**. The attack has the following results depending on the level of success:

◊ **WHITE:** The attack misses
◊ **BRONZE:** The attack hits, doing no damage but putting your opponent in a **partial hold**.
◊ **SILVER:** The attack hits, doing no damage but putting your opponent in a **full hold**.
◊ **GOLD:** The attack hits, doing no damage but putting your opponent in a **full hold**. You may also **crush** your opponent if you desire.

If you already have a **partial hold** on your opponent, you may roll a new grappling feat in your next action in an attempt to improve the hold. If this improvement attempt fails, you do not lose the existing **partial hold**. You can't maintain a hold on an opponent if you are **stunned** or **slammed**, or if an opponent successfully gets you in a **partial hold** or **full hold**. Other actions may also force you to let go of your opponent, but this must be judged on a case-by-case basis.

> *Example:* Snowball tries to grapple Fire Phantom to prevent him from escaping. In order to do this, he makes a **feat of fighting**. Rolling a **BRONZE** result on the feat, Snowball manages to get Fire Phantom in a **partial hold**. Fire Phantom is held by Snowball but is not completely immobile.
>
> Fire Phantom can now no longer move unless he is strong enough to carry Snowball (which he is not, since Snowball's super-dense ice form is too heavy) and any action that he tries to perform will be at a –2 RS penalty unless it is an attempt to escape or break out of the hold that Snowball has him in.

CRUSHING

If you already have your opponent in a **full hold**, you may **crush** them as your action without needing to roll the dice. **Crushing** inflicts your **strength** rank value as damage to your opponent. This damage is reduced by armour (but not shields) and does no other special effect.

ESCAPING

Okay, so someone's just used the grappling rules above to get you in a hold. Now what? Well, you can always try to wriggle out of it and escape. Trying to wriggle out of a hold takes an action (usually – see below). To attempt to escape a hold in this way, make a **feat of fighting**. Note that you don't get the normal –2 RS penalty to actions taken while held when you do make this attempt. The escape attempt has the following results depending on the level of success:

◊ **WHITE:** No effect. You're still held.
◊ **BRONZE:** If you were only in a **partial hold**, you have escaped it.
◊ **SILVER:** You have escaped the hold.
◊ **GOLD:** You have casually slipped out of the hold. You have escaped it and this has not taken an action, so you are free to do something else this round.

> *Example: Fire Phantom is nowhere near strong enough to break out of Snowball's grapple by brute force, so he tries to wriggle out of the **partial hold** instead. This is an escape action, and requires a **feat of fighting** on Fire Phantom's part (well, technically on the GM's part since he is an NPC). Rolling incredibly well, Fire Phantom gets a **GOLD** result! Not only has he managed to escape Snowball's grasp, he has done so quickly enough that it has not used up his action for the turn.*
>
> *Fire Phantom takes the opportunity to blast Snowball with jets of fire from his eyes once more.*

BREAKING OUT

If you're big and strong, but your **fighting** isn't up to the job of escaping a hold, you can try to simply break your way out of it using brute force. To try to break out of a hold, make a **feat of strength**. Note that you don't get the normal –2 RS penalty to actions taken while held when you do this. The breakout attempt has the following results depending on the level of success:

◊ **WHITE:** No effect. You're still held.
◊ **BRONZE:** If you were only in a **partial hold**, you have broken out of it.
◊ **SILVER:** You have broken out of the hold.
◊ **GOLD:** You have casually shrugged off the hold. You have broken out of it and this has not taken an action, so you are free to do something else this round.

OTHER COMBAT ACTIONS

While the most common actions that characters perform in combat are either moves or attacks, occasionally there are some other combat-related actions that you might want to employ.

SNATCHING

If someone else is holding onto an item and you want to snatch it off them, you need to make a **feat of strength**. The snatch attempt has the following results depending on the level of success:

◊ **WHITE:** No effect. They still have the item.
◊ **BRONZE:** Your opponent still has the item. However if both you and your opponent have a **strength** rank greater than the **material strength** of the object, it breaks in the struggle.
◊ **SILVER:** You have snatched the item from your opponent and you now hold it. However if both you and your opponent have a **strength** rank greater than the material strength of the object, it breaks in the struggle.
◊ **GOLD:** You have snatched the item from your opponent cleanly, with no chance of it breaking.

CATCHING

If you wish to stop an object from hitting you when thrown or fired at you, or you wish to stop a falling object from hitting the floor, you can try to catch it. Because catching an object must happen when the object is in the air rather than waiting for your turn, you may take this action during someone else's turn; although you must then skip your next action, having used it in advance.

material strength – All objects have their material strength ranked using the standard rank system. See the Environment chapter for further details.

If you are trying to catch an object that has been thrown or fired at you, you must attempt the catch after the attack is announced, but before it is resolved. To catch an object, you need to make a **feat of agility**. However, your **agility** rank takes a penalty based on the speed of the object you're trying to catch, as listed below. If this penalty would take your **agility** below **zero**, you have no chance of catching the object and may not even attempt the **feat of agility**:

◊ Falling object = No penalty
◊ Object thrown with force = –3 RS **agility** penalty
◊ Arrow or similar = –5 RS **agility** penalty
◊ Bullet = –7 RS **agility** penalty

The catching attempt has the following results depending on the level of success:

◊ **WHITE:** You have failed to catch the item, but you have got yourself in the way. If the item was aimed at you, the worst result it can get when the attack is resolved is a **BRONZE** success.
◊ **BRONZE:** You catch the object awkwardly. If the object was falling, either you or the object must take the falling damage. If the object was thrown or fired at you, either you or the object must take the damage it would have done had it hit you normally. In either case, you choose whether the damage is applied to the object or yourself.
◊ **SILVER:** You catch the object smoothly and neither of you take damage.
◊ **GOLD:** You catch the object smoothly and neither of you take damage.

INTERPOSING

Being heroic is all about defending the innocent, and there may come a time when you need to do that literally by throwing yourself in the way and taking a bullet (or sword, or punch, or laser blast) for them. Because interposing yourself between an ally and an attack must happen when the attack is being made rather than waiting for your turn, you may take this action during someone else's turn; although you must then skip your next action, having used it in advance.

If you are trying to throw yourself in front of someone being attacked in order to take the attack yourself, you must be in the same area as that person and you must declare that you are making the attempt to interpose yourself after the attack has been announced but before it has been resolved. To interpose yourself in front of someone else in order to take an attack intended for them, you need to make a **feat of agility**, with the following results depending on the level of success:

◊ **WHITE:** You miss your chance and the attack is resolved against the original target as normal.
◊ **BRONZE:** You have got yourself in the way. The attack is resolved against you, and the worst result it can get is a **BRONZE** success.
◊ **SILVER:** You have interposed yourself. The attack is resolved normally, but against you instead of against the original target.
◊ **GOLD:** You have interposed yourself. The attack is resolved normally, but against you instead of against the original target.

Aiming

If you spend your action doing nothing but aiming with a ranged attack, you get a +1 RS to the actual attack if you make it in your next action. This is not a cumulative bonus, and aiming for multiple actions is no better than aiming for a single action. You still just get a single +1 RS.

Trick Shots

Sometimes you don't want to simply hurt someone. You want to do something more complex. Maybe you want to fire an arrow to hit the lever that will let you out of the death trap. Maybe you want to bounce your energy beam off the wall to indirectly hit someone who you can see behind a transparent force-field. Maybe you want to avoid your opponent's shield when attacking them. Maybe you want to leave a set of bullet holes in the wall spelling your name.

In all these cases, you can use a trick shot. A trick shot is resolved in exactly the same way as a normal attack, except that it has the following results depending on the level of success:

◊ **White:** The attack misses.
◊ **Bronze:** The attack misses.
◊ **Silver:** The attack hits, doing normal damage to the target but not doing the special effect it would normally do on a **Silver** success.
◊ **Gold:** The attack hits, doing normal damage to the target, plus whatever special effect the attack would normally do on a **Gold** success.

Dodging

Although a good offence is said to be the best defence, there are some situations where you aren't actually interested in attacking your opponent and all you want to do is to concentrate on avoiding the attacks they are making against you. If this is the case you can take a dodge action.

When you take a dodge action, you must spend your action making a **feat of agility**. All physical attacks that target you before your next action take a penalty based on the success of your feat.

◊ **White:** The attacks take no penalty.
◊ **Bronze:** The attacks take a –2 RS penalty.
◊ **Silver:** The attacks take a –4 RS penalty.
◊ **Gold:** The attacks take a –6 RS penalty.

These penalties only apply to physical attacks that are aimed at you. Mental attacks and powers which do not need to be aimed are unaffected by your dodge and operate with no penalty. Since the catching and interposing actions both take place during someone else's turn, it is possible that you can do one or the other of these actions while you still have the bonus from dodging on your own previous turn. Neither of these actions are affected by your dodging directly, although in the case of you successfully interposing yourself in front of someone else to take an attack on their behalf, the penalty from your dodging does affect the attack that is now being redirected at you.

Weapons

While most heroes and villains fight unarmed using formal martial arts or less formal street fighting techniques, some use weapons. Even those who do usually fight unarmed may occasionally improvise by picking something up and hitting their opponents with it or throwing it at them. When you are using a weapon, you normally do your **strength** rank number as damage just as with an unarmed attack, but the damage type (lethal or blunt) depends on the weapon's nature.

Weapons are inherently more dangerous than unarmed attacks in the hands of non-super powered people. Therefore every weapon has a **minimum damage** rank and you always do at least this minimum damage with the weapon even if your **strength** is lower. For most improvised weapons (e.g. hitting people with lamp posts or throwing rocks or cars at people) the minimum damage is equal to the rank value of the **strength** rank needed to lift the object and is therefore irrelevant (because if you are strong enough to pick it up and hit someone with it your **strength** is going to be at least equal to the minimum damage done by the object anyway).

However, weapons that have been designed to hit things with may be more dangerous than other miscellaneous objects of their weight because of their shape, leverage, and sharp pointy bits. The minimum damage for many such weapons is listed in the Allies, Enemies & Equipment chapter.

minimum damage – The minimum damage for most common weapons is listed in the Allies, Enemies & Equipment chapter.

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If your **strength** rank is higher than the material strength of the weapon, you are likely to break the weapon when you hit something with it with full force. It is up to you whether you break the weapon in this manner or whether you reign in your **strength** and pull your blow. Whichever you do, this limits you to doing only as much damage as the weapon's material strength.

In the rare case where you are using an improvised weapon such as a delicate ice sculpture that is large but not particularly strong (so that its material strength is actually less than its minimum damage) the improvised weapon will always break when you hit something with it and you are limited to doing the material strength of the object in damage as described above.

> *Example:* A sword has an **average** weight, and therefore it requires a character with an **average strength** in order to be able to wield it and hit people with it. However, because a sword is much more than just a lump of metal – it's is especially designed for use as a weapon, it has a **decent** minimum damage. Therefore a person of **average strength** who wields a sword will do **decent** damage with it rather than the **average** damage that they would do just punching people (and they would also do lethal melee attacks rather than blunt melee attacks while doing so).
>
> A character with great **strength** would be able to do **great** damage with the sword, because they are able to wield it more forcefully. This is no more damage than they could do punching people, but the fact that it is lethal and may therefore be able to **kill** people might be a reason to use the sword.
>
> However, a sword only has **great** material strength because although it's made of steel it's rather thin. This means that a character with **world class strength** or higher won't be able to apply all their strength when hitting people with a sword. They have the choice of either pulling their blows or breaking the sword. In either case they will only do **decent** lethal damage with it.

Large Improvised Weapons

If a weapon is particularly large, such as when you swing a tree at people or throw a caravan at people, you may be able to target everyone in an area with the attack rather than just a single person. In this case, aiming the attack is more difficult and you take a – 3 RS on the ability rank that you are using for the attack. If you throw a large improvised weapon, it will potentially hit everyone in the target area. If you swing it in melee, it will potentially hit everyone in your area except yourself. You can't be selective about targets with such a large object.

Attack Modifiers

There are often situations in combat that make it easier or more difficult for people to make attacks. Some examples follow, but this is by no means an exhaustive list of all possible modifiers:

◊ Surprise Attack = If the defender is unaware of the attack, the attacker gets a +1 RS to whichever ability they are using to attack.

◊ Readied Attack = If the attacker has an attack readied at the start of the fight (for example a knife at the defender's throat or a gun at their head), they get a +3 RS to whichever ability they are using to attack.

◊ Moving Target = If the defender spent the entirety of their last action moving rather than attacking, the attacker gets a –1 RS to whichever ability they are using to attack. This doesn't apply if the defender spent their action doing a charge attack.

◊ Cover = If the defender has partial cover to hide behind (such as a table or a low wall) the attacker gets a –1 RS to their **agility** when making a ranged attack. If the defender has got some full cover to hide behind (such as when they are peeking around the corner of a building) the attacker gets a –2 RS to their **agility** when making ranged attacks. If the attacker is willing to shoot through the cover, the defender does not get this bonus to their **agility** but the cover counts as additional armour for the defender instead.

◊ Unseen = If the attacker cannot be seen, they get a +2 RS to whichever ability they are using to attack with. Similarly if the defender cannot be seen, the attacker gets a –2 RS to whichever ability they are using to attack with.

◊ Dodging = If the defender performed the dodge action on their last turn, the attacker gets anywhere from no penalty to a –6 RS depending on the level of success of the dodge action.

Damage

Although some exotic attacks such as weakness rays may affect the person hit in a different manner, the most common effect of a successful attack is normal physical damage. Each attack will have a damage rank, the rank value of which indicates the amount of damage that it does if it hits.

Normally, the amount of damage done by the attack is simply subtracted from the amount of **health** that the defender has in their **health pool**. If the defender still has **health** left after this then they are still in the fight. If they haven't, then they have been knocked out, and may start to die from their injuries. Your character's **health pool** can never go negative. If you take more damage than you have remaining **health** left then you will simply run out and have zero **health** left.

Armour

Some characters will be protected from damage by some kind of armour. In the case of mundane characters such as police or thugs, this is likely to involve wearing physical armour such as a bullet-proof vest or a stab vest. Super-powered heroes and villains have multi-purpose battlesuits or powered armour or may even have force field generators that put up a defensive barrier. Some unusual characters may just have naturally tough skin or flesh. In all these cases, the intent is the same. By having or wearing a protective layer, the character will take less damage from incoming attacks.

Armour works in a very simple manner. If you have armour of any kind, then when you take damage you reduce the amount of damage you take by the rank value of the armour you have before subtracting the remaining damage from your **health**. If the rank value of your armour is greater than the amount of incoming damage, then you simply take no damage from the attack.
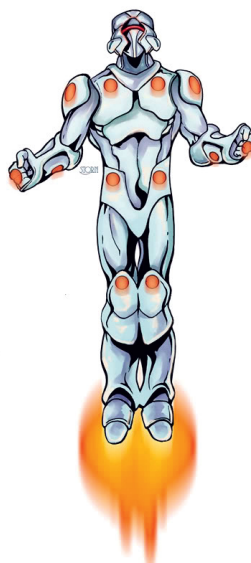
Partial Armour

Some characters may wear armour that protects their vitals but does not fully cover them. This is most likely to apply to mundane characters such as police in **riot gear** or mercenaries wearing ballistic vests. However, it may also occasionally apply to a superhero who has taken a limit on their Resistance super power. In these cases, the armour protects you as normal, but an opponent may make a trick shot in order to bypass your armour and hit you in an unprotected spot.

Shields

Shields are a special form of partial armour that stacks on top of normal armour. They have a rank value that adds to the rank value of any armour you are wearing (note that it is the two values that stack, not the two ranks). However, because shields must be **held in the way** of a blow to be effective, they are limited by your **strength**. Therefore the rank value of a shield is equal to the base rank value for the shield's material strength or your **strength** rank value, whichever is lower.

Also, shields may only be used to defend against attacks. They do not provide protection from environmental damage such as walking through a fire, falling, or being **slammed** against a surface.

riot gear – Riot gear and other armour is described in the Allies, Enemies & Equipment chapter.

held in the way – Super heroes and villains often pick up parts of the scenery and use them to block attacks. These work as temporary shields using the rules here. Unlike designed armour and shields, such improvised shields will normally break if they take more damage than their material strength.

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As shields only count as partial armour, they may be bypassed using a trick shot just like any other partial armour. If your opponent is wearing partial armour and is also using a shield (for example a police officer may be equipped with both a stab vest and a riot shield) then you must choose which to bypass when performing a trick shot. You cannot bypass them both at the same time.

SPECIAL EFFECTS

Most types of attack are capable of doing special effects as well as simple damage. Generally these special effects can be applied only on a **SILVER** or **GOLD** success. These effects include knocking your opponent over or back, stunning them, causing lethal wounds, and so forth.

Each type of attack described earlier in this chapter listed the special effects that it can do at the different levels of success, and the exact details of those special effects are described below:

SLAM

If you are hit by an attack which can **slam** you and your armour rank value is not greater than the amount of damage that you have taken (i.e. either some damage gets past your armour or your armour exactly cancels the damage), you may have been **slammed**. To check if you have been **slammed**, make a **feat of strength**. The **slam** has the following effect depending on the result:

◊ **WHITE:** You have been knocked backwards into an adjacent area of the attacker's choice. Additionally you fall over and must spend your next action recovering and getting to your feet.

◊ **BRONZE:** You have been knocked to the floor. You have fallen over and you must take a –1 RS penalty to your next action as you must do it while getting to your feet.

◊ **SILVER:** You have not been **slammed**.

◊ **GOLD:** You have not been **slammed**.

In the case of a **WHITE** result, it is possible that you will take additional damage due to the forced movement pushing you into a hazardous position. For example you could have been knocked off the roof of a building by the **slam** or over the edge of a cliff, in which case you will fall.

If your opponent knocks you back into a wall or into a similar solid mass, then compare the amount of damage you took to the material strength rank value of the wall. If the damage is greater you break through the wall, otherwise you stop when you hit it. In either case, you take additional damage equal to the original damage or the wall's material strength, whichever is lower. This damage may be reduced by your armour as normal (but not by a shield).

Although the attacker gets the choice of which adjacent area you are knocked back into, it is not possible to aim your knock back any more precisely than this unless the **slam** is the result of a **SILVER** success on a trick shot. For example you can't be deliberately knocked back into an ally.

> *Example: Snowball hits Fire Phantom once more, and this time he gets a **SILVER** result on his **feat of fighting**. The attack therefore does damage to Fire Phantom equal to the rank value of Snowball's **strength**, which is 75 (since Snowball has **wondrous strength**) and possibly **slams** him.*
>
> *The first thing that happens is that the damage is reduced by Fire Phantom's armour. Luckily for Fire Phantom, he does have armour. Unfortunately, even though his armour is **great**, this is nowhere near enough to stop Snowball's punch. The armour reduces the damage by its rank value (i.e. 20), leaving 55 damage remaining. Fire Phantom's **health pool** is therefore reduced by 55 points.*
>
> *Because the hit was a potential **slam** and it did enough damage to get past his armour, Fire Phantom checks to see whether he has been **slammed**. He does this by trying to make a **feat of strength**. Fire Phantom only has **great strength**, and he rolls a **WHITE** result on the feat. Unfortunately for him, this means that he has been knocked back into an adjacent area of Snowball's choice.*
>
> *Since they are **fighting** in an alleyway, Snowball chooses to knock Fire Phantom against the wall of an adjacent building. The building has a normal brick wall, which has an **astounding** material strength. Unfortunately, this is not enough to stop Fire Phantom as the rank value of the **astounding** rank (50) is less than the damage that Fire Phantom took (75). Therefore Fire Phantom takes a further 50 damage (reduced to 30 by his **great** armour) as he is punched through the wall.*
>
> *Fire Phantom has now taken a total of 85 damage from the attack, and he is lying buried under a pile of bricks and rubble inside the building, where he must spend his next action climbing out.*
>
> *Fire Phantom is not having a good time, and is really wishing he hadn't run into Snowball today!*

Stun

If you are hit by an attack which can **stun** you, and your armour rank value is not greater than the amount of damage that you have taken (i.e. either some damage gets past your armour or your armour exactly cancels the damage), you may have been **stunned**. To check whether you have been **stunned**, make a **feat of endurance**. The **stun** has the following effect depending on the result:

◊ **White:** You have been knocked unconscious by the blow. Your **health pool** is reduced to 0, but you do not start dying.
◊ **Bronze:** You have been **stunned** and you **lose your next action**.
◊ **Silver:** You have not been **stunned**.
◊ **Gold:** You have not been **stunned**.

Kill

If you are hit by an attack which can **kill** you, and your armour rank value is not greater than the amount of damage that you take (i.e. either some damage gets past your armour or your armour exactly cancels the damage), you may have a mortal wound. To check if you have been dealt a lethal blow, make a **feat of endurance**. The **kill** has the following effect depending on the result:

◊ **White:** You have been dealt a lethal blow. Your **health** is immediately reduced to 0 and you are knocked unconscious by the blow and start dying.
◊ **Bronze:** Your **health** is immediately reduced to 0 and you are knocked unconscious by the blow, but you do not start dying.
◊ **Silver:** You have not been **killed**.
◊ **Gold:** You have not been **killed**.

Partial hold

If your opponent has achieved a **partial hold** on you, you may not move away from them and any action you perform other than trying to escape or break the hold takes a –2 RS penalty. If you are strong enough to carry your opponent (even with the –2 RS penalty to your **strength**), you may still move while in a **partial hold**. This results in you dragging your attacker along with you.

Full hold

If your opponent has achieved a **full hold** on you, then you may not try to perform any action other than an attempt to escape or break the hold. You may not move while in a **full hold**.

Unconsciousness And Dying

When taking damage, you will fall unconscious under one of three circumstances:

◊ Your **health pool** is reduced to 0
◊ You failed the **feat of endurance** against a **stunning** attack.
◊ You got less than a **Silver** success in the **feat of endurance** against of a **killing** attack.

In any of these three cases, your **health pool** cannot be reduced below 0. Even if the damage you took would be enough to take it below 0 it stops there. If you have been knocked unconscious you will remain that way for a few minutes. If it really matters you can roll a single ten sided dice to see how many, but usually it will be sufficient to just say "until the end of the fight" for simplicity. After this time, you will "sleep it off" for a few hours. During this period you won't wake up spontaneously unless you make a **feat of intuition** in order to do so and get a **Gold** result (and you can only attempt this once during your unconsciousness, at a dramatically appropriate point), but you still can be awoken by anything that would normally wake a sleeping person such as pain or a loud noise. Again, the exact duration probably won't matter, but you can roll a single ten sided dice to see how many hours you stay out for if it makes a difference.

If you have been knocked unconscious by having your **health pool** reduced to 0 by an edged weapon or by failing the **feat of endurance** against a **killing** attack, you are also dying. While dying, you **temporarily** lose a rank of **endurance** per round on your action until you reach **zero endurance**, at which point you are dead. You can delay this **endurance** loss for a round at any time (including before you have lost your first rank) by spending 50 **karma**, or you can stop it completely by spending 200 **karma** (in which case you are still unconscious but no longer dying). If you have no **karma**, one of your allies (or a sympathetic bystander) can stop the dying process by spending an action to give you emergency first aid (no roll is needed for this).

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The Environment

Environmental Interaction

As well as interacting with other characters in a combat situations, characters will also frequently interact with the world around them in a variety of ways; whether this is by breaking things, by lifting things, or by simply moving around for periods that are longer than a combat round.

Things in the world, whether inanimate objects, vehicles, natural phenomena or other living beings are all measured using the same scale of ranks that the abilities of characters are measured by. This makes most interaction simple to determine. Is the character strong enough to lift the car? Compare the character's **strength** with the car's weight. Can the character's motorbike outpace the jeep? Compare the motorbike's speed with the jeep's speed. And so forth.

Weight and Material Strength

Most material objects have two properties that determine how tough the object is. Firstly they have a weight, which is based on their mass and determines the **strength** rank needed to pick them up. Secondly they have a material strength which is based on a combination of the material from which they are made, their size, and their shape. Since **strength** ranks aren't exact measures (there is much variation within each rank), the weights of objects have similar amounts of variation within each rank. Exact weights or masses for each rank are not given; instead some examples of objects of comparable weight and mass are given in the Weight Table.

Weight Table	
Rank	**Examples**
Terrible	Toddler, Chair, Badger, Large cat
Bad	Child, Dog
Average	Full suitcase, Adolescent, Sheep
Decent	Washing machine, One adult
Great	Motorcycle, Two adults, Leopard
World Class	Grand piano, Three adults, Horse
Fantastic	Small car, Hippopotamus
Astounding	Lorry, Bulldozer, Private jet, Elephant, Dinosaur
Wondrous	Tank, Train locomotive, Fishing boat, Humpback whale
Phenomenal	Passenger jet, Space shuttle, Blue whale
Single Shift	Jumbo jet, House
Double Shift	Submarine, Passenger ferry
Triple Shift	Frigate, Nuclear reactor, Rocket
Planetary	Skyscraper, Aircraft carrier, Oil rig
Stellar	Mountain, Town
Cosmic	City, Moon
Infinite	Planet, Star

To determine the weight of (and therefore also the **strength rank** needed to lift) an object that isn't on the table, simply compare it to the examples and assign it a rank equal to those objects on the table that you judge to be most similar in weight. Generally, you should assume that a character can slowly push or pull something one rank heavier than that which they can lift, and can throw (or wield as a weapon) something one rank lighter than that which they can lift.

The material strength of an item works in exactly the same way as its weight, although this time it shows the amount of **strength** (or damage) needed to break the item. If this value is less than the item's own weight then picking up the item by exerting force on a portion of it will cause that portion to break away from the rest of the item rather than causing the whole item to be lifted.

Depending on the nature of the campaign as agreed by the GM and the players, some superpowers such as magical spells, tractor beams, or telekinetic powers may be able to avoid this limitation by acting on the whole item at once rather than lifting it by exerting force on a single portion of it.

The material strength of a solid block of a particular substance is not necessarily indicative of the material strength of an item made from the substance, since the shape and thickness of the item may be more important than its exact composition. For example although a solid ingot of aluminium would be far too tough for a person of **average strength** to bend or break, a sheet of aluminium foil is easily torn by such a person. Because of this, the material strengths of objects are given in the form of examples of actual items rather than as strict measurements based on raw materials. These examples can be found in the Material Strength Table.

Material Strength Table	
Rank	**Examples**
Terrible	Cardboard box
Bad	Glass window, Bottle
Average	Plasterboard wall
Decent	Internal door, Broom handle
Great	External door, Wooden wall, Chair
World Class	Concrete paving slab
Fantastic	Corrugated galvanised iron sheeting, Toughened safety glass
Astounding	Asphalt pavement, Brick wall
Wondrous	Steel plating, Iron girder
Phenomenal	Tank armour, Stone castle wall
Single Shift	Boulder
Double Shift	-*
Triple Shift	-*
Planetary	-*
Stellar	-*
Cosmic	-*
Infinite	-*
* Your campaign may include fictional materials with this strength	

Damaging Objects

Although the damage caused by **physical attacks** from characters will depend on their **strength** rank, characters can also be damaged by other things – from weapons to environmental effects. These sources of damage are ranked using the same standard rank system as **strength** and material strength scores, and correspond to them. For example a stick of dynamite does **astounding** damage, so it is able to blow a hole in an **astounding** material strength item such as a brick wall.

Note that the material strength and damage table both assume a single instance of damage in a quick time period such as a round of combat. If the damage is applied repeatedly to an item over a longer period of time then the damage may be able to break or destroy the item even though the item's material strength is higher than the rank of the damage. For example, in the hands of a person of **average strength**, a blow with an axe will do **decent** damage which is not enough to damage a wooden wall. Sure, the axe will chip the wall or maybe even embed itself in it, but this won't significantly damage the wall. It certainly won't break or destroy it in just that one hit. However, given plenty of time that same person with the same axe could easily demolish the wall completely and reduce it to firewood. The GM and players should agree on what is and is not sensible when it comes to the accumulation of lesser damage in this manner.

The amount of damage done by a variety of different natural and artificial things is shown in the Damage Table.

Damage Table	
Rank	**Examples**
Terrible	Stick*
Bad	Kitchen knife*, Dagger*, Falling one storey
Average	Baseball/cricket bat*, Hammer*, Machete*, Camp fire
Decent	Axe*, Sword*, Arrow, Falling three storeys
Great	Normal calibre pistol or rifle, House fire
World Class	Machine gun or sniper rifle, Blaster pistol or rifle, Falling five storeys
Fantastic	Hand grenade, Ballista, Chemical fire
Astounding	Stick of dynamite, Siege catapult, Cannon, Heavy blaster, Falling ten storeys
Wondrous	Mortar shell, Rocket propelled grenade, Trebuchet
Phenomenal	Anti-tank shell, Falling twenty or more storeys, Immersion in lava
Single Shift	Battleship shell, Starship mounted ion cannon
Double Shift	Cruise missile
Triple Shift	ICBM
Planetary	Nuclear warhead
Stellar	Anti-matter torpedo
Cosmic	Asteroid strike, Mass driver
Infinite	Supernova
* Melee weapons may do more damage than listed above in the hands of a particularly strong wielder. See the Combat chapter for more details.	

Speed

The speed of anything, whether a creature, vehicle or natural phenomenon, is also measured using the standard rank scale. Unlike weight, material strength and damage which are strongly interlinked; speed is mostly independent of other variables and is mostly used in simple comparisons to see which of two things is quicker. Because of the large difference between the nature of land/water based movement and the nature of flight, there is a separate scale of ranks for each of the two forms of movement. It is important when comparing the speed of two objects to make sure you are comparing like with like and only compare two land/water speeds with each other or two air/space speeds with each other. In other words, something moving at **world class** land speed is not moving the same speed as something moving at **world class** air speed.

If you do need to directly compare a land speed with an air speed, a good rule of thumb is that a ground speed rank of less than **planetary** is roughly equivalent to an air speed with half as many ranks (not half the rank value). For example, a van driving flat-out has a land speed of **world class** which is roughly the same speed as a zeppelin flying at top speed (an air speed of **average**). As with all the other measures in this chapter, the Speed Table shows examples for each rank rather than fixed numbers. Note that the speeds shown here are for long distance movement. For movement on a round-by-round basis see the Combat chapter.

Speed Table		
Rank	**Examples (Lands/Water)**	**Examples (Air/Space)**
Terrible	Child, Snake, Mouse	Pigeon, Chicken
Bad	Adult, Bear, Cat, Kangaroo	Swallow, Goose
Average	Wolf, Horse, Shark, Bicycle, Town traffic	Zeppelin
Decent	Antelope, Lion, Moped, Motor boat	World war one biplane
Great	Cheetah, Sailfish, Lorry, Motorway traffic	Eagle
World Class	Van, Hovercraft	Peregrine falcon
Fantastic	Speedboat	Helicopter
Astounding	Jeep	World war two fighter plane
Wondrous	Family car	Modern propeller-driven plane
Phenomenal	Rally car	Passenger jet
Single Shift	Arrow, Generic sports car	Speed of sound
Double Shift	Performance car	Bullet
Triple Shift	Formula one car	Modern hypersonic jet
Planetary	Jet propelled car	Orbiting space shuttle, comet
Stellar	Speed of sound	Speed of light
Cosmic	Bullet	Warp speed
Infinite	-	Teleportation

FALLING

Characters who fall accelerate rapidly due to gravity for the first few seconds and then fall at a constant speed after that, once they have achieved terminal velocity. Characters who fall fewer than twenty storeys will still be accelerating when they hit the ground, and the damage they take when hitting the ground will therefore vary depending on how far they have fallen. Values for falls of one storey, three storeys, five storeys and ten storeys are all listed in the Damage Table earlier in this chapter. A character who falls twenty storeys or more will be travelling at **terminal velocity**, so the damage is always the same whether they have fallen twenty storeys or fifty storeys (again, this is marked in the Damage Table earlier in this chapter).

Falling is a remarkably quick form of movement, and characters have little time to perform any other activities while falling unless they are falling truly huge distances such as from planes. A fall of up to forty storeys (around 150 metres or yards) will take place within the space of a single round and characters falling **longer distances** will fall around 250 metres or yards per round after that initial round of acceleration (for reference purposes, this is a **great** air speed).

If a character jumps down, they may reduce the effective falling distance by the amount they can leap upwards (see the movement rules in the Combat chapter for leaping ability) plus an additional storey. Landing on something soft may decrease the damage taken by a number of ranks, and actively diving rather than merely falling may increase the speed of the diver. In either case, these factors are very subjective and should be agreed by the GM and players on a case by case basis.

DROWNING

Most super heroes, with the exception of those with certain Life Support or Aquatic super powers, need air to breathe and will suffocate or drown if they do not have access to it. In both cases (suffocation and drowning) the game mechanism for how this works is the same. A character can voluntarily hold their breath for a number of combat rounds equal to their **endurance** rank value, providing they do not run or fight or otherwise exert themselves. Characters who do exert themselves in this manner can only hold their breath for a tenth of that time.

If a character is unable to hold their breath any longer, but still has no access to breathable air – for example if they are drowning – then they must make a **feat of endurance** each round and get at least a **Bronze** result. Once they fail a **feat of endurance** by getting a **White** result, they fall unconscious and start dying in a similar manner to when they have failed a **feat of endurance** against a killing attack. If your character is dying by suffocation or drowning in this manner, you may spend 50 **karma** to delay the process for a round, just like you can when your character is dying from lethal damage, but you can't spend 200 **karma** to stop the process. On the bright side, your character will automatically stop dying once they have access to breathable air once more.

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Karma

What is Karma?

Doing good deeds is its own reward, but the universe helps out too. Characters have a score called **karma**, which is used to show how heroic they have been. **Karma** is accrued by doing heroic (or simply good) deeds, and can then be spent to get "lucky" breaks. Whether this **karma** is representative of a supernatural force, a fundamental principle, or merely the morale and self confidence of the individual is deliberately left ambiguous in these rules. In your individual campaign, it might represent any combination of those three or even something else completely.

In any case, karma is not designed to be an in-character resource. Although characters will gain, spend and occasionally lose **karma**; this is tracked by the players and the characters' **karma** scores are purely out-of-character measures. It is the player controlling each character (or the GM in the case of NPCs) that decides whether or not to spend **karma** on something that the character is doing, rather than that decision being something that the character makes within the game. Within the game world, karma (if it exists at all) is not something that is measurable.

Gaining and Losing Karma

Your character will gain **karma** for doing good deeds, and lose it doing the opposite. While most good deeds will be heroic in nature and performed by your character while they are acting as a super hero, some of them may be performed by your character when they are in their everyday life or when in their secret identity. The timing of such events doesn't matter. What is important is that you do them, not what costume you're wearing at the time or whether anyone's watching.

Karma Gains and Losses	
Deed	**Karma Gain/Loss**
General **per-session** award	+25
Prevent/interrupt minor crime*	+5
Prevent/interrupt major crime*	+20
Prevent/interrupt violent crime*	+30
Prevent/interrupt local conspiracy*	+30
Prevent/interrupt national conspiracy*	+40
Prevent/interrupt global conspiracy*	+50
Arrest perpetrators of crime*	+½ gain for preventing crime (minimum +5)
Rescue people*	+20 per person (maximum +100)
Defeat a villain*	+ rank value of villain's **best power/ability**
Permit a crime to occur	-½ gain for preventing similar crime
Commit a crime	-2x gain for preventing similar crime
Public humiliation/defeat	-40
Private humiliation/defeat	-20
Kill (accidentally or deliberately)	– all remaining karma
Allow someone to sacrifice themselves	-50
Making a personal commitment	+5
Failing a personal commitment	-5
General act of charity	+10 to +40
Use infamy to intimidate people	-5
*Shared between all involved	

Karma gains for preventing crimes, arresting perpetrators, defeating villains, and rescuing people should be shared out equally amongst all the characters who are present and helping out with the situation. For example if two heroes defeat a villain while a third rescues three bystanders, add up the karma gains for everything and divide it evenly. Don't start giving different amounts to the different characters depending on the exact role they played in the situation.

karma – Although the term "Karma" is borrowed from religious terminology, its use is meant as neither an endorsement nor a criticism of real world beliefs in karma. It is not the intent of this author to be disrespectful of other people's beliefs, and I wish to apologise if the treatment of karma in this game offends anyone.

per-session – Each player character should be given this at the end of each session, independently of any other deeds they perform.

best power/ability – If a villain's best power or ability has nothing to do with how difficult they are to defeat, then use the best relevant power or ability instead.

infamy – If your fame rank goes below zero, you acquire an infamy rank instead.

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Karma losses, on the other hand, should never be shared out. These should always be given to individual characters for their actions. However, you need to be sensible with this. If three heroes get a call saying that there is a minor crime in progress and they decide that two of them should go and try to prevent it while the third does something different but equally important, the third hero should not be penalised for "permitting" the crime to occur. They saw their team-mates going to deal with it and decided that it was a proportional response capable of stopping the crime.

Example: Mesmerist, Captain Steel and Physique have been alerted to a super villain attack on a government facility that stores an advanced prototype of a meson cannon. Upon arriving, they discover that Doctor Apocalypse is trying to steal the cannon with the help of The Brute.

As the heroes try to stop the theft, a fight break out during which the meson cannon is accidentally damaged and it explodes, triggering a partial collapse of the building that it is in. Realising that their scheme has been foiled, Doctor Apocalypse and The Brute use explosion as cover to try to escape.

Mesmerist and Captain Steel both give chase to the two villains and attempt to capture them, while Physique remains behind using her great strength to hold up the remains of the building so that the various scientists and other government personnel inside have chance to escape.

Mesmerist is easily able to use his hypnotism powers to incapacitate and capture The Brute, but although Captain Steel **pushes** the thrusters on his battle armour to their limit he is unfortunately not able to keep up with Doctor Apocalypse, who escapes to plot his revenge on the meddling heroes.

At the end of the session, the GM totals up the amount of karma that the heroes receive for their actions. They prevented a major crime, which is worth 20 karma; and defeated Doctor Apocalypse and The Brute. Since Doctor Apocalypse's best power is his astounding force control he is worth 50 karma, and The Brute is worth a whopping 75 karma for his wondrous strength.

Arresting the villains would be worth an additional 10 karma (half of the 20 karma award for the crime that they were committing). But because only one of the villains was captured rather than both of them, the GM decides to only award half of this – so that's another 5 karma.

Finally, Physique saved a large number of people from the collapsing building. These are worth 20 karma each, but because there were more than five of them this is capped at 100 karma for the whole group. The total karma awards for the group for foiling this attempted theft are therefore:

> Stopping the crime: +20
> Arresting one of two perpetrators: +5
> Defeating Doctor Apocalypse: +50
> Defeating The Brute: +75
> Rescuing more than five people: +100
> Total: 250 karma

This karma award is split equally amongst the three heroes because they were all involved in the incident, even though only Physique rescued people and only Mesmerist successfully arrested a villain.

pushes – You can spend karma in order to push a power beyond its normal limits. See the Pushing Your Limits section later in this chapter for details.

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Pushing Your Limits

Whenever you are about to do a static comparison of one of your ability or power ranks with someone or something, or you are about to use the rank value of one of your ability or power ranks for something, you can spend 50 **karma** in order to get a **temporary** +1 RS bonus to the rank you are about to compare or use. This rank shift obeys all the normal rules of rank shifts.

For example, if you are about to try to lift something very heavy you can spend 50 karma in order to get a +1 RS bonus to your **strength** rank; or if you are trying to fly fast enough to catch someone you can spend 50 karma in order to get a +1 RS bonus to your flight power.

You can't push your limits when you are performing a feat using one of your ability ranks, such as when attacking someone or defending against an attack. You can only do it when you are about to do a static comparison or to use the rank value. So you can push your limits when applying your **strength** rank to do damage with a melee attack or a thrown attack. Similarly, you can push your limits when applying your armour rank to reduce incoming damage.

In all cases, the rank shifts for pushing your limits stack with the rank shifts for any specialities you have that might apply in the situation at hand; and you can only push the limits of powers and abilities that you possess. If you don't actually possess the Flight power, you can't push the limits of your "**zero** Flight" in order to temporarily acquire a **terrible** flight speed.

> *Example:* Captain Steel has fantastic flight, which is powered by the thrusters in his battle suit. After the fight at the government facility he is chasing Doctor Apocalypse through the skies as Doctor Apocalypse tries to flee. Because his fantastic air speed isn't good enough, Captain Steel pushes his flight power. He spends 50 karma, and he is temporarily treated as having astounding flight. This is enough to start gaining on Doctor Apocalypse, but to Captain Steel's dismay the Doctor reaches a private jet that was circling, and as soon as he's inside the jet screams off into the distance.

Ensuring Success

When you are about to perform a feat using one of your ability or power ranks, you can spend karma in order to **guarantee** a minimum level of success. This can be done in both simple feats and ranked feats. You must announce that you are spending karma on the feat before rolling the dice, and then if the result of your roll is less than the level of success you have asked for, you spend an amount of **karma** equal to the difference between the value you rolled and the minimum value needed to achieve the desired result. Once you have declared that you are spending **karma** on the feat, you must spend a minimum of 10 **karma** even if your roll was good enough that you achieved the desired result naturally or it was less than ten points away from such a result.

temporary – Repeatedly pushing your limits with the same ability or power will result in that ability or power getting stronger. See the Getting Better chapter for further details.

guarantee – Repeatedly ensuring success with the same ability or power will result in that ability or power getting stronger. See the Getting Better chapter for further details.

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In rare circumstances, you may wish to guarantee a maximum level of success on a feat that you roll rather than a minimum level, for example you may wish to hit someone with a lethal attack without the chance of rolling a **GOLD** result and therefore inflicting a **killing** blow. This works in the same way as guaranteeing a minimum level of success, except that the amount of **karma** spent is the amount needed to reduce the roll to the desired level of success rather than to increase it. Just like guaranteeing a minimum level of success, this costs a minimum of 10 **karma**.

killing – See the Combat chapter for the effects of a killing blow.

Surviving Lethal Injuries

If you have been knocked **unconscious** by having your **health pool** reduced to 0 by an edged weapon or by failing the **feat of endurance** against a **killing** attack, you are also dying. While dying, you **temporarily** lose a rank of **endurance** per round on your action until you reach **zero endurance**, at which point you are dead. You can delay this **endurance** loss for a round at any time (including before you have lost your first rank) by spending 50 **karma**, or you can stop it completely by spending 200 **karma** (in which case you are still unconscious but no longer dying).

unconscious – See the Combat chapter for more details on the various ways that you can be knocked unconscious.

If you don't have 200 **karma** to spend , and no-one gets to you in time to save your life, you can spend 100 **karma** to invoke "They never found the body". In this case, your character appears to have been killed but for some reason the body can't be found. After a suitable period, the duration of which needs to be agreed with the GM to fit the style of the campaign, your character will reappear, having cheated death in some way. This is often a good excuse for a change of costume or even to revisit character generation and come back with an entirely new set of powers.

temporarily – For details on how to recover endurance ranks, see the Getting Better chapter.

Power Stunts

Sometimes you may want to use one of your powers in a way that you can't normally use it. In these situations you may spend 100 **karma** to make a single attempt to use your power in that way. This could be using the power with a flexibility that you don't have, or it could be using the power in an imaginative way order to emulate a different power that isn't normally a flexibility of your power. In either case, the novel use of your power is called a power stunt.

In order to perform a power stunt you must first explain to the GM which power you're using and how you're intending to use it. At this point the GM may object if you're trying to get away with too much, but as a general guideline using a listed flexibility that you don't normally possess or replicating a different power at the same rank as the power you're using should be acceptable unless there's a very good reason why not. If the GM isn't happy with your intended use of your power, you should discuss the issue and come to a compromise that everyone is satisfied with.

Once you know what you want to do, you spend the 100 **karma** in order to make the **attempt**, and then roll a **feat of power** using the rank of power that you're attempting the stunt with:

◊ **WHITE:** You failed to use your power in the novel way that you wanted.
◊ **BRONZE:** You are able to successfully use your power in the novel way that you wanted. However, your control of the power is not full and results in a side-effect chosen by the GM. The side effect should be something that lessens the usefulness of what you are doing without nullifying it completely, and only applies to this individual instance of trying to use your power in this way.
◊ **SILVER:** You are able to successfully use your power in the novel way that you wanted, with no side effects.
◊ **GOLD:** You are able to successfully use your power in the novel way that you wanted, with no side effects.

Obviously, it may be wise for you to spend **karma** on this feat to ensure a particular level of success as with any other feat, since otherwise a **WHITE** result will mean that the 100 **karma** you spent to attempt the power stunt in the first place will have been wasted. This is not compulsory, however, and you don't have to do this if you are feeling lucky or if you are short on **karma** and can't afford to spend anything over the bare minimum needed to attempt the power stunt.

Karma Pools

Characters who work together regularly, for example as part of a super team, are able to combine their **karma** into a team **karma pool**. This is a central reserve of **karma** that any team member can use. Any member of the team can donate **any amount** of **karma** to the team's **karma pool** at any time. However, this is a one-way process. There is no way to extract **karma** back from the **karma pool** once it has been donated, not even if you leave the team or if the team disbands.

Any character who is a member of the team may spend **karma** from the team's **karma pool** as if it were their own **karma**. This can be done unilaterally and it does not require permission from any of the rest of the team (although it's generally considered polite to ask the other players before doing so!) When spending a significant amount of **karma**, you can split it and spend some of your own and some from the team's **karma pool** in order to make up the total.

If any member of the team takes a **karma** loss for their actions, they do not have the choice to take the loss from the team's **karma pool**. They must take the loss from their own personal **karma** instead. However, if the character's personal **karma** is not sufficient to pay the loss then they must pay what they can and the remainder of the loss is paid from their team's **karma pool**. In cases where a character has killed someone and must therefore lose all their karma, the team karma pool loses all its karma as well. Friends don't let friends kill people!

Villains & Karma

Karma is designed for use as a player resource. NPCs such as super villains do not use the rules for gaining and losing karma. This is partly because it isn't practical for the GM to track karma for dozens of NPCs whose lives outside the times when they're encountering the PCs are poorly defined at best; and partly because the mechanics are designed to have characters being rewarded for good deeds and heroic actions and penalised for the opposite, which is a bad fit for villains.

Instead, the GM should simply assume that when a villain is encountered they have an amount of karma to spend equal to that which a starting character with their characteristics would have – an amount equal to the sum of the rank values of their reason, intuition and psyche.

Villains can spend this limited amount of karma to push their powers and ensure success on dice rolls, but they don't need to spend it to attempt power stunts. They can attempt them for free.

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attempt – Repeatedly succeeding in the same Power Stunt using the same power may result in that use of the power becoming part of your character's normal power suite. See the Getting Better chapter for further details.

any amount – If a character is recognised by the rest of the team as the team leader, and that character also has the Leadership speciality, any karma donations they make to the pool are doubled. The pool gains twice as much karma as they give up.

Getting Better

Healing

While the high-action parts of being a superhero, such as fighting super villains; preventing crime; and rescuing people are exciting, they are also very dangerous. Super heroes are often injured in the course of their activities, and such recovering from such injuries may take time.

Health Loss

Minor injuries and fatigue, which are represented by loss of **health**, disappear quickly. Usually it is safe to assume that after a half day or more – such as after a night's rest – all characters will have returned to their maximum **health** values. It is generally not necessary to work out exactly how much of their lost **health** they recover immediately after combat and how much after each subsequent hour unless time is of the essence and they must dash from situation to situation without adequate time to rest. If it is important to determine how much **health** your character has recovered after a short length of time, work out the amount using the following two rules:

◊ After a fight or action scene has ended, spending five minutes resting and attending to minor injuries will let you recover **health** points equal to your **endurance** rank value. If you have the Medicine speciality (or whichever person is tending your injuries has it) then you get +1 RS to your **endurance** rank when determining how much **health** you recover.

◊ Each hour (of in-game time, not real time) during which you don't have any fights or action scenes you will recover **health** points equal to your **endurance** rank value. If you have the Medicine speciality (or whichever person is tending your injuries has it) then you get +1 RS to your **endurance** rank when determining how much **health** you recover.

Endurance Loss

If you have been more **severely injured**, and have lost **endurance** ranks, these take much longer to heal. If you remain active, you recover one lost **endurance** rank per week. If you take it easy (this doesn't necessarily mean that you have to be bedridden, but it does mean not exerting yourself, such as not getting into fights and not pushing your abilities) and you are under the care of someone with the Medicine speciality then you recover one lost **endurance** rank per day.

Character Improvement

In general, superheroes don't improve that much over the course of a campaign. Generally, the superpowers that your hero has acquired are likely to remain relatively static rather than starting weak and growing greatly in strength. However, a small amount of increase is possible, and you can learn new tricks and techniques that let you use your existing powers in more versatile ways.

severely injured – See the Combat chapter for more details about serious injury and the resulting temporary loss of endurance ranks.

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IMPROVING ABILITY & POWER RANKS

Each time you spend **karma** to **push your limits** during a comparison or to spend **karma** to **ensure success** in a feat, put a mark or check next to the ability or power that you used in that feat or comparison. When you have acquired a number of marks next to an ability or power equal to that ability or power's current rank value, that ability or power permanently increases to the next higher rank and you erase all the marks accumulated so far on that power or ability. Remember that if this increase takes an ability from **world class** to **fantastic**, that ability now counts as a power. This means that you can start using it to perform power stunts.

BROADENING POWERS

Each time you spend **karma** to perform a power stunt with one of your powers and the power stunt succeeds, make a note of the stunt on your character sheet and put a mark or check next to it. When you have acquired ten marks next to the same power stunt, that stunt becomes part of your standard power suite and can be automatically performed without needing to spend karma and perform a power stunt each time you wish to do so. Once you have established the power stunt reliably in this manner, erase the marks next to it on your character sheet.

IMPROVING WEALTH

Your **wealth** rank is improved in a very similar way to your ability ranks. That is, each time you spend **karma** in order to ensure success on a **feat of wealth** you put a mark or check next to it and after you have gained a number of these marks your **wealth** will increase by one rank and you should erase all the marks from your character sheet. However, increasing your **wealth** is quicker than increasing your powers and abilities. You only need to get a number of marks equal to half your current wealth rank value (round up) to increase it.

IMPROVING FAME

Gaining **fame** is a matter of impressing people by doing good deeds. Obviously, these deeds need to be done in the public view. Even saving the world won't make you famous if no-one knows that you've done it! Each time you gain **karma** for doing good deeds in public put a mark or check on your character sheet next to your **fame**. When you have a number of these marks equal to your current **fame** rank value, your **fame** rank increases by one and you erase all the marks. Gaining **karma** for things that you do out of the public eye or for things that you do in your secret identity don't count towards improving your **fame**, and you do not add marks for these. Similarly, spending **karma** to ensure success in **feats of fame** used to **persuade people** to help or co-operate with you does not count towards improving your fame.

However, **fame** is a fickle thing, and you can easily lose it as well as gain it, should the public turn against you. Each time you lose **karma** for doing something in public, you must remove a mark from the **fame** rank on your character sheet. If you have no marks left, reduce your **fame** by one rank and immediately add a number of marks equal to half the rank value of your new **fame** rank.

Unlike most of the other measures in the game, it is possible for your **fame** rank to actually go below **zero**. If you have **zero fame** and you should lose a mark because you just lost **karma** publicly, instead you gain **terrible infamy** and a single mark on your character sheet along with it. **Infamy** is basically the opposite of **fame**. Rather than indicating how much people will co-operate with you because they respect you, it shows how much people will co-operate with you because they fear you. Naturally, most villains will have **infamy** rather than **fame**.

If you have **infamy**, the methods of gaining and losing it are the same as those for gaining and losing **fame**, except that the shifts in rank are reversed. You still gain marks each time you gain **karma** for a public act and lose marks each time you lose **karma** for a public act, but if you have as many marks as your **infamy** rank value you decrease your **infamy** rank and erase the marks; whereas if you have no marks and should lose one you increase your **infamy** and immediately add a number of marks to your character sheet equal to half the rank value of your new rank.

BUILDING DEVICES

It is common for super heroes (particularly those with a scientific bent – although sometimes people may want to build magical or cosmic devices if they have that sort of origin) to build powered devices. These are items that are above and beyond the sort of equipment that can be simply bought, and which usually have super powers. These devices range from mind control helmets to teleportation devices to magic wands and amulets or even vehicles and powered armour.

These are best handled as a kind of long term power stunt. The character who wishes to build this sort of device must have an ability rank high enough to count as a power (i.e. have an ability rank of **fantastic** or more) in the relevant ability for the type of power source the device will use. Most of the time this will be their **reason** ability rank, but depending on their particular origin some characters may be able to substitute **psyche** instead. Depending on the nature of the device, the GM may also require the character to have suitable facilities and resources with which to create their invention. This will often simply mean that the character has a suitable workshop or laboratory, but there might be extenuating circumstances. For example if the characters are stuck on a desert island away from their home city then having a workshop at home won't help.

In order to create a device, the character must first devote an extended period of game time to research and invention. There are no hard and fast rules about this, but normally around a month would be reasonable. Obviously, time spent away from the lab will delay things accordingly.

At the end of the period, and this should almost always be timed to occur at the start of a session so that it causes the minimum amount of disruption to the game, the player spends 100 **karma** in order to attempt the power stunt and rolls for the stunt as normal. If the stunt is a success, the character has managed to build a prototype device that they can use once in that session before it needs re-calibrating, re-powering, repairing, or otherwise maintaining.

Once the character has used the prototype once, or once the session has ended (whichever comes first), the prototype is no longer functional. From this point on, each time the character wishes to get the prototype to work again they will need to repeat the power stunt (including spending another 100 **karma**). However, if the character still has their original prototype they don't need to spend more time in the lab to do this. They can simply adjust and improve the existing prototype in the field. If the prototype has been lost or destroyed, then the character will need to spend another week building a new and improved version before they can try again.

As with other power stunts, the player should make a note of the invention in their list of power stunts and each time the device has been successfully tried the player should put a mark next to the note. When the note has acquired ten marks the device is considered to be working reliably and counts as a **new power** for the character just like normal character improvement.

If a character wants to invent a device that has multiple powers, each power needs to be added separately using the same process. Depending on the nature of the powers and the device, this may mean that the device is not usable until all the powers have been successfully tested.

Optionally, if the GM agrees that this fits a character's origin and power source, this same method can be used by a character to acquire a new super power in a form that isn't a device. For example a scientist character could perform a series of extended gene therapy treatments on themselves in order to unlock a previously latent power with the genetic mutation source; or a magical character could spend time studying in order to research a new spell.

new power – The new power is an independent power and is not considered to be an alternate power of anything. See the Power Descriptions chapter for more details about alternate powers.

Character Improvement Summary	
Improvement	**Requirements**
New Flexibility	Perform a power stunt to use the flexibility 10 times
Improve Power Rank	Push or ensure success with the power a number of times equal to its current rank value
Improve Ability Rank	Push or ensure success with the ability a number of times equal to its current rank value
Create a Device	Create a prototype and refine it 10 times
Improve Wealth Rank	Ensure success with feats of wealth a number of times equal to half your current wealth rank value
Improve Fame Rank	Gain karma publicly a number of times equal to your current fame rank value
Gain a Speciality	Study to use the speciality 10 times
Gain a Contact	Ensure success with feats of fame targeted at the same friendly non-contact person 10 times

Gaining Specialities

Like building a device, studying and practising to learn a new speciality is something that must be done over an extended period of time. However, unlike building a device, you don't need to have a relevant ability rank of fantastic or higher in order to be able to learn a new speciality for it. After spending an in-game month studying and practising, you then need to have an opportunity in which having the speciality would give you its advantage or benefit.

When this opportunity arises, you may perform a power stunt (using whichever ability or power is most appropriate to the speciality) in order to be able to gain the use of the speciality in that one situation. As normal with power stunts you must spend 100 **karma** to make the attempt and must achieve a **GOLD** result on the feat for this to work. It then takes another week of study and practise before you can attempt a similar power stunt to gain the use of the speciality again in a different situation in which it would give you its advantage or benefit.

Each time you perform this power stunt to successfully gain the use of the speciality, make a mark or check on your character sheet. When you have ten marks, you have successfully mastered the speciality and may now use it without needing to perform power stunts or spend **karma**.

Gaining Contacts

Whenever you spend **karma** in order to ensure success when persuading someone who is not yet one of your contacts to help you out by providing you with assistance or resources, make a note of their name along with a mark or check on your character sheet. When you have accrued ten of these marks for the same named individual, that individual becomes a new contact.

Allies, Enemies & Equipment

Supporting Cast

As well as the various super heroes and super villains that will appear in games, there will often be times when supporting cast is needed. This could be anything from innocent bystanders to police or army, to crack ninja teams or trained mercenaries. Heroes will interact with supporting cast in a number of ways, most of which should be simply role-played out. However, when a player wishes to use their **fame** to get an NPC to co-operate with them or help them simply because of who they are, the player should make a **feat of fame** to see what the result is.

◊ **White:** The NPC does not want to give you what you want. They may turn you down politely or rudely depending on how friendly they are.
◊ **Bronze:** If the NPC is one of your contacts or has a similar reason to be friendly, they will give you what you want. **Strangers** will ignore you or turn you down.
◊ **Silver:** Contacts, friendly NPCs, other heroes, or bystanders witnessing a fight with villains will give you what you want. Villains or strangers approached out of the blue will turn you down.
◊ **Gold:** Anyone except an enemy whom you are actively fighting will give you what you want. Enemies whom you are actively fighting, unless they are your personal nemesis, will at least pause to hear you out (although negotiations will still need to be role-played out) unless they suspect a trap.

If the hero has **infamy** rather than fame, this can still be used in a **feat of infamy** with the same results as listed above. However, since this represent intimidating the NPC into helping you because they are scared of you rather than persuading them to help you because they respect you using a **feat of infamy** rather than a **feat of fame** will earn you a **karma** penalty.

The GM may wish to apply rank shifts to the hero's fame or infamy if what they are asking for is dangerous or expensive. Use the examples below as a guide (apply all that are relevant):

◊ +2 RS if the target benefits by co-operating.
◊ –3 RS if co-operating will be dangerous for the target.
◊ –2 RS if the hero is requesting an item and it's likely to be destroyed or otherwise not returned.
◊ –2 RS if the hero is requesting an item or service that will be expensive for the target.
◊ –3 RS if the hero is requesting an item that is of unique value to the target.

If these rank shifts due to what the hero is asking reduce the hero's **fame** or **infamy** rank to below **zero**, the request for co-operation is automatically refused even if the hero gets a **Gold** result.

Bystanders

These are the normal people who might be standing around in a bank when it gets robbed or walking along the street when an alien ship lands in front of them. They're not trained or experienced in combat, and they will almost certainly flee or cower if a big fight between heroes and villains starts kicking off. Having said that, they do make good hostages and the like.

Child

◊ Terrible Fighting
◊ Average Agility
◊ Bad Strength
◊ Bad Endurance
◊ Bad Reason
◊ Bad Intuition
◊ Terrible Psyche
◊ 16 Health
◊ 10 Karma

This represents an average child of around ten to twelve years old. Younger children are likely to have correspondingly lower ability scores. If children get caught in crossfire, given their low **health** score, it's usually easier to simply say that they will be incapacitated by any attack of **decent** rank or greater or by any two attacks of lesser rank, rather than tracking their **health** exactly.

Strangers – If you spend karma to succeed on a feat of fame repeatedly against the same NPC, they will stop being a stranger and become a contact. See the Getting Better chapter for more details.

Adult

◊ Average Fighting
◊ Average Agility
◊ Average Strength
◊ Average Endurance
◊ Average Reason
◊ Average Intuition
◊ Average Psyche
◊ 24 Health
◊ 18 Karma

This represents a fairly average adult; a desk jockey or couch potato. Particularly capable or incapable adults will vary from this norm, of course. Although not combatants, adults are likely to fight if they feel they have no choice. Because of their low **health** score, it's usually easier to simply say that an average person will be incapacitated by any attack of **great** rank or greater; by two **decent** rank attacks; or by any four attacks of lower rank, rather than tracking their **health** score exactly.

Combatants

Of course, not everyone is a super hero or a simple bystander. Many villains will employ thugs and mercenaries, and there are police and army working on the side of law. These people are far more competent in a fight than the average bystander, and may be equipped and trained with weapons.

Police Officer

◊ Decent Fighting
◊ Decent Endurance
◊ Average Agility
◊ Decent Strength
◊ Average Reason
◊ Decent Intuition
◊ Decent Psyche
◊ 36 Health
◊ 26 Karma
◊ Specialities: Criminology I

Depending on where you are in the world, a police officer will be armed with a nightstick, pistol, or both, and may be dressed in a stab vest or similar. Special units may also use a riot shield.

Soldier

◊ Great Fighting
◊ Decent Agility
◊ Decent Strength
◊ Decent Endurance
◊ Average Reason
◊ Decent Intuition
◊ Great Psyche
◊ 50 Health
◊ 36 Karma
◊ Specialities: Weapons (guns) I

Soldiers will normally use a pistol and/or an assault rifle, and wear ballistic armour or similar. They will not normally carry grenades or other heavier weaponry except in a war zone.

Goon

◊ Decent Fighting
◊ Average Agility
◊ Decent Strength
◊ Decent Endurance
◊ Average Reason
◊ Average Intuition
◊ Decent Psyche
◊ 36 Health
◊ 22 Karma
◊ Specialities: Martial Arts I

Goons are your average gang member or minion for a super villain. Depending on where you are in the world (and who they are working for – some villains like their goons to be themed to match

their own identity) they will be armed with a nightstick or a pistol. Rarely they might be given an exotic weapon that does the equivalent of the blast power at **great** or even **world class** rank.

Ninja

◊ Great Fighting
◊ Great Agility
◊ Decent Strength
◊ Decent Endurance
◊ Average Reason
◊ Average Intuition
◊ Decent Psyche
◊ 60 Health
◊ 22 Karma
◊ Specialities: Stealth II, Weapon (sword) I

Ninja are generally found as infiltrators or assassins, employed when stealth is required and greater skill than a goon is needed. Because of this, ninja usually work alone or in small groups rather than appearing with a villain. A ninja will usually carry various devices to distraction and aid climbing and escape, and will wield a sword. It is rare in the extreme for a ninja to use a gun.

Gang Leader

◊ Decent Fighting
◊ Great Endurance
◊ Average Agility
◊ Great Strength
◊ Decent Reason
◊ Average Intuition
◊ Decent Psyche
◊ 56 Health
◊ 26 Karma
◊ Specialities: Criminology I, Law I

Gang leaders, as the name suggests, are the leaders of gangs of goons. They may be working for their own benefit, or they may be working for a super villain. When working for a super villain, gang leaders are equally likely to be found accompanying the villain's goons and acting as a bodyguard and minder for the villain themselves. Gang leaders are usually armed with a pistol, even in countries with strict gun control, but may sometimes wield an exotic weapon that does the equivalent of an offensive super power at **great** or even **world class** rank.

Animals

Animals often make an appearance in super hero stories, whether as loyal sidekicks, the trained attack beasts of villains, or simply as escaped zoo creatures. There are many more types of animal than can be listed here, but these are some of the more common types that are met by heroes

Crocodile/Alligator

◊ Average Fighting
◊ Bad Agility
◊ Great Strength
◊ Great Endurance
◊ Terrible Reason
◊ Bad Intuition
◊ Decent Psyche
◊ 50 Health
◊ 16 Karma
◊ Powers: Bad Damage Resistance, Great Strike, Average Aquatic

Crocodiles and alligators are occasionally found in sewers, or at least they are in comic books. You might rarely find a giant or mutant alligator with better ability scores than those listed here.

Gorilla

◊ Bad Fighting
◊ Bad Agility
◊ Fantastic Strength
◊ World Class Endurance
◊ Bad Reason

- ◊ Average Intuition
- ◊ Decent Psyche
- ◊ 78 Health
- ◊ 20 Karma
- ◊ Powers: Bad Damage Resistance

Gorillas, and apes in general, are a regular feature of super hero stories. The ability scores listed above are for a typical gorilla. However, those met by super heroes are often super-intelligent or specially trained, and so are they likely to have powers or ability scores beyond those listed here.

Hawk

- ◊ Average Fighting
- ◊ Great Agility
- ◊ Terrible Strength
- ◊ Terrible Endurance
- ◊ Bad Reason
- ◊ Fantastic Intuition
- ◊ Average Psyche
- ◊ 30 Health
- ◊ 50 Karma
- ◊ Powers: World Class Flight

Hawks are often found as companions or spies for heroes and villains alike. Although their small size and weak physical abilities make them of limited use in a fight, their fast flight speed, their keen senses, and their **great agility** make them excellent at spotting things and escaping.

Lion/Tiger/Panther

- ◊ Decent Fighting
- ◊ Average Agility
- ◊ Great Strength
- ◊ Great Endurance
- ◊ Bad Reason
- ◊ Decent Intuition
- ◊ Great Psyche
- ◊ 56 Health
- ◊ 34 Karma
- ◊ Powers: Decent Super Speed, World Class Strike

The abilities here are for a big cat of the sort that might have escaped from a circus and be loose on the rampage. This assumes that it is one of the heavier types of cat. For a cheetah, increase the super speed to **great**, and decrease the **strength** and strike power by – 1 RS each.

Shark

- ◊ Average Fighting
- ◊ Zero Agility
- ◊ World Class Strength
- ◊ World Class Endurance
- ◊ Terrible Reason
- ◊ Average Intuition
- ◊ World Class Psyche
- ◊ 66 Health
- ◊ 38 Karma
- ◊ Powers: Average Aquatic, Bad Damage Resistance, Fantastic Strike

Sharks are always a favourite of villains for putting in death traps, moats and the like. The shark shown here is a big one, such as a tiger shark or great white shark. Note that the shark's **zero agility** only means the shark can't move around on land. When it is in water, which will be the case most of the time, its **average** aquatic power gives it an effective **agility** of **average**.

Tyrannosaurus Rex

- ◊ Great Fighting
- ◊ Bad Agility
- ◊ Fantastic Strength
- ◊ Fantastic Endurance
- ◊ Bad Reason
- ◊ Average Intuition
- ◊ World Class Psyche
- ◊ 104 Health

◊ 40 Karma
◊ Powers: Average Damage Resistance, Astounding Strike, Decent Super Speed

Normally only found as the result of genetic engineering, mad science, or the denizen of a "lost world"; extinct dinosaurs like a tyrannosaurus rex are formidable beasts that can challenge even super heroes. These ability scores could also be used for a large herbivorous dinosaur, in which case the strike would represent horns, spikes, or a powerful whip-like tail.

Wolf/Dog

◊ Average Fighting
◊ Average Agility
◊ Average Strength
◊ Decent Endurance
◊ Bad Reason
◊ Decent Intuition
◊ Decent Psyche
◊ 28 Health
◊ 24 Karma
◊ Powers: Decent Strike, Average Super Speed

Wolves are a favourite companion animal for both heroes and villains. These ability scores can also be used for large guard dogs of the type likely to be found guarding secret research facilities, but they're not intended to represent smaller domestic dogs or lap dogs. Smaller dogs would lose the Strike power and take a –1 RS penalty on their Strength and Health.

Equipment

In addition to the general supporting cast of mundane people and animals (well, okay, maybe the T-Rex isn't that mundane!) you may also find that you sometimes need values for equipment such as guns or armour. When that mugger pulls a gun on you, you need to know how much damage it will do. Note that although the default "off the shelf" version of many of the weapons are listed here as doing lethal damage, if a character has a similar weapon as part of a super power it can be assumed to be a specially modified version that does blunt damage instead, for example a gun could be modified to fire "mercy rounds" or a bow could fire blunt arrows.

In order to be able to purchase a piece of equipment, you must **succeed** in a **ranked feat of wealth** with the target being the cost of the equipment. You get a –1 RS penalty to your effective **wealth** rank for each previous purchase within the same game week when making this feat, unless you are making purchases for which your feat would be automatically successful – that is, purchases where the cost is at least two ranks lower than your wealth rank.

succeed – Succeeding in a number of feats of wealth will permanently increase your wealth rank. See the Getting Better chapter for more details.

> *Example:* The Scarlet Pimpernel has **average wealth**. *This means that she probably owns a small house, runs her own car, and can afford a few luxuries. With this **wealth** rank she can buy a new pistol if she gets a* **SILVER** *success on her **feat of wealth**. If she only gets a* **BRONZE** *success or lower then she can't afford to purchase the pistol this week, and must wait till next week and try again to see if her budget will stretch far enough to buy it. If she does manage to buy the pistol, then any further purchases she tries to make this week will be at a –1 RS penalty.*
>
> *With only average wealth, she can't afford to buy a sniper rifle even if she rolls a* **GOLD** *result. She simply can't scrape together enough money to pay a **great** cost. However, since a knife has only a **terrible** cost, she can automatically buy one without needing to roll a **feat of wealth**, and therefore buying a knife won't cause her to be at a –1 RS penalty to further purchases in the same week.*

Weapons				
Item	**Cost**	**Material Strength**	**Damage**	**Notes**
Knife	Terrible	Great	Bad	Lethal Melee/Thrown
Baseball bat	Bad	Decent	Average	Blunt Melee
Nightstick	Average	Great	Average	Blunt Melee
Sword	Decent	Great	Decent	Lethal Melee
Bow	Decent	Decent	Decent	Lethal Projectile
Crossbow	Decent	Great	Decent	Lethal Projectile
Pistol	Average	Decent	Great	Lethal Projectile
Shotgun	Decent	Decent	Great	Lethal Projectile
Assault Rifle	Decent	Decent	World Class	Lethal Projectile
Sniper Rifle	Great	Decent	World Class	Lethal Projectile
Hand Grenade	Decent	Average	Fantastic	Lethal Thrown to area
Flamethrower	Great	Decent	Fantastic	Lethal Projectile (Fire)
Dynamite Stick	Decent		Astounding	Lethal Thrown to area
Rocket launcher	Great	Decent	Phenomenal	Single Shot, Lethal Thrown to area

Armour			
Item	**Cost**	**Armour**	**Notes**
Riot shield	Average	Great	Partial armour
Stab vest	Decent	Average	Partial armour
Ballistic armour	Great	Decent	Partial armour

Miscellaneous Items		
Item	**Cost**	**Notes**
Grappling gun	Great	Grapple line has Fantastic Material Strength
Handcuffs	Average	Counts as a partial hold when worn
Smoke Grenade	Decent	Reduces visibility in an area to nothing
Nightvision Set	Decent	Sees in dark
GPS Device	Average	Locates you anywhere in the world

Vehicles		
Item	**Cost**	**Notes**
Bicycle	Average	Average land speed
Motorcycle	Decent	Fantastic land speed
Family Car	Great	Wondrous land speed
Sports Car	World Class	Single shift land speed
Jeep	Great	Astounding land speed
Tank	Fantastic	Great land speed
Motor Boat	Great	Decent water speed
Speedboat	World Class	Fantastic water speed
Luxury Yacht	Fantastic	Great water speed
Autogyro	World Class	Decent air speed
Helicopter	Astounding	Fantastic air speed
Small Plane	Fantastic	Wondrous air speed
Corporate Jet	Astounding	Phenomenal air speed

The items listed on the equipment tables above are obviously only a small sample of all the equipment that can be acquired by a character. However, they include the most common items that might be carried and/or used by supporting cast such as the police, army, and criminals and goons.

For more details about how weapons and armour work in combat, see the Combat chapter.

Settings

This game assumes that you are familiar with the super hero genre and its tropes, and that as such you need no help to run a "vanilla" super hero campaign. However, if you want to run the game in a somewhat different genre, this chapter provides four alternate settings for you to use.

C.A.P.E.S.

C.A.P.E.S. is a dystopian future in which mega-corporations rule the world and super powered mercenaries do their dirty work in the shadows, concealing their identities behind code names.

History

The year is 2126, and it's been nearly 100 years since the megacorps have been in power.

After World War III ended in 2026, very few people trusted the government. The planet had been left a near wasteland, with flooded coastlines, nuclear glass deserts, widespread extinction, and famine and sickness abounding. Who actually started the war is up for debate, but it did not matter as humanity pointed fingers at everyone involved. The governments were too war weary and poor to attempt to resist, and their resources were so stretched thin that their former citizens turned to the only people who still had any resemblance of power: the mega-corporations.

The revolution, often called the Corp War, was quick and bloody, overthrowing traditional world governments and establishing a new order under the rule of the Corporate Council. The council was very loose with both expenditures and morality, which while seeming damnable on the outside was actually a saving grace. Their researchers boosted technology forward 200 years in as little as 20, developing sustainable food replicater plants, safe nuclear power, a world currency known as the 'credit', standardized augmented reality, advanced medicine and body modifications, interplanetary travel and colonies, and even the fabled flying car.

But the Council was not totally benevolent; everything they made had fail-safes or alternate purposes. A world wide augmented reality net allowed for hyper-efficient surveillance and monitoring; nearly free food grown in vats and factory automation of all kinds caused millions of workers to lose their jobs and live on corporate default, allowing the rich to stay rich; advanced medicine increased life spans and blew up populations, giving the Corps even more power. The Council had covertly established a surveillance-run corporate oligarchy, and no one was the wiser until it was too late. The common person's life became brutish and short, ruled by drugs, vat food, crime and near slave labour. All this while the corporate employees rest firm and fat in their high rises and arcologies. And this is how it remained until 2120

The Corporate Council

Over 50 megacorps participated in the Corp War, but by the end of it, they had absorbed into five that had numerous puppet branches under these names. Often just called the Five, the Corporate Council's members have specialized, cornering the market on their expertise.

◊ **United Tech:** composed of mega-corporations from the Americas, though it is currently based In the New York Megasprawl. United Tech's main income is from power and energy, with the patent for nuclear power being in their name.

◊ **Xihe Limited:** Asian in origin and based in Neo Tokyo. They are focused on computers, processors and robotics, having been one of the main pioneers behind the Augment Net.

◊ **Europa United:** based in Berlin, is comprised of corporations from the former European Union. Their business is agriculture and medicine, and they are also one of the main drivers of cybernetic and genetic modification.

◊ **Shaka Corp:** African, with headquarters in Cape Town. They were one of the most important corporations after the Corp War, as their specialty in construction and weapons helped rebuild the ruined Earth and help enforce the Council's legitimacy.

◊ **Deep 12:** an Oceanian corporation, based in New Sydney. Often considered the least powerful of the Five, they still hold massive power in the transport and entertainment industries.

The Council itself is ruled by the CEOs of the Five, who do not have public names and are only referred to by their position (i.e. the CEO of Deep 12). Some say this is to provide accountability to the whole organization, but the CEOs know it is a way to put power behind ideas and not faces.

The Average Megacity

There is no such thing as a small town anymore; all the megacities have absorbed outlying communities into cities hundreds of miles in diameter. Farmland is a story told to children, as the third World War nearly wiped out all arable land and vat-grown food is now the norm.

At last count, there are 50 megacities on Earth, with a few more scattered in colonies on the Moon, Mars and the Galilean moons of Jupiter. These cities are more city-states than pure cities; the mayors of each have nearly as much power as the presidents, dictators and lords of old, though all of them are employed by the Council who still serve as the central government.

Arcologies are common, and skyscrapers are the norm although only the rich can afford them. Most of humanity lives on the street, either homeless, in hovels and shanty towns, or in barely-adequate apartments. Jobs for them are either menial, disgraceful, or non-existent. The high level corporate employees are hyper-rich and are more royalty than anything, flitting around in expensive grav cars and attending lavish parties in lofts hundreds of feet above the diseased streets.

The C.A.P.E.S.

By 2120, human genome modification and cybernetic replacement body parts were common, but science was never able to push them beyond a certain point. Called the Jujin Wall, after a noted genetic theorist named Dr. Saito Jujin, it was a stopping point for modification that if someone tried to pass, their body would normally reject the implant, resulting in insanity or death.

In 2120, a stable trans-Uranic isotope called Xenonium, discovered in a huge cache under Europa, started undergoing extensive testing. A genetic scientist named Marie Oubliette tried using the Xenonium as a power source for an advanced cybernetic implant she knew ran up against the Jujin Wall. To her surprise and delight, the implant was not rejected. Cybernetic and genetic enhancements soared through the roof. The Xenonium allowed fuelling of things like super strength, control of energy and matter, flight and more. Those brave and strong enough to undergo these surgeries, as cybernetics luckily remained fairly cheap, were dubbed Xenos.

Obviously this caught the attention of the Corporate Council. They could not have these new superpowered beings running around, threatening to overthrow their carefully planned power structure. Some Xenos had already gained heads full of glory and were speaking and acting out against the Council. The Corps made Xenos illegal, at least on the surface. Secretly, the Five had been fighting shadow wars amongst themselves for decades, and they all independently saw these Xenos as new dangerous tools in these wars. They also saw them as a new security force, enforcing their will against the populace through super powers. Each Corp contracted dozens of Xenos to do their dirty work, not promising riches but promising glory and escape from street-class squalor. These formed up the now famed Certified Augmented Professional Extraction Squads, or C.A.P.E.S. for short. In the current year of 2124, there are at least 50 known C.A.P.E.S. teams, and countless others hidden behind classified files.

Some of the most powerful Xenos negotiated freelance contracts, able to bounce between the Five as freely as they wanted. Still others remained illegal, either refusing to bow to the Corps or wishing to use their powers for personal gain. Xenos learn quickly not to trust anyone but themselves, though; they may be on Shaka Corp's payroll, but a botched job or a misplaced whisper could have them killed or worse. Few Xenos even trust the people in their C.A.P.E.S. team fully, but they must try in order to survive. A lot of people took to calling Xenos 'super heroes,' but they were not farther from the truth. Yes they had powers, but very few had secret identities, garish costumes or noble illusions. All they have are code names, the clothes on their back, and the fight to try and live another day. They are mercenaries, and try as they might to tell themselves what they are doing is for the greater good, they know they are all just chasing the almighty credit.

Rules Modifications

Fame

It is bad to be famous as a Xeno. Technically, you are an outlaw by simply existing, even if the Corporate Council still uses you for its less-than-legal purposes as deniable assets. The more **fame** you get, the more your enemies will look for you and your loved ones, the more criminal organizations will see you as a bargaining chip, and the more your employers will have to deny their shadow assets. All of these have the same outcome: lying dead in a gutter.

When using **fame**, you want to keep it ideally as close to **zero** as possible. While this may seem difficult, keep in mind that **fame** and **infamy** are gained through things **done in public**. If a C.A.P.E.S. team does a secret raid on a United Tech installation, the CEO won't go around proclaiming it because it implies United has something to hide. Still, fights between Xenos do sometimes tend to get out of hand, blowing out into the streets and into the public eye.

C.A.P.E.S. are supposed to be covert, even if that doesn't pan out so well all the time. In a world under constant surveillance, it pays to be anonymous. If you are doing something where it is important to be anonymous and you have not totally blown your cover (e.g. not blasting through a wall at a Shaka Corp weapons plant and telling a guard, straight faced, that you have a visitor's pass), make a **feat of fame** as described in the Allies, Enemies and Equipment chapter. This feat is reversed though; a **WHITE** result on this feat acts like a **GOLD** result on a normal **feat of fame**, a **BRONZE** like a **SILVER**, a **SILVER** like a **BRONZE**, and a **GOLD** like a **WHITE**. Note that any result that says 'turn you down' could also result in 'alerting a higher up'.

So why shouldn't Xenos just remain covert all the time? Well, many still uphold trying to protect the innocent, thus gaining **fame**. **Fame** is also still used when you need to be influential, such as when finding a new job. **Fame** also spreads faster; with the advent of the Augment Net, only half as many Pushes are needed to advance your **fame** rank. The up-side of the Augment Net is that there's always the next latest thing arriving, so it's easy to be forgotten. This means that **fame** can also be lowered by laying low for a while. For every day you lay low and do nothing, you lose one Push from your **fame** or **infamy**. This works the same as losing **fame** for doing things in public that result in **karma** loss: that is, if you have no pushes you lose an entire rank of **fame** or **infamy** and then immediately gain half the number of pushes that it would take to regain that rank. However, the longer you lay low, the poorer you get.

Wealth

Although some Xenos don't like to admit it, money is very often the reason they joined the C.A.P.E.S. Your employer, be it a criminal, a corporation or someone else, will pay you after every successful mission. They'll usually pay you an amount of money can be abstracted to effectively give you a number of **marks** on your wealth score equal to ½ your **wealth** rank value, but you will generally be given correspondingly harder missions the higher your rank goes.

However, the world sucks up money fast. During your first week after doing a job, your **wealth** doesn't change. After that point however, as with **fame**, for every day you lay low and do nothing you lose one **mark** from your **wealth**. This works the same as losing **fame** for doing things in public that result in **karma** loss: that is, if you have no marks you lose an entire rank of **fame** or infamy and then immediately gain half the number of marks that it would take to regain that rank. This presents an dilemma for most Xenos; you either gain **fame** to get more money to survive but risk exposing yourself, or be a poor nobody who is just another part of the rabble.

Powers and Sources

All powers in C.A.P.E.S. come from either cybernetic enhancements, genetic modifications or pure skill. Things like magic, divine power and so on do not exist, and although many believe the element Xenonium to be derived from extraterrestrial sources, there has been no proof of such.

Because the cybernetics and gene therapy that are needed to gain (and maintain) powers are very expensive, especially for Xenos who are forced to acquire such things on the black market rather than through official channels, it is necessary to be very wealthy in order to maintain effective powers. All super powers are limited in rank to either their normal rank (which can be improved by pushing them as usual) or your wealth rank, whichever of the two is lower. Naturally, this is a problem for most freelance Xenos, since increasing wealth requires regular work and periods lying low or otherwise not working can result in degradation of your powers.

done in public – See the Karma chapter for more details about how public deeds affect your karma score.

marks – Gaining marks against your abilities and powers is explained in more detail in the Getting Better chapter.

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The more 'exotic' powers like Spirit Control or Time Control exist, but should be approached with a more scientific bent. It is suggested that time in the setting should be self correcting (e.g. Hitler can't be killed, the same wars always occur), dimensions should only be exotic in extremes, and spirits should be the lambent remaining energy of the dead (i.e. not a ghost).

Links

As stated before, Earth and the outlying colonies all possess the Augment Net, an advanced internet that is accessed through something called a Link. Links are hyper advanced mini-computers, the contemporary to smart phones. Put as an implant at the base of the brain, the Link and the Augment Net are considered basic human rights. Thus, every player should get one.

Links can do nearly anything a modern computer can, all displayed as a interface over the owner's vision. Short-band radio, internet, media player, bank monitor, mapping systems and more are all standard within the Link. Strangely, a unique personal ID is not stored in a Link, probably as a fail safe for those Corporate Council executives who would rather be unknown.

How to Run C.A.P.E.S.

Play up the struggle between being a hero and staying in hiding. Many Xenos want to use their power for good, but that risks exposure and potentially losing their lives. Endorse factions and the underworld. Xenos don't only work for C.A.P.E.S. but also for criminals, rebels and normal people, as long as they all have the cash. The world should be portrayed as tenuous and on the verge of breakdown. Don't forget that everything isn't black and white. The Corps sometimes do send C.A.P.E.S. off on beneficent missions, such as breaking up drug rings and child kidnapping. On the flip side, the average Joe may recruit the players to enact petty revenge.

Explore some of the mysteries of the setting. The big one is 'Where does Xenonium come from?", but you can also learn of the intricacies of the shadow war, any hidden truths about World War III, and humanity's continued expansion through the solar system (and maybe into the stars if you prefer – although that will require you to add some kind of interstellar travel technology to the setting). Xenos are not extremely powerful or extremely invincible. It's suggested you play C.A.P.E.S. with a lower campaign rank than **world-class**, usually **decent**. You should also stress to players the importance of **wealth**, contacts, **fame** and specialities. Few Xenos have more than two or three powers, and their real skills lie in their mercenary work.

The heroes are just normal people. Members of C.A.P.E.S. teams don't have ludicrous costumes or even disguises; they usually just have a code name they use while on missions, and those are often short and descriptive like Turbo, Blaze or Rhino. Don't be discouraged from distinct looks though: a favourite outfit, oddly coloured eyes or a hyper-bulky frame are all good ideas. But at the end of the day, a Xeno is a ghost who spends their evenings watching corporate TV and living among the common people. They are also very mortal. Many of their opponents will use lethal weapons, and dead is dead. If a hero has died, that's the end, unless established they can't die (i.e. they have the Immortal power). This isn't a comic book where the favourite character comes back the next issue; the next issue there will be a funeral.

Wild Magic

Wild Magic is a fantasy setting where heroes imbued with magical powers fight monsters and defend their towns from the similarly imbued members of various non-human tribes.

History

Once upon a time, as magic was fading from the world, it became unstructured and uncontrolled. Where once great wizards had performed wonders while the world was young, now there was only the remnants of their works. Enchanted creatures that had once been controlled were now free, and the old schools of magic no longer taught their arts to eager young students.

But magic hadn't gone completely. The creatures of myth still existed; dragons, unicorns, chimerae, and stranger beasts. There were still goblins in the mines and fey in the forests. Magic hadn't even abandoned humankind completely. While the great wizards of yore were no more, people were still born with unique magical talents. One might be able to fly and conjure flame from nothing. Another might have the strength to break castle walls with their bare hands. Yet another might be able to change into the forms of various animals. These Eidolons, as they were

called, were both feared and admired in equal measure. Although many considered them to be dangerous freaks, their talents were clearly useful. A handful of Eidolons could turn back a small army of normal people or slay a dragon with ease. And of course, the only good defence against your opponent having Eidolons on their side is for you to also have them on your side.

The Wild Magic World

The world of wild magic is very much like our own world as it emerged from the dark ages into the mediaeval period. It is a world of feudal kingdoms, castles and serfs. Unlike many fantasy settings, magic plays only a small part in the game. There are no wizards in towers casting spells or priests in the local temple magically healing people, and there are no magical artefacts lying around in tombs and dungeons waiting to be found. There used to be those things in abundance, but as the magic has become both weaker and less controlled they have become a thing of the past – and to an extent, a thing of legend. The remaining magical artefacts and creatures are extremely dangerous, and magical sites are avoided rather than plundered.

This puts Eidolons in a precarious position. As far as the public is concerned, magic is dangerous and unpredictable; and it is not something to be trifled with. While most people are glad to have a small handful in the town – it only takes a goblin attack to demonstrate how useful they are – people simply don't feel comfortable around someone who can mentally control them or burn them with a thought or move mysteriously from one shadow to another. The fact that power tends to corrupt and that many Eidolons have become tyrants or even mass murderers doesn't help. There's just the general feeling that Eidolons are somehow cursed. As a consequence, while people are happy to have a couple in the town no-one actually wants them living next door or wants to go drinking with them in the local inn. The result of this is that Eidolons tend to live alone or with each other on the edges of town, keeping themselves to themselves.

Goblins and Fey

Although most races of myth and magic have died out leaving only the wilder magical creatures, two of these races still exist alongside humanity. These are the fey, who live in the forests and woods, and the goblins, who live anywhere they can. Rumours occasionally surface about gnomes or dwarfs living in mountains, but these are unsubstantiated and few believe them.

Fey are mysterious creatures who avoid humanity most of the time. They are all powerfully magical in nature, although their naturally wild and unpredictable nature seems to have protected them somewhat from the madness that has affected most magical creatures as magic has become uncontrolled. Occasionally an individual fey will either help the humans who live near its home or attack them and drive them off. Their reasons for this behaviour remain fairly inscrutable, as while they are perfectly capable of speech they seem to have no interest in explaining their actions or negotiating. Either they will help or they will drive off, for reasons they keep to themselves. Often their behaviour and attitude to humans will change with the season or even the weather. Whatever their current behaviour, fey always look like beautiful humans who have just reached adulthood and who appear to shine or sparkle in the sunlight. However, this is merely a glamour, as dead fey revert to their normal form of vaguely humanoid creatures made of plant-like material with rough and primitive features as if carved by a child.

Compared to the rather alien fey, goblins are much more human-like. They are smaller than humans; and their green skin and pointed noses, ears and chins make them easy to recognise. Goblins are very loud and gregarious, and although they show a cunning that rivals human intelligence they are notoriously prone to making poor or rash decisions. Goblins respect only strength, and obey laws and treaties only if they are strongly enforced. This often brings them into conflict with humans since goblins won't hesitate to steal from those who appear weak. Although goblin nature is to be callous to the suffering of the weak if those weak aren't part of the goblin's own family, they don't usually extend this callousness to the point of active cruelty; although to the farmer who has had his sheep and his livelihood stolen this is little comfort.

Goblins aren't naturally magical, although they have their own Eidolons just like humans do. Unlike human Eidolons who will often be outsiders to their own people, goblin Eidolons will usually have no compunction about using their powers to give themselves a position of power; ruling an entire clan or tribe of their non-magical brethren. Goblin Eidolons from the same extended family will sometimes work together to rule a tribe, but unrelated Eidolons simply see each other as rivals and rarely co-operate unless there is a clear power structure and those who are subordinate are constantly kept in (and reminded of) their place.

Magical Creatures

Other than fey and goblins, the only intelligent magical creatures are dragons. These powerful creatures are vanishingly rare, and the wild magic has mostly driven them into insane megalomaniacs. Dragons aside, many magical creatures from myth are still around but none of them are intelligent and all except the purest unicorns have become ill tempered and vicious.

Rules Modifications

Because of the problems that Eidolons suffer with the generally poor reputation of their kind, they have to work a lot harder to fit in and be accepted by people. This makes **fame** much more limited than normal. When gaining **marks** on your **fame** (or gaining them on your **infamy**) after having done something public that gains you **karma**, you only gain or lose half a mark each time rather than a full mark; so it takes twice as long to build up your **fame** or reduce your **infamy**. Similarly, when losing marks on your **fame** (or losing them on your **infamy**) after having done something public that loses you **karma**, you gain or lose two marks rather than just one; so it only takes half as long to lose your **fame** or build up your **infamy**.

The campaign rank for a Wild Magic campaign should be set at **great**. Eidolons are superior to most people, but not by as much as many super heroes in modern settings are. When it comes to powers, all powers must have the magic power source. There are no other power sources in the setting. Any power is allowed, although some powers like the interface power may not be useful due to the lack of technology and computers, so characters rolling such powers may re-roll them.

Fey are unique and highly magical creatures, so each one should be created in the same way that player character Eidolons are (or invented by the GM using the character creation rules as guidelines) except that these singular beings should be created as if the campaign rank were **fantastic**.

Most goblins are mundane, and can simply be treated as **goons**, although goblin Eidolons should be created just like player character Eidolons. Unlike fey, these goblins are no more powerful than player character Eidolons and should therefore use the same **great** campaign rank.

Statistics for a few example magical creatures follow.

Banshee

- ◊ Bad Fighting
- ◊ Average Agility
- ◊ Zero Strength
- ◊ Astounding Endurance
- ◊ Bad Reason
- ◊ Decent Intuition
- ◊ Decent Psyche
- ◊ 60 Health
- ◊ 24 Karma
- ◊ Powers: Great Spatial Control, World Class Sonic Control, Terrible Flight, Fantastic Phasing, Decent Life Support (Full), Fantastic Mind Control (Possession)

Banshees, often simply called ghosts, are restless spirits of the dead. They are almost mindless and are malevolent in the extreme.

Black Dog

- ◊ Average Fighting
- ◊ Average Agility
- ◊ Average Strength
- ◊ Decent Endurance
- ◊ Bad Reason
- ◊ Decent Intuition
- ◊ Decent Psyche
- ◊ 28 Health
- ◊ 24 Karma
- ◊ Powers: Decent Strike, Average Super Speed, Decent Alternate Form (Gaseous/Smoke), Great Emotion Control

The legendary black dogs are often thought to feed on people's emotions; particularly those of fear and depression.

Dragon

◊ Great Fighting
◊ Average Agility
◊ Astounding Strength
◊ Fantastic Endurance
◊ World Class Reason
◊ Average Intuition
◊ World Class Psyche
◊ 116 Health
◊ 66 Karma
◊ Powers: Great Damage Resistance, Fantastic Strike, Decent Super Speed, Great Flight, Astounding Blast (Fire), World Class Fire Control

Dragons are amongst the most formidable of foes. Luckily for everyone else, they are also incredibly rare.

Unicorn

◊ Decent Fighting
◊ Average Agility
◊ Great Strength
◊ Great Endurance
◊ Bad Reason
◊ Decent Intuition
◊ Great Psyche
◊ 56 Health
◊ 34 Karma
◊ Powers: Average Super Speed, Decent Strike, Great Teleportation

The innate purity of unicorns seems to have protected them from the insanity that the wild magic has brought to most innately magical creatures, and they remain as gentle and kind as ever.

How to Run Wild Magic

The important thing to remember when running a Wild Magic campaign is that this is not your typical "grimdark" fantasy setting full of death. The tone is intended to be more like the fantasy cartoons of the 1980s like He-Man and the Masters of the Universe, Thundercats, Arabian Knights, Conan the Adventurer, She-Ra: Princess of Power, and Dungeons and Dragons.

This isn't a world where people go down dungeons searching for loot, or where they kill monsters and take their stuff. Instead it's a world where foes are beaten using non-lethal force and driven off after having had their plans thwarted. You should strictly enforce the karma loss for killing, and encourage the players to embrace the intended style of play. Similarly, the actions of the antagonists should reinforce the genre. A goblin attack isn't going to end up with the village burned down and the inhabitants massacred. Instead the goblins are going to steal from the village. There's likely to be a fight with the villagers in which some are hurt, and there may be some rescuing needed; but the village will survive the attack relatively unscathed.

That isn't to say that the setting needs to be all lightness and tea-and-cake. It can still have its share of darker elements such as antagonist Eidolons with necromantic powers raising armies of skeletons or slaves being forced to work in a mine by a dragon and its minions until the PCs rescue them. But such darker elements need to be handled with a careful touch and hinted at rather than shown. The skeletons will be raised from old graveyards or battlefields rather than from people whom the necromancer kills "on screen" and while we might see slaves being threatened with punishment we won't see them being badly mistreated "on screen" either.

It is also very important to remember that this is a setting where the intent is that the player characters do heroic deeds for their own sake (and to protect their home and fellow humans). It is not intended to be a setting where characters acquire vast amounts of treasure or magical items to boost their power. The setting assumes that any magic items that used to exist no longer function properly, and are much more likely to be dangerous than the are useful.

Alternate dimensions can exist within the setting, and the details of these are left for each GM to decide. However, "religious" dimensions such as a Heaven full of angels and a Hell full of demons don't really fit the setting and should be avoided. It's better to make your settings purely magical.

Age of Rebirth

Age of Rebirth is a high powered quasi-fantastic setting, where characters are imbued with power by the original creators of the world in order to act as a counter-balance to tyrannical forces.

History

Before time existed, there were the Arcana. 21 in number, they are primal beings of creation. They spent aeons in the languidness of their own power, indulging in pleasure and lust until they became bored and complacent. They strived for something fulfilling and meaningful, and thus after much timeless deliberation they formed the Manifest, the whole of creation, along with the Fabric, the realms beyond. They populated the Manifest with all kinds of life; humans and beasts and fantastic creatures, all of which were infused with Mana, the magical energy that suffused the whole of the Fabric. The Mana granted these people 'souls', setting them apart from the gods. However, the Arcana's chaotic nature lead them to unintentionally leave disaster in their wake. Decadent empires, rampaging monsters and foul religions nearly drove the Manifest to the brink of destruction. This time was known as the Age of Terror.

Thus, the Arcana created the Reversed who dwell in the Fabric, the 21 gods who were designed to serve as mirror image to the Arcana. Manifest righted itself in a matter of days. The drawback to this was the Arcana made the Reversed just as wilful and masterful as themselves, and tension between the two groups of gods was almost instant. As a response, the Arcana secretly created the Tarots, a new type of demigods who would serve under them as protectors and watchmen of the Reversed. They enlightened mortals into the Fools, built the constructed Pentacles from the Eternal Forge, manifested the Cups from the Primordial Earth, redeemed the Wands from the Void Beyond and reincarnated the Swords from the Realm of Mirrors. The Tarots helped create massive cities, forged Instruments of great power and protected humans from terrible creatures of all types. This time was known as the Age of Glory.

But the Reversed became jealous. Humans started providing more faith to the Arcana and the Tarots than to them, and this was unacceptable. In secret, the Reversed created their own Tarots, which they called the Trump. Over centuries they built up their Trump army in the borders of the Fabric, while Manifest laid peacefully unsuspecting. Then, on the evening that became known as the Night of a Thousand Screams, the Reversed sent the Trump into the Manifest to wreak havoc. The Tarots were totally unprepared, with over 90% of them being killed in the massive initial onslaught. The Trumps ran rampant, destroying glorious nations and butchering everything in their way, installing themselves as the new rulers where they could. Manifest was ablaze, and their favoured heroes were dead, captured or in hiding. The Night of a Thousand Screams ended the Age of Glory and started the Age of Blood.

The Arcana were weakened after this attack, as many of their worshippers that provided them power were put to the sword. They rested in order to heal, cursing all the while as the Reversed played with the Manifest like a child's toy. Humans lived in fear of their lives in this new Age, and Tarots were few and far between. Decades passed, until one day a never-before-seen Fool called Seven Fires assaulted the fortress of a World Trump, killing him and his entire court and subsequently freeing his thralls. This was but the first of many sightings of new Tarots. Humans rejoiced, as it seemed the Arcana were regaining strength and promoting new Tarots to fight off the hordes of the Reversed. Though there are many battles yet to fight, with Tarots still only numbering in the hundreds, many feel that the Manifest was approaching a new Age of Rebirth.

Rules Modifications

There are five distinct 'castes' of Tarots, known as Suits. Though the type of power possessed by individuals varies wildly amongst the Tarots, each Suit describes the general source of power, as well as an attitude and origin of your Tarot. Every Suit also has a mark that is permanently and obviously inscribed on the Tarot, and the mark will glow when their powers are utilized. Each Suit offers a Gift and a Curse. The Gift is an ability or quality granted by the Arcana for that Suit, giving them an advantage no other Suit has. The Curse is a side-effect, more often than not a cruel irony that the Suit can fall victim to. The player of each Tarot must choose which Suit they belong to, although randomly determining it by some method is perfectly acceptable.

Trumps also have Suits, though there are 21 of them. They are too varied to list here, but each is distinct from the others in attitude and appearance. For example, a Tower Trump most

likely relishes in murder and slaughter, while a Hierophant Trump whips up religious fervour. You can base these attitudes on the standard interpretations of the major arcarna cards from the tarot deck or mix things up and invent your own cards and interpretations if you prefer.

Cups

Cups are totemic creatures of nature, called by many names including 'fey' and 'nature spirits'. Not entirely physical and not entirely spiritual, they dwell in the deep wilds of the Manifest, protecting these places from corruption from both humans and Reversed. They are wise sages and steadfast protectors before anything else, taking on the aspects of the nature they protect. This ranges from appearing as a humanoid wolf to having blowing leaves for hair.

◊ **Servants of the Primordial Earth (Gift):** Cups are the Suit that is closest in aspect to the Arcana, with their home Realm of the Primordial Earth supposedly interlacing with the Realm of the Arcana. Cups have a +1 RS to Summoning Arcana.

◊ **Slaves to the Manifest (Curse):** Each Cup has a home in nature that they have sworn to protect, such as a mountain range or a forest. They can always sense when their home or its peoples are in danger, and must make a feat of Psyche to resist dropping everything to provide aid to their homeland.

Pentacles

Pentacles are artificial constructs and automatons, things that would be called 'robots' today. They are not only the builders of some of the most imposing structures in Manifest, but many of the most powerful Instruments in existence can be traced back to the forges of a master Pentacle. Pentacles are humanoid in shape, but they always have a tell that they are not creatures of flesh. They may be built of bronze or stone, or have eyes of pure quartz.

◊ **Craftsmen of the Eternal Forge (Gift):** Pentacles are master blacksmiths and artisans, able to easily infuse Mana into objects due to their connection to the Eternal Forge. Pentacles have a +1 RS to crafting Instruments.

◊ **Heart of Fire, Skin of Bronze (Curse):** Pentacles are not flesh and blood, and thus do not heal as others do. In order to speed their healing, their 'doctors' must use a Mechanics speciality, not Medicine. In Earth's prehistory, this is not an easy skill to find.

Fools

Fools are humans that have become Tarots by divine grace. By far the most common of the Suits, Fools are as varied as their mortal counterparts are. They come from all walks of life and all backgrounds, all joined together in the fight against the Reversed and their Trump.

◊ **Guardians of the Manifest (Gift and Curse):** Fools are masters of their own destinies. While the other Suits have fate guide them, Fools are fully devout to their own free will. They gain no Gifts but also no Curses.

Wands

Wands are demons, which were originally rogue minor Arcana aspects that proved too dangerous to be allowed to join the other major ones. Thus, they were banished to the Void Beyond until given shots at redemption during the Age of Glory and beyond. Though powerful and striving to return to their brethren, they are prone to their baser whims. Wands vary wildly in shape, ranging from appearing as classical demons to vampires and creatures in-between.

◊ **Oni of the Void Beyond (Gift):** Wands are, in a sense, Arcana, albeit incomplete ones corrupted by the darkness of the Void Beyond. Their heritage grants them immense power that the other Suits could never dream of. Wands have a +1 RS to attempts to Overdrive.

◊ **Prevailing Hunger of Oblivion (Curse):** Wands hunger for battle and blood at all times, and while they can normally rein it in, they can slip at times. Once a month, they must make a feat of Psyche. On a **WHITE** result, at some point within the month the Wand will resort to their baser instincts, such as attacking innocents or destroying buildings. The player says what he does, but the GM determines when he does it.

Swords

Swords are ghosts; they are concentrations of Mana from the Realm of Mirrors pulled out and given form. They are astral and ethereal, more concerned with the Fabric than anything on the Manifest. Still, very few have much to lose and are furies in battle. Like Wands, Swords can take many shapes, but like how Wands tend towards a more 'infernal' aspect, Swords lean more towards a 'divine' aspect, from the common angel to something more abstract.

◊ **Spirits of the Realm of Mirrors (Gift):** Swords are beings of pure Mana, even coming from the Realm of Mirrors which houses all Mana. They find it much easier to access to ambient Mana of the Manifest. Swords have a +1 RS to Tapping.

◊ **I Am Mana (Curse):** Swords need Mana around them to simply exist. If they enter an area devoid of Mana (one that has recently been drained), they must make a feat of Psyche to even enter.

Fame and Karma

Fame and **karma** not only represent what they normally do, but **fame** also represents how 'godly' you are, and **karma** also represents the Mana inherent in all things with a soul. High **fame** and high **karma** mean you are as powerful as a god with a soul as vibrant as the sun. Every rank of **fame** also grants a title, following the order of the Minor Tarot, from Ace at **zero fame** to King at **triple shift fame**. The ranks above **triple shift** grant the titles Body, Mind, Soul and God, respectively. Fools have no formal titles. An important aspect of the Age of Rebirth is that Tarots generally do not lose **karma** for killing non-innocents. Destroying a known Trump helps balance out the cosmos and should be rewarded, not shunned. However, Tapping (described below) a creature, be they evil or good, generates the same **karma** loss as killing a mundane human (including a mundane servant of a Trump). This is because absorbing someone's Mana removes them from the Manifest's cycle of death and rebirth, effectively wiping them from existence.

Instruments

Instruments are magical artefacts, most often weapons, armour and trinkets, that have been infused by Mana (which gives the Instruments a soul). Instruments work like Devices and are created the same way. Though Instruments can be passed between different Tarots, a week long binding ritual must be performed that interlocks the Mana of the Instrument and the Tarot, and this bond doesn't break until one or the other is destroyed. That means an enemy can not use your Instrument against you, but if he kills you, he can use it against your allies. Generally, each Tarot can only be bound to one Instrument, but the binding can be transferred if a better Instrument is found or created. There are also more powerful Instruments that are used as power sources or weapons of mass destruction, but these should usually be narrative and not bindable.

Tapping

The Manifest and the Fabric are both infused with Mana, the magical energy of creation. Mana is also present in all living things, Instruments, Tarots and Trumps, and some places of power. Both Tarots and Trumps have the ability to tap into these sources of Mana, draining them for their own use. Things drained of their Mana lose vibrance and lustre, making them look like brittle husks. Drained Mana is treated as miniature pools of **karma** that players can access to do anything that **karma** use can. This additional **karma** is temporary and can not be saved and added to your own karma score. Instead, it must be used immediately on a **karma** effect (and any excess **karma** is wasted); although it can be supplemented by spending your own **karma**. Tapping is combined with the action on which the karma will be spent and takes no action of its own.

Everything that has Mana also has a 'Tap Score'. This represents how many times that Mana source can be tapped before it is considered 'drained':

◊ **Normal Mortal Creature:** 1. Remember, draining a creature fully counts as killing for Karma loss

◊ **Instrument:** Number of power in Instrument. Becomes a normal item if drained

◊ **Place of Power:** Range from 1 to 10. Tap Score restores at 1 point every 10 years.

◊ **Tarot/Trump:** None. Their Mana is subtracted from their Karma pools. If Karma is reduced to zero through tapping, the character starts Dying.

To actually perform a Tap, make a **feat of fame** with the following results:

◊ **WHITE:** the tap was unsuccessful.
◊ **BRONZE:** You can immediately use 50 **karma** and the item's Tap Score is reduced by 1.
◊ **SILVER:** You can immediately use 100 **karma** and the Tap Score is reduced by 1.
◊ **GOLD:** You can use 200 **karma** and the Tap Score is reduced by 1.

OVERDRIVE

Overdrive is a form of 'self tapping.' If a Tarot or Trump is extremely desperate, they can overdraw from their Karma to severely power their attacks. You can perform an Overdrive the same way as you do a normal Tap, but instead of reducing the Tap Score by 1, you permanently lose a rank of endurance. This rank can be recovered through normal Pushing, but it does not naturally heal.

SUMMONING

Tarots are also given the power to summon aspects of the Arcana to aid them. Summoning a Arcana is like using a Power Stunt to activate the Servant power. However, instead of rolling a **feat of power**, you roll a **feat of fame**. **Fame** is also used to determine how powerful the summoned Arcanum is. However, the stunt doesn't give you marks to gain the Servant power as a permanent power. Due to the time it takes to make a Servant, it's recommended that Tarot who plan on Summoning a good deal should stat up a few Arcana they plan on summoning regularly.

HOW TO RUN AGE OF REBIRTH

The setting intricacies are purposefully vague. Though the setting is assumed to take place in Earth's prehistory, the Ages, the aspects of the Manifest and the Fabric, and the Arcana/Reversed can easily be translated to any time period. Who's to say the Age of Blood wasn't the Cold War?

The Tarots are epic heroes. Make them do epic things in an epic world. Tarots don't stop petty crimes; they destroy Trump armies, raise up nations, visit floating cities and talk with beasts. Their tales are forever passed down through history and folklore, so nothing they do should be small. It's recommended you bump up the campaign rank to **fantastic** or even **astounding**.

Make the setting exclusive things (Tapping, Overdrive, etc.) tempting for the players. The possibility of Tapping and Overdrive allows for extreme power levels, so make the big enemies the Tarots face REALLY big. Summoning is also tempting, but should be used fleetingly. The Tarots are 'mostly' immortal. Don't be afraid to kill them. If a Tarot ever reaches death, they should reincarnate in about a week. However, death by Tapping is permanent and should be treated as such.

The Fabric is rife with adventure opportunities. The Fabric is an infinite and ever changing canvas (despite a few 'standard' realms like the Eternal Forge and the Primordial Earth), and thus is full of opportunities for even weirder adventures than even silver age super heroes undertook.

Don't turn Instruments into just another piece of loot to be collected. Give them histories. Don't make magic weapons and gear boring; the Instruments in Age of Rebirth are legendary. Give them ostentatious names and appearances, and give them just as much lore as anything else.

Fighting a Reversed is not an easy undertaking, and may well be impossible. The big bads of the setting are gods. The players may want to go right out and kill one, but doing that is a feat worthy enough to herald a new Age. Tarots are more out to destroy Trump, which are demigods in their own right. Still, a whole campaign could revolve around the quest to kill Death.

REMNANTS

Remnants is a post-apocalypse setting in which the surviving remains of the human population of Earth are all mutants, and those with useful mutations (i.e. the PCs) must fight the alien invaders, help rebuild civilisation, and prevent the final extinction of humankind.

HISTORY

On the twenty third of September 1984, a spacecraft hovered above the Earth. It remained undetected at the time, and even now we are not exactly sure which part of the world it hovered over. In fact, we still know nothing about where it came from. All we know is that it released the plague.

The plague doesn't even have a name. Although some refer to it as "The Plague" as if this were some kind of grand title bestowed on it by scholars or historians, in truth no-one ever gave it such a title at the time, or even knew what was happening. All that people knew was that for some unknown reason blood red clouds formed in the atmosphere all over the world and rained a vermilion torrent of rain that dissolved exposed flesh in seconds. The casualties were horrendous. It's unknown just how many people died in this initial global downpour, but extrapolating from known areas it would seem that anywhere up to 70% of the inhabitants of cities were killed and over 95% in rural areas and less developed parts of the world.

It wasn't just humans that were killed. The plague wiped out almost all of the land-based animal life on the planet, with the curious exception of insects. For some reason insects, spiders, and other chitinous creatures were unaffected by the plague. Plants and fungi were similarly unaffected, as if the plague were somehow deliberately designed to target non-chitinous animals only.

And that was only the initial effect of the plague.

The after-effects were worse, and some people say that those who died on the day of the plague were the lucky ones. There was widespread panic amongst the survivors, of course, and an almost total breakdown of society. Governments simply couldn't govern as there was no-one around to organise. The cities rapidly ran out of food supplies and people headed out of them. With no animals to farm occupations of existing arable land became peoples' top priority and many small but extremely territorial enclaves quickly formed in isolation from each other. Life became a harsh struggle for survival and banditry became rife as those without food stole from those who grew it.

And that's when the changes started happening. Whether these were an accidental after effect of the plague or part of some kind of grand design remains unknown, but people started changing. The majority of these changes were deformities of shape. People started growing extra body parts or having existing body parts change. Soon, almost everyone was physically altered in some way, and this made life even harder as it interfered with people's ability to work the land and survive.

Humans aren't the only species to have changed, either. The various insects and arthropods that survived the initial plague have also changed. Mostly they have grown vastly bigger than they used to be. Some people talk of things they've read in old books rescued from ruins that say that insects can't grow as big as horses because they wouldn't be able to breathe or to support their body weight. It's clear that something has changed in them in order that they can now do this, but no-one has any idea what that change is. Unfortunately we've lost the scientific knowledge that would have been able to answer this conundrum. Still, in the decades since the plague hit us this has proved somewhat useful. While many large insects and spiders remain dangerous predators, we've been able to farm and even partially domesticate some herbivores and detritovores.

Speaking of insects, that brings us to The Bugs. We really don't have any other name for them, but if anything deserves to be given a grand title they do. The Bugs appear to be insects or at least insectoid, but they are bipedal and walk on a single pair of legs. At first we thought they were simply more mutated insects of some kind, but it's now "common knowledge" that they're aliens of some kind and that they arrived here in a spaceship and created the plague. Quite how that came to be common knowledge is a but uncertain, since they don't appear to want to make any kind of conversation or tell us where they're from. But they're definitely intelligent, and they have all sorts of strange powers. Unfortunately, all they seem to want to do is hunt us down and either eat us or enslave us and force us to build huge structures that look like termite mounds. Maybe one of the people they took as slaves found out where they were from before escaping from them.

Remember how I said that almost everyone was physically altered in some way? Well not quite everyone was. A small number of people, maybe only one in fifty or even one in a hundred, seem to be physically normal. Somehow the plague has changed them in other ways instead of deforming them. Some of them can fly, and some can shoot energy or move things around with their mind or move incredibly quickly. These are all the same sorts of things that The Bugs can do, although the people with these powers seem to have much less versatility.

We don't know why these people – people like you – have such powers. But we're thankful that you do. You're the ones that can defend us from The Bugs. You're the ones that can salvage things from insect filled cities. You're the ones that can stop roving bands of bandits stealing our food.

You're our only hope for survival.

THE TRUTH

The history above was written from an in-character point of view. It is mostly correct, but there are various things that it misses out, since these things are not known to the people who scratch a living in this post-apocalyptic wasteland. If you're planning on playing in the setting rather than running a game in it, you may wish to skip this next section in order to avoid spoilers.

The aliens (their name for themselves is based on pheromones and doesn't translate into any Earth language as anything other than "it means our species" in the same way that we would be able to translate the word "Human" into another language as anything other than "it means our species") did arrive in a space ship. They arrived in an interstellar transport that they positioned over the centre of Earth's largest landmass, above Kyrgyzstan. They are an incredibly ancient and advanced race that control numerous star systems using their mastery of energies and technologies that we have yet to even discover the existence of, never mind understanding their principles.

Fortunately for us, the group that came to invade Earth were not doing so officially on behalf of their race. They were an isolationist group working independently to take over a planet for themselves away from the rest of their people. This was particularly fortunate for humanity for two reasons. Firstly, it means that they do not have the backing of their interstellar regime. In fact the rest of their regime doesn't even know they are here, which means they are not going to get reinforcements or aid any time soon. Secondly, it also meant that while the individuals on the space craft could use their technology without any problems, they weren't specialist scientists or technicians and they don't know how to reproduce their technology from scratch; much like the way that most modern humans can use a smartphone but wouldn't be able to build one from scratch.

The aliens' plan was supposed to work in two stages. Firstly they would release their bio-weapon into the atmosphere killing off all the higher life. Then they would land and establish a colony themselves. That plan didn't quite work. The aliens had a complex technical fault with their star craft and it launched the bio-weapon prematurely before it had finished being adjusted for Earth's ecosystem, before exploding. This premature spreading of the weapon resulted in it not fulfilling its function properly. While it was lethal as intended in large doses, it quickly lost that lethality; allowing many people to survive the attack by remaining indoors. What should have happened was that it should have permeated the biosphere and remained lethally toxic. What actually happened was that it still retained its genetic flexibility (which should have been turned off once it had been properly adjusted). This residual flexibility is infecting humans who are exposed to the remnants of the bio-weapon and is the factor causing the mutations.

The majority of the aliens escaped the destruction of their craft by protecting themselves using their ambient technology. This technology is similar in concept to nanotechnology, but involves small scale energy currents and manipulations of the structure of space-time rather than small scale physical machines. Although the aliens were scattered across the globe after the explosion, their presence has brought their technology to Earth, and the planet's atmosphere is now filled with their ambient tech. This tech is quite safe and inert most of the time, unless one of the aliens mentally controls it, at which point it can activate and manifest in a myriad of ways.

It is this ambient technology that is giving some humans their powers. The bio-weapon was designed to not affect the aliens, and it recognised them by the proteins created by certain genetic markers – the same markers that the ambient tech uses to recognise an authorised user. A small minority of humans share some of these genetic markers, and so these humans are immune to the mutating after-effects of the bio-weapon and can also use the ambient tech to a limited extent. These human users aren't generally as versatile as the aliens for whom the tech was designed, especially since they don't actually know what they are doing, but they can usually innately make a few effects work, and slowly learn more flexibility in what they can do.

And that brings us to the current situation. The aliens are stranded on Earth with no way home. They hate each other, and also hate the humans who they failed to wipe out before landing. They can still use their ambient technology, but some of them have now learned that a few humans can also use it and this displeases them. Humanity is trying to claw its way back from the brink of extinction and rebuild some kind of stable society whilst simultaneously having to deal with the fact that the majority of humans are grossly mutated and that the ecosystem has changed around them. If that weren't enough, humanity has to deal with the presence of the hostile alien invaders and the knowledge that there are more aliens out there somewhere. The only real weapon that humanity has is that it has the special few who are able to access powers they don't understand.

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Rules Modifications

A Remnants campaign should have a normal campaign rank of **world class**. The ambient technology introduced by the aliens boosts its users in passive ways as well as active ones, even if they are unaware of it, giving them a significant mental and physical advantage over normal people.

The aliens themselves should have their ability scores created as if they were player characters, but they always have one standard super power. Each alien has **astounding** wizardry (sorcery). This is not actually magic, but is their deliberate commanding of the ambient tech that surrounds everyone (although their actions may appear to be magical from the point of view of player characters who don't know about the existence of the ambient tech). Individual aliens may also have acquired one or more permanent super powers as power stunts of their wizardry.

Although normal humans are all mutated and misshapen, it is not necessary to model this with use of the extra body parts super power. Simply describe the mutations of each person based on their ability scores. In no case should normally mutated humans be given super powers as a result of their mutations (for example the flying or aquatic super powers). The point of the setting is that normal people are handicapped by their mutations, rather than benefitting from them.

Super powers work normally in this setting, and there are no restrictions on which particular powers a character can have, although all super powers should be given the Genetic Mutation power source. Technically, the super powers are actually powered by the ambient tech of the aliens, but since the characters (and possibly players) don't know that such a thing exists, it's easy for everyone if the players simply write "Genetic Mutation" on their character sheets.

Post-Apocalypse Economics

Since this is a post-apocalyptic setting after society has fallen apart, there's no real economy as such. Money isn't worth the paper it's printed on and groups scavenge or barter for what resources they can find. The **wealth** score is still used, but it doesn't represent monetary wealth. Instead it represents how much fuel, food, firewood, clothing, and other resources characters have access to or have stashed away. Setting out a full barter economy with relative values for such goods is beyond the scope of this summary of the setting, and the GM is encouraged to build up as much or little of it as they like or simply make notes for consistency as play develops.

Characters who scavenge for goods in old abandoned cities can generally find enough useful trade goods to get one **mark** towards improving their **wealth** rank each day. However, scavenging in cities is a dangerous business. Not only are you likely to meet rival groups of scavengers you will also meet various desperate people who are trying to survive there and who may have rather territorial feelings about the place. And there's always the chance that The Bugs and whatever humans they are using as disposable slaves may be found in such a place. And that's not even mentioning the swarms of giant roaches and ants that feed on the detritus left in the cities and the predators that feed on them in turn. Cities are dangerous places in the post-apocalyptic world.

Characters who are feeling particularly heroic and public spirited and who want to support their community can also donate **wealth** to it. This often happens after a successful scavenging trip. Characters who donate resources to their community lose a rank of **wealth**, but in turn are awarded **karma** equal to the rank value of the **wealth** rank that they just lost. As with other **karma** awards, if this is done publicly it will also result in the character gaining a **mark** towards increasing their **fame** rank. Characters repeatedly donating resources to a small community will result in the community itself growing and getting healthier and richer. The exact details of this will vary based on individual circumstances and are left to the GM to decide.

How to Run Remnants

First and foremost, Remnants is a post-apocalypse setting, and this should be reflected in the tone of the campaign. There should be a real sense that the world is a dangerous place and that humanity is struggling to survive. That said, there is plenty of room for optimism. Humanity might be struggling, but there's every possibility that it will win the struggle and pull back from the brink.

Similarly, although there are far fewer people alive than there used to be before the aliens arrived this doesn't necessarily mean that everything is all doom and gloom and that people are in a constant state of shock and depression. The events of the apocalypse happened over thirty years ago, so there is a whole generation of people (most likely including all of the player characters) grow-

mark – See the Getting Better chapter for details about how a number of marks can increase your wealth rank.

mark – See the Getting Better chapter for details about how gaining karma publicly can increase your fame or decrease your infamy.

ing up who never experienced it because it happened before they were born or when they were too young to remember. Life as it is now seems normal to them, and the coming of the plague is just a story told by old people around the fire rather than something that is fresh in people's memories.

On a similar note, the player characters won't be familiar with most twentieth century technology or civilisation, and this can be played for laughs when they visit cities and find strange '80s devices in the ruins of department stores. Be careful not to overdo this, though. While this sort of thing can provide a bit of light relief, it gets old very quickly when it is overdone.

When you're describing smaller settlements of the type that the players are likely to call home, you should be inspired by films like Mad Max and Salute of the Jugger. For bigger cities, think of the Tripods books and Escape From New York. And when describing the mutated people (remember, everyone's mutated except those with super powers), think of the sewer mutants from Futurama.

The aliens are intended to be mysterious and implacable foes. Although theoretically given their super powers and obvious intelligence it would be easy for the aliens to communicate with humans using some kind of telepathy or written language, it's better if the GM resists the temptation for this to happen. Once PCs can talk to the aliens it's then only a short step to making deals with them and they cease to be an enigmatic "other" and start to be just another NPC. The aliens would really like nothing more than for humanity to go extinct – thinking of humans the way we think of insects (the irony in that is deliberate), and they have no interest in setting up any kind of mutually beneficial arrangements. The closest they will get is to have expendable human slaves.

There are basically two types of Remnants campaigns. The first is where the heroes are attached to a community via social and familial bonds and they spend their time and effort improving that community by defending it from bandit attacks, going off on scavenging trips to find things the community needs (either general goods as represented by **wealth** or specific items), and sorting out skirmishes with other similar communities that are competing for the same resources.

The second type of campaign sees the heroes as drifters, roaming the land from settlement to settlement but without any real ties to a particular home. Generally for this kind of campaign to work well you need to give the heroes some kind of over arching goal. It may be to bring frontier justice to the land or it may be that they have a long term goal of discovering and recovering technology, or it may just be that they're tracking down and rooting out Bugs and their minions.

Most short term campaigns are likely to go down one of those routes, although they could move from one to the other if drifters find a reason to settle down or if settled heroes see the destruction of their home and head out for vengeance, redemption, or solace. However, these aren't the only ways that a Remnants campaign could be played. There are hints in the background that point to another potential campaign style which has a much grander scale.

An ambitious long term campaign could see humanity, or at the very least the heroes, going to the stars; although for this, the GM will need to greatly expand on the aliens' society and whatever other species are out there. However, the setting has deliberately been designed with the alien invaders being an isolationist sect that is not representative of their kind. A campaign could head towards a situation where humanity manages to contact whatever form of government the aliens have in protest over the actions of the ones that invaded. This could even end up as a campaign where humanity joins an alliance of alien species and has full access to the technology they have. That would be an interesting twist in that what would start as a post-apocalypse game would end as a cosmic level sci-fi game with trans-humanist elements.

If you are thinking of doing this sort of long term campaign, you are advised to have other aliens secretly present on Earth too. Maybe one or two members of another alien species are hidden amongst us advising us and helping us recover technology (but they need to remain secret because they don't want to draw the ire of the invaders, nor do they want the invaders to be able to steal their space craft and escape the planet). Doing this and having the player characters discover the friendly visitors – who, unlike the invading Bugs, are willing to talk, negotiate, and even form an alliance – is a good way to introduce the concepts of maybe eventually giving humanity a place in the interstellar alliance. Such a character could even become a patron of the heroes, having them work on its behalf to bring civilisation back to humanity and to get rid of the Bugs without revealing the existence of their otherworldly benefactor.

Power Descriptions

General Power Notes

This chapter contains descriptions of each super power. Each one has a basic description of the power as it is when picked as part of the character generation process, and this is followed by a list of flexibilities and limitations that can change the way the power works (sometimes drastically).

Using a Power

Most of the time, switching a power on takes a single action and must be done on your own turn. However, some powers can be used instantly (especially if they have a particular flexibility) and some are always on. Once on, some will remain in effect until switched off; some will only last for a short duration; some may require concentration (and so will deactivate if you're stunned, slammed or knocked unconscious); and some simply work instantly and have no duration. Most of the time, the power description itself should tell you everything that you need to know. If in doubt, assume that the power takes a single action to switch on and no action to switch off again, and that it stays on indefinitely until switched off again.

Standard range & Duration

Many powers act at a range or only last for a short time before fading. In some cases, the power description itself will tell you how long the power lasts or what the power's range is. Generally this will simply be based on the power's rank. The **standard range** and **standard duration** of powers at different ranks are given in the Standard Power Parameters Table below.

Standard Power Parameters Table		
Rank	**Range**	**Duration**
Zero	-	-
Terrible	Touch	1 Round
Bad	Same Area	1 Round
Average	1 Area	2 Rounds
Decent	3 Areas	3 Rounds
Great	5 Areas	4 Rounds
World Class	7 Areas	5 Rounds
Fantastic	10 Areas	8 Rounds
Astounding	20 Areas (½ Mile)	10 Rounds (1 Minute)
Wondrous	1 Mile	1½ Minutes
Phenomenal	1½ Miles	2 Minutes
Single Shift	2 Miles	5 Minutes
Double Shift	4 Miles	15 Minutes
Triple Shift	10 Miles	1 Hour
Planetary	100 Miles	1 Day
Stellar	10,000 Miles	1 Week
Cosmic	1,000,000 Miles	1 Year
Infinite	Infinite	Forever

Nonstandard Flexibilities & Limitations

Although each power comes with a standard list of flexibilities and limitations that may be applied to the power, you are not restricted to using just those suggested. If the GM agrees, you can apply any flexibility or limitation to any power; including those that you have invented yourself. However, everyone should be careful to make sure that they fully understand the implications of the limitation or flexibility that is being suggested, and that it stays within the spirit of the game. For example a limitation that doesn't actually limit the power because of the way the character uses that power shouldn't be allowed, and neither should a flexibility that is much more powerful than simply adding an alternate power to the character's repertoire would be.

ALTERNATE POWERS

Although most flexibilities simply enhance the potency or the scope of application of a power, some flexibilities simulate a new power. For example, if you have the Elemental Control (Air Control) power, you can take the Flight power as a flexibility. When you take a complete power as a flexibility in this manner, it is known as an alternate power, and it obeys a few special rules – regardless of whether it was acquired during character creation or as the result of a **power stunt**.

◊ The alternate power is always at the same rank as the parent power, and it only increases in rank when the parent power does so. It can't be increased on its own due to repeated pushes.

◊ Anything that modifies the parent power, such as the use of the Power Control power, affects all alternate powers along with the parent. Yes, this means that if the parent power is nullified then all its alternate powers are nullified too.

◊ Alternate powers can have their own flexibilities and power stunts, and this can include having alternate powers of their own. In this case, the parent power of each of the alternate powers is the one they were all originally derived from.

ABILITY BOOST

You are able to temporarily boost one of your ability scores. Choose one ability score for the power to affect. When you use this power, that ability score is temporarily increased to the rank at which you have this power (or, if your ability score is already the same rank as this power or higher, it boosts it by a single rank). This boost takes your action to activate and then lasts for **standard duration**. After the boost wears off, your ability score drops to one rank lower than its un-boosted level for **standard duration** and you can't re-apply the boost until this has worn off.

◊ **FLEXIBILITY:** Affects Others – You can use this power to increase the ability of someone you touch, not just yourself.

◊ **FLEXIBILITY:** Ranged – You can increase the ability of someone at **standard range** rather than needing to touch them (you must already have Affect Others).

◊ **FLEXIBILITY:** Extra Ability – You can boost an additional ability. Choose the additional ability when you acquire this Flexibility.

◊ **FLEXIBILITY:** Concentration – Your boost lasts as long as you concentrate (being stunned or slammed will break your concentration, but normal damage won't).

◊ **FLEXIBILITY:** Power Boost – Instead of boosting one or more ability scores, you boost one or more powers that either share a special effect (e.g. cold powers) or a power source (e.g. genetic mutations).

◊ **FLEXIBILITY:** Instant – You can use this power without taking an action to do so (although you can still only activate it once per round).

◊ **LIMITATION:** Ablative – The boosted ability score is reduced by one rank per round until it reaches its normal level, at which point the boost is considered to have worn off.

◊ **LIMITATION:** Exclusive – You can't use any other powers while your boost is active.

◊ **LIMITATION:** Immunity – Your boost doesn't affect yourself (this only makes sense if you also have Affects Others).

◊ **LIMITATION:** Emotion Based – You can only activate your boost when you feel a particular emotion (e.g. fear, anger).

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Absorption

You can absorb a single type of damage (blunt, lethal or one energy type). Incoming attacks of that type have their damage reduced by your rank value for this power before any of your resistances are applied, as if this power were armour. If you have both absorption and armour, reduce the damage by your armour first and then by your absorption. You may then use the energy that you have absorbed in one of three different ways (choose one when you acquire this power):

◊ **Ability Boost** – You are affected by the incoming damage as if using the Ability Boost power at a rank with a rank value that matches the amount of damage absorbed. You must choose the ability when you choose this option.

◊ **Healing** – You regain an amount of **health** equal to the amount of damage you absorbed. This can't take you above your normal **health** score; it can only heal damage.

◊ **Retaliation** – On your next action you can choose to fire a Blast attack of the same damage type and rank that you absorbed. If you choose not to fire the attack, the energy dissipates harmlessly.

◊ **FLEXIBILITY:** Extra Option – Choose another of the three options when you acquire this Flexibility. Each time you absorb energy you may pick which option to use.
◊ **FLEXIBILITY:** Extra Health – When you use absorbed energy to heal, you can heal up to twice your normal **health**. Extra **health** above your normal total disappears after the end of the fight.
◊ **FLEXIBILITY:** Broad – You can absorb either all types of energy damage or all types of physical damage.

Adaptation

When you enter an unusual environment, you spend the first round adapting your body to it. This temporarily gives you an appropriate power at the same rank as this power, which lasts until you leave the environment again. For example if exposed to lava you will gain Heat Resistance; or if plunged into water you will gain Aquatic; or if locked in a freezer you will gain Cold Resistance; or if thrown out of an airlock into space you will gain Life Support. This power will not protect you from attacks, only from environmental effects – although in the case of things like temperature or radiation extremes you may be coincidentally protected from damage caused by the same type of energy due to your adaption. Similarly, you are not protected during the round in which you are adapting, so you may take damage from the environment during that round.

◊ **FLEXIBILITY:** Instant – You adapt instantly as soon as you encounter the new environment. This still does not protect you from attacks, only from environmental damage.

◊ **FLEXIBILITY:** Defensive – You can adapt to protect yourself from attacks. After taking damage from an attack you can spend your next action adapting to temporarily gain an appropriate defensive power (usually Resistance) to future attacks of the same type. The adaption lasts until you re-adapt to something else. If your adaption power is Instant then you can adapt to the incoming attack as it hits (and therefore be protected immediately) but you can still only change your type of adaption once per round.
◊ **FLEXIBILITY:** Affects Others – You can use this power to adapt someone you touch to your environment, not just yourself.
◊ **ALTERNATE POWER:** Regeneration – You can gain the Regeneration power as an alternate power.
◊ **LIMITATION:** Exclusive – You can't use any other powers while your adaption is active.
◊ **LIMITATION:** Temporary – Your adaption only lasts for **standard duration** even if you remain in the environment longer than that.

AFFLICTION

By spending an action you can make a melee attack against an opponent that does no damage and does no special effects but which, if it hits, afflicts them with a fast-acting degenerative condition such as a toxin, a curse, a disease, or a temporary aging effect. Before each of your target's subsequent actions, they must make a **feat of endurance**, with the following results:

◊ **WHITE:** The target takes your Affliction rank value as damage, and must repeat the feat before their next action.
◊ **BRONZE:** The target takes no damage, but must repeat the feat before their next action.
◊ **SILVER:** The target takes no damage and the Affliction ends.
◊ **GOLD:** The target takes no damage and the Affliction ends.

Affliction damage can't be reduced by normal Damage Resistance, only by Affliction Resistance. If your target has the Regeneration power, they may substitute their Regeneration power rank for their **endurance** rank when rolling the feats. If your target drops to **zero health** as a direct result of this power they fall unconscious and begin to lose **endurance** ranks as if reduced to **zero health** by a lethal attack. This **endurance** loss can be stopped by any of the normal means.

◊ **FLEXIBILITY:** Reversible – You can stop your affliction prematurely at will, before it has run its course.
◊ **FLEXIBILITY:** Contagious – Anyone who touches (or is touched by) your target before the affliction has run its course is also afflicted.
◊ **FLEXIBILITY:** Lasting – The damage done by your affliction only heals at a tenth of the normal rate. It can still be cured by the Regeneration and Healing powers normally.
◊ **FLEXIBILITY:** Immunity – You are immune to your own affliction.
◊ **FLEXIBILITY:** Ranged – You may afflict someone with a ranged attack instead of a melee attack.
◊ **FLEXIBILITY:** Area Effect – You may afflict everyone in an area at once (you can't selectively avoid certain targets).
◊ **ALTERNATE POWER:** Energy Drain – You can gain the Energy Drain power as an alternate power.
◊ **FLEXIBILITY:** Aura – You can use your affliction on anyone who touches you as well as those you touch.
◊ **FLEXIBILITY:** Mind Control – You can choose (at the time of attack) that each time your affliction would damage its target, instead the target is affected for their action as if you had used the Mind Control power (of equal rank to this power).
◊ **LIMITATION:** Always On – Every time you touch someone, you afflict them whether you want to or not.
◊ **LIMITATION:** Ablative – The affliction strength is reduced by one rank per round until it reaches Zero, at which point the affliction ends even if the target hasn't managed to throw it off.
◊ **LIMITATION:** Slow – The affliction only affects the target once per day or once per week (your choice), rather than once per round. Your target will not naturally heal back the damage done by the affliction until it has run its course (although the Regeneration and Healing powers work as normal).

Alter Ego

You have two forms, each of which has independent ability scores and powers. Roll a second character with one less power than they would otherwise have to represent your alter ego. It takes a single action to switch between your two forms, and any health lost in one form is also lost in the other. This may mean that at times it is not safe to switch forms without immediately falling unconscious due to having **zero health**. Falling unconscious in this manner does not make you start losing **endurance** ranks unless you were already losing **endurance** ranks before you switched.

◊ **Flexibility:** Random Forms – Your secondary form is randomly generated each time you switch to it, so you never know what powers and ability scores you'll be getting. However, in exchange for this your primary form loses all powers other than this Alter Ego power when you acquire this flexibility. Additionally, whenever you switch back to your primary form after having spent time in a secondary form, you must spend at least as long in your primary form before you can switch to a new secondary form again.

Alteration Ray

You may make a ranged attack to project a ray that does no damage and no special effects to its target but affects it in one of the following six ways (choose when you acquire this power):

◊ **Density** – Your target is affected as if they had the Density power at a rank equal to this power's rank.

◊ **Growth** – Your target is affected as if they had the Growth power at a rank equal to this power's rank.

◊ **Invisibility** – Your target is affected as if they had the Invisibility power at a rank equal to this power's rank.

◊ **Phasing** – Your target is affected as if they had the Phasing power at a rank equal to this power's rank.

◊ **Shrinking** – Your target is affected as if they had the Shrinking power at a rank equal to this power's rank.

◊ **Transformation** – Your target is affected as if they had the Transformation power at a rank equal to this power's rank (choose the type of transformation when you acquire this power).

In any of the above cases, the target has no control over the new power that they have suddenly acquired. Each of the powers will affect them at full strength for **standard duration**.

◊ **Alternate Power:** Varies – You may choose the personal version of whichever ray you have as an alternate power.
◊ **Flexibility:** Offensive – You may choose to only give your target the bad parts of their power, not the good parts; for example Density or Growth will fail to increase your target's **strength**, Shrinking makes your target lose **strength**; and Transformation makes your target transform mentally as well as physically.
◊ **Limitation:** Touch – You must touch your target in a melee attack to affect them rather than being able to use this power at range.
◊ **Limitation:** Offensive Only – You may only use the offensive form of this power, not the normal form (requires Offensive).

Alternate Form

You can transform your body into an alternate form made of something other than normal flesh. It takes an action for you to transform into this form, but you can revert back to your normal form instantly. Choose one of the following alternate forms when you acquire this power:

◊ **Energy Form** – You are composed of coherent energy of one type or another. You have the Flight power at the same rank of this one, and you are immune to physical damage.

You cannot use your **strength** while in energy form, and can't affect physical objects. You gain no special protection from your type of energy while in this form.

◊ **Explosive Form** – You can explode as an action, making the equivalent of either a lethal or blunt melee attack against everyone in your area. You use an **feat of power** for the attack rather than a normal melee attack roll. Your attack does your rank in damage to everything and everyone it hits. After your attack, you are immune to all damage until you reform. Reforming takes an action, and you can delay this for up to **standard duration**. You must reform in the same area that you exploded in, or an adjacent one that is not separated from it by an airtight seal.

◊ **Fluid Form** – You are composed of either a liquid or a mass of tiny particles such as nanites or sand. You have Damage Resistance and Stretching at the same rank as this one.

◊ **Gaseous Form** – You are composed of a type of gas or vapour. You gain **terrible** Flight and can seep through any none-airtight gap. You are also immune to physical attacks except for those that would disperse a cloud.

◊ **Shadow Form** – You are a flat silhouette. You are immune to physical attacks and gain the abilities of the 2D form of the Dimensional Control power. Additionally you have the Wall-Crawling power with the same rank as this one and you have the Invisibility power (Limited to shadowy and dark areas) also with the same rank. However, you cannot use your **strength** while in shadow form, and can't affect physical objects. Also, all light based attacks that hit you do a "Stun?" result in addition to whatever other results they do.

◊ **Solid Form** – You are composed of a solid material like wood, stone or diamond. Your **strength** is increased to the greater of your power rank and your existing **strength** +1 RS, and you have Damage Resistance at the same rank as this power.

◊ **ALTERNATE POWER:** Energy Control – If you have an energy form, you may choose the Energy Control power (of the same type of energy that you become) as an alternate power.

◊ **ALTERNATE POWER:** Teleport – If you have an explosive form, you may choose the Teleport power as an alternate power, enabling you to reform anywhere within teleportation range, including through an airtight seal.

◊ **ALTERNATE POWER:** Alternate Form – You may choose another version of this power (with a different form) as an alternate power.

◊ **FLEXIBILITY:** Broad – If you have an energy, fluid, gaseous or solid form, you don't have to specify a single type of your chosen form. You can change into any type of that form (any energy, any fluid, any gas, or any solid). Note that in all cases you remain coherent and self-contained, so turning into exotic or highly reactive forms doesn't give you any special ability or power.

◊ **FLEXIBILITY:** Instant – You can use this power without taking an action to do so (although you can still only activate it once per round).

Aquatic

You can breathe underwater as well as in the air, and while you are underwater your **agility** and **intuition** are increased to the power rank of this power if they are not already at an equal or higher rank. You can also swim through water and other liquids at your power rank water speed.

◊ **Alternate Power:** Leaping – You may choose the Leaping power (Limited to only out of water) as an alternate power.
◊ **Limitation:** Only One – You can either breathe underwater or gain the swim speed and **agility**/**intuition** bonus. Choose which when you acquire this Limitation.
◊ **Limitation:** Water Breather – You can only breathe underwater, and suffocate in air.

Astral Projection

You can separate your mind from your body, leaving your body in a temporary coma. Your mind has Flight and Phasing at the same power rank as this power, and can't affect the physical world in any way. Your mind is not detectable except by Telepathy and Astral Detection, and is only vulnerable to mental attacks and powers. In turn, you may use mental attacks and powers on others, but with a –2 RS to all aspects of their effectiveness. Astrally projected people can see and affect each other normally. You are aware of any harm that happens to your body while you are away from it, and if your body is killed you are trapped in astral form forever.

◊ **Alternate Power:** Astral Detection – You may choose the Astral Detection power as an alternate power.
◊ **Alternate Power:** Dimensional Travel – You may choose the Dimensional Travel power as an alternate power, enabling you to travel to other dimensions while in astral form.
◊ **Alternate Power:** Dream Control – You may choose the Dream Control power as an alternate power.

Aura

You can surround yourself with a damaging aura (comprised of any energy or physical damage type, but you must choose the type when you acquire this power). It takes an action to activate your aura but it can be deactivated at will. Anyone and anything that touches you or that you touch while your aura is active must take damage equal to the rank value of this power.

◊ **Alternate Power:** Flight – You may choose the Flight power as an alternate power (and this is highly recommended if you don't have Partial and don't want to keep accidentally destroying floors with your aura).
◊ **Alternate Power:** Life Support – You may choose the Life Support power as an alternate power.
◊ **Alternate Power:** Blast – You may choose the Blast power (of the same damage type as your aura) as an alternate power.
◊ **Alternate Power:** Resistance – You may choose the Resistance power (to the same damage type as your aura) as an alternate power.
◊ **Alternate Power:** Energy Control – You may choose the Energy Control power (of the same energy type as your aura) as an alternate power.
◊ **Flexibility:** Contagious – Not only does anyone who touches you (or whom you touch) take damage, anyone who is touching them at the same time takes damage as well.
◊ **Flexibility:** Partial – Each time you activate or deactivate your aura, you can decide which parts of your body to add it to or remove it from; for example you could leave the bottom of your feet free when covering the rest of yourself so you don't damage a floor, or drop the aura from one hand leaving it free so you can pick something up without damaging it.
◊ **Flexibility:** Broad – You can put up an aura of any type of energy. You must choose the type when you activate the aura and can't change it without re-activating it.
◊ **Limitation:** Always On – Your aura is always on and you can't turn it off. This is incompatible with Partial, as that would allow you to turn off parts of your aura.

Binding

You can make grappling attacks at **standard range**, using a **feat of agility** instead of the normal **feat of fighting**. Because of its stickiness, anyone trying to move while partially entangled must be able to drag a weight equal to your power rank (at the normal –2 RS to **strength**).

◊ **Flexibility:** Area Effect – You can bind everyone in an area at once. You can't select to bind some targets but not others.

◊ **Flexibility:** Reversible – You can dismiss your binding on one or more of its targets at will, rather than having to wait for them to either break out of it or be rescued from it.

◊ **Flexibility:** Contagious – Anyone who touches or is touched by your binding also gets bound by it.

◊ **Limitation:** Blocked – Your binding requires you to have free movement in order to aim it. You can't use it while you are grappled.

◊ **Limitation:** Floored – Your binding sticks people to the floor and prevents them from moving, but does not otherwise entangle them or prevent them acting.

Blast

You can shoot a damaging effect at range. When you acquire this power, choose whether the effect is thrown or a missile, whether it is blunt or lethal, and what type of damage it does (it can do any type of physical or energy damage). Your blast inflicts damage equal to its power rank value.

◊ **Flexibility:** Affects X – Choose one type of opponent who would normally be immune to your blast (e.g. astrally projecting or gaseous). Your blast affects that type of opponent normally.

◊ **Flexibility:** Area Effect – You can choose to blast everyone in an area at once. You can't select individual targets to be spared your blast.

◊ **Flexibility:** Disintegration – Targets that are destroyed (or killed) by your blast vanish utterly leaving no traces behind.

◊ **Flexibility:** Broad – You can choose the type of energy that your blast uses each time you shoot it.

◊ **Limitation:** Full Strength – You can't use your blast at anything other than full power.

◊ **Limitation:** Area Effect Only – If you have Area Effect, you can only use your blast for area effect attacks, not for single targets.

◊ **Limitation:** Blocked – Your blast requires you to have free movement in order to aim it. You can't use it while you are grappled.

Burrowing

You can burrow through the ground, walls, or other large objects at your normal movement speed, choosing whether or not to leave an open tunnel behind you. You can burrow through any material which has a material strength that is less than or equal to your burrowing rank.

◊ **Limitation:** Single Substance – You can only burrow through one type of substance, for example sand or ice.

Continuum Control

You can control an aspect of the space-time continuum. Choose one of the following types of control when you acquire this power (note that each has its own set of flexibilities and limitations):

◊ **Friction Control** – You can control the amount of friction between objects at **standard range**. You can make any feats of athletics or acrobatics made to hold on to something or climb something easier or more difficult by your power rank (count the number of rank shifts that would be needed to reduce your power rank to **zero** and apply also that many rank shifts to the difficulty of the feat or check in either direction). Also you can make an area within range slippery for **standard duration**, forcing everyone who tries to stand or walk through the area to succeed in a **feat of agility** or fall over (treat as a Slam result).

◊ **Alternate Power:** Binding – You may choose to take the Binding power (with the Floored Limitation) as an alternate power, to represent making people stick to the floor.

◊ **Alternate Power:** Dazzle – You may choose to take the Dazzle power (against sight) as an alternate power, to represent sticking people's eyes closed.

◊ **Alternate Power:** Binding Resistance – You may take the Binding Resistance power as an alternate power.

◊ **Alternate Power:** Fire Control – You may take the Fire Control power as an alternate power, to represent control of friction-caused heat.

◊ **Alternate Power:** Wall Crawling – You may take the Wall-Crawling power as an alternate power.

◊ **Gravity Control** – You can control the force of gravity at **standard range**. You can increase or decrease the power of gravity by your power rank in an area within range. Decreasing the power of gravity temporarily gives everyone in the area the Leaping power at the same rank as your gravity control. Increasing the power or gravity makes **feats of strength** and **feats of agility** more difficult by your power rank (count the number of rank shifts that would be needed to reduce your power rank to **zero** and also apply that many rank shifts to the feat). The effective ranks of Flight and Leaping powers are also decreased by the same number of rank shifts.

◊ **Alternate Power:** Blast – You may choose the Blast power (gravity blasts) as an alternate power.

◊ **Alternate Power:** Flight – You may choose the Flight power as an alternate power.

◊ **Alternate Power:** Force Field – You may choose the Force Field power as an alternate power.

◊ **Alternate Power:** Super Senses – You may choose the Super Senses (sense gravity) power as an alternate power.

◊ **Alternate Power:** Telekinesis – You may choose the Telekinesis power as an alternate power.

◊ **Alternate Power:** Ability Boost – You may choose the Ability Boost (Strength) power as an alternate power.

◊ **Probability Control** – You can control the probability of events, making unlikely things happen regularly. Count the number of rank shifts that would be needed to reduce your power rank to **zero**. That is how many probability points you can use per session. When you acquire this power, you must decide whether you cause good look for yourself or bad luck for others. If you have good luck for yourself, you can spend a probability point to either contrive a coincidence beneficial to yourself or swap the tens and units dice after rolling the dice for any feat in which you do not spend **karma** to guarantee a particular result. Similarly if you have bad luck for others you can spend a probability point to either contrive a coincidence detrimental to an opponent or swap

the tens and units dice after an opponent rolls the dice for any feat in which they do not spend **karma** to guarantee a particular result. The GM has final say over whether a contrived coincidence is acceptable, but if the GM rejects your suggested coincidence you do not need to spend the probability point.

◊ **Flexibility:** Both Types – You can create both good luck for yourself and bad luck for your opponents. However, you still only get a single pool of Probability Points to share between the two.

◊ **Limitation:** Jinx – Whenever you use either good or bad luck, a random ally suffers the effect of bad luck the following round in a manner of the GM's choosing.

◊ **Spatial Control** – You can shape and manipulate space within **standard range**. You can twist space in an area within range causing everyone in the area except yourself to succeed in a **feat of intuition** or become disoriented and lose their next action. Instead, you may target a single individual within **standard range** and they must succeed in a **feat of agility** or be flipped over and fall (treat it as a Slam).

◊ **Alternate Power:** Super Speed – You may choose the Super Speed power as an alternate power.

◊ **Alternate Power:** Duplication – You may choose the Duplication power as an alternate power.

◊ **Alternate Power:** Stretching – You may choose the Stretching power as an alternate power.

◊ **Alternate Power:** Teleport – You may choose the Teleport power as an alternate power.

◊ **Alternate Power:** Growth – You may choose the Growth power as an alternate power.

◊ **Alternate Power:** Shrinking – You may choose the Shrinking power as an alternate power.

◊ **Flexibility:** Defence – You may use your Spatial Control rank instead of your **agility** or **fighting** rank when escaping from grapples, catching objects, interposing yourself in front of someone, or dodging.

◊ **Flexibility:** Spatial Anchor – You may harden an area against spatial manipulation by others, causing any use of Dimension Control, Dimensional Travel, Spatial Control, or Teleport to succeed in a ranked feat against your Spatial Control rank in order to work.

◊ **Flexibility:** Spatial Disruption – You can partially fold an object or person within range in on itself, causing it damage (treat if hit by the Corrosion power at your power rank).

◊ **Time Control** – You can control and manipulate time and its affect on things within **standard range**. When you acquire this power, you gain one flexibility for free.

◊ **Alternate Power:** Duplication – You may choose to take the Duplication power as an alternate power.

◊ **Alternate Power:** Fast Attack – You may choose to take the Fast Attack power as an alternate power.

◊ **Alternate Power:** Precognition – You may choose to take the Precognition power as an alternate power.

◊ **Alternate Power:** Postcognition – You may choose to take the Postcognition power as an alternate power.

◊ **Alternate Power:** Stunning – You may choose to take the Stunning power as an alternate power.

◊ **Alternate Power:** Super Speed – You may choose to take the Super Speed power as an alternate power.

◊ **Flexibility:** Suspended Animation – You can put yourself or a target within **standard range** into suspended animation for **standard duration**. During that time the target can't be affected, altered or harmed by any means (although they can be picked up and moved to a different location) and no time passes for them (so ongoing effects such as Afflictions or loss of **endurance** ranks are paused for the duration). The target is unaware for the duration of the power, although if they are unwilling they can subconsciously attempt a **feat of psyche** each round to break out of the stasis.

◊ **Flexibility:** Time Travel – You can travel to the past or the future. You can travel up to your power rank value in decades, and are accurate to within approximately a year either side of your intended destination. It is up to the GM and their campaign how things like predestination, paradox, and changing history work.

Corrosion

You can damage people and weaken or destroy objects with a corrosive attack. Against opponents, this is resolved as a melee attack that does damage equal to its power rank value when it hits. The target of the attack then takes half that amount of damage again at the start of your action for each of the next two rounds, unless they do something to stop the corrosion effect. Against inanimate objects, count the number of rank shifts that would be needed to reduce your power rank to **zero**. Then apply that many rank shifts to the material strength of the object. If this reduces the object's material strength to **zero**, the object crumbles to dust or is reduced to slurry. Note that if the object is supporting weight then the reduction in material strength might be enough to cause it to collapse before this point, if the new strength isn't enough to support the weight placed on it.

◊ **Alternate Power:** Corrosion Resistance – You may take the Corrosion Resistance power as an alternate power.
◊ **Flexibility:** Ranged – You can corrode things with a ranged attack at **standard range**.
◊ **Flexibility:** Contagious – Anything touching something that is being corroded by your power will also start to corrode.
◊ **Flexibility:** Burst – You can corrode everything in an area at once. You can't make exceptions for particular targets in the area.
◊ **Flexibility:** Matter Eater – Your corrosion ability is limited to inside your mouth. In order to attack opponents you must bite them, but in exchange this lets you eat anything that has a material strength less than or equal to your corrosion power rank. This makes you immune to anything you eat (e.g. poisons or live grenades).
◊ **Flexibility:** Long Lasting – Your corrosion lasts for four rounds instead of two rounds.
◊ **Limitation:** One Material Only – You can only corrode one type of material (flesh, wood, metal, stone, etc.)
◊ **Limitation:** Emotion Sensitive – You can only corrode creatures that are experiencing a particular emotion (hate, fear, love, etc.)

Danger Sense

You are able to sense danger before it strikes. You may use your Danger Sense rank instead of whichever other ability you would use to avoid being surprised, or ambushed, or to dodge, to interpose yourself in front of someone, or to catch an object that has been thrown at you.

Dazzle

You can produce an affect that dazzles one of the senses of a target within **standard range**. You must choose which of the target's senses (sight, hearing, smell, taste, feel, balance, or a sensory super power like Danger Sense or a Detection power) when you acquire this power. To use this power, roll a **feat of agility**, (this is an attack which may be dodged) with the following results:

◊ **White:** You missed.
◊ **Bronze:** You dazzle your target for one round.
◊ **Silver:** You dazzle your target for **standard duration**.
◊ **Gold:** You dazzle your target for **standard duration**.

While dazzled, the target takes a –2 RS penalty on all feats that require use of the dazzled sense, and automatically fails any **feats of intuition** which involve the sense which has been dazzled.

◊ **Flexibility:** Burst – You can dazzle everyone in an area at the same time. You can't choose to exclude some targets from the dazzle effect.
◊ **Flexibility:** Contagious – Anyone who touches or is touched by a dazzled target becomes dazzled themselves.
◊ **Flexibility:** Extra Sense – You dazzle two senses at once (choose the additional sense when you acquire this Flexibility). This doesn't increase the penalty your opponent takes, but it does broaden the range of activities for which they take it.
◊ **Limitation:** Touch – You can't dazzle at range. You must touch your opponent to dazzle them. Substitute a **feat of fighting** for the **feat of agility**.

Density

You can increase your density, thereby increasing your mass while retaining the same size. While you have increased density, your **strength** rank increases to your power rank or your normal **strength** rank +1 RS, whichever is greater; and you acquire the Damage Resistance power at the same rank as your Density power. Similarly, your weight increases to your power rank or by +1 RS, whichever is greater. However your **agility** decreases by the same number of rank shifts that you increased your **strength** by. If this decreases your **agility** to **zero**, you can't move. You do not have to increase your density to the maximum possible. You can use this power at less than full strength in order to retain more **agility** (or to prevent yourself from crashing through floors!)

◊ **Alternate Power:** Phasing – You may choose the Phasing power as an alternate power.

Detection

You have the ability to sense a type of energy or power. When you acquire this power, choose a type of sense from the list. With the GM's agreement, you can sense something not on the list:

◊ **Emotion** – You can sense the emotional states of others.

◊ **Energy** – You can detect a particular type of energy and follow energy trails.

◊ **Magnetic** – You can sense magnetic fields and use of the Magnetic Control power.

◊ **Power Source** – You can sense the use of powers from one of the power sources (Cosmic, Divine, Genetic Mutation, Infernal, Magic, Psychic, or Science!) Choose the type of power source when you acquire this power.

◊ **Radiation** – You can sense radioactivity and the use of Radiation Control powers.

◊ **Spirit** – You can sense spirits, ghosts, and people in astral form.

◊ **Limitation:** Normal Sense – Your detection is tied into a normal sense (for example you can see spirits or hear magnetism). If the normal sense is dazzled or blinded then so is your detection power.

Dimension Control

You can alter the number of dimensions that your body occupies. When you acquire this power, choose two of the options adjacent to 3D (i.e. 1D & 2D, 2D & 4D, or 4D & 5D). You can alter your body into either of those forms, and your abilities are based on your current form:

◊ **0D** – You occupy a single mathematical point with no size. You can take no actions and can't move, but you are completely invisible and can only be affected by things that affect your spirit or mind.

◊ **1D** – You occupy an infinitely thin line in space. You have the equivalent of the Invisibility power at the same rank as your Dimension Control; and you can move through any opening or mundane material, but not force fields. However, your **strength** rank temporarily drops to **zero** (this doesn't affect your **Health**).

◊ **2D** – You are entirely flat, having height and width but no depth like a cardboard cutout of yourself. You can slide through any gap or crack wide enough to fit your width, and by turning sideways to an observer and remaining motionless you have the equivalent of the Invisibility power at your power rank against that observer.

◊ **3D** – You have your normal abilities and powers.

◊ **4D** – Your **strength** increases to your power rank (or by +1 RS if it is already greater than or equal to your power rank) and you can see "around" objects in the fourth dimension giving you the equivalent of Penetration Vision at your power rank. Similarly, you can move "around" objects in the fourth dimension giving you the equivalent of Phasing at your power rank.

◊ **5D** – You gain the equivalent of the Time Control power at your power rank.

◊ **6D** – You gain the Dimensional Travel power at your power rank.

◊ **FLEXIBILITY:** Extra Form – You can use two other dimensional forms adjacent to the ones you can already have. Choose the forms when you acquire this Flexibility.
◊ **FLEXIBILITY:** Slice – When in 2D form, you can use your limbs as ultra-sharp blades, gaining the equivalent of the Strike power (doing lethal damage) at your power rank.

DIMENSIONAL TRAVEL

You may travel to other dimensions at will. The exact variety and nature of dimensions that exist will depend on the campaign or setting. When travelling to a dimension you have travelled to before, you always arrive back at the point from which you last left it. Travelling to a familiar dimension you have visited before is automatically successful, but travelling to a previously unvisited dimension requires a **feat of Dimensional Travel** with the following results:

◊ **WHITE:** You remain where you are.
◊ **BRONZE:** You arrive at your intended destination, but are Stunned upon arrival.
◊ **SILVER:** You arrive at your intended destination.
◊ **GOLD:** You arrive at your intended destination.

◊ **ALTERNATE POWER:** Teleport – You may choose the Teleport power as an alternate power.
◊ **FLEXIBILITY:** 'Porting Travel – If you have both the Teleport power and the Dimensional Travel power, you may use both together in order to arrive at your destination dimension within teleportation range of the point from which you last left it.
◊ **FLEXIBILITY:** Pocket Dimension – You have access to a small "pocket" dimension that you can use as a hideout, home, or simply a storage area. The pocket dimension is no larger than a large house and only contains things that you take there yourself.
◊ **FLEXIBILITY:** Hammerspace – You have access to a tiny "pocket" dimension about the size of a walk-in wardrobe. You can't travel there yourself, but you can send unattended objects that you are holding there and summon them back to your hand. You can't send any item there if it is alive, if it weighs more than you can carry, or if it is attached to or held by something else.
◊ **LIMITATION:** Single Destination – You can only travel to and from a single other dimension, chosen at when you acquire this power.

DREAM CONTROL

You can control your own dreams, choosing what you dream about. Also, you can project scenes into the dreams of any sleeping individual within **standard range**. The projection is one way, in that you can't read what they're dreaming about; only impose your own dreams on them.

◊ **ALTERNATE POWER:** Astral Projection – You may choose the Astral Projection power as an alternate power.
◊ **ALTERNATE POWER:** Illusion – You may choose the Illusion power as an alternate power.
◊ **ALTERNATE POWER:** Telepathy – You may also choose the Telepathy power as an alternate power.
◊ **FLEXIBILITY:** Dream Travel – You may physically enter the dreams of a sleeping person within range, and interact with the things in those dreams as if they were real. You use your **psyche** rank instead of your **strength** rank while you are inside someone's dreams. Neither you nor the dreamer can be permanently harmed while inside their dream. If you are knocked unconscious or "killed" then you will be ejected from the dream. If they are knocked unconscious or "killed" then they will wake up and you will be ejected from the dream as it ends. In either case, neither of you will be harmed.
◊ **FLEXIBILITY:** Sleep – You may make a target within **standard range** fall asleep and start dreaming by making a mental attack and succeeding in a **ranked feat of psyche** against your target's **psyche**. The sleep is totally natural, and the target will awaken if disturbed as they would normally.
◊ **LIMITATION:** Only While Sleeping – You may only use your Dream Control while you are asleep yourself, projecting your own dream at your target.

Duplication

You may create free willed duplicates of yourself that can operate independently. Count the number of Rank Shifts that would be needed to reduce your power rank to **zero**. That is how many duplicates you may make in total, and it takes two consecutive actions to create a duplicate. Your duplicates have all your abilities and powers except for the Duplication power, and duplicates that are knocked unconscious or killed disappear until you re-create them. If the real you is knocked unconscious or killed then all duplicates vanish. You and your duplicates share a common pool of **karma**, which any of you can use (or lose!) However, you have no special mental link with your duplicates and can only communicate with them via normal means. You are not aware of what they experience, and when a duplicate disappears or you re-absorb it you do not gain its memories.

◊ **Flexibility:** Quick Duplication – You can create a single duplicate in only one action instead of requiring two consecutive actions.

◊ **Flexibility:** Mind Link – You can communicate with any of your duplicates mentally. You do not share memories or senses, but can talk in two-way conversation.

◊ **Flexibility:** Horde – You may produce all your duplicates at once, rather than needing to produce them one at a time.

◊ **Flexibility:** Healing – If you re-absorb a duplicate instead of simply dismissing it, you are healed by half the amount of **health** that the duplicate has remaining.

◊ **Flexibility:** Transfer – If the "real" you is knocked unconscious or killed, your duplicates do not disappear. Instead, you disappear and one of your duplicates (chosen at random) gains the Duplication power and becomes the "real" you.

◊ **Limitation:** Anatomical Separation – Instead of creating full duplicates, you split off parts of your body. For example you can remove a hand or a leg. You can split off as many separate parts as you would normally be able to create duplicates. Parts act independently and only have the movement and sensory capabilities that those body parts would normally have, although you can combine multiple parts (for example putting a hand and eye together so that it can both move and see). If a body part is destroyed before it can re-join the rest of you, you will re-grow it.

◊ **Limitation:** Feedback – If any of your duplicates are stunned, the real you is also stunned.

◊ **Limitation:** Illusionary Duplicates – Your duplicates are mere illusions, able to distract and communicate but unable to interact physically with the world. However, you gain Quick Duplication and Horde for free.

◊ **Limitation:** Living Duplicates – Any duplicate that is knocked unconscious doesn't disappear. It remains unconscious and recovers or dies normally. If a duplicate dies, you permanently lose one rank in this power.
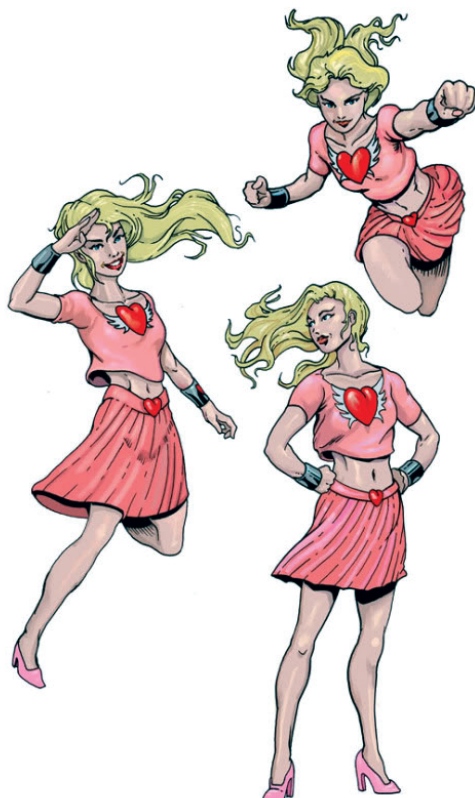
Element Control

You have control over an elemental force of nature. Choose an element from one of the following when you first acquire this power (each element has their own flexibilities and limitations):

◊ **Air Control** – You can control the air, pushing things around with winds that have a **strength** equal to your power rank.

◊ **Alternate Power:** Affliction – You may choose the Affliction power as an alternate power, representing your ability to suffocate people by sucking the air from them.
◊ **Alternate Power:** Blast – You may choose the Blast power as an alternate power, representing your ability to fire air blasts.
◊ **Alternate Power:** Flight – You may choose the Flight power as an alternate power.
◊ **Alternate Power:** Force Field – You may choose the Force Field power as an alternate power.
◊ **Alternate Power:** Resistance – You may choose Cold Resistance, Pressure Resistance or Gas Resistance as an alternate power.
◊ **Alternate Power:** Super Senses – You may choose the Super Senses (Spatial Sense) power as an alternate power, representing your ability to detect air currents.
◊ **Alternate Power:** Servant – You may choose the Servant power as an alternate power, representing your ability to summon an air elemental.
◊ **Alternate Power:** Weather Control – You may choose the Weather Control power as an alternate power.
◊ **Flexibility:** Bubble – You can create a bubble of fresh air that keeps out gasses, smoke, and water. The bubble can be any size from personal to filling the area that you are in.
◊ **Flexibility:** Vacuum – You can remove the air from the area in which you are, leaving a vacuum. If you maintain this vacuum, it acts as a power rank Affliction (suffocation) to all within the area. When you stop the effect and let the air rush back in, all in the area must roll to avoid being slammed and you must roll a Dazzle attack (against hearing) against each target in the area.
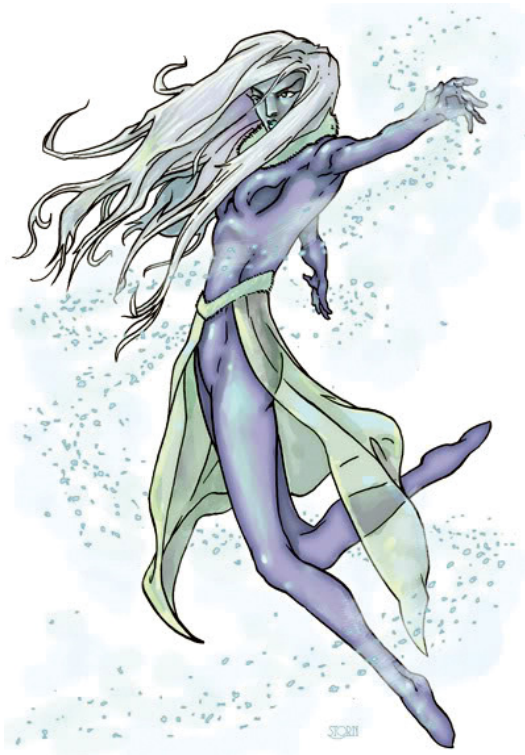
◊ **Earth Control** – You have the ability to manipulate and shape natural earth and stone within **standard range**. You can make shapes and simple items from this material. This ability does not stretch to refined substances such as concrete, metal, glass or plastic.

◊ **Alternate Power:** Binding – You may choose the Binding power as an alternate power.
◊ **Alternate Power:** Burrowing – You may also choose the Burrowing power as an alternate power.

◊ **Alternate Power:** Force Field – You may choose the Force Field power as an alternate power, representing your ability to shield things with earth and rock.
◊ **Alternate Power:** Gravity Control – You may choose the Gravity Control power as an alternate power.
◊ **Alternate Power:** Resistance – You may choose the Resistance power to earth or earthquakes as an alternate power.
◊ **Alternate Power:** Servant – You may choose the Servant power as an alternate power, representing your ability to summon an earth elemental.
◊ **Flexibility:** Wave – You may raise pillars or waves or earth that you can ride, giving you the equivalent of Terrible Flight.
◊ **Flexibility:** Earthquake – You may cause an earthquake, doing power rank damage to all people and structures within **standard range**.
◊ **Flexibility:** Lava Control – You can cause any rock in **standard range** to melt into lava. You retain control over the molten rock, and can project it as a Blast attack doing power rank damage.
◊ **Flexibility:** Metal Control – Your power works on refined metal as well as natural stone and earth.
◊ **Flexibility:** Tremor – You can send a targeted tremor through the earth to a target at **standard range**, who must roll to avoid being slammed.
◊ **Limitation:** Grounded – Your earth control works at –3 RS when you are not touching the ground.

◊ **Fire Control** – You are able to control fire. You can start fires that burn at your power rank intensity, and boost existing fire to that rank. You can also extinguish fires of up to your power rank intensity (and reduce the intensity of more powerful fires by rank shifting them down by the number of shifts that would bring your power rank down to **zero**.

◊ **Alternate Power:** Absorption – You may choose the Absorption (Fire) power as an alternate power.
◊ **Alternate Power:** Affliction – You may choose the Affliction (Heat) power as an alternate power.
◊ **Alternate Power:** Aura – You may choose the Aura (Fire) power as an alternate power.
◊ **Alternate Power:** Blast – You may choose the Blast (Fire) power as an alternate power.
◊ **Alternate Power:** Dazzle – You may choose the Dazzle power as an alternate power.
◊ **Alternate Power:** Flight – You may choose the Flight power as an alternate power.
◊ **Alternate Power:** Resistance – You may choose the Resistance (Fire) power as an alternate power.
◊ **Alternate Power:** Servant – You may choose the Servant power as an alternate power, representing your ability to summon a fire elemental.
◊ **Alternate Power:** Strike – You may choose the Strike power as an alternate power, representing your ability to create weapons of flame.
◊ **Flexibility:** Fire Shapes – You may create complex shapes from fire. The shapes are stable and have no material strength but do power rank damage to those who touch or push through them. To trap someone in a cage of flame, you must succeed in a **feat of agility**.
◊ **Flexibility:** Hellfire – Your fire is infernal hellfire rather than normal fire. You can use it to "burn" someone's spirit (the equivalent of the Mental Blast power at your power rank) and you may get other alternate powers such as summoning demons.
◊ **Flexibility:** Personal Immunity – You are immune to your own fire (but not other fires).
◊ **Flexibility:** Smoke – You can produce thick but harmless smoke in an area within **standard range**, reducing visibility in the area down to nothing.
◊ **Limitation:** Full Strength – You can't use your fire at anything other than full power.
◊ **Limitation:** Heat Only – You may manipulate and create heat only, not open flames.
◊ **Limitation:** Source – You need an open source of flame to draw fire from.

◊ **Plant Control** – You can control plants, giving them a basic awareness and mobility. You can control any plant with physical ability scores equal to or less than your power rank, effectively using the Mind Control power on it.

◊ **Alternate Power:** Affliction – You may choose the Affliction power as an alternate power, representing your ability to produce plant toxins.
◊ **Alternate Power:** Binding – You may choose the Binding power as an alternate power.

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◊ **Alternate Power:** Plant Mimicry – You may choose the Plant Mimicry power as an alternate power.

◊ **Alternate Power:** Servant – You may choose the Servant power as an alternate power.

◊ **Alternate Power:** Teleport – You may choose the Teleport power (with the Transmit: Plants Limitation) as an alternate power.

◊ **Flexibility:** Fungus Control – You may control fungi as well as plants.

◊ **Flexibility:** Plant Growth – You may grow a giant version of a plant with physical ability scores equal to your power rank from normal plant (even a single seed) in an action.

◊ **Flexibility:** Plant Postcognition – You may gather information from plants about anything that has happened to them (and anyone who has interacted with them) in the past.

◊ **Limitation:** Feedback – If a plant under your control is stunned, so are you.

◊ **Limitation:** One Type – You may only control one type of plant (trees, flowers, vines, root vegetables, etc.).

◊ **Water Control** – You are able to create, move or shape a quantity of water within **standard range** that weighs no more than a weight equivalent to your power rank.

◊ **Alternate Power:** Affliction – You may also choose the Affliction power as an alternate power, representing your ability to manipulate the water in peoples' lungs in order to drown them.

◊ **Alternate Power:** Aquatic – You may choose the Aquatic power as an alternate power.

◊ **Alternate Power:** Servant – You may choose the Servant power as an alternate power, representing your ability to summon a water elemental.

◊ **Alternate Power:** Weather Control – You may choose the Weather Control power as an alternate power.

◊ **Flexibility:** Dehydration – You are able to destroy an amount of water within **standard range** that weighs no more than a weight equivalent to your power rank. If you target a person with this power, the effects are as if you had used the Affliction power on them at your power rank.

◊ **Flexibility:** Melting – You are able to convert an amount of ice or snow within range that weighs no more than a weight equivalent to your power tank into liquid water.

◊ **Flexibility:** Propulsion – You are able to produce isolated currents that propel objects or vehicles in the water at your power rank speed.

◊ **Flexibility:** Tsunami – If you spend two continuous actions, you are able to produce a huge wave from a suitable water source that acts as a Blast attack at your power rank affecting all in a single area within **standard range**.

◊ **Flexibility:** Water Walking – You can walk on water as if it were solid.

◊ **Limitation:** Source – You are unable to create water. You can only move or shape existing water.

◊ **Limitation:** Submerged – If you are not at least waist deep in water, this power works at –3 RS to its power rank.

◊ **Weather Control** – You are able to control the weather, including rain, winds, snow, and storms. You are also able to predict the weather for the next week by making a **feat of Weather Control**.

◊ **Alternate Power:** Affliction – You may choose the Affliction power as an alternate power, representing your ability to chill or heat a target.

◊ **Alternate Power:** Air Control – You may choose the Air Control power as an alternate power.

◊ **Alternate Power:** Blast – You may choose the Blast power (using hail stones or lightning) as an alternate power.

◊ **Alternate Power:** Cold Control – You may also choose the Cold Control power as an alternate power.

◊ **Alternate Power:** Darkness Control – You may choose the Darkness Control power as an alternate power, representing your control of fog.

◊ **Alternate Power:** Fire Control – You may choose the Fire Control power (with the Heat Only Limitation) as an alternate power.

◊ **Alternate Power:** Flight – You may choose the Flight power as an alternate power.

◊ **Alternate Power:** Resistance – You may choose the Resistance (to Weather) power as an alternate power.

◊ **LIMITATION:** Outdoors Only – When you are indoors or underground, with no open windows or doors that lead directly outside from the area you are in, you suffer a –3 RS to your power rank.

EMOTION CONTROL

You can control the emotions of others. To affect an individual within **standard range**, you must make a successful **ranked feat of Emotion Control** against your opponent's **psyche**. If you succeed in your feat, your target gains the emotion of your choice. Once you have successfully given your target the emotion of your choice, they keep it for **standard duration**, or until you release them, or until the emotion would lead them to do something they would otherwise be strongly opposed to doing, at which point they may make a **feat of psyche**. Success means that they perform the act they would otherwise be opposed to. Failure means that they break out of your emotion control. You may inflict any of the following emotions on your target:

◊ **Doubt** – Your target is unsure of themselves and cannot use Positive Traits to make determined efforts.

◊ **Fear** – Your target flees or, if unable to flee, cowers and uses defensive abilities only.

◊ **Hate** – Your target is filled with hatred for the subject of your choice and will attempt to attack and destroy it.

◊ **Love** – Your target is filled with love for the subject of your choice and will attempt to defend it against any perceived attack or insult.

◊ **Pleasure** – Your target is filled with bliss, and will sit around doing nothing unless directly attacked.

◊ **Respect** – Your target is filled with respect for the subject of your choice and will attempt to assist and aid it.

◊ **Sadness** – Your target is filled with despair and will sit around doing nothing unless directly attacked.

◊ **ALTERNATE POWER:** Ability Boost – You may choose the Ability Boost power (with the Affects Others Flexibility) as an alternate power.
◊ **LIMITATION:** Single Emotion – You may only inflict one emotion on your targets, chosen at the time you acquire this Limitation.

ENERGY CONTROL

You are able to control a particular type of energy. Choose a type of energy from the following when you acquire this super power (each type has its own flexibilities and limitations):

◊ **Cold Control** – You can reduce temperatures and control cold within **standard range**. Choose one of the flexibilities below for free when you acquire this power.

◊ **ALTERNATE POWER:** Absorption – You may choose the Absorption (Heat or Cold) power as an alternate power.
◊ **ALTERNATE POWER:** Affliction – You may choose the Affliction power as an alternate power, to represent freezing people.
◊ **ALTERNATE POWER:** Aura – You may choose the Aura (Cold) power as an alternate power.
◊ **ALTERNATE POWER:** Binding – You may choose the Binding power as an alternate power.
◊ **ALTERNATE POWER:** Blast – You may choose the Blast (Cold or Ice) power as an alternate power.
◊ **ALTERNATE POWER:** Resistance – You may choose the Resistance power (either Cold or Heat Resistance, or Damage Resistance to represent ice armour) as an alternate power.
◊ **ALTERNATE POWER:** Fire Control – You may choose the Fire Control power (with the Heat Only Limitation) as an alternate power.
◊ **FLEXIBILITY:** Ice Sculpture – You can create objects (walls, bridges, stairs) out of ice with material strength equal to your power rank. To trap someone in a cage of ice, you must succeed in a **feat of Cold Control**.

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◊ **FLEXIBILITY:** Black Ice – You can make surfaces slippery with a thin layer of ice. This makes an area within range slippery for **standard duration**, forcing everyone who tries to stand or walk through the area to succeed in a **feat of agility** or fall over (treat as a Slam result).

◊ **FLEXIBILITY:** Ice Ramps – You can create ice ramps that you can skate on, giving you the equivalent of Terrible Flight.

◊ **Darkness Control** – You can create patches of darkness, darkening any area within **standard range** to anywhere from slightly shadowy to utterly black. The darkness lasts until you dismiss it or until you're knocked out or stunned. Darkness in super hero settings is often treated as not just the absence of light but as a substance in its own right that can take on solid forms.

◊ **ALTERNATE POWER:** Absorption – You may choose the Absorption (Light) power as an alternate power.

◊ **ALTERNATE POWER:** Blast – You may choose the Blast power as an alternate power.

◊ **ALTERNATE POWER:** Dazzle – You may choose the Dazzle power as an alternate power.

◊ **ALTERNATE POWER:** Energy Drain – You may choose the Energy Drain power as an alternate power.

◊ **ALTERNATE POWER:** Flight – You may choose the Flight power as an alternate power.

◊ **ALTERNATE POWER:** Force Field – You may choose the Force Field power as an alternate power.

◊ **ALTERNATE POWER:** Resistance – You may choose the Resistance power (either Light Resistance or Dark Resistance) as an alternate power.

◊ **ALTERNATE POWER:** Servant – You may choose the Servant power as an alternate power, representing your ability to animate shadows.

◊ **ALTERNATE POWER:** Super Senses – You may choose the Super Senses (Infravision) power as an alternate power.

◊ **ALTERNATE POWER:** Teleport – You may choose the Teleport power (with the Transmit: Darkness Limitation) as an alternate power.

◊ **FLEXIBILITY:** Shadow Constructs – You can create objects (walls, bridges, stairs) out of solid darkness with material strength equal to your power rank. To trap someone in a cage of darkness, you must succeed in a **feat of Darkness Control**.

◊ **FLEXIBILITY:** Shadow Illusions – You can create and animate three dimensional but immaterial shapes from darkness. These shapes have a **strength** of **zero** and are immune to everything except light based attacks.

◊ **Electrical Control** – You can create and control electricity within **standard range**. You are able to use shoot bolts of electricity as if using the Blast power at your power rank. You may direct this attack through conductive objects, in which case anyone touching the object is targeted by the attack. You can also recharge electrical devices.

◊ **ALTERNATE POWER:** Ability Boost – You may choose the Ability Boost (Strength) power as an alternate power.

◊ **ALTERNATE POWER:** Absorption – You may choose the Absorption (Electricity) power as an alternate power.

◊ **ALTERNATE POWER:** Aura – You may choose the Aura (Electricity) power as an alternate power.

◊ **ALTERNATE POWER:** Flight – You may choose the Flight power as an alternate power.

◊ **ALTERNATE POWER:** Machine Control – You may choose the Machine Control power as an alternate power.

◊ **ALTERNATE POWER:** Resistance – You may choose the Resistance (Electricity) power as an alternate power.

◊ **ALTERNATE POWER:** Super Speed – You may choose the Super Speed power as an alternate power.

◊ **ALTERNATE POWER:** Teleport – You may choose the Teleport power (with the Transmit: Conductors Limitation) as an alternate power.

◊ **FLEXIBILITY:** Brownout – You can shut down all electric devices in an area within **standard range** for **standard duration**. This will include most modern technology and may include many robots or devices that have the Science! source.

◊ **LIMITATION:** No Range – You can only control electricity by touch, not at range.

◊ **LIMITATION:** Source – You can manipulate existing electricity, but cannot generate it yourself.

◊ **Force Control** – You can generate a bubble of force around yourself that provides Damage Resistance equal to your power rank. The bubble of force lasts until you dismiss it or until you are stunned or knocked out.

◊ **ALTERNATE POWER:** Blast – You may choose the Blast power as an alternate power.
◊ **ALTERNATE POWER:** Binding – You may choose the Binding power as an alternate power.
◊ **ALTERNATE POWER:** Strike – You may choose the Strike power as an alternate power.
◊ **FLEXIBILITY:** Energy Containment – If you successfully dodge against an energy attack with a power rank less than or equal to that of your Force Control, you can contain the energy in a bubble of force and then release it as a future action in a direction of your choice.
◊ **FLEXIBILITY:** Area Defence – You can project your bubble of force around the entire area that you are in, protecting all in the area from incoming attacks originating outside the area.
◊ **FLEXIBILITY:** Affects Others – You can project your bubble of force around others within **standard range** in order to protect them.
◊ **FLEXIBILITY:** Fine Tuning – You can "tune" your force bubble to allow through some kinds of energy or matter but not others.
◊ **FLEXIBILITY:** Force Wave – You can create a wave of force that you can travel on, giving you the equivalent of Terrible Flight.
◊ **FLEXIBILITY:** Force Constructs – You can create objects (walls, bridges, stairs) out of force with material strength equal to your power rank. To trap someone in a cage of force, you must succeed in a **feat of Force Control**.
◊ **FLEXIBILITY:** Suffocation – You can create force bubbles around opponents to cut off their air supply. This is the equivalent of using the Affliction power on them.
◊ **FLEXIBILITY:** Transparent – Your force constructs and bubbles are invisible (although the effects of them are still visible).

STORN

◊ **Light Control** – You can produce and control light within **standard range**. This allows you to make Dazzle attacks against the sight of an opponent within that range.

◊ **ALTERNATE POWER:** Absorption – You may choose the Absorption (Light) power as an alternate power.
◊ **ALTERNATE POWER:** Alternate Form – You may choose the Alternate Form (Energy Form) power as an alternate power.
◊ **ALTERNATE POWER:** Blast – You may choose the Blast power as an alternate power.
◊ **ALTERNATE POWER:** Darkness Control – You may choose the Darkness Control power as an alternate power.
◊ **ALTERNATE POWER:** Flight – You may choose the Flight power as an alternate power.

◊ **Alternate Power:** Force Field – You may choose the Force Field power as an alternate power.

◊ **Alternate Power:** Healing – You may choose the Healing power as an alternate power.

◊ **Alternate Power:** Illusion – You may choose the Illusion power (Images only) as an alternate power.

◊ **Alternate Power:** Invisibility – You may choose the Invisibility power as an alternate power.

◊ **Alternate Power:** Resistance – You may choose the Resistance power (to Dazzling, Light or Dark) as an alternate power.

◊ **Alternate Power:** Strike – You may choose the Strike power as an alternate power.

◊ **Flexibility:** Light Constructs – You can create objects (walls, bridges, stairs) out of solid light with Material Strength equal to your power rank. To trap someone in a cage of light, you must succeed in a **feat of Light Control**.

◊ **Limitation:** Colour Control – You can't create light, only control the colour (and transparency) of objects. This still allows you to Dazzle foes (by changing the colour of their eyes), and it allows you to use the Resistance, Invisibility, and Illusion alternate powers; but you must still buy them as flexibilities as normal. It also allows you to choose the Mind Control power (using hypnotic patterns) as an alternate power, bought as an additional Flexibility.

◊ **Magnetic Control** – You can control magnetic fields and magnetism. This allows you to move metal objects within **standard range** as if you had the Telekinesis power at your power rank.

◊ **Alternate Power:** Binding – You may choose the Binding power as an alternate power.

◊ **Alternate Power:** Blast – You may choose the Blast power (shooting metal projectiles using magnetic force) as an alternate power.

◊ **Alternate Power:** Energy Detection – You may choose the Energy Detection power as an alternate power.

◊ **Alternate Power:** Magnetic Detection – You may choose the Magnetic Detection power as an alternate power.

◊ **Alternate Power:** Flight – You may choose the Flight power as an alternate power.

◊ **Alternate Power:** Machine Control – You may choose the Machine Control power as an alternate power.

◊ **Alternate Power:** Power Nullification – You may choose the Power Nullification power (Limited to electrical powers) as an alternate power.

◊ **Alternate Power:** Super Senses – You may choose the Super Senses (Direction Sense) power as an alternate power.

◊ **Alternate Power:** Telekinesis – You may choose the Telekinesis power as an alternate power.

◊ **Radiation Control** – You can generate and control high energy radiation. This can range from gamma waves to exotic "comic book" radiation. You can project beams of radiation as if using the Blast power at your power rank.

◊ **Alternate Power:** Absorption – You may choose the Absorption (Radiation) power as an alternate power.

◊ **Alternate Power:** Affliction – You may choose the Affliction (Radiation Sickness) power as an alternate power.

◊ **Alternate Power:** Aura – You may choose the Aura (Radiation) power as an alternate power.

◊ **Alternate Power:** Dazzle – You may choose the Dazzle (Sight) power as an alternate power.

◊ **Alternate Power:** Flight – You may choose the Flight power as an alternate power.

◊ **Alternate Power:** Fire Control – You may choose the Fire Control power (with the Heat Only Limitation) as an alternate power.

◊ **Alternate Power:** Force Field – You may choose the Force Field power as an alternate power.

◊ **Alternate Power:** Power Nullification – You may choose the Power Nullification power (Limitationed to powers with the Genetic Mutation power source) as an alternate power.

◊ **Flexibility:** Area Effect – You can choose to blast everyone in an area at once. You can't select individual targets to be spared your blast.

◊ **Sonic Control** – You can control and generate sound within **standard range**. This gives you an ability to deafen people within range as if using the Dazzle power.

◊ **Alternate Power:** Absorption – You may choose the Absorption (Sound) power as an alternate power.

◊ **Alternate Power:** Alternate Form – You may choose the Alternate Form (Energy Form) power as an alternate power.

◊ **Alternate Power:** Blast – You may choose the Blast (Sound) power as an alternate power.

◊ **Alternate Power:** Corrosion – You may choose the Corrosion power (Limited to glass and crystalline objects) as an alternate power.

◊ **Alternate Power:** Flight – You may choose the Flight power as an alternate power.

◊ **Alternate Power:** Force Field – You may choose the Force Field power as an alternate power.

◊ **Alternate Power:** Illusions – You may choose the Illusions power (Limited to sounds) as an alternate power.

◊ **Alternate Power:** Mind Control – You may choose the Mind Control power, to represent your use of hypnotic sounds.

◊ **Alternate Power:** Resistance – You may choose the Sound Resistance power as an alternate power.

◊ **Alternate Power:** Super Senses – You may choose the Super Senses (Spatial Sense) power as an alternate power, to represent sonar.

◊ **Flexibility:** Mimic – You can exactly reproduce any sound you hear, enabling you to mimic voices, alarms, and other sounds.

◊ **Flexibility:** Ventriloquism – You can throw your voice, making it appear to come from any place in **standard range**.

◊ **Limitation:** Full Power – You can only use your sonic abilities at full power.

◊ **Vibration Control** – You are able to produce and control vibrations outside the range of sound. You can project beams of vibration as if using the Blast power at your power rank.

◊ **Alternate Power:** Absorption – You may choose the Absorption (Vibrations) power as an alternate power.

◊ **Alternate Power:** Burrowing – You may also choose the Burrowing power as an alternate power.

◊ **Alternate Power:** Corrosion – You may choose the Corrosion power (ranged, but Limited to glass and crystalline objects) as an alternate power.

◊ **Alternate Power:** Dimensional Travel – You may choose the Dimensional Travel power as an alternate power.

◊ **Alternate Power:** Flight – You may choose the Flight power as an alternate power.

◊ **Alternate Power:** Force Field – You may choose the Force Field power as an alternate power.

◊ **Alternate Power:** Phasing – You may choose the Phasing power as an alternate power.

◊ **Alternate Power:** Power Nullification – You may choose the Power Nullification (Limitationed to sonic or vibration powers) as an alternate power.

◊ **Alternate Power:** Resistance – You may choose either the Binding Resistance or Vibration Resistance power as an alternate power.

◊ **Alternate Power:** Super Senses – You may choose the Super Senses (Spatial Sense) power as an alternate power.

◊ **Flexibility:** Safe Cracking – You may open locks and safes by causing the internal mechanisms to vibrate. You must succeed with a **feat of Vibration Control** to open a lock.

◊ **Flexibility:** Gremlins – You may scramble the functionality of a machine by vibrating its internal workings. If you use this against a sentient machine, treat it as a use of the Affliction power with the Ranged Flexibility.

◊ **Flexibility:** Tremor – You can send a targeted tremor through the earth to a target at **standard range**, who must roll to avoid being slammed.

◊ **Flexibility:** Vibroblade – You may cause a blade you wield to vibrate. This makes it do your power rank in damage (or its normal damage +1 RS if that is greater than your power rank).

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◊ **FLEXIBILITY:** Vibrating Palm – You may vibrate your body when making an unarmed strike against an opponent. This makes it do your power rank in damage (or your **strength** +1 RS if that is greater than your power rank).

◊ **FLEXIBILITY:** Earthquake – You may cause an earthquake, doing power rank damage to all people and structures within **standard range**.

ENERGY DRAIN

You can drain energy from a target by touching them. If you succeed at a **feat of fighting**, your opponent loses **health** equal to your power rank value, and you gain the same amount of **health**. This can take you above your normal maximum **health**, but only by as much as your power rank value. If you are over your normal maximum **health**, you lose the excess after **standard duration**. Opponents drained down to **zero health** are unconscious but in no danger of dying.

◊ **FLEXIBILITY:** Contagious – Anyone touching the target that you drain energy from will also have their energy drained if you succeed at a **feat of Energy Drain**. You gain the **health** from all drained targets, but your maximum does not increase.
◊ **FLEXIBILITY:** Ranged – You can drain the energy from people at range.
◊ **FLEXIBILITY:** Ability Drain – You drain one of the target's Ability Scores rather than their **health**. The points are drained from your opponent's rank value, and their ability is treated as being the highest rank that is less than or equal to its new value. After **standard duration**, your opponent gains +1 RS to their drained ability per round until it is back at full **strength**. The energy that you have drained still increases your **health** as normal.
◊ **FLEXIBILITY:** Life Drain – Opponents drained all the way to zero **health** start dying as if reduced to zero **health** by a lethal attack.
◊ **FLEXIBILITY:** Infectious – Anyone who is killed by your Life Drain will return from the dead as an energy drainer like yourself, under your mental command.
◊ **FLEXIBILITY:** Influence – Until your target has recovered from your drain, you may speak to them telepathically and use the Mind Control power on them at the same rank as your Energy Drain power.

ENVIRONMENTAL AWARENESS

You have an awareness of the natural environment around you, being able to sense things like movement, atmosphere, weather, presence of life, presence of pollutants, and so forth. You may try to sense one of these factors in your current environment (a single biome within a radius of **standard range**) by rolling a **feat of Environmental Awareness** with the following results:

◊ **WHITE:** You are unable to get the answer for this environment, and you may ask no more questions about it.
◊ **BRONZE:** Your question is answered, but you may ask no more questions about this same environment in the next day.
◊ **SILVER:** Your question is answered, but you may ask no more questions about this same environment in the next hour.
◊ **GOLD:** Your question is answered, and you may ask further questions about this environment.

◊ **ALTERNATE POWER:** Mind Control – You may choose the Mind Control power (limited to animals only) as an alternate power.
◊ **ALTERNATE POWER:** Plant Control – You may choose the Plant Control power as an alternate power.
◊ **ALTERNATE POWER:** Postcognition – You may choose the Postcognition power (limited to getting environmental information only) as an alternate power.
◊ **ALTERNATE POWER:** Precognition – You may choose the Precognition power (limited to getting environmental information only) as an alternate power.
◊ **ALTERNATE POWER:** Weather Control – You may choose the Weather Control power as an alternate power.
◊ **LIMITATION:** One Environment – Your environmental control only works in one type of environment.

◊ **Limitation:** Symbiosis – You are linked to the environment you are in, and when it is damaged you must resist the damage as if it were a Stun? result on an attack (you do not take the actual damage, just the potential stunning effect).

ESP

You have extra-sensory perception and are able to use your senses as if you were at any location within **standard range**, even through walls and other obstacles. Once established, your sensory point may move as if it had terrible flight. Looking through your sensory point overrides your normal senses, so you can't see and hear what is going on around you except from that point.

◊ **Flexibility:** Dimensional – You are able to peer into other dimensions. Treat your ESP rank as if it were a Dimensional Travel rank, except that you only see into the dimension rather than actually travelling to it.
◊ **Limitation:** Single Sense – You are only able to project a single sense, chosen when you acquire this power. Your other senses work normally from your current location.
◊ **Limitation:** Proxy – You are not able to project your senses into an open space. You must piggy-back them onto the senses of a person you can see instead. Your sensory point moves with that person as they move.

Evolution

You have the ability to shift your body into both an "evolved" form and a "devolved" form. This is comic book evolution, not realistic evolution, so your devolved form is strong but dim and your evolved form is smart but puny. Typically, the devolved form would look like a hairy cave person and the evolved form would be a large headed bald person. However, they can look different if you prefer (choose what they look like when you acquire this power).

While you are in a devolved state, you have a **terrible reason** and your **strength** becomes equal to either your power rank or your normal **strength** +1 RS (whichever is higher). Additionally you also gain one of the following benefits (choose which one you get when you acquire this power):

◊ Two appropriate specialities
◊ Mental Resistance at power rank
◊ Strike at power rank
◊ Prehensile toes (treat as the Extra Arms version of Extra Body Parts).

You can add an additional ability from the list as a Flexibility.

While you are in your evolved state, you have **terrible strength** and your **reason** is equal to either your power rank or your normal **reason** +1 RS (whichever is higher). Additionally you also gain one of the following benefits (choose which one you get when you acquire this power):

◊ Two appropriate specialities
◊ One sensory or mental power at your power rank.

You can add an additional ability from the list as a Flexibility.

◊ **Flexibility:** Usable on Others – You can evolve or devolve other people you touch. Against an unwilling target you must succeed in a **feat of Evolution**. The power ends if the recipient is stunned or knocked unconscious or concentrates for an action and manages to succeed a **feat of psyche**. Once **standard duration** has passed, the target may voluntarily revert back to normal at any time.
◊ **Flexibility:** Variable – You can choose which ability you get each time you evolve or devolve.
◊ **Flexibility:** Summoning – Instead of you becoming devolved or evolved, you summon a devolved or evolved version of yourself as if using the Duplication power.
◊ **Flexibility:** Primordial – You can devolve further into a primordial form, which is basically a human-sized blob of protoplasm. Your **Reason** and **Psyche** are both reduced to Terrible, but you gain the Stretching, Damage Resistance and Corrosion powers at power rank.
◊ **Flexibility:** Ascended – You can evolve further into an energy being. This is as if you had the Alternate Form (Energy Form) power and the Telekinesis power at power rank.

Extra Body Parts

You have extra body parts that a normal person doesn't have. Choose one of the parts from the list below when you acquire this power (you may pick additional parts from the list as flexibilities):

◊ **Chitin** – You have a hardened shell giving you Damage Reduction at power rank.

◊ **Claws** – You have the Strike power at power rank.

◊ **Extra Arms** – You have the Fast Attack power at power rank.

◊ **Extra Legs** – You move at a land speed equal to your power rank, and have Leaping at power rank.

◊ **Tail** – You can use your tail as if it were an extra arm and you gain the Fast Attack power at power rank.

◊ **Tentacles** – You have tentacles (or prehensile hair) with power rank **Strength**.

◊ **Wings** – You have Flight at power rank.

◊ **FLEXIBILITY:** Detachable – Your extra body parts can be removed and you can mentally control them within **standard range**.

◊ **FLEXIBILITY:** Stretching – Your extra body parts can elongate as if you had the Stretching power at power rank.

Fast Attack

You are able to make attacks much more often than a normal person at the cost of their accuracy. This may be due to your speed or it may be due to having lots of appendages with which you can make attacks. Your Fast Attack rank shows how many attacks you can make in a single round.

Count the number of rank shifts it takes to reduce your Fast Attack rank to **zero**. This is how many rank shifts you can use per round. You may make as many attacks as you like in a round, but each starts at rank **zero** and must use one or more rank shifts to improve it from there (you can't actually make attacks with a rank of **zero**). No attack can have enough of these rank shifts added to it to take it above your normal **fighting** or **agility** rank (whichever you would normally use for the attack), although rank shifts from other sources may take attacks above that limit.

For example, if you have **astounding** Fast Attack and **great fighting**, you have +8 RS to use each round (because it takes eight rank shifts to shift **astounding** down to **zero**). You could therefore make two attacks at **decent** (using four rank shifts for each one); or you could make two attacks at **average** and another at **bad** (using three rank shifts on each of the first two and two on the third). You couldn't, however, make an attack at **fantastic** and another at **terrible** because you are limited by your **fighting** score to a maximum of **great** for any individual attack.

FLIGHT

You are able to fly at an air speed equal to your power rank.

◊ **FLEXIBILITY:** Space Flight – When in space, you can fly at a speed of Cosmic.
◊ **LIMITATION:** Restrainable – Your flight is powered by wings or similar, and you can't fly while in a partial or full hold.
◊ **LIMITATION:** Gliding – You are limited to gliding in a generally downward direction. You can't fly upwards except in swoops.

FORCE FIELD

You can generate a force field around yourself that works as Damage Resistance at power rank. The force field drops when you're stunned or knocked unconscious and must be re-generated.

Additionally, your force field is able to protect you from any power that relies on touch to work. Subtract your force field's rank value from the rank value of the incoming power (as if it were armour against incoming damage). If there is no incoming power left, your force field has protected you. If there is incoming power left, convert that value back to a rank by taking the highest rank that is less than or equal to the value, and that new rank is the effective rank of the power.

◊ **LIMITATION:** Exclusive – You can't use any other powers while your force field is active.
◊ **LIMITATION:** Ablative – Your force field is reduced one rank in effectiveness each time that it partially or wholly stops an incoming power or attack. You must spend an action to put it back up in order for it to regain its full **strength**.

GESTALT

Your heroic form is created by the coming together of more than one person. When you acquire this power, generate a number of different component characters (at least two, no more than five). Each character should have their own ability scores, although none of them can have an ability score with a higher rank than your power rank, and none of them should be given powers.

The component characters act independently of each other, and when they are in the same area they can each spend an action (these actions must be consecutive) in order to join together to form the gestalt form. Each ability score of your gestalt form is either the score for that ability that you originally generated or the highest of the scores for that ability that any of your component characters has. Your gestalt form also has all your other super powers.

When in gestalt form, one of your component characters (this is usually the one who initiated the merge, but it could optionally always be the same "leader") is "in charge" and your gestalt form has the specialities and personality of that character. Any damage that has been taken by any of the component characters is not transferred to your gestalt form when they merge, but damage taken by your gestalt form is shared out amongst your component forms when you split up once more. Normally your gestalt form is visibly different from your component characters.

◊ **FLEXIBILITY:** Powered Components – Each of your component characters has a single one of your gestalt form's super powers other than this one. Each must have a different power (and therefore you can't have more component characters than you have other powers).
◊ **FLEXIBILITY:** Disguised – Your gestalt form can look like any one of your component characters, chosen at the time of merge.
◊ **FLEXIBILITY:** Instant – Your gestalt form can form instantly instead of taking an action from each of your component characters.
◊ **FLEXIBILITY:** Ranged – Your component characters don't have to be in the same area to form your gestalt form.

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◊ **FLEXIBILITY:** Mind Link – Your component characters have a constant mental link through which they can talk to each other while not merged.
◊ **FLEXIBILITY:** Mind Shift – While in gestalt form, you can switch which component character is "in control" of the form as an action. Any mental effects on a character no longer in control don't affect your gestalt form, and your gestalt form's Specialities and personality shift to those of the newly controlling component character.

GROWTH

You can grow to a large size. When grown, your **strength** rank increases to your power rank (or your existing **strength** rank +1 RS, whichever is greater), and you gain the Damage Resistance power at your power rank. However, your size makes you easier to hit, giving you a penalty to your **fighting** and **agility** ranks as shown on the table below (to a minimum rank of **zero**):

Growth Table		
Rank	**Height**	**Penalty**
Terrible	3m	-
Bad	4m	−1 RS
Average	5m	−1 RS
Decent	6m	−1 RS
Great	7m	−1 RS
World Class	8m	−2 RS
Fantastic	9m	−2 RS
Astounding	12m	−2 RS
Wondrous	20m	−3 RS
Phenomenal	30m	−3 RS
Single Shift	40m	−4 RS
Double Shift	60m	−5 RS
Triple Shift	100m	−6 RS
Planetary	500m	−10 RS
Stellar	1,000m	−15 RS
Cosmic	2,000m	−20 RS
Infinite	Unlimited	Can't fight

◊ **ALTERNATE POWER:** Shrinking – You may choose to take the Shrinking power as an alternate power.
◊ **LIMITATION:** All or Nothing – You must grow to your full size when you grow. You can't choose to grow to a lesser height.

HEALING

You are able to heal others of their injuries by touching them (although you can't heal your own injuries this way). You can use this power twice per day on an given individual by simply spending an action to do so, but if you wish to heal someone again after that (in the same day) you must spend 50 **karma** in order to do so. Each time you heal someone, they regain an amount of **health** equal to your power rank value, but this can't take them above their normal **health** total.

◊ **ALTERNATE POWER:** Adaption – You may choose to take the Adaption power with the Affects Others Flexibility as an alternate power.
◊ **ALTERNATE POWER:** Affliction – You may choose to take the Affliction power as an alternate power.
◊ **ALTERNATE POWER:** Energy Drain – You may choose to take the Energy Drain power as an alternate power.
◊ **ALTERNATE POWER:** Resistance – You may choose to take the Resistance power (to biological attacks) as an alternate power.
◊ **ALTERNATE POWER:** Alteration Ray – You may choose to take the Alteration Ray (Transforming Ray) as an alternate power.

◊ **FLEXIBILITY:** Cure – You may use your Healing power to cure poison or disease, or remove the effects of the Affliction power from someone. In any of these cases, to do so requires success in a **ranked feat of Healing** against is the strength of the disease or poison or the power rank of the Affliction power.

◊ **FLEXIBILITY:** Grafting – You may graft new biological parts onto people. These may have been taken from other beings or may have been grown. The surgery takes hours to perform, and effectively gives the subject the Extra Body Parts power at your power rank.

◊ **FLEXIBILITY:** Resurrection – You may bring the dead back to life. To do so, you must succeed in a **ranked feat of Healing**, where the difficulty is the length of time that the person has been dead expressed as a **standard duration** rank (rounded up). If you fail in the feat you can't bring the person back: re-trying won't work. Trying to bring the dead back to life is draining for you. Whether your attempt succeeds or not, you must immediately succeed in a **feat of Healing** or lose an **endurance** rank as if you were dying. When you bring someone back to life, their **endurance** becomes **terrible**, and they will continue to recover back to their usual **endurance** at normal rates.

◊ **FLEXIBILITY:** Self – You can heal yourself using your power, providing you are conscious. The normal twice per day limit applies.

◊ **LIMITATION:** Empathic – Whenever you heal someone, you lose the amount of **health** they just gained.

Illusion/Images

You are able to create illusionary images that are able to fool the senses of others. Choose the type of illusion that you can create when you acquire this power from the following options:

◊ **Mental Illusions** – Your illusions exist only in the minds of your targets. All targets of your choice within **standard range** will observe your illusion with all their senses as if it were really there, no matter how far away the illusion appears to be. However, your illusions are not picked up by cameras, microphones or non-sentient robots. Sentient targets will automatically treat your illusions as if they were real unless they have a reason to suspect that they are illusions. When a target gets suspicious, they may try to succeed in a ranked **feat of intuition** against your Illusion rank in order to see the illusion for what it is. If they fail, they may not re-try during the same combat/encounter unless someone does something to physically demonstrate their illusionary nature. Targets who believe your illusions to be real will take damage from them, although these attacks can't kill anyone. Someone who "dies" as a result of your attacks is only unconscious. Although your illusions may hurt people who believe them to be real, they are not solid and can't affect inanimate objects in a physical manner. For example, you couldn't create an illusionary bridge and expect it to support weight or create an illusionary fire and expect it to burn things.

◊ **Images** – Your illusions are actual creations of light, sound, smell, and so forth, rather than being all in the mind. Your illusions are limited to existing within **standard range**, but they can be observed by anyone who can observe their location (regardless of sentience) and they do show up on cameras, microphones and the like. All targets and sensors will automatically treat your illusions as if they were real, although sentient targets may have a reason to suspect that they are illusions. When a target gets suspicious, they may try to succeed in a ranked **feat of intuition** against your Illusion rank in order to see the illusion for what it is. If they fail, they may not re-try during the same combat/encounter unless someone does something to physically demonstrate their illusionary nature. Targets who believe your illusions to be real will take damage from them, although these attacks can't kill anyone. Someone who "dies" as a result of your attacks is only unconscious. Although your illusions may hurt people who believe them to be real, they are not solid and can't affect inanimate objects in a physical manner. For example, you couldn't create an illusionary bridge and expect it to support weight or create an illusionary fire and expect it to burn things.

◊ **ALTERNATE POWER:** Dazzle – You may choose to take the Dazzle power as an alternate power.

◊ **ALTERNATE POWER:** Duplication – You may choose to take the Duplication power (with the Illusionary Duplicates Limitation) as an alternate power.

◊ **ALTERNATE POWER:** Invisibility – You may choose to take the Invisibility power as an alternate power.
◊ **ALTERNATE POWER:** Mental Blast – You may choose to take the Mental Blast power as an alternate power.
◊ **ALTERNATE POWER:** Mind Control – You may choose to take the Mind Control power as an alternate power.
◊ **FLEXIBILITY:** Both Types – You are able to create both types of illusion, choosing each time you create one whether it will be a mental illusion or an image.
◊ **FLEXIBILITY:** Playback – You are able to create an illusion in advance that plays back when a person enters an area. The playback can last for as long as the person stays in the area. If you create mental illusions, you can choose to only activate the illusion for specific minds that you are familiar with or to activate it for everyone.

IMMORTALITY

You are immortal. You don't age, and you can't be permanently killed. You still suffer damage normally, but when your **endurance** rank reaches **zero** you don't die; you are unconscious until you've healed naturally. Even if you are atomised or disintegrated, you will still eventually get better. Being placed in an environment that provides you with constant damage (for example being fired into the Sun) may delay your return, but eventually you will come back by some means. For example if you are fired into the Sun, sooner or later an atom of yours will be fired out in a solar flare and you can start regenerating from there. Of course, this may be a small comfort if it means that your character won't return until millennia or even aeons after the campaign has ended. Because of this, your group should work together with the GM to contrive a way for your character to come back in a reasonable time frame.

Because of its nature, the Immortality power is an all-or-nothing ability, and does not use its power rank.

◊ **ALTERNATE POWER:** Regeneration – You may choose to take the Regeneration power as an alternate power.
◊ **ALTERNATE POWER:** Resistance – You may choose to take the Resistance power as an alternate power.
◊ **FLEXIBILITY:** Suspended Animation – You may shut down your body at any time. All biological functions cease and you appear to be dead to all tests, except for the fact that your body still heals at its normal rate. You do not need to eat, drink or breathe while you are in suspended animation. You can choose to revive after a particular length of time or you can choose to be revived when disturbed by a particular kind of stimulus (or both).

INTERFACE

You are able to access the memory of non-sentient computers within **standard range**. The data you read may still be encrypted, but you can read a perfect copy of it without leaving any trace of tampering or intrusion. Additionally, you can operate the user interface of any non-sentient computer within range without needing to approach or touch it. When used against sentient computers, your power acts as if you have the Telepathy power at your power rank.

When you are physically using a computer, you use the higher of your **reason** (plus appropriate specialities) or your power rank.

◊ **FLEXIBILITY:** Upload – You can project your mind into a non-sentient computer, effectively possessing it. Your body enters a temporary coma while your mind is gone. You are aware of any harm that happens to your body while you are away from it, and if your body is killed you are trapped inside the computer forever. While inside the computer, you can completely control it (regardless of what people using the user interface try to do) and if the computer has any mobile parts such as being in control of a robot body you can operate those parts as if they were your own body. When used on a non-sentient computer, this works automatically as above. When you try to use this power against a sentient computer, it works in exactly the same way as using the Mind Control power with the Possession Flexibility.
◊ **FLEXIBILITY:** Haywire – You can make as many non-sentient computers as you like within range go haywire and act as if they were "crazy" for **standard duration**. You

can't control their exact actions, but you can leave them to it without needing to be in communication with them.

◊ **Limitation:** Touch – You can only access computers by touching them, although you can still directly access their memory and data without needing to go through their user interface to get to it.

Invisibility

You become invisible, along with everything you are carrying and wearing. Under normal circumstances you will remain completely undetected, but sometimes (in smoke or rain, or if you're in **fighting**, or if someone is otherwise alerted to your presence) people may be able to spot your location if they succeed in a ranked **feat of intuition** against your Invisibility rank. People who have detected you can keep tracking you until you go out of sight, and can target you with direct attacks at a –2 RS penalty. People who haven't can't target you with direct attacks at all.

◊ **Alternate Power:** Alteration Ray – You may choose to take the Alteration Ray (Invisibility Ray) power as an alternate power.

◊ **Limitation:** Chameleon – Your invisibility isn't perfect, and everyone who looks in your direction may make **feat of intuition** in order to see you, even if they don't suspect that you are there.

◊ **Limitation:** Displacer – Your image isn't gone completely, it's just displaced to somewhere else in **Standard range**.

◊ **Limitation:** Sensors Only – Your invisibility does not fool sentient beings, but it will mask you from cameras and other sensors.

◊ **Limitation:** Sentients Only – Your invisibility does not fool cameras and other sensors, but it will mask you from sentient beings.

Leaping

You are able to leap huge distances. A single leap will take you anywhere within **standard range**.

Life Support

You are able to go without many of the needs of normal people, and are able to survive in places in which normal people wouldn't be able to. When you acquire this power, count how many rank shifts it would take to reduce it to **zero**. Then choose that many options from the following list:

◊ **Breathing** – You don't need to breathe.

◊ **Cold** – Atmospheric or environmental low temperature doesn't affect you.

◊ **Eating** – You do not need to eat or drink.

◊ **Heat** – Atmospheric or environmental high temperature doesn't affect you.

◊ **Pathogens** – You are immune to mundane diseases.

◊ **Pressure** – You can survive extremely high pressure without ill effects.

◊ **Radiation** – You are not affected by ambient radiation.

◊ **Sleep** – You do not need to sleep, although you still physically tire and may need to rest.

◊ **Toxins** – You are immune to mundane poisons.

◊ **Vacuum** – Low pressure environments don't affect you.

In none of these cases are you protected from damaging powers. For example protection from environmental heat won't reduce the damage you take from a Blast of fire, and immunity to toxins won't protect you from someone's Affliction power. In order to survive in space, you must have at least **decent** power rank, and take the Breathing, Cold, Radiation, and Vacuum options.

◊ **FLEXIBILITY:** Full – You have all the options, not just a limited number based on your power rank.

MACHINE CONTROL

You are able to control machines within **standard range**, animating their moving parts. Controlling a non-sentient machine is automatically successful, and it animates with a **strength** rank equal to its material strength and with **fighting** and **agility** ranks equal to your power rank. The movement speed of the machine depends on its shape and appendages, and is left to the GM to decide. If the machine already has a **strength** score, use that instead of its material strength. If you try to control a sentient machine, or a machine that is being controlled cybernetically by a sentient creature (such as a set of powered armour which is currently being worn), treat this power as if it were the Mind Control power being used at your power rank.

◊ **ALTERNATE POWER:** Interface – You may also choose to take the Interface power as an alternate power.
◊ **FLEXIBILITY:** Assembly – You may cause scrap metal, rubbish, or other junk to form itself into a machine that is capable of being animated by succeeding in a **feat of Machine Control**.
◊ **FLEXIBILITY:** Conversion – You can reshape and convert a machine into a different type of machine by succeeding in a feat of Machine Control, for example converting a car into a robotic humanoid figure or converting a boat into a plane. The machine retains its material strength (you don't actually transmute the material it's made from) but it can be given a power suitable to its new form at your power rank.
◊ **LIMITATION:** Touch Only – You can only start to control a machine by touching it (although once it is active you can make it move away from yourself).
◊ **LIMITATION:** Feedback – When a machine that you are controlling is destroyed, you are stunned.
◊ **LIMITATION:** Single Type – You can only control one type of machine (for example cars or clockwork devices).

MATTER CONTROL

You are able to control matter. There are two types of matter control, and you must choose which one you can do when you acquire this power. Each has its own flexibilities and limitations:

◊ **Telekinesis** – You are able to manipulate matter within **standard range**, moving it about and even throwing it. Use your power rank as the effective **strength** rank to show how much you can move, and use your **psyche** as your effective **agility** rank if you need to throw something or perform a delicate manoeuvre with something.

◊ **ALTERNATE POWER:** Blast – You may choose to take the Blast power as an alternate power.

◊ **Alternate Power:** Flight – You may choose to take the Flight power as an alternate power.
◊ **Alternate Power:** Force Control – You may choose to take the Force Control power as an alternate power.
◊ **Alternate Power:** Force Field – You may choose to take the Force Field power as an alternate power.
◊ **Limitation:** Whole Objects Only – You may move whole objects with your telekinesis, but can't move partial objects. So you could pick up a car, but not open its door (you can't manipulate the handle) or pull a lever.

◊ **Transmutation** – You can transform matter from one substance to another by touch, changing the atoms that make it up into different types of atom. This doesn't affect living creatures or sentient robots, and you do not alter the form of the matter, only its composition. You can't use this power to make living creatures or animate the matter you transmute, and you can only transmute whole objects, not parts of objects. Objects that you transmute cannot be more massive than you are able to lift in either their original or transmuted state. The transformation is permanent, and your subconscious control of your power stops you from transmuting something into an unstable or inherently dangerous form, although other mundane consequences of the change in material still apply as normal. Most of the above limits of the power may be overcome using the flexibilities below:

◊ **Alternate Power:** Servant – You may choose to take the Servant power as an alternate power, representing your ability to transform matter into an animated form.
◊ **Alternate Power:** Transforming Ray – You may choose to take the Alteration Ray (Transforming Ray) power as an alternate power.
◊ **Flexibility:** Ranged – You may transmute matter at **standard range** instead of needing to touch it.
◊ **Flexibility:** Explosive – You may transmute matter into an explosive form that will explode as if using the Blast power at your power rank against everyone in the same area as the transformed object.
◊ **Flexibility:** Affliction – You may change the composition of the air (either by changing something into a poisonous gas or changing the oxygen into something else) as if using the Affliction power at your power rank against everyone in the same area as the transformed gas.
◊ **Flexibility:** Stability – Instead of changing the material that an object is made from, you can hold that material stable. This will prevent it from undergoing any chemical reactions. For example you could prevent an acid from dissolving anything or prevent something in a fire from burning. This will also prevent the object from undergoing radioactive decay. Stabilising a material is not permanent, and lasts only while you maintain the power.
◊ **Limitation:** Temporary – Your transmutation effects only last for **standard duration**.
◊ **Limitation:** Limited Mass – You are only able to affect objects with Terrible weight or less, regardless of your **strength** rank.
◊ **Limitation:** One State – You are only able to transmute one state of matter (solids, liquids, or gases).
◊ **Limitation:** Single Result – Whatever the source material, you are only able to transmute things into a single transmuted composition, chosen when you acquire this Limitation.

Mental Blast

You are able to attack the minds of others with mental force. Treat the attack as if it were a blunt projectile, except that it uses a **feat of psyche** for the attack rather than a **feat of agility**.

◊ **Flexibility:** Area Effect – You may attack everyone in a single area within **standard range** at once. You may not choose to hit some targets but not others.
◊ **Flexibility:** Stun – You may attack to stun your opponent instead of hurting them. Your attack still uses a **feat of psyche** but the results are now:

◊ **White:** Your target is unaffected by your attack.
◊ **Bronze:** Your target takes no damage but is potentially **slammed** by the attack.
◊ **Silver:** Your target takes no damage, but is potentially **stunned** by the attack.
◊ **Gold:** Your target takes no damage, but is potentially **stunned** by the attack.

◊ **Limitation:** Stun Only – You may not attempt to damage people with your mental blasts. You may only perform stunning attacks (this requires you to have acquired the Stun Flexibility).

Mimicry

You are able to copy the traits of someone or something else. You must choose the type of mimicry you have when you first acquire this power (each one has its own flexibilities and limitations):

◊ **Animal Mimicry** – You are able to mimic the abilities and traits of animals, for example gaining the speed of a cheetah or the **strength** of a gorilla or the vision of a hawk. You may only mimic one animal at a time, and there must be an animal of the type you wish to mimic within sight of you. It takes no time to mimic an animal or to switch which type of animal you are mimicking. While mimicking an animal, you gain one ability score or power that the animal has, either to the rank at which the animal has it or to your power rank, whichever is lower.

◊ **Flexibility:** Extra Animal – You can mimic a second animal at the same time as the first, gaining two ability scores or powers at once. You may take this Flexibility more than once, and each time you do it lets you mimic an additional animal.

◊ **Flexibility:** Animal Memory – You do not have to be able to see an animal in order to mimic it, but you do have to have seen one at some time in the past. Don't bother trying to keep an exact track of which particular types of animal your hero has seen; just assume they've seen all common types of animal, and that only truly exotic animals (like dinosaurs or animals from alien planets) remain unknown to them unless seen during the campaign.

◊ **Limitation:** Close Range – You can only mimic an animal that is within **standard range** of you.

◊ **Limitation:** One Type – You can only mimic one type of animal. This may be a class of animal, such as mammals or birds; or it may be animals from one type of habitat, such as sea creatures or jungle creatures.

◊ **Material Mimicry** – You are able to take on the properties of any substance or energy by touching it. Normally it takes an action to take on the properties of something you touch, although when you are hit by an incoming physical or energy attack you can choose to spend your next action in advance changing to the form of the thing that has just hit you. You take no damage from the attack, but must use your next action to complete the mimicry. You therefore can't do this to more than one attack per round, and you can't do it if you are already in the form of the incoming attack. While you are mimicking the properties of a material or energy, you effectively have the relevant Alternate Form power for that substance.

◊ **ALTERNATE POWER:** Growth – You may choose to take the Growth power as an alternate power, with the Limitation that you can only grow to the size of an object you touch.

◊ **ALTERNATE POWER:** Shrinking – You may choose to take the Shrinking power as an alternate power, with the Limitation that you can only grow to the size of an object you touch.

◊ **ALTERNATE POWER:** Transformation – You may choose to take the Transformation (Objects) power as an alternate power, with the Limitation that you can only transform into the form of an object you touch.

◊ **FLEXIBILITY:** Instant – You can transform instantly without needing to take an action to do so. However, you are still only able to transform as a response to one attack per round.

◊ **LIMITATION:** One Type – You can only transform into either matter or energy, chosen when you acquire this Limitation, rather than being able to transform into both.

◊ **Nemesis** – If you take an action analysing an opponent or threat that you can observe (this is not necessarily conscious analysis, it may be subconscious; although it still requires an action of observation) you may spend your next action adapting to acquire the single power (or flexibility for one of your existing powers) best suited to countering that opponent or threat. The GM should choose the power or flexibility, placing emphasis on thematic opposition to your threat or opponent if possible. It should have a maximum rank equal to your power rank, although depending on the power it may come at a lesser rank. Your power disappears after the opponent or threat has been neutralised or when you analyse a different opponent.

◊ **ALTERNATE POWER:** Danger Sense – You may choose to take the Danger Sense power as an alternate power.

◊ **ALTERNATE POWER:** Power Detection – You may choose to take the Power Detection power as an alternate power.

◊ **FLEXIBILITY:** Instant – You acquire your temporary power during the action in which you analyse your opponent rather than needing to spend a second action to do so.

◊ **FLEXIBILITY:** Second Power – You also gain a second power suited to countering your opponent or threat, or a Flexibility on the first power that you gain. You may acquire this Flexibility more than once, and each time you do it gives you an additional power or Flexibility with which to counter your opponent or threat.

◊ **LIMITATION:** Overload – If you are fighting more than one opponent at once, your Nemesis power becomes overloaded and is unable to produce an effective counter-power.

◊ **Plant Mimicry** – You are able to mimic the powers and abilities of plants. You may mimic any type of plant, and temporarily acquire a power similar to that of the plant. For example you could mimic a tree to get Alternate Form (Wood), or mimic a poisonous plant to get Affliction, or mimic any green plant to get Life Support (photosynthesis).

◊ **ALTERNATE POWER:** Plant Control – You may choose to take the Plant Control power as an alternate power.

◊ **Power Mimicry** – If you spend an action touching another individual, you can then spend your following action mimicking their powers. You temporarily gain all the powers that they have at either the rank at which they have them or your power rank, whichever is lower. You retain these powers until you either mimic those of someone else or you become unconscious.

◊ **ALTERNATE POWER:** Power Detection – You may choose to take the Power Detection power as an alternate power.

◊ **ALTERNATE POWER:** Nemesis – You may choose to take the Nemesis power as an alternate power.

◊ **FLEXIBILITY:** Transformation – Each time you mimic another individual's powers you also mimic their appearance. This works like the Transformation power, with whichever sub-power is most suitable for their body type.

◊ **FLEXIBILITY:** Mechanical Mimicry – You may mimic the powers of devices, robots and computers, as well as of individuals.

◊ **FLEXIBILITY:** Mental Mimicry – You also acquire bits of the memories and knowledge of the people you touch, allowing you to imitate them more easily. You don't have

conscious access to all their memories and knowledge, so you can't simply sift through it all, but if prompted (for example by someone asking you a question) a relevant bit of knowledge will come to the surface allowing you to answer the question as they would.

◊ **Flexibility:** Power Theft – Your target loses their powers as you steal them rather than simply mimicking them. You gain their powers as normal (to the rank at which they have them or to your power rank, whichever is lowest), and your target reduces each power by taking its rank value and subtracting the rank value of the rank at which you mimicked it, and then converting the result back to a rank by taking the highest rank with a rank value equal to or less than that result. The powers that you have stolen each drain from you at a rate of one rank per round, and your target regains each of their stolen powers at a rate of one rank per round. If you lose the stolen powers by stealing from someone else or being knocked unconscious, your target doesn't get their powers back early. If you steal from the same target again while you still have some of their powers, the steals are cumulative; although you can never go above your power rank with any stolen power.

◊ **Flexibility:** Residual Absorption – You can mimic a power by draining the residual traces of energy left after someone has used it. To do so, you must touch an object that they used their power on or be in the place in which they used it. You may only do this within **standard duration** of them having used the power, and this duration is measured based on their power rank, not your power rank.

◊ **Flexibility:** Ranged – You may mimic powers within **Standard range**, rather than needing touch.

◊ **Flexibility:** Specialities – When you mimic someone's powers, you also mimic their Specialities.

◊ **Limitation:** Abilities – You mimic your target's ability scores rather than their powers. If you acquire this Limitation a second time then you only mimic a single ability score of your target (chosen at the time you acquire the Limitation).

◊ **Limitation:** One Source – You may only mimic powers from a single Power Source (e.g. only Genetic Mutations or only Divine powers).

◊ **Limitation:** Override – Your own powers are overridden by your target's powers. You can't use any of your own powers while you are mimicking someone else's. This includes not being able to switch to mimicking a second person until you've lost the powers from your first target.

◊ **Limitation:** Personality Mimicry – When you absorb someone's powers, you must succeed in a **feat of psyche** or also absorb their personality. Treat this as if you were under the Mind Control power for the duration of having their powers.

Mind Control

You can control other people's minds. To affect an individual within **standard range**, you must make a successful **ranked feat of Mind Control** against your opponent's **psyche**. If you succeed, your target's actions become under your control. Once you have successfully taken control of your target, they remain under your control for **standard duration**, or until you release them, or until the mind control would lead them to do something they would otherwise be strongly opposed to doing, at which point they may make a **feat of psyche**. Failure means that they perform the act they would otherwise be opposed to. Success means that they break out of your control.

You are given no special communication abilities, and must give your thralls actual instructions in a mutually comprehensible language. This will usually be verbal instructions, but written instructions or even miming what you want them to do will work in a pinch. Your thralls will willingly obey what they perceive to be the spirit of these instructions rather than trying to twist their intent while following them to the letter, although if the instructions are ambiguous there's no guarantee that their perception of the spirit of them will be completely accurate.

◊ **Alternate Power:** Ability Boost – You may choose to take the Ability Boost power as an alternate power, either for yourself or with a Flexibility to allow it to work on your thralls.

◊ **Alternate Power:** Invisibility – You may choose the Invisibility power (with the Sentients Only Limitation) as an alternate power.

◊ **Flexibility:** Merge – You physically enter into or merge with your thrall in some manner when you take control of them, and are ejected from them when your control ends. You can talk to your thrall while you are inside them.

◊ **Flexibility:** Mindlink – You can talk to your thralls telepathically (including the sending of or clarification of orders) regardless of the distance between you, and may perceive through a thrall's senses by concentrating.

◊ **Flexibility:** Amnesia – Your thralls do not remember the actions that they take while under your control. Neither do they remember the instructions that you give them.

◊ **Flexibility:** Memory Modification – You may make a **ranked feat of Mind Control** against your thrall's **psyche** in order to attempt to modify your thrall's memory. You may give your thrall false memories using this ability or alter or remove their memories of actual events, although you can't go fishing around for memories. You must know what the memories are that you are trying to modify. If your knowledge of their memories is inaccurate, the inconsistency this introduces may alert your thrall (once they are no longer under your control) to the fact that their memories aren't reliable.

◊ **Flexibility:** Possession – You project your mind into your thrall when taking control, effectively possessing them. You perceive through your thrall's senses, and may spend your own **karma** on their actions. However, your body enters a temporary coma while your mind is gone. You are aware of any harm that happens to your body while you are away from it, and if your body is killed you are trapped inside your thrall and will die if your control of them ends in any way other than you leaving them in order to possess another body.

◊ **Limitation:** Eye Contact – You must make eye contact with your target in order to establish control of them. In a combat situation where your target is trying to avoid eye contact, you must succeed in a **feat of agility** to establish eye contact before making your **ranked feat of Mind Control** against your opponent's **psyche**. Both feats happen in the same action.

◊ **Limitation:** Hypnosis – You may give a single command to your thrall as you establish mental control of them, and they will continue to obey it for the duration of your control, but you may not give them further instructions without using your power on them anew.

◊ **Limitation:** Obvious – Your thralls are visually distinct in some way, for example they may have glowing eyes or mystical writing on their body or noticeably jerky movements.

◊ **Limitation:** Mind Swap – You must have the Possession flexibility to take this limitation. While you are inside your thrall's body, your body is not comatose. Instead, your thrall is trapped in your body. They have access to your other powers while in your body, although they may not know how to activate them.

◊ **Limitation:** One Type – You may only control one type of thrall, for example animals only or men only or mutants only.

◊ **Limitation:** Pheromones – Your power works through pheromones that your target must be able to smell in order for you to establish control.

◊ **Limitation:** Undead Control – You may only control undead creatures. However, you may control mindless undead that would otherwise be immune to mental powers.

Mind Shield

You are protected against mental powers. Subtract your mind shield's rank value from the rank value of the incoming mental power (as if it were armour against incoming damage). If there is no incoming power left, your mind shield has protected you fully and the power has no effect. If there is power left, convert that remaining value back to a rank by taking the highest rank that is less than or equal to the value, and that new rank is the effective rank of the incoming power.

◊ **Flexibility:** Affects Others – Anyone touching you is also protected by your mind shield.

◊ **Flexibility:** Retribution – Anyone trying to break through your mind shield loses **health** equal to its rank value.

Phasing

You can become insubstantial, able to pass through energy and solid matter as if it were not there. While you are in your phased state, you are completely unaffected by the physical world, being immune to all physical and energy attacks. However, you are similarly unable to affect the physical world in any way. The only thing that can block you is a force field. In order to pass through a force field you must succeed in a **ranked feat of Phasing** against the Force Field's rank. You may still be affected by mental powers while phased, and you may still use mental powers. However, any mental power that you use is limited to your phasing power rank. When you return to your

solid state, energy gasses and liquids will part to make room for you, but solids won't. If you return to your solid state while partially or fully overlapped with a solid object you will be pushed out to the nearest open space large enough to contain you. This does you no harm. Because air goes straight through you while you are phased, you can't breathe. Therefore unless you have some kind of Life Support you can only remain phased for as long as you can hold your breath.

◊ **FLEXIBILITY:** Passengers – When you phase, you may take others that you are touching with you. If you and your passengers separate, they are immediately returned to their normal solid state.
◊ **FLEXIBILITY:** Affects Physical – Apply this Flexibility to another power (or to your **strength**) rather than to this power. You are able to use that power to affect the physical world while you are phased, although it is limited in rank to your phasing power rank.
◊ **FLEXIBILITY:** Float – You have **terrible** Flight while phased.
◊ **FLEXIBILITY:** Life Support – While you are phased, you have the equivalent of the Life Support power with the Full Flexibility.
◊ **FLEXIBILITY:** Partial – You may phase parts of your body while leaving other parts in the physical world.
◊ **FLEXIBILITY:** Phase Disruption – By partially de-phasing inside someone you may make a melee attack that is resolved as if you had the Stunning power at your power rank.
◊ **FLEXIBILITY:** Phase Inversion – You may cause inanimate objects (or parts of them) within **standard range** to be temporarily phased for **standard duration**. While temporarily phased, the objects remain stationary and anything else can pass through them.
◊ **FLEXIBILITY:** Phasing Strike – You can quickly de-phase at the start of your action, perform an action in the physical world, and then begin to phase once more at the end of your action. You are vulnerable to attacks between the end of your action and the start of your next action, but you may use your Phasing rank instead of your **agility** rank if you try to dodge those attacks.
◊ **FLEXIBILITY:** Scrambling – If you move through an electronic device while phased, you can attempt to scramble it. If you succeed on a **feat of Phasing** the electronics inside the machine will be temporarily scrambled and the machine will either malfunction randomly or shut down (your choice) for **standard duration**. If the machine is sentient, treat this as if it were the Phase Disruption Flexibility.

POSTCOGNITION

You are able to sense emotions and view events that happened in the past, either centred on an object that you are touching or centred on the area in which you are. Looking into the past requires you to succeed in a **feat of Postcognition**. The results of your feat determine what happens:

◊ **WHITE:** You feel nothing. You may not try to use your postcognition on the same area/object again.
◊ **BRONZE:** You get a vague impression of the strongest emotion or feeling associated with the object or place at the approximate time you are examining.
◊ **SILVER:** You get a detailed impression of all the emotions or feelings associated with the object or place at the approximate time you are examining.
◊ **GOLD:** You get a brief vision of what happened in the place or to the object at the approximate time you are examining.

The maximum distance into the past that you are able to see is based on your Precognition rank. In all cases, the incident that you get the feelings or vision about is the most intense or significant one that happened at approximately the time you are examining to within around a +/– 25% flexibility. So for example if you try to glean what happened in an area four days ago, you would get the most intense or significant thing that happened between three and five days ago.

Postcognition Table	
Rank	**Time**
Terrible	Up to 1 day
Bad	Up to three days
Average	Up to a week
Decent	Up to two weeks
Great	Up to a month
World Class	Up to two months
Fantastic	Up to four months
Astounding	Up to six months
Wondrous	Up to a year
Phenomenal	Up to two years
Single Shift	Up to five years
Double Shift	Up to ten years
Triple Shift	Up to twenty years
Planetary	Up to a hundred years
Stellar	Up to ten thousand years
Cosmic	Up to a million years
Infinite	More than a million years

POWER CONTROL

You are able to control other people's super powers. There are three different types of power control and you must choose which one of them you have when you first acquire this power (each of the three types of power control has their own set of flexibilities and limitations):

◊ **Empowerment** – By touching a target and spending an action, you can temporarily give that target one or more super powers. The super powers that you give out usually have the same Power Source as your Empowerment power. Count the number of rank shifts it would take to reduce your Empowerment rank to **zero**. This is how many rank shifts of power you can give to your target. You may give your target as many powers as you like, but each one starts at rank **zero** and must use one or more of those rank shifts to improve it from there (you can't actually give someone a power with a rank of **zero**). The powers that you give someone last as long as you concentrate, and then a further **standard duration** after that. You may withdraw the powers from someone at any time.

◊ **FLEXIBILITY:** Ranged – You may empower someone at **standard range** rather than needing to touch them.

◊ **Limitation:** One Type – You may empower people with only a single type of power, for example mental powers or energy control powers or copies of your own powers.
◊ **Limitation:** Transferral – Instead of giving people new powers, you give them yours. Treat this as if they had used the Power Mimicry power on you with the Power Theft Flexibility, except that you can choose which powers they steal and which they don't steal.
◊ **Limitation:** Uncontrolled – Your subjects don't have full control over the powers you give them. Whenever they try to use them in a stressful situation such as in combat, they must make a **feat of power**. If they fail then the power goes off at random rather than how they intended it to work.

◊ **Power Boost** – You are able to boost the powers of those you touch. When you touch someone and spend an action, one of their powers (chosen by you) is increased by a number of rank shifts of your choosing. Your Power Boost power is decreased by the same number of rank shifts. You can't do this if it would reduce your Power Boost below **zero**, but rank shifts that increase your target's power above triple shift are wasted. The boost lasts as long as you concentrate (you don't need to keep touching them), and you don't get your Power Boost ranks back until the boosted power returns to normal. If your boost takes your target's power rank above their **psyche** rank, their power becomes too intense for them to control properly. Whenever they try to use it in a stressful situation such as in combat, they must make a **feat of power**. If they fail then the power goes off at random rather than how they intended it to work.

◊ **Alternate Power:** Empowerment – You may choose to take the Empowerment power as an alternate power.
◊ **Flexibility:** Ranged – You may boost the powers of others at **standard range** instead of needing to touch them.
◊ **Limitation:** Constant Contact – You must keep touching your target for the whole duration of the boost, not just when you activate it.
◊ **Limitation:** One Type – You may only boost one type of power, for example fire powers or powers with the Infernal Power Source.

◊ **Power Suppression** – You are able to suppress the powers of another individual at **standard range**. You must succeed in a **feat of agility** to target your opponent. If you do so, choose one of your target's powers. Subtract your Power Suppression's rank value from the rank value of their power (as if it were armour against incoming damage). If there is now no opponent's power left, your suppression has completely suppressed their power. If there is some power left, convert that value back to a rank by taking the highest rank that is less than or equal to the value, and that new rank is the effective rank of their power. Your target recovers their power at one rank shift per round, until it is back at its normal value once more.

◊ **ALTERNATE POWER:** Energy Drain – You may choose to take the Energy Drain power as an alternate power.
◊ **FLEXIBILITY:** All Powers – Your suppression works against all your opponent's powers simultaneously.
◊ **FLEXIBILITY:** Haywire – You may choose to make your target's lose control of their power instead of reducing its intensity. This lasts for **standard duration**, and whenever they try to use their power in a stressful situation such as in combat during that time, they make a **feat of power**. If they fail then the power goes off at random rather than how they intended it to work.
◊ **FLEXIBILITY:** Sustained – You may concentrate in order to keep your target's power suppressed. Your target's power doesn't start to return until after you finish concentrating.
◊ **LIMITATION:** One Type – You are only able to suppress one type of power, such as radiation powers or powers with the Genetic Mutation source.
◊ **LIMITATION:** Overload – If your opponent's power is too strong for you to completely suppress it, you must succeed in a **feat of endurance** or be **stunned**.

PRECOGNITION

You get flashes of inspiration or even visions of future events. Mostly these come at random, and should be given to you by the GM when they think it appropriate; being as detailed or vague as the GM thinks that they should be. Should you try to "force" a vision about the place you are in or a person or object that you are touching; you should roll a feat of Precognition. The results are:

◊ **WHITE:** You get nothing.
◊ **BRONZE:** You get an inspired prophecy, and the GM should give you a cryptic clue about the future event.
◊ **SILVER:** You are able to get a flash of inspiration that gives you direct information about the future event, such as a name or the image of someone's face.
◊ **GOLD:** You have a detailed vision in which you see future events clearly, but not necessarily with context.

In all cases, the future is what would happen if you do nothing. Should you actually act on your precognitive information, things may turn out differently. Somewhat ironically, this means that if you want to be prepared for what will happen, doing your best to ignore the precognitive information (because acting on it may change things in ways you can't predict) may be for the best.

Additionally, after you have performed any action, if you are unhappy with the results of that action you may spend a 50 **karma** in order to make a **feat of Precognition**. If you get at least a **SILVER** result, you may declare that you didn't actually take the action; you merely got a premonition about what would happen if you did. You may take back the action and its results, and perform a different action instead. Note that if you have a premonition in this way and then repeat the same action anyway you will get exactly the same result that you got the first time. You can't simply use this as a way to repeat the same action in the hope to get a better roll.

◊ **ALTERNATE POWER:** Danger Sense – You may choose to take the Danger Sense power as an alternate power.
◊ **ALTERNATE POWER:** Probability Control – You may choose to take the Probability Control power as an alternate power.
◊ **ALTERNATE POWER:** Time Control – You may choose to take the Time Control power as an alternate power.
◊ **LIMITATION:** No Control – You can't "force" a vision. You only get them when the GM gives you one. You may still have premonitions as normal.
◊ **LIMITATION:** Objects Only – You may only have visions about objects, not locations or people.
◊ **LIMITATION:** One Subject – You only have visions about one subject (accidents, deaths, natural disasters, etc.)
◊ **LIMITATION:** People Only – You may only have visions about people, not locations or objects.
◊ **LIMITATION:** Sleeping – Your visions manifest themselves as prophetic dreams. This power only works when you are sleeping, and you can't have premonitions; only prophetic visions.

Reflection

You are able to reflect physical and energy attacks that would otherwise have hit you back at your attacker. To reflect an attack, you must make a **feat of Reflection** (after it has been established that the attack hit you). The effects of your reflection depend on your level of success:

◊ **White:** You are hit and affected by the attack as normal.
◊ **Bronze:** You are able to deflect the attack harmlessly, and it does not affect you.
◊ **Silver:** You are able to reflect the attack directly back at your attacker, who is then affected by their own attack.
◊ **Gold:** You are able to reflect the attack directly back at your attacker, who is then affected by their own attack.

◊ **Flexibility:** Mental Reflection – You are able to reflect mental attacks as well as physical and energy ones.
◊ **Limitation:** Limited Type – You are only able to reflect one type of attack (e.g. physical, fire, radiation).
◊ **Limitation:** Mental Only – You are only able to reflect mental attacks, not physical and energy ones. You must already have the Mental Reflection Flexibility.

Regeneration

You recover from injuries very quickly. You recover an amount of **health** equal to a tenth of your power rank value per round. If your power rank value doesn't divide by ten exactly, then you should keep track of the fractional points of **health**, rather than rounding them. When you have been injured to the point of losing **endurance** ranks, you recover additional **endurance** ranks equal to a tenth of your power rank value each time you recover them (normally per week if you aren't hospitalised, but per day if you are – see the Getting Better chapter for more details).

◊ **Alternate Power:** Immortality – You may choose to take the Immortality power as an alternate power.
◊ **Flexibility:** Regrowth – You are able to regrow severed limbs, or re-attach them if they are still present.

Resistance

You are resistant to a particular type of effect, which you must choose when you acquire this power. The most common type of resistance is Damage Resistance, which acts as armour, reducing the amount of damage done by physical and energy attacks by your power rank value.

If you prefer, you can have your resistance work against a different type of power, for example:

◊ Affliction Resistance
◊ Binding Resistance
◊ Detection Resistance
◊ Mental Resistance (this is the same as having the Mind Shield power)
◊ Sensory Resistance

The above are only examples of possible resistance types, and with the agreement of the GM you can have resistance to a different type of power instead. If your resistance is against a type of power other than one that directly causes **health** damage, it works in a slightly different way. You subtract your resistance's rank value from the rank value of the incoming power (as if it were armour against incoming damage). If there is no incoming power left, then your resistance has protected you and you are unaffected. If there is incoming power left, convert that value back to a rank by taking the highest rank that is less than or equal to the value, and that new rank is the effective rank of the incoming power that affects you.

◊ **Limitation:** One Type – Your resistance protects you against a much smaller range or powers than it would otherwise, for example Damage Resistance that only protects against sonic powers, or Mental Resistance that only protects against Mind Control.
◊ **Limitation:** Health Only – Your Damage Resistance (this Limitation doesn't apply to other types of resistance) reduces the **health** loss you take from attacks, but does not protect you from being slammed or stunned.

◊ **Limitation:** Partial Armour – If your Resistance power is against a type of attack which must be aimed, your opponents can bypass this resistance with a Trick Shot.

Servant

You are able to summon a servant of some kind to help you. You must work out your servant's capabilities when you acquire this power. The default template for your servant is that it has physical ability scores (**fighting**, **agility**, **strength** and **endurance**) at **zero**. Count the number of rank shifts that would be needed to reduce your power rank to **zero** and multiply this number by four. This is the number of rank shifts that you can apply to the template's physical ability scores. You must apply at least one rank shift to each score; you may not leave any ability scores at **zero**. You may also apply some of these Rank Shifts to super powers. For this purpose, assume that every power you wish your template to have starts at **zero** before you start applying these rank shifts.

None of your servant's ability scores or powers may be of greater rank than your Servant rank.

Your servant has no autonomy, and simply obeys your mental commands without question. It is not sentient, and has no mental ability scores (**reason**, **intuition** or **psyche**). Similarly, it has no **karma**. If you wish to be able to summon more than one servant, you may withhold some of the rank shifts used to create the template. For each rank shift you withhold, you can summon an additional servant. However, you are still limited to summoning only one per action.

It takes an action to summon a servant, and it appears anywhere within **standard range** (but only where there is enough space for it to fit). You must concentrate in order to control it, and when you cease concentrating it will continue to obey its last order for **standard duration** before disappearing once more. You may re-gain control of a servant (and keep it around) by concentrating on it once more. You can also will it to disappear before the duration is up as a free action.

◊ **Flexibility:** Enhanced – The template for your summoned creature is built from your power rank times five rank shifts rather than your power rank times four. You may take this flexibility more than once, and it increases the multiplier by one each time.
◊ **Flexibility:** Instant – Summoning your servant takes no time, although you can still only summon it when it is your action and you can still only summon one per round.
◊ **Flexibility:** Multiple – If you withheld Rank Shifts in order to be able to summon multiple servants, you may summon them all at the same time.
◊ **Flexibility:** Sensory Link – While concentrating on one of your servants to control it, you may perceive through its senses.
◊ **Flexibility:** Variable – You may summon different types of servant (i.e. servants that use different templates) providing they all match a theme and you have the templates created and approved in advance (you should not make a fight scene grind to a halt while you look through the book trying to decide what powers to give a servant).

◊ **LIMITATION:** Source – Your servants are animated from some source material rather than simply appearing. You must have the relevant source material in order to animate them.
◊ **LIMITATION:** Feedback – Whenever one of your servants is stunned, so are you.

SHRINKING

You can shrink down to a small size. While you are shrunk, your **strength** rank remains at its normal level. However, your smaller size makes you more difficult to hit and makes it easier for you to hit others, giving you a bonus to both your **fighting** and **agility** ranks in combat:

Shrinking Table		
Rank	**Height**	**Bonus**
Terrible	1.33m	-
Bad	1m	-
Average	0.66m	+1 RS
Decent	33cm	+1 RS
Great	13cm	+2 RS
World Class	7.5cm	+2 RS
Fantastic	2.5cm	+3 RS
Astounding	0.5cm	+3 RS
Wondrous	1mm	No fighting
Phenomenal	Microscopic	No fighting
Single Shift	Atomic	No fighting
Double Shift	(See text)	No fighting
Triple Shift	(See text)	No fighting
Planetary	(See text)	No fighting
Stellar	(See text)	No fighting
Cosmic	(See text)	No fighting
Infinite	(See text)	No fighting

At ranks above single shift, there are two options, and which one you have will depend on the setting. If the GM includes these realms in their campaign setting, you may slip "between the cracks" in the universe and appear in a parallel dimension known as a microverse in which you appear to be normal sized (and which you leave by switching off your shrinking). Alternately, you can shrink down so far that you disappear, as if you were in the 0D form of Dimension Control.

◊ **ALTERNATE POWER:** Growth – You may choose to take the Growth power as an alternate power.
◊ **FLEXIBILITY:** Growth Momentum – If you grow back to normal size while hitting someone, you may apply the rank shifts that would normally affect your **fighting** and **agility** scores while shrunk to your **strength** instead for that hit. If you grow from **wondrous** or smaller, which would normally be too small to engage in **fighting**, you get +3 RS to your **strength** for the hit.
◊ **LIMITATION:** All or Nothing – You must shrink to your smallest size when you grow. You can't choose to shrink to an intermediate size.
◊ **LIMITATION:** Reduced Strength – Your **strength** rank diminishes proportionally as your size diminishes. Each rank of shrinking that you apply gives you a – 1 RS to your **strength** Rank until you grow back to normal once more.

SPINNING

You are able to spin around at high speed while retaining the ability to see, hear and talk normally. This gives you Binding Resistance at your power rank, and you may substitute your Spinning for your **strength** when making or escaping grappling attacks or striking opponents in melee.

◊ **ALTERNATE POWER:** Air Control – You may choose to take the Air Control power as an alternate power.

◊ **ALTERNATE POWER:** Fast Attack – You may choose to take the Fast Attack power as an alternate power.
◊ **ALTERNATE POWER:** Flight – You may choose to take the Flight power as an alternate power.
◊ **ALTERNATE POWER:** Super Senses – You may choose to take the Super Senses (Circular Vision) power as an alternate power.
◊ **ALTERNATE POWER:** Super Speed – You may choose to take the Super Speed power as an alternate power.
◊ **FLEXIBILITY:** Missile Storm – By throwing missiles in all directions as you spin, you may make a thrown weapon attack against everyone in your area.
◊ **FLEXIBILITY:** Drill – By spinning on the spot, you may drill downwards as if you had the Burrowing power at your power rank.

SPIRIT CONTROL

You are able to control ethereal spirits, such as faeries, ghosts, and whatever similar creatures exist in the setting. If the spirits are non-sentient, you can automatically control them. If the spirits are sentient, treat this power as if it were the Mind Control power at your power rank.

◊ **ALTERNATE POWER:** Astral Projection – You may choose to take the Astral Projection power as an alternate power.
◊ **ALTERNATE POWER:** Energy Drain – You may choose to take the Energy Drain power as an alternate power.
◊ **ALTERNATE POWER:** Power Suppression – You may choose to take the Power Suppression power (limited to Spirit Control and Mind Control) as an alternate power.
◊ **ALTERNATE POWER:** Servant – You may choose to take the Servant power (with the Source Limitation) as an alternate power, to represent your ability to create undead.
◊ **ALTERNATE POWER:** Spirit Detection – You may choose to take the Super Senses (Spirit Detection) as an alternate power.
◊ **FLEXIBILITY:** Deny Death – You may trap a spirit in a body that is dying, keeping the body barely alive until you release it or the body is healed.
◊ **FLEXIBILITY:** Forced Possession – You may force a spirit that you currently control into a body. This works in the same way as using Mind Control with the Possession Flexibility, except that it is the controlled spirit that possesses the target, not you. You maintain control of the spirit while it controls the body, and if your control of it runs out first it may choose whether to leave the body or remain until forcibly removed.
◊ **FLEXIBILITY:** Incarnation Memory – You are able to communicate with your past and future incarnations, passing each other information.
◊ **FLEXIBILITY:** Puppetry – If you have a bit of someone's body (such as a lock of hair or a fingernail clipping) you may use your Spirit Control to control them at – 2 RS.
◊ **FLEXIBILITY:** Spirit Trap – By succeeding in a **ranked feat of Spirit Control** against your target's **psyche**, you can trap a spirit in a pocket dimension controlled by you. You may communicate with your trapped spirits and are immune to any attempts by them to dominate or possess you. If you become unconscious, each trapped spirit may escape the pocket dimension by getting a **GOLD** result on a **feat of psyche**. If you die, all your trapped spirits automatically escape.
◊ **FLEXIBILITY:** Spirit Ward – You may ward an area against spirits for **standard duration**. Spirits can't enter the warded area unless they can succeed in **ranked feat of psyche** against your Spirit Control rank.
◊ **LIMITATION:** Flexibility Only – You may only use one of the flexibilities for this power (chosen when you acquire this limitation, and you must acquire the flexibility separately), not the main power itself.
◊ **LIMITATION:** Exorcism – Your control over spirits only extends to two commands; for them to relinquish control of a body they are possessing, and for them to leave the universe and return to whatever realm they come from.
◊ **LIMITATION:** One Type – You may only control one type of spirit, such as ghosts.

STRETCHING

You may stretch and deform your body and limbs, allowing you to reach and attack things in areas adjacent to your own. Any action taken in another area has all associated ranks limited by your Stretching power rank, for example when trying to hit someone, you attack with the lower of your **fighting** or Stretching and use the lower of your **strength** and Stretching for damage.

◊ **Alternate Power:** Alternate Form – You may choose to take the Alternate Form (Fluid Form) power as an alternate power.
◊ **Alternate Power:** Dimension Control – You may choose to take the Dimension Control power (possibly Limited to 2D only) as an alternate power.
◊ **Alternate Power:** Flight – You may choose to take the Flight power (with the Gliding Limitation) as an alternate power.
◊ **Alternate Power:** Resistance – You may choose to take the Resistance power (either to Binding or to Damage) as an alternate power.
◊ **Alternate Power:** Transformation – You may take the Transformation power (to any form, but with the Disguise and Tell Limitations) as an alternate power.
◊ **Flexibility:** Bouncing – You may roll into a ball and bounce, giving you the equivalent of the Leaping power at your power rank.
◊ **Flexibility:** Hardening – You may enlarge and harden your fists, enabling you to do your Stretching rank value rather than your **strength** rank value as damage in melee.
◊ **Flexibility:** Net – You may use your Stretching rank value rather than your **agility** rank value when trying to catch things.
◊ **Limitation:** Limbs Only – You don't have full body flexibility. You can only stretch your limbs. You can't use any other flexibilities on this power, not even as the result of a Power Stunt.
◊ **Limitation:** Inflation – Your flexibility is limited to inflating yourself like a beach ball. You gain the Bouncing and Damage Resistance flexibilities for free, but can't use any others and can't use the basic power ability.

Strike

You have spines, thorns, claws, or a melee weapon with which you can attack people. You may decide when you acquire this power whether it is a lethal attack or a blunt attack. If you choose to do a blunt attack, you may increase the rank of this power to your **strength** +1 RS if it is lower.

◊ **Flexibility:** Affects X – Your strikes affect opponents who are using a particular super power that normally makes them immune to physical attacks, such as Astral Projection, Phasing, or Energy Form. Choose the power against which your attacks work when you acquire this flexibility. You may acquire this flexibility more than once.
◊ **Flexibility:** Both Types – You may do both lethal and blunt damage with your strikes. Choose which type of damage each time you make an attack.

Stunning

You are able to stun opponents within **standard range**, leaving them temporarily unable to act. You must succeed in a **feat of agility** to target your opponent, with the following results:

◊ **White:** Your target is unaffected by your attack.
◊ **Bronze:** Your target takes no damage but is potentially **slammed** by the attack.
◊ **Silver:** Your target takes no damage, but is potentially **stunned** by the attack.
◊ **Gold:** Your target takes no damage, but is potentially **stunned** by the attack.

◊ **Flexibility:** Area Effect – Your stunning attack works on everyone in your area at once.
◊ **Flexibility:** Contagious – If anyone touches or is touched by a stunned opponent, check to see if you stun them too.

Super Senses

You have better senses than a normal person, or additional senses that a normal person doesn't have. When you acquire this power, count how many rank shifts it would take to reduce it to **zero**. Then for each rank shift, either apply that rank shift as if it were a speciality for **feats of intuition** using a particular sense, or choose one of the options from the following list:

◊ **Circular Vision** – You can see all around you, having no blind spots (not even above or below you).

◊ **Communication** – You are able to communicate through an unusual medium such as being able to produce radio signals, telephone signals, or television signals.

◊ **Comprehend Languages** – You are able to understand and communicate in any language, whether written, spoken, or more exotic.

◊ **Dimensional Sense** – You are able to innately tell what dimension you are on.

◊ **Direction Sense** – You never get lost, and are always able to perfectly retrace your steps back to any location you have visited.

◊ **Infravision** – You are able to see heat sources, allowing you to see in the dark, providing you're looking at things that are warmer or cooler than their surroundings.

◊ **Microscopic Vision** – You are able to see as if using a powerful microscope.

◊ **Penetration Vision** – You are able to see through solid objects as if they are transparent. Choose one type of material through which you are unable to see.

◊ **Spatial Sense** – You are aware of the shape of your surroundings even if you can't see them. This could be by radar, sonar, or something else.

◊ **Telelocation** – You are able to locate individuals that are known to you, wherever in the world they are. To locate someone, make a feat of Super Senses, with the following results:

◊ **WHITE:** You fail to locate the individual.
◊ **BRONZE:** You locate the individual, providing they are a close friend.
◊ **SILVER:** You locate the individual, providing they're an acquaintance whom you have met a few times.
◊ **GOLD:** You locate the individual if they are a friend or acquaintance, or if you have a tissue sample (a hair, a vial of blood, some dandruff, etc.)

◊ **Telescopic Vision** – You are able to see as if using a powerful telescope.

◊ **Time Sense** – You always know exactly what time it is and can track the passing of time with incredible accuracy.

◊ **Tracking Sense** – You are able to follow tracks and scent trails. The GM may require a **feat of intuition** if the trail is particularly difficult to follow.

◊ **True Sight** – You are able to see the true form of any person. This lets you see through any disguise or transformation.

◊ **Ultraviolet Vision** – You are able to see in UV light. This allows you to see outside at night by moonlight and starlight.

◊ **LIMITATION:** Reduced Sense – Although you have a better sense in one area, you are deficient in another. Choose one sense with which you get a –2 RS penalty to all **feats of intuition**.

Super Speed

You can move at incredible speeds. You can run at a land speed based on your power rank.

◊ **Alternate Power:** Air Control – You may choose to take the Air Control power as an alternate power.
◊ **Alternate Power:** Fast Attack – You may choose to take the Fast Attack power as an alternate power.
◊ **Alternate Power:** Phasing – You may choose to take the Phasing power as an alternate power.
◊ **Alternate Power:** Regeneration – You may choose to take the Regeneration power as an alternate power.
◊ **Alternate Power:** Spinning – You may choose to take the Spinning power as an alternate power.
◊ **Alternate Power:** Vibration Control – You may choose to take the Vibration Control power as an alternate power.
◊ **Flexibility:** Passengers – Those who you touch can keep up with you while you run at super speed. If you let go of someone, they smoothly slow down to their normal running speed.
◊ **Flexibility:** Defending – You may use your Super Speed rank instead of your **agility** rank when dodging, catching things, and interposing yourself in front of attacks.
◊ **Flexibility:** Surface Speed – You may use your speed and momentum to run across the surface of liquids or up walls.

Swinging

You are able to swing along a line or cable. This may be fired from a device such as a grappling gun or it may be produced by yourself such as webbing or lines of force. Your lines have a material strength equal to your power rank. You may use your power rank instead of your **agility** when performing feats of acrobatics using your line. You may also use your line to perform the Snatch manoeuvre at **standard range**, using your power rank instead of your **strength**.

Telepathy

You are able to mentally communicate with others, reading their thoughts and projecting your own thoughts at them. Your targets must be in **standard range** when you make contact with them, but they may move out of that range without breaking contact. If your target is unwilling, you must succeed in a ranked feat of Telepathy against their **psyche** in order to establish the connection. You can only read surface verbal thoughts while using your Telepathy, not memories, subconscious thoughts or feelings. People will generally express verbal thoughts in their native language, although fluent speakers of a local tongue may switch to thinking in that language.

Count how many rank shifts it would take to reduce your power rank to **zero**. That is the number of people you can have simultaneous mental conversations with, although it takes an action to add each person with the group. Those in the group who do not possess the Telepathy power themselves can only talk via you, not directly to each other. If you connect to the mind of someone else with the Telepathy power, they may read your thoughts just as you

can read theirs. You must succeed in a **feat of intuition** to spot that they are trying to do this, and if you then succeed in a **ranked feat of Telepathy** against their Telepathy rank you can block their thought reading and only transmit to them what you want to transmit to them.

◊ **Alternate Power:** Emotion Detection – You may choose to take the Emotion Detection power as an alternate power.
◊ **Alternate Power:** ESP – You may choose to take the ESP power (with the Proxy Limitation) as an alternate power.
◊ **Alternate Power:** Illusion – You may choose to take the Illusion power as an alternate power.
◊ **Alternate Power:** Invisibility – You may also choose to take the Invisibility power (with the Sentients Only Limitation) as an alternate power.
◊ **Alternate Power:** Mind Control – You may choose to take the Mind Control power as an alternate power.
◊ **Alternate Power:** Mind Shield – You may choose to take the Mind Shield power as an alternate power.
◊ **Alternate Power:** Power Detection – You may choose to take the Power Detection power (limited to mental powers only) as an alternate power.
◊ **Alternate Power:** Super Senses – You may choose to take the Super Senses (Telelocation) power as an alternate power.
◊ **Flexibility:** Mind Probe – You may dig into someone's memories for specific information while you are in telepathic contact with them. You must know what you are searching for; you can't simply go fishing. If the target knows the information, you must succeed in a **ranked feat of Telepathy** against their **psyche** to extract it.
◊ **Flexibility:** Psychic Healing – You may repair psychic damage to someone with whom you are in telepathic contact. This works like the Healing power at your power rank but is limited to damage taken from mental sources (Illusions, Mental blasts, some Stuns, etc.).
◊ **Flexibility:** Psychic Weapon – You are able to create a melee weapon out of psychic energy. You wield it using your **fighting** ability as normal, but it does power rank damage and bypasses your opponent's armour or Damage Reduction as if it were a Mental Blast.
◊ **Limitation:** Animals Only – You may only make telepathic contact with animals. Since they have no verbal thoughts, communication is limited to pictures.

Teleportation

You are able to move between two points without physically crossing the distance between them. You may teleport to anywhere in **standard range**, although if you don't have line of sight to your destination you must either teleport by dead reckoning or be teleporting to a place you are familiar with. You can teleport straight through solid objects regardless of their material strength but not through Force Fields. When you arrive at your destination, you must succeed in a **feat of Teleportation** or be stunned for your next action. Liquids, gasses and energy will part to accommodate your appearance, but if you accidentally or deliberately attempt to teleport into a solid object then you will be bounced back to where you teleported from and the object automatically makes an attack on you as if using the Stunning power at a rank equal to its Material strength.

◊ **Flexibility:** Displacement – If you teleport into a solid object, you may make a **feat of Teleportation**. If you succeed, instead of bouncing back you swap places with the object. If the object is particularly large (and non-sentient) you might only swap places with a you-shaped piece of it.
◊ **Flexibility:** Flurry – You may very quickly teleport around your area hitting people as you go. Treat this as having the Fast Attack power at your power rank.
◊ **Flexibility:** Gate – Instead of moving the new location, you create a gate between the two locations. The gate will stay open for **standard duration** or until you will it closed, and while it is open anyone can pass through in either direction. Energy, gasses, and fluids won't pass through the gate unless someone actively brings them through.
◊ **Flexibility:** Long Range – If you take an action to prepare before taking your action to teleport, you may teleport forty times your normal range (this means a range normally measured in areas would now be measured in miles). However, you now need a **Gold** result in your feat of Teleportation to avoid being stunned when you arrive.
◊ **Flexibility:** Penetrating – You may teleport through a Force Field by succeeding in a ranked feat of Teleportation against the Force Field's rank. Failure has no consequences other than the wasted action.

◊ **Flexibility:** Summoning – If you succeed in a **feat of Teleportation** against someone or something within your normal teleport range, you can summon them to yourself.
◊ **Limitation:** Location Specific – You may only teleport to certain specific locations, as agreed with the GM when you acquire this Limitation.
◊ **Limitation:** Transmit – You may only teleport through a particular medium, for example through electrical cables or from shadow to shadow. You must always enter and exit through your chosen medium.

Transformation

You are able to transform your shape into that of something or someone else. You gain the abilities and traits of the thing you are transforming into, with all abilities capped at your power rank (or your existing rank in that ability if greater). Whatever you transform into must be approximately your own size, within around 50% either way. You are able to do one of the following three types of transformation (choose one when you acquire this power):

◊ **Animals** – You are able to transform into any kind of animal or into an anthropomorphic version of any kind of animal. While in animal form you gain the physical abilities of the animal type (ability scores, senses, attacks and movement capabilities), but retain your own mental abilities and the ability to talk (unless you transform into an animal without a mouth). In anthropomorphic animal form you gain the senses, attacks and movement capabilities of the animal but retain your own ability scores, with the exception of one physical score appropriate to the type of animal which is raised to your power rank.

◊ **Humanoids** – You are able to transform into other humanoid forms, effectively perfectly imitating another person including their clothing and voice. You are a close enough match to fool fingerprint checks, retina scans, voiceprint analysis, and even DNA tests. However, you retain your own ability scores and you do not gain any of the super powers of the person you are imitating.

◊ **Objects** – You are able to transform into nonliving objects; anything from a baseball bat to a car to a chair. You gain the physical characteristics of the object, including material **strength** and any movement capabilities, but retain your own mind. If the type of object that you have transformed into has no movement capability of its own, you can wriggle or shuffle at **terrible** land speed but can't effectively fight. You can still see and hear, even without eyes and ears, but you can only speak if you form a mouth on yourself somewhere; which might give you away.

◊ **Alternate Power:** Alternate Form – You may choose to take the Alternate Form power as an alternate power.
◊ **Alternate Power:** Growth – You may choose to take the Growth power as an alternate power.
◊ **Alternate Power:** Power Mimicry – You may also choose to take the Power Mimicry power as an alternate power.
◊ **Alternate Power:** Shrinking – You may choose to take the Shrinking power as an alternate power.
◊ **Alternate Power:** Stretching – You may choose to take the Stretching power as an alternate power.
◊ **Flexibility:** Extra Type – You can transform into a second type of thing, chosen when you acquire this flexibility. You may take this flexibility again to be able to transform into all three types of thing.
◊ **Flexibility:** Instant – It does not take an action to transform into something.
◊ **Limitation:** Disguise – Your transformation is cosmetic only. You do not gain any of the abilities of the thing you have transformed into.
◊ **Limitation:** Mute – You can't speak while in nonhuman forms. You may only make the normal sounds that your form would be able to make. This doesn't allow you to communicate meaningfully with other animals if you are in animal form, since you do not understand the noises you are making.
◊ **Limitation:** One Type – You can only transform into a small subset of the forms available for your type of transformation, for example being able to transform only into fish or only into cars. If you take this Limitation a second time, you only have a single other form that you can transform into.

◊ **LIMITATION:** Tell – When transformed, it's still obvious that it's you. For example you might not change colour from your normal costume, or your face might always be visible in whatever form you take.

WALL CRAWLING

You are able to cling to any surface, even ceilings. You grip the surface with a **strength** equal to your power rank, for purposes of someone trying to pull you off it or when trying to cling to a surface while carrying a great weight. Note that even if you have a high power rank, the surface itself might break when subject to too much force, leaving you clinging to a bit of it that has broken off.

WIZARDRY

You are able to duplicate a wide variety of super powers, using technology, magic, cosmic power, reality alteration, or some other means. Your powers all have the same power source. You must choose one of the types of wizardry from the following when you acquire this power:

◊ **Gadgets** – You are able to create gadgets that can be used by you or lent to others for their use. These can be technological devices, magic items, cosmic power crystals, or another form of item appropriate to your character. Making a gadget takes a single action, and you must have access to whatever specialised source material you use to create your gadgets. If you are deprived of your source materials or you are restrained in some manner you can't make gadgets. When you wish to make a gadget, make a **feat of wizardry**. The possible results are as follows:

◊ **WHITE:** You have failed to make the gadget. You can't try to make another gadget containing the same power this session unless you spend 50 **karma** to do so.
◊ **BRONZE:** You have made the gadget but it will only work once before needing repairing or recharging.
◊ **SILVER:** You have made the gadget, and it will work for the rest of the session before needing repairing or recharging.
◊ **GOLD:** You have made the gadget, and it will work for the rest of the session before needing repairing or recharging.

You may only have one gadget at a time, but you can cannibalise your existing gadget in order to make a new one. However, if you perform a power stunt, you may make an additional gadget using the same rules. These additional gadgets follow the normal rules of power stunts in that when you have made the same one ten times, you acquire it as a new permanent super power.

◊ **Reality Alteration** – You have the ability to alter reality. This power does nothing on its own, but every other super power is available as an alternate power to it. When you acquire this power, choose three other powers and give yourself five marks towards acquiring each of those powers via the use of Power Stunts.

◊ **Sorcery** – You have the ability to cast spells via incantation and gesture. This power is most often associated with the Magic power source, but it can be derived from other sources, particularly mystical ones such as Cosmic, Divine or Infernal power. By spending an action and succeeding in a **feat of wizardry**, you may invoke a spell that replicates any other super power. You must then cast the spell (i.e. use the power that the spell emulates) on the action immediately after invoking it, or you lose it. After a single use, you lose the spell anyway. However, there is no penalty for not invoking the spell once gained or for failing the feat to invoke it, other than the wasted time. You must be able to speak incantations and gesture in order to invoke a spell, and therefore if you are restrained you are unable to do so. Non-instantaneous spells normally last for **standard duration** although when not in combat you can extend their duration by concentrating.

◊ **LIMITATION:** Limited Rank – If you have Gadgets, you may not invent gadgets with a higher power rank than your **reason** rank. If you have Sorcery, you may not cast spells above your **psyche** rank (this limitation can only be taken if your **reason** or **psyche** is less than your wizardry power rank).
◊ **LIMITATION:** One Type – You are only able to emulate one type of power with your gadgets, spells or reality alteration, for example movement powers or fire powers.

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FASERIP

Player: _____

Name: _____

Secret Identity: _____

Illustration

Ability	Rank	Pushes	Specialities
Fighting			
Agility			
Strength			
Endurance			
Reason			
Intuition			
Psyche			

Health

Karma

Powers

Name	Rank	Pushes

Contacts

Lifestyle & Gear

Wealth		
Fame		

Powers (Continued)			Notes
Name	Rank	Pushes	

Origin and Power Sources

Reference Tables

Rank Values	
Rank Name	**Abbreviation and Value**
Zero	Zr[0]
Terrible	Te[2]
Bad	Bd[4]
Average	Av[6]
Decent	Dc[10]
Great	Gt[20]
World Class	Wc[30]
Fantastic	Fa[40]
Astounding	As[50]
Wondrous	Wo[75]
Phenomenal	Ph[100]
Single-Shift	Ss[150]
Double-Shift	Ds[200]
Triple-Shift	Ts[500]
Planetary	Pl[1000]
Stellar	St[3000]
Cosmic	Co[5000]
Infinite	In[∞]

Wealth Ranks	
Rank	**Wealth**
Zero	Destitute. On the streets and starving or begging. Alternately living in the wilds and hunting and scavenging.
Terrible	Poor. Only income is benefits or charity. Living in rented rooms and probably struggling with the rent and bills.
Bad	Minimum wage income. Living in a rented apartment or house share. Surviving from week to week, but unable to afford luxuries. Uses public transport, or has a wreck of a car.
Average	Salaried income at the lower end of the scale. Owns a small house, and can afford a few luxuries. Runs a second hand car.
Decent	Solidly middle class income. Owns a nice family house and can afford regular luxuries and holidays. Runs a new car.
Great	Upper middle class. Has a profession rather than a job, or possibly a small inheritance. Owns a large house and can afford regular foreign holidays. Owns a new luxury car.
World Class	Upper class. Owns more than one house or owns a mansion. Owns or runs a large business or a portfolio of small businesses; or has inherited a title and lands.
Fantastic	Super-rich. Owns a number of large businesses or a major corporation. Has multiple properties, possible a small tropical island. Travels by yacht and corporate jet.
Astounding	Royalty. Owns a small country or equivalent. Lives in luxury.
Wondrous	Ultra-rich. Owns a mega-corporation or medium country, or is a billionaire socialite.
Phenomenal+	Owns and rules a large country.
Planetary+	Owns and rules an entire dimension.

Karma Gains and Losses	
Deed	**Karma Gain/Loss**
General per-session award	+25
Prevent/interrupt minor crime*	+5
Prevent/interrupt major crime*	+20
Prevent/interrupt violent crime*	+30
Prevent/interrupt local conspiracy*	+30
Prevent/interrupt national conspiracy*	+40
Prevent/interrupt global conspiracy*	+50
Arrest perpetrators of crime*	+½ gain for preventing crime (minimum +5)
Rescue people*	+20 per person (maximum +100)
Defeat a villain*	+ rank value of villain's best power/ability
Permit a crime to occur	-½ gain for preventing similar crime
Commit a crime	-2x gain for preventing similar crime
Public humiliation/defeat	-40
Private humiliation/defeat	-20
Kill (accidentally or deliberately)	– all remaining karma
Allow someone to sacrifice themselves	-50
Making a personal commitment	+5
Failing a personal commitment	-5
General act of charity	+10 to +40
Use infamy to intimidate people	-5
*Shared between all involved	

Character Improvement Summary	
Improvement	**Requirements**
New Flexibility	Perform a power stunt to use the flexibility 10 times
Improve Power Rank	Push or ensure success with the power a number of times equal to its current rank value
Improve Ability Rank	Push or ensure success with the ability a number of times equal to its current rank value
Create a Device	Create a prototype and refine it 10 times
Improve Wealth Rank	Ensure success with feats of wealth a number of times equal to half your current wealth rank value
Improve Fame Rank	Gain karma publicly a number of times equal to your current fame rank value
Gain a Speciality	Study to use the speciality 10 times
Gain a Contact	Ensure success with feats of fame targeted at the same friendly non-contact person 10 times

Material Strength Table	
Rank	**Examples**
Terrible	Cardboard box
Bad	Glass window, Bottle
Average	Plasterboard wall
Decent	Internal door, Broom handle
Great	External door, Wooden wall, Chair
World Class	Concrete paving slab
Fantastic	Corrugated galvanised iron sheeting, Toughened safety glass
Astounding	Asphalt pavement, Brick wall
Wondrous	Steel plating, Iron girder
Phenomenal	Tank armour, Stone castle wall
Single Shift	Boulder
Double Shift	-*
Triple Shift	-*
Planetary	-*
Stellar	-*
Cosmic	-*
Infinite	-*
* Your campaign may include fictional materials with this strength	

Speed Table		
Rank	**Example (Lands/Water)**	**Examples (Air/Space)**
Terrible	Child, Snake, Mouse	Pigeon, Chicken
Bad	Adult, Bear, Cat, Kangaroo	Swallow, Goose
Average	Wolf, Horse, Shark, Bicycle, Town traffic	Zeppelin
Decent	Antelope, Lion, Moped, Motor boat	World war one biplane
Great	Cheetah, Sailfish, Lorry, Motorway traffic	Eagle
World Class	Van, Hovercraft	Peregrine falcon
Fantastic	Speedboat	Helicopter
Astounding	Jeep	World war two fighter plane
Wondrous	Family car	Modern propeller-driven plane
Phenomenal	Rally car	Passenger jet
Single Shift	Arrow, Generic sports car	Speed of sound
Double Shift	Performance car	Bullet
Triple Shift	Formula one car	Modern hypersonic jet
Planetary	Jet propelled car	Orbiting space shuttle, comet
Stellar	Speed of sound	Speed of light
Cosmic	Bullet	Warp speed
Infinite	-	Teleportation

Weight Table	
Rank	**Examples**
Terrible	Toddler, Chair, Badger, Large cat
Bad	Child, Dog
Average	Full suitcase, Adolescent, Sheep
Decent	Washing machine, One adult
Great	Motorcycle, Two adults, Leopard
World Class	Grand piano, Three adults, Horse
Fantastic	Small car, Hippopotamus
Astounding	Lorry, Bulldozer, Private jet, Elephant, Dinosaur
Wondrous	Tank, Train locomotive, Fishing boat, Humpback whale
Phenomenal	Passenger jet, Space shuttle, Blue whale
Single Shift	Jumbo jet, House
Double Shift	Submarine, Passenger ferry
Triple Shift	Frigate, Nuclear reactor, Rocket
Planetary	Skyscraper, Aircraft carrier, Oil rig
Stellar	Mountain, Town
Cosmic	City, Moon
Infinite	Planet, Star

Damage Table	
Rank	**Examples**
Terrible	Stick*
Bad	Kitchen knife*, Dagger*, Falling one storey
Average	Baseball/cricket bat*, Hammer*, Machete*, Camp fire
Decent	Axe*, Sword*, Arrow, Falling three storeys
Great	Normal calibre pistol or rifle, House fire
World Class	Machine gun or sniper rifle, Blaster pistol or rifle, Falling five storeys
Fantastic	Hand grenade, Ballista, Chemical fire
Astounding	Stick of dynamite, Siege catapult, Cannon, Heavy blaster, Falling ten storeys
Wondrous	Mortar shell, Rocket propelled grenade, Trebuchet
Phenomenal	Anti-tank shell, Falling twenty or more storeys, Immersion in lava
Single Shift	Battleship shell, Starship mounted ion cannon
Double Shift	Cruise missile
Triple Shift	ICBM
Planetary	Nuclear warhead
Stellar	Anti-matter torpedo
Cosmic	Asteroid strike, Mass driver
Infinite	Supernova

* Melee weapons may do more damage than listed above in the hands of a particularly strong wielder. See the Combat chapter for more details.

Standard Power Parameters Table		
Rank	**Range**	**Duration**
Zero	-	-
Terrible	Touch	1 Round
Bad	Same Area	1 Round
Average	1 Area	2 Rounds
Decent	3 Areas	3 Rounds
Great	5 Areas	4 Rounds
World Class	7 Areas	5 Rounds
Fantastic	10 Areas	8 Rounds
Astounding	20 Areas (½ Mile)	10 Rounds (1 Minute)
Wondrous	1 Mile	1½ Minutes
Phenomenal	1½ Miles	2 Minutes
Single Shift	2 Miles	5 Minutes
Double Shift	4 Miles	15 Minutes
Triple Shift	10 Miles	1 Hour
Planetary	100 Miles	1 Day
Stellar	10,000 Miles	1 Week
Cosmic	1,000,000 Miles	1 Year
Infinite	Infinite	Forever

Resolution Table

Main Table — Column Headers

	Ze	Te	Bd	Av	Dc	Gt	Wc	Fa	As	Wo	Ph	Ss	Ds	Ts	Pl	St	Co	In
01	0	2	4	6	10	20	30	40	50	75	100	150	200	500	1000	3000	5000	∞

Row labels (percentile roll): 01, 02-03, 04-06, 07-10, 11-15, 16-20, 21-25, 26-30, 31-35, 36-40, 41-45, 46-50, 51-55, 56-60, 61-65, 66-70, 71-75, 76-80, 81-85, 86-90, 91-94, 95-97, 98-99, 00

Legend / Outcome Key

Action					
Blunt Melee	Ft	Miss	Hit	Slam?	Stun?
Lethal Melee	Ft	Miss	Hit	Stun?	Kill?
Blunt Thrown	Ag	Miss	Hit	Hit	Stun?
Lethal Thrown	Ag	Miss	Hit	Stun?	Kill?
Blunt Proj	Ag	Miss	Hit	Hit	Stun?
Lethal Proj	Ag	Miss	Hit	Hit	Kill?
Charge	Ft/En	Miss	Slam?	Slam?	Stun?
Trick Shot	Varies	Miss	Miss	Hit	Special
Grapple	Ft	Miss	Partial	Full	Crush
Escape	Ft	Held	Partial	Full	Free
Breakout	St	Held	Partial	Full	Free
Snatch	St	Miss	M/Brk?	S/Brk?	Snatch
Catch	Ag	Hit	Damage	Caught	Caught
Interpose	Ag	No	No	Yes	Yes
Dodge	Ag	No	-2 RS	-4 RS	-6 RS
Slam?	St	Back	Down	-	-
Stun?	En	Unc.	Stun	-	-
Kill?	En	Dying	Unc.	-	-