

GUARDIANS

Original Edition Rules
for Fantastic Superhero Games



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TABLE OF CONTENTS

FOREWORD	4
WHAT YOU NEED TO PLAY	5
STARTING OUT	5
CHARACTER CREATION	5
ABILITY SCORES	5
ORIGIN.....	7
CHARACTER CLASSES.....	9
BRUISERS	10
SUPER-AGENTS	12
POWER WIELDER	14
GADGETEERS	16
GIFTS.....	18
POWERS	21
Themes and Powers	21
SUPER POWER DESCRIPTIONS	25
Superior or Ultimate Powers.....	27
POWER DESCRIPTIONS	29
STARTING GADGETS	48
LIMITS	50
ISSUES	52
MONEY AND EQUIPMENT.....	53
LANGUAGES.....	54
PROFESSION.....	54
EQUIPMENT	55
MELEE WEAPONS	55
Ranged Weapons	56
Ranged Weapons (Firearms) Table	57
AREA-EFFECT WEAPONS	58
ARMOR	59
OTHER EQUIPMENT.....	60
VEHICLES.....	60
SAMPLE CHARACTER GENERATION.....	62
SUPER TEAMS.....	64
REFEREE SECTION	64
TIME	64
MOVEMENT.....	64
SKILL CHECK (OPTIONAL).....	65
ENERGY POINTS	65
REST	65
TRAPS	66
Falling	66
Swimming.....	66
Starvation and Thirst.....	66
Doors	66
COMBAT	67
Combat Sequence.....	67
INITIATIVE.....	67
ATTACKING.....	67
Aura Powers.....	67
DAMAGE TYPES	68
DAMAGE, HIT POINTS, AND HEALING.....	68
Suffocation and Drowning.....	68
MORALE	68
BURST FIRE.....	69
SAVING THROWS.....	69
THROWING BIG THINGS	69
DAMAGE TO STRUCTURES.....	69
DAMAGE TO VEHICLES.....	69
ATTACKING AND DAMAGING GADGETS.....	69
Mapping.....	70
Chases	70
EXPERIENCE.....	70
EXPERIENCE FOR VILLAINS.....	70
Play and Encounters	71
EXAMPLE OF PLAY	72

COMBAT CHARTS	74
Descending AC	75
SAVING THROW TABLES.....	75
CAMPAIGN AND ADVENTURE DESIGN.....	75
WORLD OF GUARDIANS	75
BEING A GUARDIAN	78
Going On Patrol	78
The Job	78
Crime Busting.....	78
Hotline	78
Missions	78
Making Enemies and Retaliation	79
Exploration and Weird Science.....	79
SUPPORTING CAST	79
EPISODIC PLAY	79
THE REAL WORLD.....	79
ADVENTURE	80
VENGEANCE OF THE THUNDER GOD	80
Background	80
TARANIS THE THUNDERER.....	81
Added Complications	81
CAMPAIGN AND ADVENTURE DESIGN.....	82
SCOPE	82
TOPE	82
Dark Vigilantes	82
Heroic Vigilantes	82
Sanctioned Supers	82
Official Supers	83
Super Prisons and Asylums.....	83
NPCS	83
FIGHTERS (NPC Class).....	84
SAMPLE VILLAINS AND HEROES	84
MONSTERS AND MOOKS.....	88
Mob Boss.....	88
SWAT Officer or Soldier.....	88
Heavy Weapons specialist.....	89
Spunky Reporter	89
Gangbanger.....	89
Security Robot.....	89
Internal Gun Turret	89
CREATING CREATURES.....	90
Cyborg "War-Hound"	91
Normal Animals	91
APPENDIX.....	92
ADVANCED GRAPPLING (OPTIONAL).....	96
After the Grapple.....	96
Ascending and Descending Armor Class.....	97

Guardians Fantastic Superheroes
Early Edition

A Superhero Roleplaying Game compatible with the Original Fantasy RPG and similar systems.



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FOREWORD

What if the first RPG was inspired by the super hero comic books of 1970s instead of Tolkienesque fantasy? This was the "bronze age" of comics in which ongoing story arcs and a new maturity of tone gave stories greater power than ever before without sacrificing the epic feel of earlier periods.

GUARDIANS is a super hero retro-clone intended to be compatible with the original fantasy roleplaying game, Swords & Wizardry, Adventurer Conqueror King, Labyrinth Lord, Warriors of the Red Planet and other "OSR" games. It is part of the Original Edition What If? line. If your tastes run towards super-powered four-color heroes and villains you've found the right book. In a tradition inspired by the psionic abilities of Eldritch Wizardry and the mutants of Metamorphosis Alpha or Gamma World, even a first level Guardians character begins with mighty powers!

The Player Characters (PCs) are those who have been granted great powers. Standing as titans among men, they chose to serve as guardians of humanity and bulwarks against evil. But every super is also a person: a hero who can punch through a tank or fly to the moon may find their powers useless when they grapple with a hostile media, their best friend's alcoholism or a romantic rival who doesn't miss dates because they have to save the city.

The rules presented here are intended to be either a complete game or serve as a companion to fantasy games using the same overall system. This book is a resource for Game Masters to pick and choose from, whichever suits your fancy. The rules are based, in their most basic form, on the original fantasy roleplaying game; all elements are intended to be mostly compatible with that system, its successive editions and versions, and with the other old school retro-clones. These other books are not necessary to enjoying this one, but elements of those books combined with this one is sure to result in a truly unique experience suited to each group's taste.

- David Pulver

WHAT YOU NEED TO PLAY

Dice (4, 6, 8, 10, 12, and 20-sided)

Paper (ruled and graph)

Pencil

At least one Player

At least one Referee

STARTING OUT

The first step in playing the game is to create a player character (PC). This is a simple matter of rolling some dice to determine your character's strength and other attributes, making a few decisions as to class or background, using your game money to buy some equipment, and playing. If you're the Referee, you've got a bit more preparation to do as you create an adventure or set up a campaign. That's covered later in a section especially for the Referee.

CHARACTER CREATION

Character creation follows a slightly different path than some OSR games. Most supers are either born with their powers or acquire them by accident or misadventure, and only then go on to select a career of super heroism or villainy. As such, characters first determine their Ability Scores, which represent them as a "normal person" (if they had no powers). The player decides which character Class to follow as a super. Next is picking Origin, Powers, Gifts, Limits, and Issues. Some characters then require building gadgets. Finally, equipment is bought and details like language and background are finalized. Decide on the super's name, costume and details like age, gender, appearance, and secret identity. Players should show the character to the Referee for approval.

The Referee can use the same rules to create non-player character (NPC) villains for the heroes to oppose and any supporting cast. These should inspire an adventure: usually a crime or plot involving villains up to no good. Once an adventure is ready, start playing!

The term "super" is used in these rules as a generic term for heroes and villains who belong to one of the super character classes, whether or not they possess powers.

ABILITY SCORES

Roll 3d6, once for each ability in order, and record them on your character sheet: Strength, Intelligence, Wisdom, Dexterity, Constitution, and Charisma.

Ability scores may be adjusted during later steps of character creation. Note that scores below 3 or above 18 are possible after modification due to powers or limits. However, the strength score is the ability most commonly raised to extreme values.

Each ability has a Basic Ability Modifier (BAM) according to the chart below. The Carry column shows how much weight a given Strength can carry without encumbrance. Very high strength characters can further improve their damage capabilities in hand-to-hand melee combat (but not their to-hit roll). These add a number of extra dice of the type they normally roll for the weapon or unarmed attack to the damage, over and above the Basic Ability Modifier. Thus, someone with Str 35 (+8/+3d) with a 1d6 melee attack would actually do 4d6+8 damage.

ABILITY SCORE MODIFIERS

Score	BAM	Dmg	Carry	Example Weight
2-3	-3		10 pounds	Human baby
4-5	-2		20 pounds	Human toddler
6-8	-1		50 pounds	Average dog
9-12	0		100 pounds	Woman
13-15	1		200 pounds	Man
16-17	2		300 pounds	Reindeer
18-19	3		400 pounds	Lion
20-21	4		500 pounds	Grizzly bear
22-23	5		1,000 pounds	Race horse
24-25	6		1 ton	Small car
26-27	7	+1d	2 tons	Elephant
28-29	8	+2d	4 tons	Orca whale
30-31	9	+3d	8 tons	Military helicopter
32-33	10	+4d	16 tons	Semi Truck empty
34-35	11	+5d	32 tons	Semi Truck loaded
36-37	12	+6d	64 tons	Heavy Tank
38-39	13	+7d	128 tons	Blue Whale
40-41	14	+8d	256 tons	Statue of Liberty
42-43	15	+9d	512 tons	Boeing 747
44-45	16	+10d	1,024 tons	
46-47	17	+11d	2,048 tons	
48-49	18	+12d	4,096 tons	
50-51	19	+13d	8,192 tons	
52-53	20	+14d	16,384 tons	Tower of Pisa
54-55	21	+15d	32,768 tons	Passenger ship
56-57	22	+16d	65,536 tons	Aircraft carrier
58-59	23	+17d	131,072 tons	
60-61	24	+18d	262,144 tons	
62-63	25	+19d	524,288 tons	
64-65	26	+20d	1,048,576 tons	Golden Gate Bridge
66-67	27	+21d	2,097,152 tons	
68-69	28	+22d	4,194,304 tons	
70-71	29	+23d	8,388,608 tons	Great pyramid
72-73	30	+24d	16,777,216 tons	
74-75	31	+25d	33,554,432 tons	
76-77	32	+26d	67,108,864 tons	
78-79	33	+27d	134,217,728 tons	
80-81	34	+28d	268,435,456 tons	
82-83	35	+29d	536,870,912 tons	
84-85	36	+30d	1,073,741,824 tons	
86-87	37	+31d	2,147,483,648 tons	
88-89	38	+32d	4,294,967,296 tons	
90-91	39	+33d	8,589,934,592 tons	
92-93	40	+34d	17,179,869,184 tons	
94-95	41	+35d	34,359,738,368 tons	
96-97	42	+36d	68,719,476,736 tons	Moon
98-99	43	+37d	137,438,953,472 tons	
100-101	44	+1d6	x2	

Record the Basic Ability Modifier parenthetically after the score, e.g., 18 (+3). For high strength only list the extra damage dice after a slash, e.g., 40 (+14/+8d).

Strength is a measure of physical power and prowess. Add BAM to the character's to-hit and damage rolls (see COMBAT) with melee weapons. It also determines how much he or she can carry without a speed penalty as shown in the Carry column. It is the most important score for the Bruiser class.

Intelligence is a measure of mental prowess and intellectual capacity. It modifies skill throws made when troubleshooting gadgets and technology. It is the most important ability score for Gadgeteer class.

Wisdom measures a character's capacity for learning, understanding, and mental defense. Add the Basic Ability Modifier to mental defense saving throws. A character with a Wisdom score of 13 or higher receives a bonus of 5% to all experience points awarded. It is useful for resisting illusions.

Dexterity is a measure of speed, agility, and precision. Add the Basic Ability Modifier to the character's to-hit and damage rolls with ranged weapons (see COMBAT), as well as to a character's Armor Class and individual initiative roll. It is the most important score for the Super-Agent class.

Constitution is a measure of endurance, health, and physical durability. Add the Basic Ability Modifier to the character's Hit Dice (HD) roll at each level. It is the most important ability score for the Power-Wielder class.

Charisma is a measure of personality, force of will, and physical attractiveness. Add the Basic Ability Modifier to the character's checks for negotiations or deception. It is very useful for supers who will attack or defend against mental powers like mind control.

ORIGIN

Each player chooses an Origin, such as Human or Mutant or Robot. The origin determines how many Powers, Gifts, Limits, and Issues a super character starts with. A Power is a superhuman advantage such as the power to fly, control the weather, or read minds. A Gift is an exceptional advantage, talent, or possession a super might possess beyond those granted by class, like starting out with gadgets or being a trained detective. A Limit is a problem or weakness associated with having super powers, like an inhuman appearance, or losing one's powers when exposed to certain colored space rocks. An Issue is a more universal sort of problem that anyone can have, such as being hunted by enemies or starting out dead broke.

Choose one of the following origins for your character:

Human: A normal human who lacks powers but by virtue of intense training, determination, superior physique or potent gadgets is nevertheless "super." It may include time travelers. Human supers are truly exceptional compared to the mass of humanity and so get +6 points to assign to ability scores. No ability can be over 18 with this.

Exotic: A normal member of an alien, lost world, or supernatural race whose general characteristics are similar to humans, but who may possess just a few minor exotic features. They often resemble humans with odd skin colors, pointy ears, brow ridges, antenna, or animal features, but also include more inhuman types like lizard men, insect people, or talking animals.

Mutant: Born with potent super powers due to a genetic mutation, though

they seem to often remain “latent” until teenage years and then develop after the stress of puberty. Mutations are sometimes traceable to parental exposure to chemicals or radiation, or having superhuman or mutant parents. Many hope or fear mutants are a “next step” in human evolution, threatening human supremacy (and leading to anti-mutant prejudice).

Robot: A sophisticated self-aware robot, android, or super computer. Some have rebelled against their creators, but others still obey their programmed directives. They automatically start with the Computer Mind and Robot Body traits (which are a mixed blessing).

Cyborg: A living brain in a mostly robotic body. They have the Robot Body trait.

Super Alien: A powerful extraterrestrial being. Their notable powers are typically racial abilities, the result of advanced evolution, or powers noticed as “super” only after they leave the super-high gravity or extreme radiation of their home and visit other less formidable planets. This may also include native denizens of the ocean depths or visitors from non-supernatural dimensions.

Supernatural: A powerful demon, god, witch, sorcerer, vampire, angel, werewolf, ghost, medusa, fox spirit, half-dragon, demi-god, elemental, or other magical entity. Less powerful ones are exotics.

Superhuman: A human or exotic who was granted powers by a freak accident or weird science, like being experimented on by mad scientists, bitten by a gene-altered mosquito, or struck by lightning while swimming in a radiation-contaminated pond under the full moon.

The Origin table shows how many of each category of gifts, powers, limits, and issues the different Origin types begin with at 1st level. Consult the table and then refer to the appropriate sections.

ORIGIN TABLE

Origin	Gifts	Powers	Limits	Issues	Special
Human	5	0	0	2	+6 to ability scores
Exotic	4	1	0	2	–
Superhuman	2	4	1	2	–
Mutant	1	4	0	2	First “issue” is always Bad Press
Cyborg	1	5	1	2	Robot Body trait
Robot	0	6	2	1	Computer Mind, Robot Body
Super Alien	1	5	2	1	–
Supernatural	2	4	2	1	May optionally be Outsider or Undead

Any Origin except human can opt to take one extra Power in exchange for an extra Limit, or one less power and one fewer limit. Any Origin may opt to take one extra Gift in exchange for one extra Issue.

Note: Instead of choosing character class next, another option is to choose powers, gifts, limits and issues first – then choose a class that fits those results.

CHARACTER CLASSES

There are four primary character classes: Bruiser, Super-Agent, Power-Wielder, and Gadgeteer. (There is also a Fighter class used for non-super non-player characters, as described later).

Reading Character Class Tables

Level: Refers to the level of experience of the character.

XP: This is the number of Experience Points (XP) needed to advance to this level.

HD: This is the number of Hit Dice at that level, used to determine hit points. Characters roll their new HD each time they advance a level (with each dice being modified by their Constitution Basic Attribute Modifier) to obtain an addition to their hit points. Be sure to account for any super constitution bonuses!

EP: This is the number of energy points the character starts with. Energy points are used to fuel super powers and also to rapidly restore hit points faster than normal healing.

New Powers or Gifts: These are additional power gains that allow selecting an additional power or gift. They represent training or other activity. They should be justified by game play (e.g., a character gets the HQ gift after scouting a location) or worked into an adventure.

ST: This is the Saving Throw number for the character trying to avoid a terrible event. This number is modified by the appropriate Basic Attribute Modifier depending on the type of event. The same number is also used with the Skill Check rules, from the referee's section.

Saving Throws versus Terrible Events

Strength	Crushing Events, Disarm Events, Knockback Events
Intelligence	Memory Events, Puzzle Events,
Wisdom	Perception Events, Deception Events, Mental Attack
Constitution	Death, Deprivation, Disease, Endurance, Poison,
Dexterity	Evasion Events, Balance & Coordination Events, Speed Events
Charisma	Ego Events, Emotion Events, Fast Talk Events

BRUISERS

Many heroes and villains are Bruisers who excel at battling their opponents and taking punishment without flinching. Although many bruisers rely on hand-to-hand combat, this class is also suitable for supers who use a mix of close and ranged attacks, as well as flyers and speedsters. Strength is an important ability for Bruisers and those with a Strength of 13 or better receive a 5% bonus to all experience earned.

BRUISER PROGRESSION

Level	XP	HD d12	ST	New Power or Gift	EP
1	0	3	13	0	8
2	2000	4	12	+1	8
3	4000	5	11	0	9
4	8000	6	10	+1	9
5	16000	7	9	0	10
6	32000	8	8	+1	10
7	64000	9	7	0	11
8	132000	10	6	+1	11
9	264000	11	5	0	12
10	512000	12	4	+1	12

- Bruisers roll 1d12 for each Hit Die to determine their hit points. They get 3 HD at first level, and roll one extra die every additional level, up to a maximum of 12 HD at 10th level.
- A bruiser does 1d6 instead of 1d3 when attacking with fists or other blunt body parts.
- A Bruiser gets a New Power or Gift every 2nd level. Human and exotic bruisers may only add new gifts.
- Bruisers may utilize two class abilities.

Bruiser Class Abilities

Unstoppable: A bruiser incapacitates a foe (reduces them to zero or fewer HP) with a successful attack receives an immediate free attack against another enemy within reach (or range, if using a ranged attack). This does not apply if using attacks or powers that do not require a roll to hit and affect an area.

Combat Specialty: Bruisers may select one Combat Specialty from the list given below; a human or exotic get two due to having super-training instead of powers. The specialties are:

Acrobatic: The character's fluid fighting style improves his or her Armor

Class by two, as long as the character is unarmored (except for any armor built into gadgets) and free to move about.

Brawler: The character's ability to give or take a pounding gives DR 2 damage reduction.

Berserk: The character fights with a barely contained battle fury. In any highly stressful situation (referee's discretion) the character may go berserk and attack enemies or obstacles with an insane rage. To avoid this roll a Charisma saving throw at -4. Otherwise, the berserker must charge toward or attack the enemy or obstacle in melee each turn and cannot retreat, surrender, used ranged attacks, or talk coherently until it's defeated! It costs 1 energy point per round to rage. The berserker cannot stop until the fighting ends or he or she is out of energy! While berserk add +3 to Strength but Armor Class worsens by 2.

Weapon Wielder: A Bruiser does not usually fight with weapons or use a shield, but with this combat specialty the bruiser may freely carry and use ONE specified weapon e.g., a hammer, whip, sword, shield, etc. Thus, a bruiser could have Weapon Wielder (Hammer). They receive a +1 to hit and damage with this weapon.

Weapons and Armor: With the exception of powers built into their own gadgets, a bruiser may not wield weapons or use shields unless they have the Weapon Wielder ability and may not wear ordinary armor.

A character may opt to take an additional combat specialty in lieu of a new power or gift.



SUPER-AGENTS

Super-Agents are those who overcome challenges through agility, cunning, and stealth, but are good combatants as well, often specializing in weapons or martial arts rather than raw use of powers or physical brawling. This class will often include spies, ninja, cat burglars, elite special ops soldiers, assassins, archers, scouts, and hunters. Although super-agents are a common choice for humans and exotics, their ranks will also include many power-using heroes. Super-agent is a very good choice for those whose powers lend themselves to stealth or warfare.

SUPER-AGENTS PROGRESSION

Level	XP	HD d10	ST	New Power, or Gift	Combat Specialties	EP
1	0	3	12	0	1 (2 if human or exotic)	6
2	1500	4	11	0	0	7
3	3000	5	10	+1	0	7
4	6000	6	9	0	+1	8
5	12000	7	8	+1	0	8
6	25000	8	7	0	0	8
7	50000	9	6	+1	0	9
8	100000	10	5	0	+1	9
9	200000	11	4	+1	0	10
10	400000	12	3	0	0	10

- Dexterity is an important ability for Super-Agents, those with 13 or higher in the score receive a +5% bonus to all experience earned.
- Super-Agents roll 1d10 for each Hit Die. They get 3 HD at first level, and one extra die for every additional level, up to a maximum of 12 HD at 10th level.
- Super-Agents get a New Power or Gift at 3rd level and every two levels thereafter. A Human gets a Gift or may add +1 to any three ability scores. Characters with other Origins may choose to receive either a Power or a Gift, or ability increase

Super-Agents may use the following special abilities:

Weapon and Armor Use: Super-Agents may use any weapons or armor. All super-agents have some hand-to-hand training and do d4 instead of 1d3 with a punch.

Surprise Attack: A Super-Agent who successfully sneaks up on, surprises, or distracts an enemy receives a bonus of +4 to-hit, and does double the normal damage.

Dark Fighting: Even if they have no ability to see in the dark, a Super-Agent

suffers half normal penalties (usually -2) when fighting in any degree of darkness, even if it's pitch black or a Darkness power. This also applies when fighting an Invisible opponent.

Skill: Super-Agents have a knack for achieving unlikely results when it comes to things like acrobatics, hacking computers, picking locks, sneaking past or distracting guards, disarming small or intricate traps or alarms, bluffing at gambling, moving silently, maneuvering vehicles, and performing athletic feats in unusual environments (skiing, scuba diving, mountain climbing, etc.). The referee may require an appropriate skill throw to achieve a result that is highly cinematic, while often allowing automatic success otherwise.

Combat Specialization: He or she gets one (two if human or exotic) of these combat specialties. An additional one is added at level 4 and at level 8.

Archer: +2 to hit and damage when attacking with any archaic bow, crossbow, or slingshot, and when using these weapons get the bruiser's Unstoppable ability.

Flinger: a +2 to hit and damage when attacking with any archaic thrown weapon (knife, shuriken, etc.) and when using these weapons get the bruiser's Unstoppable ability.

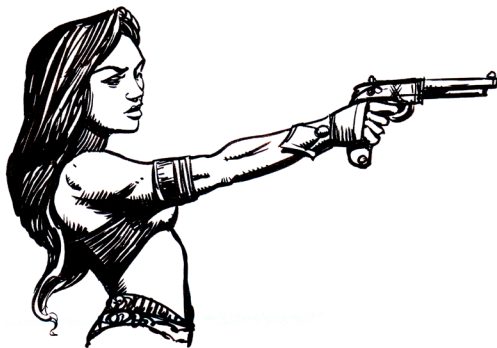
Swashbuckler: +1 to hit-and-damage with any archaic melee weapon like swords or clubs, or when fighting unarmed, and whilst attacking with them gain the bruiser's Unstoppable ability.

Gunslinger: +1 to-hit and damage when using any firearms or ranged attacks that do damage and are built into handheld gadgets. When attacking with an auto pistol or revolver only, also gain the bruiser's Unstoppable ability.

Martial Artist: When attacking unarmed (punch, kick, etc.) may add +1 to hit, inflict 1d6 instead of the usual 1d4 damage, and gain the bruiser's Unstoppable ability. If free to move and not wearing armor, improve Armor Class by 2.

Assassin: Increases damage bonus of Surprise Attack from x2 to x3.

A human or exotic super-agent can take the same specialization TWICE if desired. This doubles the to-hit, damage (or damage bonus) and armor class increase of the character's chosen combat specialty. Append the word "Super" to the specialization. Thus a human or exotic "Super Martial Artist" fighting unarmed does 2d6 damage, is +2 to hit, and improves Armor Class by 4 when unarmored.



POWER WIELDER

Power Wielders are individuals focused on development of their super powers rather than on fighting. As Power Wielders gain experience, they hone their prowess and increase their energy points more quickly than do other classes. Power Wielders are often the best class for characters whose powers work at a distance rather than requiring close combat, or which have non-combat focused powers.

POWER WIELDER PROGRESSION

Level	XP	HD d8	ST	New Power	New Gift	EP
1	0	3	12	0	0	9
2	2500	4	11	+1	0	10
3	5000	5	10	0	0	12
4	10000	6	9	+1	0	13
5	20000	7	8	+0	+1	14
6	50000	8	7	+1	0	15
7	100000	9	6	0	0	17
8	200000	10	5	+1	0	18
9	400000	11	4	0	+1	19
10	800000	12	3	+1	0	20

- The class is not open to humans and exotics, since these classes have few or no powers.
- A Power Wielder with Constitution 13 or higher receives a bonus of +5% to all experience earned.
- Power Wielders roll 1d8 for each Hit Die (to a maximum of 12 HD). They start with 3 HD at first level.
- Power Wielders gets a new Power roll every other level, with a new Gift at 5th level and at 9th level. Power Wielders do not use weapons or armor, save for powers built into gadgets they possess. Otherwise they always stick to fighting with their hands, feet, and any powers.



GADGETEERS

Gadgeteers are inventors and scientists who create new devices, pushing the boundaries of science by inventing devices such as jet packs, powered armor, and shrinking serums. They are no mere ivory-tower scientists but live to test their inventions in action, and many have learned to fight nearly as well as any Bruiser or Super-Agent.

GADGETEERS PROGRESSION

Level	XP	HD d8	ST	New Gadget Points*	EP	New Power or Gift	Repair HP
1	0	3	13	+3 / +1	5	0	1d4
2	2500	4	12	+1	5	0	1d4
3	5000	5	11	0	6	0	1d6
4	10000	6	10	+1	6	0	1d6
5	20000	7	9	0	7	+1	1d8
6	50000	8	8	+1	7	0	1d8
7	100000	9	7	0	8	0	1d10
8	200000	10	6	+1	8	0	1d10
9	400000	11	5	0	9	+1	1d12
10	800000	12	4	+1	9	0	1d12

* Higher value is for human or exotic origins, lower (after slash) for all other origins.

- A Gadgeteer with an Intelligence of 13 or higher receives a bonus of +5% to all experience earned. Gadgeteers may also add their Intelligence BAM to their number of gadget points.
- Gadgeteers roll 1d8 for each Hit Die. They get 3 HD at first level, and one extra die for every additional level, up to a maximum of 12 HD at 10th level.
- Gadget Points: Each Gadgeteer possesses a suite of instruments, devices, and weapons, collectively known as Gadgets. The character's ability to invent these is measured in Gadget Points. Human or exotic Gadgeteers benefit from their super-training by starting out with two more gadget points. In addition, a character's Gifts often provide extra starting gadget points. Additionally a gadget point is gained every two levels.
- A Gadgeteer gets a New Power or Gift at 5th level and again at 9th level. Often the gadgeteer will just use this to add extra gadget points, but due to their habit of performing weird experiments on themselves with things like super-serums and evolution rays even a human or exotic Gadgeteer may opt for a new Power instead of a Gift!
- Gadgeteers may use any weapons or armor, but gain no special bonuses for doing so.

Skill: Gadgeteers have a knack for achieving unlikely results when it comes to things like programming computers, knowing scientific facts, repairing or jury-rigging machinery, figuring out alien or unfamiliar technology. The referee may allow them to automatically succeed in such tasks when they are merely difficult, but require an intelligence skill throw when impossible to ordinary persons.

Repair HP: With a full turn of work and a half decent set of tools the gadgeteer can repair the indicated number of HP damage to a robot body or other damaged machine, structure, vehicle or gadget.



GIFTS

If a character's origin indicates he or she has any Gifts roll d100 the number of times their Origin indicates from the Gift Table. Gadgeteers and those with Super-Alien, Robot, or Supernatural origin may ALWAYS opt to take 1 gadget point per Gift instead of a rolling, representing possession of artifacts, inventions, or magic items. Would-be gadgeteers are encouraged to focus on gadget points.

GIFT TABLE

D100 Gift

01-02 Detective

03-04 Diplomatic Immunity*

05-06 Entrepreneur

07-08 Hacker

09-10 Headquarters (or Lair)*

11-12 Leader*

13-14 Medical Background

15-16 Police Powers

17-18 Occultist

19-20 Rich*

21-22 Spy/Military Contacts

23-24 Sidekick*

25-26 Super Pet*

27-28 Super Star

29-30 Super Vehicle**

31-32 Vehicle Ace (pick Air, Ground, Space, or Water)**

33-40 Paragon (+1 to every ability score)

41-00 1 gadget point

** Unavailable when creating sidekicks or henchmen; instead treat as +1 gadget points.*

*** If this is rolled and the character has any Gifts left, may opt to select Vehicle Ace or Super Vehicle (whichever they don't have) as the next gift.*

If the same gift is rolled again, re-roll, with the exception of gadget points which accumulate multiple times or vehicle ace (can be rolled up to four times for each type of ace).

GIFT DESCRIPTIONS

Detective

The character is trained in all the forensic sciences such as ballistics, blood analysis, entomology, and pathology and has underworld and police contacts. He or she can notice abstruse clues ("this mud stain from the tire track has a rare insect native only to...") Deductions as to motives should be left to the player! When interrogating someone the detective can also spot lies from behavioral clues and discrepancies in their story; if the player doesn't pick up on it, the Referee may opt to give them a clue on a successful Intelligence skill throw.

Diplomatic Immunity

A character with this gift is a recognized head of state, overlord, monarch, or foreign diplomat, or member of their immediate family. He or she can be expelled from the country but not legally arrested. Moreover, on the character's own embassy or homeland they are the law! This is a useful Gift

for foreign heroes operating on domestic soil, and an incredibly annoying one for foreign villains, since any attempt to hunt them down can lead to an international incident!

Entrepreneur

The character is extremely good at commerce, finance, accounting, and playing the market (or collecting damned souls...). Their talent allows them to easily follow "money trails" when performing investigations. They start with 5 times the usual starting money! They know how to get the best deals and pay only 75% normal price for any Equipment or to fund gadgets.

Gadget Points

The character owns one or more gadgets or artifacts that may be built with the specified number of gadget points. See the Gadget Creation rules. They represent devices or magic items he or she was given, lent, found, captured, or stole. If the character's class is Gadgeteer these Gadget Points will add to his or her existing total of gadget points ("I borrowed this invention from my rival...")

Hacker

The character is an ace computer hacker able to crack into almost any networked system with ease, including targets like traffic surveillance cameras, police files, or private or corporate emails. Cracking ultra-secure databases like that of intelligence or major banks without alerting security may require a full turn of effort and Intelligence skill throw. Referees should remember, however, that not everything is online: targets like nuclear missile launch codes are usually not accessible through open networks: the character would have to locate a special terminal in a secure facility to access that sort of thing, or combine Hacker with use of appropriate powers.

Headquarters (or Lair)

The character starts with a fully equipped headquarters, laboratory complex, or lair. They can opt to share it (or combine it) with other characters. The headquarters comes with 1d4+1 Powers that can only be used within it (or to attack foes who are inside it). The Referee should interpret this depending on the powers involved and may create the HQ with the tables in the Referee's section. Outsiders or Aliens may opt for an HQ that is off world, undersea, or in another dimension (provided they have means to reach it). Extra gadget points can be assigned to upgrade a headquarters' powers; if so they count triple (1 gadget point buys 3 powers) as its easier to build bulky gear into a huge building.

Leader

The super is a battlefield leader and tactical genius. If a character with this gift is the recognized group leader and able to communicate with the others add +2 or their Charisma BAM (whichever is greater) to Initiative. If a group has a second character with Leadership working as a second-in-command they can assist adding an extra +1. Any hirelings under the leader's command never make Morale checks (until the leader is defeated or flees).

Medical Background

The character is a highly trained medical professional such as a doctor or surgeon. When performing first aid he or she may heal double the usual hit points. Up to 10 people under the character's care can recover hit points each day twice as fast as usual. Ordinary illnesses are diagnosed with ease. Complex or paranormal cases may require an Int or Dex skill throw.

Occultist

The character has knowledge of secrets of the supernatural. He or she has a sense for magic and can identify magical gadgets ("magic items") if examining them and recognize individuals with supernatural backgrounds, as well as research their limits. The character's knowledge of occult defenses gives a +2 to save against any Psychic attacks by anyone with a supernatural background. If the character has the Summon Outsider power he or she may know the true names of 1d4 Outsiders.

Police Powers

The government has granted the character legal authorization to arrest criminals. He or she may use deadly force in any situation where law enforcement would be justified in doing the same and bear police weapons (up to those used by SWAT teams). The character has access to law enforcement contacts and databases. However, he or she must uphold the law and follows police procedures, such as getting search warrants and reading criminals their rights.

Rich

The character is extremely rich with a lavish lifestyle, penthouses, and so on, or possibly just an ancient trove of gold, gems, or lost treasure. Starting money is multiplied by 10.

Spy/Military Contacts

The character has access to top-secret information and may be a member of a secret agency like the CIA or its super-powered equivalent or work for a defense contractor. The government likely keeps a close eye on the character. However, the character is able to acquire or borrow military-grade gear like fighter jets for particular missions where necessary and access super-secret government databases for information on military and black programs. It's possible to be a spy or soldier without this background - this just means the character is well-placed and in favor (rather than on the run).

Sidekick (or Henchman)

The character has a loyal protégé who (usually) follows orders. Generate a sidekick like another new 1st level super. Sidekicks always receive only half normal experience point awards and so advance more slowly. Sidekicks are normally played by the Referee but if the player's character is incapacitated or killed the Referee may allow them to take over the sidekick

Super Pet

The character has found and tamed or otherwise acquired a super-powered pet that is a loyal companion. The referee creates a super-creature (see Appendix) with HD equal to the PCs level, or alternatively, use the Supernatural Beast rules.

Super Star

The character is a performing arts star with outstanding talent in areas such as singing, dancing, acting, music, modeling, TV presenting, or oratory. If the character has a secret identity decide whether stardom applies to their super identity or secret identity. The super star uses double their normal Charisma for skill throws in situations involving swaying crowds. He or she likely has: or will have: adoring fans and a high degree of media support, which can provide useful contacts and freebies such as transport, food and accommodations as long as the character works occasionally. Super Stars begin play with 5 x starting money.

Super Vehicle

The character may select any vehicle or set of vehicles whose total dollar value is no greater than the character's starting money. These vehicles are tricked out and any two of their performance statistics (pick from DR, hit points, and top speed) are doubled. The character may also opt to assign gadget points to the vehicle rather than to his or her personal gadgets. Gadget points added to a super vehicle that is sizable enough to be awkward (at least car-sized rather than, say, a motorbike) count double, since the vehicle is often too big to get into action.

Vehicle Ace (specify)

The super is expert at piloting one broad class of vehicles: all Aircraft, all Ground Vehicles, all Spacecraft, or all Water Vehicles (including subs). The Ace gets +2 to hit when firing vehicle-mounted weapons or using the vehicle to ram, and add +2 to the vehicle's AC when operating or commanding it. The Ace can push their vehicle beyond its normal limits, adding 10% to its maximum speed. The Ace can perform stunts or difficult maneuvers with the vehicle with ease. If the stunt is at all realistic the Ace will succeed automatically; if cinematic (like piloting an airplane through a narrow tunnel, driving a car on two wheels, or sailing or flying through hurricane) the character avoids crashing or otherwise succeeds on a successful Dex skill throw.

Note: If multiple gifts increase starting money add rather than multiplying e.g., a rich super star is 15x (not 50x) money.

POWERS

Characters other than humans receive the specified number from the Origins Table.

Select the character's powers from the table below (or refer to the Power Descriptions given later).

Ultimate and Superior Powers: Super powers and powers in gadgets can be taken more than once. A power that is taken twice is a Superior (or rank 2) power; one taken three times is an Ultimate (or rank 3) power e.g., "Ultimate Animal Control" (or briefly, Animal Control 3).

The effects of increasing power depend on what the power does; for attack or armor powers, a superior power is 1.5x the damage and DR and an ultimate power 2x damage and DR. Some powers also gain other benefits, as given the power descriptions. See the Power Improvement Chart.

Beginning PCs may not start with any Ultimate powers and may have no more than one power at Superior rank. As characters increase in level they may add more super/gadget powers or improve existing ones to Superior level; see their class descriptions. Ultimate powers are unavailable for PCs until they achieve 6th level.

Features: Some powers are classed as Features – these are minor inexpensive abilities. A character gets three for one super point. Thus, if a character was a superhuman with five powers they might select (for instance) an array of four powers and three features. Characters may add +1 Energy Point in lieu of taking a feature.

Themes and Powers

To assist in conceptualizing a character powers are grouped into Themes

such as Animal powers, but it is not necessary to use these. You may select powers from any theme.

The table below shows the available powers organized by theme. Referees should feel free to come up with new powers: these only represent very common types.

Players are encouraged to choose powers but anyone stuck for a concept may alternatively opt to randomly roll d100 on the table below.

Features are noted in parenthesis. They count as 1/3 of a power; pick three instead of any power.



POWER TABLE

D100	THEMES	POWERS
01-02	Air or Weather	Gaseous Form, Ice Storm; Lightning, Cold Blast, Flight, Weather Control, Wind Control (Features: Resist Cold)
03-04	Animal	Animal Control (specify category), Poison, Size, Shapeshifter, Shrinking, Webbing (and also see Exotic Features and Ability Increase)
05-08	Armored	Armor, Life Support (Features: Light Armor, Sensory Protection, Gas Protection, Resist Acid, Resist Fire, Resist Cold, Resist Electricity)
09-10	Chemical	Acid Aura, Acid Blast, Life Support, Poison, Poison Gas, Webbing (Features: Resist Acid, Gas Protection, Resist Poison)
11-12	Body Alteration	Bio-Mutation, Body Swap, Polymorph Other
13-14	Cold/Ice	Cold Aura, Cold Blast, Armor Up, Form Wall, Ice Storm, Projectile Fire
15-16	Charisma and Emotion	Charm Person, Emotion Projection, Hypnotic Voice, Super Charisma
17-18	Constitution	Life Support, Regeneration. Super Constitution (Features: Resist Poison, Doesn't Eat or Drink, Immortality)
19-20	Dark/Night	Darkness, Dream Control, Invisibility, Sleep (Features: Doesn't Sleep)
21-22	Death	Life Drain, Necromancy, Reanimation, (Doesn't Eat or Drink, Doesn't Sleep, Immortality)
23-24	Dexterity	Super Dexterity, Super Jumping (Feature: Swinging)
25-26	Dream	Dream Control, Illusion, Mind Shield, Sleep
27-28	Earth Control	Armor Up, Earth Control, Form Wall
29-30	Electrical	Electrical Aura, Electrical Control, Electric Shock, EMP, Lightning, Magnetic Control (Feature: Resist Electricity)
31-34	Exotic Features	(All are Features: Chameleon, Claws/Fangs, Extra Arms, Extra Legs, Light Armor, Prehensile Tail, Tiny, Wall Crawling)
35-36	Flight	Flight, Faster-than-Light, Super Speed
37-38	Fire	Control Fire, Explosive Blast, Fire Aura, Fire Blast, Flight (Features: Resist Fire)
39-40	Force or Gravity	Force Bolt, Force Field, Force Projection, Form Wall, Telekinesis
41-42	Healing	Disease, Healing, Reanimation
43-44	Illusion	Glamour, Illusion, True Sight
45-46	Ghostly	Intangibility, Invisibility, Life Drain, Telekinesis
47-48	Intelligence	Super Intelligence (Feature: Omni-Lingual)
49-50	Light	Dazzle, Laser, Force Field, Holographic Projection, Invisibility

Features are noted parenthetically.

D100	THEMES	POWERS
51-52	Luck	Bad Luck, Good Luck
53-54	Magic or Mystical	Astral Travel, Bestow (Power), Power Weapon, True Sight (Feature: Detect Supernatural)
55-56	Magnetic	Magnetic Control, Force Field, Flight, Projectile Fire
57-58	Metamorphosis	Growth, Shapeshifter, Shrinking, Stretching
58-60	Nuclear	Disintegration, Explosive Blast, Force Field, Transmutation, X-Ray Vision
61-62	Parasitic	Copy Appearance, Life Drain, Power Theft, Steal Memories
62-63	Power Control	Bio-Mutation, Neutralize Power (Feature: Detect Mutants)
64-65	Plant	Plant Animation, Poison
66-67	Radio	Jamming (Features: Radar, Radio)
68-69	Scrying	Clairvoyance, Precognition, Retrocognition, Veil
70-71	Size	Growth, Shrinking, Size (Feature: Tiny)
72-73	Shooting or Weapons	Explosive Blast, Guided Missile, Power Weapon, Projectile Fire, Super Dexterity, Super Striker, Super Shooter, Webbing
74-76	Speed	Haste, Super Dexterity, Super Speed, Super Swimming
77-78	Sonic	Hypnotic Voice, Sound Control, Sonic Aura, Sonic Blast (Features: Resist Sonic, Sonar)
79-80	Summoning	Duplication, Summon Outsider, Summon Servitor
81-83	Strength	Super Jumping, Super Swimming, Super Strength
84-85	Telekinetic	Telekinesis, Force Field, Form Wall, Projectile Fire
86-87	Telepathic	Illusion, Mind Blast, Mind Control, Mind Scan, Mind Shield, Psychic Weapon, Sleep, Super Charisma, Telepathy
88-89	Teleportation	Apport, Dimensional Barrier, Portal, Teleport
90-91	Time	Duplication, Haste, Portal, Precognition, Retrocognition, Time Travel
92-93	Water	Animal Control (Aquatic), Liquid Form, Life Support, Super Swimming, Super Aquatic, Water Control (Feature: Resist Cold, Water Breathing)
94-00	Wisdom / Sensory	Super Wisdom, True Sight, X-ray Vision (Features: Analytic Taste, Danger Sense, Heightened Smell, Heightened Hearing, Micro-Vision, Super Vision)
99-00	Ability Increase	Super Strength, Dexterity, Intelligence, Wisdom, Constitution, or Charisma (Feature: add +2 to attribute)

To see how a power works refer to Power Descriptions (after the character creation section). Players need only read those that apply to their character.

SUPER POWER DESCRIPTIONS

The rules below describe how the various powers work. Additional powers can be developed or added by the Referee. The Referee may allow players to devise new powers of their own that share a theme with existing powers, and acquire them when the character increases in level.

Powers may be embodied in gadgets; except where noted in the gadget rules, a power in a gadget works just if the character possessed it.

Each power description explains how the power works. In addition to descriptions, some powers are classed as features: they aren't available as superior or ultimate versions and count as 1/3 of a power.

To streamline the descriptions of how powers work, most are further categorized as detailed below. Most powers that produce active effects require spending energy points. This is listed after the power classification e.g., (C2) is a concentration power needing 2 energy points to use.

Permanent (P) powers work all the time, like a suit of armor. They cannot be turned off or dispelled and require no energy points to use. They work even when asleep or knocked out.

Sustained (S) powers can be activated or deactivated when it is a character's time to act in a round. Aside from spending energy points, using them doesn't require more than a brief moment or so of effort, and can be combined with attacking or using another power. A character can activate multiple sustained powers in a round. After spending energy points the power can be kept active for up to 1 turn (10 minutes); additional energy points can be spent per turn to sustain it. The user can turn it off earlier; if dispelled before a turn is up it costs full energy to reactivate. Sustained powers deactivate should their user fall unconscious, die, or sleep.

Sustained/Round (SR) powers are as above but energy must be spent each round.

Concentration (C) powers require continuous concentration to use (preventing the super from attacking, unless the power is itself useful as an attack). Each round used the super must pay the indicated energy point cost, which only operates the power for that round! Since total concentration is required, only one Concentration power can be going simultaneously. Like an attack, however, the user can still move at 1/4 speed (30 ft. usually). The only thing they can do while using this is a minor action like, perhaps, opening a door or changing weapons. Sustained powers can be used while concentrating. Thus, if using a concentration power like Invisibility one could scout ahead while sneaking along 1/4 speed, opening doors or looking at things, but one couldn't do anything stressful like attacking or complex work without ending the power. Concentration powers also end automatically if knocked out, stunned, or killed.

Extended Effort (EE) powers are touch attacks that require at least four hours of focused effort concentrating on an adjacent restrained, cooperative, paralyzed, or unconscious subject. The user must spend the energy points at the end of the process; if interrupted before finishing he or she must restart the process. After spending time and energy points the subject gets a saving throw; failure results in the effects occurring for the specified duration, which is often permanent.

Action (A) powers replace the user's attack for the round, but instead of an attack produce some other brief, instant action like healing or teleportation

that still requires considerable energy. The energy points are paid immediately. A character that gains an extra attack due to using Unstoppable may instead of making an attack activate one of these powers. For instance an Unstoppable super could take down a foe, then teleport away instead of a final attack!

Attack Powers come in several types. All require the user move no faster than 1/4 speed (30 for normal movement) and count as the user's attack for that round.

Ranged Attack (RA) powers are a bolt or projectile like a laser, energy bolt, arrow, or gunshot. They require a roll to hit in order to inflict damage. If they miss, they might damage people or property in the line of fire. All normal ranged combat rules apply, and the dexterity BAM affects the attack and damage rolls.

Area Attack (AA) powers cover a cone or circular blast radius. The user indicates the direction the cone is emitting from his body, or the center of the blast radius at any point out to maximum range (as long as nothing is in the way). It affects friends as well as foes! No roll to-hit is needed due to the effect size. However, anyone in the target area who is unrestrained, not surprised, and able to move (drop prone, duck for cover, etc.) will get a dexterity saving throw. If the attack does damage, success means they take half damage (before applying any DR). If the attack is one that also requires some other saving throw, then they get +4 on their saving throw instead. If flying or able to use flight, super-speed, super-leap, phase, or blink powers, a successful save means they took no damage at all! This also applies to vehicles (the pilot rolls).

Touch Attack (TA) powers requires the user to touch the target. This might be performed casually out of combat, but in a fight it requires making a successful melee attack. As it is a touch, the user may not inflict any damage except that produced by the power. The user must announce the touch attack but does not pay any energy points unless he or she hits. Touch attacks often allow the target a charisma or constitution saving throw to resist.

Psychic Attack (PA) powers require the user to simply gaze at or concentrate on the target and pay the required energy points: this is typical of psychic or mystic powers and other exotic attacks. This hits automatically! The target gets a saving throw to resist as noted in the power description. A psychic attack can be used on multiple targets if the attacker uses the Unstoppable ability. Instead of incapacitating the foe, it works if the target fails to save. PA powers sometimes produce an effect with a duration. If so, the attacker may shorten it at will. Some psychic attacks also require spending energy points to sustain whatever effect was inflicted on the target (e.g., mind control).

Ability Score powers increase the indicated ability score by the specified amount, also raising associated Basic Ability Modifiers, and in the case of Constitution increases, also improving hit points. As ability score increases are a power, it can be convenient to record it as a split value with the second number indicating the increased score, e.g., Strength 12/24 as the increase may be lost or negated due to certain powers that drain, transfer, or neutralize super powers. If this happens any extra hit points gained due to increased Constitution will also be lost.



Superior or Ultimate Powers

A power can be improved from its normal power level by taking it twice or three times. The statistics in power descriptions will be modified as shown on the table below:

POWER IMPROVEMENT TABLE

Improvement	Normal	Superior	Ultimate
Super Ability Score	x2	x3	x4
Damage dice, power level loss, or healing dice	x1	x1.5	x2
DR from armor or other powers	x1	x1.5	x2
Extra HP	x1	x1.5	x2
Super ability score	x2	x3	x4
Growth	large size (12 ft)	huge size (24 ft.)	gigantic size (48 ft.)
Shrinking	tiny size	insect size	microbe size
Weight affected (except as noted for TK or magnetic powers)	x1	x10	x100
saving throw mods	as listed	normal+2	normal+4
AC increase from Armor	as listed	1 higher	2 higher
To Hit or Dmg mods	as listed	normal+2	normal+4
Saving throw penalty	none	save at -2	save at -4
Range in ft.	x1	x3	x10
Radius, area, or cone size in ft.	x1	x3	x10
Effect in miles	x1	x10	x100
Telekinetic or Magnetic Strength and range	as listed	special	special
Movement speeds	x1	x3	x10
Regeneration	x1	x2	x3
Concentration (C)	1 EP/round	1 EP/turn	1 EP/hour
Duration in rounds	as listed	Becomes turns	Becomes hours
Duration in turns	as listed	Becomes hours	Becomes permanent*
HD affected or summoned	x1	x1.5	x2
Touch Attack power	as listed	as listed	may be used as 50 ft. PA
Extended effort power time to use	4 hours	1 hour	1 turn

* Until broken by creator or someone else using the same power to turn them back.

Example: A basic Fire Blast is 4d8 damage with 300 ft. range. Superior Fire Blast improves damage by 1.5 to 6d8 damage and range x 3 to 900 ft. range. Ultimate Fire Blast does 8d8 damage with a 3,000 ft. range!

POWER DESCRIPTIONS

Acid Blast (RA1)

Using a ranged attack, the super can project a stream of corrosive liquid with a 50 ft. range. A hit inflicts 4d6 acid damage.

Animal Control (Avian, Land, or Marine) (C/A1)

The super can control up to 5 HD of normal animals within 50 ft. Animals that are loyal to a master or fierce resist with a Charisma saving throw; others are automatically affected. Specify either land animals, avians, or marine creatures. Types that fall into two categories (amphibians, etc.) can be controlled by either.

Animal control is a minor power if limited to under 5 species.

Analytic Taste (C1) (feature)

This is the ability to taste an organic substance and instantly perform the equivalent of a full laboratory scientific or genetic analysis on it. The super can also compare two samples, e.g., taste a person's blood and then determine if a bloodstain is the same person (or a close relative).

Apport (PA2)

The super may teleport an object into his or her presence. This causes it to vanish and then instantly reappear within 5 ft., or in the super's grasp if small enough. The object must be perceived or at a known location within 100 ft. no more than 30 lbs. weight, and not part of something else. The super could (for instance) teleport a pistol or other small gadget out of someone's hand, but not teleport the heart out of someone's chest.

Armor (P)

The super has very tough skin or actual armor. It gives AC 3 [17] or improves another better AC by 2. It gives DR 8 damage reduction (added to other DR).

Armor Up (S2)

The super can create ultra-strong armor for a brief period, often by forming ice or stone around his or her body, turning the entire body metallic, or reinforcing it with energy. It gives AC 2 [18] or improves another better AC by 2 and gives DR 10 damage reduction (cumulative with other DR).

Astral Travel (C1)

By going into a trance the super's spirit will leave his or her body. The spirit acts as if it had simultaneously activated Intangibility, Invisibility, and Flight powers but only paying the energy points for a single such power. However, the super's body is left behind (paralyzed) while his or her spirit is traveling. Astral characters can affect each other normally and while astral can take with them gadgets and costumes, but not other gear.

Acid, Cold, Electricity, Fire, or Sonic Aura (S1)

The super's body drips with acid, radiates cold, burns with fire, crackles with electricity, or buzzes with sound. Anything touching the super while unarmed takes 2d6 cold, fire, electrical, or sonic damage as applicable. If the super touches a foe this can be added to normal unarmed combat damage. In addition the super has an additional DR 4 resistance against that damage type while the power is sustained. In addition any damage attacks of the specified type do +1 damage per die when the super attacks with them.

Bad Luck (PA1)

The super can curse someone with bad luck. Range is 50 ft. If they fail a Charisma saving roll they will be at -2 on all attack and saving throws, and are +2 to be hit. The effect lasts 1d6 turns. The Referee can also have ill fortune happen to them.

Bestow [Power] [S1]

Use this to let the super have a power that only works some of the time, but can be "cast" on other people, like a magic spell. This is a customizable power – define it by picking a Permanent power: for instance, Bestow Armor, or Bestow Flight. Instead of being permanent, it becomes a sustained power with a 50 ft. range. It can be used on by the character, or with one round of concentration, cast on another target within 50 ft. The power lasts for as long as it is sustained, i.e., as long as 1 EP is paid every 10-minute turn. If it's applied to a feature it actually lasts longer: 1 EP per hour sustained. Buying several Permanent powers this way can represent super-powered sorcerers and similar magic users. A character can't bestow a power on more than one person at a time until the existing effect is removed.

Bio-Mutation (EE2)

The character may permanently alter mutant powers and superpowers of themselves or another person. This is an extended effort power, so taking four hours to perform on a restrained or unconscious subject who gets a Constitution saving throw. If the victim fails to resist, the power's user must make an Intelligence skill throw; if successful, they may do one of the following:

- Change one power to another power (at the same power level)
- Suppress that power (making it latent), or reduce its power by one step.
- Restorer a latent suppressed power, or if the subject is a mutant who has yet to express their powers, awaken them.
- Add one power to someone (roll theme randomly, then select). The victim also gains a new Limit (roll randomly) or take a -3 penalty to one random ability score if the Referee judges the limit isn't appropriate.

If the intelligence check failed, there is a 10% chance that any attempt, successful or failure, at mutation will result in cellular disruption. Roll d100; if 91-95, take d20 damage; if 96-00, an uncontrolled mutation turns the subject into a monster of some sort.

Note: Bio-Mutation power gadgets may be found in mad scientist labs!

Body Swap (TA2)

The super can switch bodies with someone else. It requires a touch attack, and the victim gets a Charisma save to resist. Only personality and memory transfers; otherwise exchange characters for the duration of effect.

Exception: The Body Swap power cannot be used by the new recipient; it doesn't transfer! It lasts until the subject makes his or her saving throw; a new saving throw is allowed every turn.

Clairvoyance (C2)

The user may attempt to see a vision of a distant place, person, or object that he or she is familiar with, or knows where to look. Range is 100 miles. Only a brief glimpse is provided each round but the user can opt to move

or rotate the viewpoint up to 10 ft. per round if concentration is maintained. Clairvoyance won't spot targets using a Mind Shield or Force Field.

Claws/Fangs (P) (feature)

With this minor power, the super has large talons, fangs, blades, hooves, fangs, beak, or stinger that increases his or her unarmed damage to 1d10 damage (modified by strength BAM).

Chameleon (P) (feature)

The super can change color to vanish against a background, allowing effective invisibility while motionless, or nearly so. The effect takes a few seconds to adjust, so the super cannot use this ability while attacking or moving faster than a slow walk (30 ft./round).

Charm Person (PA2)

This power – often a hypnotic gaze – makes the subject into the super's new best friend. Range is 10 ft. and the subject gets a Charisma saving throw. A charmed subject, if he or she fails to resist, perceives the super's words and actions in the most credulous or favorable way. This doesn't affect their essential nature. A charmed mob boss will still be a scheming evil individual; he'll just assign bodyguards to protect the PC and send hit men to rub out his enemies, and invite him to drug parties on his yacht. If the super arrests him, perhaps he'll convince himself that it was to save him from a double cross, or that it was all the fault of the other PCs, and if they're removed, his new best friend will see the light. Love is likely if the super is of the charmed person's preferred gender and/or species. No linguistic ability is provided, however. Charm lasts indefinitely but roll an Intelligence-based saving throw every day to escape the charm.

Cold Blast (AA1)

The super can project or breathe freezing frost or snow as a ranged attack in a 30 ft. long x 5 ft wide cone. It inflicts 2d8 cold damage; victims who take any damage after DR must additionally make a Constitution saving roll or be frozen in ice and unable to act until thawed out. Unless thawed out in hospital or via Healing a victim loses 1d6 more hp.

Control Fire (AA1)

The super can concentrate for one round and expend two energy points to create a wall, cage, or ring of flame at a distance of 50 ft radius or up to 20 ft. radius or a 20 x 20 ft. wall. It may not be created over a person or other object, but if anyone enters or passes through the flames they take 4d4 fire damage. The super can also use this as a C1 power to extinguish a normal fire of up to the same size, or make flames dance about or spread.

Copy Appearance (TA1)

This power lets the user copy a target's shape as per Shapeshifting. The user must successfully hit or touch them first. If the victim fails a Constitution saving throw or permits it the copying occurs. The new appearance is retained until the power is used again, or the user is knocked out or killed.

Danger Sense (P) (feature)

The super has a sixth sense that warns of danger. They are never surprised and add +4 to Wisdom saving throws to avoid hidden traps, spot hidden foes, or the like. The super adds +1 to AC in combat due to a greater ability to sense attacks and evade them.

Darkness (S1)

The super can project a field of darkness, smoke, or pea-soup fog that covers a 30 ft. radius up to a distance of 100 ft. Effectively, everyone inside darkness is invisible as long as they remain there (-4 to be attacked or to attack others). Darkness is penetrated by radar, infrared, sonar, and true sight. Alternatively, the super can radiate darkness as they move (30 ft. radius again).

Dazzle (AA1)

The super can project a flash of light up to 30 feet that bursts to blind all sighted beings facing it in a 10-foot radius. A Dexterity save applies; if it fails, blindness lasts 1d6 turns. Blinded characters fight as if everything around them was invisible. Alternatively, the character can create more gentle illumination, illuminating a 100 ft. radius at 500 ft range at no energy cost.

Detect Mutants (C1) (feature)

The super can detect the approximate location of the nearest mutant within 100 ft. and tell their rough level (+/-2) their powers, and whether they have double, or tripled powers. The super can exclude already-known mutants, that is, detect one new mutant each time it is used.

Detect Supernatural (C1) (feature)

This works like Detect Mutants, but for supernatural entities or gadgets.

Dimensional Barrier (S1)

The super can establish a barrier zone with a range of 100 ft. covering up to 50 ft. radius that blocks equal or lower power teleportation, portal, intangibility, and astral travel from entering or leaving it. Higher rank powers entering pay 1 energy point to break the barrier or 2 to destroy it

Disease (TA2)

After hitting the target with a touch attack, the super can inflict a fast-acting lethal disease. The victim gets a Constitution saving throw. Failure means the victim loses 2d4 hp immediately and feels ill (-2 on all attacks and all skill throws). They must save again hourly, continuing to lose a further 2d4 hit points until they finally succeed or die. If resting in bed the victim adds +2 to save against the disease, or +4 with medical care. The disease may be contagious if sharing fluids or sneezed on by a victim; save at +2 to avoid it.

Doesn't Eat or Drink (P) (feature)

The super has no need for normal sustenance (or requires very little of it).

Doesn't Sleep (P) (feature)

The super has the power to go without sleep. They are also immune to Dream Control and Sleep attacks.

Dream Control (special)

The super can influence the dreams of a sleeping person within 100 ft. The super can use the ability to perform Mind Control, Illusion, or Mind Scan, or Telepathy at the same power level, except the effect appears within the subject's dreams, saving throw is at an additional -2, and any ongoing duration effects end if the subject awakens. The super also controls his or her own dreams and may use this ability while he or she "sleeps."

Disintegration (RA3)

This is a ranged attack with a range of 50 ft. Disintegration is an all-or-nothing attack. It does 2d12 damage, ignoring DR unless provided by a force field. If the damage was high enough to reduce the target to -10 hit points it

is disintegrated. If not they are completely unharmed!

Duplication (S3)

This calls up an exact duplicate of the original body (at the present state of HP, EP, etc. after using the power's EP). It is complete with gadgets and equipment, except the duplicate lacks the Duplication power and will cooperate as an ally. The power can be used several times in succession to keep making duplicates as long as the original pays the EP, but can only create one new one per round. If the original is killed, knocked out or ceases to pay energy points all duplicates vanish as well. The original can voluntarily cease paying EP for some of the duplicates; if so they vanish.

Earth Control (C1) or (AA2)

Each round the super can move, dig, or shape up to a 10 x 10 x 10 ft. area of earth, sand, brick, stone, or pavement within a range of 50 feet. By opening pits or burying/engulfing victims or creating a localized earthquake this may do an area attack (AA2) with 4d6 damage against someone on the ground or in the basement or ground floor of a building; this also affects the same radius. Buildings and other fixed structures take double damage from this effect.

Electrical Control (C1)

The super can sense and control any electrical systems or electronic devices within a 20 ft radius, as if he or she had access to their normal control systems. Devices that are gadgets get a saving throw (unmodified) based on their creator's or owner's HD. If two electrical controllers are battling for control of a gadget or system each rolls 1d6 + their Intelligence Basic Ability Modifier and the highest roll has control for that round; if a tie the device burns out!

The super can also use this power as if he or she had Mind Control, Mind Scan, and Telepathy against individuals with a Computer Mind (treating them as the same power level as the Electrical Control power). If the super himself has a Computer Mind and has this power they may use the Mind Shield power to protect themselves against Electrical Control.

Explosive Blast (AA2)

The super can use a ranged attack to fire an explosive missile or energy blast up to 300 feet that detonates to affect a 20 ft. radius. Everything in its radius takes 4d6 fire damage; as usual, a Dexterity saving throw halves this.

Electromagnetic Pulse (EMP) (AA1)

This intense electromagnetic pulse is an area attack with a 10 ft. x 50 ft. long cone or, if the attacker prefers, a 20 ft. radius with a range of 100 ft. Any normal electronic devices, and any supers with Robot Body must make a HD saving throw or be paralyzed. Vehicles with electronic ignitions are also paralyzed. Paralysis lasts 1d6 turns.

Electrical Shock (TA1)

A powerful electric shock that can stun or paralyze a target on failed constitution saving throw for 1d4 turns. It also works on robot bodies or gadgets.

Emotion Projection (PA1)

The super can make one subject feel a particular primal emotion like fear, love, or hate as if it were his or her own. The subject gets a Charisma saving throw; on a failure, effects last 1d6 turns.

Extra Arm or Prehensile Tail (P) (feature)

The super has an extra arm; although not granting extra attacks, these give a +1 bonus to hit in melee combat and allow wielding combinations such as 2-handed weapon and shield. This feature can be taken multiple times for each set of arms. An extra arm could also be a prehensile tail (or tongue).

Extra Legs (P)

The super has multiple legs - perhaps like a centaur - and can run at double speed.

Explosive Missile (AA2)

This is an area effect attack that fires an explosive missile or fireball at the target affecting a 20 ft. radius. Range is 300 ft. and damage is 4d6.

Fire Blast (RA1) or Heat Ray (RA1)

The super can use a ranged attack to project a blast of fire, plasma, or intense laser energy up to 300 feet. A successful hit inflicts 4d8 heat damage (and may set flammables on fire).

Flight (P)

The super can fly, perhaps by gravity control, a fiery trail of energy, wings, riding the wind, or some other means. In combat speed is 240 ft. per round. If capable of breathing at high altitudes (30,000 ft. or more) where the air is thin he or she may fly at up to 2x that speed.

Force Bolt (RA1)

The super can project a bolt of pure force such as focused gravitic or telekinetic energy with range 100 ft. It does 4d6 damage.

Force Field (S1)

The user can "raise shields" and gain DR 10 for the duration of the ability from a protective force field; this also adds +4 to his AC. The user also gets Life Support (as per the power) but only while the field is up. The field also protects the super's carried gadgets and equipment.

Form Wall (S1)

The super can cause an unyielding wall a maximum of 10 ft. high and up to 20 ft. long with DR 20 to appear at an unoccupied point within a 50 ft range, or alternatively as a dome or sphere that surrounds and moves with the character. It may be made of anything appropriate to the super's other powers: conjured ectoplasm, stone, solid sound, force fields, metal, etc. The wall will disintegrate immediately if any damage breaches its DR; until then it is solid. It can also be used horizontally as a causeway or bridge. The super can only maintain one wall a time.

Force Projection (S1)

The user can create a simple, solid object with no moving parts by forming it out of "solid energy" or "liquid metal" to produce any single, simple physical tool or melee weapon like a hammer, sword, shovel, shield, bowl, sled, chair, or the like. In a fight the user can effectively create one weapon that works like a one or two handed melee weapon, but adds +2 to hit and damage rolls, or one shield that works like a shield but improves Armor Class by an extra +2.

Faster-Than-Light (S1)

If the super is already in space, or can fly there, he or she can accelerate to faster than light (FTL) speeds, traveling through hyperspace, wormholes, warp space. Assume the super can activate the power and then travel at a

speed of one light year per turn (about 2 parsecs per hour). Shorter "jumps" like across the solar system take one turn (due to the minimum time needed to navigate).

Gaseous Form (C1)

The super can transform his or body into a cloud of mist. While in this shape the super can drift through narrow cracks that isn't air tight, fly at speed 30 ft, and is immune to most physical damage-causing attacks but cannot attack. Lightning, wind, and fire attacks inflict half damage; disintegration does full damage.

Gas Protection (P) (feature)

Gives +4 to save vs. poison gas and similar attacks. (Not as good as life support which protects fully).

Glamour (S1)

At a range of 50 ft., the super can create a sustained illusionary disguise that looks and feels real around a specific object or being to hide its real nature, or around a static location of up to 10 ft. radius. The illusion must be a similar size and shape to what it covers, and moves along with it. It won't inflict damage (e.g. illusionary fire feels hot but doesn't burn). It's often used to disguise his or her true form. Glamour can't fool Heightened Smell, Analytic Taste, or True Sight powers.

Good Luck (PA1)

This has the reverse effect of Bad Luck; there's no saving throw if the target wants to accept it.

Growth (S2)

The super can grow to large size while the power is sustained. The super's reach increases proportionately to height. However, the super will be unable to fit through normal doors, car seats, clothing, and so on while enlarged. At superior or ultimate levels growth is even greater. See the Size power for details of growth effects.

Guided Missile (AA4)

The super can create some form of homing or guided missile or energy bolt and fire it at the target. As the attack is guided it can be fired around one corner. It hits automatically and does 4d6 damage in a 10' radius with 500' range.

Haste (SR2)

The super's reaction time and speed accelerate so that he or she gets 1 additional action each round (after everyone else has acted). This also hastens non-combat tasks and allows movement twice per round (doubling speed). Rather than get additional actions, at Superior level the EP cost drops to SR 1; at Ultimate level it becomes S1 power (1 EP per turn to sustain).

Heightened Smell (P) (feature)

This power grants smell equivalent to a predator. The user can follow a trail like a bloodhound, or recognize a disguised person or shapeshifter by their scent at up to 50 ft. away. Add +4 to Wisdom skill throws where scent or tracking is important.

Heightened Hearing (P) (feature)

The super has incredibly acute hearing. Triple the chance of hearing noises through a door or eavesdropping. The super can emulate a lie detector by listening to heartbeats or hear a whisper at up to 50 ft. away. The super

takes only half the usual penalties for close combat in darkness, fog, or other conditions that obscure vision. Add +4 to Wisdom throws where hearing is important.

Healing (TA1)

The super can heal with a touch. Each use of the power heals 2d6 lost Hit Points. Healing can also be used to cure most diseases or poisons, or fix something like a broken bone or cold. In the case of very severe diseases it may require a Superior healing or for severed limbs, crippling, or fatal diseases, an Ultimate healing, to have any effect. The super cannot heal the dead. Healing can cancel the same power level of Disease or Poison.

Holographic Projection (C1)

The super can project and sustain a single intangible holographic mirage, or just ordinary light. It may be up to 10' in radius at a range of 50' It can move at 30 ft./round if the super concentrates on it. True Sight, Infravision, Radar, and Sonar aren't fooled and the images glow in the dark. The super can also use this to create mirror images of his or herself instead. There is a 1-in-6 chance (2 in 6 at superior or 3 in 6 at ultimate) any non-area attack note using the above means will be fooled and attack the image instead. This does not apply to psychic attacks.

Hypnotic Voice (C2)

The super's singing or speech can charm all listeners within a 10' radius into love or friendship (as per Charm Person) but this is only as long as he or she speaks or sings and they were willing to listen for at least one round! Individuals get a Charisma saving throw to resist. Someone who successfully saves twice in a given hour is immune for the rest of the day, however. Deaf individuals or those within silence are immune.

Ice Storm (AA1)

The user may evoke either a hailstorm or a snowstorm with a 100 ft. range. A hailstorm pound down into a 20 ft radius and any creature within the area suffers 2d8 damage each round they are within it. A snowstorm affects a 50 ft radius, blinding all creatures while they are in the area and making the footing so slippery that ground and air movement is cut by 50%. Anyone attempting to move while in the storm must roll a dexterity save or slip and fall prone, also losing their action for that round.

Illusion (PA1)

The super can create and sustain a hallucination in the mind of one person at a time that appears real to all senses as long as concentration is sustained. Range is 50 feet; the victim gets a Wisdom saving throw to resist. If desired it can leave the victim's senses completely overloaded (e.g., falling endlessly through illusionary space, etc.) but subtle illusions that overlay enemies bodies on friends, or cover up a pit can be more effective! No damage is inflicted but the victim's perceptions can be altered in any way! Victims who have reason to disbelieve an illusion and do so may save each round; if an illusion is plausible no saving throw is allowed past the first until something happens to break suspension of disbelief. The illusionist can alter the illusion each round as he or she concentrates. If the illusionist wishes they can create a horrific illusion of the victim's most feared horror slowly killing them. This always allows a save each round; if the victim fails they can do nothing at all that round but struggle vs. the illusion. If the victim fails three rolls in succession they suffer a heart attack and die (unless they have a Robot Body or the like, in which case they are stunned 1 round). If a character is knocked

out or moved out of range before this happens (e.g., by a friend) the effect ends.

Intangibility (C1)

The super can become non-corporeal, going "out of phase" with the world. While intangible the super's body can only physically affect other intangible things, and passes through solid objects like a ghost. Mental powers can still be used, as can powers that have an indirect effect, like Electrical Control. The super's clothes and personal gear also become intangible. While intangible the super effectively has Life Support and some sort of dimensional friction effect allowing them to still "walk" on solid surfaces; he or she can also "walk on air" at 1/4 speed. The super snaps out of intangibility if they attack.

Immortality (P) (feature)

The super does not age (past maturity, anyway), or ages extremely slowly. He or she also adds +1 to saving throws against disease and poison attacks and won't catch any "normal" diseases. If in a gadget, he or she won't age while bearing the gadget, but age catches up if it's lost at 1 year per round.

Jamming (S1)

The super is effectively invisible against radar and infrared vision but not normal vision.

The super can radiate electronic countermeasures that jams all radio, wi-fi, cell phone, TV, and radar devices or powers in up to a 10-mile radius, or alternatively opt to selectively jam only those of enemies within a 1-mile radius. A guided missile is -4 to hit the super.

Invisibility (C1)

The super can turn invisible. This also usually affects any gear or clothing they had on, but gear becomes visible if let go of. If the power is Superior Invisibility the character can opt to form a field that also makes everyone within a 5-foot radius invisible; this changes it to C2. Note that since this is a concentration power the super will be limited to 1/4 speed and no sudden movements; they will have to stop concentrating to launch any attack, becoming visible.

Laser (RA1)

The super can make a ranged attack with a laser beam at a distance of up to 500 feet. A hit inflicts 4d6 heat damage or, alternatively, require a dexterity saving roll to avoid blinding for 2d6 turns. It won't penetrate fog, ice storms, etc. but gets 1/10 range underwater.

Life Drain (TA1)

Immediately after hitting the target with a melee attack, the super can opt to activate this power and drain 2d4 hit points from the victim (treated as damage but DR doesn't protect). For every hit point drained away the super can add 1 to his or her own hit points or energy points (as desired). If either increase results in totals that exceed the super's normal base values any excess not used will wear off 10 turns after having been drained.

Life Support (P)

The possessor of this power requires no food, water, or oxygen to sustain his or herself, and has great resistance to temperature extremes of hot and cold. This is sufficient to survive in a hostile environment, but does not give extra resistance attack focused attacks. This grants immunity to attacks such as gasses that must be inhaled or attack the skin. It also includes DR 2 cold

resistance.

Light Armor (P) (Feature)

This gives the user AC 15 (or +1 to a better AC) and DR 2 damage reduction.

Lightning (RA1)

The super can use a ranged attack to fire a lightning bolt up to 250 feet. A successful hit inflicts 4d6 electrical damage. Lightning can also be called down from an ongoing thunderstorm provided the target is outside. Doing so doubles range and adds +1 per die to damage. Lightning does +1 per die to any robot body.

Liquid Form (SR1)

The super can transform his or her body into a cohesive liquid shape. While in this shape the super can ooze through narrow gaps or pipes that aren't water tight and swim at full running speed. While fully immersed in water they also gain Regeneration as per the power (at the same rank). A liquid super's Strength, Dexterity and movement are halved when not immersed in water. Physical damage won't affect a liquid form other than disintegration, fire (1/2 damage) and ice/cold (full damage).

Magnetic Control (SR1)

This works just like Telekinesis with two exceptions: it only affects ferrous metal, or mostly ferrous metal, objects, but has 2 x the Strength and range of telekinesis. In most cases, the Referee should assume it would work on gadgets and robot bodies.

Micro-Vision (P) (feature)

The super can focus on microscopic things as long as they are close (within 1 ft.). This allows seeing things as small as bacteria (or if doubled, as small as atoms) or target tiny Shrinking characters without penalty. If the super also has Healing they heal an extra +1 point per die.

Mind Blast (PA1)

The super can assault the mind or nervous system of a conscious being. Range is 50 feet. The subject gets a Charisma saving throw. Failure results in loss of 2d6 hit points. Mind Blast ignores DR, with the exception of that provided by a Mind Shield.

Mind Control (PA2)

The super can take over the mind of an intelligent being, who obeys to the best of their ability. Range is 50 feet. The subject gets a Charisma saving throw. Failure means the victim falls under the super's mental domination and is controlled for as long as the power is sustained. The user must spend 1 EP each round to do this but need not fully concentrate (and so can try to take over other victims or make other attacks). Mind Control can also be used to break an existing mind control; the power is focused on the target but the controller makes the save. Self-destructive commands allow the victim an immediate additional saving throw.

Mind Scan (C1)

This power allows the super to read the thoughts of a person within 50 ft. range. Surface thoughts (what is currently being thought) are skimmed unobtrusively. A deep probe to force the subject to answer a particular question takes a full round and requires an attack action; it also makes the subject aware someone is in his or her mind, and allows a charisma saving throw to resist. The super can sustain the interrogation at a cost of 1 EP per round, forcing a victim to keep answering each round; further saving throws

are allowed only if answering would betray the super's deepest convictions.

Mind Shield (P)

The super is highly resistant to mental or spirit attacks. Adds +4 to saving throws against all psychic attack powers or gadgets with psychic attack powers such as dream control, emotion control, illusions, mind blast, mind control, mind scan, and sleep. Unwanted telepathy is blocked. It gives DR 4 vs. psychic weapons and mind blast.

Necromancy (EE2)

The user can call up a corpse's spirit (with appropriate ghostly manifestations) to ask it 1d3 questions. The spirit gets a saving throw based on its HD when alive to resist unless it was a close friend. Should the super encounter an actual ghost or similar haunt, he or she may instead opt to use Mind Control, Mind Scan, Mind Blast, or Telepathy on it (as if having them at the same level as Necromancy).

Neutralize Power (RA1)

This power has no effect on a normal human, or a robot or cyborg, but strips superhuman powers and all associated changes. If hit, the subject gets a Constitution saving throw. Failure means they lose all powers for 1d6 turns, with the exception of natural powers such as claws or extra arms. (Use the powers listed under Exotic Features Theme as a guide.)

Omni-Lingual (P) (feature)

The super may use this power to learn a specific new language (written or spoken) or computer language as it's encountered, but only for the duration the power's sustained. It won't affect animals or plants lacking language. The user can crack encryption the same way.

Plant Animation (C1)

The super can animate a single large plant like a tree or a patch of smaller plants like bushes or grass to move or attack. To animate grass, bushes etc. it affects a 20 x 20 ft. patch at up to 50 ft. range. If animated these may just trip anyone running through it (roll Dexterity saving roll, to avoid falling down and being tangled up with no action on their round). Animated trees fight as monsters with up to 8 HD and AC 8[12], speed 30 and strike for 2d6 damage in melee. Trees take x2 damage from fire.

Poison (P)

The super is poisonous! If he or she has fangs, claws, or a stinger they can opt to inject poison if these do any damage (past DR). If not, it requires a kiss or other exchange of saliva, blood, etc. to take effect (this also works if the poisonous super is bitten!) A victim gets a Constitution saving throw. Failure results in paralysis; after 1 hour, the victim gets a second saving throw. Success is recovery; failure is death. (Hospital treatment, an antidote, etc. adds +4 to the save).

Poison Gas (AA1)

The super can create a cloud of gas at a distance of up to 30 ft to fill a 10 ft. radius. Anyone who breathes the gas must make a Constitution saving roll each round they are within it. Each time they fail they lose 2d4 hit points. Gas does not work underwater and slowly drifts down in air. Each cloud normally endures 1 turn (but only 1d4 rounds in a strong wind).

Polymorph Other (TA2)

This power can transform a subject into a different living creature, or alternatively a static form like stone, a tree, or crystal. The subject gets a

Constitution saving throw. The new form should be one that the super is familiar with and able to survive in the present environment. A creature should not have more HD than the user (but may have less). When transformed the user retains their motivation, etc. but is otherwise the creature: see Creating Creatures for guidelines. It lasts 1d6 turns.

Power Theft (TA2)

The super can steal the powers from superhumans, super aliens, and mutants (only). These are then transferred to the power thief, leaving the victim in a coma for the duration of the effect. The subject gets a Constitution saving throw to resist the power theft. Its effects wear off in 1d6 turns or when the super uses the power successfully on someone else. If using this power on someone with more 2+ HD than the thief has, the user must make a constitution saving throw, or will lose 1d6 hp for every full 3 HD of difference between themselves and their victim.

Portal (C3)

The super can form a teleport portal and hold it open as long as he or she concentrates and pays energy points. Each portal is the super's own height and appears within 10 ft. It connects to any distant location the super can observe or has visited before, with a range of 100 miles. This increases to planetary range (10,000 miles) at Superior rank and unlimited range at Ultimate range, possibly also allowing time or dimensional travel at double energy cost. Anyone can see or step through it from either end and the super can sustain it from either side. It's also a semi-permeable airlock: it keeps environments on either side separate, so water or gas doesn't flow through; it can't be opened into utterly malign high-energy locations (e.g., the heart of a star) or into solid matter.

Power Weapon (S1)

The super can form a solid melee weapon (assume a sword, hammer, or other weapon) or summon it out of thin air, or have some mundane item like a walking stick transform into it. It costs 1 EP to manifest the weapon for 10 rounds and 1 EP each turn to sustain it. If anyone else tries to wield it they will fail or the user can just make it vanish and then recall it again. It can be wielded every round as a melee attack; damage is twice the base damage of the weapon, e.g., 2d8 for a sword plus Strength bonus. If that type of weapon can be thrown it costs 1 EP to have it return to the wielder's hand after throwing!

Precognition (C3)

The user can attempt to see the future in a vision (or commune with a higher power). The super can try to focus on a particular question (one per round), and the referee should give them a useful hint as to a likely possible future, or more than one. The hint could be a vision, riddle, nightmare, etc. This is a chancy power and always requires a Wisdom skill throw; failure means the vision, while not misleading, is very obscure. Precognition can also work spontaneously without the character attempting it if the Referee wants to pass on a particular clue or warning.

Projectile Fire (RA1)

This is the ability to conjure and fire solid missiles – ice shards, chunks of earth, spikes, or actual bullets – by expending energy. It might also represent a built-in gun or railgun. It does 2d10 damage with range 500 ft. It can also Burst Fire at x3 energy point cost.

Psychic Weapon (S1)

The super can conjure into his or her hand a weapon of pure thought or spirit that manifests as a specified type of melee weapon or archaic missile or thrown weapon. It gets +2 to hit and damage, and completely ignores any type of opponent DR (other than Mind Shield). The wielder uses their charisma score rather than strength or dexterity to modify damage (but not to-hit) rolls. A psychic weapon can affect intangible, gaseous, liquid, or astral foes normally.

Radar (P) (feature)

The super can use radar to see through darkness, fog, smoke, and detect invisible things. Given an unblocked line of sight he or she can detect a man-sized object (or a stealth aircraft) at a range of up to 10 miles and a big object like an airplane or ship at 100 miles. If an object is silhouetted against ground or water range is 1/10 normal. Radar won't work underwater. The super's radar gives +1 to hit with ranged attacks if taking a round to "lock on" unless the target has Jamming.

Radio (P) (feature)

The super can receive and transmit radio and television signals at up to 100-mile range, but must specify which channel or frequency is being used/listened to. If of high intelligence he or she can use or monitor multiple channels at once (up to Intelligence bonus). The super can detect and pinpoint transmitting radios or radars within twice their own range.

Reanimation (EE3)

This lets the character touch a corpse up to three days dead and restore it to full life (and HP). It's extremely stressful. It requires a successful Intelligence saving throw on the part of the super to succeed, one try only. A reanimated character automatically loses one level (or -2 to Constitution if 1st level), and has a 5% chance of being reanimated as a mindless zombie.

Regeneration (P)

The super can regenerate 1 hit point per round unless dead. Whole body parts may also be regenerated and are assumed to do so once all lost HP are recovered.

Resist (Acid, Cold, Electricity, Fire, or Sonic) (P) (feature)

These are five different features: specify the type, e.g., Resist Sonic. The super gets an extra DR 4 vs. that class of damage only or +2 to save vs. appropriate attacks that involve a saving throw e.g., sonic vs. hypnotic voice and electricity vs. electrical control.

Resist Poison (feature)

The super gets +4 to save against poison.

Retrocognition (C1)

The character is sensitive to the "vibes" of an area. By touching an object or area of ground (up to a 10 ft. radius) that is strongly associated with traumatic or emotional events (such as a murder), or with a particular owner, he or she receives a brief vision or sensation of what happened there or who was the past owner. Previous events, traumas, or owners will overlay older ones; the super can see the most recent unless the power is superior (two most recent) or ultimate (three most recent). On occasion, retrocognition occurs spontaneously if the vibes were intense enough and the Referee wants to impart a clue.

Sensory Protection (P) (feature)

The super gets +4 to save to resist dazzle, deafening, and similar effects that blind his or her senses.

Shapeshifter (S1)

The super can shift their own physical appearance, sprout new body parts, or imitate others. By concentrating for one round the shapeshifter can alter facial and body features to appear as someone of the same or a similar species (e.g., a human might look like an elf) and roughly similar mass. They may change sex, age, features, hair, retina print etc. If the shapeshifter has observed someone they can imitate their features. A person who knows the original well may notice the disguise from tiny errors in the imitation: roll a Wisdom skill throw to recognize something is wrong (add +2 if the observer has Heightened Smell). The super can also use this power to sprout powers classed as part of the Exotic Features theme. This power can add up to 2 features as long as it is sustained. (A shifter can also remove existing feature, e.g., to pass as human.) It takes one round to change features.

Shrinking (S2)

The character can shrink down to a tiny (mouse or doll) size with a proportionate reduction in mass but no loss of HP. They are so small that if he or she remains motionless there is only a 10% chance of being spotted by creatures nearby. However, a tiny character can also ride on insects as if they were mounts and pass through small openings. A tiny character moves on the ground or water (but not flying) at 1/10 speed and has only 1/10 their Strength (round down) but due to size is -4 to be hit (like Invisibility) by ranged attacks or by normal-sized melee weapons, but not by unarmed attacks (anyone can try to stomp them!). The character can use the power again to go back to normal size, but otherwise remains shrunk until they do so.

Size (P)

This can be taken for permanently oversized characters; also use these statistics for growth. The super is permanently larger than a human. Taking the power once means the character has a large size of 2x normal height, about 8x weight and x2 to strength. Taking the power at Superior rank means a Huge size of about 4x height, about 100x weight, and x3 strength. At Ultimate rank they are Giant sized with 8x height, 1,000x weight and x4 to strength. A big super's reach increases in proportionate to height and living expenses (food etc.) in proportion to weight. Big supers will have trouble fitting inside vehicles or structures and will have few places to hide! When applying Strength increases in combination with Super Strength instead of multiplying take the higher and then add an extra +1 for her each level, e.g., Ultimate Growth or Ultimate Size (x4) plus Super Strength (normally x2) is not x6 but rather is x5.

Sonar (P) (feature)

The super can use echolocation, "seeing" by bouncing sound waves off objects like a whale or bat. In the air it has 50 ft. range. Underwater it has a 500 ft. range. It won't work in vacuum or silenced areas or detect the intangible. Sonar can see invisible objects, and through smoke, fog, and darkness.

Sleep (PA2)

The super can sedate the mind of a single living being within 50 ft. who fails a Charisma saving throw. It won't affect anything that does not sleep (robots, zombies, etc.). The affected sleep deeply for six turns; after that shouts,

shaking, etc. will wake them.

Sonic Blast (RA1)

The super can attack with sound wave doing 4d6 sonic damage plus a constitution saving throw to avoid deafness for 1d6 turns. Stone, brick, and glass take double damage from sonic attacks and damage is +1 per die underwater. It cannot penetrate a field of silence or work in vacuum. The super can opt to do no damage and only deafen the foe.

Sound Control (C1)

The super can create a zone filled with a single repeated loop of sound (up to a minute long, like a song or conversation, or just a particular type of noise) or a zone of total silence where nothing can be heard. The range is 100 ft. and the area is up to 50 ft. x 50 ft. The conditions in a zone of sound or silence are usually distracting to others other than the creator (-2 to hit).

Steal Memories (TA2)

This power lets the user steal or erase some or all the victim's memories, possibly leaving the victim amnesiac. The victim gets a charisma saving throw to resist. (If the victim has more HD, the user must make a saving throw or believe he or she is the person whose memories were stolen now trapped in a different body!) The memory drain lasts until the power is used on someone else, or the user goes to sleep or is knocked out.

Stretching (P)

The super can stretch his or her limbs, neck, and other body parts, or twist and contort their torso, to make touch or melee attacks at up to 15 ft. range or to do things like extending a neck to peek around corners, squeezing flat under doors or even spreading into a net to catch someone. When attacking unarmed in melee they get +2 to-hit and are -2 to be hit. Their unarmed attacks do 2d6 damage (modified by Strength) as they constrict foes! They never takes damage from falls. They can roll up into a ball or stretch legs to run at speed 240.

Summon Outsider (EE3)

Through a lengthy ritual the super can call an entity with the Outsider limit (demons, angels, gods, etc.) provided he or she knows their true name (or type, if a general category) and the outsider actually is in its home dimension, and not trapped elsewhere or visiting Earth, in which case the user instead gets a brief vision, as per clairvoyance, or where the entity is. If all goes well the entity appears at the end of the ritual and gets a Charisma (or HD, if a monster) saving throw. If it fails the entity is trapped in a mystic circle or object (like a bottle). If stubborn it can opt to remain there indefinitely, hoping some other summoner or worshipper will realize its location and rescue it, but will usually be open to bargaining: perhaps freedom for for answering three questions truthfully or performing a service for a few hours (like attacking a foe or using its powers to aid or transport the character). If the entity makes the saving throw it breaks the binding and may either leave or attack the summoner depending on how it figures its chances are against him or her. Finding the names of entities to conjure usually requires occult research. Naturally, powerful entities do not like to be trapped, and they or their followers may seek revenge!

Summon Servitor (S2)

The user can temporarily conjure one of a specified class of servant entity: a demon, angel, thought-form, elemental, elemental, monster, robot in a pocket dimension, or whatever. Create the servitor as one or more creatures up to 6

HD. If the servitor is reduced to zero or fewer hit points they vanish but can be conjured again. The super can use the power multiple times to conjure more than one servitor as long as he or she pays energy points for all of them. The referee should create a specific general class of servitor (with player's input) in advance.

Super Attribute (P)

This doubles the specified attribute (Strength, Intelligence, Wisdom, Dexterity, Constitution, Charisma) score (x3 if superior or x4 if ultimate). If a gadget, it only applies while worn or carried.

Super Aquatic (P)

This combines both Super Strength and Super Speed but only works if the super occupies a sizable body of water (pond, river, swimming pool, ocean, etc.).

Super Shooter (P)

The character has built into their body (or built into a gadget) a projectile shooting weapon that has the following statistics: Dmg 2d8, RoF 2, range 200 ft., Shots 20. The weapon does not require energy points to use, but can be fired each round using a normal ranged attack. It may resemble a gun, bow, or whatever. Alternatively, they just make any normal weapon they pick up "super" by virtue of their talents.

Super Striker (P)

This is a built in or (if a gadget) innate weapon such as a metal talons, steel jaws, a monomolecular dagger, a magic sword, hammer, etc., doing 2d6 damage (modified by Strength BAM). Its construction uses exotic materials and perfect design. The weapon works like a standard weapon of its ilk but is +1 to hit and damage (+3 if improved, or +5 if ultimate). In addition, it has the property that DR protects against it at half normal value!

Super Jumping (P)

Instead of using normal movement, the super can long jump up to (Strength x 8) ft or high jump up to Strength x 4 ft. vertically. They can jump at 1/4 this range and still attack as part of their turn. If they are Str 13+ the super's normal movement is increased by +(40 ft x Strength BAM) as they incorporate bounding leaps into their regular movement.

Super Speed (S1)

The super's movement speed can accelerate to 10 times greater (increasing to 30 times or 100 times for superior or ultimate speeds!). This applies to running and normal swimming speeds, plus if the character has flight, swimming, or super swimming, or FTL, these also increase!

Super Swimming (P)

The super can swim faster than the swiftest fish and safely dive into the abyssal depths. He or she can move swiftly in or under water at up to speed 360. The super adds +2 to hit in melee and +2 to AC while in or underwater (at least the size of a big swimming pool). The super can breathe normally in water.

Super Vision (P) (feature)

This power grants the user infrared vision (range 1,000 ft.), which can see in the dark and also detect invisible things (unless the target also has jamming).

Swinging (P) (feature)

Given a free hand and access to a grappling hook, web shooter, or just a handy series of clothes lines, power lines, and overhead vines to bounce off the character can swing from tree to tree in a forest or rooftop to rooftop in a city. Altitude is limited to that of the tallest building or tree being swung from. In an area of closely spaced trees and buildings super's swinging speed is 1.5 x ground speed (normally 180). A character can also use the swing line as a grapnel with a successful Dexterity saving throw at up to 50 ft. range.

Telekinesis (C1)

This is the ability to move objects with one's mind. Telekinesis normally works on any solid object. It's a very common super power so is treated here in some detail.

Telekinesis can be used on a single being or object at time within range. It requires concentration and can do one of the following to a target being affected within the specified range (see below). A telekinetic can also choose to levitate their own body.

- * **Levitate:** Slowly move the object or being at 30 ft./round. This does no damage unless the being is levitated up and the telekinetic later lets go, in which case they fall if unable to fly. A being gets a Strength saving throw if there is something to hold onto in reach that would be too heavy for the telekinetic to levitate, or they have Flight or Telekinesis. Those with Flight or Telekinesis use the higher of Str or Dex to save and add +3 per power rank. Someone levitated is free to act except that if off the ground and unable to fly won't be able to move (but can still attack anyone is within range or reach).
- * **Hold:** This is the ability to pin someone with telekinesis so they cannot move their limbs at all, restricting them from moving or melee attacks, or gaining any dexterity bonus to AC. This affects less weight than Levitate. A being that is attacked this way is always allowed a Strength saving throw (each round). Those with Flight or Telekinesis use the higher of Str or Dex to save and add +3 per power rank. In addition to holding the target, the telekinetic can opt to squeeze, doing physical damage shown below.
- * **Throw:** Hurl or push the target away at great force; this can also be used to disarm someone. Like Hold this affects less weight than levitate. Beings (or objects controlled by them) get a saving throw as per Levitate, above. The object or being affected is hurled violently up to the telekinetic's usual range and takes their usual damage inflicted. The telekinetic can also hurl the thrown object or being (if the latter failed to save) at another target: roll to hit normally as per a ranged thrown attack, with a hit doing the same damage to the target.

Instead of the regular rules for progress use the following:

Levitate things up to large size (3,000 lbs), or hold/throw things up to man size (up to 300 lbs.). Dmg 3d6, range 30 ft. At superior rank levitate things up to huge size (30,000 lbs), or hold/throw one up to large size (3,000 lbs.). Dmg 5d6, range 50 ft. All saving throws vs. the telekinesis are at -2. At ultimate rank levitate things up to giant size (200,000 lbs.) or hold/throw up to huge size (25,000 lbs.). Dmg 7d6, range 70 ft. All saving throws vs. the telekinesis are -4; the telekinetic is +2 per rank to save against another's telekinesis.

Telepathy (S1), (P), or (A)

The character can, as a (P) power, speak mentally to one person in line of sight with no more effort than normal speech. The telepath can also create a mind link with someone they know who is within 10 mile range, allowing two-way mental communication with them as long as the ability is sustained. The telepath can, as an A1 power, "shout" sending a single everyone within a 100 ft. radius. Telepathy works without regard for language.

Teleport (A2)

A super with this power can vanish and reappear at a distant location up to 10 miles away. The location must be in line of sight or a memorized, or seen through a power like clairvoyance or telepathy. The super may memorize a number of locations up to their Intelligence BAM as waypoints and can always teleport to these places without error even if not in sight. Changing a memorized waypoint can be done with an hour or so of concentration. A telepath can give a character coordinates. If the target location is out of visual range, the super must be familiar with the location or risk the possibility of teleporting into solid rock, high above the earth, etc. (5% chance) for 10d6 damage! If he spends twice as many EP the super may bring one additional human-sized creature along with him.

Time Travel (A5)

Concentrate and spend 5 EP to travel back or forward any distance in time (at the same location) by any length. At the superior level the traveller can bring one friend at double cost. At the ultimate power level the super can bring everyone in a 5 ft. radius around the traveler or use this as a TA5 power on a foe (Wisdom saving throw resists). Time travel is tricky – roll an Intelligence saving throw or end up in the wrong time (Referee's option) at -2 a normal power, 0 for a superior power, or +2 for an ultimate power. It's up to the referee if time travel creates paradoxes and disrupts the universe, if the universe acts to avoid this (try to kill your grandfather and the gun jams, etc.) or paradoxes create new parallel timelines.

Transmutation (TA2)

Turn up to 10 lbs. of non-living matter into anything else of the same mass, provided the super is familiar with what he or she is creating. If the matter has similar elemental composition it is permanent; otherwise (e.g., lead into gold) it lasts only while sustained.

If the super has sufficient knowledge they can also fabricate and reshape items. It can, however, act as Polymorph Other on a robot...

Tiny (P) (feature)

This is permanent version of the effect from Shrinking.

True Sight (P)

The character can see the auras emitted by the spirits or souls of living things and also detect magic or magic items within 60 ft. He or she can sense strong emanations of magic, good or evil, sickness or corruption, etc. This also allows detecting invisibility living things and seeing them in the dark. It is blocked by more than 2 ft. of matter.

Wall Crawling (P)

The character can move on walls or ceilings at their normal movement rate.

Water Breathing (P)

The character can breathe normally underwater.

Water Control (AA1)

The super can spray a high velocity geyser of water. Everyone in a 10 ft. wide and 30 ft. long cone must make a Strength saving throw or be knocked backward, stunned, losing their next chance to act (this round or next round if they already acted), taking 2d4 damage, and being pushed back the length of the cone. If knocked off a building or the like they may take falling damage. The power is more potent if used on the surface of a body of water: if so saving throws are at -4, as it can create a miniature tsunami wave. The super can also create more gentle sprays.

The super can also concentrate to move water as per Telekinesis (35 cubic feet of water weighs a ton) or to use water currents to grab and push, pull, or suck down anyone who within a body of water.

Weather Control (S1)

The character may call forth or alter weather as appropriate to the climate and season, controlling general tendencies such as direction and intensity of wind. It affects a 10-mile circle centered on the super. It can't specifically guide lightning strikes or tornadoes at particular targets: use effects like wind control or lightning for this; the smallest area affected is a town-size region. When a condition is selected, weather gradually changes 10 minutes later at a cost of 1 energy point per turn. Contradictory conditions are not possible.

Control weather can do away with weather as well as create them. Weather Control at Superior power can change weather more rapidly: every round (at double energy point cost). Weather Control at Ultimate power can change weather each round at 1 EP/round.

Season	Possible Weather
Spring	Tornado, thunderstorm, sleet storm, or hot weather
Summer	Torrential rain, heat wave, or hailstorm
Autumn	Hot or cold weather, fog, or sleet
Winter	Frigid cold, snows, or thaw
Late winter	Hurricane-force winds or early spring (coastal area)

If the correct weather conditions prevail then any attack power using that weather costs 1 energy point less or does +1 per die damage.

Webbing (RA1)

The super can project entangling webs, chains, mystic tentacles, vines, force-bands, or the like to bind a target. Range is 50 ft. No damage is done but the target must make a Strength saving throw or be entangled for 6 turns. Entangled victims can't move (winged flyers also fall) but can break loose. Someone entangled may attempt a Strength or Dexterity (whichever is better) saving throw each round; if they fail this save twice they are hopelessly trapped, though someone else can give up an attack to break them free. The webbing also has 2 HD if anyone targets it, but any damage to it also damages the imprisoned character.

Wind Control (AA1)

The super can create powerful directional gusts of wind: this could be weather control or even super breath! Everything not nailed down in a 5 ft. wide x 50 ft. long cone must make a Strength saving throw or be knocked backward the length of the cone and stunned, taking 2d6 damage and losing

their chance to act this round (or next round if they already acted). Flyers are -4 to save but take only 2d4 damage. This will also snuff out fires. It can be used at lower power (S1) to create a breeze to propel a sailing vessel, blow away debris, etc. Alternatively, through continuous concentration the super can create a whirlwind affecting a 20 ft. radius and 50 ft. high funnel cloud initially centered on the super (with a 5 ft. eye in the center) which costs 2 energy points to create and 1 per round to maintain. It requires concentration to move it at move 60; otherwise it remains in place. Anything in that storm's area is affected as per wind blast, above.

Veil (S1)

The character can hide a 50 ft. radius sphere or a particular person or object from being detected or noticed by clairvoyance, retro cognition, or precognition of equal or lower power, at a cost of 1 energy point per hour per thing protected. Higher power supers can sense the veil and break through if they opt to spend one extra energy point to do so.

X-ray Vision (C1)

The super can scan the interior of a particular solid object at a range of 50 ft. He or she can see inside it (to a depth of 2 feet). A 10 x 10 ft. area can be searched each round, and any secret doors, hidden recesses, or traps will be evident. Dense material like lead or gold block X-ray Vision as does a force field. X-ray vision can also be used to send a burst of radiation into the target, heating it up, as an attack (RA1): this does 2d6 heat/fire damage with range 50 ft.

STARTING GADGETS

If a character starts with any Gadget Points due to a Gift or being a gadgeteer design the gadgets using the Gadget Creation rules.

Players should also create their gadgets, based on the gadget points from the Gifts and the Gadgeteer class. See Gadget Creation for a few additional rules. If it matters, a power that is one of a super's specified powers is a "super power" and one that is possessed by a gadget is a "gadget power."

A gadget is an item that embodies one or more super powers. To design a gadget decide if it Worn (like a suit, ring, belt, pack, gauntlet, visor, or helm) or Hand (like a wand, staff, blade, bow and arrows, surfboard, guitar, or gun) or Vehicular (added to a vehicle). Give the gadget a name. Decide what powers it has, just like picking powers normally. 1 gadget point buys 1 power or 3 minor features; the usual level restrictions on Superior or Ultimate powers apply.

Gadgets added to starting characters are assumed already present, but those added during play may require manufacture. This applies to both gadgeteers and non-gadgeteers. An exception to this is using captured enemy gadgets or those of fallen comrades: it's a genre convention that these are not used and instead locked away or dismantled for study, but if a character has free gadget points, they can spend them to master such captured prizes.

New Gadgets: If a gadgeteer gains gadget points from going up in level they can apply them to a new gadget or upgrade an existing one. It takes 10 day's work and \$100,000 per gadget point to build it for a handheld gadget or twice that for a worn gadget. Reduce this time and cost by -10% x the gadgeteer's Intelligence BAM. If the gadgeteer wishes to hurry it can be done in hours instead of days but at 10x the cost.

Building Gadgets for Your Friends: When a non-gadgeteer gains gadget points from going up in level, they must approach a gadgeteer and ask them to turn their "idea" into reality, just as above. Only when the gadget is paid for and delivered do they receive it.

Worn gadgets are hands free and several can be used (as long as they have different descriptions, e.g., only one suit of armor). However, each worn gadget takes an entire round to remove or put on. Due to their compact or body-conformal design worn gadgets also cost twice as much to build but they are harder for a foe to remove or to accidentally lose. If a character is killed by damage attacks worn gadgets can be assumed to be destroyed with them.

Hand gadgets only work when the user has a hand free to wield, carry, or operate them. Note: "Permanent" protective powers like Armor or Life Support that are assigned to hand gadgets protect the gadget, not the wearer. They should usually be made Worn gadgets instead. Hand gadgets are more vulnerable to being dropped or targeted by a foe. Hand gadgets used to fight with are easier to aim (if ranged) or get longer reach (if melee) than worn gadgets: +1 to-hit.

Vehicle gadgets are gadgets that are built into super vehicles. They're controlled by its crew and any protective effects like armor or life support benefit everyone in the vehicle.

Each power costs 1 gadget point; each feature costs 1/3 gadget point.

Any power that requires energy points that is built into a gadget is assumed to have 6 energy points available for it – but these are NOT available for the character's other powers or for recovering hit points. Multiple powers in the same gadget can share the same pool of energy points; add them together.

Example: Eve is playing Tonya Grimm, a 1st level human gadgeteer with 7 GP available from her level and Gifts. Eve decides Tonya has one gadget: her "Iron Maiden" battlesuit. Eve makes this a Worn Gadget, and selects Armor (1 GP), Super Strength x2 (2 GP), Flight (1 GP), Lightning (1 GP), and Life Support (1 GP) and 3 features: Super Vision, Gas Protection, and Radio (1 GP). The gadget has one power that needs energy points (Lightning) so it has it has 6 EP.

LIMITS

Limits are exotic weaknesses that only characters with super powers possess. Assign the character the specified number of Limits from the Origins Table.

Roll a Limit from the Limit Table below. Outsider is only available for Supernatural characters. Each Limit can only be taken once except for Depowered by X or Inhuman which can be taken twice, Transforming up to three times, and Vulnerable which can be taken up to four times.

LIMIT TABLE (D10)

- 1-2 Depowered by X*
- 3 Dependency
- 4 Inhuman
- 5 High Maintenance (Outsider if Supernatural)
- 6 Power Focus*
- 7 Bound
- 8 Transforming*
- 9-10 Vulnerable to X**

** For robots, may replace with Vulnerable to Electricity or Controller as desired.*

*** Specify one energy type: Acid, Cold, Electrical, Heat/Fire, or Sonic. Alternatively, take Vulnerable to Psychic Attack or Vulnerable to Animal Control, or Vulnerable to Poison.*

Bound: The character has some compulsion related to their origin or powers that compels them to service of a particular entity or cause, and which can strip away their powers or some of their free will if they disobey, at least until they make amends or find a way to rid themselves of the control. It could be service to an abstract principal (the character loses their powers if they stray from the path of righteousness), a particular god or demon, a magical master such as a vampire's sire, or, especially for robots with computer brains, a programmed "Prime Directive." It might also represent brain washing or a mind-control implant.

Depowered by X: The character loses all their powers when within 5 ft. of a rare or unusual substance, or group of substances, such as alien space rocks or holy symbols. If actually touching the substance damage is 1d6 per round of exposure and DR does not protect. Referee specifies what X is, but it should be possible for occasional villains or enemies to acquire some of it with effort. This limit can be taken twice. If so, in addition to rare substances, it means the group also includes something extremely common, such as sunlight.

Dependency: The character requires a peculiar substance or action for sustenance or energy beyond normal food and water: e.g., radioactive substances, fresh blood, human brains, sacrifices, etc. Keeping up imposes some risk of social stigma, harassment by authorities, or danger beyond monetary cost (see High Maintenance). Failing should result in debility (e.g., perhaps halve strength or constitution) and/or 1d6 daily HP loss that can't be healed without it.

High Maintenance: The character eats a lot, requires plentiful fuel or parts, etc. Living expenses are 10x normal. Due to these expenses the character has 1/10 starting wealth (after modifications for Gifts).

Inhuman: The character's appearance is alien or bestial in a way that goes

beyond the merely exotic, and which cannot be easily disguised. Maybe he or she has metal or stone skin, blur fur and fangs, two heads, or animal features. Alternatively, he or she may look like an animal or machine rather than a human or near-human being. Until the character becomes a world-famous hero with altruistic reputation most people's reaction is to treat them as a "thing" rather than a person (if they look like a machine or animal) or to run in terror, attack, or call the authorities. If Inhuman is taken twice the character is an Inhuman Beast with no proper hands and cannot wield tools, weapons or armor and can only use wearable gadgets built specially for its size and shape.

Outsider: The character's form is not native to this dimension or physical plane. If reduced to 0 hit points or less (but not reduced to -10 and killed) they are dispelled to their own plane and will be at least 1d6 days before they can return (and may require a special adventure to find a gateway or the like if they lack powers for such travel). In addition, while in their own plane the character is vulnerable to being summoned by some sorcerer on Earth!

Power Focus: The character has some item or key that is needed to use his or her powers, and which must be carried to do so. It must be something that could possibly be lost, broken, or stolen; it may be one of his or her gadgets if desired. If lost, the character loses his or her powers until it can be fixed or regained, or a substitute invented. If the character has the Transformation Limit the power focus is needed to perform the transformation and without it they are stuck.

Transforming: The character's super form is not their NATURAL form! They have a weaker form that has no powers at all: a natural "human" (or other entity) that is much weaker. Transforming between "normal" and "super" form takes one round of concentration and costs 1 energy point. It often requires some ritual phrase or action as well and is accompanied by special effects like a flash of light and the transformation of street clothes into a costume and/or gadgets as part of the effect. A character in super form must spend 1 energy point per hour to maintain it and can only recover energy points or sleep in their natural form. Note that ability scores may alter when in one's natural form if the character got increases due to powers like super-strength. A character may have altered appearance when transformed even if they simply go from human to superhuman. Often their physique or looks become more impressive. Sometimes even age changes as well, like a 12-year-old human turning into a 30-year old super-human! There are often some involuntary triggers that accidentally result in transformation back to normal form.

If Transforming was taken twice the character has one of these additional limits:

Transformation x2 (Brute): The character's super-form has half its normal Intelligence score; they have full Int in their normal form, however.)

Transformation x2 (Triggered): The character will transform automatically under certain uncommon circumstances e.g., nights of the full moon, only when angry, etc. In other circumstances than these, it requires significant efforts to transform: it costs 1 energy point per turn, instead of per hour, to retain their super form. The above situations may also be "trigger events" that automatically transform the character for at least one hour: avoiding changing may spending energy or a Wisdom saving throw.

Transformation x3 (Triggered Brute): Combines both limits. This is rather

common for were creatures!

Vulnerable to (Damage Type): Pick one class: Either acid, heat (including fire), electricity, cold, sonic; the character takes +1 damage per die from that attack.

Vulnerable to Psychic Attack: The character has -5 to save against anything that a Mind Shield protects against.

Vulnerable to Poison: The character is -5 to save against poisons.

Vulnerable to Animal Control: The character can be affected by these powers as if an animal.

ISSUES

Heroes may suffer from various mundane but troubling issues that confound their existence as much or more than their super powers. Should a character be able to overcome a limit in play the Referee may allow this as a reward for their cleverness, or alternatively eventually replace it with another issue (if overcoming it was too easy). Assign the specified number from the Origins Table. Pick issues or roll d12 on the table below in the correct column to determine the issue. Mutants always take Bad Press as their first issue.

D12 ISSUE

1. Bad Press
2. Dependency
3. Disability
- 4-5. Enemy
6. Duty
7. Kid
8. Loved One
9. Old
10. Phobia
11. Scarred (Enemy if already Inhuman)
12. Wanted

The Issues are described below:

Bad Press: One or more major media outlets are on a crusade to destroy the character's reputation with the public. A hero will have to work extra hard to avoid being smeared a villain, and a villain either is mocked and belittled, or alternatively finds the media urging the authorities and heroes to make their apprehension priority number one.

Dependency: The character struggles with some form of addiction or compulsion that distracts them, such as alcoholism. Halve the character's Wisdom score when indulging; assume this applies roughly every second adventure session, and after any significant defeat (drowning sorrows).

Disability: The character is physically impaired in some way, such as blind, deaf, having only one arm, color blind, illiteracy, a hearing or speech impediment, requiring a wheelchair for mobility, mental illness, etc. If applied to a player character, the disability should sometimes impair but not cripple the character. If normally quite severe (like blindness) and this is rolled for a player character, the character should pick a disability that can be mitigated by one of their powers, or a prosthetic, thus allowing them to still adventure despite being impaired to some degree. For example, a blind character may

have Radar sense but be unable to see color or read print. They may be able to claim a disability pension (1d10 x \$500 a month).

Duty: The character has an organization, family, or similar connection that routinely calls upon the character for special and dangerous missions. Failure to serve will have some consequences (e.g., gaining Wanted or Enemy).

Enemy: The character has an archenemy who will routinely attempt to ruin them, rather than just committing crimes against the public. If defeated they may be replaced by a related foe. The Referee creates the enemy. An enemy has a 2-in-6 chance of showing up in any given adventure, though "showing up" may mean anything from attacking directly to sending goons or threats. For 1st level characters, an Enemy is usually connected with their origin.

Kid: The character is a child or young teenager. They aren't taken seriously, authorities and other supers insist they attend school, they won't have a driver's license, and so on. In addition, a kid will have -2 to Strength. This penalty goes away when the character grows up in 2d6 years. Divide starting money by 2.

Loved One: The character has an NPC relative, family, lover, or friend that they will do anything to protect, but who is regularly exposed to trouble. In situations where the PCs' neglect results in harm or to the loved one and the character did not do everything they could to save them only 50% experience should be awarded.

Old: The character appears past his or her prime: -1 to all ability scores. (Apply before any modifiers for powers.) If not an Outsider they may claim a pension of 1d6 x \$500 each month, though. If they have immortality they achieved it after becoming Old, or they're VERY old...

Phobia: Pick a reasonably common phobia. If confronted by it, make a Wisdom save, with success meaning they overcome it and failure meaning they will flee, become catatonic, or go berserk (player's choice). When confronting or in the presence of the phobia the character is -3 on all attacks and skill throws due to trauma.

Scarred: The character's face or body is badly scarred. Subtract 1 from Charisma and strangers may react badly when they see him or her. Re-roll if character is already Inhuman.

Wanted: The character is wanted by the law and/or bounty hunters. If the character is a hero he or she may be a former villain, anti-hero, or framed; if a criminal, he or she has done time. Clearing the character's name (or doing penance for his or her crimes) may require significant effort. Otherwise this works much like an Enemy except that the opposition is likely to be less powerful but in greater numbers and the PC will need to keep under the government's radar.

FINALIZE SCORES AND DETERMINE HD and EP

Modify scores based on any changes from gifts, powers, limits or issues. Roll Hit Dice and record HP and EP.

MONEY AND EQUIPMENT

GUARDIANS uses U.S. dollars (\$) as its standard currency. Item prices from fantastical RPGs convert at a rate of 1 gold piece per \$10. (The value of gold or silver may be more, however!)

Characters begin their careers with \$2000-\$12000 (2d6 x1000) and may purchase most gear and equipment prior to starting play. Sidekicks/

henchmen start with 10% of that. Pets and monsters get no money. Certain gifts and issues modify money (as described earlier).

Refer to the Equipment rules for a selection of items (other than Gadgets) to start with. However, weapons and armor are often restricted for power wielders and bruisers (see their class descriptions).

LANGUAGES

Most characters know whatever language is dominant in the area where the campaign is set, like English in the USA. Aliens or supernaturals know their native tongue, if any. Characters with 13+ Intelligence start with extra languages equal to their Basic Ability Modifier. The Referee should tell players if there are important languages unique to the campaign.

PROFESSION

If you want your super to be a skilled artist, cook, historian, photographer, truck driver, software developer, teacher, plumber, marine biologist, writer, or whatever it will have little impact on their day-to-day super heroics but by all means make a note of it. Referees who want a bit more structure can assume characters get one background profession and may trade off learning languages to acquire additional ones.

BACKGROUND DETAILS

Give your character a name, a description of what he or she looks like, and a costume and super identity name, if any. Indicate age and gender. Optionally write a bio of their origin, personality and background. It's assumed 1st levels are just starting out as a super, but they may have had some action. Decide if the character keeps their super identity secret or if it is public. Public identities risk loved ones being targeted by their enemies and suffer harassment by the authorities, fans, paparazzi, or law suits, especially if Wanted or they have Enemies. On the other hand, characters with secret identities are usually under a lot of stress due to leading a double life and lying to friends and family, and at risk of blackmail.



EQUIPMENT

Characters may use their money to buy a variety of equipment and may encounter non-player characters that have their own gear.

The Bruiser and Power-Wielder classes have restrictions on the types of weapons and armor that they carry and use; see their class descriptions.

All characters can be assumed to have a house or apartment.

MELEE WEAPONS

These are most often used by super-agents and by normal fighters (see NPCs).

Weapon	Damage	Weight (lb.)	Cost (\$)
Axe	1d8*	4	\$50
Bo staff (2-handed)	1d6	4	20
Club	1d6-1	2	\$1
Dagger****	1d4	0.5	\$20
Baton/Tonfa	1d6-1	1	25
Fist, Kick, etc.	1d3	-	-
Hammer	1d6	3	\$20
Sword	1d6	4	\$100
Sword, long	1d8*	5	\$150
Lance	1d12**	\$100	
Pole Arm (2-handed)	1d10	\$50	
Spear (or bayonet on rifle)	1d8*	\$30	
Whip	1d4****	\$20	

* +1 damage if weapon is used two-handed

** Mounted use only

*** Easily concealable (up sleeve, in pocket, etc).

**** Target hit must make a Dexterity save or suffer -2 penalty to AC for one round

Ranged Weapons

Various ranged weapons are available. Bows, slings, and thrown weapons are usually easily accessible as sporting goods, as are rifles and shotguns. Other weapons may be subjected to local or national restrictions.

Note: There is a +0 "to-hit" bonus for ranged weapons utilized at short range (x1), a -1 "to-hit" penalty at medium range (x2), and a -2 penalty for long range (x3) attacks. Aiming for one interrupted round adds +1.

Aiming, with sights for one interrupted round, adds +2.

Ranged weapons have a -2 "to-hit" penalty at point blank or melee range.

Ranged Weapons (Bows, Slings, and Thrown Weapons) Table

Weapon	dmg	rof*	range (feet)	Weight (lb.)	cost (\$)
Bow, Compound	1d8+1	2	100	7	\$300**
Bow, Long	1d8	2	80	6	\$130**
Dagger	1d4	2	10	1/2	\$30*
Crossbow	1d6	1	70	7	\$200**
Arrows or Crossbow Bolts, 10	–	–	–	1	\$50
Hammer, throwing	1d6	1	20	4	\$10*
Shuriken	1d3	3	10	1/4	\$10*
Slingshot	1d3	2	20	1	\$10*

* Concealable under jacket.

** Concealable under long coat.

Ranged Weapons (Firearms) Table

Weapon	Dmg	RoF*	Cap	Range (feet)	Weight (lb)	Cost (\$)
Revolver	1d8	2	6	120	2	300
Auto Pistol (9mm)	1d8	2	15	120	2.5	500
Revolver, magnum*	1d10	2	6	150	3	800
Rifle	2d8	2**	5	600	8	1000
Shotgun	3d4	1	7	80	6	300
Machine Pistol*	1d8**	2 (burst)	20	120	3	1,200(M)
Submachine Gun (SMG)**	1d8	2 (burst)	32	150	6	1,000(M)
Assault rifle	2d6	2/ burst/ full	30	500	8	1,500(M)
Sawed-off shotgun**	3d4-3	1	7	40	5	300(M)
Sniper rifle	2d8	1	5	800	20	5,000
Heavy sniper rifle .50	3d6*	1	10	1000	30	8,000(M)
Light MG	2d6+1**	Burst/ full	100	1000	25	10,000(M)
Heavy MG	3d6	Burst/ full	100	1200	100	15,000(M)
Rocket launcher	6d6	1	1	600	5	2,200(M)

RoF is Rate of Fire: The maximum number of projectiles than can be fired per combat round and/or whether the gun is capable of burst fire or full auto

* Concealable under jacket.

** Concealable under long coat.

*** The spread of shot is 5' either side of the point aimed at. Therefore, one shot can attack several targets. However, at beyond the first 60ft, targets get to make a save (DEX mod applies) for half damage

Note that the rocket launcher only gets one shot!

(M) Military weapon, usually illegal.

The butts of pistols, crossbows, or rifles may be used to strike in melee for 1d4 (pistol or crossbow) or 1d6 (rifle) points of damage.

AREA-EFFECT WEAPONS

The target automatically takes the damage. Anyone else within the radius near the target gets a dexterity saving throw to avoid damage (vehicle operators save for the entire vehicle by swerving out of the way); add +3 to save if there is cover available to duck under.

If the attack misses it overshoots by 1d4 x 10% of the range in a random direction; anyone in the radius gets a saving throw to avoid damage as above.

Ranged Weapons (Area Effect) Table

Weapon	Dmg	RoF*	Cap	Range (feet)	Weight (lb)	Cost (\$)
Grenade, smoke	1d4 (10 ft. radius)	1	1	20	1	50*
Grenade, concussion	2d6 (5 ft. radius)	1	1	20	1	50*(M)
Grenade, fragmentation	2d8 (15 ft. radius)	1	1	20	1	50*(M)
Rocket launcher	6d6 (10 ft. radius)	1	1	600	5	2,200(M)

* Concealable under jacket.

*** Creates stationary cloud of smoke equivalent to Darkness power for 5 rounds.

ARMOR

Bruisers or Power Wielders may not wear armor with more than AC 9 [11] unless allowed by class abilities or as a gadget. Super-agents may only wear concealed armor (or gadgets). Gadgeteers may wear any armor as may normal fighters.

Armor Table

Armour	AC	Cost (\$)
Light armor vest*	15	300
Heavy armor vest	16	600
Ballistic bodysuit*	15	3,000
Chainmail	15	1,000
Helmet or Cowl	+1	100
Long leather coat	12	200
Leather jacket*	11	100
Leather bodysuit*	13	500
Spandex bodysuit*	11	100
Metal War Bikini or Jeweled Harness*	11	100
Tactical Body Armor**	17	2,000
Shield, small	+1	100
Shield, large	+2	500
Space Suit****	12	100,000

* *Light and concealable under or passes as clothing (unlike other armor).*

** *These armors are considered to be heavy, and encumber the wearer.*

*** *No effect on AC if used with shield or greaves (though shield and greaves may be used together).*

**** *Space suits provide life support power while worn and also encumber the user.*

OTHER EQUIPMENT

A variety of miscellaneous equipment can be purchased and carried (usually in utility belts or pockets).

Other Equipment Table

Gear	Weight	Cost (\$)
Bug, audio	0.25	25
Camera, miniature	0.25	50
Camera, standard	1	250
Camera, video	5	3,000
Cell phone	0.5	100
Climbing gear	15	500
Computer, Tablet	1.5	600
Flashlight (30 x 5' beam)	1	80
Handcuffs (Str save at -10 to break)	0.5	50
Headset radio	0.5	40
Medical kit	6	200
Night vision goggles (halve darkness penalties)	1	200
Parabolic microphone	5	2,500
Scuba Gear (wetsuit, fins, tank etc)	50	1,000
Silencer	1	30
Telescopic sight	0.5	80
Toolkit for gadgeters (basic tools)	10	2,000
Travel case	8	125
Workshop for gadgeteers (+1 to repair HP)	500	20,000

VEHICLES

Various vehicles can be acquired.

AC: The vehicle's Armor Class.

HP: The vehicle's hit points.

MPH: The top speed in miles per hour. Multiply this by 20 to get a tactical speed in ft. per round (while combat maneuvering). Regular travel speed usually averages half top speed.

Seats: How many people fit comfortably (crew/passengers). Double this to overload, -2 to AC and reduce Mph by 3/4.

Cost: Approximate purchase price.

Ground Vehicle Table

Vehicle Type	AC	DR	HP	Mph	Seats	Cost (\$)	Weight (lbs.)
Tank	18	15*	28	4	4	200,000	100,000
APC**	18	12	21	45	2+11	400,000	27,000
Humvee**	18	5	33	70	1+5	50,000	8,000
Luxury car	13	2	20	100	1+4	80,000	5,000
Police car	13	3	25	120	1+4	40,000	5,000
Motorcycle	10	2	10	120	1+1	2,000	500
Small car	12	2	25	80	1+3	10,000	3,000
Sports car	12	2	25	140	1+1	50,000	4,000
SUV	13	2	30	90	1+5	40,000	6,000

* Front of body and turret DR 20 but supers can attack other sides. Armed with tank gun, light machine gun, and heavy machine gun. Only heavy machine gun can elevate to hit targets above vehicle.

** May be fitted with light or heavy machine gun.

Aircraft Table

Vehicle Type	AC	DR	HP	Mph	Seats	Cost (\$)	Weight (lbs.)
Air Car (VTOL)	14	4	20	200	1+3	500k	2,000
Supersonic VTOL Jet	15	5	60	1,200	2+6	200m	325,000
Attack Helicopter*	17	8	40	190	2	20m	12,000
Business Jet	12	2	40	580***	15	3m	90,000
Fighter Jet**	13	2	44	1,400***	1-2	30m	28,000
Light Helicopter*	12	1	20	160	4	500k	4,000
Light Airplane**	12	1	25	180**	4	280k	2,400
Jet Airliner	13	4	80	600***	150	150m	800,000
Utility Helicopter**	15	3	20	180	190	13k	8,000
Ultralight	11	0	10	40	2	50k	100

k = thousands

m = millions

*Price includes Gatling cannon and d4+4 pylons for missiles or bombs.

** Usually unarmed but may be fitted with two light machine guns or rocket launchers.

*** No ability to hover; minimum speed 100–200 mph in air, requires runway for takeoff.

Water Vehicle Table

Vehicle Type	AC	DR	HP	Mph	Seats	Cost (\$)	Wt.
Mini-Sub	12	4	25	20*	4	100,000	100 tons
Large yacht	14	5	80	30	10	2 million	200 tons
Small freighter	15	10	100	30	1000	20 million	2,000 tons
Cruise Ship	16	8	200	20	500	200 million	50,000 tons
Speedboat**	11	1	20	60	4	15,000	2 tons

* On surface or underwater.

** Usually unarmed but may be fitted with light machine gun or rocket launcher.

VEHICLE WEAPONS

These military weapons are mounted on vehicles or fixed installations. The same rules for ranged weapons apply to them.

Heavy Weapon Table

Weapon	Dmg	RoF*	Cap	Range (feet)	Cost (\$)
Heavy machine gun	3d6	1-2 Bursts*	100	1200	15,000
Gatling cannon	4d6	1-4 Bursts*	250	1100	30,000
Tank Gun	7d6	1	40	4000	50,000
Aircraft Missile	6d6	1	1**	25,000	100,000
Rocket Pod	6d6	3	6	1,200	10,000
Bomb	9d6 explosion	1	**	1000	10,000

* Fires up to five attacks each using up 10 shots per burst.

** Combat aircraft usually have 4–8 pylons that can mount any mix of bombs and missiles.

SAMPLE CHARACTER GENERATION

Tim creates a GUARDIANS character for the Referee's campaign. He rolls the following abilities and records them in order on a piece of paper noting their modifiers: Strength 13 (+1), Intelligence 11 (0), Wisdom 9 (0), Dexterity 16 (+2), Constitution 11 (0), Charisma 9 (0).

Next he must choose his origin. He chooses mutant getting 1 gift, 4 powers, and 0 limits.

For class, he picks Super Agent and chooses the Gunslinger option. He wants the guy to be ex-military, maybe a former ranger or something.

For gift he rolls and gets Military/Spy Contacts.

For Powers, he decides to roll a theme and gets Teleportation. He chooses Teleport and takes it twice for added effect giving him Superior Teleport which will let him go 10x as far. He decides to pick rather than rolling and figures his mutant powers made him strong: he chooses Super-Strength, giving him x2 Strength raising it to Str 26 (+5). He rolls for theme again for further inspiration and gets Scrying. He chooses Clairvoyance. Tim realizes he has a mutant who can project his senses to scan a distant point and then teleport right to that point, while beating up people. Cool.

Last, Tim has two Issues. As he's a mutant one will be Bad Press. He rolls the other and gets Loved One – he has a girlfriend, Rose. He decides Rose doesn't know his super identity...

He then rolls a 3d10 for Hit Points and adds his Constitution bonus, giving him 20 Hit Points to start with. He records "20" as his Hit Point total on his character sheet. He also records the 7 Energy Points his class gives him.

Tim then rolls 2d6, getting a result of "5", and multiplies this result by \$1,000 for his wealth, which grants him \$5,000 to purchase equipment with. As he has a military/spy contacts he has some illegal gear.

Scanning over the lists of basic gear, weapons, and armor, he selects a tablet computer (\$600), two handcuffs (\$100), a machine pistol (\$1200), three smoke or concussion grenades (\$150), a club, and a ballistic bodysuit (\$3000). He then subtracts his expenditures from his money, records his equipment on his paper, and figures out his Armor Class.

Tim decides on the name Steven Silver as his character's real name and Jump Trooper as his super name, and that he's male and 29 years old, ex-US Army. He decides he was in the 82nd airborne until his powers were discovered. His chute failed to open during a drop – that's when he first learned he could teleport when he vanished and arrived back at base. After the military found out what happened he got sent to a black ops Delta Force unit... He served honorably but eventually got out after eight years (partly to be with his girlfriend). But the Pentagon "stays in touch" (and vice versa) and he's also the sort of guy who can't leave things alone, so when there's trouble in the neighborhood the cops can handle, he figures a man has to step up. His costume is a camouflage-patterned ballistic bodysuit with a bald eagle symbol and a belt for his grenades and holstered pistol. He hands his character sheet off to the Referee to review.

Str 26 (+6) Int 11 (0) Wis 9 (0)
Dex 16 (+2) Con 11 (0) Cha 9 (0)

2 gifts, 4 powers, 2 limits, 1 issue.

Class Abilities: Gunslinger.

Gifts: Spy/Military Contacts.

Powers: Super Strength, Superior Teleport, Clairvoyance.

Issues: Loved One.

Equipment: Ballistic Bodysuit, Machine Pistol (d8), two smoke and one concussion grenades, two handcuffs, tablet computer.

AC 17 (Dex and AC 15 ballistic bodysuit). HP 22. EP 6.

SUPER TEAMS

Super heroes typically form teams. These may be ad-hoc team-ups, but it is usually a good idea for the characters to set up a formal organization with its own name, and headquarters.

A typical hero team is set up to defend a city or larger region (state, planet, galaxy...) but some teams have more specific motivations or themes often tied into a common origin, approach, or enemy. Teams with a common origin should, however, still have diversity of powers or classes.

The first adventure is often a good time to form a team. Villains, of course, may also form teams. Super teams may distrust each other and come into conflict even if both are composed of heroes. They may also include some non-player character allies (some of which might not be trustworthy).

Origin and Super Teams: By mutual consent players may wish to consider sharing the same origin and background (e.g., everyone was a superhuman created by the same corporate lab, or everyone's a supernatural entity). This can help build cohesion at the expense of variety.

Super heroes work well in small group or solo adventures, but a team can always be bulked out with non-player heroes. These should never take a leading role in actual adventures, but can add a lot of drama and occasional mystery or conflict if they have secrets or enemies of their own.

The Referee can also allow players to play more than one character. However, in these cases characters belonging to the same player cannot offer each other special treatment, such as trading or giving away wealth or gadgets unless the referee rules it acceptable.

REFEREE SECTION

TIME

Time in GUARDIANS is measured in normal terms of hours, days, weeks, and so on. During adventures, time is measured in special increments of turns and rounds. Turns are typically 10 minutes long, and a round is typically one minute long. Combat is most often measured in terms of rounds, and exploring a large area or crossing the city most often in terms of turns.

MOVEMENT

Unencumbered characters typically move at a rate of 120' per turn when exploring an area, which takes into account searching, mapping, and moving cautiously. Characters can move 10 times that distance in close quarters by running with no regard for danger, obstacles, and stealth. Characters (again, unencumbered) may run up to 1 mile in 1 turn if outdoors and in favorable terrain (road, meadow, etc.).

During combat, an unencumbered character can move (and move only) up to 120' in one round, or move up to 30' and perform some other action, such as fighting.

These base rates may be increased by some Powers (see their descriptions)

Moderately encumbered characters, or those who are wearing bulky armor or carrying in excess of the Carry value for their Strength suffer a penalized movement rate 2/3 normal (90 ft. usually); encumbered characters, or those wearing heavy armor and carrying in excess of this value in weight suffer a penalized movement rate of just 1/2 normal (60 ft. usually). More heavily

encumbered characters move only 1/4 normal (30 ft. usually) and not run at all.

SKILL CHECK (OPTIONAL)

GUARDIANS does not utilize specific skills, with the exception of a few special Gifts, thereby promoting the aesthetic that player action trumps random rolls. However, there may be times when the Referee prefers some sort of die check be made to determine whether or not a character is successful attempting a particular action.

In these cases, the Referee determines which of the character's ability scores is most relevant to the task being attempted. If two or more are relevant, the highest ability may be used at the Referee's discretion.

For instance, the player wants to see if his character can leap over a pit. The Referee determines Strength will be the relevant ability. Or, the player may attempt to disable a doomsday device with a ticking clock. The Referee then determines the player may utilize either Dexterity or Intelligence to make the attempt.

Once the relevant ability has been determined, the player makes a skill check using the saving throw (ST) number for his or her level, adding the ability bonus for the relevant ability score, if any. Success means the character succeeds; failure means he or she either doesn't succeed, or if that would derail the story in a boring fashion, succeeds at some significant cost at the Referee's discretion.

It should be stressed that this system is only intended to resolve dramatic or unlikely resolutions; Referees are encouraged to allow automatic success when reasonable or when the player adequately describes the steps he or she takes to accomplish the desired objective.

ENERGY POINTS

Super classes start with a number of Energy Points (EP) that may be used to fuel their use of powers. (Not all powers require Energy Points). See Rest for recovery.

EP recover at a rate of 1 point per hour of rest, or 2 per hour if the character's EP total is 20+.

Supers may also use Energy Points even if they do not possess powers! This represents a sudden adrenaline rush or the type of good luck that heroes often possess!

A super can take a round to do nothing and spend 1 Energy Point per round to restore one lost HP, provided his or her hit points are not -10 or worse.

REST

If characters pull all-nighters, travel all day, or otherwise do anything that might exhaust them, they suffer a -1 penalty to all attacks, damage, and saving throws due to exhaustion. This doesn't apply to anyone with appropriate powers like Robotic Body.

All a character's Energy Points recover after resting or sleeping, or being unconscious for a full hour. A character cannot be sustaining or concentrating on an EP-using super power while resting! Gadgets recover EP the same way (recharging capacitors, etc.) but can be assumed to recover one a per-turn rather than per-hour basis if the PCs have an HQ gift and are present in it (it's

presumably full of extra supplies, spare power packs and so on).

TRAPS

Villains often set traps for heroes. Characters actively searching for such dangers may detect them with a roll of "1" on a d6. Once detected, the characters must avoid or describe to the Referee the steps they attempt to take to deactivate or neutralize the hazard.

Falling

Characters take 1d6 points of damage for each 10 feet they fall up to a maximum of 20d6. They can make a saving throw versus falls to sustain only half damage, or no damage if the Referee rules there is a convenient flagpole, tree limbs, awning etc.

Swimming

It is assumed that every character knows how to swim. Characters move at half their normal movement when swimming unless they have appropriate powers. Characters that are encumbered will have a probability of drowning, which is at the Referee's discretion.

Drowning: Anyone who is drowning (can't swim, immersed in a deathtrap, etc.) who needs to breathe should make a Constitution saving throw each round. Failure means they pass out and die in 2d6 minutes if not resuscitated via a helper performing first aid (rescue breathing).

Starvation and Thirst

If characters go for a full day or more without food or water, the referee may begin to apply penalties to attack rolls, require more frequent rest and a reduction in movement, or even begin to deduct hit points in extreme cases or in severe climates.

Doors

Most doors encountered will be closed. Some of these may be stuck due to age, lack of a power supply, or deliberate sabotage, or may even be locked. Doors that are stuck closed may be open on a roll of 1 on a d6. Characters with 13-15 Strength may force doors on a 1-2 on a d6, 16-17 Strength on a 1-3 on a d6, and characters with an 18-24 Strength may force doors on a 1-4 on a d6, and those with 25+ Strength on a 1-5.

Obviously some doors, usually because of stronger materials or special construction, will never be forced despite the Strength of the characters, and special means must be undertaken to open them (explosives, restoring the power supply, finding the key, etc.).

Some doors will be hidden or concealed, and are commonly termed "secret doors". Characters who are actively searching for secret doors may locate them on a roll of "1" on a d6, or automatically if using X-ray Vision.

Characters may attempt to hear what is happening on the other side of a door; again, this is successful with a roll of "1" on a d6, or a "1-3" if using Heightened Hearing.

COMBAT

Combat occurs when enemies face off with harmful intent, be it characters vs. villains, characters vs. monsters, or character vs. characters! Combat can include groups fighting against groups, and groups fighting individuals. Combat includes fighting with weapons, teeth, claws, fists, powers, and gadgets! The standard combat sequence for GUARDIANS is as follows:

Combat Sequence

1. Surprise is determined, and any surprise round resolved.
2. Initiative is rolled.
3. The side that wins initiative acts first, in the following order:
 - a) Ranged weapons, spells, and devices are resolved.
 - b) Any movement occurs
 - c) Melee attacks are resolved.
4. The side that lost initiative acts, in the above order.
5. Any morale issues are resolved.
6. Go back to step two: Repeat until one side is destroyed, flees, or surrenders.

INITIATIVE

Each party rolls 1d6, usually the Referee rolling for the "enemies" and a chosen players rolling for the "heroes." The side with the highest result goes first. If the roll is a tie, the Referee judges whether a re-roll is necessary or if both sides will act simultaneously in the standard order.

ATTACKING

Hand-to-hand, or melee, combat occurs when opponents are within 5 feet of one another. Use judgment when deciding how many attackers can strike at one opponent; usually no more than six people can attack a single person if they surround them; two characters may fight side-by-side in a 10-foot wide corridor, unless all of the attackers are small

An attack is resolved by rolling a d20 "to hit", adding any applicable modifiers, such as that from Strength or a Combat Specialty, and then checking if the total is equal-to or higher than the target's Armor Class (if ascending AC is used) or equal-to or higher than the number needed to hit according the standard combat resolution charts (if descending AC is used).

Armor Class is determined by taking a base number of 10, and then either adding (ascending AC) or subtracting (descending AC) the proper bonus for any armor worn, the Basic Ability Modifier for Dexterity, and any other applicable modifiers. For instance, Tactical Body Armor (5[15]) and a Dexterity of 14 (-1/+1), means Armor Class is 4 (Descending) or 16 (Ascending).

If a successful hit is determined, then the damage listed for the weapon used is rolled, and any applicable bonuses are added.

Some gifts, powers, ability scores, and classes allow a character to "improve" their Armor class making them harder to hit. GUARDIANS allows use of either the Ascending or Descending armor class options (see Armor Class). If using ascending armor class, an "improvement" adds to AC; if using descending armor class, it reduces the AC.

Aura Powers

Some powers create a damaging aura, such as a character sheathed in flame!

The character can use an aura power to attack in melee by hitting his or foes. In addition, anything or anyone that touches, strikes or hits the character will also be affected by the aura, so that if (for instance) a foe punches, bites or grabs the character they will be "hit" as well. If the character grapples or is grappled that person they take the effect of the aura every round.

DAMAGE TYPES

Supers often have powers or gadgets that protect them against only some forms of damage. For example, a super with cold-based powers may be resistant or vulnerable to heat (and fire).

Where important, damage types are listed in power, limit or DR descriptions. Otherwise assume damage and protection is effectively against all sorts of physical and energy attacks.

DAMAGE, HIT POINTS, AND HEALING

Each time someone is hit by an attack that inflicts damage (after DR), it is subtracted from the victim's total hit points. Once hit points reach "0" the character is incapacitated or unconscious.

In GUARDIANS hit points of supers typically represent endurance, luck, and fighting ability as much as sheer toughness. Punches, kicks, and the like tend to inflict bruises and scrapes, while lethal weapons result in grazes, singes, flesh wounds, or scratches. This continues until the character is at zero or negative hit points, after which hit point loss includes broken bones, internal injuries, and penetrating wounds.

If a player's character reaches -10 or fewer hit points, 1d6 is rolled: the result is how many rounds the character has to receive some sort of medical aid before expiring! A character who spends one round tending a dying character may bind the character's wounds, leaving him or her stable, though unconscious for a number of hours equal to the stricken character's d6 roll. Likewise, healing a character up with a Healing power to fewer than -10 HPs also stabilizes them.

Damage may be "healed" after any combat with 1 turn of rest and first aid. The amount healed is 1d4 hit points: this amount cannot exceed the amount of damage incurred in the combat immediately preceding the rest, and will not heal damage incurred in earlier combats. Double this if the attending character has a Medical Background gift.

A character able to get eight hours of rest "in the rough" heals 1d3 points of damage after the rest. Characters able to get 24 hours of rest in a comfortable location (home, motel, HQ, etc) will recover 1d3 points plus 1 hit point per character level. A full week of full rest heals all hit point damage.

Suffocation and Drowning

A character in an airless environment (underwater, vacuum) can hold his or her breath for a number of rounds equal to his or her Constitution BAM (minimum 1). After this time, the character takes 1d2 hit points damage (not stopped by DR) each round.

MORALE

If non-player characters on one side of a fight is being overwhelmingly dominated, a morale check may be necessary to determine whether they stay and fight or attempt to flee. Typically morale is determined to have broken with a percentile roll of 50% or less, modified by whatever the Referee feels appropriate (for instance, a cowardly spy or a mistreated hireling may suffer

a -25% to the morale check). Note that for player characters, unintelligent creatures, robots, or obsessed zealots as the case may be, will usually fight until death, no morale check needed.

BURST FIRE

Some powers and guns are capable of burst fire. If a weapon has a burst fire option and at least three shots loaded, the character may fire a short burst as a single attack against a single target. The character receives a -2 penalty on the attack roll, but deals +1 dice of damage if firing a short burst of 3 shots or +2 dice if firing a long burst of five shots. Burst fire can also be used by laser or projectile fire: instead of shots assume they use up 3x the energy points.

SAVING THROWS

Sometimes, both during combat and out, a saving throw is required to determine whether a character sustains some ill effect or not.

THROWING BIG THINGS

When hurling something big (like lifting up and throwing a car or a boulder) the character will inflict 1d6 damage for every 10 hit points the object has plus their Strength damage bonus. (The object also takes the same damage.) Thus, throwing a truck with 40 hit points would do 4d6 damage + strength bonus. However, big objects like this are unbalanced and will have a -2 to hit.

The Referee can allow the target of a big object to make a Dexterity saving throw to catch it (if and only if they are strong enough to lift it). This usually aborts their next action, however.

DAMAGE TO STRUCTURES

A typical 10' x 10' section of brick wall can usually be hit automatically, has DR 3. A concrete or stone wall is DR 4, a steel wall is DR 5, an armored wall, security gate, or vault door will be DR 10. All can take 10 hit points to knock a hole through. Ordinary interior walls are only DR 2. If enough wall sections are knocked down a building collapses (Referee's option). Bullets or blades are less effective than other attacks like punches, hammers, or most super attacks and do only 1/10 damage to walls after subtracting DR (round down).

Similar rules can apply to a 10 foot section of a bridge, catwalk, or other structure. Very thick structures like fortress walls, big bridges, reactor domes, dams, etc. have 3 to 10 x the hit points.

DAMAGE TO VEHICLES

Hit points for vehicles operate in the same manner as hit points do for monsters and characters. If a vehicle is damaged to 0 or fewer hit points, it will no longer move and any integral weapons no longer function. A moving ground vehicle will crash next round; an aircraft will fall out of the sky; a ship or sub has 1d10 rounds before it will sink.

If a vehicle contains flammable fuel assume it catches fire if reduces to 0 Hit Points or less. Anyone trapped inside (e.g., unconscious) will take 1d4 damage per round from the flames.

ATTACKING AND DAMAGING GADGETS

A gadget that is held or worn is attacked at its user's armor class, but can be assumed to have 4 hit points per gadget point it has, unless it provides its own superior armor and/or DR. If reduced to 0 or less hit points it stops working until repaired; it can be repaired by a gadgeteer for \$1000 per gadget point. If reduced to -10 hit points it's destroyed; it may need to be rebuilt,

reforged, etc. requiring at least a day's work and \$5000 per gadget point.

Mapping

Super fights often range across a cityscape in three dimensions so detailed tactical maps are often pointless. However, referees may find it useful to know the general layout of the area and to sketch plans or maps of important locations such as a villain's lair or hero's headquarters.

Chases

Villains may try to escape or supers may decide they are outmatched and flee to fight again another day. One side of an encounter can always successfully flee if their movement is higher than the other side, and if combat has not commenced, although ranged attacks may be used.

Make it easy to break off and escape by describing complex urban or terrain features that can negate movement speed advantages. A villain vanishes into a crowded shopping mall, leaps from building to building, zigzags down a subway, etc., or creates a disaster (like overturning a bus or starting a fire) to force the heroes to either go after them or save/risk harming innocents.

One way to make chases involving high-speed vehicles or super powers more dramatic is to have the quarry perform a risky action that requires a Skill throw with failure resulting in a crash or accident, and "dare" the pursuer to risk the same. If they opt not to do so, the range has increased or they have escaped; if they pursue they must risk the same throw.

EXPERIENCE

Supers typically advance in levels by the accumulation of "experience points", or "xp". Experience points are typically awarded for defeating opponents, achieving goals, and accumulating rewards.

Achieving Goals: Characters should gain approximately 100xp/level for achieving minor goals, such as solving a mystery, saving citizens in distress, or foiling a typical villain's scheme. For major goals, such as stopping an alien invasion, defeating an entire league of super villains, or preventing a major disaster, the reward should be greater, 500-1000xp/level.

Accumulating Rewards: Acquisition of wealth is not the goal of most heroes, but some villains have bounties or rewards. Characters should gain 1xp for every \$1,000 of reward offered for solving crimes or bringing in wanted villains up to a maximum of 1,000 xp.

Killing Villains or Monsters: An opponent is worth 100xp per HD or level if captured and imprisoned (even if they escape later). Half the amount (rather than the full award for actually killing the foes) should be awarded for successfully driving off, thwarting, or killing a foe. The exceptions are mindless foes like robots or zombies, where the full xp can be awarded for destroying them.

Sidekicks and Experience: Sidekicks, pets and henchmen acquire experience in the same way player characters do, can advance in level, and are affected by all of the same class rules. Because they are following orders and not engaging in problem solving, they suffer a penalty of -50% to experience points.

EXPERIENCE FOR VILLAINS

Evil characters can gain experience slightly differently.

Achieving Goals: As above.

Accumulating Loot: Acquisition of wealth is often the goal of many villains and mercenaries. Characters should gain 1xp for every \$1,000 they accumulate via a villainous scheme (max 1,000 xp at once).

Defeating Enemies: A monster, if killed, should be worth 100xp per HD of the monster. Half the amount (rather than the full award for actually killing the foes) should be awarded.

Play and Encounters

The Referee tells the players what their characters sense and describes the world around them. The players tell the Referee what their characters say and do; the Referee plays everyone who comes into contact with them. Game mechanics such as the power and combat rules are used to resolve complex situations like combat.

In GUARDIANS game the usual course of play is for the Referee to describe a situation which requires the intervention of heroes, such as a crime by a rampaging super villain. The characters are in a position to intervene and attempt to stop the villains, uphold the law and save lives, usually by fighting the villains while attempting to protect any innocents in trouble.

Simple situations like stopping a super-robbery or terrorist attack can be complicated by having a master villain who has lower-level henchmen and a master plan that involves several steps. Early on the heroes thwart early steps (causing the villain to repeat them, attempt to rescue his or her minions, or come after the party in retaliation), or fail to do so but garner useful clues that will ultimately lead them to the master villain, or failing that, be captured by him. A final showdown may take place in the villain's headquarters or at the scene of his or her ultimate crime or attack, which the characters will do their best to thwart.

Set up encounters so that the heroes have an advantage, without making it a pushover. Opponents may be lower level, or use less imaginative tactics, or be a super villain plus some normal thugs with a gadget or so each. A master villain may have plenty of henchmen but they may be scattered about his or her lair. The master villain themselves will often be few levels higher than any single PC but collectively they will have the numbers.

The campaign can be enlivened by other situations. The superhero genre also encompasses science fiction, fantasy, and horror, and these can always be drawn in. Vampires, zombies, space or sea monsters ... all are appropriate. A seeming villain may actually be a lost and confused alien, time traveler, or supernatural. Heroes face earthquakes, air disasters, or rescue malfunctioning spacecraft. An organization may invite the characters to go on an expedition into space or check out a mysterious island that has suddenly appeared. A telepathic hero may pick up a stray thought from a passerby contemplating suicide...

The super hero genre is as much as about interpersonal soap opera as it is about saving the world. Players may detail what their characters do between adventures and encounter obsessed fans, troubled coworkers, love-interests, or threats to expose their secret ID. The heart of any superhero story is the issue of morality: what do people do with the great powers they received? Will they act responsibly, sacrifice their own lives to fight the good fight and protect the innocent, or fall by the wayside, give up, or become villains?

EXAMPLE OF PLAY

Three heroes –Thunderstreak, a superhuman bruiser, Amy Atom, a human gadgeteer from a parallel universe, and Jump Trooper, a mutant super-agent: have teamed up to answer a police call at TeraWorks Labs: someone is trying to rob the lab complex, probably to steal its new Solar Converter, an invention the Referee foreshadowed by mentioning it in a news report last session. Jump Trooper and Amy are flying in her air-car, while Thunderstreak is using his flight power.

REFEREE: "You weave through the buildings and come upon TeraWorks lab complex. From below, smoke rises from a burning SWAT van inside the courtyard. A 7' tall gold humanoid flicks aside an armored police officer. A half-dozen other cops and TeraWorks security guards are scattered like bowling pins. One officer still fires a revolver at the villain but the gold giant ignores the bullets. He has some sort of high-tech machine tucked under his arm, and is slowly striding out of the complex."

AMY: "I'm coming in fast and low. Did we surprise the villain?"

(The Referee decides that since the heroes are airborne and have a good view, the PCs won't have any chance of being surprised. But he thinks Amy Atom's player has a point, and rolls for the villain. He gets a 4, no surprise.)

REFEREE: "The gold-skinned giant hears your air-car engine and looks up. "Heroes!" he shouts. "Bah! The Golden Golem enjoys a challenge!" Roll initiative, guys. You're 100 feet above it."

THUNDERSTREAK (rolls for the heroes): I get a 5.

REFEREE: (Rolls dice) And I have a 4. You first. What are you heroes doing?

THUNDERSTREAK: "Golden Golem, taste the thunder of justice! I fly forward and use my lightning attack from 80 feet away."

AMY ATOM: "I'll tell the atom-car to hover 60 feet above the villain, and pull out my Pacification Ray (a Mind Control handheld gadget). Maybe he won't be able to reach us."

JUMP TROOPER: That SWAT van you said was on fire. Is it going to explode or is anyone in it?

REFEREE: Good call. Yes, one officer is trapped in the burning van. Looks like the team commander. She's already injured, about 80 feet below you.

JUMP TROOPER: Okay, I'll teleport down to the van to rescue her. "Hi, miss, I'm Jump Trooper. We're here to help. I'll use my super strength to rip the door open. Can pull her out?"

REFEREE: "Sure." (The Referee didn't figure there was any need for die rolling here. Why interfere with a heroic action?) "Amy, you can't act this turn because you're decelerating the air-car and readying your gadget. Thunderstreak, you need to roll to hit for your lightning bolt."

THUNDERSTREAK: (Rolls 1d20). Uh, a 9. (They're using Ascending Armor Class, so he adds a bonus). That's an 11. Rats! Missed by 1.

REFEREE: Hey, I wonder if you hit the Solar Converter that was carrying? (Referee decides it will happen on a roll of 4+ on 1d6. He rolls a 5).

"Oops. Thunderstreak, your lightning bolt hits the device. Sparks fly from

it and it melts.”

AMY ATOM: Eek. I hope TeraWorks doesn't bill you for that, Thunder...

REFEREE: The Golden Golem turns to face Thunderstreak. "You cretin! I needed that!" Using his super strength, he throws the device at you!" (Rolls to hit). 19! The Referee decides the 100 lb. reactor core will do 1d6 damage plus the Golden Golem's Strength bonus, or 4d6+8. Damage roll is 11+ 8 = 19. You don't have any DR, right? Mark off 19 HP."

THUNDERSTREAK: Ouch. Still coming. I have 6 HP left.

REFEREE: "The device smashes into you, knocking the wind out of you, but you recover before losing too much altitude and are still airborne. The wreckage of the device rains down onto the ground in a million pieces. Okay, time for round two..."

Combat proceeds from there. The heroes stopped Golden Golem stealing the solar converter device (by wrecking it) but will they halt his angry rampage and learn what he wanted it for?



COMBAT CHARTS

Ascending AC: When ascending AC is used, a character gets a flat bonus to-hit based on class and level, and this along with any other applicable bonuses is added to the character's roll to hit on a d20. If the result is equal to or higher than the opponent's Armor Class, the attack succeeds and damage is rolled!

"0-level" humans have no bonus to-hit.

Bonus to Hit Table

Level	Bruiser	Gadgeteer	Power Wielder	Super-Agent
<1	0	-	-	-
1	+1	0	0	+1
2	+2	+1	+1	+2
3	+3	+2	+2	+3
4	+4	+2	+2	+4
5	+5	+3	+3	+5
6	+6	+4	+4	+6
7	+7	+4	+4	+7
8	+8	+5	+5	+8
9	+9	+6	+6	+9
10	+10*	+7*	+7*	+10*

*Maximum combat bonus.

Monsters

HD	Bonus to Hit
<1	+0
1	+1
2	+2
3	+3
4	+4
5	+5
6	+6
7	+7
8	+8
9	+9
10	+10

11	+11
12	+12
13	+13
14	+14
15+	+15*

**Maximum combat bonus for monsters.*

Descending AC

When descending AC is used, roll to-hit with a d20, add any applicable bonuses, and check the target number by level or HD and Armor Class. If the total is equal-to or higher than the target number, a hit is indicated.

SAVING THROW TABLES

Monsters: Unless otherwise noted, a monster typically saves as a Bruiser of a level equivalent to its Hit Dice

CAMPAIGN AND ADVENTURE DESIGN

The Referee should come up with a background that supports the existence of super heroes. The default assumption is that super powers and the supernatural have been around in mankind in some hidden form for all of human history: explaining many myths: but after World War II in the mid-to-late 20th and early 21st century they began to appear in much greater numbers, resulting in the rise of costumed heroes and villains. One such super-history is briefly sketched out below, with a few details provided but plenty of room for the Referee to extrapolate from.

WORLD OF GUARDIANS

Things come in cycles. In the ancient past, magic was more common on Earth. The barriers between worlds were thin. In a dawn-time remembered only in myths, entities from other dimensions or the stars visited our world, and they mixed and mingled with man and animal alike to sire children both wonderful and monstrous. Half-human sorcerer-kings raised up ancient empires, and gods, demi-gods, and heroes walked the earth battling monstrous spawn and each other. But the world turned, and the paths between dimensions grew harder to find. Atlantis: land of science and sorcery: sank beneath the waves, the magic faded, demi-gods and dwindled into demons, witches, and faeries, and monsters hid in the dark corners of the world or slept beneath the waves. But they never went away, nor did all their bloodlines fail...

The twentieth century. New physics, new science, radio waves, airplanes, electronics, quantum mechanics, the terrible power of the atom! Yet it was also a reawakening of magic: ancient religions and lost arts came out of the shadows, and eastern and western mysticism and martial arts began to come together to reveal new truths and old powers.

Costumed crime fighters originated in the flamboyant Roaring Twenties in America. Concerned citizens: often former globetrotting adventurers and archeologists: found new challenges at home as they faced down the rising tide of organized crime and civil corruption that followed Prohibition. As they operated outside the law, they wore masks and adopted code names to hide

their identity. Prohibition eventually ended, but the powerful criminal gangs remained, but they were no longer the only threat. The new enemy included the brutal communist and fascist ideologies in the Soviet Union, Italy, Spain, Nazi Germany, and the Empire of Japan, and their agents

Two-fisted archeologists and bold explorers uncovered hidden cities and lost continents. In the deserts, the high mountains of the Himalayas, the frozen plateaus of Antarctica they discovered the signs of ancient civilizations: some of possible prehuman origin. Veteran crime fighters, bold explorers, found themselves engaged in a secret global war against the forces of tyranny, many of whom: especially the Nazis: had an interest in resurrecting the ancient powers of the world for their own twisted cause. Often the adventurers succeeded: but sometimes they failed: as in 1938, when members of the heroic Explorers Club lost their lives in an attempt to stop a Nazi u-boat salvaging super-relics from the undersea ruins of Atlantis.

When World War II broke out, many of these costumed heroes eventually gravitated to special operations or spy organizations like the Office for Strategic Service and continued their fight, often behind enemy line. The rebirth of super powers came in the last days of World War II. Nazi scientists used ancient Atlantean evolution-ray in an experiment to create the ultimate superhuman super soldier. Thanks to sabotage by a pair of heroic allied spies, the e-ray exploded, but not before bathing a SS soldier with its unearthly energies, turning him into the superhuman soldier Volksgeist. When he awakened he was faster than a Me 262 jet fighter, stronger than a Tiger tank ... and too late to affect the course of the war. Smashing his way through a column of Russian tanks that had surrounded the laboratory, Volksgeist arrived in Berlin just after Hitler's suicide. Instead, he helped several Nazi leaders fight their way out of Europe and escape to South America to found a new Secret Reich.

Volksgeist was at first largely ignored by the US and Soviet governments, who were focused on the Cold War and their nuclear arms and space race, but did not stay quiet for long. With the help of neo-Nazi sympathizers and stolen gold he founded a league of evil, WARSTAR (World Axis for Racial Supremacy, Terror And Revenge) which committed numerous crimes and began taking over crime syndicates in America and funneling its profits back to his secret base in the Andes. He was soon joined by the mad genius polymath Doctor David Damocles (who had lost his US security clearance during the Red Scares) who took WARSTAR funds to build super weapons for its elite stormtroopers, and to attempt to create new superhumans via twisted scientific experiments.

Focused on the Cold War with Russia and the nuclear arms race and the space program the western governments were slow to respond. Ordinary police were helpless and the military were too slow to arrive. It was left to a retired millionaire adventurer John Forest Goldman to scour the world for individuals who could stand up to Volksgeist. His "Men of Gold" or "Paragons of Power" (as newspaper publishers dubbed them) were the world's first costumed hero team: Scarab, a master of secret martial arts; Karl of Ixion, a swashbuckling archeologist who found a lost portal a barbaric alien planet and returned as a sword-wielding hero; Princess Morningstar the super-strong club-wielding barbarian amazon he returned with; The Californium Man, a scientist exposed to radiation who had miraculously survived with new energy controlling powers, and Captain Psycho, a Navy test pilot who had fighter jet vanished after a "close encounter" with a strange "flying

saucer" only to be found wandering naked in an Iowa corn field some weeks later, whose "insane" story of alien abduction and experimentation led to his confinement in a mental institution until he escaped using his new-born mental powers.

The epic battles between the Men of Gold and the WARSTAR captured the popular imagination, culminating in Volksgeist and Doctor Damocles' failed attempt to seize the United Nations building and take hostage and brainwash hundreds of world leaders.

Now recognizing the power of super villains the United States, Soviet Union and other major nations embarked on crash top-secret super soldier programs. This included original scientific research into the nature of the powers wielded by the Men of Gold and WARSTAR plus study of captured World War 2 Nazi super-soldier documents and weird ancient artifacts recovered from archeological sites. The first such "black programs" began in the 1950s and resulted in a variety of superhuman supers (as well as some terrible failures and monsters); they remain ongoing.

Yet the governments need hardly have bothered to create supers! It seemed the world was conspiring to do so. Extra radiation in the atmosphere from world-wide above ground nuclear tests, the psychic awakening that had begun with the rediscovery of ancient powers and artifacts, the rise of new global interest in the occult in the 1960s and 1970s: all these combined to produce a bumper crop of mutants, superhumans, and supernatural supers.

In the USA many supers with powers feared being drafted into fighting in cold war conflicts like Korea and Viet Nam or ending up dissected in a secret government lab, so most adopted masks and costumes. Some were inspired by the Men of Gold to use their powers for justice and to help their communities, but too many instead drew inspiration from the dark power fantasies of Volksgeist and his ilk and decided to use their abilities for their own personal gain. Lacking the neo-Nazi political ambitions, many became super-criminals, robbing banks or serving as wellpaid enforcers, bodyguards and hit men for crime lords and mob bosses. A few were simply confused by their powers and just tried to be left alone, but their sudden bizarre mutation or transformations led to frightened attacks by angry mobs, police or the military, resulting in these unfortunates lashing out in destructive super-rampages and being labeled menaces to society.

If that was not enough, the radio signals that humanity had been beaming into space since the 1920s also attracted attention from nearby extraterrestrial civilizations, attracting both curious and inimical aliens: first noticed as "flying saucers" in the late 40s. They regarded our upstart space age civilization with great interest: and, as in the case of Captain Psycho, some began abducting humans and experimenting on them to determine the nature of mankind's genetic and psychic capabilities. Humans would return the favor after an alien starship shot down by USAF interceptors crashed in the Nevada desert; the alien genetic material and tech were quickly bundled up and shipped off to government black labs, to inspire scientists and gadgeteers!

Today, many of the first generation of super heroes and villains have died, retired, or been sent to prison (though others remain, and some don't see to age at all). However, new heroes and villains continue to arise: including some children of the earlier generation: and many are more powerful than ever! The authorities remain largely helpless to control powers beyond human

understanding, but many city governments: and a star-struck public and media: now accept the necessity of supporting costumed vigilantes. It is up to these super-powered guardians to stand against the escalating threat of super villains, alien invaders, and other menaces!

BEING A GUARDIAN

As a super hero, you'll often be responding to trouble. Some criminal or super villain is up to no good, or a disaster strikes the city (or the planet), and you're the one who is on the scene to stop the bad guys and save the innocent.

Some supers just respond to major incidents as they hear about them. If an armored giant has smashed his way into a downtown bank, or super-terrorists have taken over the United Nations building it will be on all the news channels and social media. With luck you can get there before they mobilize the National Guard! Some heroes get an added jump on trouble by monitoring police band radio frequencies, tapping into first responder databases, or even using precognition to get early warning of disasters.

Going On Patrol

If you always wait for the villains to make the first move, people may get hurt before you arrive on the scene of the crime. Another approach is to regularly patrol the streets in bad neighborhoods (or the skies above the city, if you can fly) This is a good way for "street level" heroes to combat everyday crime and help ordinary citizens. It's also one of the best methods for earning a good reputation, especially if you end up actively assisting overwhelmed first responders rather than getting a rep as a ruthless vigilante.

The Job

If your secret identity is a reporter, cop, photojournalist, forensics scientist, attorney, paramedic, private investigator, spy, occult consultant, or the like you may not need to patrol. Your job may routinely alert you to super-powered trouble: and you can then tip off your teammates to assist. Of course, you may also need to come up with a good excuse for why you always vanish just when the super heroes show up.

Crime Busting

Instead of waiting for villains to commit crimes, you could pro-actively go after them, hunting down villains where they live or going after the infrastructure of organized crime. You'll need good intelligence to know in advance where drug shipments, heists, or hijackings are going down and find warehouses full of stolen goods, narcotics labs, or villain lairs. You may cultivate sources among the police or media, or coerce punks into working as informers. If you're sneaky you can play one gang against another! Just make sure the villains or mob bosses don't find out your real identity. That's a good reason to wear a mask!

Hotline

After you have a good reputation you may wish to set up a secure way that the authorities, media, or public can alert you: tips hotline, social media page, hashtag, searchlight signal, or if you've saved the world, maybe a Red Phone in the Oval Office...

Missions

Not all heroes respond to trouble or fight crime for its own sake. Instead, you might be given particular assignments, from a team's mentor, deserving client, government agency, or someone who hired you. This could be

something like “our intel / psychics / spy satellites have detected an alien landing / new mutant / zombie outbreak in a small town in upstate New York: go and investigate.” Or it could be a more focused operation like infiltrating a super villain’s organization, rescuing a captive, retrieving a stolen super-gadget, or even leading a diplomatic mission to a galactic empire or extra-dimensional realm.

Making Enemies and Retaliation

Once you start stopping super villain crimes it’s a sure bet some of them will start thinking of you as their foe. Even regular mobsters may end up hiring some super-mercenaries or super-hit men as added muscle. If they don’t know where you live (that secret identity thing) they may try various tactics, such as having some minions commit blatant crimes in public and then ambushing you when you show up, or capturing people you care about (or that cute reporter who interviewed you last Friday) to lure you into a trap. They might start devise special gadgets or tactics aimed at neutralizing your powers or targeting your weak spots, or try to frame you or wreck your reputation with the public. Worst of all, once you have assembled a rogues gallery, several foes may get the idea to form their own super villain team!

If you or your friends are mutants, aliens, or “good” monsters you may not even need to make enemies. You may be regularly targeted not just by garden-variety villains but those motivated by prejudice like anti-mutant activists, monster hunters, or alien task forces out to control or eradicate you. You might devote much of your efforts to protecting your own people from persecution, and training others like yourself to survive. Your enemies may include malign versions of your own kind who give your people a bad name.

Exploration and Weird Science

Supers do not just have to fight villains. You will often have a chance to do strange and wondrous things such as traveling into space or underwater, visiting other planets, discovering lost worlds of dinosaurs, mystical dimensions, the past, or the future. Gadgeteers in particular often push the boundaries of science in a quest for knowledge, sometimes creating inventions that themselves lead to adventures such as creating artificial intelligences, starships, portals, or time machines.

SUPPORTING CAST

If it is just heroes and villains the players will feel isolated from the people they are supposed to be saving. Create a half-dozen non-player characters for them to interact with. See Typical NPC Table.

EPISODIC PLAY

GUARDIANS is inspired by “Bronze Age” comic books back when comic book issues were densely written. Most adventures should be the equivalent of single or double issue taking a session or two, before the characters are plunged right into the next one. Keep the pace fast and loose, and keep a close eye on your players’ attention level. If they are engaged and interested, you are doing it right. If they are yawning or flipping through comic books or making complex plans to investigate, it’s clobbering time!

THE REAL WORLD

GUARDIANS default setting is the pseudo-Real World of comics and television. The President may or may not be the current office holder. Current issues, politics, wars, and social controversies may impact story lines (if the

players are comfortable with this sort of thing) but off-stage, since super heroes trying to bringing peace to the world, ending poverty or curing cancer moves away from the superhero genre and into implausible science fiction.

But villains (and heroes) sometimes do try to take over foreign countries and occasionally you need international terrorists, arms dealers and the like. It can be useful to create a patchwork of small fictional nations in various parts of the globe for use whenever you want international trouble without real-world politics. Namedrop them in news reports ("tensions continue to rise in South Goznia after the recent military coup....") before introducing them into an adventure.

ADVENTURE

A brief sample adventure is provided below for the Referee to fill out as needed.

VENGEANCE OF THE THUNDER GOD

The characters are on patrol or watching the evening news when Superhero-Channel reporter Moxie Newton reports an super villain is on a rampage. Several citizens in slum areas were attacked and beaten up. The villain is now heading toward a restaurant on the wharf district, having thrown a bolt of lightning at a police car that attempted to intervene.

Situation

In the wharf district the restaurant Mermaid's Tail is on fire! There are seven people on the 3rd story roof, trapped and screaming for help! The door of the restaurant is smashed open. Rattle of gunfire and cries can be heard over the fire, mixed with angry bellows and sounds of smashing furniture and glass. A news chopper hovers overhead: Moxie Newton on the job.

Outside two police cars with three cops are trying to keep bystanders back, while two paramedics and a fireman are loading some injured people and a wounded officer into an ambulance and tended other wounded: survivors who fled out of the bar. A fire truck is parked down the block but can't get close to the building due to the risk of gunfire.

Officer Chavez, in charge, is eager for assistance. She knows 20 people got out but there are at least eight people trapped in the restaurant. Witnesses saw a muscular man, bare to the waist except for a cloak, boots, and trousers and a horned helmet riding a giant golden wheel smash his way in. She isn't sure who's firing but heard from a waiter that Bill Matthews, a police detective, was eating dinner there. Some other witnesses say the place is also a hangout for local mobsters. Some witnesses have identified the wheel-rider as "Taranis the Thunderer" – a self-styled "thunder god" who was a super villain and mercenary a few years ago working as a mob enforcer and thug-for-hire. He supposed retired five years ago, and hasn't been seen in a while. PCs with appropriate gifts may be able to access a database on him....

Background

Taranis is Jack Murphy, age 39, a getaway driver and petty mobster who was part of a heist that stole a golden wheel pendent from a museum. It had once belonged to a druid priest during Roman times; after accidentally getting blood on it during a fight with a security guard, provided the blood-sacrifice that activated its magic and he transformed into Taranis, avatar of a Celtic war god! For some years Murphy mixes his day job as a delivery guy for the mob with muscle for super villains and occasional bank robberies, but

five years ago he discovered he fathered a kid, and that changed him. He's lately has been trying to go straight doing various legit courier and military contractor jobs, to be a good role model: until now.

Murphy's son Logan, studying hard at law school, bought some designer "wake up" pills from a shady drug dealer working for mobster Carmine "the Crab" Carfano. Nick The Crab. Little did he know the drugs were an experimental bad batch cut with a new super-chemical. Logan ODeD on the drugs after they hyper-accelerated his metabolism causing him to literally burst into flames. Filled with rage Taranis found out who sold Billy the drugs and is after the Crab for revenge!

Taranis beat up a variety of low-level dealers (the initial reports of his rampage) and learned the Crab was eating tonight at The Mermaid's Tail, a trendy breasterant in the wharf district. He has transformed into the Blue Brute and attacked the establishment, spreading panic as the Crab's well-armed bodyguards pulled out weapons and fired back. In the confusion the bar has caught fire. Some patrons have escaped but three cooks and waitresses are trapped on the second story roof (30 ft up): the flames will reach them in five rounds. As the heroes arrive, the Crab and his men are making a last stand in the kitchens and washroom, as Taranis, sparks flying from his body, takes them out one by one. Carmine is barricaded in a freezer filled with frozen fish calling for help on his cell phone as Taranis interrogates one of his men (another has been bit electrocuted): "Where's the Crab? I'll boil him alive, like he did Logan!"

TARANIS THE THUNDERER

Supernatural Bruiser (3rd level)

Str 45 (+9), Dex 13 (+1), Int 9 (0), Con 22 (+4), Wis 10 (0), Cha 11(0)

Class Abilities: Weapon Wielder (Shield).

Gifts: Vehicle Ace (Ground), 1 Gadget Point.

Powers: Super Strength 2, Super Constitution, Lightning. Features: Immortality, Resist Electricity, Resist Fire

Limits: Transforming (Str 15, Con 11, HP 20 in human form). Power Focus (wheel talisman)

Issues: Loved One.

Gadget: Wheel talisman (Flight)

Equipment: Shield.

AC 13 (Shield, Dex). HP 32. EP 8

Taranis resembles a barbarian warrior. He usually fights with his talisman which grows to the size of a shield and he can use to fly with (by standing on it). He also can use a shield to fight with and picks up a garbage can lid or the like if he doesn't have a real one handy.

Added Complications

Inside the restaurant are three employees choking in smoke in various locations, two of them injured, four injured mob bodyguards scattered about the floor badly beaten (and at risk of dying in the fire), and three surviving mobsters attempting to break out of the building, all armed with automatic pistols or magnum revolvers. The mobsters are 1st level fighters, the Crab 3rd

level(HP 15) (one prosthetic claw can do 1d6 damage). Besides rescuing the victims, the detective is still inside in one room (a dirty cop, taking a payoff from the Crab). Taranis has a legitimate grudge the heroes might sympathize with, but he wants to kill Carmine. The mobster will beg any PCs to save him! (Possibly giving up so other useful information). He's playing for time: he has called another super villains who work for him for help. About half way through the fight the villain will show up, smashing their way through any cops or heroes outside to try and rescue the mobster and get away.

CAMPAIGN AND ADVENTURE DESIGN

A major part of the fun of running a super hero campaign is the creative design work you get to do. The comic book hero genre borrows liberally from fantasy, science fiction, horror, and pulp adventure with room to unleash your craziest ideas. Want to have a super villain live in domed city on far side of the moon containing a prehistoric jungle filled with dinosaurs and cave men? Go ahead!

SCOPE

A GUARDIANS campaign often focuses on a single city (or even a neighborhood) but the scope can be quickly enlarged to cover the entire Earth, other planets, even other times or dimensions.

TOPE

This mostly depends on the type of superhero team the players wish to form and the perception the team receives based on their actions and the media.

Dark Vigilantes

If you murder villains, inflict wanton damage to people or property, you will be labeled a vigilante and a criminal. Although you may have some supporters: especially if you abide by a strict code of not harming the innocent: the police will be after you and many in the mass media will brand you a menace. Worse, any villains who survive your blood-soaked rampage, along with their friends and allies, will be out for revenge. Should you lose a fight, villains may decide to finish you off (or plan to kill you slowly in a death trap) rather than letting you live. Other super heroes and even the military may be after you! However, if you're effective, you may earn the respect from some heroes with similar attitudes, and be feared by villains. If you later wish to shed the stigma of being a vigilante you could change your costume and code name ... or, surrender to authorities, face justice, and submit to government control.

Heroic Vigilantes

These are your classic noble heroes who capture or knock out villains rather than killing them outright, respect the law and police, and work hard to save innocents and avoid mass property destruction. They receive official toleration. If a hero is popular, even the most venal politicians know supporting them is good for votes and having the cops arrest you isn't, especially when it leads to villains going on a crime spree while you and your friends are locked up or in hiding.

Sanctioned Supers

These are one step up from heroic vigilantes: independent but awarded government recognition, as thanks for saving the city or nation. They possess some degree of police deputy powers, a public HQ and often a government

liaison officer. This gives them good press and PR but makes them an obvious target whose every move is scrutinized by the media. They may be sent to reign in Dark Vigilantes.

Official Supers

These are supers under direct control of some overt or covert branch of a government or international organization, or the "personal guard" of a ruler. An NPC assigns missions but the team call upon government resources and rarely worry about mundane laws as long as they follow orders. Some are like sanctioned teams; others are "black ops" groups and soldiers. These include ex-villains working in exchange for a reduced sentence.

Super Prisons and Asylums

While some villains or rogue heroes can be stripped of gadgets and locked up, those with superhuman powers need special containment facilities to hold them. Although guarded by super-agents or robots these facilities are regularly escaped from.

NPCS

Unlike some roleplaying games about exploring locations a superhero game is mostly about non-player characters. The Referee can often get by with the sketchiest descriptions of locations if he or she has a good villain ready to go plus a few other NPCs to interact with.

Villains are easily created using the same power rules as the player characters, though you may wish to choose gifts, powers, issues and limits rather than randomly rolling. Good villains should have an interesting description and power set and some sort of motivation that drives them and inspires their crimes. Some are megalomaniac-world conquerors, some crime lords in it for greed or power, and some are motivated by revenge, scientific curiosity, insanity, inadequacy, or boredom, and others are tragic anti-heroes who believe the ends justify their means in their own mind or cruel children with the power of gods. A few are total monsters who enjoy destruction.



FIGHTERS (NPC Class)

Bruisers, gadgeteers, and super-agents are significantly better than normal people. For non player characters who are still skilled combatants such as gangsters, cops, soldiers, henchmen, martial artists, or spies the Referee should use the Fighter character class, with their Level reflecting how experienced they are. Note that Fighters can be given an Origin if desired.

Fighter Advancement

Level	XP	HD d10	BHB	ST
1	0	1	+0	16
2	2,000	2	+1	15
3	4,000	3	+2	14
4	8,000	4	+2	13
5	16,000	5	+3	12
6	32,000	6	+4	11
7	64,000	7	+4	10
8	128,000	8	+5	9
9	256,000	9	+6	8
10	512,000	10	+6	7

- Strength is an important ability and those with a Strength of 13 or better receive a 5% bonus to all experience earned.
- Fighters roll 1d10 for each Hit Die (up to a maximum of 10 HD).
- Fighters may utilize the two following special abilities:
- Combat Specialty: Fighters receive a +1 bonus to-hit and to damage with either melee or ranged combat (chosen upon creating the character).

SAMPLE VILLAINS AND HEROES

Any good villain needs more than just powers but also a story. Here's a couple of ideas:

CHRONOFLOW

Superhuman Bruiser (4th level)

Str 13 (+1) Int 10 (0) Wis 9 (0)

Dex 34 (+7) Con 14 (+1) Cha 13 (+1)

HP 30. EP 9. AC 18.

Class Abilities: Acrobatic, Unstoppable.

Gifts: Paragon, Super Pet (Bob the Dinosaur)

Powers: Retrocognition, Superior Precognition, Superior Haste, Super Dexterity.

Limits: High Maintenance.

Issues: Loved One (Lisa), Wanted.

Equipment: Spandex bodysuit.

Right after a car accident killed his girlfriend Lisa, star athlete Mark Monson learned a brilliant professor at his university had invented a prototype time machine and retrieved a strange dinosaur-like animal from the past. Mark stole it to go back in time to save Lisa, but overloaded the machine and when he returned it exploded! He used his own body to shield Lisa and the professor's dinosaur from the blast, only to later discover he had been bathed in para-chronic radiation, giving him the ability to slow down time!

EMBER

Supernatural Bruiser (5th level)

Str 22 (+4) Int 9 (0) Wis 7 (-1)

Dex 13 (+1) Con 13 (+1) Cha 14 (+1)

Class Abilities: None.

Gifts: Entrepreneur, Headquarters.

Powers: Armor, Fire Blast, Flight, Super Strength. Features: Fangs, Heightened Smell, Resist Fire.

Limits: Inhuman.

Issues:

Equipment: None.

HP 38. EP 14. AC 18.

The fire-breathing Ember is the child of a marriage between a shapeshifting dragon and a dimension-traveling human mage. Caught between two worlds, she resembles an athletic woman with bat wings, horns, fangs, and a reptilian tail.

GHOST BLOOD

Supernatural Super-Agent (7th level)

Str 11 (0) Int 9 (0) Wis 18 (+3)

Dex 28 (+6) Con 11 (0) Cha 20 (+4)

Class Abilities: Assassin, Dark Fighting, Surprise Attack.

Powers: Projectile Fire, Psychic Weapon, Super Charisma, Super Dexterity, Superior Intangibility, Super Jumping. Features: Danger Sense, Heightened Smell, +2 Wisdom.

Gifts: 1 Gadget Point, Paragon.

Limits: Bound (serve the Shadow Hounds); Depowered by Holy Symbols and Sanctified Ground.

Issues: Duty

Gadgets: "Shadowcloak" (wearable gadget: Teleport).

Equipment: Ballistic body suit, 3 smoke grenades.

HP 39. EP 9. AC 21.

Ghost Blood is a member of the Wraith Brotherhood, an order of magical assassin/martial artists who walk the path between life and death. He can walk through walls, track like a bloodhound and conjure a psychic sword or fire darts made of his own blood!

LIGHTNING GIRL (Yiz Zaphnok)

Super-Alien Power-Wielder (4th level)

Str 9 (0) Int 10 (0) Wis 10 (0)

Dex 17 (+2) Con 9 (0) Cha 12 (0)

Gifts: 1 gadget point.

Powers: Electrical Aura, EMP, Superior Flight, Superior Lightning. Features: +2 Dex, +2 Str, Resist Electricity.

Limits: Depowered by Immersion in Water.

Issues: Enemy (the Mormog).

Gadgets: Force Field Belt (Force Field).

Equipment: None.

HP 18. EP 14. AC 12 (16 when force field up).

Yiz's blue-skinned humanoid race, the Ryx, possess natural electrical powers. Her planet was raided by the Mormog, who enslaved her people as living power-batteries in the cores of each of their warships. Yiz was freed after the starship she was integrated into was shot down during a Mormog raid against Earth. Later on she captured a force field belt from an alien bounty hunter sent to recapture her. She can hide her blue skin with makeup.

Orb-Weaver (Willow Webster, age 19)

Supernatural Super Agent (1st level)

Str 18 (+3) Int 11 (0) Wis 8 (-1)

Dex 30 (+6) Con 20 (+4) Cha 14 (+1)

2 gifts, 4 powers, 2 limits, 1 issue.

Class Abilities: Martial Arts.

Gifts: 2 Gadget Points

Powers: Super Constitution, Super Dexterity, Super Strength. Features: Danger Sense, Swinging, Wall-Crawling.

Limits: Power Focus (spider amulet), Bound (to spider goddess)

Issues: Wanted.

Gadgets: "Spinnerets"(Worn gadget: Webbing 2, 6 EP).

Equipment: Ballistic Bodysuit

AC 16 (Dex and AC 5/15 ballistic bodysuit). HP 22. EP 6.

When light-fingered intern Will Webster found the golden spider amulet in the bottom of an old box in the museum, he thought it was pretty enough to swipe, but never dreamed it had once belonged to an exiled dark elf priestess would grant him the powers of their deadly spider-goddess.... he has used the powers to become a capable cat-burglar and soon earned enough that a gadgeter friend could make him a web-shooting device as well! Of course, he must also sacrifice regularly to the spider-goddess or lose his powers...

QUANTUM KAT

Superhuman Power-Wielder, 1st level

Str 8 (-1), Dex 13 (+1), Int 15 (+1), Wis 9 (0), Con 10 (0), Cha 13 (+1).

Gifts: Hacker.

Powers: Superior Intangibility, Electrical Shock

Issues: Kid (age 13)

Equipment: None.

AC 11 HP 13 EP 9.

Ekatarina "Kat" Zenkova was the daughter of a husband and wife team of physicists working at TeraWorks high-energy physics laboratory. They were developing a new cloaking device from study of alien "PZ-particle" tech salvaged from a UFO crash. Unfortunately while Zenkova was visiting the lab on her 13th birthday, it was raided by agents of WARSTAR trying to seize the UFO parts for their own purposes. During the firefight Zenkova was shot, and, dying, fell down into the device, which exploded. Her body was infused with PZ-particles, leaving her caught in a strange ghost state neither alive nor dead. Presumed dead, Zenkova was left behind when her parents were kidnapped. Gaining control of her new matter-phasing powers, she was able to stow away and seek out a local super team for help...

SHADOWSTING

Supernatural Bruiser (2nd level)

Str 5 (-2) Int 10 (0) Wis 14 (+1)

Dex 10 (0) Con 8 (-1) Cha 11 (0)

Class Abilities: Acrobatic, Unstoppable.

Gifts: Gadget Point, Vehicle Ace (Air).

Powers: Electric Shock, Superior Darkness, Flight, Shrinking.

Gadgets: Magic Ring (Armor Up!).

Limits: Outsider.

Issues: Kid.

Equipment: None.

HP 11. EP 8. AC 10 (18 when using Armor Up!).

A dark storm fairy who visited Earth from the fey Unseelie Court, the cruelly mischievous Shadowsting resembling a cute little girl, although she is older than that. She can pop out wings to fly, shrink, and radiate darkness. She's also a natural pilot and loves to play with airplanes... regardless of whether or not they belong to her.

DAMASCUS STEEL

Mutant Bruiser, 1st level

Str 16/48 (+9/+4d) Dex 12 (0) Int 11 (0)

Wis 13 (+1) Con 14 (+1) Cha 13 (+1)

Powers: Superior Armor, Size, Super Strength.

Limits: Inhuman (Metallic Skin), Transform to Human (Str 16).

Powers: Size, Superior Invulnerability (x2).

Gifts: Paragon.

Issues: Loved One (Sister)

AC 18. HP 23. EP 4. Armor has DR 16.

Costume: Red, green and black with red star.

Aleppo-born teenage soccer player Ahmad Kalaji (male, age 19)'s family immigrated to America to escape troubles in their native Syria, but ended up in a crime-ridden neighborhood. Discovering the mutant power to transform his body into a metallic giant after surviving a drive-by shooting, he now battles crime as Damascus Steel.

Villain Version: Ahmad was radicalized and recruited into a terrorist cell.

X-KUMA

Mutant Super-Agent, 3rd level

Str 15 (+2) Dex 32 (+7) Int 10 (+0)

Wis 18 (+3) Con 30 (+2) Cha 12 (+0)

Class Abilities: Assassin.

Powers: Super Constriction, Super Dexterity, Regeneration, Super Striker (claws). Features: Danger Sense, Heightened Smell, Resist Poison.

Gifts: Spy/Military Contacts.

Issues: Enemy or Wanted.

AC 17. HP 35. EP 7.

Katsumi Mori was born a mutant with regenerating power and animalistic senses and spent time living in the mountains of Japan and training at a Zen Buddhist temple to control her bestial instincts. The temple was attacked by ninja working for WARSTAR; maimed while defending the monks, she was rebuilt in WARSTAR's secret bio-labs to erase her memories and augment her powers, becoming the super-assassin Kuma (bear in Japanese). She finally rebelled, joining a band of heroes, renaming herself X-Kuma.

Villain Version: Still works for WARSTAR as super-ninja. She wears a brown leotard with fur trim, hooded cowl with bear-ears and has retractable claws.

VOLKSGEIST

Superhuman Bruiser, 10th level

Str 55 (+10/+5d6) Dex 12 (0) Int 11 (0)

Wis 11 (0) Con 13 (+1) Cha 16 (+2)

Powers: Flame Blast, Flight, Superior Heavy Armor, Superior Super-Strength, Super Speed, X-ray Vision. Features: Heightened Hearing, Immortality, Heightened Smell.

Gifts: Headquarters, Spy/Military Contacts.

Limits: Depowered by Orichalcum.

Gifts: Headquarters (x2), Leader.

Issues: Enemy (Men of Gold, various supers), Wanted.

HP 60. EP 12.

The first true superhuman, a creation of Nazi scientists who came into his powers a few days too late for World War II. His only weakness is the few rare shards of Atlantian crystal.

ZENOBOT

Robot Bruiser (6th level)

Str 39 (+8) Int 18 (+3) Wis 12 (0)

Dex 22 (+4) Con 10 (0) Cha 10 (0)

Combat Abilities: Brawler, Unstoppable.

Gifts: Headquarters.

Powers: Armor, Flight, Super Dexterity, Super Speed, Superior Super Strength.

Features: +2 Intelligence, Heightened Hearing, Radio, Super Vision.

Limits: Dependency (radioactive fuel); Inhuman.

Issues: Wanted.

Equipment: None.

HP 40. EP 9. AC 21.

Built as the ultimate combat android, Zenobot is a sexless chrome humanoid whose battle computer analyzed its eccentric creator and found him unworthy of obedience!

MONSTERS AND MOOKS

In GUARDIANS the majority of opponents (and NPCs) will be heroes and villains who are best created using the regular player character design system. However, the following can be used for minor thugs and mooks:

Mob Boss

AC: 11

HD: 3

Atk: revolver

Dmg: 1d8

Save: F3

Move: 120'

A local underworld boss. Sauve, well-dressed, and well connected, and ruthless; grew up on the streets.

SWAT Officer or Soldier

AC: 12

HD: 2

Atk: assault rifle

Dmg: 2d6

Save: S5

Move: 120'

A tactical officer with night vision gear, two grenades.

Heavy Weapons specialist

AC: 15

HD: 2

Atk: rocket launcher, 3 shots; machine pistol

Dmg: 6d6

Save: F2

Move: 120'

Assigned to an Army squad or a villainous paramilitary unit like WARSTAR.

Spunky Reporter

AC: 15

HD: 2

Atk: punch or taser

Dmg: 1d3

Save: F1

Move: 120'

Eager to cover the news or get that intimate interview with a super hero; a veteran of the superhero beat, she has a kevlar jacket (light body armor) and a high-quality smartphone that's always recording.

Gangbanger

AC: 10

HD: 2

Atk: machine pistol

Dmg: 1d8 (burst)

Save: F2

Move: 120'

Young, well-armed and ruthless, a street soldier in the drug wars..

Security Robot

AC: 16

HD: 3

Atk: electrical bolt or clawed grippers

Dmg: 2d6

Save: F3

Move: 120'

Robot Body. DR 4 armor

Tough, reliable machine.

Internal Gun Turret

AC: 15

HD: 2

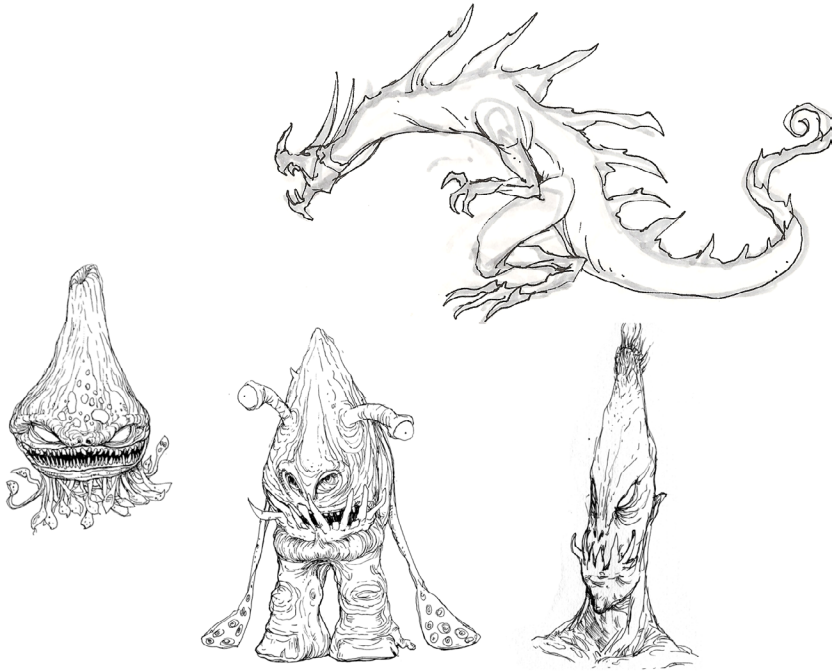
Atk: 1 ranged weapon

Dmg: 3d6

Save: F2

Move: 0

An automatic weapon mounted in walls or ceiling to attack intruders.



CREATING CREATURES

The referee may wish to challenge the characters with super monsters, like giant apes or dragons, or have them encounter super pets or mutant animals, or undead. An unlucky character might also be transformed into a super monster! Unless noted, creatures don't talk, are of animal intelligence, have no hands, and don't speak or comprehend languages. Monsters can be acquired from other OSR-compatible games or created as follows:

Hit Dice: Give a monster 1-15 HD based on desired size and threat. If a character is transformed into a monster assume they have the same number of HD as their level.

Creature Powers: Choose or roll 2d6-2 powers, or maybe 1 per 2 HD.

Creature Limits: Pick 0-2 Limits (or d3-1) from Limit Table.

Monsters have no ability scores, so assume super-strength doubles or triples its damage (see below), super-dexterity means it can use tools or weapons, super-intelligence means it is at least as smart as a human and can understand languages, super-constitution adds +1 HP per HD, and super-charisma means it can talk (if not intelligent, as a parrot).

Hit Points, Saving Throws: 8-sided HD. (Characters may retain their HP).

AC: Assume AC 13 unless features or powers give grant superior values.

Move: Assume Move 120 unless adjusted by powers or features (wings, swimming, etc.). Sea creatures move 0 on land, 120 in water. Birds 30 on land, 120 flying.

Damage: As per powers or features; if not assume natural unarmed damage is 1d4 if 1 HD, 1d6 if 2-4 HD, 1d8 if 5-7 HD, 1d10 if 8-12 H D, or 1d12 if 13+ HD.

Cyborg "War-Hound"

AC: 15

HD: 5

Atk: bite

Dmg: 2d8

Save: F5

Move: 120'

Cyborg guard dogs with robot bodies and the brains of pit bulls and a built-in flamethrower. Powers: DR 4 light armor, heightened hearing and smell, robot body, super-constitution, super-running, super-strength.

Normal Animals

Normal animals may be encountered, controlled, or summoned by supers.

Guard Dog: AC 12. HD 1. Atk bite Dmg 1d4. Save F1. Move 180.

Horse, riding: AC 13. HD 2. Att hooves. Dmg 1d6. Save F2. Move 180.

House Cat: AC 13. HD 1/2. Atk claws/bite Dmg 1d2. Save F1. Move 180.

Lion: AC 14. HD 4. Atk claws/bite Dmg 1d8. Save F1. Move 180.

Venomous Snake: AC 12. HD 1/2. Atk: bite + poison. Dmg 1d4. Save Fa1. Move 30.

Shark: AC 14. HD 4. Atk bite Dmg 1d10. Save F4. Move 120 (Swim).

Wolf: AC 13. HD 1. Atk bite Dmg 1d4 Save F1. Move 180.

Zombie: AC 8 11. HD 2. Atk strike. Dmg 1d6. Save F2. Move 60.

SECURITY AND DEATH TRAPS

1	Electrified Door	2d6 electrical damage (wisdom save to notice)
2	Crushing Floor	Strength save or 6d6 damage
3	Laser Grid	4d8 damage (dex save to dodge lasers)
4	Automatic Gun	HD 4, AC 5, +2 to hit, 3d6 damage each turn
5	Acid, or fire jets	+1d6, 2d6, then 3d6 etc. each turn until lock opened (Int save)
6	Water flooding	3d4 rounds to smash through heavy wall before room fills

APPENDIX

This contains optional rules and various tables to inspire the Referee in adventure creation.

Some tables use a d30. If a thirty-sided dice is not available just roll 1d10 for a number from 1-10. Then roll a d6, and the d6 roll is 1-2 use that the 10-sided roll, if 3-4 add 10 to it, if 5-6 add 20, to it to get a number from 1-30.

BUILDING THE HEADQUARTERS: LOCATION (d12)

- 1 Old church or temple
- 2 Skyscraper
- 3 Space Station
- 4 Underwater Base
- 5 Island Mansion
- 6 Castle
- 7 Old Brownstone
- 8 Gated Community
- 9 Cloud Base
- 10 Private School
- 11 Warehouse
- 12 Stately Manor

HEADQUARTERS: 2d6 INTERIOR FEATURES (D20)

- 1 Danger room for combat training
- 2 Defense system with automatic weapons
- 3 Dimensional portal
- 4 Armory
- 5 Bigger on the inside than the outside
- 6 Underground levels with rapid access (fire poles, slides, fast elevators)
- 7 Garage
- 8 Gyms
- 9 Hangar or helipad
- 10 Dock for watercraft or submarine
- 11 Holding cells
- 12 Sick bay
- 13 Plush living quarters
- 14 Scientific or occult research library
- 16 Automatic weapons or defenses
- 17 Laboratory or workshop
- 18 Kitchens with butler or maid staff
- 19 Emergency power system
- 20 Sealed (life support)

SUPER-DISASTERS (d20)

1. Aircraft disaster
2. Asteroid or meteorite approaching or impacting
3. Avalanche or mudslide
4. Oil or toxic chemical spill and/or explosion (from tanker, refinery, drill rig, etc.)
5. Computer virus spreading out of control
6. Dangerous animals (or plants) on the loose
7. Earthquake or sinkhole
8. Disease outbreak
9. Volcanic eruption
10. Major fire

11. Flood, tsunami, burst dam, sewers erupting
12. Storm, hurricane, blizzard, tornado (often causes power failures, flooding, car accidents)
13. Multi-vehicle collision or out-of-control train or bus
14. Nuclear accident (reactor or waste leak)
15. Spacecraft in trouble (hit by meteor or debris, off-course, life support failure, etc.)
16. Power blackout (often combined with storms or other disasters)
17. Sinking ship or submarine
18. Solar flares (leading to power failures)
19. Drill rig or tanker (ship, train, or truck) accident plus toxic or oil spill
20. Weird science experiment goes wrong

SUPERVILLAIN MOTIVES (d20)

1. Madness
2. Loyal to family
3. Professional criminal or mercenary
4. Demonstrate superiority
5. Acquire particular item
6. Revenge vs. Society
7. Misunderstood
8. Spread chaos
9. Corruption or evil
10. Power
11. Jealousy
12. Experimentation or Knowledge
13. Infamy
14. Love
15. Addiction or hunger
16. Suicide or Despair
17. Fighting a war
18. Professional pride
19. Fanatic for a cause
20. Hates the hero

DANGEROUS ORGANIZATIONS (d20)

A single villain can be defeated easily but a large enemy (or friendly) organization may have branches everywhere and can be the focus of a lengthy campaign!

1. Misguided activists
2. Secret alien enclave
3. Terrorist group
4. Crime syndicate (foreign)
5. Crime syndicate (domestic)
6. League of super villains or evil mutants
7. Religious or doomsday cult
8. League of criminal scientists
9. Ruthless megacorporation
10. Powerful aristocratic family
11. Academy for super villains
12. Neo-nazi remnants
13. Secret "black program" within government
14. Spy agency (foreign or domestic)
15. Guild of sorcerers or witch coven

16. Ninja clan or martial arts temple
17. Mutant-hunters
18. Dictator or evil overlord's organization
19. Secret supernatural clan (vampires, werewolves, etc.)
20. Conspiracy within the Government

MAJOR ADVERSARY (D20)

1. Super team leader
2. Mad scientist
3. Devious puppet master
4. Megalomaniacal warrior
5. Vengeful super villain
6. Leader of secret society or government conspiracy
7. Cruel tyrant or evil overlord
8. Fanatic priest
9. Rampaging monster
10. Deadly assassin or ninja
11. Alien leader
12. Evil sorcerer or dark lord
13. Military commander
14. Undead or supernatural monster
15. God, demi-god, or demon lord
16. Fanatical terrorist
17. Ruthless mob boss
18. Clever thief or robber
19. Trickster or child
20. Robot or super computer

URBAN LOCATION (d30)

1. Hotel, motel, casino
2. Airport
3. Sewers or garbage dump
4. Theater, nightclub, or concert hall
5. Place of worship or graveyard
6. Mansion or penthouse
7. Warehouse, dockside, industrial park
8. Slums, bad neighborhood, or derelict buildings
9. Major highway, overpass, or parking lot
10. Shopping mall or department store
11. Apartment building
12. Bank or loan office
13. Museum, gallery, theater, or opera house
14. Skyscraper, corporate HQ, high-rise office building
15. High-tech firm, factory, or laboratory
16. University, college, or school
17. Stadium, racetrack, aquarium, zoo
18. Hospital, clinic, or asylum
19. City hall, government, or federal building
20. Specialty shop or business (jeweler, gun shop, pawn shop, etc.)
21. Bar, restaurant, or liquor store
22. Shopping district, downtown, or mainstreet
23. Construction site or junkyard
24. Tunnel or bridge
25. Bus, train station, subway line
26. City park or amusement park

27. Quiet residential neighborhood or house
28. Bustling inner-city street
29. Public library
30. TV station, newspaper office, radio station

OUT OF TOWN LOCATIONS (D20)

1. Monument or landmark (Eiffel tower, Pyramids, etc.)
2. Space launch facility, tracking station, or observatory
3. Hydroelectric dam
4. Nuclear power station
5. Ruins or archeological site
6. Forest, swamp, or jungle
7. National government (Whitehouse, capital, etc.)
8. Atlantis, hollow Earth, in space, another planet or dimension
9. Military base or headquarters
10. Government agency headquarters
11. Monastery or cult compound
12. On a highway or back road
13. Ship at sea or submarine
14. Castle, fortress, or cathedral
15. Farm, ranch, small town or village
16. Resort area, beaches, hunting lodge, national park
17. Mountains, volcano, desert
18. Mine, drilling rig, refinery, pipeline
19. Arctic or Antarctica, the frozen north
20. Orbit, deep space, the Moon, another world, hollow Earth, Atlantis

STOCK NPCS (d20)

1. Relatives, love interests, or friends of the super (or a villain)
2. Police chief, captain, or detective
3. Reporter, photojournalist, TV presenter, or paparazzi
4. Publisher or news producer
5. Crusading district attorney
6. The city mayor
7. National politician (chairs Committee for Super-Human Affairs)
8. Dirty cops who pass information to criminals
9. Super or team's loyal butler, maid, secretary, or lab assistant
10. Scientists, archeologists or explorers meddling in things they shouldn't
11. Scientists who warn of cosmic dangers no one else will listen to
12. Activist or bigots who opposes mutants, supers, supernaturals, etc.
13. Co-worker, secretary, or fellow students (cause problems in job or secret identity)
14. Men-in-black from secret program to control/study/capture aliens or supernaturals
15. Petty crooks, fences, or street people who can act as informers
16. Children or adoring fans who look up to or obsess over the supers
17. Doctor at local hospital who patches up heroes (or villains) without questions
18. Tailor who makes costumes for heroes or villains (no questions asked)
19. Bartender (or priest) that heroes or villains confide in when depressed
20. Military officer in charge of task force chasing villains or rogue super hero

ADVANCED GRAPPLING (OPTIONAL)

Supers often get into wrestling matches. Instead of treating wrestling as an unarmed combat attack that inflicts hit point damage these advanced rules can be used.

A grapple is a melee attack like any other. Roll 1d20, with usual strength Basic Ability Modifier. If you hit, you grappled your opponent. Grappling attacks may be substituted for any appropriate attack one-for-one. Unstoppable (if applicable) may be used.

After hitting simply roll damage . . . but all grappling damage is tallied in "Control Points" (CP), not actual hit points lost. Control Point damage is recovered immediately once the attacker lets go (whether willingly or not), not at the usual healing rate.

Humans and humanoids do 1d6 CP, plus or minus the usual Strength modifier. For monsters, a grappling attack does the same damage as the base attack being used.

The effects suffered when grappled depend on how many CP have been inflicted on you relative to your HP.

Grappling Effect Table

Control point Inflicted	To Hit Penalty	Damage Penalty	AC Penalty	Move
Up to half defender's hit points	-4	-2 damage	Two levels worse	Half
Up to defender's hit points	-8	Half damage	Four levels worse	None
Exceeds defender's hit points	Can't attack	Pinned and helpless	None	

After the Grapple

Once you've grabbed a foe, you can develop or discard the grapple.

Attacking: You can attack to try to get more CP. Roll to hit normally. If you succeed, roll for CP and add them to the current total. Grappling is cumulative. You can also attack normally with a weapon at no penalty, unless grappled back!

Counter-Grappling: You can always grab a foe back! Attack normally and if you hit, roll for CP: though both the to-hit and damage roll may be penalized due to the grapple on you! You may apply rolled CP to either put CP on your opponent, or reduce the CP your opponent has on you. If the latter, any excess applies as CP to your opponent.

Injury: You can attempt to convert your CP to damage. Roll to hit normally for grappling. Instead of inflicting more CP, you may convert your CP to damage: 2 CP turn into 1 HP of "real" damage. However, once you use them for damage, they're gone.

Let Go: You can always Let Go as a free action on your turn. You don't need to hold on.

Throw: If you amassed at least half your foe's HP in CP, you may spend CP

to attempt to throw them to the ground. First “spend” accumulated CP equal to half the foe’s hit points (round up) to attempt the move. Then roll to hit normally, using the new AC penalty, not the old one. If successful, your foe is stunned for 1d4 turns and takes 1d4 + Strength modifier damage.

Grab Item: If you amassed more CP than 1/2 the wielder’s current HP, you can try to grab it. Roll to hit vs. the foe’s armor class as usual. If you succeed, you take it.

If the super has a Mental Attack it can be given a different attack mode such as Aura, Bolt, Continuous, Sword (or other melee weapon), or Touch.

Ascending and Descending Armor Class

In the original edition Armor Class was based on a descending order from 9 (worst) to lower numbers (better). This is a legacy from the wargaming roots of the combat system. In common practice now is a system that overall simplifies the calculation of armor class as a “to hit” number. So all math becomes a matter of addition. Both systems have their merits, but we’ve chosen to use ascending armor class in order to keep stat blocks and combat as clear, consistent, and legible as possible. Still, for those grognards (and I admit to being one) there is not only nostalgia for the descending armor class, but a genuine enjoyment for how it works. So this chart is included to make conversion easy.

Ascending Armor Class	Decending Armor Class Base 9	Decending Armor Class Base 10
10	9	10
11	8	9
12	7	8
13	6	7
14	5	6
15	4	5
16	3	4
17	2	3
18	1	2
19	0	1
20	-1	0

Base 9 is for original edition, bluebook, basic, and compatible systems.

Base 10 is for advanced editions 1 & 2 and compatible systems.

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