

YOU DIDN'T THINK I'D COME ALONE, DID YOU?

The villains in the scene reveal that they have an ally waiting in the wings to ambush the heroes at an inopportune moment.

Add another villain to the scene, chosen from villains who have previously appeared in other issues (if no such villains exist, you can create one at this time). The number of drawbacks rolled determines the nature of the villain you are adding to the scene.

  Add one minor villain with a single initiative card to the scene.

   Add one villain with a single initiative card to the scene.

    Add one villain with two initiative cards to the scene.

GET THEM, MY MINIONS!

The villains call for reinforcements, bringing in minions to waylay and distract the heroes.

Add a squad of minions to the scene, or increase the size of a squad of minions already in the scene. The number of drawbacks rolled determines the number of minions you add to the scene.

  Add minions equal to the number of heroes.

   Add minions equal to the number of heroes $\times 2$.

    Add minions equal to the number of heroes $\times 3$.

THAT BUILDING IS COMING DOWN!

A stray attack damages a nearby building, causing it to crumble and threaten to collapse.

Add a **critical complication** to the scene: a collapsing building. The building is going to come down, and innocent people inside need to be rescued. Each time this Complication initiative card comes up, a portion of the building containing bystanders collapses.

The complication can be progressed a number of times equal to the number of drawbacks rolled.

Failure: Adjust the team's Public Reputation track by -1.

OUT OF CONTROL VEHICLE

A vehicle in the scene goes careening out of control after its operator is incapacitated.

Add a Hazard initiative card to the initiative track face-down, representing the runaway vehicle. Treat this runaway vehicle as a **complication** that can be progressed only once. When it is progressed, remove the Hazard initiative card from the initiative track.

If the Hazard card is face-up and its turn is next, roll a 10-sided die. On a roll of 1–9, the vehicle makes an attack against a hero you choose with a **50%** chance of success, dealing damage equal to the number rolled on a hit. On a roll of 0, the vehicle instead careens into bystanders or infrastructure. If this happens, adjust the team's Public Reputation track by -1.

FIRE!

As a result of reckless attacks or damage to flammable objects, a fire starts raging in the area of the conflict, causing severe damage.

Add a **complication** to the scene: a raging inferno, which causes serious property damage and threatens lives. The fire is spreading, and first responders will have difficulty reaching the fire to put it out if the conflict continues to make the area dangerous.

The complication can be progressed a number of times equal to the number of drawbacks rolled.

THAT THING'S GONNA EXPLODE!

Some volatile object or container, such as a barrel of fuel or crate full of explosives, takes damage and threatens to explode.

Add a Hazard initiative card to the initiative track face-down, representing the thing that is about to explode. Treat this as a **complication** that can be progressed only once. When it is progressed, remove the Hazard initiative card from the initiative track.

If the Hazard card is face-up and its turn is next, it explodes, and you roll percentile dice. On a roll of 50 or lower, the explosion makes an area attack targeting a hero you choose (and, thus, all characters up close to that hero) with a **50%** chance of success, dealing damage equal to the number rolled on a hit. On a roll of 51 or higher, the explosion instead harms bystanders or infrastructure, and you adjust the team's Public Reputation track by -1.

TRAPPED UNDER RUBBLE

The collapse of a wall or building traps a number of innocent bystanders beneath the rubble, leaving them in need of rescue.

Add a **critical complication** to the scene: bystanders trapped under a pile of rubble. The rubble not only makes it hard to breathe, but there may be injured people in need of emergency medical attention trapped by debris.

The complication can be progressed a number of times equal to the number of drawbacks rolled.

Failure: Adjust the team's Public Reputation track by -1.

PRECARIOUS PRECIPICE

Innocent bystanders have been flung over the edge of a building, bridge, or other high edifice and threaten to plunge hundreds of feet.

Add a **critical complication** to the scene: bystanders hanging off a ledge. With a potentially fatal plunge below them, the bystanders struggle to keep their grip. Each time this Complication initiative card comes up, a bystander falls as their strength fails and the area is rocked by continued battle.

The complication can be progressed a number of times equal to the number of drawbacks rolled.

Failure: Adjust the team's Public Reputation track by -1.

FALLING DEBRIS

Bystanders on the ground stand directly where debris is about to come crashing down.

Add a **critical complication** to the scene: debris falling from the sky. The debris could be from damaged buildings, towering cranes, or something else high above. Each time this Complication initiative card comes up, a piece of debris crashes into a crowd of bystanders.

The complication can be progressed a number of times equal to the number of drawbacks rolled.

Failure: Adjust the team's Public Reputation track by -1.

TURMOIL

Introduce one of the heroes' turmoils into the scene.

Choose a hero who has a turmoil that involves a Narrator character and introduce that character into the scene in one of two ways:

If that character is a friend, ally, love interest, or someone else with a positive relationship with the hero, put that character in danger in the scene. Their presence is a **complication** that can be progressed a number of times equal to the number of drawbacks rolled.

If that character is a rival, enemy, or foil to the hero, that character is trying to stymie or sabotage the hero in some way. You can represent that character's interference by adding challenge dice to that hero's rolls.

FLICKERING POWER

The conflict has damaged power lines, transformers, or other elements of the power distribution system, causing power to flicker.

For the rest of the scene, the heroes must deal with inconsistent electrical power. The severity of the effects depends on the number of drawbacks on the roll:

☼☼ Electrical lighting flickers and fails at inopportune moments; add 1 challenge die (⬠) to rolls made by characters who need light to see.

☼☼☼ As above, but add 2 dice (⬠⬠).

☼☼☼☼ As above, but also add a Hazard initiative card; when it comes up, make an attack (50% chance of success, damage equal to the number rolled) against a random hero as a surge of electricity destroys nearby electronics.

TANGLED UP

Some bystanders are tangled up and unable to get away from danger. They may be accidentally tangled, or intentionally bound.

Add a **complication** to the scene: a number of bystanders are trapped in vines, cables, ropes, or something else that has them tangled up and unable to flee the conflict area. These bystanders need the heroes' assistance to escape their predicament.

The complication can be progressed a number of times equal to the number of drawbacks rolled.

NOSY NEWS CREWS

Reporters and camera operators, television station vans, or news helicopters put themselves in harm's way to get a great shot.

Add a **complication** to the scene: news crews have gotten too close to the scene of the conflict, recklessly endangering themselves to get better coverage of the clash between heroes and villains. They are threatened by stray attacks.

The complication can be progressed a number of times equal to the number of drawbacks rolled.

Fully Resolved: Adjust the team's Media Reputation track by +1.

DOWNED POWER LINES

Power lines have fallen across the ground, trapping some bystanders nearby.

Add a **complication** to the scene: a number of bystanders are unable to flee to safety due to downed power lines. They are surrounded, and any attempt to cross the power lines could result in electrocution.

The complication can be progressed a number of times equal to the number of drawbacks rolled.

Rolling additional drawbacks when attempting to deal with this complication could deal 10 damage per drawback as the hero accidentally touches the lines.

ESSENTIAL POWER OUTAGE

A loss of power has dire consequences as critical infrastructure ceases to function.

Add a **complication** to the scene: an essential piece of infrastructure such as a hospital, a fire station, or a starship's life support system loses power. The heroes need to help either restore power or get the people dependent on that infrastructure to safety.

The complication can be progressed a number of times equal to the number of drawbacks rolled.

CRASHING FLYER

A flying vehicle such as a helicopter, commuter jet, or space ship is knocked out of the sky and comes crashing down.

Add a **critical complication** to the scene: a flying vehicle in the scene starts to crash, damaged by the conflict, and the heroes need to rescue the people in the vehicle and stop it from destructively crashing to the ground.

The complication can be progressed a number of times equal to the number of drawbacks rolled.

Failure: The flying vehicle crashes into the ground. Depending on the nature of the vehicle, adjust one of the team's reputation tracks (as appropriate) by -1.

DERAILING

A mass transit system, such as a subway or elevated monorail, derails as a result of the conflict.

Add a **complication** to the scene: cars traveling along a railed transit system derail, causing a massive crash and leaving riders trapped inside. There are injuries among those involved in the crash, and the heroes can step in to get the people in the cars to a place where they can receive medical attention.

The complication can be progressed a number of times equal to the number of drawbacks rolled.

FIRST RESPONDERS IN DANGER

After arriving on the scene quickly, some first responders immediately run into danger.

Add a **complication** to the scene: police, ambulance crews, firefighters, or other first responders on the scene are imperiled by the conflict and need to be moved out of harm's way.

The complication can be progressed a number of times equal to the number of drawbacks rolled.

Fully Resolved: Adjust the team's Government Reputation track by +1.

BARRIERS TO SAFETY

Groups of bystanders seeking to flee to safety are prevented from doing so by a physical barrier.

Add a **complication** to the scene: a group of bystanders needs to get to safety, but they are prevented from doing so by something in their way. This could be a wall of debris, a collapsed tunnel or hallway, or overturned vehicles forming an artificial barricade.

The complication can be progressed a number of times equal to the number of drawbacks rolled.

Fully Resolved: Adjust the team's Public Reputation track by +1.

DOUBLE TROUBLE

The villains in the scene reveal that they have allies waiting in the wings to ambush the heroes at an inopportune moment.

Add two minor villains to the scene, chosen from minor villains who have previously appeared in other issues (if no such villains exist, you can create them at this time). The number of drawbacks you rolled determines how they arrive on the scene.

☠☠ Add the minor villains' initiative cards to the end of the initiative track as normal.

☠☠☠ Insert the minor villains' initiative cards into the track immediately after the current turn's card.

☠☠☠☠ As above, and also add 2 advantage dice (🏠🏠) to the minor villains' attacks this round.

FLOODING

Water rushes into the conflict space from a broken water main, reservoir, or other similar source, filling low-lying areas with rising water.

Add a **critical complication** to the scene: water filling the area, which threatens to drown bystanders and cause serious property damage. Each time this Complication initiative card comes up, the water causes serious damage to the area or bystanders are submerged.

The complication can be progressed a number of times equal to the number of drawbacks rolled.

Failure: Adjust the team's Public Reputation track by -1.

OPPORTUNISTIC CRIMINALS

A group of opportunistic petty criminals takes advantage of the chaos surrounding the conflict and begins looting in the area.

Add a squad of minions to the scene, representing a group of criminals who begin looting in the area. The number of drawbacks rolled determines the number of minions you add to the scene.

  The squad's size is equal to the number of heroes.

   The squad's size equal to the number of heroes $\times 2$.

    The squad's size equal to the number of heroes $\times 3$.

If the squad is defeated by the end of the scene, adjust the team's Government Reputation track by +1.

RIVAL HERO

Another hero steps in to “save the day” by meddling in the current conflict.

Add a Narrator character to the scene: another hero (or an on-again-off-again foil). Either choose a hero not on the team's roster, or create a new minor Narrator character. If you create a new character, draw two cards from the Deck of Powers to represent the hero's powers (one with an **80%** chance of success, and one with a **70%** chance of success); the hero also has 100 resistance and a **50%** chance to do anything else. Add an initiative card for the hero to the initiative track.

For the remainder of the scene, this hero constantly hinders the heroes' efforts, either by accident or because they have a different goal in the scene than the heroes.

AGGRESSIVE AUTHORITIES

Authorities arrive on the scene and attempt to lock down it down. They could be police, security guards, soldiers, or government agents.

Add a squad of minions to the scene, authorities who begin targeting heroes and villains indiscriminately. The number of drawbacks rolled determines the number of minions you add to the scene.

  The squad's size is equal to the number of heroes.

   The squad's size equal to the number of heroes $\times 2$.

    The squad's size equal to the number of heroes $\times 3$.

If the heroes use anything other than nonlethal methods to deal with these authorities, adjust the team's Government Reputation track by -1.

LAST-DITCH CONTAINMENT

The authorities launch a last-ditch effort to contain the villains, such as blowing up bridges or launching a nuclear missile.

Add a **critical complication** to the scene: a last-ditch containment effort by the authorities that will also cause serious civilian casualties and infrastructure damage.

The complication can be progressed a number of times equal to the number of drawbacks rolled, and the nature of the containment effort should be more severe the more drawbacks rolled.

Failure: The containment effort occurs. Reflect the lasting consequences of this event by noting it in the Truths section of "The Basics" or a relevant setting element entry in the setting book (including **SE27: The Catastrophe**, if appropriate).

OVERTURNED VEHICLE

A vehicle carrying innocent bystanders overturns, and the occupants are trapped inside.

Add a **complication** to the scene: an overturned vehicle full of passengers, trapped inside in the middle of the conflict.

The complication can be progressed a number of times equal to the number of drawbacks rolled.

Fully Resolved: Adjust the team's Public Reputation track by +1.

CHASMS AND PITS

Bystanders trapped in the conflict area are imperiled when the battle opens up cracks in the ground, exposing the civilians to yawning pits.

Add a **complication** to the scene: a group of bystanders needs to flee to safety, but they are prevented from doing so by cracks in the ground, too wide to jump, that open to deep pits. These pits might drop down into subway tunnels or other subterranean chasms.

The complication can be progressed a number of times equal to the number of drawbacks rolled.

Fully Resolved: Adjust the team's Public Reputation track by +1.

HOSTAGE SITUATION

A minor villain shows up in the scene with a hostage that the heroes know well in tow.

Add a minor villain to the scene, chosen from minor villains who have previously appeared in other issues (if no such villains exist, you can create one at this time). That villain has a single initiative card. That villain is holding a minor Narrator character the heroes are familiar with as a hostage (if no such character exists, you can create one at this time), using the hostage to distract the heroes from their objective.

If the heroes defeat this minor villain before the end of the scene, getting the hostage to safety becomes a **complication** that the heroes can progress once. If this minor villain is the last enemy in the scene, they release the hostage and attempt to escape.

DIPLOMATIC INCIDENT

A prominent politician or a foreign dignitary accidentally gets caught up in the conflict when their motorcade travels too close.

Add a **complication** to the scene: a motorcade containing a political VIP travels too close to the area of the conflict and is drawn in by the enemies to distract the heroes.

The complication can be progressed a number of times equal to the number of drawbacks rolled.

Fully Resolved: Adjust the team's Government Reputation track by +1.

CRITICAL INJURIES

Some bystanders have been grievously wounded and are in immediate need of medical help.

Add a **critical complication** to the scene: bystanders have already been wounded by shrapnel and stray attacks and are in critical need of medical attention. Each time this Complication initiative card's turn comes up, an injured bystander perishes or slips into unconsciousness.

The complication can be progressed a number of times equal to the number of drawbacks rolled.

Failure: Adjust the team's Public Reputation track by -1.

GAWKERS AND GROUPIES

Citizens obsessed with superheroes gawk openly at the heroes, heedless of the danger that they are putting themselves in.

Add a **complication** to the scene: gawkers, rubberneckers, and cape-chasers, civilians too fascinated with seeing the heroes in action to get themselves to safety. Even as they are being rescued, they snap photos of the heroes, only to later sell them to the media.

The complication can be progressed a number of times equal to the number of drawbacks rolled.

Fully Resolved: Adjust the team's Media Reputation track by +1.

UNEXPECTED NATURAL HAZARDS

Some natural danger (a stalking predatory animal, carnivorous plants, venomous snakes, or stinging insects) is disturbed by the conflict.

Add a Hazard initiative card to the scene, representing some danger from the natural world that gets riled up by the conflict, as appropriate to the environment.

Each time the Hazard initiative card's turn comes up, a hero (either closest to the natural danger or chosen at random, at the Narrator's discretion) suffers a physical attack from this danger. The attack deals damage equal to the number rolled on a hit and has a chance of success determined by the number of drawbacks rolled:

  50%

   65%

    80%

PRISONERS

Unbeknownst to the heroes at the time, the enemies took prisoners before the start of the scene. They need to be freed and moved to safety.

Add a **complication** to the scene: a group of civilians being held as prisoners by the enemies in the scene, trapped inside a jail cell or otherwise sealed room, need to be freed from their captivity.

The complication can be progressed a number of times equal to the number of drawbacks rolled.

HALT! YOU'RE UNDER ARREST!

A police officer, detective, security guard, or other law enforcement officer shows up at an inopportune moment to arrest a hero.

Add a single minion, representing an officer of the law, to the scene. Add that officer's initiative card to the track immediately before any hero's initiative card. The officer arrives on the scene and, for the rest of the scene, attempts to arrest that hero for their perceived role in this conflict. The officer has a **50%** chance of success on any attack they make and deals 10 damage on a hit. Whether the attacks hit or miss, the officer's interference adds 2 challenge dice ( ) to all rolls the attacked hero makes on their next turn. If a hero defeats this officer using lethal force, adjust the team's Government Reputation track by -1.

UNPREDICTABLE POWERS

A lingering effect from one of the heroes' powers, or the interaction between the heroes' and villains' powers, produces an unexpected danger.

Add a Hazard initiative card to the scene, representing some danger caused by the unexpected interaction between two powers, or by a hero's power whose effects linger in the scene unpredictably.

Each time the Hazard initiative card's turn comes up, a hero (either closest to the natural danger, or chosen at random, at the Narrator's discretion) suffers a physical attack from this danger. The attack deals damage equal to the number rolled on a hit, and has a chance of success determined by the number of drawbacks rolled:

  **50%**

   **65%**

    **80%**

VULNERABILITY

One of the heroes' vulnerabilities makes an appearance in the scene, causing trouble for that hero.

Choose a vulnerability possessed by one of the heroes and introduce that vulnerability into the scene as a **complication** that can be progressed a number of times equal to the number of drawbacks rolled.

Until the complication is fully resolved or until the end of the scene (whichever comes first), that hero adds 2 challenge dice ( ) to all rolls due to the presence of their vulnerability.

NOXIOUS GAS

Noxious or poisonous gas fills a large portion of the area of the conflict, the result of a gas main or chemical tank rupturing.

Add a Hazard initiative card to the initiative track. Each time the Hazard initiative card's turn comes up, the noxious gases attack all characters within the area of the gas that haven't taken any pains to protect themselves from it. The attack deals damage equal to the number rolled, and the attack's chance of success is determined by the number of drawbacks rolled:

  **30%**

   **40%**

    **50%**

DAZED

A hero is staggered by a surprise attack, unexpected feedback from their use of their powers, or unanticipated danger.

The hero who rolled the drawbacks is dazed by something unexpected. You add time tokens to that hero's power cards, determined by the number of drawbacks rolled:

  Add 1 time token () to one of the hero's power cards.

   Add 2 time tokens ( ) to the hero's power cards, distributed as evenly as possible.

    Add 3 time tokens (  ) to the hero's power cards, distributed as evenly as possible.

INNOCENTS TURNED ENEMIES

A group of imperiled bystanders falls into a state of altered consciousness, caused by a villain's telepathic control, illusions, or hallucinations.

Choose an existing complication that includes innocent bystanders in danger. Those bystanders become a hostile squad of minions whose size is equal to the number of times the complication has yet to be progressed. That complication can no longer be progressed, and instead the heroes must contend with these hostile bystander minions. On an attack, the bystander minions deal damage equal to the number rolled, up to a maximum of the squad's size $\times 10$. The squad's chance of success is determined by the number of drawbacks rolled:

  50%

   65%

    80%

A SUDDEN BETRAYAL

An ally of the heroes in the scene suddenly turns against them for reasons of their own.

Replace one Ally initiative card with a Minor Villain initiative card as that ally turns against the heroes. Use the same statistics for that minor villain as they used when they were an ally, if possible. If they did not have statistics as an ally, treat the minor villain as having 100 resistance and making attacks that deal damage equal to the number rolled. The minor villain's chance of success on those attacks is determined by the number of drawbacks rolled:

  50%

   65%

    80%



SPECTACULARS

COMPLICATIONS