

# DARING COMICS

THE SUPER-POWERED ROLE PLAYING GAME



**TRAINING ROOM RULES**

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## TRAINING ROOM RULES

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# WELCOME TO DARING COMICS!

With the Daring Comics Role-Playing Game, you bring your own comic book stories to life. The full, retail rulebook provides you with a wealth of tools for playing your own comic book series, ranging from:

- Series creation rules, allowing the group to choose the series level, series tone, and experience level of their heroes, with each choice granting skill points and Hero Points (used to purchase powers and stunts) for character creation.
- Character complications such as a weakness to a particular substance.
- Super team rules.
- Super-science and invention creation rules.
- Rules for creating your own stunts and powers. The game even provides dozens of example stunts, and over 100 powers, special effects, and limits to get you started right away.
- Rules for performing Power Stunt actions.
- An Appendix showing you how to tweak the system and get the exact feel you want at the table.

For the *Training Room Rules*, we're going to take a look at the *very basics* of the Daring Comics Role-Playing Game, and provide a one-shot adventure and sample player-characters to let you take it for a spin.

## A ROLEPLAYING GAME

If you've never played a roleplaying game before, here's the basic idea for Daring Comics: you and a bunch of friends get together to tell an interactive story about a group of super-heroes you make up. You get to say what challenges and obstacles those heroes face, how they respond, what they say and do, and what happens to them.

It's not all just conversation, though— sometimes you'll use dice and the rules to bring uncertainty into the story and make things more exciting.

## WHAT YOU NEED TO PLAY

Getting into a game of Daring Comics is very simple. You need:

- A **character sheet**, one per player, and some extra paper for note-taking. We'll talk about what's on the character sheet below. (GMs, any important characters you play might have a character sheet also.)
- **Fate dice**, at least four, preferably four per person. Fate dice are a special kind of six-sided dice that are marked on two sides with a plus symbol (+), two with a minus symbol (-), and two sides are blank (■).
- If you don't want to use fate dice, you don't have to—any set of regular six-sided dice will work. If you're using regular dice, you read 5 or 6 as +, 1 or 2 as -, and 3 or 4 as ■.



- **Tokens** to represent fate points. Poker chips, glass beads, or anything similar will work. You'll want to have at least thirty or more of these on hand, just to make sure you have enough for any given game. You can use pencil marks on your character sheet in lieu of tokens, but physical tokens add a little more fun.
- **Index cards.** These are optional, but we find they're very handy for recording aspects during play.

## PLAYERS AND GAMEMASTER

In any game of Daring Comics, you're either a player or a gamemaster.

If you're a player, your primary job is to take responsibility for portraying one of the protagonists of the game, which we call a player-character (and sometimes a character, hero, or PC). You make decisions for your character and describe to everyone else what your character says and does. You'll also take care of the mechanical side of your character—rolling dice when it's appropriate, choosing what abilities to use in a certain situation, and keeping track of fate points.

If you're a gamemaster, your primary job is to take responsibility for the world the PCs inhabit. You make decisions and roll dice for every character in the game world who isn't portrayed by a player—we call those non-player-characters (or "NPCs"). You describe the environments and places the PCs go to during the game, and you create the scenarios and situations they interact with. You also act as a final arbiter of the rules, determining the outcome of the PCs' decisions and how that impacts the unfolding story.

Daring Comics RPG is a collaborative endeavor, with everyone sharing ideas and looking for opportunities to make the events as entertaining as possible.

## THE CHARACTER SHEET

Players, your character sheet contains everything you need to know about your PC: aspects, skills, stunts, powers, and any other resources that character has to use in the game. Grab a blank character sheet, and we'll go over all the components.

## ASPECTS

Aspects are phrases that describe some significant detail about a character. They are the reasons why your character matters, why we're interested in seeing your character in the game. Aspects can cover a wide range of elements, such as personality or descriptive traits, beliefs, relationships, issues and problems, or anything else that helps us invest in the character as a person, rather than just a collection of stats.

## SKILLS

At the beginning of the game, the player-characters have skills rated in steps from Average (+1) to Fantastic (+6). Higher is better, meaning that the character is more capable or succeeds more often when using that skill.

If for some reason you need to make a roll using a skill your character doesn't have, you roll it at Mediocre (+0).

## STUNTS

Stunts are special tricks that your character knows that allow you to get an extra benefit out of a skill or alter some other game rule to work in your favor. Stunts are like special moves in a video game, letting you do something unique or distinctive compared to other characters. Two characters can have the same rating in a skill, but their stunts might give them vastly different benefits.

## STRESS

Stress is one of the two options you have to avoid losing a conflict, it represents temporary fatigue, getting winded, superficial injuries, and so on. You have a number of stress levels you can burn off to help keep you in a fight. They reset at the end of a conflict, once you've had a moment to rest and catch your breath.

## CONSEQUENCES

Consequences are the other option you have to stay in a conflict, but they have a more lasting impact. Every time you take a consequence, it puts a new aspect on your sheet describing your injuries. Unlike stress, you have to take time to recover from a consequence, and it's stuck on your character sheet in the meantime, which leaves your character vulnerable to complications or others wishing to take advantage of your new weakness.

## REFRESH

Refresh is the number of fate points you get at the start of every game session to spend for your character. Your total resets to this number unless you had more fate points at the end of the last session.

## THE LADDER

Daring Comics uses a ladder of adjectives and numbers to rate the dice results, a character's skills, and opposition to an action.

<b>Terrible</b>	(-2)
<b>Poor</b>	(-1)
<b>Mediocre</b>	(+0)
<b>Average</b>	(+1)
<b>Fair</b>	(+2)
<b>Good</b>	(+3)
<b>Great</b>	(+4)
<b>Superb</b>	(+5)
<b>Fantastic</b>	(+6)
<b>Epic</b>	(+7)
<b>Legendary</b>	(+8)
<b>Monstrous</b>	(+9)
<b>Colossal</b>	(+10)
<b>Unearthly</b>	(+11)
<b>Inconceivable</b>	(+12)

It doesn't really matter which side of the ladder you use. Some people remember the words better, some people remember the numbers better, and some people like using both. So you could say, "I got a Great," or "I got a +4," and it means the same thing.

## FATE POINTS

You use tokens to represent how many fate points you have at any given time during play. Fate points are one of your most important resources in Daring Comics—they're a measure of how much influence you have to make the story go in your character's favor.

You can spend fate points to invoke an aspect, to declare a story detail, or to activate certain powerful stunts.

You earn fate points by accepting a compel on one of your aspects.

## INVOKING AN ASPECT

Whenever you're making a skill roll, and you're in a situation where an aspect might be able to help you, you can spend a fate point to invoke it in order to change the dice result. This allows you to either reroll the dice or add +2 to your roll, whichever is more helpful. (Typically, +2 is a good choice if you rolled -2 or higher, but sometimes you want to risk a reroll to get that +4.) You do this after you've rolled the dice, if you aren't happy with your total.

You also have to explain or justify how the aspect is helpful in order to get the bonus—sometimes it'll be self-evident, and sometimes it might require some creative narrating.

You can spend more than one fate point on a single roll, gaining another reroll or an additional +2, as long as each point you spend invokes a different aspect.

## DECLARING A STORY DETAIL

Sometimes, you want to add a detail that works to your character's advantage in a scene. For example, you might use this to narrate a convenient coincidence, like retroactively having the right supplies for a certain job ("Of course I brought that along!"), showing up at a dramatically appropriate moment, or suggesting that you and the NPC you just met have mutual clients in common.

To do this, you'll spend a fate point. You should try to justify your story details by relating them to your aspects. GMs, you have the right to veto any suggestions that seem out of scope or ask the player to revise them, especially if the rest of the group isn't buying into it.

## COMPELS

Sometimes (in fact, probably often), you'll find yourself in a situation where an aspect complicates your character's life and creates unexpected drama. When that happens, the GM will suggest a potential complication that might arise. This is called a compel.

Sometimes, a compel means your character automatically fails at some goal, or your character's choices are restricted, or simply that unintended consequences cloud whatever your character does.

You might negotiate back and forth on the details a little, to arrive at what would be most appropriate and dramatic in the moment.

Once you've agreed to accept the complication, you get a fate point for your troubles. If you want, you can pay a fate point to prevent the complication from happening, but we don't recommend you do that very often. You'll probably need that fate point later, and getting compelled brings drama (and hence, fun) into your game's story.

Players, you're going to call for a compel when you want there to be a complication in a decision you've just made, if it's related to one of your aspects. GMs, you're going to call for a compel when you make the world respond to the characters in a complicated or dramatic way.

Anyone at the table is free to suggest when a compel might be appropriate for any character (including their own). GMs, you have the final word on whether or not a compel is valid. And speak up if you see that a compel happened naturally as a result of play, but no fate points were awarded.

## TYPES OF ASPECTS

Daring Comics has a few different kinds of aspects: series aspects, character aspects, power set aspects, situation aspects, consequences, and boosts. They primarily differ from one another in terms of what they're attached to and how long they last.

### **CHARACTER ASPECTS**

Character aspects are attached to an individual character. They can describe a near-infinite number of things about the character, such as something about their personality, an important event from the past, a motivation or dark secret, and even a relationship.

### **POWER SET ASPECT**

Each of your powers are arranged under a thematic power set. Your character might have one power set, two power sets, or in some cases even three or more power sets.

The power set aspect should say something about the origins or theme of the powers contained within it, such as: Master of Fire Control, Arcane Spells and Mastery, Intensive Training and Study, Alien Physiology.

## **SITUATION ASPECTS**

A situation aspect is temporary, intended to last only for a single scene or until it no longer makes sense (but no longer than an Issue, at most). Situation aspects can be attached to the environment the scene takes place in, which affects everybody in the scene; but you can also attach them to specific characters by targeting them when you create an advantage.

Situation aspects describe significant features of the circumstances the characters are dealing with in a scene.

### **CONSEQUENCES**

A consequence is more permanent than a situation aspect, but not quite as permanent as a character aspect. They're a special kind of aspect you take in order to avoid getting taken out in a conflict. They describe lasting injuries or problems that you take away from a conflict: Dislocated Shoulder, Bloody Nose, and so forth.

### **BOOSTS**

Boosts are a super-transient kind of aspect. You get a boost when you're trying to create an advantage but don't succeed well enough, or as an added benefit to succeeding especially well at an action. You get to invoke them for free, but as soon as you do, the aspect goes away.

## WHAT ASPECTS DO

In Daring Comics, aspects do two major things: they tell you what's important about the game, and they help you decide when to use the mechanics.

### **IMPORTANCE**

Each collection of aspects indicates what you need to focus on during the game. Think of them as guiding you toward a dramatic narrative impact.

GMs, when you create stories in Daring Comics, you're going to use those aspects, and the connections between aspects, to generate the problems your heroes are going to solve. Players, your aspects are the reason why your heroes stand out from every other character who might have similar skills.

Situation aspects make the moment-to-moment interactions of play interesting by adding color and depth to what might otherwise be a boring scene. A fight in a city street is generic by nature. It could be any city street, anywhere. But when you add the aspect **Gathering Crowd of Spectators** to the scene, and it's brought into play, it becomes a different ballgame entirely as now the heroes have to worry about the innocent people too stupid to flee a super-brawl.

## ***DECIDING WHEN TO USE MECHANICS***

Because aspects tell us what's important, they also tell us when it's most appropriate to use the mechanics to deal with a situation, rather than just letting the group decide what happens by only describing what the characters do.

GMs, this comes up for you most often when you're trying to figure out whether to require a player to roll dice. If a player says is simply flying over an island, then there's no real reason to require an overcome action. But if the situation aspects tell you that the island is **Protected by Defensive Batteries** and the villain has a **Massive Weather Dominator Device**, then you suddenly have an element of pressure and risk that makes it worth going to the dice.

Players, this comes up for you most often when invoking your aspects and considering compels. Your aspects highlight what makes your character an individual, and you want to play that up. So when the opportunity comes up to make your character more awesome by invoking, or when you see an opportunity to influence the story by suggesting a compel for your character, do it! The game will be much richer for it.

# TAKING ACTION

## IT'S TIME FOR ACTION!




You roll the dice when there's some kind of interesting opposition keeping you from achieving your goals. If there's no interesting opposition, you just accomplish whatever you say you're trying to do.

Whenever you take action, there's a good chance that something or someone is going to be in your way. It wouldn't be an interesting story if the bad guy just rolled over and handed you victory on a plate— clearly, he's got some crazy security measures to keep you out of his place. Or the mastermind's island is already blowing up around you. Or the anti-supers protesters are filling the streets around your headquarters. Or someone's been bribing the informants to keep quiet.

That's when it's time to take out the dice.

- Choose the character's skill that is appropriate to the action.
- Roll four Fate dice.
- Add together the symbols showing on the dice. A + is +1, a - is -1, and a 0 is 0.
- Add your skill rating to the dice roll. The total is your result on the ladder.
- If you invoke an aspect, add +2 to your result or reroll the dice.

## ROLLING THE DICE

When you need to roll dice in Daring Comics RPG, pick up four fate dice and roll them. When you read the dice, read every  as +1, every  as 0, and every  as -1. Add them all together. You'll get a result from -4 to +4, most often between -2 and +2.

Here are some sample dice totals:

 = +1

 = zero

 = +2

 = -1

The result on the dice isn't your final total, however. If your character has a skill that's appropriate to the action, you get to add your character's rating in that skill to whatever you rolled.

## INTERPRETING RESULTS

When you roll the dice, you're trying to get a high enough roll to match or beat your opposition. That opposition is going to come in one of two forms: **active opposition**, from someone rolling dice against you, or **passive opposition**, from an obstacle that just has a set rating on the ladder for you to overcome. (GMs, you can also just decide your NPCs give passive opposition when you don't want to roll dice for them.)

Generally speaking, if you beat your opposition on the ladder, you succeed at your action. A tie creates some effect, but not to the extent your character was intending. If you win by a lot, something extra happens (like doing more harm to your opponent in a fight).

If you don't beat the opposition, either you don't succeed at your action, you succeed at a cost, or something else happens to complicate the outcome. Some game actions have special results when you fail at the roll.

When you beat a roll or a set obstacle, the difference between your opposition and your result is what we call **Shifts**. When you roll equal to the opposition, you have zero shifts. Roll one over your opposition, and you have one shift. Two over means two shifts, and so on. Later on, we'll talk about different instances where getting shifts on a roll benefits you.

## THE FOUR OUTCOMES

When you roll the dice, either you're going to fail, tie, succeed, or succeed with style.

Every roll you make in a Daring Comics game results in one of four outcomes, generally speaking. The specifics may change a little depending on what kind of action you're taking, but all the game actions fit this general pattern.



**Fail:** If you roll lower than your opposition, you fail. This means one of several things: you don't get what you want, you get what you want at a serious cost, or you suffer some negative mechanical consequence. Sometimes, it means more than one of those. It's the GM's job to determine an appropriate cost.

**Tie:** If you roll the same as your opposition, you tie. This means you get what you want, but at a minor cost, or you get a lesser version of what you wanted.

**Succeed:** If you roll higher than your opposition by 1 or 2 shifts, you succeed. This means you get what you want at no cost.

**Succeed with Style:** If you roll higher than your opposition by 3 or more shifts, you succeed with style. This means that you get what you want, but you also get an added benefit on top of that.

## THE FOUR ACTIONS

When you make a skill roll, you're taking one of four actions: overcome, create an advantage, attack, or defend.

There are four types of actions you can take in a game of Daring Comics. When you make a skill roll, you have to decide which of these you're going to try. The skill descriptions tell you which actions are appropriate for that skill and under which circumstances. Usually, the action you need to take will be pretty obvious from the skill description, your intent, and the situation in play, but sometimes you might have to talk it over with the group to find out which is the most appropriate.

The four actions are: overcome, create advantage, attack, and defend.

### OVERCOME

Use the overcome action to achieve assorted goals appropriate to your skill. The opposition you have to beat might be active or passive, depending on the situation.

- When you fail an overcome action, you have two options. You can simply fail, which means you don't attain your goal or get what you were after, or you can succeed at a serious cost.
- When you tie an overcome action, you attain your goal or get what you were after, but at a minor cost.



- When you succeed at an overcome action, you attain your goal without any cost.
- When you succeed with style at an overcome action, you get a boost in addition to attaining your goal.

## **CREATE AN ADVANTAGE**

Use the create an advantage action to make a situation aspect that gives you a benefit, or to claim a benefit from any aspect you have access to.

Opposition might be active or passive, depending on the circumstances. If your target is another character, their roll always counts as a defend action.

If you're using create an advantage to make a new aspect...

- When you fail, you either don't create the aspect, or you create it but someone else gets the free invoke
- When you tie, you get a boost instead of the situation aspect you were going for.
- When you succeed, you create a situation aspect with a free invocation.
- When you succeed with style, you get a situation aspect with two free invocations instead of one.

If you're using create an advantage on an existing aspect...

- When you fail, you give a free invoke on that aspect to someone else instead. That could be your opponent in a conflict, or any character who could tangibly benefit to your detriment.
- When you tie or succeed, you place a free invocation on the aspect.
- When you succeed with style, you place two free invocations on the aspect.

## **ATTACK**

Use the attack action to harm someone in a conflict or take them out of a scene.

- When you fail at an attack, you don't cause any harm to your target. (It also means that your target succeeded on the defend action, which could get you saddled with other effects.)
- When you tie an attack, you don't cause any harm, but you gain a boost.

- When you succeed on an attack, you inflict a hit on your target equal to the number of shifts you got. That forces the target to try and "buy off" the value of your hit by taking stress or consequences; if that's not possible, your target gets taken out of the conflict.
- When you succeed with style on an attack, it works like a normal success, but you also have the option to reduce the value of your hit by one to gain a boost as well.

## **DEFEND**

Use the defend action to avoid an attack or prevent someone from creating an advantage against you. Whenever someone attacks you in a conflict or tries to create an advantage on you, you always get a chance to defend.

- When you fail at a defense, you suffer the consequences of whatever you were trying to prevent. You might take a hit or have an advantage created on you.
- When you tie a defense, you grant your opponent a boost.
- When you succeed at a defense, you successfully avoid the attack or the attempt to gain an advantage on you.
- When you succeed with style at a defense, it works like a normal success, but you also gain a boost as you turn the tables momentarily.

# COMIC BOOK CONFLICTS

## CONFLICTS

In a conflict, characters are actively trying to harm one another. It could be a fist fight, a battle of ranger super-powers, or even using city debris against each other. It could also be a tough interrogation, a psychic assault, or a shouting match with a loved one. As long as the characters involved have both the intent and the ability to harm one another, then you're in a conflict scene.

Conflicts are either physical or mental in nature, based on the kind of harm you're at risk of suffering. In physical conflicts, you suffer bruises, scrapes, cuts, and other injuries. In mental conflicts, you suffer loss of confidence and self-esteem, loss of composure, and other psychological trauma.

You know the conflict is over when everyone on one of the sides has conceded or been Taken Out.

## SITUATION ASPECTS

GMs, when you're setting the scene, keep an eye out for fun-sounding features of the environment to make into situation aspects, especially if you think someone might be able to take advantage of them in an interesting way in a conflict. Don't overload it. Find three to five evocative things about your conflict location and make them into aspects.

Good options for situation aspects include:

- Anything regarding the general mood, weather, or lighting: dark or badly lit, storming, creepy, crumbling, blindingly bright, et cetera.
- Anything that might affect or restrict movement: filthy, mud everywhere, slippery, rough, and so forth.
- Things to hide behind: vehicles, obstructions, or large furniture.
- Things you can knock over, wreck, or use as improvised weapons: bookshelves, crates, et cetera.
- Things that are flammable

As the scene unfolds, players might suggest features of the environment that are perfect as aspects. If the GM described the scene as being poorly lit, a player should be able to invoke the shadows to help on a Stealth roll even if she hadn't previously established it as an aspect. If the feature would require some intervention on the part of the characters in the scene to become aspect-worthy, then that's the purview of the create an advantage action. Usually the apartment complex doesn't catch **On Fire!** without someone actually committing a bit of arson.

## ZONES

GMs, if your conflict takes place over a large area, you may want to break it down into zones for easier reference.

A zone is an abstract representation of physical space. The best definition of a zone is that it's close enough that you can interact directly with someone (in other words, walk up to and punch them in the face).

Generally speaking, a conflict should rarely involve more than a handful of zones. Two to four is probably sufficient, save for really big conflicts. This isn't a miniatures board game— zones should give a tactile sense of the environment, but at the point where you need something more than a cocktail napkin to lay it out, you're getting too complicated.

- If you can describe the area as bigger than a house, you can probably divide it into two or more zones— think of a warehouse or a shopping center parking lot.
- If it's separated by stairs, a ladder, a fence, or a wall, it could be divided zones, like two floors of a house.
- "Above X" and "below X" can be different zones, especially if moving between them takes some doing— think of the airspace around something large, like a blimp.

## MOVEMENT

In a conflict, it's important to track where everyone is relative to one another, which is why we divide the environment where the conflict's taking place into zones. Where you have zones, you have people trying to move around in them in order to get at one another or at a certain objective.

Normally, it's no big deal to move from one zone to another. If there's nothing preventing you from doing so, you can move one zone in addition to your action for the exchange.

If you want to move more than one zone (up to anywhere else on the map), if a situation aspect suggests that it might be difficult to move freely, or if another character is in your way, then you must make an overcome action using Athletics to move. This counts as your action for the exchange.

GMs, just as with other Overcome rolls, you'll set the difficulty. You might use the number of zones the character is moving or the situation aspects in the way as justification for how high you set passive opposition. If another character is impeding the path, roll active opposition and feel free to invoke obstructing situation aspects in aid of their defense.

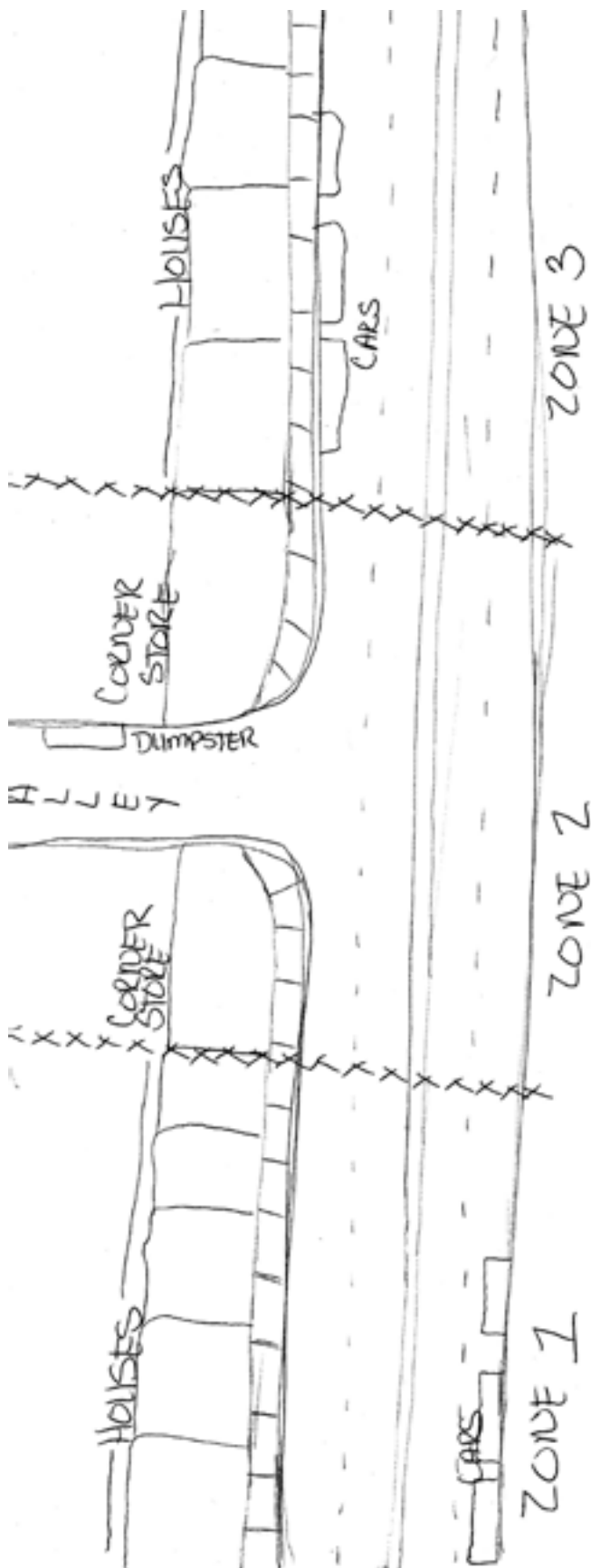
If you fail that roll, whatever was impeding you keeps you from moving. If you tie, you get to move, but your opponent takes a temporary advantage of some kind. If you succeed, you move without consequence. If you succeed with style, you can claim a Boost in addition to your movement.

## TURN ORDER

Your turn order in a conflict is based on your skills. In a physical conflict, compare your Notice skill to the other participants. In a mental conflict, compare your Empathy skill. Whoever has the highest gets to go first, and then everyone else in descending order.

If there's a tie, compare a secondary or tertiary skill. For physical conflicts, that's Athletics, then Physique. For mental conflicts, Rapport, then Will. If there's still a tie after all that, just roll the four fate dice with the highest total acting first, or let the player's decide, or whatever works best for your table.

GMs, for a simple option, pick your most advantageous NPC to determine your place in the turn order, and let all your NPCs go at that time.



## ***THE EXCHANGE***

In an exchange, every character gets a turn to take an action. GMs, you get to go once for every NPC you control in the conflict.

Most of the time, you're going to be attacking another character or creating an advantage on your turn, because that's the point of a conflict— take your opponent out, or set things up to make it easier to take your opponent out.

However, if you have a secondary objective in the conflict scene, you might need to roll an overcome action instead. You'll encounter this most often if you want to move between zones but there's a situation aspect in place making that problematic.

Regardless, you only get to make one skill roll on your turn in an exchange— unless you're defending against someone else's action, which you can do as many times as you want. You can even make defend actions on behalf of others, so long as you fulfill two conditions: it has to be reasonable for you to interpose yourself between the attack and its target, and you have to suffer the effects of any failed rolls.

## ***FULL DEFENSE***

If you want, you can forgo your action for the exchange to concentrate on defense. You don't get to do anything proactive, but you do get to roll all defend actions for the exchange at a +2 bonus.

## ***WEAPON AND ARMOR RATINGS***

Daring Comics uses Weapon and Armor ratings.

A Weapon value adds to the shift value of a successful hit. So, if you have Weapon: 2, it means that any hit is worth 2 more shifts than it would normally be. This counts for ties, so when you're using a weapon, you inflict stress on a tie instead of getting a boost. That makes weapons very dangerous.

An Armor value reduces the shifts of a successful hit. So, Armor: 2 makes any hit worth 2 less than usual. If you hit, but the target's Armor reduces the shift value to 0 or below, you get a boost to use on your target but don't do any harm.

## ***RESOLVING ATTACKS***

A successful attack lands a hit equivalent to its shift value on a target. So if you get three shifts on an attack, you land a 3-shift hit, plus any Weapon Rating you might have. The damage is reduced on a 1:1 basis by any Armor rating the target possesses.

If you get hit by an attack and take one or more Hits after accounting for Armor rating, then one of two things happens: either you absorb the hit and stay in the fight, or you're taken out.

Fortunately, you have two options for absorbing hits to stay in the fight— you can take stress and/or consequences. You can also concede a conflict before you're taken out, in order to preserve some control over what happens to your character.

## ***STRESS***

One of your options to mitigate the effect of a hit is to take stress.

The best way to understand stress is that it represents all the various reasons why you just barely avoid taking the full force of an attack. Maybe you twist away from the blow just right, or it looks bad but is really just a flesh wound, or you exhaust yourself diving out of the way at the last second.

Mentally, stress could mean that you just barely manage to ignore an insult, or clamp down on an instinctive emotional reaction, or something like that.

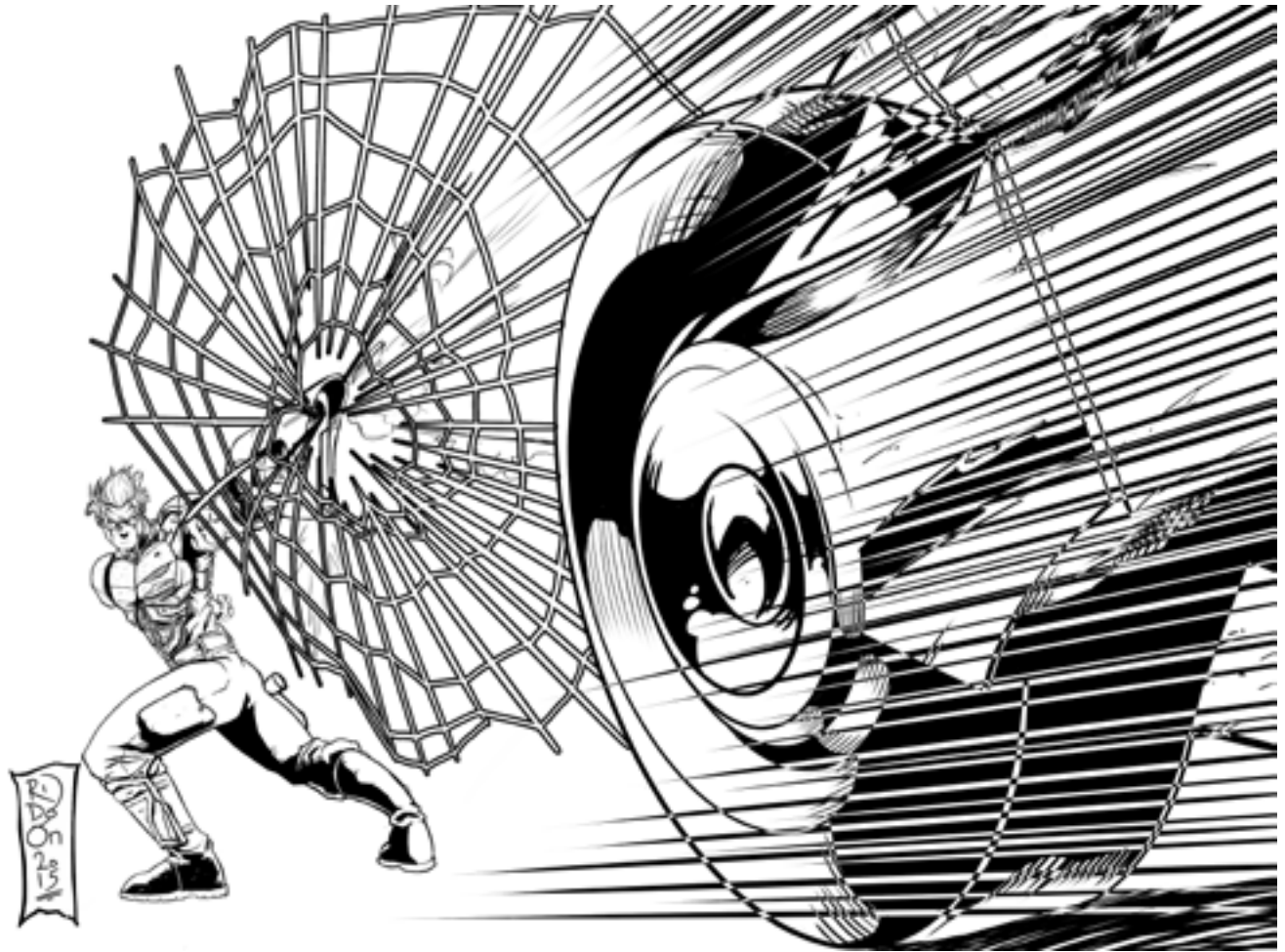
Stress boxes also represent a loss of momentum— you only have so many last-second saves in you before you've got to face the music.

On your character sheet, you have a number of stress boxes, each with a different shift value. By default, all characters get a 1-point and a 2-point box. You may get additional, higher-value stress boxes depending on some of your skills (usually Physique and Will).

When you take stress, check off a stress box with a value equal to the shift value of the hit. If that box is already checked, check off a higher value box. If there is no higher available box, and you can't take any consequences, you're taken out of the conflict.

You can only check off one stress box per hit.

Remember that you have two sets of stress boxes! One of these is for physical stress, the other for



mental; you'll start with a 1-shift and a 2-shift box in each of these. If you take stress from a physical source, you check off a physical stress box. If it's a mental hit, check off a mental stress box.

After a conflict, when you get a minute to breathe, any stress boxes you checked off become available for your use again.

## ***CONSEQUENCES***

The second option you have for mitigating a hit is taking a consequence. A consequence is more severe than stress. It represents some form of lasting injury or setback that you accrue from the conflict, something that's going to be a problem for your character after the conflict is over.

Consequences come in three levels of severity: mild, moderate, and severe. Each one has a different shift value: two, four, and six, respectively. On your character sheet, you have a number of available consequence slots, in this section:

When you use a consequence slot, you reduce the shift value of the attack by the shift value of

the consequence. You can use more than one consequence at a time if they're available. Any of the hit's remaining shifts must be handled by a stress box to avoid being taken out.

However, there's a penalty. The consequence written in the slot is an aspect that represents the lasting effect incurred from the attack. The opponent who forced you to take a consequence gets a free invocation, and the aspect remains on your character sheet until you've recovered the consequence slot. While it's on your sheet, the consequence is treated like any other aspect, except because the slant on it is so negative, it's far more likely to be used to your character's detriment.

Unlike stress, a consequence slot may take a long time to recover after the conflict is over. Also unlike stress, you only have one set of consequences; there aren't specific slots for physical versus mental consequences. This means that, if you have to take a mild consequence to reduce a mental hit and your mild consequence slot is already filled with a physical consequence, you're out of luck! You're going to have to use a moderate or severe consequence to absorb that hit (assuming you have one left).

## ***NAMING A CONSEQUENCE***

Here are some guidelines for choosing what to name a consequence:

Mild consequences don't require immediate medical attention. They hurt, and they may present an inconvenience, but they aren't going to force you into a lot of bed rest. On the mental side, mild consequences express things like small social gaffes or changes in your surface emotions. Examples: Black Eye, Bruised Hand, Winded, Flustered, Cranky, Temporarily Blinded.

Moderate consequences represent fairly serious impairments that require dedicated effort toward recovery (including medical attention). On the mental side, they express things like damage to your reputation or emotional problems that you can't just shrug off with an apology and a good night's sleep. Examples: Deep Cut, First Degree Burn, Exhausted, Drunk, Terrified.

Severe consequences go straight to the emergency room (or whatever the equivalent is in your game)—they're extremely nasty and prevent you from doing a lot of things, and will lay you out for a while. On the mental side, they express things like serious trauma or relationship-changing harm. Examples: Second-Degree Burn, Compound Fracture, Guts Hanging Out, Crippling Shame, Trauma-Induced Phobia.

## ***WHAT SKILL DO I USE FOR RECOVERY?***

In Daring Comics, physical recovery happens through the Treatment skill. For mental recovery, use the Empathy skill.

Powers such as Healing and Regeneration can also be used, as described under the power's description.

## ***RECOVERING FROM A CONSEQUENCE***

In order to regain the use of a consequence slot, you have to recover from the consequence. That requires two things: succeeding at an action that allows you to justify recovery, and then waiting an appropriate amount of game time for that recovery to take place.

The action in question is an overcome action; the obstacle is the consequence that you took. If it's a physical injury, then the action is some kind of medical treatment or first aid. For mental consequences, the

action may involve therapy, counseling, or simply a night out with friends.

The difficulty for this obstacle is based on the shift value of the consequence. Mild is Fair (+2), moderate is Great (+4), and severe is Fantastic (+6). If you are trying to perform the recovery action on yourself, increase the difficulty by two steps on the ladder.

Keep in mind that the circumstances have to be appropriately free of distraction and tension for you to make this roll in the first place. You're not going to clean and bandage a nasty cut while ogres are tromping through the caves looking for you. GMs, you've got the final judgment call.

If you succeed at the recovery action, or someone else succeeds on a recovery action for you, you get to rename the consequence aspect to show that it's in recovery. So, for example, Broken Leg could become Stuck in a Cast, Scandalized could become Damage Control, and so on. This doesn't free up the consequence slot, but it serves as an indicator that you're recovering, and it changes the ways the aspect's going to be used while it remains.

Whether you change the consequence's name or not—and sometimes it might not make sense to do so—mark it with a star so that everyone remembers that recovery has started.

Then, you just have to wait the time.

The amount of time it takes is based upon the Series Tone.

## ***EXTREME CONSEQUENCES***

In addition to the normal set of mild, moderate, and severe consequences, every PC also gets one last-ditch option to stay in a fight—the extreme consequence. Between major milestones, you can only use this option once.

An extreme consequence will absorb up to 8-shifts of a hit, but at a very serious cost—you must replace one of your aspects (except the high concept, that's off limits) with the extreme consequence. That's right, an extreme consequence is so serious that taking it literally changes who you are.

Unlike other consequences, you can't make a recovery action to diminish an extreme consequence—you're stuck with it until your next major milestone. After that, you can rename the extreme consequence to reflect

that you're no longer vulnerable to the worst of it, as long as you don't just switch it out for whatever your old aspect was. Taking an extreme consequence is a permanent character change; treat it as such.

## ***CONCEDING THE CONFLICT***

When all else fails, you can also just give in. Maybe you're worried that you can't absorb another hit, or maybe you decide that continuing to fight is just not worth the punishment. Whatever the reason, you can interrupt any action at any time before the roll is made to declare that you concede the conflict. This is super-important—once dice hit the table, whatever happens is written in stone, and you're either taking more stress, suffering more consequences, or getting Taken Out.

Concession gives the other person what they wanted from you, or in the case of more than two combatants, removes you as a concern for the opposing side. You're out of the conflict, period.

But it's not all bad. First of all, you get a fate point for choosing to concede. On top of that, if you've sustained any consequences in this conflict, you get an additional fate point for each consequence. These fate points may be used once this conflict is over.

Second of all, you get to avoid the worst parts of your fate. Yes, you lost, and the narration has to reflect that. But you can't use this privilege to undermine the opponent's victory, either—what you say happens has to pass muster with the group.

That can make the difference between, say, being mistakenly left for dead and ending up in the enemy's clutches, in shackles, without any of your stuff—the sort of thing that can happen if you're taken out instead. That's not nothing.

## ***GETTING TAKEN OUT***

If you don't have any stress or consequences left to buy off all the shifts of a hit, that means you're taken out.

Taken Out is bad. It means not only that you can't fight anymore, but that the person who took you out gets to decide what your loss looks like and what happens to you after the conflict. Obviously, they can't narrate anything that's out of scope for the conflict (like having you die from shame), but that still gives someone else a lot of power over your character that you can't really do anything about.

## ***FREE ACTIONS***

Sometimes it just makes sense that your character is doing something else in conjunction with or as a step toward their action in an exchange. You quick-draw a weapon before you use it, you shout a warning before you kick in a door, or you quickly size up a room before you attack. These little bits of action are colorful description more than anything else, meant to add atmosphere to the scene.

GMs, don't fall into the trap of trying to police every little detail of a player's description. Remember, if there's no significant or interesting opposition, you shouldn't require a roll—just let the players accomplish what they say they do. Reloading a gun or fishing for something in your backpack is part of performing the action. You shouldn't require any mechanics to deal with that.

## ***ENDING A CONFLICT***

Under most circumstances, when all of the members of one side have either conceded the conflict or have been taken out, the conflict is over.

GMs, once you know a conflict has definitively ended, you can pass out all the fate points earned from concession. Players, take the fate points for when your aspects were invoked against you, make a note of whatever consequences you suffered in the fight, and erase any checks in your stress boxes.

## ***TEAMWORK***

Characters can help each other out on actions. There are two versions of helping in Daring Comics—combining skills, for when you are all putting the same kind of effort into an action (like using Physique together to push over a crumbling wall), and stacking advantages, for when the group is setting a single person up to do well (like causing multiple distractions so one person can use Stealth to get into a fortress).

When you combine skills, figure out who has the highest skill level among the participants. Each other participant who has at least an Average (+1) in the same skill adds a +1 to the highest person's skill level, and then only the lead character rolls. So if you have three helpers and you're the highest, you roll your skill level with a +3 bonus.

If you fail a roll to combine skills, all of the participants share in the potential costs—whatever complication



affects one character affects all of them, or everyone has to take consequences. Alternatively, you can impose a cost that affects all the characters the same.

When you stack advantages, each person takes a create an advantage action as usual, and gives whatever free invocations they get to a single character. Remember that multiple free invocations from the same aspect can stack.

## **COLLATERAL DAMAGE**

In comic books, super-heroes and their villainous counterparts are always tearing up the scenery whenever they go toe-to-toe. Whether it's energy beams, super-science, or super-strength and invulnerability, the surrounding environment rarely stays intact for long. While a lot of such collateral damage can be represented by simply situation aspects and even some detonating situation aspects, there's another mechanic that Daring Comics uses to not only represent the wear-and-tear on the scene, but also allow the heroes to stand a little longer, and fight a little harder.

It's called the Collateral Damage Consequence.

## ***COLLATERAL CONSEQUENCES***

Each story arc begins with the player-characters having a pool of three communal consequences, one for each of the three normal consequence slots of Mild, Moderate, and Severe (Collateral Damage Consequences do not have an Extreme Consequence slot). Keep in mind, it's one of each type of consequence slot in total, not one per player.

Whenever a player-character would have taken a consequence, they can instead decide to use one of the communal slots at an equal or greater value, and instead place the consequence on the environment as Collateral Damage. Once a slot is used by a player, it is no longer available for the rest of the story arc— unless it is cleared by the end of the Issue or personally assumed by the character (see: Clearing Collateral Consequences below).

## ***CLEARING COLLATERAL CONSEQUENCES***

Using Collateral Consequences are not to be taken lightly. Each of these Consequences must be cleared by the end of the Issue by an Overcome action (using

whatever skill is appropriate) with an opposition +2 over the normal for a Consequence. In other words: a Mild is a Great (+4), a Moderate is a Fantastic (+6), and a Severe is a Legendary (+8) opposition. Until cleared, Collateral Consequences can be Compelled and Invoked against your heroes, though you can offer a fate point to resist the Compel as normal.

To make matters more precarious for your heroes who use the environment to avoid taking the hit, only one Overcome action can be made to clear a specific Collateral Consequence. That isn't one per player, but one per group. So, your team is definitely going to have to use Teamwork if the environment gets too beat up.

If you clear them, great! Well done.

If you fail to clear them by the end of the Issue, however, one of two things happen. Either any player can offer to take the Consequence onto themselves at the same severity (renamed if required to represent how they are taking the blame, and so forth), or the Consequences remains in the collateral slot and that slot cannot be used again for the rest of the story arc (what happens to it after that is explained in the retail edition of the rulebook).

If you take the Collateral Consequence as a personal consequence, it can then be cleared as normal. However, until it does, remember that you've now lost an otherwise open consequence slot due to the trust damage, public outrage, guilt, and so forth that your battle caused.

# SKILLS

A skill describes a broad family of competency at something (such as Athletics, Fight, or Deceive), which your character might have gained through innate talent, training, or years of trial and error. Skills are the basis for everything your character actually does in the game that involves challenge and chance

Skills are rated on the adjective ladder. The higher the rating, the better your character is at the skill. Taken together, your list of skills gives you a picture of that character's potential for action at a glance— what you're best at, what you're okay at, and what you're not so good at.

Skills are defined in two ways: What game actions that you can do with them, and the context in which you can use them. There are only a handful of basic game actions, but the number of potential contexts is infinite.

## SKILL BENCHMARKS

Sometimes, a descriptive word and number on a ratings ladder isn't enough to get a feel for how good your character is at a particular skill. The following benchmarks further breakdown the ladder, giving you a clearer picture of what a particular skill rating means.

**Mediocre (+0):** Untrained

**Average (+1):** Minimal training

**Fair (+2):** Formal training

**Good (+3):** Advanced training

**Great (+4):** An expert in the field

**Superb (+5):** One of the foremost experts in a large nation

**Fantastic (+6):** One of the foremost experts in the world

**Epic (+7):** Your prowess is recognized as the world's authority on the skill

**Legendary (+8):** Beyond what is normally expected on earth

**Monstrous (+9):** You are one of the best within several star systems

**Colossal (+10):** You are one of the best within the galaxy

**Unearthly (+11):** Your prowess is known across the universe

**Inconceivable (+12):** Your skill is recognized on a multiversal scale

## PURCHASING SKILLS

The Series Creation chapter provided you with a number of beginning skill points based upon the experience level you chose for your character (modified by any supporting cast members you created).

Your skills form a column, and cannot go above Fantastic (+6) rating. Each skill rating beginning at Fair (+2) must have at least the same number of skills as the rating below it (not counting Mediocre (+0)).

For example, at 40 skill points your column could look like this:

Fantastic (+6): o

Superb (+5): oo

Great (+4) : oo

Good (+3): oo

Fair (+2): ooo

Average (+1): oooo

Or

Superb (+5): oo

Great (+4) : oo

Good (+3): ooo

Fair (+2): oooo

Average (+1): ooooo



But could not be built as follows because there would be more skills at Good (+3) than at Fair (+2)

Good (+3): 0000

Fair (+2): 000

Average (+1): 00000

## ACCURACY

Accuracy is the skill for making ranged attacks, whether with a weapon or power, or throwing things and hitting your mark.

## ARCANUM

Arcanum is the skill if your character is in tune with the mysteries of the mystic world. From knowing of extradimensional entities, to knowing about the dark things that exist just to the side of man's sight, to understanding ancient rituals involving blood and sinew, it's the general knowledge skill for things beyond the mundane.

## ARTIFICING

Artificing is used to create and destroy mystical artifacts, whether for good or ill, presuming you have the time and tools you need. It does for arcane artifacts what the Technology skill does for mundane and super-science devices.

## ATHLETICS

The Athletics skill represents your character's general level of physical fitness, whether through training, natural gifts, mutation, or accident. It's how good you are at moving your body.

## CONTACTS

Contacts is the skill of knowing and making connections with people, whether on the street, in law enforcement and government agencies, or in the board room.

## CONTROLLING SKILL (MAGIC/ MENTAL/POWER)

A special set of skills used only in the *control* of certain super-powers, which skill you choose depends on the source of your powers. Arcane powers use the **Magic** skill, while psychic powers use **Mental**. If your powers are more traditional in nature (such as from a mutation, accident of birth, or is contained within a piece of technology), you'll use **Power**.

The skill doesn't have to be taken individually for each super-power it applies to (though it can be, if you really want to differentiate your capabilities with different powers). Simply add the appropriate skill to your Skill Column, and it applies to all relevant powers.

## DECEIVE

Deceive is the skill about lying to and misdirecting people, whether verbally or through disguises.

# EMPATHY

Empathy involves knowing and being able to spot changes in a person's mood or bearing. It's basically the emotional Notice skill.

**Special:** Empathy is the main skill you use to help others recover from consequences that are mental in nature.

# FIGHT

The Fight skill covers all forms of unarmed close-quarters combat (in other words, within the same zone).

# INVESTIGATE

Investigate is the skill you use to find things out. It's a counterpart to Notice— whereas Notice revolves around situational alertness and surface observation, Investigate revolves around concentrated effort and in-depth scrutiny.

# KNOWLEDGE

A broad skill that represents your character's academic knowledge. A Mediocre (+0) rating in Knowledge means the character has a general high school education, or may be just beginning his college career.

# LEADERSHIP

Your character is a born leader on the battlefield, able to command of others and devise strategies based on the strengths of your allies, and the weaknesses of your enemies. While Empathy might help you understand people better, and Rapport allows you to get them to like and trust you (both good additional skills to take), Leadership is about leading them into dangerous situations and understanding what is needed to bring them back out alive.

# NOTICE

The Notice skill involves just that— noticing things. It's a counterpart to Investigate, representing a character's overall perception, ability to pick out details at a glance, and other powers of observation. Usually, when you use Notice, it's very quick compared to Investigate, so the kinds of details you get from it are more superficial, but you also don't have to expend as much effort to find them.

Notice is also used to determine initiative in conflicts.

# PHYSIQUE

The Physique skill is a counterpart to Athletics, representing the character's natural physical aptitudes, such as raw strength and endurance.

**Special:** The Physique skill gives you additional physical stress or consequence slots. Average (+1) or Fair (+2) gives you 1 extra stress box. Good (+3) or Great (+4) gives you 2 extra stress boxes. Superb (+5) and above give you an additional mild consequence slot along with the additional stress boxes. This slot can only be used for physical harm.

**Lifting:** To lift a weight, make a Physique roll in an Overcome action against the indicated opposition.

## LIFTING OPPOSITION

<b>Mediocre (+0)</b>	50lbs
<b>Average (+1)</b>	100lbs
<b>Fair (+2)</b>	200lbs
<b>Good (+3)</b>	300lbs
<b>Great (+4)</b>	400lbs
<b>Superb (+5)</b>	500lbs
<b>Fantastic (+6)</b>	600lbs
<b>Epic (+7)</b>	800lbs
<b>Legendary (+8)</b>	1000lbs
<b>Monstrous (+9)</b>	1,400lbs
<b>Colossal (+10)</b>	1,600lbs
<b>Unearthly (+11)</b>	1,800lbs
<b>Inconceivable (+12)</b>	2,000lbs

## PROVOKE

Provoke is the skill about getting someone's dander up and eliciting negative emotional response from them, such as: fear, anger, shame, annoyance, and so forth.

To use Provoke, you need some kind of justification. That could come entirely from situation, or because you have an aspect that's appropriate, or because you've created an advantage with another skill (like Rapport or Deceive), or because you've assessed your target's aspects (see Empathy).

This skill requires that your target can feel emotions—androids and mechanical minions typically can't be provoked.

## RAPPORT

The Rapport skill is all about making positive connections to people and eliciting positive emotion. It's the skill of being liked and trusted.

## RESOURCES

Resources describes your character's general level of material wealth and ability to apply it. This is not just your cash on hand, but also the net worth of all your assets and credit lines. It represents your purchasing power, lifestyle, and ability to make money do the talking for you.

## STEALTH

The Stealth skill allows you to avoid detection, both when hiding in place and trying to move about unseen. It pairs well with the Burglary skill.

## TECHNOLOGY

Characters with this skill understand the mechanics of how things operate, from primitive catapults, to modern vehicles, and even powered-armor or alien technology. Like with the Knowledge skill, the Technology skill represents a broad knowledge, while Stunts allow you to narrow your character's true areas of expertise.

## THIEF

The Thief skill covers your character's aptitude for stealing things and getting into places that are off-limits.

Thief shares one benefit with Technology, which is knowledge of electronic security systems. So, if your character is skilled and breaking-and-entering, but isn't necessarily knowledgeable in a broader range of technology, the Thief skill will serve your purposes just fine.

## TREATMENT

This skill covers the treatment and diagnosis of physical injuries, and is used to treat patients such as with first-aid, quick suturing, or even emergency surgery.

## VEHICLES

The Vehicles skill is all about operating vehicles and things that go fast—everything from cars and motorcycles, to boats, to aircraft and space vessels.

## WEAPONS

Shields, swords, maces, batons, fighting sticks—these are just more tools of your trade when you're trained in the Weapons skill.

## WILL

The Will skill represents your character's general level of mental fortitude, the same way Physique represents your physical fortitude.

**Special:** The Will skill gives you additional mental stress boxes or consequence slots. Average (+1) or Fair (+2) gives you 1 extra stress box. Good (+3) or Great (+4) gives you 2 extra stress boxes. Superb (+5) and above give you an additional mild consequence slot along with the additional stress boxes. This slot can only be used for mental harm.

# STUNTS

A stunt is a special trait your character has that changes the way a skill works for you. Stunts indicate some special, privileged way a character uses a skill that is unique to whoever has that stunt, which is a pretty common trope in a lot of settings— special or elite training, exceptional talents, the mark of destiny, genetic alteration, innate coolness, and a myriad of other reasons all explain why some people get more out of their skills than others do.

Unlike skills, which are about the sort of things anyone can do in your campaign, stunts are about individual characters. Although all the characters on a team might have the same skill, their stunts will differentiate them from each other.

The Daring Comics Role-Playing Game offers dozens of already created stunts, as well as full rules for creating your own. In these Training Room Rules, however, we're only going to list the sample stunts included with the pre-generated characters. Those stunts should give you a basic understanding of how things operate.

## SAMPLE STUNTS

### ACCURACY STUNTS

#### *QUICK DRAW*

You can use Accuracy instead of Notice to determine turn order in any physical conflict where shooting quickly would be useful.

#### *SUPERIOR MARKSMAN*

You're extremely adept at taking aim on someone. When you succeed with style when placing an aspect to represent taking aim, you get an additional free invocation.

#### *TRICK SHOT*

When using your ranged weapon to create a Situation Aspect representing taking a fancy shot, such as



shooting the chain holding a chandelier, or shooting a gun out of a thugs hand for a **Disarmed** aspect, you get +2 to the roll.

## ATHLETICS STUNTS

### **DAZING COUNTER**

When you succeed with style on a defend action against an opponent's Fight roll, you automatically counter with some sort of nerve punch or stunning blow. You get to attach the **Dazed** situation aspect to your opponent with a free invoke, instead of just a boost.

### **FLUID TECHNIQUE**

You know how to use your speed and agility in close-quarters conflict, allowing you to use Athletics instead of Fight to attack and defend in melee.

### **UNCANNY AGILITY**

Your agility is such that you can quickly dodge bullets, arrows, and other ranged attacks, and you gain +2 bonus to Athletics rolls when using a Defend actions to dodge.

### **SUPERHUMAN AGILITY**

(Requires Uncanny Agility)

Your agility is such that you can move with inhuman speed, and now grants +4 bonus to Defend actions involving dodging.

## EMPATHY STUNTS

### **EMOTIONAL TRIGGER**

You know how best to hit someone's emotional triggers. You can use Empathy in place of Provoke when attempting to intimidate or anger someone.

### **EMPATHIC READ**

When you have a few minutes of observation or interaction with someone, make a roll against Fair (+2) Opposition. On a success, you treat getting a tie as a success when using Empathy to place a Situation

Aspect on them. On a success with style, you get an additional free invocation of the Aspect.

### **LIE DETECTOR**

You gain +2 to all Empathy rolls made to discern or discover lies, whether they're directed at you or someone else.

## FIGHT STUNTS

### **INTO THE FRAY**

You're at your best when facing a group of opponents. Whenever you are outnumbered in a fight (meaning your opponents have a bonus for teamwork against you), you do an extra Shift of damage.

### **EVERYWHERE AT ONCE**

(Requires Into the Fray)

You know how to use a group of opponents against each other. Whenever facing two or more opponents at once, you gain a +2 to Fight.

### **ONE-MAN ARMY**

(Requires Everywhere at Once)

You are a one-man army; the odds don't matter to you. Whenever you are attacked, opponents simply do not get a bonus to their attacks due to an advantage of numbers.

## INVESTIGATE STUNTS

### **ATTENTION TO DETAIL**

You can use Investigate instead of Empathy to defend against Deceive attempts. What others discover through gut reactions and intuition, you learn through careful observation of micro-expressions.

## LEADERSHIP STUNTS

### **LEAD BY EXAMPLE**

When you first take a Mild or Moderate Consequence while in battle alongside your teammates and continue

to fight, roll Leadership against Fair (+2) opposition. On a success, your teammates gain +1 to their next single Defend or Attack action, as they're inspired by your "never say die" determination. On a success with style, they get a +1 to their next single Attack and Defend action, and you still place a Boost as normal.

## **TACTICIAN**

Your ability to analyze the enemy and create tactics to confront them is astounding. As long as you have at least one minute to study your opponent, you gain +2 whenever creating situation aspects against them.

## **NOTICE STUNTS**

### **SITUATIONAL REFLEXES**

You may spend a fate point to go first in an exchange, regardless of your initiative. If multiple people with this stunt exercise this ability, they go in turn of their normal initiative, before those who don't have the stunt get a chance to act. If the exchange has already started, and you have not yet acted, you may instead spend a fate point to act next, out of the usual turn order.

## **PHYSIQUE STUNTS**

### **EXTRAORDINARY DETERMINATION**

The character may spend fate points to keep standing. Any time the character would be taken out by (or otherwise suffer a consequence from) a physical hit he may spend a fate point to remain standing or otherwise defer a consequence or concession for one more exchange, or until he's hit again, whatever comes first. Once the extra time he's bought is up, all effects he has deferred come to bear at once. He may keep spending fate points in this fashion until he runs out, each time the time limit expires.

This means that with a whole handful of fate points he might go on for three exchanges with no consequences or collapse impeding him, and then suddenly keel over, revealing **Multiple Bruises and a Broken Rib** and a few surplus consequences, which would suggest an immediate taken out result to be determined by his attacker, even if that attacker has been defeated in the intervening time!

## **FACE THE PAIN**

The character is able to lessen the effects of physical injury thanks to his incredible stamina. Once per scene, the character may spend a fate point and remove a check mark from his 1-Stress or 2-Stress box.

## **TOUGH AS NAILS**

Once per scene, at the cost of a fate point, you can reduce the severity of a moderate consequence that's physical in nature to a mild consequence (if your mild consequence slot is free), or erase a mild consequence altogether.

## **PROVOKE STUNTS**

### **DOESN'T SHUT-UP**

The character is constantly talking in combat, cracking jokes and insulting his adversaries. When using Provoke to create Situation Aspects on a target to represent your loud mouth finally getting on their nerves and causing them to make mistakes, you get a +2 bonus to the roll.

### **INTIMIDATING PRESENCE**

When you make it clear how dangerous you are, roll Provoke against your target's Will. If you succeed, that target will not attack you or willingly come near you unless you take action against him first. If you succeed with style, neither will anyone with a lower Will than your target.

### **PROVOKE VIOLENCE**

When you create an advantage on an opponent using Provoke, you can use your free invocation to become the target of that character's next relevant action, drawing their attention away from another target.

### **STRANGE CHARM**

Your ability to get a rise out of people has somehow caused you to be liked by people— something that is just plain strange to those who know you. You can use Provoke in place of Rapport.





## RAPPORT STUNTS

### *POPULAR*

If you're in an area where you're popular and well-liked, you can use Rapport in place of Contacts. You may be able to establish your popularity by spending a fate point to declare a story detail, or because of prior justification.

## RESOURCES STUNTS

### *GREASE THE WHEELS*

Rather than go looking for something, one can always just offer a reward. The character may spread some money around and use Resources in lieu of Contacts to attempt to find somebody or something. He doesn't literally need to offer a reward, but it is necessary that he make an obvious display of wealth in some venue

or another, preferably waving crisp money in the face of people in the know (or people who know people in the know). The downside of this approach is that it tends to be highly public, at least within some circles, and anyone interested will know what the character is looking for.

## STEALTH STUNTS

### *MASTER OF SHADOWS*

Gain a +2 bonus to create an advantage using Stealth whenever the situation specific has to do with using darkness and shadows.

### *NINJA VANISH*

Once per scene, you can vanish while in plain sight by spending a fate point, using a smoke pellet or other mysterious technique. This places the **Vanished** boost on you. While you're vanished, no one can attack or create an advantage on you until after they've succeeded at an overcome roll with Notice to determine where you went (basically meaning

they have to give up an exchange to try). This goes away as soon as you invoke it, or someone makes that overcome roll.

## ***STRIKE FROM THE SHADOWS***

You can use Stealth to make physical attacks, provided your target isn't already aware of your presence.

## **TECHNOLOGY STUNTS**

### ***POWER TECH***

When using device based powers, you can roll your Technology skill in place of the Power skill.

## **WEAPONS STUNTS**

### ***RIPOSTE***

Whenever you are physically attacked by an opponent at melee distance, and you successfully defend yourself using Weapons, you immediately inflict 1-Stress on your opponent (in addition to any normal benefits, such as a Boost, from the Defend action).

### ***TURNABOUT***

#### **Requires Riposte**

You have a singular ability to turn an opponent's action into an advantage for yourself.

Whenever you succeed with style on a Defend action using Weapons, you immediately deal the Shifts from your roll as damage to your opponent (in addition to any normal benefits, such as a boost, from the Defend action).

## **WILL STUNTS**

### ***INDOMITABLE***

You gain +2 to defend against Provoke attacks specifically related to intimidation and fear.

## ***IRON WILL***

You can choose to ignore a mild or moderate consequence for the duration of the scene. It can't be compelled against you or invoked by your enemies. At the end of the scene it comes back worse, though; if it was a mild consequence it becomes a moderate consequence, and if it was already moderate, it becomes severe.

## **SPECIAL STUNTS**

The following stunts are either agnostic of any particular skill, or can be assigned to several types of skills. In the case of the latter, the stunt must be taken separately for each skill it applies to.

### ***CRIMEFIGHTING VEHICLE***

You have a specially designed ground or air vehicle to assist in fighting for justice. Choose one type of vehicle and add 10-points worth of Device Special Effects to it. Each time this stunt is taken, you can choose another vehicle, or add an additional 5-points to an existing vehicle.

# POWERS

## UNDERSTANDING POWERS

All powers in Daring Comics follow a basic format. The power is either activated by the Controlling skill (Magic, Mental, or Power), or uses a skill such as Fight, Accuracy, or Athletics.

Each power entry also lists its effects in play, and sometimes offers special effects or limits specifically designed for that power that can be purchased to further customize it.

## POWER LEVELS

Some powers come in variable power levels, representing the vertical potency we see in comic books. Powers such as Melee Attack, Blast, and Invulnerability can have different power levels when purchased, whereas powers like Air Control, Mind Control, and Chameleon only have a single power level and rely more strongly upon the controlling skill roll for success.

## SKILLS AND POWERS

There are a wide range of powers, and how they operate alongside the skills will vary. Some powers require one of the controlling skills to function at all. The character need not have the skill in the skill column; it just defaults to Mediocre (+0) as normal. Spending points in the power is enough to possess it, though such a character obviously has no solid training in it yet.

Other powers will enhance or use a normal skill you're likely to already have in the column. Blast uses the Accuracy skill to function, while Melee Attack uses Fight. Chameleon not only uses the Deceive skill, but provides a bonus to it as well.

Each power entry lists the relevant skill at the top, beneath the name, and further explains any special uses within the power's description.

## POWER ROLLS AND SHIFTS

Unlike rolls for normal skill rolls and actions in Daring Comics, the specific number of Shifts rolled when using a power sometimes play an important part in how that power functions. Pay attention to the power's description to determine whether or not the number of Shifts achieved on a roll have a specific mechanical function beyond the basic tie, success, or success with style outcomes.

## SPECIAL EFFECTS AND LIMITS

While each power has a base effect (or few effects) that it can do, special effects are enhancements you can purchase to expand the scope of your power. At its most basic, a Blast power simply does its Weapon Rating in damage. But apply the Demolishing or Concussive special effects, and you've just changed the scope and capabilities of your attack.

Special effects do not always have to be used. You can choose whether or not they are currently active each time you use the power.

Special effects add to the cost of the power. If the power has variable levels, the special effect is added to the total cost of the power, not the per-level cost.

Likewise, limits restrict your power in some ways. Perhaps it can't be used against a common element, or each use causes damage to the character. Limits reduce the cost of a power. Like with special effects, it reduces the total cost of the power, not the cost per-level. A power's cost can never drop below 1-point.

## THE POWER SET

Each power you purchase is going to be placed into a power set, which represents a grouping of powers that function under a single theme or source.

Let's look at an example. A character that can turn into flame might have a power set called: **Human Flame**. Within that power set, he'd likely have: Flame Aura, Flame Control, Flame Blast, Flight, plus any appropriate special effects and limits.

Any powers that were not part of his Human Flame ability would be placed into a different power set.

## ***THE POWER SET ASPECT***

Each power set on your character sheet should have an aspect that represents something about it. It can be a descriptive phrase such as ***Hot as the Core of the Sun***, or one that says something about your character's use of the powers, such as: ***No Stone Unturned*** for a power set comprised of stunts to aid in criminal investigations.

The power set aspect serves a couple of purposes in play.

1) Once per scene, the power set aspect can be invoked at no cost to allow a reroll for any action using a power in that set. You cannot take the +2 option for this free invocation, only a reroll of the dice.

2) The power set aspect can be invoked normally by spending a fate point on any action where it would make sense, even if the action isn't actually using the power set.

You could invoke the aspect for a direct use of the power, such as invoking it when attacking with the power set's blast power, thereby gaining the +2 bonus or reroll to the action just as you would for any aspect on your sheet.

Likewise, if you had Claws, you could spend a fate point and invoke the power set aspect on an Athletics based Defend action against a projectile attack. Not only would you gain the normal +2 to the roll (or a reroll), but you would also be saying that your claws are a direct part of your Defend action. What that means is you get to narrate how you're using the claws and your athletic ability to cut the projectiles out of the air.

3) The power set aspect can be compelled the same as any other aspect, which is another avenue to earning fate points.

## ***PHYSICAL AND MENTAL DAMAGE***

Most attacks will track damage along the target's normal stress track. Mental and mystical assaults, such as Mental Blast, a Psychic Blade (Melee Attack), Eldritch Bolt or Blade, and so forth, normally track along the Mental Stress track. There's nothing that says your Mental Blast can't cause actual, physical damage to the target's body, though. It's just a matter

of flavor, and taking your power to affect one stress track or the other is not an increase in cost. Just make a note which track it affects when you take the power.

## **SAMPLE POWERS**

Below are some sample powers from the Daring Comics Role-Playing Game. Only powers that are used by the pre-generated heroes or the NPCs in the Training Room Rule mini-adventure are included. Many powers also have a wide array of available special effects and limits. Again, only those special effects and limits used by the NPCs or sample heroes are provided.

### **ABSORPTION (2,4,6)**

**Skills:** None

The character can absorb either energy **or** physical (kinetic) damage from attacks, which is chosen when this power is taken.

For each level in Absorption, 2-hits worth of damage are negated from incoming attacks of the chosen type. Additionally, for each 2-Hits absorbed (round up), the character gains a +1 to Attack and Overcome actions on his next turn when using the absorbed energy in some way. Energy that is not used dissipates after the character's next turn.

Absorption can be purchased up to Power Level 3, for 6-hits of negation and +3 to Attack and Overcome actions.

### **ADOPTIVE MUSCLE MEMORY (2)**

**Skills:** Magic, Mental, or Power

You're able to mimic the movement— such as fighting ability, acrobatics, and so forth— of people you've observed.

To use the power, you must first observe the target in action (such as in combat) for at least a full minute. Then, make an Overcome action. The hero gains one temporary aspect for each Shift generated on the roll, and gets one free invocation (in total, not per aspect). To gain additional free invocations, Shifts can be used to gain additional invocations instead of new aspects.

If you are watching a group of people, your attention is not as focused and your opposition to mimic them increases by +1 per each additional person.

The aspects last until the end of the scene

## BLAST (1-6)

**Skills:** Accuracy

You can fire some sort of distance attack, whether plasma beams, concussive force, ice shards, fireballs, or even spikes. Each power level grants you Weapon: 1 rating, up to a maximum of Weapon: 6, and has a range of power level +1 zones away from the character.

Applying special effects to the power customizes it to fit the type of blast your character can fire. Below are examples of how to create various types of Blast with one or two special effects. Use them as examples for building your own, or apply them to your character for a ready-to-play power. Simply purchase your levels of Blast, and then add the cost below to the final total.

**Concussive (2):** For each Weapon rating you reduce from your damage, you knock your target back two zones instead of the normal one. You also gain a +2 bonus when using your blast to Create an Advantage, such as **Stunned**, or **Weakened Structure**.

**Energy (1):** For each Weapon rating you reduce your damage by, you extend the range of your blast by an additional zone.

**Ice (1):** If you succeed with style on the attack, you can lower your damage (both the weapon rating and damage gained from Shifts) and use your ice to automatically encase your target in ice.

To break free of the ice, the opponent must roll against passive opposition equal to the amount of damage you transferred to the encasement.

**Physical Projectile (1):** Once per Issue, when you force an opponent to take a consequence (except through the use of the Potent, Deadly, or Lethal special effects), you can spend a fate point to increase the consequence's severity (so mild becomes moderate, moderate becomes severe). If your opponent was already going to take a severe consequence, he must either take a severe consequence and a second consequence or be taken out.

## DARKNESS CONTROL (2)

**Skills:** Magic, Mental, or Power

You are able to control the very darkness, allowing you to extinguish light, and gain a +2 when creating darkness related situation aspects.

You are immune to darkness, and darkness related situation aspects cannot be invoked for any roll made against you.

## EMOTION CONTROL (2)

**Skills:** Magic, Mental, or Power

The hero can alter the emotional state of others. To use Emotion Control, the hero must place a situation aspect on the character, such as **In love with me**, **Overcome with fear**, or **You would do anything for me**, which is defended against with Will. The emotion controlling hero receives a +2 bonus to the roll when placing the aspect.

As long as the situation aspect remains on the target, the hero can compel it for minor details (such as preventing someone an attack from someone he's made fall in love with him), without having to pay a fate point.

To remove the situation aspect, the target must roll Will against a passive opposition equal to the number of Shifts the power received on the roll when placing the aspect.

## FLIGHT (1-4)

**Skills:** None

Your character soars through the air, ignoring all ground based obstacles and situation aspects. Outside of combat and chases, your movement is based solely upon the narrative context. During combat, you can use the following benefits based on the power level of Flight.

**Power level 1:** Your flight is the equivalent of fast gliding, giving you a Speed Rating: 2 when involved in a chase. In combat, you may move up to four zones per turn for free.

**Power level 2:** Your flight allows you to match the speed of fast moving sports cars and other ground based vehicles, giving you Speed Rating 3 in chases. You can move up to six zones per turn for free in combat.

**Power level 3:** Your flight is at speeds equivalent to most helicopters and small planes, granting you Speed Rating 4 in chases. You can move to any zone of your choosing for free in a turn.

**Power level 4:** You move at super-sonic speeds and can even reach escape velocity, giving you Speed Rating 5 in chases. You can move into any zone of your choosing for free in a turn, and by spending a fate point can arrive at any scene of your choosing because you had enough time to get there.

## FRICITION CONTROL (2)

**Skills:** Magic, Mental, or Power

You control the amount of friction between objects, causing them to become extremely slippery or very sticky in relation to each other. Create a situation aspect representing the type of effect you are creating: slippery or sticky. As long as you have free invocations remaining on the situation aspect, you get the following effects.

**Slippery Surface:** Before anyone touching the surface can take an action that requires balance, they must make an opposed Athletics roll against your controlling power (this does not count as an action for you). Unless they succeed, they can take no other actions that round as they either fall, struggle to remain upright, or some other narrative effect that applies.

**Sticky Surface:** Anyone touching the affected surface that attempts to move must first make a Physique roll against your controlling skill (this does not count as an action for you). If they fail (and choose not to succeed at a cost), then they can take no other action that round as they struggle to get free.

## GRAVITY CONTROL (2)

**Skills:** Magic, Mental, or Power

You can control and manipulate one of the fundamental forces of the universe, allowing you to reduce or increase the pull of gravity over an area or individual.

You can lower gravity by creating a situation aspect to represent the gravitational change. As long as the aspect exists, you can use your controlling skill as Super-Strength for lifting objects. To lift another person, make an opposed roll against their Physique or Athletics (whichever is greater).

When increasing gravity against an opponent, make an opposed roll against Physique. Each Shift generated on the roll causes all physical actions by the target to suffer a +1 to the opposition (this includes most physical Attack and Defend actions).

To affect multiple targets without the Area Effect special effect, you must split your result.

## HARDINESS (1-6)

**Skills:** None

You are difficult to put down, possessing a greater than normal damage threshold before you have to concede a battle or are Taken Out— though you'll definitely feel the effects afterward.

For each Power Level, you gain the following benefit:

<i>POWER LEVEL</i>	<i>BENEFIT</i>
1	Additional Stress Box
2	Additional Mild Consequence Slot
3	Additional Stress Box
4	Additional Moderate Consequence Slot
5	Additional Stress Box
6	Additional Severe Consequence Slot

Choose whether the additional Stress Boxes are physical or mental when the power is purchased. Likewise, the additional consequence slots must have a (p) or an (m) notation next to them on the character sheet, designating whether they are for physical or mental consequences.

## HYPER-SENSE (1)

**Skills:** None

The hero has one or more enhanced or unique senses, granting her the ability to detect things, see things, and perhaps track things that normal people cannot.

Each time this power is purchased, it applied to a new form of Hyper-Sense.

**Darkvision:** The hero can see in darkness as though it was normal light. Darkness related aspects and Boosts cannot be invoked for bonuses against the character.

**Hyper-Hearing:** The hero can hear sounds inaudible to the normal ear. When detecting heroes that can hide from normal senses (such as stealth, camouflage, invisible, and so forth) heroes with this power receive a +4 to their Notice roll.

**Hyper-Olfactory:** The hero is able to detect a target by scent. When placing a situation aspect to assist in detecting someone using Stealth, Invisibility, or some other sight impairing power, or tracking someone that the hero can normally get a scent from, he places a situation aspect with a free invocation instead of a Boost on a tie, and receives an additional free invocation for a for a success or success with style.

**Thermal Vision:** The hero can automatically see into the infrared spectrum and detect the thermal patterns emitted by all things. To see thermal patterns through objects (such as the heat patterns of people on the other side of a wall), the hero makes a Notice check with opposition equal to half (round up) of the object's Material Strength. Additionally, unless characters using Stealth, Invisibility, or other concealing abilities also have a means of masking their heat patterns, the hero can see them normally.

## INTANGIBLE (1)

**Skills:** Magic, Mental, or Power

You have the ability to become insubstantial and pass through any object, allowing you to ignore ground based situation aspects or zone obstacles. There is no roll to use the power, unless certain special effects are used.

### SPECIAL EFFECTS

**Phase Attack (2):** You can also solidify portions of yourself (such as an arm) inside of people and objects, using your phasing ability to damage them. To perform the attack, you must first place a situation aspect on the target for the set-up as a free action. The target can defend against this as normal, which represents them getting out of the way. Since your character is still intangible, the Defend action should typically use Athletics, though any skill or power can be used if the narrative is justified. Once the aspect is placed, your character can then make an Overcome action against the target's physique, causing 3-hits of damage on a success. Since the attack is literally *through* the character, Invulnerability doesn't negate it.

Against objects, the attack is automatic.

## INTERFACE (1)

**Skills:** Will or Technology

You can access computers from a distance. The exact distance is left to the narrative, since nearly any range could be explained thanks to satellites. When accessing or hacking into computer systems, make an Overcome action against a difficulty set by the GM. This power allows you to also use Will in place of Technology (if you so choose) for hacking into computer systems.

## INVULNERABILITY (1-6)

**Skills:** None

The hero is resistant to damage, gaining Armor Rating 1 per power level, to a maximum of Invulnerability 6.

## SPECIAL EFFECT

**Absorption (1):** Your Invulnerability also has the ability to absorb and channel either physical (kinetic) or energy damage as per the Absorption power. For each 2-Hits of the energy type you absorb (round up), you gain +1 to Attack and Overcome actions, but the energy must be used by your next turn or it dissipates.

To possess expanded absorption abilities, purchase Absorption special effects at the normal cost.

**Unstoppable (2):** Once the hero gets moving, he adds his Invulnerability level as a bonus to resist other characters attempting to stop his momentum. The hero can automatically break objects with a Material Strength up to twice his Invulnerability level simply by purposefully ramming into them.

## LUCK (2)

**Skills:** Magic, Mental, or Power

The hero and those around him are favored by fortune and able to get a lucky break at just the right time, or might get hindered at just the wrong time.

**Good Luck:** The hero makes an Overcome action. If successful, the hero may use one of the benefits below. On a success with style, the hero may use two of the effects.

The effects last until the end of the next exchange, at which time the hero will have to use Luck again to reset the benefits.

- The hero places two Boosts on a zone or character. The Boosts can be divided between the zone and a specific character, or two different characters, or two different Boosts on the scene— however the hero chooses.
- The hero gains two temporary fate points and may share them with other characters (including Nameless NPCs).
- The hero may spend fate points to negate those spent by another character, on a one-for-one basis, but cannot spend more than two fate points on this effect.

Whether or not the roll can succeed at a cost is up to the GM. If it can, then a minor cost should be something along the lines of a single Boost placed

that can only be used against the hero or an ally. For a major cost, see Bad Luck below.

**Bad Luck:** This primarily happens when the character fails the power roll or succeeds at a major cost. In this case, the player (or GM) must choose one of the following problems. If the roll was failed by 3 or more, the character suffers two problems.

- The character gets two Boosts placed upon them (or even one or two of their allies instead, GM's choice), with a single free invocation going to the opposition.
- The character (or an ally) suffers a Mild Consequence tied into the unlucky break. If the character does not have a Mild Consequence slot open, then it becomes a situation aspect that grants two free invocations to the opposing forces. The Mild Consequence or aspect automatically goes away at the end of the scene.
- One of the character's aspects, or a Mild Consequence or situation aspect placed by Luck, is compelled against the character or ally, and no fate point is received for the Compel.

## MELEE ATTACK (1-6)

**Skills:** Fight or Weapons

Your hero has some sort of powerful, up close and personal attack, whether claws, flaming hands, ice encased fists, concussive force punches, or even a weapon that's beyond the scope of the mundane. Each power level grants the character Weapon: 1 rating (up to Weapon: 6).

Applying special effects to the Melee power customizes it to fit the type of attack he uses. Below are some ready-made, low cost examples of how to create some types of Melee Attacks with one or two special effects. Use them as examples for building your own, or apply them to your character for a ready-to-play power. Simply purchase your levels of Melee Attack, and then add the cost below to the final total.

Damage from Melee Attack does not stack with the damage from Super-Strength. Instead, you use the greater of the two (though you still purchase a secondary effect from the Melee Attack power).

**Claws (1):** Once per scene, you can spend a fate point on a successful Attack action and cause your



opponent to take both Stress and a Consequence of equal value. If the target was already going to take a Consequence, he takes two Consequences instead.

## PARALYZE (3)

**Skills:** Magic, Mental, or Power

The hero is able to render a target immobile through touch.

To paralyze the target, the hero must first touch the individual. Then, they make an opposed roll against their Physique or Will, depending upon the nature of the power. If successful, the victim receives a temporary aspect related to the paralysis, and cannot move or take action while it is attached.

If the target tries to get free early, she must remove the aspect by rolling the appropriate skill roll against opposition equal to the number of Shifts gained on the original activation roll.

Special Effects such as a **Gaseous** can be applied to the power to mimic the effects of a paralyzing gas, or **Triggered** to represent a paralyzing drug that has a delayed activation.

## PLANT CONTROL (2)

**Skills:** Magic, Mental, or Power

You can control existing plants within a zone, manipulating them to do your bidding.

You can use your plants to encase anyone within the same zone (providing the plants have vines or some other means of grappling a target), using your controlling skill with a +2 bonus. The Shifts generated act as the opposition for them to break free.

If you spend a fate point and succeed in an Overcome action, you can cause the plants to grow in area to cover one additional zone per Shift gained on the roll. If you fail or tie and choose to succeed at a cost, the plants only fill one additional zone.

## PSYCHIC BLADES (1-6)

The power functions the same as the **Melee Attack** power, except it causes Mental Stress to the target.

## REGENERATION (4)

**Skills:** None

You possess the ability to heal at an accelerated rate, literally recovering from injury in a fraction of the time.

When not in combat, you heal up to 2-Stress per minute. For Consequences, take the severity as the number of minutes; so a Mild Consequence takes 2 minutes, a Moderate Consequence takes 4 minutes, and so forth. Stress is always healed first, and then each Consequence is recovered in order of lowest to highest severity.

Healing an Extreme Consequence takes an entire issue of rest (your character is basically out of action), requires you to spend a fate point, and to succeed at a roll against Fantastic (+6) opposition.

During combat, you can take an action to do nothing except attempt to heal. Doing so requires a Physique roll against opposition equal to the amount being healed, so Fair (+2) for Stress or Mild Consequence recovery, Great (+4) for Moderate Consequence recovery, and so on. You must still recover Stress, then Consequences in order of lowest severity, but can combine efforts into a greater opposition, such as healing 2-Stress and a Mild Consequence in one round for a Great (+4) opposition (or even 4-Stress for the same opposition). You can succeed at a cost.

If you want to heal **and** do something else (such as attack) in the same round, you must spend a fate point to use Regeneration.

### SPECIAL EFFECTS

**Regrowth (1):** You can regrow lost limbs within a matter of hours, which can be decreased by a -1 step on the Time Increment table for each additional +1 cost.

## SPINNING (1)

**Skills:** None

You can spin like a top, making yourself harder to hit. When taking a Defend action while spinning, you gain a +1 to Fight and Athletics.

Additionally, the hero can purchase enhancements from the selection below, representing special abilities he's gained through his spinning ability.

- **Projectile Attack (1):** The hero can make an attack up to one zone away by launching a projectile at a target. The projectile does Weapon: 2 damage.

## SUPER-SPEED (1-4)

**Skills:** None

You can move at greater than human speeds, giving you a faster reaction time than most others and making you harder to hit when you're in motion. Outside of combat and chases, your movement is based solely upon the narrative context. During combat, you can gain the following benefits based on the power level of Super-Speed.

**Power level 1:** You move at a speed equivalent to running horse. Providing there are no zone barriers to stop you, you can move four zones per turn for free. You have Speed Rating 2 in chases.

**Power level 2:** You can run a couple of hundred miles per hour, roughly the equivalent of a top-end sports car. At this power level, you can run up walls and across water, and can move into any zone for free. You can move six zones per turn for free, providing there are no zone barriers in your way, and have Speed Rating 3 in chases.

**Power level 3:** Although not super-sonic, your speed can match that of small planes and any helicopter. In chases, you have Speed Rating 4.

**Power level 4:** You are amongst the fastest beings on Earth and can move at super-sonic (or greater) speeds. You can avoid ground-based zone barriers and move into any zone for free. By spending a fate point, you can arrive at any scene you want to, because you always have enough time to get there. You have Speed Rating 5 in chases.

### SPECIAL EFFECTS

**Hyper-Reflexes (1/2):** Your super-speed gives you hyper-fast reaction, granting you a +2 bonus to initiative each round. If purchased twice, you gain +4 bonus.

**React in a Flash (1):** You may spend a fate point to go first in an exchange, regardless of your initiative.

If multiple people with this special effect (or a similar stunt) exercise this ability, they go in turn of their normal initiative, before those who don't have the stunt get a chance to act. If the exchange has already started, and you have not yet acted, you may instead spend a fate point to act next, effectively acting out of the usual turn order.

## SUPER-STRENGTH (1-6)

**Skills:** None

You are stronger than mere mortals, able to achieve feats of strength and hit with a force others usually only imagine.

Each level in Super-Strength provides you with Weapon: 1 for melee attacks, and a +1 to Physique rolls that involve a raw application of strength, such as breaking things or making or breaking grapples, but not to lifting things.

The general lifting ability of super-strength is shown on the Super-Strength Lifting Benchmark table



below. To lift a weight, make a roll using Mediocre (+0) skill rating plus your Super-Strength bonus in an Overcome action against the indicated opposition. When lifting weight limits found on the normal Lifting Benchmark table, no roll is necessary.

<i><b>SUPER-STRENGTH</b></i>	<i><b>LIFTING BENCHMARK</b></i>
Mediocre (+0)	Lifting a car is no problem
Average (+1)	Semi trucks are weapons in your grasp
Fair (+2)	You could lift a fully loaded jet fighter
Good (+3)	Modern tanks are not a weight problem for you
Great (+4)	Additional Stress Box
Superb (+5)	You can move large buildings
Fantastic (+6)	With your strength, Battleships can be carried
Epic (+7)	You are strong enough to raise an aircraft carrier
Legendary (+8)	At this level, your strength can lift a skyscraper
Monstrous (+9)	You could lift the Great Pyramid of Giza
Colossal (+10)	You can move mountains
Unearthly (+11)	You could lift an island
Inconceivable (+12)	Your strength is a plot device, congrats!

## **SPECIAL EFFECTS**

**Enhanced Lifting (1):** You add your Physique to lifting rolls involving Super-Strength.

**Ground Slam (2):** The hero can strike the ground and hit everyone in the zone. Doing so means using a Create an Advantage action with +2 bonus to place an **Off-Balanced**, **Staggered**, or similar situation aspect on them. They can Defend against the attempt.

## **SWINGING (2)**

**Skills:** None

The hero has a swing line that allows him to avoid ground based obstacles and situation aspects. The swing line also provides a +2 bonus to grapples, which you can make with your Accuracy skill, and grants you Speed Rating 2 for chases. Providing there are no zone barriers in your way, you can move four zones per turn for free.

If you use your Swing line to grapple an opponent, they must succeed against opposition equal to the number of Shifts you gained on your grapple roll to break free.

## **TELEKINESIS (1)**

**Skills:** Magic, Mental, or Power

The hero is able to move and manipulate objects that he can see, without physically touching them, from up to a zone away. Use your controlling skill as your Strength for determining how much you can lift.

## **TELEPATHY (1)**

**Skills:** Magic or Mental

The hero can facilitate mental communication with another greater than animal intellect at a distance determined by the controlling skill. When attempting to contact more than one person at a time (such as coordinating a team), the hero can automatically contact a number of people equal to his skill rating, to a minimum of one, as a free action. For each additional person he wishes to simultaneously contact or coordinate, he must make a roll against passive opposition equal to the number of additional people. So, a telepath with Mental at Good (+3) can automatically contact up to three people at once as a free action. To coordinate a team of seven people (an additional four individuals), however, he must succeed at an Overcome action with Great (+4) opposition.

Once the link is established, it is maintained freely until the telepath ends it, or someone involved is rendered unconscious.

<i><b>SKILL RATING</b></i>	<i><b>TELEPATHIC RANGE</b></i>
Mediocre (+0)	Several hundred feet
Average (+1)	A few miles
Fair (+2)	Several hundred Miles
Good (+3)	Several Thousand Miles
Great (+4)	Anywhere on the planet
Superb (+5)	Easily from the Earth to the moon
Fantastic (+6)	Anywhere within the same star system
Epic (+7) or greater	Epic (+7)

## TELEPORTATION (1-6)

**Skills:** Magic or Power

The hero can travel a distance from one point to another instantaneously without traversing through the intervening space.

The hero can automatically teleport a distance equal to the Power Level as shown on the Teleportation Range table. At the GM's option, a character can teleport a greater distance, but doing so requires an Overcome action against Fair (+2) opposition for a single Power Level range increase, and an additional +2 to the opposition for each additional level of range increase.

If the hero wishes to teleport an unwilling subject, the hero must first make a grapple against the target. On the next round, if the grapple is maintained, the target can be teleported.

<i><b>POWER LEVEL</b></i>	<i><b>TELEPORTATION RANGE</b></i>
Power level 1	A few miles
Power level 2	Several hundred Miles
Power level 3	Several Thousand Miles
Power level 4	Anywhere on the planet
Power level 5	Easily from the Earth to the moon
Power level 6	Anywhere within the same star system

## SAMPLE SPECIAL EFFECTS

Below is a list of special effects that can be applied to a wide range of powers, along with the cost for applying each to a power. The cost for a special effect is always flat, regardless of how many Power Levels the power might possess. It only adds to the total cost of the power.

### ***AREA EFFECT (1)***

You can attack everyone within the same zone without having to split your result. Each additional time this special effect is applied to the power, it increases the area effect by an additional zone.

### ***DANGEROUS (2)***

Once per scene you may spend a fate point to force your opponent to take a Moderate Consequence instead of stress.

### ***DEADLY (1)***

Once per issue, you can spend a fate point on a successful attack action and cause your opponent to take both Stress and a Consequence of equal value. If the target was already going to take a Consequence, he takes two Consequences instead. This cannot be combined with the Potent, Deadly, or Lethal special effects.

### ***MULTI-TARGETING (2)***

When you make an area attack, you do not split your results between targets, and can filter out targets you do not want to be affected. (Note that the cost of this Special Effect already includes Area Attack.)

### ***USEABLE ON OTHERS (1)***

When applied to a power that normally only affects the person who has it (such as Invulnerability), it can now affect others through touch. To do so, make a roll against Fair (+2) Opposition.

# ALL THE RAGE

*All the Rage* is designed as a one-shot issue for a group of four or five players, and should take approximately two to three hours to complete. Intended to introduce new players to the Daring Comics Role-Playing Game using only the *Training Room Rules* found in this book, the one-shot can also be incorporated into any ongoing series, especially as a prologue to the published mega-adventure: **Little Tin God**.

## THE HEROES

This one-shot is designed for use with any combination of the 10 pre-generated heroes found in the back of the book (the sample heroes begin with the **Acrobatic Archer**). Specific character names should be decided on by the players. The sample heroes come completely built, along with an array of aspects. Suggestions on how the aspects can be used in play are also provided.

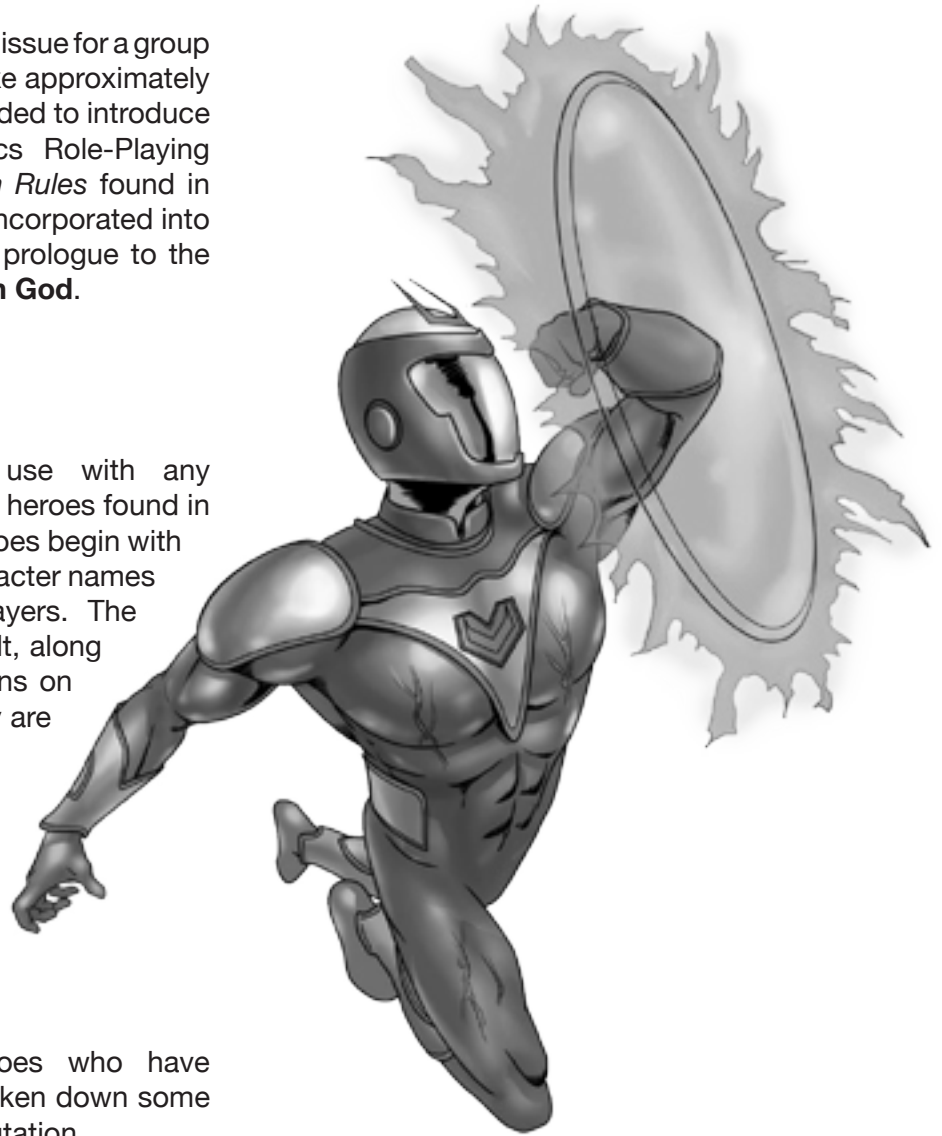
The heroes are built at the **Super-Heroic** series level, and the **Know the Ropes** experience level (the Daring Comics Role-Playing Game rulebook explains those concepts in detail).

Know the Ropes represents heroes who have fought crime for a little while now, taken down some criminals, and started building a reputation.

A Super-Heroic series level means that the heroes are capable of amazing feats and can take on most small military forces. Although not necessarily amongst the most powerful on the planet, they run a wide range of abilities and specialties.

## GM SUMMARY

The heroes are called to a local high school where a student has taken an experimental street drug and been transformed into a raging brute. After subduing the student, the heroes are thrust into an investigation that eventually leads to the revelation of forces from beyond this Earth.



## ADVENTURE SET-UP

Since this is a one-shot adventure meant to demo the system, the heroes all start as members of the same super team.

The adventure is broken down into individual scenes. Some scenes contain suggested situation aspects. You do not have to use these situation aspects. As a matter of fact, we encourage you and your players to create your own. Our suggestions are just that: *suggestions*. Use them if you get stuck.

# SCENE: RAMPAGE AT THE HIGH SCHOOL

**Suggested Aspects:** Too Quiet, Narrow Corridors

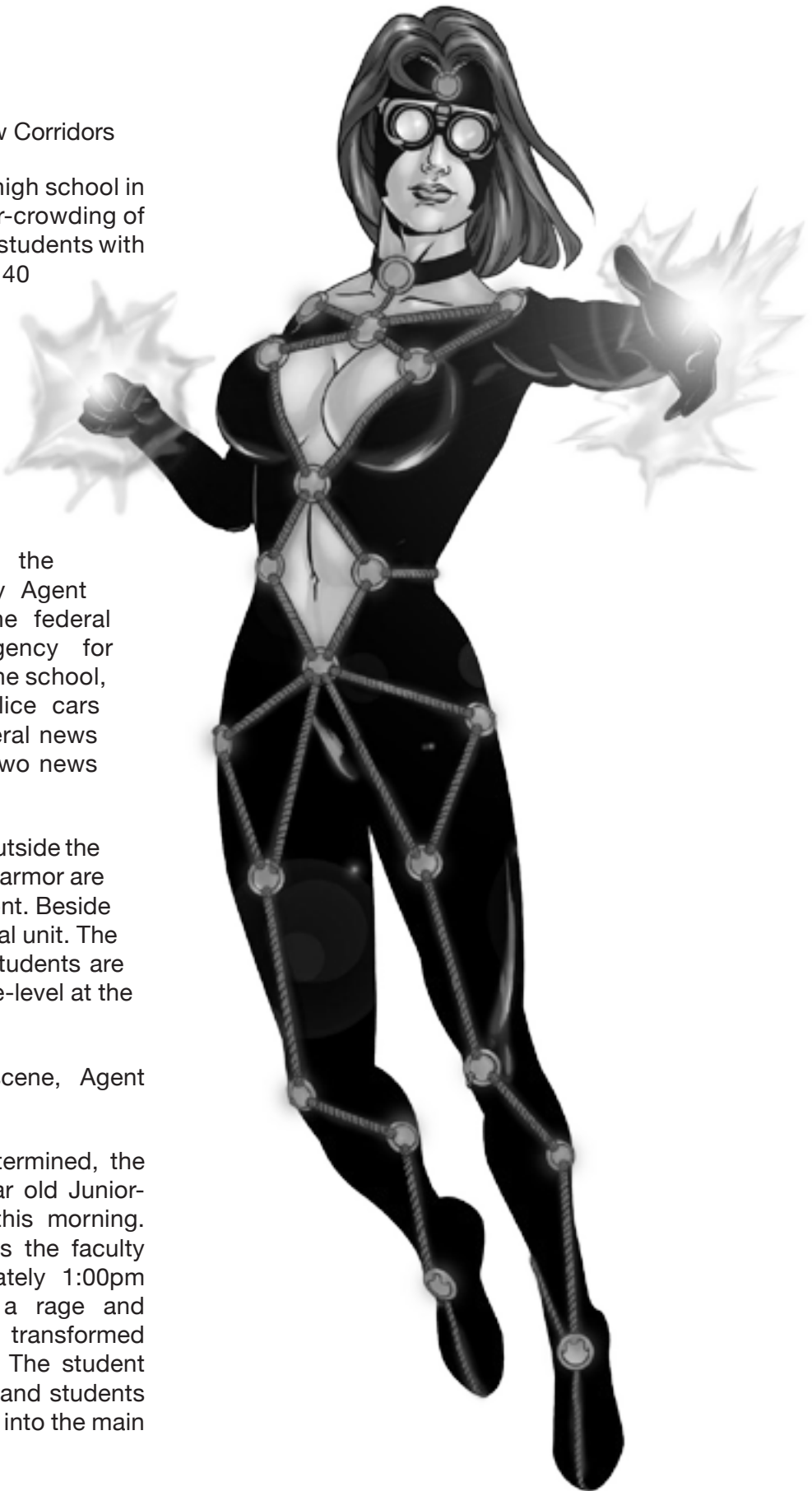
The adventure begins at an inner-city high school in a low-income district. Despite the over-crowding of classrooms, there is still a high ratio of students with above average test scores. Generally, 40 students are assigned to one teacher. Metal detectors line the inside of the doorways and police roam the halls to prevent violence. Graffiti decorates the walls around the school, and some of the outside railings are rusted with a flaking coat of paint.

It is approximate 1:30pm when the heroes are called to the school by Agent Gerard Beaumont of Overwatch, the federal government's law enforcement agency for metahuman crimes. Upon arriving at the school, the heroes find numerous local police cars blocking off a four block radius. Several news vans are outside the perimeter, and two news helicopters hover overhead.

An Overwatch tactical van is stopped outside the school, and three Overwatch agents in armor are on the scene along with Agent Beaumont. Beside the tactical van is an Overwatch medical unit. The school has been evacuated and the students are being kept in groups assorted by grade-level at the far end of the parking lot.

Once the heroes gather on the scene, Agent Beaumont briefs them.

From what Overwatch has so far determined, the student- Gregory Hendricks, a 16 year old Junior-arrived at school at about 7:30am this morning. Everything appeared normal as far as the faculty was concerned. Then, at approximately 1:00pm this afternoon, Gregory went into a rage and manifested metahuman abilities. He transformed into an armored, super-strong beast. The student went into a rage and attacked faculty and students in his chemistry class, before taking off into the main hallway and continuing his attacks.



Faculty got the students evacuated and called local law enforcement, who arrived on the scene and quickly contacted Overwatch. The *Nullification Division* has been unable to subdue the student's abilities, so the call went out to the heroes.

As he finishes his briefing, the heroes hear a painful scream followed by the sound of shattering glass from inside the building.

When the heroes enter the building, everything is quiet. Too quiet. The halls and classrooms are empty due to the evacuation, and sunlight filters in through the windows. A flight of wide stairs leads upward from directly across the main entrance.

The GM should run this scene with the heroes searching the school for Gregory. Investigate rolls at Good (+3) passive opposition will eventually lead them along a trail to the third floor, where Gregory is currently hiding in the teacher's lounge.

Gregory has always been a charismatic teenager with a short fuse. The introduction of RageX into his system has intensified his temper, sending him into a rage that he is completely unable to control. Now he appears as a hulking brute covered in chitinous armor.

As the heroes approach Gregory, he springs into action. His goal is not to defeat the heroes, but to escape and find safety from them. Right now his perspective is animalistic, and as soon as anything approaches him his *fight or flight response* kicks in.

If he should escape from the room, he makes his way to the cafeteria, where the effects of the drug will finally wear off. Should he be unable to escape the teacher's lounge, the drug will wear off in there.

Either way, once the drug wears off, Gregory unleashes an inhuman scream of pain as his body transforms into an amorphous blob. Medical means, including the Healing power, will be unable to revert him to normal.

The heroes should immediately call Overwatch medical personnel.

## SCENE WRAP-UP

Once Gregory is taken into custody to be rushed to Memorial Hospital, the heroes now have a chance to get to the bottom of things. Principal Burns is with Agent Beaumont while Gregory is being wheeled out.

Agent Beaumont introduces the heroes and the principal to each other. The principal explains that the school has a strict code about background checks for potential metahumans. Gregory Hendricks showed no signs of possessing any metahuman abilities in the three years he's attended the school. He doesn't know what happened, but fears that the parents of the injured students, or even some faculty, might attempt to file a law suit against the school.

Agent Beaumont is obviously placing Overwatch resources on the case, and asks the heroes to do what they can to get to the bottom of this. Overwatch resources are vast, but not unlimited. The heroes have their ears closer to the streets.

If the heroes are stuck on what to do next, he suggests they head to Memorial Hospital and talk to the parents. See if Gregory might have shown some previous signs that they'd preferred to keep behind the curtain. They might be more willing to speak with the heroes as opposed to federal agents.

## SCENE: A FAMILY OF HATRED

**Suggested Aspects:** None

Once the heroes arrive at the hospital, they learn that Gregory is in the metahuman critical care unit and that his parents are in the waiting room.

Jack Hendricks, the father, is a tall man with a barrel chest, and a trimmed beard and mustache. He wears a pair of dusty jeans, t-shirt, and work boots, having just been called off his construction job. Emily Hendricks has short brown hair, stands only about 5'4" in height, and is a contrast to her husband. Both appear to be in their early 40's.

With super-heroes at the hospital to see them, Jack and Emily immediately assume the worst, and they're less than cooperative at first. The heroes will have to succeed at a Rapport roll against Good (+3) opposition, or a Provoke roll against Great (+4) opposition, to get them to cooperate.

If the heroes use Provoke to intimidate the Hendricks, it will be noticed by the hospital staff. A couple of nurses step in and warn the heroes that this is a hospital, not an interrogation room, and if they don't stop disturbing the patients, they will have to leave.

Either way the heroes decide to go about it, if the interaction is successful then they learn the following during the scene.

- Gregory is their only child.
- Although Gregory has a bit of a temper, he's normally a very good kid and keeps his grades up.
- Gregory has never shown any type of metahuman abilities. Matter of fact, neither side of the family has ever been metahuman.
- There have been a few strange rumors lately. Rumors that a couple of Gregory's friends have become metahuman. One girl, Samantha Dillon, was even in the hospital for it. Gregory has been forbidden to talk to her. They consider metahumans to be dangerous, and prefer to keep their son away from them.

The Hendricks then start to assume, rather racially, that Gregory might have been sneaking behind their back and talking to Samantha, that maybe they've done more than talk, and maybe she gave him some metahuman disease that has made him into what he is now. Even if the heroes try to assure the Hendricks that such a thing can't happen, they just don't like metahumans. Period.

The Hendricks do, however, provide the heroes with Samantha's address.

## SCENE: QUESTIONING SAMANTHA

**Suggested Aspects:** Rebellious Teenager

Samantha Hendricks is 17 years old and a Senior at the high school. At least, she was before trying the RageX drug, nearly dying, and her parents pulling her out of school to finish the year through home schooling.

Only Samantha and her mother are at home when the heroes arrive. Diane Dillon is in her late 30's, with red hair and a clear complexion, and is very attractive still, with a toned body. The heroes will find her to be indifferent, and she will allow her daughter to be questioned.

Samantha, on the other hand, is hostile toward the heroes. She simply doesn't want to talk about what happened to her. Attempts to get information from her require a Rapport or Provoke roll against Average (+1) active opposition.

Once again, however the heroes handle it, successful interaction will gain them the following information.

From Diane:

- Samantha displayed metahuman abilities about one month ago for a few hours (identical to what Gregory suffered today), then turned into something less than human. Diane was dating a metahuman with medical abilities (her husband left them when Samantha was a baby), and he got her to the hospital. Although it took about a week, and it looked like they might lose her, Samantha pulled through.
- Assuming she caught something from one of the other kids at school, and also not sure if Samantha is now a metahuman or not, Diane pulled her from school and will home school her for the remainder of the year, until she takes her GED test.
- The metahuman Diane was dating, David Wieszowski, disappeared about two weeks ago. She hasn't heard from him since. Typical of men in her life. (If the heroes attempt to track him down, there is no record of anyone named David Wieszowski; not with Overwatch, MVA, or any agency. No birth records or Social Security Number, either.)
- The hospital never did determine what activated her metahuman gene, but Samantha hasn't shown any powers since that time.

From Samantha:

- Samantha admits that a few kids have been trying a new drug called RageX, which is a revelation and shock to her mother. The heroes will have to calm Diane down as she starts screaming at her daughter for taking drugs.
- None of the other kids suffered the effects that she'd suffered.
- The Dillon's haven't seen the news, so if the heroes clue her in on Gregory, Samantha will become upset. He was her boyfriend until the drug changed her.
- After hearing about Gregory, she'll tell them where they got the drug: from a guy down on Jefferson Street named Tommy Blaine. He's been offering it to kids at \$50 a pop.



## SCENE: FINDING THE DEALER

**Suggested Aspects:** Narrow Alley, Random People

After leaving the Dillions, an Investigate roll against Good (+3) opposition, or a Contacts roll against Fair (+2) opposition, and about one hour of time, will allow the heroes find Tommy Blaine.

The heroes will first catch Tommy Blaine standing on a corner outside of a pawn shop. However, to keep the scene interesting, let Tommy notice the heroes first and make a run for it. The heroes give chase (he has Athletics at Average), and finally corner Tommy in a side-alley where they can then interrogate him.

Tommy isn't a metahuman, and only provides Average (+1) active opposition against Rapport or Provoke attempts. It doesn't take much to get him to confess to dealing the drug. He's dealing it for the a biker gang called Inheritors, who are looking to raise some fast cash. For what, he doesn't know, but he figures if he helps them out, they'll let him become one of them and he can get out of his crappy life.

The heroes have never heard of the Inheritors. No roll is necessary, since they're not originally from this Earth.

Before the heroes can get any more out of him, ten Inheritors arrive on the scene riding motorcycles. At first they use Provoke to try to intimidate the heroes. Since that's unlikely to work, they then attack the team.

The Inheritors are Nameless NPCs. They all appear as members of an outlaw motorcycle club, with a kutte bearing the *Inheritors* name and a metallic skull smoking a cigarette.

In the end, though, given that these are just run-of-the-mill Inheritors minions, the heroes should prevail and be able to question the gang members. As they are defeated, the damage caused by the heroes reveals them to be robotic skeletons beneath the flesh. Any Knowledge rolls back at a lab to analyze the skin reveals it to be real flesh. The DNA of each Inheritor is completely identical, indicating that the skin is most likely cloned.

The Inheritors provide active opposition against any rolls to interrogate them.

Providing the heroes are successful, the androids reveal an Inheritor by the name of Gear Grinder hangs

out at a gang safe house on the south side of the same district where the high school was located. Gear Grinder is coordinating the distribution of RageX, and realized the heroes were investigating the kid at the school thanks to the news. He knew it was a matter of time before they found Blaine.

If the androids are interrogated as to their origins, they will self-destruct with an attack skill rating of Superb (+5), Weapon Rating 5, and the blast is Area Effect.

Any attempts to somehow hack into the their computer brains to discover the information also causes them to self-destruct.

Unless otherwise subdued, Blaine fled the scene during the battle.

If Overwatch arrives to take the Inheritors into custody, they will self-destruct.

Once the scene is concluded, one of the agents has a call for them. Agent Beaumont wants them to come to Memorial Hospital right away.

## SCENE: TRAGEDY AT THE HOSPITAL

**Suggested Aspects:** None

Once the heroes get to the hospital, they see Agent Beaumont standing with Jack and Emily Hendricks. Gregory's body couldn't take the after effects of the drug, and he passed away about twenty minutes ago.

Jack and Emily are both distraught and immediately blame metahumans in general for their son's death. Revealing to them facts about the ongoing investigation does nothing to change their perspective since metahuman androids are involved.

Either way, the heroes should brief Agent Beaumont on what is going on. He lets them know that he'll have several Overwatch units standing-by in the area of the safe house, but won't send them in until the heroes give the word.

## SCENE: RAIDING THE SAFE HOUSE

**Suggested Aspects:** Lots of Crates, Heavy Shadows, Walls and Corners

It should be just after dark by the time the heroes arrive at the safe house: a boarded-up, former restaurant. An Investigate roll against Fair (+2) opposition reveals several Inheritors hiding at various points, keeping guard for unwanted visitors. The guards are spaced far enough apart that if the heroes manage to quietly subdue them, the other guards and the Inheritors inside the safe house won't be alerted to their arrival.

Once the heroes subdue the guards and head inside, or if the heroes make their presence known in taking out the guards, Gear Grinder and his soldiers are aware and ready for battle.

There are a five Inheritors, plus Gear Grinder.

GM, be sure to use situation aspects and invoke them for cover so that the Inheritors pose a challenge to the players.

Gear Grinder is a Supporting NPC.

Once the battle starts, Overwatch will arrive on the scene.

After the battle, the Inheritor minions will all self-destruct. The explosion attacks with a skill rating of Superb (+5), has a Weapon Rating 5, and fills the entire zone.

Gear Grinder doesn't self-destruct, but will not reveal any information unless the heroes force him to do so. The most he will reveal is that the drugs are kept in a warehouse down at the docks. Any attempts to discover where the Inheritors came from, or if Overwatch tries to take him into custody, will cause him to self-destruct as well. Treat his explosion as having the same attack skill rating, but only a Weapon Rating 3.

## SCENE: THE FINAL RAID

**Suggested Aspects:** Combustible Fuel Canisters, Heavy Shipping Containers, Very Large Cranes

Overwatch will once again assist the heroes on the raid, and will suggest setting-up surveillance first. If the heroes agree, they will notice several things.

- Various port laborers are still working, loading and unloading containers. Overwatch Special Agents will quietly move into the area and prepare to evacuate the workers once the raid starts.
- A shipment of drugs or illegal weapons are being off loaded from a container into unmarked vans. Despite the illegal activity, Overwatch will instruct the heroes to let it go. They have more important matter to deal with.

After almost a full hour, the Overwatch agents are in place spread throughout the workers. The team should have determined that there are at least 12 Inheritors space around the rooftop of the warehouse, and the rooftops of nearby buildings. As far as they can tell, at least another dozen are spaced on the ground within the shadows.

How the heroes and Overwatch approach the warehouse is up to them, but a battle is unavoidable. Approaching the warehouse undetected will either take a series of powers such as Illusion or some other ability to mask their approach, or a Stealth check at against Active Opposition, with the Inheritors getting a Teamwork bonus. In that case, divide the Inheritors into groups of five, and make a single Notice check for each group with a +4 bonus.

Once the battle begins, there are 10 more Inheritors in the warehouse that will join the conflict.

## SCENE: A NEW MYSTERY

**Suggested Aspects:** Dangerous Equipment, Confined Quarters

Once the heroes are deep into the warehouse, they discover a room hidden behind a false wall. The room is fairly large, and in the center sits a stargate looking device. Serpentine Belt and four other Inheritors without the flesh overlay are there. When the heroes enter the room, they hear one of the Inheritors tell Serpentine Belt that the *Brothers* have discovered the necessary Counterpoint, and that the weapons are ready.

Suddenly, nearly exact duplicates of the heroes step through the portal. In typical comic book fashion, these are alternate Earth, evil versions of the heroes.

With the heroes disrupting operations, Serpentine Belt sent against into the multiverse to find alternate versions of the heroes.

The heroes must now battle their near equals. Use duplicate character sheets for whatever pre-generated heroes the players chose.

Unfortunately, once the battle turns against the alternate Earth versions, Serpentine Belt will initiate a failsafe that sends them back through the portal and then destroys the entire apparatus.

When the heroes look to finally defeat the remaining Inheritors, Serpentine Belt and the others self-destruct with Fantastic (+6) attacking rating, and a Weapon 5 area effect blast radius.

The truth about the Inheritors is lost, and the trail is now cold. But the heroes have stopped the drug distribution ring.

## EPILOGUE

If the heroes want to solidify their relationship with Overwatch, they can visit a few of the injured agents in the hospital. This would be a good way to show the agents that although the heroes are metahumans, they're all on the same team.

Various news media outlets will want to interview the heroes. Give the players a taste for the celebrity status of being a hero.

The final scene should see the heroes attend Gregory's funeral, despite Jack's and Emily's bigotry against metahumans. After all, not everything about being a hero is stardom and applause.

## THE FURTHER ADVENTURES . . .

- *All the Rage* can begin a greater mystery involving a multiversal invasion of the heroes' Earth. The GM can use this as a springboard into his own story arc idea, or use it as a prologue to the **Daring Comics: Little Tin God** mega-adventure.
- If used as a prologue to the mega-adventure, the Inheritors of this story were an ill-equipped, first wave invasion force. The drug contained nanites meant to record and analyze the genetic structure of this Earth's humans and

metahumans. Unfortunately, the nanites also tended to activate latent metahuman genes in seemingly normal people. Following the Inheritors defeat in this adventure, Intellitron will send in the elite forces found within the mega-adventure. On average, a few months story-time should pass before the heroes are drawn into the mega-adventure.

- Thanks to the alternate versions of the heroes being used at the end of this adventure, you could also begin a storyline where the villainous versions from that other Earth are now aware of the heroes' world, and begin plotting an invasion. This could be a full-force invasion from the start, or slowly build through agents being placed and mysteries being built.
- The exact whereabouts and nature of David Wieszowski is left to the GM to develop and explore.

# NPC WRITE-UPS

## RAGEX

The RageX drug is a nanite fueled narcotic from another world. Originally designed to record, analyze, and catalogue the human and metahuman genetics of this Earth, it also has the flaw that it will randomly activate latent metahuman genes— sometimes with fatal results.

Apply the following template to users of RageX

**Character Aspect:** Unbridled Rage is True Strength

### Stunts

Everywhere at Once  
Face the Pain  
Into the Fray  
One-Man Army

**Power Set:** Hulking Brute

**Power Set Aspect:** I Am an Unstoppable Machine of Power

Berserker Strength (**Super-Strength 3**)  
Chitinous Armor (**Invulnerability 4**)  
Enhanced Pain Threshold (**Hardiness 4**)  
Super-Strong Legs (**Leaping 2**)

**Complication:** Fatal Reaction. The victim is transformed into an amorphous blob, unable to control their body and potentially leading to death unless a Physique roll against Fantastic (+6) opposition is successful.

**Skill Modifications:** Physique +2, Fight +2

## GREGORY HENDRICKS

### Aspects

**Concepts:** Unbridled Rage is True Strength  
**Motivation:** I'm Not a Little Kid Anymore  
**Other Aspects:** Peer Pressure is Sometimes too Much, Unbridled Rage is True Strength

### Skills

**Fair (+2):** Fight, Physique  
**Average (+1):** Athletics, Will

### Stunts

Everywhere at Once  
Face the Pain  
Into the Fray  
One-Man Army

**Power Set:** Hulking Brute

**Aspect:** I Am an Unstoppable Machine of Power

Berserker Strength (**Super-Strength 3**)  
Chitinous Armor (**Invulnerability 4**)  
Enhanced Pain Threshold (**Hardiness 4**)  
Super-Strong Legs (**Leaping 2**)

### Complications

**Fatal Reaction:** The victim is transformed into an amorphous blob, unable to control their body and potentially leading to death unless a Physique roll against Fantastic (+6) opposition is successful.

### Stress & Consequences

**Physical Stress:** [1] [2] [3] [4] [5] [6] [7]

**Mental Stress:** [1] [2] [3] [4] [5]

## GREGORY HENDRICKS

### Consequences

Mild Consequence (2)

Mild Physical Consequence (2)

Moderate Consequence (4)

Moderate Physical Consequence (4)

Severe Consequence (6)

## OVERWATCH AGENT

**Aspects:** Highly Trained Federal Agent

**Motivation:** I'm Not a Little Kid Anymore

**Other Aspects:** Peer Pressure is Sometimes too Much, Unbridled Rage is True Strength

### Skills

**Fair (+2):** Accuracy

**Average (+1):** Athletics, Fight

### Gadgets & Devices:

**Energy Pistol** (Blast 2, energy)

**Stress:** [1]

## AGENT BEAUMONT

**Aspects:** Metahumans Can be Trust, but Must be Watched

### Skills

**Good (+3):** Accuracy

**Fair (+2):** Athletics, Fight, Rapport

**Average (+1):** Investigate, Leadership, Provoke

### Gadgets & Devices:

**Energy Pistol** (Blast 2, energy)

**Stress:** [1] [2] [3]

## OVERWATCH CONTAINMENT CARRIER

**Speed Rating:** 2 (Super-Speed 1)

**Weapons:** None

**Armor:** Armored 2, Hardiness 4, Reinforced

**Special Effects:** Nullify (source: genetic and mental), Power skill at Good (+3)

**Limits:** None

**Complications:** Nullify can short out

**Stress:** [1] [2] [3] [4]

**Consequences:** 1 Mild, 1 Moderate

## TYPICAL INHERITOR

**Aspects:** Advanced Android Lifeform

**Good (+3):** Fight

**Fair (+2):** Athletics, Notice

**Average (+1):** Provoke, Weapons

**Power Set:** Futuristic Liquid metal

**Aspect:** Nanite Constructed

**Blast 4\*\*** (energy)

**Stress:** [1] [2]

## GEAR GRINDER

### Aspects

<b>Concepts:</b>	Android Lifeform From an Alternate Earth
<b>Motivation:</b>	Gather the Data for the Master
<b>Other Aspects:</b>	Further the Cause of the Homeworld

### Skills

<b>Superb (+5):</b>	Power
<b>Great (+4):</b>	Accuracy, Fight
<b>Good (+3):</b>	Physique, Provoke
<b>Fair (+2):</b>	Stealth, Will
<b>Average (+1):</b>	Deceive Leadership, Weapons

### Power Set: Artificial Lifeform

<b>Aspect:</b>	The Cold of Darkness is Absolute
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<b>Darkness Control</b>
<b>Friction Control</b>
<b>Hardiness</b>
<b>Hyper-Sense 3</b> (darkvision, thermal vision true sight)
<b>Invulnerability 3</b>
<b>Super-Strength 3</b>

### Stress & Consequences

<b>Physical Stress:</b>	[1] [2] [3] [4] [5] [6] [7]
<b>Mental Stress:</b>	[1] [2] [3] [4] [5]
<b>Consequences</b>	1 Mild, 1 Moderate, 1 extra mild physical consequence

## SERPENTINE BELT

### Aspects

<b>Concepts:</b>	Android Lifeform From an Alternate Earth
<b>Motivation:</b>	Further the Goals of Intellitron
<b>Other Aspects:</b>	Metahumans are a Flaw to be Corrected

## SERPENTINE BELT

### Skills

<b>Epic (+7):</b>	Athletics, Power
<b>Fantastic (+6):</b>	Accuracy, Physique
<b>Superb (+5):</b>	Deceive, Fight
<b>Great (+4):</b>	Provoke, Technology
<b>Good (+3):</b>	Leadership, Weapons
<b>Fair (+2):</b>	Stealth, Thief
<b>Average (+1):</b>	Empathy, Rapport, Will

### Power Set: Highly Advanced Android

<b>Aspect:</b>	Created by an Artificial God
<b>Adoptive Muscle Memory</b>	
<b>Hardiness 4</b>	
<b>Invulnerability 3</b>	
<b>Melee Attack 4</b> (multi-targeting)	
<b>Super-Speed 3</b> (react in a flash)	

### Stress & Consequences

<b>Physical Stress:</b>	[1] [2] [3] [4] [5] [6] [7]
<b>Mental Stress:</b>	[1] [2] [3] [4] [5]
<b>Consequences</b>	1 Mild, 1 Moderate, 1 extra mild physical consequence

## ACROBATIC ARCHER

### Aspects

<b>Concept:</b>	Master Archer With Something to Prove
<b>Motivation:</b>	Further the Goals of Intellitron
<b>Other Aspects:</b>	Brotherhood Should Never be Broken, Calm Even in the Eye of the Storm, Tomorrow Must Be Better Than Today

### Skills

<b>Superb (+5):</b>	Accuracy, Athletics
<b>Great (+4):</b>	Stealth, Weapons
<b>Good (+3):</b>	Physique, Fight,
<b>Fair (+2):</b>	Notice, Thief, Will
<b>Average (+1):</b>	Contacts, Deceive, Investigate, Provoke, Resources

### Stunts

Dazing Counter  
Fluid Technique  
Quick Draw  
Superior Marksman  
Trick Shot  
Uncanny Agility

### Power Set: Trick Bow and Arrows

**Aspect:** Power Born of Determination

**Blast 4** (concussive, energy, explosive (Area Effect to base Blast weapon), ice, physical projectile)

#### Swinging

**Restricted Quiver** (requires DNA Recognition)

**Targeting** (+1 to accuracy when aiming)

### Complications

**Ammo:** Limited Supply of Arrows

### Stress & Consequences

**Physical Stress:** [1] [2] [3] [4] [5] [6]

**Mental Stress:** [1] [2] [3] [4] [5]

#### Consequences

Mild Consequence (2)

Moderate Consequence (4)

Severe Consequence (6)

## THE ASPECTS

The Acrobatic Archer's aspects indicate several different things about the character. First, the archer is out to prove that just because someone doesn't have super-powers, that doesn't make them any less a hero. Both the Concept and the Motivation aspect speak to that effect.

The other aspects show more of his personality. The Archer feels strongly about brotherhood, likely an indication of a belief that the super team is vitally important to him. Meanwhile, the Archer believes that calmness, especially in combat and other high-stress situations, is vital to efficiency. And finally, the character is driven to make a brighter and better tomorrow, to make a better world for the next generation. This could even be because he has children of his own.

The aspects offer a lot of compel opportunities. They can be compelled when he's being overshadowed by those with super-powers, perhaps causing him to take a risk or make a decision that would complicate the scene. Likewise, his calmness in battle could cause him to take careful aim against a moving target, thereby holding his shot and allowing the target to either get away or get into a more fortified position. He could be forced to put everyone in danger to save a downed teammate, or to assist someone under a lot of fire. And finally, his desire to build a better tomorrow could be compelled for ideological tension with teammates.

## THE POWER SET

The power set is straight forward to use. The Archer has an array of different arrows as listed under the Blast power. When taking aim, he gains +1 bonus, which stacks with the +2 bonus from the Superior Marksman stunt, for a whopping +3 bonus.

The stunts allow him to use Athletics instead of Fight to Defend in close combat, and allows him to daze opponents who try (and fail) to melee attack him. He uses Accuracy instead of Notice for initiative when his Bow comes into play. The archer receives +2 bonus when using Blast for Create an Advantage actions. Finally, the character receives +2 bonus to dodging ranged attacks.

## ACROBATIC ARCHER

### Aspects

<b>Concept:</b>	Artificial Lifeform Seeking Its Humanity
<b>Motivation:</b>	Humanity's Hope Lies in Enlightenment
<b>Other Aspects:</b>	Beauty Often Destroys Itself, Life is Not a Commodity, Honesty is True Pureness

### Skills

<b>Superb (+5):</b>	Athletics, Stealth
<b>Great (+4):</b>	Physique, Will
<b>Good (+3):</b>	Fight, Technology
<b>Fair (+2):</b>	Investigate, Knowledge, Rapport
<b>Average (+1):</b>	Accuracy, Empathy, Leadership, Notice, Treatment

### Stunts

Lead by Example  
Lie Detector  
Power Tech  
Strike From the Shadows

### Power Set: Trick Bow and Arrows

**Aspect:** Technological Power Must Be Used Responsibly

**Flight 3**

**Intangible** (phase-attack)

**Invulnerability 2**

**Interface**

**Regeneration**

**Super-Strength 3**

### Stress & Consequences

**Physical Stress:** [1] [2] [3] [4] [5] [6]

**Mental Stress:** [1] [2] [3] [4] [5] [6]

#### Consequences

Mild Consequence (2)

Moderate Consequence (4)

Severe Consequence (6)

## THE ASPECTS

The Android Hero sees great beauty in humanity, and struggles to find its own human nature. Yet, its bio-computer brain gives it both a unique perspective, and a certain degree of naiveté. It believes that humanity's only future is in understanding one another regardless of differences, but yet fears that humanity (which it sees as beauty) will destroy itself. The android also believes that honesty is important and pure, and that all life is precious and not to be treated lightly.

Compels can come in a wide variety for this character. Its focus on truth can be used to great effect in social situations where even small lies are vital. Likewise, its reluctance to endanger, never mind take, a life can be used to great effect in combat situations. It might even be used to cause the Android to "cross a line" against an individual if their actions place innocents in grave danger.

## THE POWER SET

The Android is fairly powerful for the series level, with a decent array of powers, The ability to go intangible and get through most physical zone barriers is of great benefit. Its Stealth skill, when used with an invocation of the power set aspect, grants it a base of Epic (+7) skill rating and allows the narrative use of Intangible in the skill's actions. Likewise, the Strike From the Shadows stunt can be used with the power set aspect to represent things like appearing Intangible through a wall or floor, quickly solidifying, and attacking.

The Android is also able to materialize only parts of itself, such as an arm or hand, inside of a target for a special type of attack.

The character is super-strong, granting it a Weapon 3 rating to melee attacks, and an average chance of lifting up to a tank, It can fly at decent speeds, and is tough to damage. And finally, the computer brain allows it to telepathically link with other computer systems.



DARK VIGILANTE	
Aspects	
<b>Concept:</b>	Highly Trained Defender of Justice
<b>Motivation:</b>	Protect the Innocent At All Costs
<b>Other Aspects:</b>	Living With Ghosts From the Past, I'm the Only One Who Can Do It, Determination is the Ultimate Strength
Skills	
<b>Superb (+5):</b>	Fight, Provoke
<b>Great (+4):</b>	Resources, Weapons
<b>Good (+3):</b>	Physique, Will
<b>Fair (+2):</b>	Accuracy, Athletics, Investigate
<b>Average (+1):</b>	Contacts, Leadership, Thief, Stealth, Vehicles
Stunts	
Attention to Detail	
Crimefighting Vehicle (x2, for 20 build points)	
Ninja Vanish	
Tactician	
Power Set: World-Class Combat Training	
<b>Aspect:</b>	The Mind and Body Are the Ultimate Weapons
Dazing Counter	
Everywhere at Once	
Intimidating Presence	
Into the Fray	
Trick Shot	
Uncanny Agility	
Device: Armored Costume	
<b>Hardiness 4, Hyper-Sense 2</b> (darkvision thermal vision), <b>Invulnerability 2,</b>	
Utility Belt	
<b>Armor Stress:</b> [1] [2]	
Armor Consequences	
Mild Consequence (2)	
Moderate Consequence (4)	

DARK VIGILANTE	
Device: Crimefighting Jet	
<b>Aspect:</b>	VTOL Capable Artificially Intelligent Jet
<b>Speed Rating:</b>	5 (Flight 4)
<b>Weapons:</b>	Missiles (Blast 4)
<b>Armor:</b>	Hardiness 4, Invulnerability 2
<b>Special Effects:</b>	Improved Artificial Intelligence, Hyper-Sense 2 (darkvision, thermal vision), Unique: Independent Action
<b>Complications:</b>	Limited Missile Ammo
<b>Artificial Intelligence Skills:</b>	Knowledge (+1), Leadership (+1), Notice (+2), Technology (+2), Accuracy (+3), Vehicles (+3)
<b>Vehicle Stress:</b>	[1] [2] [3] [4]
Vehicle Consequences	
Mild Consequence (2)	
Moderate Consequence (4)	
Stress & Consequences	
<b>Physical Stress:</b>	[1] [2] [3] [4] [5] [6]
<b>Mental Stress:</b>	[1] [2] [3] [4] [5] [6]
Consequences	
Mild Consequence (2)	
Moderate Consequence (4)	
Severe Consequence (6)	

## USING THE ASPECTS

The aspects for the Dark Vigilante play on a version of one of the most iconic comic book characters. The individual is highly trained in the war on crime, and is driven by some sort of tragedy in his past. He's highly individualistic, perhaps even to the point on believing that only he can really get the job done. He isn't one to put a lot of stock in super-powers, and believes that self-determination to see a goal, any goal, through to completion is where real strength lies.

Compelling the aspects provides a lot of opportunities for the character's general lack of true faith in others, including members of his own team, to come to the fore. The character can refuse to call for backup at a key moment against a more powerful foe, or might second guess a teammate's plan and go off on his own— to story complicating results.

## USING THE POWER SET

The Dark Vigilante has a unique power set structure— it's comprised entirely of stunts. This goes to one of the options in the rulebook on adding stunts to a power set. The purpose behind creating the character this way is that not only does it provide a power set aspect that can be invoked and compelled, but it also allows the hero to perform power stunts; in this case branching into other, combat related stunts and effects.

Beyond that, the Dark Vigilante is well equipped for his war on the criminal underworld. He can vanish even in plain sight, is a master at taking on multiple opponents in combat, is adept at finding clues, and possess both an enhanced combat armor costume, and an artificially intelligent combat jet to assist him. His ability to create tactics after watching his opponents for about 60 seconds makes him an expert at using the Create an Advantage action against opponents, either to enhance his own maneuvers or to assist his teammates.

## ENERGY CONTROLLER

### Aspects

<b>Concept:</b>	Military Metahuman Program Volunteer
<b>Motivation:</b>	Defend Freedom and the Constitution
<b>Other Aspects:</b>	Laws Exist For a Reason, A Flawed System Must Still Work, Do Not Become Like the Enemy

### Skills

<b>Superb (+5):</b>	Accuracy, Power
<b>Great (+4):</b>	Fight, Athletics
<b>Good (+3):</b>	Contacts, Leadership
<b>Fair (+2):</b>	Deceive, Physique, Provoke
<b>Average (+1):</b>	Empathy, Knowledge, Investigate, Treatment, Will

### Stunts

Situational Reflexes  
Strange Charm  
Uncanny Agility

### Power Set: Energy Mastery

<b>Aspect:</b>	A Living Battery of Potential
<b>Absorption 2</b>	(4-Hits)
<b>Blast 4</b>	(energy)
<b>Flight 4</b>	
<b>Invulnerability 4</b>	

### Stress & Consequences

**Physical Stress:** [1] [2] [3] [4] [5] [6]

**Mental Stress:** [1] [2] [3] [4] [5] [6]

#### Consequences

Mild Consequence (2)

Moderate Consequence (4)

Severe Consequence (6)

## USING THE ASPECTS

The Energy Controller is a former soldier, perhaps even SpecOps, that underwent an experimental process to become a metahuman. Devoted to the U.S. Constitution and the ideas of freedom and the pursuit of happiness, the hero also believes in the Laws of the Land. The Energy Controller will draw strength from the fact that the laws are what keeps society together, and even though the system is flawed, it's still a system that must be made to work. Believing in patriotism and the foundations upon which the country was founded, the hero strives to stand above his enemies, and not allow himself or his teammates to be brought down to their level.

Compelling the aspects provides a lot of opportunities for the hero's *All American Values* to be brought into play in ways that complicate a scene. This can be especially useful during interaction scenes, as well as in combat when more extreme measures might be required to bring a villain to justice.

## USING THE POWER SET

The Energy Controller's power set is straight forward. The hero can absorb up to 4-Hits from any energy attack, and can fire blasts of energy at villains. In addition to flying at incredible speeds, the hero is fairly invulnerable to many attacks.

## FERAL COMBATANT

### Aspects

<b>Concept:</b>	Former Secret Experiment
<b>Motivation:</b>	Using What Was Done to Me For Good
<b>Other Aspects:</b>	Nightmares of Past Tortures, Previously Brainwashed and Mentally Conditioned, The Berserker Within Is a Constant Struggle

### Skills

<b>Superb (+5):</b>	Athletics, Weapons
<b>Great (+4):</b>	Physique, Will
<b>Good (+3):</b>	Fight, Notice
<b>Fair (+2):</b>	Deceive, Provoke, Stealth
<b>Average (+1):</b>	Contacts, Investigate, Rapport, Thief, Vehicles

### Stunts

Everywhere at Once  
Into the Fray  
Iron Will  
One-Man Army  
Riposte  
Turnabout  
Uncanny Agility

### Power Set: Animalistic Mutation

<b>Aspect:</b>	Humanity Twisted into Something Else
<b>Hardiness 2</b>	
<b>Hyper-Sense 2</b> (hyper-hearing, hyper-olfactory)	
<b>Melee Attack 3</b> (claws)	
<b>Regeneration</b> (regrowth)	

### Stress & Consequences

**Physical Stress:** [1] [2] [3] [4] [5] [6] [7]

**Mental Stress:** [1] [2] [3] [4] [5] [6]

#### Consequences

Mild Consequence (2)

Mild Physical Consequence (2)

Moderate Consequence (4)

Severe Consequence (6)

## USING THE ASPECTS

The Feral Combatant is another archetype inspired by an iconic comic book character. The character was used as an experiment by a secret government organization that not only granted him powers, but also brainwashed him at some point in the past. Driven to now use what was done to him for good, the hero still suffers nightmares of the pain and anguish the process caused him (and perhaps about some of the things he'd done when brainwashed), and constantly struggles to keep a berserker rage in check.

Compelling the aspects is fairly straight forward. The character could be driven to commit certain actions or make certain decisions thanks to some residual brainwashing still existing. Likewise, the character might freeze in combat due to a flashback, or might even be driven into a rage that sees him attack friend and foe alike, or perhaps go too far and insist on killing an opponent.

## USING THE POWER SET

The power set is easy to play, and brings the Feral Combatant into up-close-and-personal combat. The hero uses his claws to slash through the opposition. His hyper-senses allow him to track just about anyone. He can take a little more punishment than the average person, and heals from damage at an accelerated rate.

Thanks to his stunts, the hero is especially hard to put down in a fight, and is at home when surrounded by a bunch of enemies. Good luck attacking him, because if someone misses the strike, the Feral Combatant is trained to unleash an immediate and devastating follow-up.

## HEROIC FLORA

### Aspects

<b>Concept:</b>	Plant Being Looking for a Place
<b>Motivation:</b>	Become One With Humanity
<b>Other Aspects:</b>	Friends Are the True Bond, All Nature is One, Humans Are Too Contradictory

### Skills

<b>Superb (+5):</b>	Power
<b>Great (+4):</b>	Fight, Physique
<b>Good (+3):</b>	Athletics, Empathy, Notice
<b>Fair (+2):</b>	Provoke, Rapport, Stealth, Thief
<b>Average (+1):</b>	Accuracy, Deceive, Knowledge, Treatment, Vehicles, Will

### Stunts

Empathic Read

### Power Set: Living Plant Physiology

<b>Aspect:</b>	Nature is a Powerful Conduit
<b>Melee Attack 3</b>	(multi-targeting)
<b>Plant Control</b>	
<b>Regeneration</b>	
<b>Teleportation 4</b>	(limit: requires plant material)

### Stress & Consequences

<b>Physical Stress:</b>	[1] [2] [3] [4] [5] [6]
<b>Mental Stress:</b>	[1] [2] [3] [4] [5]

### Consequences

Mild Consequence (2)

Moderate Consequence (4)

Severe Consequence (6)

## USING THE ASPECTS

Perhaps an avatar of an Earth spirit, or maybe even an extraterrestrial, the Heroic Flora is a walking, living, talking plant of one type or another. Or perhaps a mass of plants in a humanoid shape.

Not human, the character wishes to fit in with humanity and better understand them. While acting as a hero, it's still seeking its place in the world, and the friends it makes along the way are extremely important to it. It doesn't understand the back-and-forth nature of human behavior. Meanwhile, it's reluctant to really hurt someone, as it knows that all life is connected in ways humans do not yet understand.

Compelling the aspects can really shine in social interaction scenes where understanding the other person is vital. In combat, compels could see the hero go out of its way to help a friend— even if it allows the villain to escape. A compel could also cause it to hesitate from doing harm to another, even the villain.

## USING THE POWER SET

Although the Melee Attack power allows it to expand itself to attack all opponents within the same zone, the Heroic Flora is also very much a support type of character. It can expand itself across a zone to cover anyone it chooses and provide protection against injury. When damaged, it can regenerate itself quickly. As long as it has plant life to serve as a conduit, the Heroic Flora can teleport itself to anywhere on the planet.

## INVULNERABLE HERO

### Aspects

<b>Concept:</b>	Iconic Champion of Justice
<b>Motivation:</b>	Do Good and Inspire Others
<b>Other Aspects:</b>	Uphold the Values of Society, Fear is Only the Unknown, The Weight of the World

### Skills

<b>Superb (+5):</b>	Notice, Physique
<b>Great (+4):</b>	Fight, Rapport
<b>Good (+3):</b>	Empathy, Will
<b>Fair (+2):</b>	Contacts, Provoke, Weapons
<b>Average (+1):</b>	Athletics, Deceive, Stealth, Treatment, Vehicles

### Stunts

Extraordinary Determination
Face the Pain
Tough As Nails

### Power Set: Super Strong and Durable

<b>Aspect:</b>	An Unyielding Rock Against Evil
<b>Flight 3</b>	
<b>Hardiness 4</b>	
<b>Invulnerability 3</b> (unstoppable)	
<b>Super-Strength 3</b> (enhanced lifting, ground slam)	

### Stress & Consequences

<b>Physical Stress:</b>	[1] [2] [3] [4] [5] [6] [7] [8]
<b>Mental Stress:</b>	[1] [2] [3] [4] [5] [6]
<b>Consequences</b>	
Mild Consequence (2)	

Mild Physical Consequence (2)

Mild Physical Consequence (2)

Moderate Consequence (4)

Moderate Physical Consequence (4)

Severe Consequence (6)

## USING THE ASPECTS

Although not necessarily the most powerful hero in the world at this series level, the Invulnerable Hero has nonetheless become an icon to the world. The hero works daily to act as an inspiration to others, believing that doing good and helping those in need is extremely important. He embodies the best of society's values, and knows that only the unknown— a lack of understanding about something— brings about fear. Unfortunately, the public adoration and dependence upon him to always save the day pushes a great weight upon his shoulders.

Compelling the hero's aspects is a matter of using his *Always Do Right* attitude against him, especially when less "boy scout" tactics are required. The character isn't naive per se, he just believes there is always a high road to getting things done. Likewise, feeling like the weight of the world is on his shoulders might provide some good compelling opportunities as the hero slowly starts to snap beneath the pressure.

## USING THE POWER SET

As can be expected, the power set is straight forward to play. The character is resistant to damage, and can lift an incredible amount of weight. Likewise, his punches can break the average human without much effort. He's extremely difficult to put down in a physical fight, and his invulnerable skin allows him to ram through reinforced concrete with ease.

## POWER-ARMOR

### Aspects

<b>Concept:</b>	Hi-Tech Wealthy Hero
<b>Motivation:</b>	Money and Genius Should Be Used For Good
<b>Other Aspects:</b>	Past Regrets are Today's Strength, Building a Legacy to Leave Behind, Human Nature is Just Another Science

### Skills

<b>Superb (+5):</b>	Resources, Technology
<b>Great (+4):</b>	Accuracy, Rapport
<b>Good (+3):</b>	Knowledge, Notice
<b>Fair (+2):</b>	Athletics, Deceive, Fight
<b>Average (+1):</b>	Physique, Thief, Treatment, Vehicles, Will

### Stunts

Grease the Wheels  
Popular

### Power Set: Experimental Power-Armor

**Aspect:** Better Living Through Superior Technology

**Blast 3**

**Flight 3**

**Gravity Control**

**Hardiness 4**

\*\*Invulnerability 4 (energy absorption up to 4-Hits)

**Power-Armor Stress:** [1] [2]

### Power-Armor Consequences

Mild Consequence (2)

Moderate Consequence (4)

### Stress & Consequences

**Physical Stress:** [1] [2] [3] [4] [5]

**Mental Stress:** [1] [2] [3] [4] [5]

### Consequences

Mild Consequence (2)

Moderate Consequence (4)

Severe Consequence (6)

## USING THE ASPECTS

The power-armored hero is a bit of an enigma. He's filthy rich, and a genius to boot, and yet he uses his wealth and smarts to strap himself into a suit of hi-tech battle armor and put his life at risk for those less fortunate. He's struggling to atone for some sort of past sins (whether actual or perceived), and worries about the legacy he'll eventually leave behind. Unfortunately, his incredible smarts and focus on scientific knowledge has left him a little cold toward people in general, and he feels that even human behavior can be categorized and predicted based on scientific formula and principles.

Compelling the hero's aspects works best when his past regrets, or concerns about his reputation or legacy, would complicate a scene. Likewise, the technology of the power-armor might go wonky at times, or even shutdown completely. His lack of real understanding toward people is also an excellent source of aspect compelling.

## USING THE POWER SET

The hero's power set deals with taking damage as well as dishing it out. The suit's gravity control feature allows the power-armored hero to hold his own even against super-strong or super-fast foes.

The suit's ability to absorb and channel energy attacks makes it formidable in the field against most ranged metahumans.

## PSYCHIC COMBATANT

### Aspects

<b>Concept:</b>	Psychic Powered Combat Adept
<b>Motivation:</b>	Punish Those Who Hurt Others Pay
<b>Other Aspects:</b>	Fueled by Past Pain, Darkness is Within Everyone, Trust is Not a Commodity

### Skills

<b>Superb (+5):</b>	Mental, Will
<b>Great (+4):</b>	Athletics, Weapons
<b>Good (+3):</b>	Physique, Notice
<b>Fair (+2):</b>	Deceive, Empathy, Rapport
<b>Average (+1):</b>	Contacts, Knowledge, Leadership, Stealth, Thief

### Stunts

Emotional Trigger  
Indomitable  
Iron Will  
Master of Shadows  
Riposte  
Turnabout

### Power Set: Psychic Arsenal

<b>Aspect:</b>	A Mind's Pain is a True Weapon
<b>Emotion Control</b>	
<b>Luck</b>	
<b>Paralyze</b>	
<b>Psychic Blades 4</b> (deadly)	
<b>Telekinesis</b>	
<b>Telepathy</b>	

### Stress & Consequences

**Physical Stress:** [1] [2] [3] [4] [5] [6]

**Mental Stress:** [1] [2] [3] [4] [5] [6]

#### Consequences

Mild Consequence (2)

Mild Mental Consequence (2)

Moderate Consequence (4)

Severe Consequence (6)

## USING THE ASPECTS

The Psychic Combatant is a bit of a dark character. The aspects speak of past trauma and pain (whether physical or mental), and using that pain to fuel the powers. The hero is reluctant to trust others easily, maybe even extending to teammates, and believes that every living person, no matter how nice, is hiding a dark side. The various aspects are easy to invoke in a wide variety of social and combat situations.

Likewise, they're just as easy to compel. The inability to trust, the belief that no one is truly good, and the inability to let go of past trauma, all make for a stream of compels by a creative player and GM.

## USING THE POWER SET

The Psychic Combatant is both a ranged and close quarters combatant. The hero's telekinetic ability gives them a wide reach, while the psychic blades make sure that even in hand-to-hand combat they're ready to go. The variety of stunts make the hero extremely formidable in close combat, making the idea of engaging them close-up an unattractive one at best. The stunts also take into account the damage (or hardened) psyche, and allow them to ignore some levels of pain.

The hero is also skilled in the use of more traditional psychic abilities. They can facilitate telepathic communication, control another's emotions, paralyze a foe by shutting down their mind, and even affect the probability fields.



<b>SPEEDSTER</b>	
<b>Aspects</b>	
<b>Concept:</b>	Super-Fast Guy with a Big Mouth
<b>Motivation:</b>	Have Fun and Save the World
<b>Other Aspects:</b>	Trying to Escape the Shadows, Walking Pop-Culture Encyclopedia, Too Fast For His Own Good
<b>Skills</b>	
<b>Superb (+5):</b>	Athletics
<b>Great (+4):</b>	Notice, Provoke
<b>Good (+3):</b>	Accuracy, Investigate, Stealth
<b>Fair (+2):</b>	Deceive, Knowledge, Rapport, Treatment
<b>Average (+1):</b>	Fight, Physique, Resources, Technology, Weapons, Will
<b>Stunts</b>	
Doesn't Shut Up	
Fluid Technique	
Provoke Violence	
Superhuman Agility	
Uncanny Agility	
<b>Power Set: Superhuman Speed</b>	
<b>Aspect:</b>	The World is Like a Slow Spinning Top
<b>Melee Attack 2</b>	(dangerous, multi-targeting)
<b>Spinning</b>	(projectile attack)
<b>Super-Speed 4</b>	(hyper-reflexes 2, react in a flash)
<b>Stress &amp; Consequences</b>	
<b>Physical Stress:</b>	[1] [2] [3] [4] [5] [6]
<b>Mental Stress:</b>	[1] [2] [3] [4] [5] [6]
<b>Consequences</b>	
Mild Consequence (2)	
Mild Mental Consequence (2)	
Moderate Consequence (4)	
Severe Consequence (6)	

## USING THE ASPECTS

This hero has super-powers, and likes to have a good time even while saving the world. The hero loves to talk, and is adept at taunting his opponents. Being just a super-fast guy, however, he often feels overshadowed by his teammates and their more flashy abilities or skills, and is struggling to get the spotlight on himself. His speed also causes him to go about life too fast, and he needs to slow down to take in the smaller details— especially when it comes to people.

Compelling the Speedster's aspects is all about using his big mouth and showmanship against him, both in social and combat situations. He's good at what he does, but unfortunately it's overshadowed by his class-clown attitude.

## USING THE POWER SET

In addition to using his super-speed to react faster than others, turn objects into projectile weapons, and race around a zone punching enemy after enemy, the Speedster is also an expert at getting under a villain's skin. His taunts can cause enemies to make fatal mistakes, or even target him instead of more dangerous heroes, thereby allowing the speedster to set them up for finishing attacks by his friends.

His super-speed allows him to easily dodge attacks, even in close quarters.

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## VERSION 1.0a

OPEN GAME LICENSE Version 1.0a

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