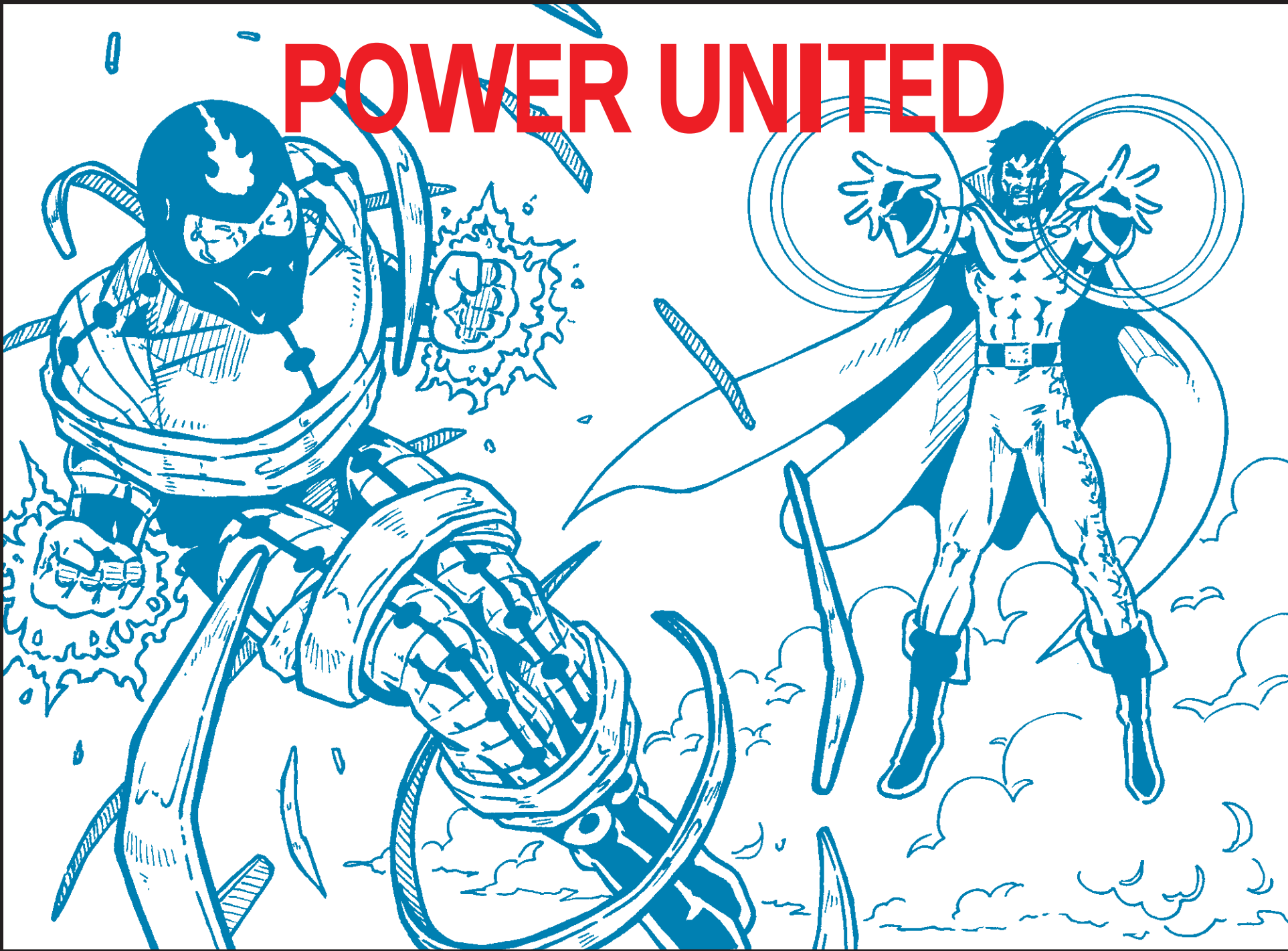


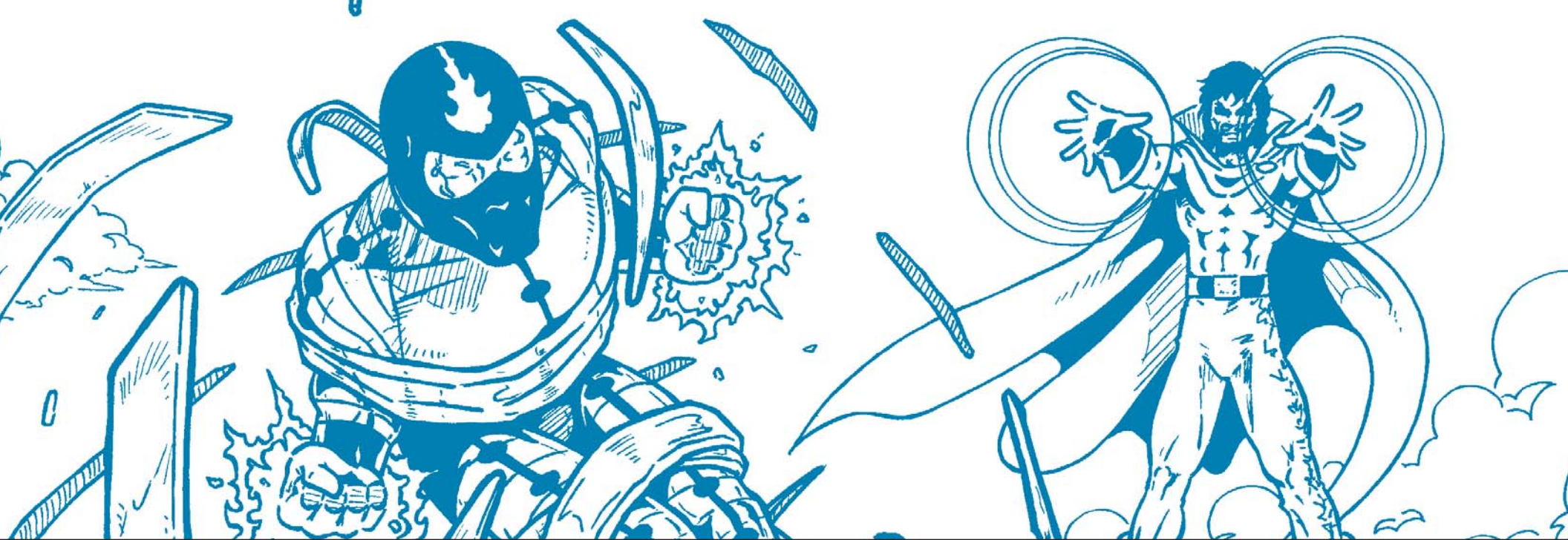


LPJ9937

DEVIL'S WORKSHOP

POWER UNITED





POWER UNITED

WRITTEN BY

Leon Collins

ADDITIONAL DEVELOPMENT

Louis Porter Jr.

GRAPHIC DESIGN, LAYOUT & LOGO:

Louis Porter, Jr. Design

COVER

Tony Perna

Devil's Workshop was created by Louis Porter, Jr. Design, Inc.

Louis Porter, Jr Design

350 NW 87th Terrace

Plantation, FL 33324

HavenGod@lpjdesign.com

www.lpjdesign.com

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Power United is the second release from Devil's Workshop focusing on team roles and relations. It examines a number of prominent comic book superhero rosters and defines members according to a system of roles in order to offer M&M players a better understanding of the makeup of teams from various comic book genres. Team training exercises, sessions in which characters may hone their skills together and improve teamwork, are also included, in addition to 19 new cooperative techniques, called maneuvers. Finally, Power United introduces strategy feats, battle tactics that can benefit everyone on a particular team. While Power United references roles and maneuvers from Power Assaulting, the first "team examination" book, the latter is not necessarily required. Power United simply offers additional options and observations.

TEAM ROLES

Every character brings something different to a team. A member's contributions differ based upon his or her abilities, temperament, and style, but one can safely assume that everyone adds something. Power United is the second product examining exactly what it is that different characters add to a team. It provides a general overview of a few well-known superhero teams and the roles particular members play. Although fully detailed in Power Assaulting, another Devil's Workshop publication, available team roles are summarized below.

Airborne: Airborne characters use their aerial movement abilities to aid their teams. Flight and Swinging are examples of Airborne role abilities.

Armor: Armor characters are the most resilient members of a team, and are often found at the forefront of battles, drawing attacks to protect other, less sturdy allies. Absorption, Amazing Save (*Damage*), Armor, and Protection are examples of Armor role abilities.

Artillery: Artillery characters rely on ranged attacks, such as force blasts and ice beams, to combat their opponents. Energy Blast, Snare, Stun, and Weapon are all examples of Artillery role abilities.

Infantry: Infantry characters are melee fighters whose powers or skills afford them a substantial edge in close quarters. Strike, Super-Dexterity, Super-Strength, and Weapon are all examples of Infantry role abilities, though characters with high base Attack and Defense bonuses may also qualify.

Psi-Ops: The purpose of Psi-Ops characters is to enhance a team's performance, often through protective or augmentative abilities, effective combat strategies, or good leadership qualities. These individuals are the cheerleaders, the strategists, the communicators, and the enhancers. Boost, Force Field, Super-Charisma, and Telepathy are examples of Psi-Ops role abilities, as is the Leadership feat.

Special Forces: Special Forces characters possess a number of abilities that enable them to play more than one or two primary roles. This role is frequently played by characters with a number of dominant, high-rank abilities or one extremely versatile or variable power (*such as Gadgets*). This role is especially common amongst "original" superheroes, super-strong, super-fast characters who are nearly invulnerable, capable of flight, and possibly capable of projecting energy blasts of some sort.

Specialist: Specialist characters are highly skilled experts in a field pertinent to a particular situation. This role is somewhat inconstant in relation to the others. A character who plays the Specialist role on one mission may not qualify to be a Specialist on the next. For example, a master thief may be a considered Specialist when infiltrating a particular compound, but not when a team must diffuse a villain's time bomb. Characters possessing numerous skills that allow them to frequently play Specialist roles often take Specialist as a primary role, while those with more narrow specialties tend to play other primary roles. Super-Intelligence is an example of a Specialist role ability, though ranks in an appropriate

skill can qualify a character as well.

Support: Support characters may use their abilities to demoralize, frustrate or otherwise limit the efforts of opposing characters. Dazzle, Illusion, Mind Control, and Obscure are examples of Support role abilities.

Transport: Transport characters are capable of incredibly fast movement. Characters with Transport as a primary role are often passable Infantry characters as well, though this is not always the case. Running, Super-Speed, and Teleport are all examples of Transport abilities.

PRIMARY & SECONDARY ROLES

Although some individuals who make up superhero teams may possess similar abilities, most differ greatly in their primary focus. Power United allows for characters to play both primary and secondary roles. Every character should have at least one primary role, the defining quality his teammates most associate with him, though he may be capable of playing other, secondary roles. While a hero may be capable of flight, the Airborne role may not necessarily be central to his performance on a team. In this case, Airborne is a secondary role, and a more pertinent power determines his primary role.

When determining which role is a given character's primary role, it might be helpful to consider which is most integral to his concept. The abilities and powers that more or less define particular characters may safely be considered primary roles.

POPULAR TEAMS

What follows are breakdowns of popular teams and their general abilities and methodology, as well as possible strategy feats. Each character entry includes a list of maneuvers that a particular character might

be likely to use. Some of the maneuvers listed may be found in Power Assaulting.

THE AUTHORITY

An immensely powerful team, the Authority deals almost exclusively with large-scale threats, against which the wide scope of the team's powers proves invaluable. Some individual members of the Authority are more powerful than entire superhero teams, but this is unsurprising. The team is expected to face incredible challenges, and the great individual might of each member is made absolutely necessary.

Strategy Feats: Blitzkrieg, Divide and Conquer.

Apollo (Special Forces: Airborne, Artillery, Infantry, Transport): Apollo's ability to absorb and convert solar energy allows him to fly at great speeds and project intense blasts of heat. While this enables him to play Airborne, Artillery, and Transport roles, his greatly enhanced strength allow him to perform an Infantry role as well.

Likely Maneuvers: Bombs Away, Catch, Postal Service, Shooting Pigeons, and That's a Wrap.

Jack Hawksmoor (Special Forces: Infantry, Psi-Ops, Support): Jack Hawksmoor's ability to communicate with and manipulate urban environments makes him a powerful Psi-Ops and Support character. Thanks to his incredible strength, he is also an excellent Infantry fighter.

Likely Maneuvers: Blasted Earth, Catch, Dogpile, Hit the Nail on the Head, That's a Wrap, and Urban Renewal.

Jenny Sparks (Primary Roles: Artillery, Psi-Ops): Arguably the closest thing to a heart the Authority has, Jenny Sparks is the team's founder and center. She is a capable, intelligent leader, and she guides her allies through combat with competence and conviction her teammates have come to trust. Her ability to manipulate electricity makes her an excellent Artillery character as well, although the myriad applications of this power do make a case for her possibly playing a Special Forces role.

Likely Maneuvers: Blasted Earth, Cover Fire, Energize, Gang's All Here, and Outfox.

The Doctor (Special Forces: All): Arguably, The Doctor's immense shamanic power could allow him to function in all available roles. The limits of his abilities are somewhat unclear, and it might be assumed that he has relatively few, if any (limits, that is).

Likely Maneuvers: Possibly any.

The Engineer (Primary Role: Psi-Ops; Secondary Roles: All others): The Engineer has the ability to spontaneously create nearly anything she can imagine. This ability makes her an incredibly capable Psi-Ops character, though with her numerous gadgets, she can play nearly any role.

Likely Maneuvers: The Bomb, Cover Fire, Energize, The Human Shield, Shooting Pigeons, Urban Renewal.

Midnighter (Primary Role: Infantry): Midnighter is primarily a warrior, the team's major Infantry character. His augmented physical capabilities, as well as his near-precognitive combat acumen make him almost unbeatable.

Likely Maneuvers: Hit 'em High/Hit 'em Low, Interference, and Urban Renewal.

Swift (Primary Role: Airborne; Secondary Roles: Infantry, Psi-Ops): Swift's most notable ability is that of generating great, feathered wings that allow her to fly at high speeds. She is primarily an Airborne character, but her deadly talons allow her to function as Infantry as well, and her enhanced senses have proven an asset to the team on many occasions.

Likely Maneuvers: Bombs Away, Catch, Force Collision, Interference, Postal Service.

THE AVENGERS

The Avengers are a premier team of powerful superheroes. Experienced and quite powerful, the members of this team possess abilities that allow them to perform well alone or in small groups. While many Avengers can, to some degree, play a number

of roles, most have one area in which they excel. The Avengers are a veteran team of heroes, and their strategies reflect this fact.

Strategy Feats: Cascade, Divide and Conquer, Pincer Attack, Tighten Ranks.

Captain America (Primary Roles: Infantry, Psi-Ops; Secondary Role: Armor): Captain America is the iconic two-fisted superhero. An expert in numerous martial arts styles, Captain America's enhanced physiology allows him to perform feats of agility and strength impossible to most normal men. His Infantry role is well-earned, as he has gone toe-to-toe with a number of more powerful opponents and won. Captain America's incredible talent for leadership is one of his most outstanding qualities, and he is the team's primary Psi-Ops character. His unbreakable shield is often used to deflect attacks away from himself and his comrades.

Maneuvers: Gang's All Here, Hearten, Hit 'em High/Hit 'em Low, Outfox, Warden.

Hawkeye (Primary Role: Artillery; Secondary Role: Infantry): Hawkeye is a phenomenal marksman, deadly with his bow and many trick arrows and other characters often attempt the Indirect Fire maneuver in conjunction with him. He is the team's primary Artillery character, though he can also play an Infantry role quite well, as he has been trained back Captain America himself.

Maneuvers: The Bomb, Cover Fire, Shooting Pigeons.

Iron Man (Primary Roles: Armor; Secondary Roles: Airborne, Artillery, Infantry, Specialist): Iron Man's invincible armor allows him a certain degree of leeway in combat, though he is most often playing the role of an Artillery character, making extensive use of his repulsor rays and uni-beam weapon systems. His armor protects him against his foes' attacks and greatly enhances his physical strength. The numerous gadgets in his armor system allow him to nominally function as a

Support character, while his genius, though not as great as Yellowjacket's, makes him a great Specialist.

Maneuvers: Anchoring, The Bomb, Catch, Cover Fire, Energize, Indirect Fire, The Human Shield, Overload, Postal Service, Shooting Pigeons, That's a Wrap, Weird Science.

Scarlet Witch (Primary Role: Support): The Scarlet Witch is an excellent Support character, and her ability to create hex-spheres (*pockets of psionic force that alter probability fields around her targets*) often wreaks havoc among her opponents.

Maneuvers: Hearten, Interference.

Thor (Special Forces: Airborne, Artillery, Infantry, Support): Thor's immense strength and near-imperviousness to harm makes him excellent for the Infantry role. Mjolnir, his enchanted hammer, is an effective weapon both up close and at range, and the mighty Asgardian's mastery over the most powerful elements of a storm enable him to confound, disorient, and immobilize his opponents as well.

Maneuvers: Catch, Energize, Hearten, Hit the Nail on the Head, The Human Shield, Postal Service, That's a Wrap, Urban Renewal.

Vision (Primary Role: Infantry; Secondary Roles: Airborne, Armor, Artillery, Support): The Vision's ability to manipulate his body density makes him a versatile addition to the Avengers roster. He often increases his density, becoming immensely strong and near invulnerable, which allows him to perform the Armor and Infantry roles. He may also decrease his density, becoming completely intangible, which allows him a certain degree of imperviousness to harm, as well as the ability to do things and go places his companions cannot. He may also project devastating energy beams from the jewel on his forehead.

Maneuvers: Anchoring, Force Collision, The Human Shield, Indirect Fire, Interference.

The Wasp (Primary Role: Support; Secondary

Roles: Airborne, Artillery, Psi-Ops): The Wasp is capable of vastly reducing her size, an ability that allows her to confuse, distract or simply get the drop on her opponents through playing a Support role. Her bio-electric bolts afford her the ability to "sting" targets from a distance.

Maneuvers: Force Collision, Gang's All Here, Hearten, Hit 'em High/Hit 'em Low, Interference.

Wonder Man (Primary Role: Infantry; Secondary Roles: Airborne, Armor): His body infused with ionic energy, Wonder Man is inhumanly strong and nearly impervious to harm. He is an almost unbeatable Infantry character, and he can function in both Armor and Airborne roles as well. He often faces off against powerful opponents, drawing their attention from his less durable teammates.

Maneuvers: Hit the Nail on the Head, The Human Shield, That's a Wrap, Urban Renewal.

Yellowjacket (Primary Role: Specialist; Secondary Roles: Artillery, Infantry, Support): Yellowjacket's ability to alter his size makes him an excellent Support or Infantry character, especially when one considers that he maintains his strength in this smaller form. It is also possible (*depending on what point of his career in which the game takes place*) that Yellowjacket may increase his size greatly, which further enhances his ability to play the Infantry role. As the team's resident genius, Yellowjacket is a Specialist in a wide number of scientific fields, and he has created a number of devices to aid him, such as his glove stingers, which allow him to project small quantities of energy at opponents, and his helmet that allows him to communicate with insects.

Maneuvers: Force Collision, Hit 'em High/Hit 'em Low, Interference, Outfox, Overload, Urban Renewal, Weird Science.

THE FANTASTIC FOUR

The Fantastic Four is one of the most experienced and generally cohesive teams in comics today. All

four members of this team were close even before they gained their superpowers, and their time spent together learning to control these powers has only strengthened their bond. The four are quite comfortable with one another, and they know their limits, collectively and as individuals.

Strategy Feats: Cascade, Divide and Conquer, Tighten Ranks.

The Human Torch (Primary Role: Artillery; Secondary Role: Airborne): The Human Torch commands element of fire. He often assaults his opponents from afar, raining fiery attacks from above as the team's primary Artillery character. As the resident hothead, the Human Torch is usually the first to rush into battle, a fact that sometimes gets him into trouble.

Maneuvers: Catch, Cover Fire, Energize, Force Collision, Shooting Pigeons.

The Invisible Woman (Primary Role: Support; Secondary Roles: Airborne, Armor, Artillery, Psi-Ops): The Invisible Woman's ability to render herself or other objects invisible allows her to confound and confuse her opponents as a Support character. Furthermore, her ability to create and project invisible force fields allows her to function effectively as an Armor character, drawing attacks and protecting her companions from harm. The Invisible Woman may also project these force fields, attacking foes from a distance, though she does not often do so. She has proven herself a capable and intelligent leader when the chips are down, and she may function in this capacity from time to time, especially if Mr. Fantastic is distracted or absent.

Maneuvers: Hearten, Interference.

Mr. Fantastic (Primary Role: Specialist; Secondary Roles: Armor, Infantry, Psi-Ops): Mr. Fantastic is the Fantastic Four's leader and the team's most versatile member. His intellect is nearly unmatched, and his teammates can trust his leadership implicitly. Though he plays a Psi-Ops role, his true love is science, and he is a gifted inventor and gadgeteer, the team's major Specialist in most circumstances. His

elastic body allows him to aid allies (*for example, he can flatten into a "glider" if they are falling from a great height*) and effectively immobilize foes by wrapping himself around them.

Maneuvers: Force Collision, Gang's All Here, Hearten, The Human Shield, Outfox, Overload, Weird Science.

The Thing (Primary Role: Infantry; Secondary Role: Armor): The Thing's rocklike skin and phenomenal strength make him the team's primary melee combatant. He plays both the Armor and Infantry roles.

Maneuvers: Anchoring, Hit the Nail on the Head, The Human Shield, That's a Wrap, Urban Renewal.

JUSTICE LEAGUE OF AMERICA

The Justice League is a classic, experienced team of incredibly powerful characters with a wide variety of abilities. Generally, there is some degree of overlap in regard to their powers (for example, both Superman and the Flash are Transport characters), but the number of roles each character is able to play allows for a great deal of versatility. Also, the less specialized nature of the team's abilities allows each member a great deal more room for independent or "small unit" action.

Strategy Feats: Cascade, Divide and Conquer, Pincer Attack.

Aquaman (Primary Role: Transport; Secondary Role: Infantry, Psi-Ops): Aquaman is a token example of an individual who, despite being somewhat less powerful than his teammates, still manages to contribute to the team by virtue of the unique nature of his abilities. Though not as strong or tough as Superman, Aquaman does possess great strength and endurance, and his ability to speak with and command sea creatures sometimes proves to be a benefit to his companions. Often, he calls these creatures to aid the team.

Maneuvers (mostly in water): Cyclone, Force Collision, and Postal Service.

Batman (Special Forces: Artillery, Infantry, Specialist, Support): Despite lacking superhuman powers, Batman is likely the least normal member of the team. The Dark Knight is almost as versatile as Superman, if not more so. Although he functions primarily as a Specialist (*he is an expert inventor, detective, and overall gadgeteer*), Batman is also a skilled martial artist. With his utility belt, Batman easily plays a number of roles, whether using smoke pellets as a Support member or acting as Artillery, hurling his dangerous batarangs with deadly accuracy.

Maneuvers: The Bomb, Outfox, Overload, Warden, and Weird Science.

Flash (Primary Role: Transport; Secondary Role: Infantry): Capable of moving at incredibly high speeds (*the speed of sound or even faster, depending on the particular incarnation*), the Flash is the Justice League's primary Transport character, and his quickness makes him an effective melee combatant as well. He frequently uses the Rescue maneuver to remove companions from dangerous situations.

Maneuvers: Cyclone, Force Collision, Interference, Rescue, Speed Cushion, and Warden.

Green Lantern (Special Forces: Airborne, Armor, Artillery, Support): Green Lantern's near limitless ability to manipulate his emerald energies makes him another of the Justice League's more versatile characters. He often uses his power ring to ensnare, entrap, and incapacitate foes using shaped energy, force fields, and devastating blasts of power.

Maneuvers: Catch, Force Collision, The Human Shield, Indirect Fire, Rescue, and That's a Wrap.

Martian Manhunter (Special Forces: Airborne, Infantry, Support): Martian Manhunter's ability to fly, his immense strength, and his durability make him an ideal Infantry character, and his shapechanging and psionic abilities allow him to function in a Support role as well. Martian Manhunter can occasionally be found on the outskirts of battle, using his less overt abilities to take advantage of careless foes.

Likely Maneuvers: Gang's All Here, Outfox, and That's a Wrap.

Superman (Special Forces: Airborne, Armor, Infantry, Psi-Ops, Transport): Superman is undoubtedly one of the most powerful members of the Justice League, and his wide range of abilities often proves invaluable. Superhumanly strong, fast, and durable, Superman is Armor, Infantry and Transport, as well as Airborne. The caped Kryptonian is often the team's moral center and combat leader, and he functions as a Psi-Ops character as well. The Special Forces role suits Superman, as he shifts from role to role with little effort.

Likely Maneuvers: Bombs Away, Catch, Gang's All Here, Hit the Nail on the Head, The Human Shield, Postal Service, Rescue, Shooting Pigeons, That's a Wrap, and Urban Renewal.

Wonder Woman (Primary Role: Infantry; Secondary Roles: Airborne, Armor, Support): Wonder Woman is much like Superman in that she is a powerful and intimidating fighter. Her impressive strength and ability to fly make her an ideal Infantry character, and her ability to deflect incoming attacks with her bracers allows her to play a passable Armor character as well. Finally, her unbreakable lasso may be used to hold fast even the strongest opponents.

Likely Maneuvers: Hit the Nail on the Head and That's a Wrap.

JUSTICE SOCIETY OF AMERICA

The Justice Society of America consists of a number of heroes with decidedly golden age roots. Though these characters are powerful, many must rely on mundane abilities, such as melee combat skill and detective work to accomplish their objectives. Justice Society characters are somewhat more specialized than other more modern teams (*such as the Authority*). The Justice Society is a team in which each individual member often has

power united

TEEN TITANS

the opportunity to “showcase” his or her abilities for a short time in every adventure.

Strategy Feats: Cascade, Divide and Conquer.

Doctor Fate (Special Forces: Psi-Ops, Specialist, Support, perhaps others): Doctor Fate often uses his talents to protect or augment his allies, to weaken his enemies, or to otherwise twist reality and destiny. He is an effective Special Forces character due to the wide scope of his mystical abilities, and he can regularly and competently play a number of roles.

Likely Maneuvers: Energize, Hearten, Indirect Fire, That's a Wrap, and Urban Renewal.

Doctor Mid-Nite (Primary Role: Support; Secondary Role: Specialist): Dr. Mid-Nite plays an important Support role, using his “blackout bombs” to blind and confuse opponents. Able to see perfectly in darkness, these devices give him a significant advantage over his enemies. He is also a real doctor, and can, in some cases function as a Specialist, as well.

Likely Maneuvers: Interference and Indirect Fire.

Hawkgirl (Primary Role: Airborne; Secondary Role: Infantry): Hawkgirl is a highly skilled and aggressive Airborne combatant. Her flying ability often gives her an advantage over less maneuverable foes, and her weaponry can be devastating in combat.

Likely Maneuvers: Bombs Away, Catch, Force Collision, Interference.

Hourman (Primary Role: Infantry; Secondary Role: Specialist): Hourman is a capable Infantry character, if only for 60 minutes at a time, while he enjoys the increased strength, agility, and endurance provided by a special Miracle drug.

Likely Maneuvers: Dogpile, Hit 'em High/Hit 'em Low, Interference.

Mister Terrific (Primary Role: Support; Secondary Roles: Infantry, Specialist): A highly intelligent and capable fighter, Mr. Terrific was once an Olympic decathlon medallist and

successful businessman. Unsurprisingly, he currently plays both Infantry and Specialist roles. His “T-spheres” enable him to project illusions that make him an excellent Support character.

Likely Maneuvers: Hit 'em High/Hit 'em Low and Interference.

Power Girl (Special Forces: Airborne, Armor, Infantry, Transport): An aggressive and powerful fighter, Power Girl now boasts the ability to fly in addition to her superior strength, speed, and durability, all of which allow her to function as an effective Special Forces character.

Likely Maneuvers: Anchoring, Bombs Away, Catch, Hit the Nail on the Head, The Human Shield, That's a Wrap, Urban Renewal.

Sand (Primary Role: Psi-Ops; Secondary Roles: Armor, Infantry): The former leader of the Justice Society of America, Sand often determines the team's strategies and tactics. As a talented fighter who can transform his body into coarse sand, he plays the Armor and Infantry roles particularly well. **Likely Maneuvers:** Dogpile, Hearten, The Human Shield, Outfox.

Star-Spangled Kid (Primary Role: Artillery; Secondary Role: Airborne): The current Star-Spangled Kid is primarily an Artillery character, capable of hurling focused light or focusing solar energy blasts through her Cosmic Rod. The rod also allows her to fly and function as an Airborne character.

Likely Maneuvers: Blasted Earth, The Bomb, Bombs Away, Catch, Cover Fire, Postal Service, Shooting Pigeons.

Wildcat (Primary Role: Infantry): Once a successful boxer, Wildcat is primarily an Infantry character. His strength, skill, and agility, as well as his combat experience, make him formidable, despite his limited versatility.

Likely Maneuvers: Dogpile, Hit 'em High/Hit 'em Low, Interference.

This young team, though inexperienced, enjoys the advantage of good leadership and tight bonds of friendship. Though still learning to adapt to new situations, the Teen Titans are a surprisingly effective group.

Strategy Feats: Blitzkrieg, Cascade.

Changeling (Special Forces: Airborne, Infantry, Support): Changeling is capable of changing his shape, taking the form of any animal he can imagine. This gives him a fair degree of adaptability, and he is likely the most versatile member of the team. He can be a powerful fighter by taking a particularly large or deadly animal form, or he can act as an irritant or spy in a somewhat smaller, less conspicuous form. **Likely Maneuvers:** Anchoring, Dogpile, Bombs Away, Hit 'em High/Hit 'em Low, Catch, Force Collision, Hearten, Irritant, Postal Service.

Cyborg (Primary Role: Artillery; Secondary Roles: Infantry, Support): The incredible Cyborg is not only super-strong and tough, he also has a number of cybernetic components that enable him to make use of a number of attacks to incapacitate foes and accomplish tasks. Although he is a capable melee combatant, he commonly uses sonic blasters, lasers, and similar weapon systems to attack from a distance before closing in.

Likely Maneuvers: Cover Fire, Hit 'em High/Hit 'em Low, Shooting Pigeons, Weird Science.

Kid Flash (Primary Role: Transport; Secondary Role: Infantry): Kid Flash is capable of moving at blinding speed, carrying his teammates and running circles around his enemies. Though his hand-to-hand fighting skills benefit from his speed, Kid Flash functions almost exclusively as a Transport character. **Likely Maneuvers:** Cyclone, Force Collision, Interference, Postal Service, Speed Cushion, Wake, Warden.

Nightwing (Special Forces: Artillery, Infantry, Psi-Ops, Specialist, Support): Nightwing, like his

mentor Batman, is resourceful and well rounded, easily capable of performing a number of functions. As the leader of the Teen Titan's Nightwing is a smart, dangerous, and highly trained detective.

Likely Maneuvers: Gang's All Here, Hit 'em High/Hit 'em Low, Outfox, Shooting Pigeons, Warden, Weird Science.

Raven (Primary Role: Support; Secondary Roles: Psi-Ops, Transport): Raven is an excellent supporting combatant. She benefits primarily from her fearsome ability to manifest her soul self, which forces her opponents to confront their fears and insecurities, often reducing them to gibbering messes. She also has teleportation abilities and the power to remove an individual's pain and anguish. Though her abilities are somewhat subtle, she excels at helping her teammates more than anything else.

Likely Maneuvers: Hearten, Rescue.

Starfire (Primary Role: Artillery; Secondary Roles: Airborne, Infantry): Starfire can fly and fire "starbolts," powerful blasts of superheated energy. Though her starbolts are her primary method of attack, Starfire's alien physiology also affords her impressive strength and endurance, both of which allow her to function as an effective Infantry character as well.

Likely Maneuvers: The Bomb, Bombs Away, Catch, Cover Fire, Force Collision, Shooting Pigeons.

Wonder Girl (Primary Role: Infantry; Secondary Role: Airborne, Support): Wonder Girl is super-strong and durable, and she functions as the team's primary heavy hitter. She is commonly found engaged in hand-to-hand combat, using her incredible strength to subdue her enemies, and her flying abilities to gain an advantage. Her magic lasso can be used to entangle particularly troublesome foes.

Likely Maneuvers: Catch, Hit 'em High/Hit 'em Low, Hit the Nail on the Head, Postal Service.

X-FACTOR

This government-sponsored team consists of mutants with varying capabilities and outlooks. Although

most members of X-Factor possesses mutant abilities that are somewhat subtle (*shapeshifting, retractable claws, healing factors, etc.*), all are well-trained combatants capable of playing at least one strictly offensive role. As most of the team's members were once military or paramilitary operatives, X-Factor relies a great deal on good strategy.

Strategy Feats: Blitzkrieg, Cascade, Divide and Conquer, Pincer Attack, Tighten Ranks.

Forge (Primary Role: Specialist; Secondary Roles: Artillery, Infantry, Psi-Ops): Forge is an effective team leader, a skilled and capable soldier. He may create nearly any scientific device he can imagine and is the team's primary Specialist, although he is also an excellent marksman and melee combatant. His bionic replacements further reinforce his usefulness as an Infantry character. Although Forge is a Cheyenne mystic, he is reluctant to use his magical abilities and does so only rarely. When he does it often offers him new and beneficial insights that can aid the team.

Likely Maneuvers: The Bomb, Cover Fire, Outfox, Overload, Weird Science.

Mystique (Primary Role: Support; Secondary Roles: Artillery, Infantry): Mystique specializes in playing a Support role, using her shapeshifting abilities to infiltrate, confuse, and sabotage opponents. She is also a talented fighter, and her marksmanship and martial arts skills are formidable.

Likely Maneuvers: Cover Fire, Hit 'em High/Hit 'em Low, Shooting Pigeons.

Polaris (Primary Role: Support; Secondary Role: Artillery): Polaris has the mutant ability to manipulate magnetic forces, and she primarily plays a Support role, greatly hindering the team's opposition, but she can also be a dangerous Artillery character, hurling objects or opponents as she desires.

Likely Maneuvers: Bombs Away, Catch, Shooting Pigeons.

Sabretooth (Primary Role: Infantry; Secondary Role: Armor): As one of the most dangerous men alive, Sabretooth is well entrenched in the Infantry

role he plays so well. If his superior strength and agility, his combat training, and his deadly claws aren't enough, his mutant healing factor allows Sabretooth to play a limited Armor role, as well. Sabretooth is not much of a team player, and rarely makes use of maneuvers.

Likely Maneuvers: Dogpile, Hit 'em High/Hit 'em Low.

Shard (Primary Role: Artillery; Secondary Role: Psi-Ops): A visitor from an alternate future, Shard is a highly trained X.S.E. (*Xavier Security Enforcers*) officer, and as such, is an excellent Artillery character, relying either on her bioelectric energy bolts or her advanced weaponry. Shard is also a relatively skilled tactician, a fact that is made plain in combat situations. As a light-based life form, Shard may pass freely through solid objects. She may use this ability to infiltrate highly fortified areas or to escape capture.

Likely Maneuvers: The Bomb, Cover Fire, Shooting Pigeons.

Wildchild (Primary Role: Infantry): Wildchild is a bestial combatant, reputedly trained to fight by Wolverine himself. He plays the Infantry role well, benefiting from his superhuman acrobatic ability and endurance, as well as his razor-sharp claws.

Likely Maneuvers: Dogpile, Hit 'em High/Hit 'em Low, Warden.

X-MEN (NEW MODERN)

This incarnation of the X-Men includes a number of experienced mutants, many of whom possess abilities with very spectacular and often explosive effects. These characters function with a surprising degree of restraint, due partly to their history as warriors. Disciplined and dedicated, this new X-Men team works extraordinarily well together.

Strategy Feats: Blitzkrieg, Cascade, Divide and Conquer, Hold the Line, Pincer Attack, Tighten Ranks.

Bishop (Primary Role: Artillery; Secondary Role: Armor): Bishop can absorb opponents' energy attacks and redirect them at any foes he desires. His ability to absorb energy allows him a certain degree of functionality as an Armor character, but his military training, his ability to redirect the energy, and his futuristic energy weapons all contribute to his primary role as an Artillery character.

Likely Maneuvers: Blasted Earth, The Bomb, Cover Fire, Dogpile, The Human Shield (*against energy attacks*).

Cannonball (Primary Roles: Airborne, Armor; Secondary Roles: Psi-Ops): Cannonball has the mutant ability to fly at incredible speeds, projecting a "blast field" that protects him and anyone he carries from harm. This makes him an ideal Airborne and Armor character, as he has the ability to protect and transport his passengers. Cannonball has also developed impressive leadership skills from his time with X-Force, and he can play the Psi-Ops role of a leader as well.

Likely Maneuvers: Bombs Away, Catch, Force Collision, Gang's All Here, The Human Shield, Outfox, Postal Service, Rescue.

Dazzler (Primary Role: Artillery): Dazzler has the ability to convert sound into light energy. Her power allows her to play the role of an impressive Artillery character.

Likely Maneuvers: Cover Fire, Hearten.

Gambit (Primary Role: Artillery; Secondary Roles: Infantry, Specialist): Gambit is an Artillery character with the devastating ability to "charge" objects with explosive kinetic energy. As a former thief and longtime scoundrel, Gambit is a Specialist in many underhanded fields and, by necessity, an expert at hand-to-hand combat, and may accordingly function as Infantry as well.

Likely Maneuvers: Blasted Earth, Cover Fire, Hearten, Interference, Urban Renewal.

Havok (Primary Role: Artillery; Secondary Role: Psi-Ops): Havok once led X-Factor, and has

become a capable Psi-Ops character, a keen strategist and effective leader. His mutant power allows him to project destructive waves of energy. He is potentially one of the most powerful X-Men.

Likely Maneuvers: Blasted Earth, The Bomb, Cover Fire, Gang's All Here, Shooting Pigeons, Urban Renewal.

Longshot (Primary Role: Artillery; Secondary Role: Infantry, Psi-Ops): A highly trained prizefighter from an alternate dimension, Longshot is a phenomenal marksman and martial artist. Primarily an Artillery character, Longshot frequently makes use of a number of small and deadly throwing knives. His luck powers allow him to function as Psi-Ops, though the risk of backlash prevents him from relying too often on this luck.

Likely Maneuvers: Force Collision, Hit 'em High/Hit 'em Low, Warden.

Phoenix (Special Forces: Airborne, Armor, Psi-Ops, Support): Although this Phoenix is somewhat less powerful than the last, she does have immense power, and functions as a Special Forces character. The Phoenix Force within young Rachel Summers affords her many impressive psionic abilities, and she may manipulate minds and matter with incredible skill. She can also fly and surround herself with a powerful, flaming aura that protects her from harm.

Likely Maneuvers: Bombs Away, Catch, Force Collision, Hit the Nail on the Head, The Human Shield.

Psylocke (Primary Role: Infantry; Secondary Role: Psi-Ops, Support): Psylocke is a highly trained psychic martial artist with a deadly psionic weapon. Needless to say, she is primarily an Infantry character, though her psychic abilities allow her to play Psi-Ops and Support roles, telepathically communicating with her allies and clouding the minds of her opponents.

Likely Maneuvers: Force Collision, Warden.

Rogue (Primary Roles: Armor, Infantry; Secondary Roles: Airborne, Support): Being incredibly strong and nearly invulnerable, Rogue plays both Armor

and Infantry roles. Her ability to fly somewhat enhances those roles, and her mutant ability to absorb the powers of those she touches (*leaving such unfortunates powerless*) affords her the potential to play any role.

Likely Maneuvers: Bombs Away, Catch, The Human Shield, Force Collision.

Sage (Primary Role: Psi-Ops): Sage is a powerful psychic with a mind like a computer. Her ability to quickly analyze and store data makes her a competent and trustworthy leader. She excels at enhancing the team's performance, whether through providing special sunglasses that allow the team to link telepathically, or by manipulating allies' mutagenic fields, catalyzing new and greater mutations.

Maneuvers: Hearten, Indirect Fire.

X-MEN (ORIGINAL TEAM)

The original X-Men were young and generally inexperienced. Their powers were very specialized, and they were not particularly skilled or disciplined in using them. Fortunately, their own weaknesses led team members to look to one another for reinforcement and aid, and the team slowly grew into a fully functional, capable team.

Strategy Feats: Blitzkrieg, Cascade.

Angel (Primary Role: Airborne): Angel's mutation comes in the form of two beautiful feathered wings that allow him to fly. His resourcefulness affords him a certain degree of effectiveness in the air, despite his lack of other abilities.

Likely Maneuvers: Bombs Away, Catch, Force Collision, Hit 'em High/Hit 'em Low, Interference.

Beast (Primary Role: Infantry; Secondary Role: Specialist): Beast's superhuman strength and agility make him an excellent melee combatant, and he is the team's primary Infantry character. He is also highly intelligent and often functions as the teams Specialist on matters involving science.

Likely Maneuvers: Catch, Force Collision, Hit 'em High/Hit 'em Low, Speedball Special (later in his career), That's a Wrap, Warden.

Cyclops (Primary Roles: Artillery, Psi-Ops):

Cyclops leads the X-Men, and his quick wits and knack for teamwork make him an excellent Psi-Ops character. His powerful optic blasts allow him to attack from afar, and he is the primary Artillery character.

Likely Maneuvers: Blasted Earth, Cover Fire, Gang's All Here, Shooting Pigeons, Urban Renewal.

Ice Man (Primary Role: Support; Secondary Roles: Airborne, Artillery):

Ice Man functions primarily as a Support character, like his comrade Marvel Girl, though their methods differ somewhat. His ability to manipulate cold allows him to create great walls and barriers of ice to freeze his opponents in their tracks. He can also alter the terrain, making it hazardous and difficult to navigate. His ability to create expanses of along which he slides from place to place allows him to play the Airborne role with some success. When functioning as an Artillery character, Ice Man frequently hurls either densely packed snowballs or sharp ice spikes.

Likely Maneuvers: Bombs Away, Cover Fire, Force Collision, Postal Service.

Marvel Girl (Primary Role: Support; Secondary

Role: Airborne, Psi-Ops): Marvel Girl is a powerful telekinetic/telepath, and though she is often reluctant to push her abilities, her talents are more than sufficient to hinder foes. She often lifts enemies high into the air, psychically holds them in place, or clouds their minds.

Likely Maneuvers: Force Collision, Hearten, Indirect Fire, Interference, Postal Service.

X-MEN (UNCANNY)

This new group of X-Men is generally more experienced and powerful than the first. The Uncanny X-Men work well as a team, but often break off to fight as individuals, coming together again when one or more ally requires aid. This group, more than many,

epitomizes the strength of single individuals with fairly distinct specialties. Nearly every character plays a different primary role, but secondary roles overlap noticeably, and as a result, the team members function effectively both as a team and as individuals.

Strategy Feats: Blitzkrieg, Cascade, Divide and Conquer.

Banshee (Primary Role: Artillery; Secondary Role:

Airborne): Banshee's wail can be used to incapacitate or demoralize foes. He is primarily an Artillery character, and his ability to fly at incredible speeds makes him all the more deadly.

Likely Maneuvers: The Bomb, Catch, Cover Fire, Force Collision.

Colossus (Primary Roles: Armor, Infantry):

Superhumanly strong and nearly impervious to harm, Colossus is an ideal Armor and Infantry combination character. He is a natural team player.

Likely Maneuvers: Anchoring, Catch, Hit 'em High/Hit 'em Low, Hit the Nail on the Head, The Human Shield, That's a Wrap, Speedball Special.

Nightcrawler (Primary Role: Transport; Secondary

Role: Infantry): Nightcrawler often uses his teleportation ability to benefit his teammates and give him an advantage in combat. This, added to his incredible acrobatic ability, makes him an accomplished Infantry character as well.

Likely Maneuvers: Catch, Hearten, Hit 'em High/Hit 'em Low, Postal Service.

Phoenix (Special Forces: All): The first Phoenix possesses incredible psionic powers, and can play nearly any role available, although the Psi-Ops and Support roles are those most frequently chosen.

Likely Maneuvers: Catch, Force Collision, Gang's All Here, Hearten.

Shadowcat (Primary Role: Psi-Ops; Secondary

Role: Airborne, Support): Shadowcat has the ability to become intangible, which she often uses to go places her teammates can't or to confuse and distract enemies. This ability also allows her to fly.

Likely Maneuvers: Force Collision, Interference, Postal Service, Hearten.

Storm (Primary Role: Support; Secondary Roles:

Airborne, Artillery, Psi-Ops): Storm's great control over the environment makes her an excellent Support character. She often calls up fog or rain or snow to slow, confuse, or halt her opponents. As an Artillery character, she may knock them over with wind or strike them with bolts of lightning. Storm eventually begins to show a great deal of promise as a leader and the Psi-Ops role appears to grow on her.

Likely Maneuvers: Blasted Earth, Catch, Force Collision, Gang's All Here, Indirect Fire, Interference, Postal Service.

Sunfire (Primary Role: Artillery; Secondary

Roles: Airborne, Infantry): A powerful mutant capable of converting solar and electromagnetic energy to blazing plasma, Sunfire is an obvious Artillery character. His powers also allow him to fly and generate a personal force field to protect him from heat and electromagnetic energy. As a skilled martial artist, Sunfire plays the Infantry role as well.

Likely Maneuvers: Blasted Earth, Bombs Away, Catch, Cover Fire, Energize, Indirect Fire, Shooting Pigeon.

Wolverine (Primary Role: Infantry; Secondary

Role: Armor): Wolverine is perhaps one of the most effective Infantry characters on the team. An expert in many forms of martial arts, Wolverine is armed with unbreakable claws that can cut through most materials with ease. His incredibly fast healing and his adamantium-laced bones allow him to function in some capacity as an Armor character as well. Though a loner at heart, Wolverine works well with his teammates.

Likely Maneuvers: Hit 'em High/Hit 'em Low, The Human Shield, Warden

power united

TRAINING SESSIONS

Most characters need to practice working together, although a few rare individuals are “natural” team players for whom cooperation is instinctive. A place to learn and devise strategies and maneuvers can be invaluable to any team. Any headquarters may contain a training area in which characters hone their skills.

Training areas should offer characters a chance to learn and practice maneuvers, as well as increase skills, abilities, and powers. GMs may use training sessions to give characters the opportunity to devise and learn the maneuvers presented in later on and in Power Assaulting. Exactly how much training is required to perfect each maneuver is up to the GM. Teams may also work to practice and learn strategy feats. A strategy feat is a new type of maneuver detailed later. Training need not always be played out, though some groups may prefer to do so on occasion.

Training areas differ somewhat based upon the nature of a team's headquarters. A superhero team led by a wealthy inventor may train in a high-tech, fully interactive hard-light holographic simulator, while a street-level vigilante team might have to make do with a boxing ring, some barbells, and a couple of weight machines. A team may choose any Training area as a single headquarters feature (*except for the Field training area, which is free*).

Types of training areas are detailed below. Each entry includes a list of possible challenges available in the training area. These lists are by no means exhaustive, and GMs and players are encouraged to include (*or create*) any challenges they feel are appropriate to the particular theme of the training area.

FULL IMMERSION TRAINING SIMULATION (ALL CHALLENGES AVAILABLE)

Full Immersion Training Simulations include complex alien holographic “danger rooms,” psionic mindscapes, interactive virtual reality systems, and sorcerous pocket dimensions that can generate nearly any situation imaginable. This is the most versatile of all of the training areas. Full Immersion Training Simulations provide both environment and challenges for characters using holographic technology, magic, psionic manipulation, dimensional science, or some similar concept. Challenges appear (*and, for all intents and purpose are*) real. A near limitless number of villains, locales, and situations can be replicated and pitted against player characters. Usually, all damage taken in Full Immersion Training Simulations is in stun hits. This is the easiest training area to run, and is recommended for most players. The others are included primarily because some teams have no conceptual reason for possessing this kind of training platform (*for example, a street level group*).

Possible Combatants: Any characters (*exact duplicate, although PL may be reduced, if desired*), animals, or constructs desired, up to a maximum PL of the exercise difficulty; humanoid combat robots; sentry gun emplacements; unmanned tanks; nearly any others.

Possible Environmental Effects: Darkness; heavy-gravity; intense cold (*such as an arctic environment*); intense heat (*such as a volcanic environment*); light-gravity; zero-gravity (*such as space, asteroid, or moonbase*); nearly any others.

Possible Obstacles: Force fields; locked doors; secret doors; chasms; nearly any others.

Possible Traps: Air pressure sensors, pressure plates, motion detectors, trip beam systems, tripwires.

ARENA (ALL CHALLENGES AVAILABLE)

Arenas are essentially Gymnasium training areas equipped not only with exercise devices, but also with training partners, such as robots, undead creatures, or animals with which to do battle. Also included on occasion are traps or mobile systems designed to hinder or incapacitate characters, such as gas emitters, laser emplacements, laser alarm systems, etc. Arena training areas need not be particularly large, but they usually are, especially among more powerful teams who require the extra space. Teams are often pitted against their training partners in various exercises to hone their skills and improve teamwork.

Possible Combatants: Humanoid combat robots; sentry gun emplacements.

Possible Environmental Effects: Darkness; heavy-gravity; intense cold; intense heat; light-gravity; zero-gravity.

Possible Obstacles: Force fields; locked doors.

Possible Traps: Pressure plates, motion detectors, trip beam systems, tripwires.

GYMNASIUM (NO COMBATANT CHALLENGES AVAILABLE)

Gymnasium training areas include martial arts dojos, simple gyms, and general workout rooms. The Gymnasium training area contains equipment that characters may use to improve their skills, abilities, and tactics. This equipment allows characters to work out independently, while a single area is designated in which teammates may practice together. The size of this area differs depending on the limitations of the team's headquarters, but superhero Gymsnasiums are rarely longer on either side than

two or three hundred feet. Teams using a Gymnasium training area must settle for sparring, as it does not include partners. The team either splits into smaller squads to face off against one another or stages a free-for-all in which there are no allies.

Possible Combatants: None.

Possible Environmental Effects: Darkness; intense cold; intense heat.

Possible Obstacles: Hoops (*requires Jump check to leap through hoops*);

Possible Traps: Motion detectors, pressure plates, trip beam systems.

FIELD (ALL CHALLENGES AVAILABLE)

The Field training area can be a large, secluded forest, a series of underground tunnels, or a... well, a field. This training area type is likely the simplest and the least expensive. It is nothing more than a large area in which to practice. No equipment is present to help characters, although in some locales, scenery may be beneficial (an environmentally insensitive, super-strong character may choose to train his muscles by uprooting trees in a forested area). Any combat training usually takes the form of team members squaring off against one another. This training area need not be purchased as a headquarters feature, as it can be found almost anywhere.

Possible Combatants: Wild animals appropriate to environment.

Possible Environmental Effects: Darkness; fog (*Obscure at a power rank equal to one-half exercise difficulty*); heavy rain (*Obscure at a power rank equal to one-half exercise difficulty*); intense cold; intense heat; noxious fumes (*Drain at a power rank equal to one-half exercise difficulty*); sleet (*the entire environment suffers from a single rank of slick*); snow (*terrain type is worsened by one*).

Possible Obstacles: Bluff or sharp incline (*2d20 x10' up or down, sometimes more than once requiring a Climb check*); body of water, such as a river; chasm.

Possible Traps: Falling trees, quicksand.

Just as training areas vary from team to team, exercises are similarly diverse. Where some team members may prefer to hone their skills alone, others work to enhance team performance, developing maneuvers and strategies through group exercises.

TEAM EXERCISES

Teams engage in exercises to develop and maintain their talents. Although these exercises need not be played out, some players might enjoy running practice training sessions to get a feel for the game, to better understand their characters' abilities, or even to simply change the pace a bit.

A GM may wish to require characters to play a training session before allowing them to increase PL or spend pp to increase abilities. Some GMs may instead choose to provide an advantage to teams who train, in the form of extra pp for those characters who take part in training sessions. In this case, characters should receive 1 pp per successful training exercise, though it is recommended that no one be allowed to gain more than 2 pp per PL in this fashion.

Characters desiring to purchase a particular strategy feat (*strategy feats are detailed later*) should take part in a session in which team members make use of the strategy (*though members without the strategy feat receive no mechanical bonus, in taking part, they become eligible to purchase it*).

DESIGNING EXERCISES

Before each exercise, participants should decide whether they wish to divide into smaller "squads" to oppose one another or have everyone go against a

training area's challenges. Each area's challenges will vary greatly depending on the exercise and difficulty.

Teams who decide to face a training area's challenges, as opposed to a rival squad, should choose a numeric Difficulty for their exercise, up to a maximum Difficulty equal to the headquarters' PL. This will determine the nature and relative strength of the opposition.

Before an exercise, the GM should roll to determine the types of challenges that the characters must face, although if one character is administering the exercise (*monitoring and adjusting challenges from a control room, for example*), that player may instead have this responsibility (*this character does not participate in the exercise*). The GM or administrator decides the maximum number of challenges for any particular exercise, though this number rarely exceeds the exercise's difficulty.

Sample exercise types follow. Challenges may be randomly determined for each exercise type according to the tables below:

Assault: Perhaps the simplest exercise, Assault requires the team to attack and defeat a particular target or group of targets, often one or more opposing squads or area challenges, and sometimes both.

Assault	Challenges
1-5	Trap
6-15	Combatant
16-18	Obstacle
19-20	Environmental Effect

Courier: In this exercise, a team must acquire a particular object, person, etc. and transport it elsewhere. Courier exercises are most common in Full Immersion Training Simulations or Field training areas, where there is a large area in which to work. The distances between start and end points for this exercise vary greatly and depend on the type of training area involved. A good general practice for

Courier exercises is to roll 1d20 and add 50 to the result. The total is the amount of movement (*in feet*) necessary, in a Gymnasium training area, to reach the object or person to be transported. A second roll indicates the distance to the object's destination. Add an extra d20 to the totals for Arena training areas and multiply totals by 10 for Field or Full Immersion Training Simulation areas.

Courier	Challenges
1-5	Combatant
6-10	Environmental Effect
11-15	Obstacle
16-20	Trap

Guard: Characters must protect a certain object, person or place from harm, either from the training area constructs or from an opposing team. To succeed in this exercise, the characters must either neutralize all opponents, or keep the object safe and unharmed for a specified amount of time (*often 1d20 + 10 rounds*). The object's hardness is equal to one-half the result of a d20 roll. It may or may not be portable.

Guard	Challenges
1-5	Environmental Effect
6-20	Combatant

Survival: Characters are attacked by a number of opponents and must simply remain conscious for a set period of time (*usually 1d20 + 10 rounds*). The odds are usually overwhelming, or at least difficult, and the team is not really expected to beat the opposition so much as match it.

Survival	Challenges
1-3	Environmental Effect
4-5	Obstacle
6-10	Trap
11-20	Combatant

Travel: Characters must successfully travel from one place in the training area to another. Challenges are usually in place to hinder or incapacitate the team, and rival squads may be present to attempt to beat the team to the objective. The

distances between the start and end points vary greatly depending on the type of training area. A good general practice for Travel exercises is to roll 2d20 and add 50 to the result. The total is the amount of movement (*in feet*) necessary to reach the objective from the start point in a Gymnasium training area. Add an extra d20 to the total for arena training areas, and multiply the total by 10 for field training areas or full immersion training simulation areas.

Travel	Challenges
1-5	Combatant
6-8	Obstacle
9-12	Environmental Effect
13-20	Trap

CHALLENGES

The challenges are what make an exercise worthwhile. These are the obstacles, opponents, and situations that characters must overcome to reach their objectives. The number of challenges in a particular exercise should not exceed the exercise's difficulty.

Combatant: These challenges are fairly common. Combatants may be robots, wild animals, elemental constructs, or anything similar. Usually, a Combatant's PL may not exceed an exercise's difficulty. The total PL of combatants in one "set (*the result of one roll*)" is equal to the exercise difficulty times the number of characters participating in the exercise (*difficulty x characters*).

For example, a team of five engaged in an exercise with a difficulty of eight might face five PL 8 combatants, ten PL 4 combatants, or two PL 8 combatants and six PL 4 combatants. Sample combatant challenges are presented in the Sample Challenges section, later.

Environmental Effects: Darkness, intense heat or cold, gravity fluctuations, or heavy rain, snow, fog, or other severe environmental conditions may be present. This type of challenge is most often found in Full Immersion Training Simulations and Field training areas. The GM or the character adminis-

tering the exercise conditions should decide an appropriate alteration based on the nature of the training area (*heavy rain in a Seattle holographic simulation, or turning out the lights in a gym*). Sample environmental effects may be found in the Combat chapter of the M&M core rulebook under The Environment.

Obstacles: Obstacles require a character to use a particular skill in order to continue toward or meet an objective (*decided by the GM or administrator*). Obstacles halt characters' forward progress. Wire or rope bridges over deep chasms, locked doors, and chain link fences are all tests of skill. Certain obstacles may be bypassed with appropriate uses of powers or abilities (*such as a character with wings flying over the chasm with the rickety, wooden bridge, avoiding the need for a Balance check entirely*). The DC for a test of skill is usually 10 + one-half the exercise difficulty (*round down*). Some failed skill rolls may, at the GM's or administrator's discretion, draw Combatants or trigger events as traps (*see Triggered Event Table in the Trap entry, below*), depending on the nature of the exercise. Sample Tests of Skill are given in the Challenge Appendix, later.

Trap: Traps are usually surprise challenges that trigger some effect in the exercise. Traps are usually hidden. Detecting a hidden trap requires either a Listen check or a Spot check at a DC equal to 10 + one-half the exercise difficulty (*round down*). Noticing a trap allows a character to attempt to disable it (*with a Disable Device roll against a DC of 10 + exercise difficulty*). At the GMs discretion, some traps may not be disabled (*especially those that trigger Attack Effects*), and characters must simply attempt to avoid their effects. Traps that trigger Attack Effects usually come in sufficient numbers to warrant a check (*and possibly an Attack Effect*) for each character present. Any characters who trigger the traps are targeted by the appropriate Attack Effects, which usually receive an attack bonus equal to one-half exercise Difficulty (*round down*). The effects of a triggered trap may be determined

randomly by rolling on the Triggered Event Table, below.

Triggered Event Table

1-5	Combatant
6-10	Obstacle
11-19	Attack Effect (rolled randomly, below)
20	Environmental Effect

Attack Effects (all with a number of ranks equal to exercise Difficulty)

1	Stun
2-5	Snare
6-15	Weapon
16-18	Dazzle
19-20	Paralysis

(Results inappropriate to the training area may be re-rolled)

RUNNING EXERCISES

Once the challenges of a particular exercise are determined, the GM or exercise administrator establishes the order in which they are faced. Challenges may be placed anywhere in the training area, and it is up to the GM to decide where each challenge must be met (*although it is unlikely to find things like electrified floors and locked doors in a standard gym*). Once the characters have completed the exercise objective, the exercise ends.

GMs are encouraged to be flexible when assigning challenges. They are perfectly free to create their own, or have the characters choose the kinds of challenges their headquarters is capable of producing.

While Power United provides a system for introducing challenges to team exercises, it is up to the GM to decide how and when such challenges are implemented. If, for example, the challenge is a trap with a crushing steel ball, he must decide whether the ball falls from the ceiling, potentially crushing the characters, or if it rolls from a hidden compart-

ment to run them down. This gives GMs a certain degree of leeway in interpreting the events of a training session.

SAMPLE CHALLENGES

Here are a number of sample challenges that may be used in training exercises (*although GMs should take into consideration the training area when choosing challenges*).

SAMPLE COMBATANTS

Humanoid Combat Robot (Arena, FITS): PL 4; Init +1 (+1 Dex); Defense 15 (+4 base, +1 Dex); Spd 30; Atk Melee +7 (+4S, punch or +8S, strike), Ranged +4 (*possibly 4S, energy blast*); SV Dmg +4, Fort N/A, Ref +1, Will 0; Str 18, Dex 12, Con , Int 10, Wis 10, Cha 3.

Skills: Balance +3, Intimidate +5, Sense Motive +2, Spot +2.

Feats: Power Attack.

Powers: Strike +4 [Source: Super-Science; Cost: 2 pp; Total: 8 pp].

**Strike may be replaced with Energy Blast, Energy Field, or two Weapons with an equal number of ranks.*

Sentry Gun Emplacement (Arena, FITS): PL 4; Init +4 (*Imp Init*); Defense 14 (+4 base); Spd 5 or 0 (*depending on how it's mounted*); Atk Melee +4, Ranged +4 (4L, machinegun attachment); SV Dmg +4, Fort N/A, Ref +0, Will -2; Str 10, Dex 10, Con , Int 8, Wis 7, Cha 1.

Skills: Spot +9.

Feats: Darkvision, Improved Initiative, Point Blank Shot, Precise Shot.

Powers: Weapon +4 [Extras: Autofire, Multifire; Source: Super-Science; Cost: 3 pp; Total: 12 pp], Super-Senses +4 [Flaw: One Sense (*sight*); Source: Super-Science; Cost: 1 pp; Total: 4 pp].

**Either of the Weapon extras may be replaced Area. The Weapon may be anything from a machinegun to*

a laser blaster to a rocket launcher, depending on the nature of the exercise.

Wolf (Field, FITS): PL 3; Init +2 (+2 Dex); Defense 15 (+3 base, +2 Dex); Spd 40; Atk Melee +5 (+4L, bite), Ranged +5; SV Dmg +3, Fort +3, Ref +2, Will +1; Str 15, Dex 14, Con 16, Int 4, Wis 12, Cha 8.

Skills: Hide +3, Jump +3, Listen +3, Move Silent +3, Survival +3.

Feats: Improved Pin, Scent, Track.

Powers: Natural Weapon +2 [Cost: 2 pp; Total: 4 pp], Running +2 [Cost: 2 pp; Total: 4 pp].

SAMPLE OBSTACLES

Body of Water (Swim): A body of water prevents characters from moving forward across land. Characters must cross the 2d20' body of water to continue by swimming, flying, walking on the bottom (*the water is 1d20 + 10' deep*).

Chain Link Fence (Climb): A fence (1d20 + 5' high) prevents access to an objective or location. Characters must climb (DC 10) or break through the fence (*Hardness: 6*).

Chasm (Balance): A wide chasm (2d20' across and 2d20 x 10' deep) blocks characters from moving forward. A single bridge or rotting wood, decaying rope, or other unreliable substance connects the two edges. A Balance check against a DC equal to one-half the exercise difficulty allows characters to cross. Characters may also fly across, create bridges of their own, or climb down one side of the chasm and up the other (*unless the depth hold lava, dangerous monsters, or some similar hazard*).

Force Field (Spot, Disable Device): A force field is erected to keep characters from advancing. A Spot check with a DC equal to 10 + one-half the exercise difficulty reveals a control panel or similar device that can be used to deactivate the force field. Deactivating the Force Field requires a Disable Device roll against a DC equal to 10 + one-half the exercise difficulty.

Locked Door (Disable Device for electronic locks or control panels, Open Lock for standard locks):

A locked door bars the characters' forward progress. The door has a hardness equal to exercise Difficulty, and it requires a skill check against a DC equal to 10 + one-half the exercise difficulty (*round down*).

Secret Door (Spot): A wall blocks forward progress entirely, but a successful Spot check against a DC equal to 10 + one-half the exercise difficulty (*round down*) locates a secret door that allows characters to continue. Whether or not this wall may be scaled depends on the characters' Climb ability and whether or not it is located indoors (*if so, then a ceiling obviously might prevent any attempts to climb over*).

SAMPLE TRAPS

Motion Detectors: Motion detector traps may not be disabled, but characters may bypass them by moving no more than 5' per round. Failure to do so triggers the designated result.

Pressure Plates: Pressure plate systems may not be disabled, but characters who notice them may bypass them entirely with successful Balance checks against a DC equal to 10 + exercise difficulty.

Trip Beam System: Trip beam systems use laser beams as trip wires. If the beam is broken, the trap's effect is triggered. Mirrors and reflectors often redirect a beam many times around an area, so that it is difficult to move. Characters who notice the trip beam system may bypass it with a successful Acrobatics check against a DC equal to 10 + exercise difficulty. A trip beam system may be deactivated with a successful Disable Device check against a DV equal to 10 + one-half exercise difficulty (*round down*).

Tripwires: Tripwires are small, thin wires placed in the characters' path to trigger an attack or alarm if broken displaced. Tripwires are easy to avoid if

noticed (*no roll is required*). Tripwires may not be deactivated.

Triggered Attack Effect: Dazzle (Flare): A bright light flares out, blinding characters. This counts as an area Dazzle (*sight*) effect with a power rank equal to the exercise difficulty.

Triggered Attack Effect: Paralysis (Stasis Field): Character is the target of a beam that surrounds her in a stasis field, freezing her in place. This effect functions as a Paralysis attack with a power rank equal to the exercise difficulty and an attack bonus of one-half that (*round down*).

Triggered Attack Effect: Snare (Net): Character is the target of a net or similar attack (*such as bolas, webs, etc.*). This effect functions as a single Snare attack with a power rank equal to the exercise difficulty and an attack bonus of one-half that (*round down*).

Triggered Attack Effect: Stun (Neural Disruptor): Character is the target of a neural disruptor beam. This effect functions as a Stun attack with a power rank equal to exercise difficulty and an attack bonus of one-half that (*round down*).

Triggered Attack Effect: Weapon (Bludgeon): This attack may be a heavy, wooden beam that strikes quickly from the floor, a falling boulder, a weighty, metal disk fired at a character from a notch in a wall, or any similar weapon attack that might do non-lethal damage. All such attacks have a damage bonus equal to exercise difficulty, and an attack bonus of one-half that (*round down*).

QUICK TEAM EXERCISE OUTLINE

- 1) Team determines exercise objective and difficulty.
- 2) GM or administrator decides the number of challenges the team will face (*up to a maximum equal to the exercise's difficulty*).

3) GM or administrator rolls to determine which challenges are present.

4) Exercise begins and GM or administrator introduces challenges to characters in the order desired. All characters must face each challenge, unless one character deactivates or otherwise negates the effects of it (*revealing a trap's location, destroying a giant robot, carries companions across river of lava, etc.*).

5) Exercise ends when objective is met.

NEW MANEUVERS

Maneuvers are particular applications of power or expertise that allows one's allies to benefit from his or her own abilities. Usually, a maneuver involves multiple characters contributing their particular skills to better a team's overall performance, but some simply allow one team member to use his or her abilities to make things easier for the rest of the team. Many have prerequisite feats and abilities, though all are optional. GMs are perfectly justified in requiring characters to purchase maneuvers as feats or in simply disallowing maneuvers entirely.

Anchoring (Prerequisite: None): Characters may grapple with a flying enemy to weigh him down, lessening his maneuverability and perhaps even bearing him to the ground. A character within melee range of a flying opponent (*having jumped, flown, been hurled, etc.*) may attempt to grapple with the target. On a successful opposed grapple check, such a character may choose (*instead of damaging, pinning, escaping, or breaking a pin*) to encumber the flying character. Until the defender wins a grapple check, double the attacker's weight for purposes of determining the flyer's encumbrance. The flyer is considered to be carrying the attacker, who, in attempting to drag the target down, is considered heavier. This may seriously hinder the flyer, who suffers penalties as detailed in the Carrying Capacity rules in the M&M core rulebook. A flyer whose maximum load is exceeded plummets to the

ground and suffers falling damage, along with all those who grapple with him. Multiple characters using the Anchoring maneuver can be devastating.

Blasted Earth (Prerequisite: Energy Blast with Area extra, Power Attack): A character blasts the ground, rendering it more difficult to travel. The character expends extra effort to enable the attack to severely damage a surface with a hardness less than or equal to the attack's damage, worsening its terrain type by one (*from Normal to Poor, from Poor to Bad, from Bad to Very Bad*) for purposes of movement allowance. This maneuver affects a radius equal to five times the attacker's power rank. It is commonly used to obstruct ground vehicles, but can also hamper pedestrians. When used on very bad terrain, this maneuver forces anyone moving across the affected area at a speed faster than five feet per round to make a Balance or Drive check (*DC 10 + one-half power rank or one-half strength bonus, rounded down*) or fall prone or crash.

The Bomb (Prerequisite: Power Attack and appropriate ranged attack, such as Energy Blast): A character with an appropriate, damaging ranged attack may blast a suitably brittle or volatile object hurled at an opponent by an ally, converting it into a hail of sparks or shrapnel or a spray of burning liquid. In game mechanics terms, a character may expend extra effort to use an Energy Blast or similar ranged attack to convert an improvised weapon thrown by an ally into an area attack. The character must match the ally's attack roll with a Reflex save to successfully strike the object, and the ranged attack must destroy it (*according to the Attacking an Object rules in the M&M core rulebook*). If the rolls are successful, the hurled object explodes, melts or otherwise changes to become an area attack with a number of ranks equal to either the object's Hardness + one-half the ranks of the character's ranged attack (*round down*). This attack rank is not subject to PL stacking limits, and has both the kinetic energy type and that of the character's Energy Blast.

Cyclone (Prerequisites: Running, Super-Flight, Super-Speed, or similar enhanced movement ability): A Transport character may use her powers to circle an opponent fast enough to stun or blind him with displaced air. By expending extra effort and quickly circling a target, a Transport character may attempt a Stun attack at a power rank equal to that of her movement power. Additionally, the character may attempt a Dazzle (*sight*) attack against the target with a power rank equal to one-half her movement power (*round down*). The character must complete at least two circuits around the target during the round in which this maneuver is used (*which amounts to a minimum of approximately 80' for a medium sized target, so this maneuver usually requires at least a full action*).

Dogpile (Prerequisite: None): Much like Anchoring, Dogpile is a maneuver used by multiple attackers to bear a standing foe to the ground. All attackers expend extra effort to grapple the defender with one grapple check, using the full strength modifier of the strongest character, while his allies contribute only half their Strength modifiers (*rounded down*). If the target is successfully pinned, he is rendered prone, and other attackers may join the grapple to maintain the pin, even if the total number of grapplers exceeds the normal maximum number of grapplers per round (*usually four*) described in the Grapple section of the M&M core rulebook. The strength of this maneuver is in its ability to keep pinned foes pinned, and it is most frequently used by characters desperate to keep a stronger foe down.

Energize (Prerequisites: Energy Blast, Energy Field, or other energy-based power): A character with an energy-based power (*such as Energy Blast or Energy Field*) may enhance an ally's melee weapon, heating it, electrifying it, or otherwise increasing its potential to deal damage. The weapon acquires an appropriate energy field with a number of ranks equal to the character's energy-based power. The energy field degrades at a rate of one rank per round.

Force Collision (Prerequisite: Dodge): A moving character "jukes" pursuit, causing a pursuer to risk

crashing into nearby objects or characters. A character being pursued by another may move in such a way as to force a collision with a nearby object, structure, or character being passed by succeeding at a Bluff skill check opposed by the pursuer's Sense Motive (*or Wisdom modifier*). If the check is successful, the pursuer strikes a nearby structure or person chosen by the character and must resolve a charge attack against it. If the attack is successful, then both the pursuer and the target suffer the effects.

The Gang's All Here (Prerequisite: Leadership): A team does its best to radiate an aura of menace in order to cow or delay opponents. This maneuver is only usable just before the first round of combat. Before initiative, the leader expends extra effort to make an Intimidation roll, with a +1 bonus for each character by which the leader's allies outnumber their opponents (*or a -1 penalty for each character by which the leader and his allies are outnumbered*). For the first round of combat, opponents who fail to match the leader's roll with a Will save receive a -2 penalty to all actions.

Hearten (Prerequisite: None): With extra effort and a successful Charisma check against a DC of 15, a character may add his Charisma bonus to an ally's Will save. This requires a full round action and lasts for one scene or encounter (*GMs discretion*).

Hit 'em High/Hit 'em Low (Prerequisites: None): Using this maneuver, two attackers may initiate a joint melee attack against a single opponent up to one size category larger than the largest attacker in order to knock the target down; one assailant chooses to attack high, while the other attacks low. This maneuver is most effective when characters are facing a physically powerful opponent. Both assailants act on the lowest initiative roll between them and expend extra effort. The "low" assailant rolls to attack first. If this roll is successful, damage is determined as normal. After a successful "low" attack, the "high" assailant may attack, and if that roll is successful, the "low"

assailant receives a free trip attack against the target immediately after damage is determined.

Hit the Nail on the Head (Prerequisites: Power Attack, Super-Strength): An attacker may strike another character with such downward force that the victim is pushed into the ground and possibly immobilized. The attacker expends extra effort and attacks the target as normal. If the attack is successful, damage is determined as normal, and the attacker makes a Strength check against a DC of 15 + the hardness of the surface on which the target stands (*usually 3 or 4 for earth, 8 for concrete and 15 for steel or similar substances*). If the Strength check succeeds, the victim is pushed deeply into the material he is standing on and is affected by a Snare effect with a power rank equal to the material's hardness. A second use of this maneuver (*and another expenditure of extra effort*) may render an opponent helpless, as per the Snare rules in M&M.

Indirect Fire (Prerequisite: None): A character assists a nearby ally in attacking a concealed or obscured opponent, communicating to the ally a target's location in the hopes of decreasing the effects of concealment or invisibility. The character must have some means of penetrating the concealment, and must be able to sense the target (*e.g. In a dark room, the character must have Darkvision; against an invisible opponent, the character must possess See Invisibility; if the ally is Dazzled, the character must not be*). This maneuver requires a full action and a successful Charisma check against a DC equal to the target's Defense score. If the roll is successful, the ally's miss chance due to concealment (*see Concealment in the M&M core rulebook*) is halved (*round down*).

Outfox (Prerequisite: Leadership): A leader uses her canny tactics to overcome another character's Leadership efforts. With a free action and a successful opposed Intelligence check (*against the opposing leader*), the character may give such orders to her team as to inflict a -1 to all characters acting under the opposing leader in lieu of the

usual bonus. This maneuver only works against opponents under the influence of the Leadership feat.

Overload (Prerequisite: Appropriate Science or Craft skill): The character overloads a scientific device's power source, causing it to explode or otherwise discharge large quantities of energy. A character with a Science skill pertinent to a particular type of technology may expend extra effort to rig a super-science device to explode by rolling the pertinent skill against a DC equal to 10 + the device's rank. If this roll is successful, the device becomes a single-use area attack with a number of power ranks equal to twice that of the device (PL stacking limits do not apply), but the device is lost until replaced (*or the end of the session, depending on the GM's generosity*). Overloading equipment usually requires at least one full minute of effort, though this time may be modified by the GM.

Rescue (Prerequisite: Running, Super-Flight, Super-Speed, or similar enhanced movement ability): A speedster may use her incredible speed to better her chances at extracting a pinned or grappled ally. Using this maneuver, a Transport character expends extra effort and may add her movement power's rank to her grapple check to break another's pin (*see the Grapple rules in M&M for more information*). If the grapple check is successful, the character both breaks the pin and escapes, (*as described in the Grapple rules in the M&M core rulebook*), carrying the ally with her.

Shooting Pigeons (Prerequisites: Point Blank Shot, Precise Shot, and appropriate ranged attack ability): A character uses energy blasts to deflect incoming projectiles. A character with Energy Blast or a suitable ranged Weapon ability may expend extra effort to gain the use of the Deflection power with the Deflect Others extra at a rank equal to her attack power, usable against projectiles.

That's a Wrap (Prerequisites: Super-Strength): A character with sufficient strength may use nearby strips of concrete, dirt, fence or some similar substance with Hardness equal to or less than the

character's Strength bonus, as an effective area Snare attack, wrapping or entangling opponents. By expending extra effort, the character gains the use of a melee Snare attack with the Area and Selective extras. If the character maintains the extra effort for another round, the Snare attack may be completed.

Wake (Prerequisites: Running, Super-Flight, Super-Speed, or similar enhanced movement ability; Move-By Attack): A Transport character may travel quickly enough to catch and carry objects in the displaced air behind him. By expending extra effort, a character with the Share Speed extra may collect objects in his wake, with an effective Telekinesis power rank equal to her movement power's rank. To maintain the effect of this maneuver, the character must spend at least a full action on movement every turn and endure limited mobility (*he may only make a single 90 degree turn for each 5' square he travels; in other words, he may not turn around*). If he stops moving, or reduces his speed, the objects effects of this maneuver end. The objects in the character's wake may be used once as an area attack with a power rank equal to that of the character's movement power, hurled against a target as the character passes. Such attacks may be centered on any point along the character's movement path (*the character himself is unaffected by this attack, and he may continue moving after it is made*).

STRATEGY FEATS

Power United introduces strategy feats, tactical feats that can benefit an entire team. A strategy requires a character with the Leadership feat and at least one individual under the leader's influence. Only a character with the Leadership feat may initiate a strategy, and this character must possess the necessary strategy feat. Allies who do not possess the feat may still participate in the action, but they receive no mechanical benefits. The effects of strategy feats last for as long as the leader spends a free action to maintain them. Although only one strategy feat may be in

effect at a time, the Leadership feat may be used in the same round as a strategy, and all effects stack.

A few strategy feats are described below. Strategies may be renamed or “codenamed” by teams desiring to personalize them. GMs should feel free to work with teams to create their own strategy feats.

Blitzkrieg: Participants attacks decisively and relentlessly, focused on incapacitating opponents as quickly as possible. Although powerful, this strategy is purely offensive, and participants are often prone to recklessness and are somewhat more vulnerable to attack. Characters who possess this strategy feat may move before and after their attacks (*as with the Move-By Attack feat, even if they do not meet the prerequisite*). Such characters also receive a +2 attack and damage bonus, though they suffer a -2 penalty to Defense.

Cascade: Participants concentrate their efforts on attacking one opponent, gaining momentum with each successive attack in an attempt to unbalance and ultimately overpower the target. Every attack after the first provides a +1 bonus to all successive attacks made in that combat round by allies with this strategy feat (*up to a maximum attack bonus of +5*). Furthermore, if one attacker succeeds, all subsequent attacks against the target in a combat round receive a +1 damage bonus.

Divide and Conquer: The team pushes hard, hoping to cut opponents off from their allies. All participants with this strategy feat receive a +2 bonus to bull rush attempts, as well as a +1 bonus to attack and damage against any opponent not adjacent to an ally.

Hold the Line: Participants stand shoulder to shoulder, reinforcing one another, determined to stand their ground. Team members adjacent to at least two allies (*all of whom must possess this strategy feat*) effectively receive five ranks of Immovability.

Pincer Attack: A team splits into two groups to attack a single opponent or group of opponents from opposite directions. Characters with this strategy feat

receive a +1 damage bonus when flanking an opponent (*the flanking ally must also possess this strategy feat*). The entire team, regardless of position, receives a +1 bonus to attack and Defense.

Tighten Ranks: The team draws close together, steeling one another against attack. Obviously, area attacks can be very dangerous for a team using this strategy. Every participant should be adjacent to at least one ally. Each character with this strategy feat in a particular group of individuals “linked” together by adjacent allies affords all participants a +1 Defense bonus and a +1 bonus to resist being bull rushed (*up to a maximum +5 bonus to each*).



power united

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