

VENTURE CITY

RAVENNA



BRIAN ENGARD
ED TURNER

A WORLD OF
ADVENTURE FOR

FATE
CORE SYSTEM

It's not safe to venture into Venture City...

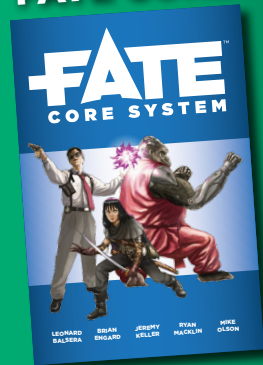
Take a trip to *Venture City*, a world of super-powers, villainous corporations, and ruthless gangs, set in a near-future where powers are for sale. From the corporate sponsored heroes to the supervillains in the news, and all the way down to the little guys who try to hide their powers, there are superheroes everywhere you see. Bring them to your *Fate Core* table with this *Venture City* compilation, which includes both *Venture City Stories* and *Venture City Powers*, written by masterminds Brian Engard and Ed Turner.

The *Venture City* compilation requires *Fate Core* to play. Inside, you'll find:

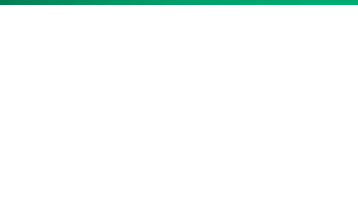
- An exciting new take on Fate-style super-powers, including suggestions on power suites
- A fully developed world full of rival factions, shady figures, and a variety of locations for the perfect showdown
- A simple system that uses issues to drive plot and gameplay
- A variety of pregenerated characters to drop into your campaigns
- A sample adventure—*Nothing Ventured*—plus a series of adventure seeds to help build a variety of campaign lengths



FOR USE WITH
FATE CORE



**Venture City. Pick a side,
pay your bill, and power up!**



VENTURE CITY

A WORLD OF
ADVENTURE FOR

FATE[™]
CORE SYSTEM

WRITING

**BRIAN ENGARD
& ED TURNER**

DEVELOPMENT

ROB DONOGHUE

EDITING

JOSHUA YEARSLEY

PROJECT MANAGEMENT

SEAN NITTNER

ART DIRECTION

MARISSA KELLY

LAYOUT

FRED HICKS

INTERIOR & COVER
ARTWORK

**TAZIO BETTIN &
ENRICA EREN ANGIOLINI**

MARKETING

CARRIE HARRIS

BUSINESS DEVELOPMENT

CHRIS HANRAHAN



**EVIL HAT
PRODUCTIONS**



An Evil Hat Productions Publication
www.evilhat.com • feedback@evilhat.com
@EvilHatOfficial on Twitter
facebook.com/EvilHatProductions

Venture City

Copyright © 2016 Evil Hat Productions, LLC, Ed Turner, and Brian Engard.
All rights reserved.

Portions first published in 2015 by Evil Hat Productions, LLC.
10125 Colesville Rd #318, Silver Spring, MD 20901.

Evil Hat Productions and the Evil Hat and Fate logos are trademarks
owned by Evil Hat Productions, LLC. All rights reserved.

No part of this publication may be reproduced, stored in a
retrieval system, or transmitted in any form or by any means,
electronic, mechanical, photocopying, recording, or otherwise,
without the prior express permission of the publisher.

That said, if you're doing it for personal use, knock yourself
out. That's not only allowed, we encourage you to do it.

For those working at a copy shop and not at all sure if this means
the person standing at your counter can make copies of this thing, they can.
This is "express permission." Carry on.

This is a game where people make up stories about wonderful, terrible,
impossible, glorious things. All the characters and events portrayed in this
work are fictional. Any resemblance to real people, superheroes, corporate
raiders, private security firms, or disgruntled office workers who can shoot
frickin' lazer beams from their eyes is purely coincidental, but kinda hilarious.

CONTENTS

Venture City	4	Machine Control	47
Heroes and Villains	4	Material Mimic	48
Crime and Punishment	5	Natural Weapon	49
Daily Life	5	Phasing	50
How This Book Works	6	Power Amplification	51
Making Your Character & Powers 7		Power Nullification	52
Basic Power	8	Power Replication	53
Enhancements	8	Precognition	54
Power Synergy	9	Regeneration	55
Power Themes	9	Shape-Shifting	57
Special Effects and		Shielding	58
Improved Special Effects	10	Slowing	59
Drawbacks	10	Super Agility	60
Collateral Damage Effects	11	Super Intelligence	61
Sample Characters	12	Super Senses	62
The Flamer	12	Super Speed	63
The Psychic	13	Super Strength	64
The Brick	14	Super Toughness	65
The Ghost	15	Telekinesis	66
The Speedster	16	Telepathy	67
The Transhuman	17	Teleportation	68
The Chameleon	18	Wall-Crawling	69
The Deity	19	Weather Control	70
The Doppelganger	20	Power Themes	71
The Formless	21	Corruption	71
The Insect	22	Electricity Projection	72
The Merc.	23	Fire Projection	73
The Metalhead	24	Frost Projection	74
The Monster	25	Shadow Projection	75
The Oracle	26	Super-Form	76
Powers Catalog	27	Technology	77
Animal Control	27	Making Your Venture City	78
Creature Summoning	29	Issues	78
Disguise	30	Factions, Places, and People	80
Duplication	31	Splitstream's Crew	81
Elasticity	33	Mitsuhamas Splice Corporation	84
Energy Absorption	34	Aegis Securities	89
Energy Blast	35	The Neighborhood Watch	92
Flight	36	Mini-Adventures	98
Gadgeteering	37	How These Work	98
Harm	39	The Tail	99
Healing	40	The Casualty	99
Illusion	41	The Tower	99
Influence	42	The Mob	99
Invisibility	44	The Press	100
Item Summoning	45	The Blackout	100
Plant Control	46	The Nemesis	100

VENTURE CITY

Welcome to Venture City! It's a city of millions, a sprawling urban metropolis full of crime, corruption, and violence. It's a city where the rich and elite—few as there might be—control nearly everything. It's a city where crime prevention and public safety are privatized, and police forces are owned by corporations. It's a city with a huge, disenfranchised underclass that will do what they must to make ends meet.

Venture City is a place of extremes, a place of deep, concealing shadows and stark, antiseptic light. It's a place of heroes and villains, exemplars of justice and personifications of evil.

Okay, maybe that last bit is a lie.

What Venture City *really is* is gray. Sure, you've got extremes: rich and poor, light and dark, safe and dangerous, hero and villain. But in between are vast expanses of murky morality, people who don't exist as part of the established system. People like you.

Welcome to Venture City. It's a lot like the rest of the world.

Heroes and Villains

You know the heroes and villains. You see them on TV, you know their names, you buy their action figures. Here's the thing, though: anyone the media calls a "hero" is sponsored by one of the big multinationals. Every one. Do they do good things? Sure. But they do it on the company dime, and that makes them beholden to company policy. You see the heroes saving people, stopping disasters, thwarting villains. But who decides who's worth saving, what's really a disaster, who's really a villain?

Villains. Yeah. That's a much murkier area. Some of them are bad, don't get me wrong; some of them do things that would make history's greatest monsters proud, and they do it for personal gain or revenge or for no reason at all. But most people who get painted with that "villain" brush are just supers without a corporate sponsor. They're off-book. Unsanctioned.

So where do they all come from? A while back, maybe sixty years ago, supers started cropping up. You'd find people who could fly or teleport or burn things with their eyes, and nobody knew quite what to make of them. They all had their own spin on the origin story. Aliens, radiation, traumatic injury, super-science, whatever. Some of it had a kernel of truth; some was pure bunk.

Here's what we know now: Supers have a particular gene sequence that enables their powers. The potential for these powers is in every man, woman, and child, but it's only turned on for certain people. Different things can turn it on, but—like getting cancer from smoking or dying from a lightning strike—it doesn't happen to everyone. There's no reliable way to reproduce it.

At least, there wasn't until about five years ago. See, the corporations rounded up a bunch of these supers, shipped them off to R&D, dissected them and studied them and poked and prodded to see what made them tick. And then

one corp, Mitsuhama Splice Corp, figured it out. They figured out how to turn that gene sequence on and off, how to alter it to get specific effects. How to custom-build superheroes.

Didn't take long for the tech to spread. Some spy stole the research for their corporation, then maybe sold it to a third party for some filthy lucre, and now they've all got it. That's the key, though: the corporations have it. Regular folk? We have to rely on happenstance to get our superpowers, if we get them at all. The corps hold all those cards.

Crime and Punishment

Like the rest of the world, all policing—crime prevention and investigation, public safety, and so forth—is privatized. Each corporation has its own private police force, every one happy to take your cash for the privilege of their protection. If you can't pay, you're on your own.

Crime, as you might expect, is rampant in those places where nobody can afford corporate security. It's an accepted fact of life. In the nice parts of town, most of the crime is white-collar, corporate espionage and embezzling and that kind of thing. Out in the sprawl, anything goes. It's only illegal if it steps on the toes of someone who can actually do something about it.

The heroes help some. When the corps need some good PR, they send their pet supers into the sprawl to stop big, high profile crimes . . . when they're not busy perpetrating crimes on other corporations, at least. Sometimes you also get unsanctioned heroes, non-corp supers who will help a neighborhood out for maybe some free room and board or just a heads-up if the corporate heroes come knocking. They've got to keep a low profile, though. Stop too many crimes and you're stepping on the corporations' toes, cutting into their bottom line. And that, of course, is illegal.

Daily Life

You've got three socioeconomic strata in Venture City. First, there are the rich. Politicians, CEOs, and other bigwigs who are tied to one or more corporations and who can afford luxury and safety. They make up maybe a half a percent of the population, but they hold the lion's share of the power and money.

Then you've got the wageslaves. They work for the corps, so they get protection and security and a place to live and a monthly wage to spend at the company store. But they aren't called "slaves" for nothing. You sign with a corporation, they own you in perpetuity. Hell, they own your corpse when you die—you know, for science. Leaving one corporation for another, or just going your own way, is called "defection" because it's *illegal*. It's a crime punishable by a good long time in prison—also privatized.

Then you've got everyone else. We live out in the sprawl, we work at local stores or out of our homes, we make just enough to scrape by, and we don't get any kind of security or protection from anyone unless we can pay.

HOW THIS BOOK WORKS

Venture City is an adventure toolkit for *Fate Core*. It's a sandbox environment where you can create your own stories, sort of a mini-setting with situations you can use as springboards to tell the stories you want to tell.

First we'll give you rules for creating characters (page 7), as well as some partially pregenerated characters (page 12). The character creation rules will tell you how you can make your own superpowers, and the pregens provide some examples. There are some examples in the adventure proper, too.

After that you'll find an extensive list of pre-made powers you can use (page 27). This isn't an exhaustive list of all the superpowers you can use in *Venture City*, and it's not meant to be. If you want to make something that isn't listed there, do it!

Then we'll give some guidelines for making your very own *Venture City* (page 78), along with a bunch of example issues for your game. We'll talk about the different things your adventure might be about, and we'll provide you with some impending and current issues you can use to steer things in that direction.

Alongside these guidelines is the adventure *Nothing Ventured*. We'll go into the various **factions** in *Venture City*: the corporations, private security forces, heroic and villainous organizations, street gangs, and other groups. Each faction has its own aspects and skills, **places** important to them, and some prominent **people** you might run into—the movers and shakers, or otherwise noteworthy individuals. Finally, we give some mini-adventures you can run (page 98). You don't have to use everything we give you; choose what suits your story best.





MAKING YOUR CHARACTER AND POWERS

When you make your character, do so exactly as in *Fate Core*, but with one addition: you get powers.

Powers are a lot like stunts, except bigger, flashier, more powerful, and more complex. Each power you build costs a certain number of stunts, but don't worry about not having enough! We're giving you three bonus stunts on top of what you normally get from *Fate Core* to use exclusively for building powers. To add to your powers or build new ones, you can also spend refresh and use your normal allotment of free stunts as you would when building normal stunts. The three free stunts you're getting in this adventure *have* to be used for powers, though.

Most characters have a single power. Some might have two, but that's where it tops off. Powers are big and complex enough that more than two would be a bit unwieldy. What you *can* do, however, is build multiple effects into a single power, creating a power suite that does a bunch of related things.

To build powers, you can use the list of powers starting on page 27 to create a working power suite in just a few minutes. As a player, if you know the basic sort of super you want to play, you can jump straight into the action. As a GM, this can help you come up with powers quickly when players encounter new super-powered NPCs.

POWER BUDGET

NPCs' power suites aren't usually as complex as the player characters', so when you're designing powers for them, you'll be spending fewer stunts. Nameless NPCs, when they have powers at all, have one or at most two stunts' worth of powers, and they don't get collateral damage or special effects. Supporting NPCs may have three to four stunts' worth of powers, including a collateral damage effect. Main NPCs are built the same way as PCs, including their powers.

Basic Power

To start, think about what you want your power to do. What is your character's shtick? What's the big flashy thing you do that other people can't do? Maybe you're inhumanly fast, or super strong, or you can fly, or you shoot energy blasts from your hands.

Then, find a power that matches your concept and buy its basic form. This is the stunt-like ability that covers the absolute minimum of what the power can do, and purchasing it costs one stunt. This is just the most stripped-down form of your power, so don't worry if sounds a little generic; you'll make it more exciting in a moment.

Miles isn't sure what sort of hero he'll be playing, but he knows that he wants to fly, so he starts with Flight. After purchasing Basic Flight, he still has two stunts that he must spend on powers, three free stunts, and three refresh he can trade in for stunts if he wants.

Enhancements

An enhancement is an extra effect that you stack onto your basic power. Every enhancement costs one stunt. You can purchase as many enhancements as you can afford, and some enhancements can be purchased multiple times. For instance, most powers have an enhancement titled **Master [Power Name]**, which just improves the basic power, usually by adding a +2 bonus to the appropriate rolls. You can buy that enhancement as many times as you want, knocking the bonus up to +4, +6, or beyond.

Miles wants to be a great flyer, so he invests in Master Flight, purchasing the enhancement twice. In total, this adds a +4 bonus to his Athletics rolls while in the air. He's now used the three stunts that must be spent on powers, but still has three free stunts and three refresh left.



Power Synergy

A power synergy is another basic power added to your foundational power. You're not making a new power from scratch: your power suite will still only have one drawback and one collateral damage effect. The synergy just adds a new facet to the power suite you're creating. Purchasing a power synergy costs one stunt.

Each power has a short list of common synergies: powers that often work well with the foundational power. Your synergy might be a set of complementary powers—like being super strong *and* super tough—or perhaps your synergy lets you use a power in a specific, new way—like combining your abilities to summon fire and to shoot energy blasts in order to throw fireballs at your enemy.

You are not limited to the suggested synergies, though. You can take any other power you want, as long as you can justify how they're part of the same power suite. For instance, Wall-Crawling and Energy Blast don't necessarily go together, but if you explain that the energy blast is really a concentrated ball of the same sticky stuff you use to climb walls, then you have a power synergy.

When you purchase a power synergy, you can also purchase any enhancements that apply to your new power. In addition, when it comes time to pick special effects, drawbacks, and collateral damage effects, you can pull from your foundational power or any of the power synergies you've added to it.

Miles sees Super Speed on the list of power synergies for Flight, and thinks it would be a good addition: he'll be able to move quickly when he needs to, though he'll still focus on deft maneuvering. He purchases it, as well as the Improved Reaction Time enhancement for Super Speed, so he'll be able to jump into a fight faster. He spent two stunts, leaving him with one free stunt and three refresh.

Power Themes

Power themes are like enhancements and power synergies, but they don't add new abilities to your power suite. Instead, they color how your power presents itself. You might add an elemental effect to your power, or make it based on technology rather than on the superpower gene.

Because the actual effects of power themes are limited, you may purchase one for free. Each theme beyond the first added to a power costs one stunt. Like power synergies, each theme has a short list of enhancements, drawbacks, and collateral damage effects, which become available to purchase or select when you purchase the theme.

Miles imagines his speedy flyer moving like a bolt of lightning, so he takes the Electricity Projection theme. Now, whenever he flies or moves at super speeds, he generates sparks. He also picks up the Stunning Blow enhancement for Electricity Projection, which will make him slightly more valuable in a fight. Picking up the theme was free because it was his first. The enhancement cost his last free stunt, leaving him with three refresh.

Special Effects and Improved Special Effects

A **special effect** is an extra-special thing you can pull off when you succeed with style. Whenever you succeed with style on a roll that utilizes one of your powers, you can forgo the normal benefits of succeeding with style to add one of your special effects instead. You can also spend a fate point to add a special effect to any successful roll, even if you've already got a special effect attached to that action. Special effects *always* happen in addition to the normal effects of success.

Your power starts with two special effects. If you want more, you can buy them with a stunt or refresh; each stunt or refresh you spend gets you two more special effects. If you need special effects, use the following list. If our suggestions don't suffice, you can create your own special effects using this list as a guideline.

- **Forced Movement:** You move your target up to two zones.
- **Area Attack:** Attack everyone in a zone.
- **Inflict Condition:** You add an aspect to the target, which you can invoke once for free.
- **Extra Movement:** You can move up to two zones for free.
- **Physical Recovery:** You recover from all physical stress.
- **Mental Recovery:** You recover from all mental stress.
- **Extra Action:** You can split your shifts between two different yet related actions, adding a +1 to each action.

In addition, some powers have an **improved special effect**. An improved special effect works just like a special effect: you can use the effect when you succeed with style or spend a fate point while using your power. However, improved special effects are unique to their power and do bigger stuff than regular ones. The trade-off is that they're more expensive: one stunt buys one improved special effect.

Miles really likes the look of the Bullrush improved special effect for Flight. He picks Physical Recovery and Inflict Condition as his two free special effects, and purchases Bullrush. He converts one refresh into a stunt, allowing him to purchase Bullrush. Now he's down to two refresh and thinks he should stop there.

Drawbacks

Every power has a short list of possible drawbacks. These highlight problems that the power may bring you—a limitation on the power or a nasty side effect. Drawbacks are aspects, like a power's trouble, but do not replace your character's trouble. Choose one drawback or create one of your own.

Miles looks at the drawbacks associated with his powers. He's tickled by the idea of a hero with giant, visible bird wings, so he picks **Very Noticeable** as his drawback for Flight. He imagines that the wings crackle with lightning as he flies.

Collateral Damage Effects

Super-beings throw a lot of power around, power that often has unintended consequences. Sometimes city blocks get leveled; sometimes innocent bystanders get hurt. Your collateral damage effect is an extra benefit—something super-potent you can do with your power, often to great narrative effect.

Each power lists a number of collateral damage effects. Choose one from a power you've chosen, or make one of your own.

You can choose to use this effect at any time, but using it comes at a cost: you inflict a situation aspect on the area around you that represents the collateral damage you've caused. The GM gets to determine the exact nature of that aspect each time you use it.

Miles really wants the Megaton Punch effect so he can attack every target in a zone. However, because he's also a super-speedster, he decides that instead of smashing the ground to make a shockwave, he uses his lightning-infused speed to zip around and shock everyone in the zone, tearing up the place with random flying sparks.

OTHER COLLATERAL DAMAGE OPTIONS

Instead of picking the collateral damage effect for a power you've purchased, you can pick a power that you don't have, and either use a collateral damage effect from its list, or create a collateral damage effect from the basic power itself. This can represent an aspect of your character's power suite that they haven't trained with, or an application of their power that's a bit outside what it should be able to do, which is why it causes collateral damage. Building a collateral damage effect like this is especially useful for adding versatility to a character, granting someone with a lot of utility powers a strong attack, or giving a character who's built for fighting a way to get out of trouble fast.

Miles changes his mind about the Megaton Punch: he wants a power that makes him more mobile. Seeing Phasing on the list of power synergies for Super Speed, he decides to make that his collateral damage effect. It's something his power lets him do, but it's too outside of his comfort zone to do safely. He turns it into a new collateral damage effect: If he needs to, he can build up enough speed to phase right through virtually any amount of solid matter, but doing so leaves lasting damage in whatever structure he moved through.

SAMPLE CHARACTERS

Each of these characters has some suggested aspects, some suggested skills, and a power or two. They're all of equivalent power level, though some may have more stunt slots and refresh left than others.

The Flamer

You like fire. You can make it, control it, even wreathe your body in it. It's hella fun.



Suggested Aspects: *Burn Burn BURN!; Hardened by Fire; High Body Count; Simmering Rage; Purifying Flames*

Suggested Peak Skill: Shoot

Suggested Other Skills: Athletics, Fight, Provoke

Power

Pyrokinesis: You can shoot fire from your hands with Shoot up to 3 zones away. You can also control existing fires with Provoke. Finally, you're immune to damage from fire or heat.

POWER BREAKDOWN

- Energy Blast
- Fire Projection
 - ↳ Friend to Flames
 - ↳ Fire Control

Special Effects: Area Attack, Inflict Condition

Drawback: *Uncontrollable*

Collateral Damage Effect: If you're willing to burn everything and everyone you touch, you can wreathe yourself in flames for a few minutes. During this time, people who you touch—or touch you—get burned to the tune of a mild physical consequence, and you set things on fire with your mere presence.

Costs: 3 stunts

Stunts Left: 3

Refresh Left: 3

The Psychic

The psychic has amazing mental powers, both telepathic and telekinetic. He can control and read minds, move objects, and even fly.

Suggested Aspects: *First Class Telepath; I Know Things; Puppet Master; Can't Shut the Voices Out; Will of Iron; Heart of Stone*

Suggested Peak Skill: Will

Suggested Other Skills: Deceive, Empathy, Investigate, Notice, Rapport

Power

Telepathy: You can use Empathy, Investigate, or Notice to glean things from peoples' minds. For example, you could use Empathy to find out what someone is feeling, Notice to detect the presence of unfamiliar minds, or Investigate to delve into someone's thoughts. You can also use Will to launch mental attacks. If you take someone out with such an attack, you can either render them comatose or take control of their mind.

POWER BREAKDOWN

- Telepathy
 - ↳ Telepathic Flexibility x2
 - ↳ Mental Blasts

Special Effects: Area Attack, Inflict Condition

Drawback: *Psychic Feedback*

Collateral Damage Effect: If you choose to inflict collateral damage, you can lock down everyone else in a scene, effectively freezing them. They can't take physical actions, but they can still invoke aspects and perform mental tasks. They can also attempt to break out with an overcome action with Will, opposed by your Will. On each of your turns, you must concentrate (using your action) to keep them frozen. The psychic brain-lock will definitely have lasting effects on their brains.

Costs: 4 stunts

Power

Telekinesis: You can move physical objects and make attacks with Will as you would with Physique or Fight; you can affect anything within three zones of you. You can also defend against physical attacks with Will by erecting a telekinetic shield. Finally, you can use Will to fly; it works like Athletics, but allows for vertical movement as well as horizontal.

POWER BREAKDOWN

- Telekinesis
 - ↳ Long-Distance Telekinesis
 - ↳ TK Shield
- Flight

Special Effects: Extra Movement, Forced Movement

Drawback: *Hard to Control*

Collateral Damage Effect: If you're willing to deal collateral damage, you can pretty much punch through any barrier or lift any object within reason, or lash out at every target in a zone with a full strength attack.

Costs: 4 stunts

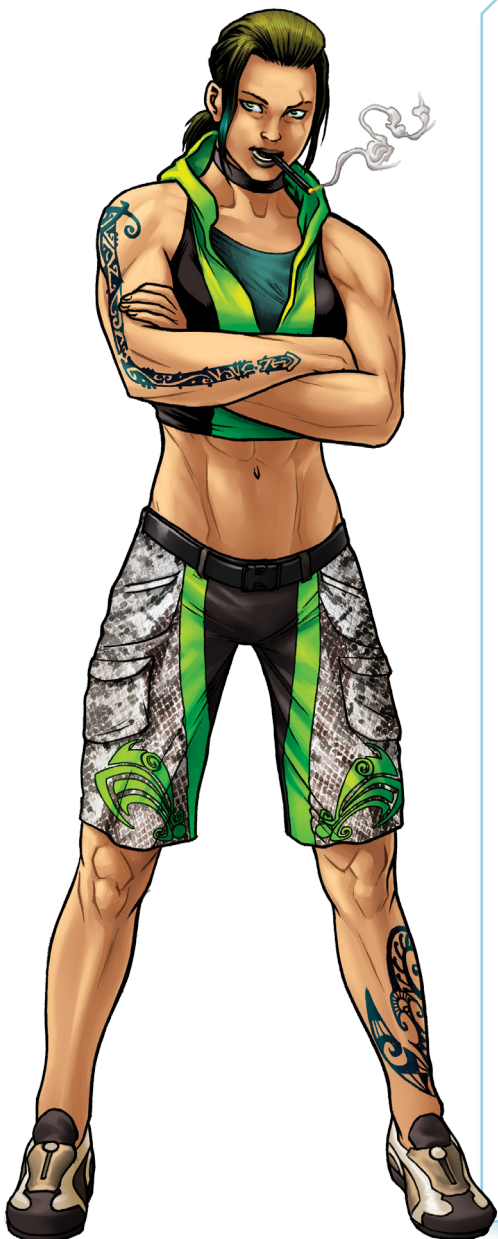
Total Cost: 8 stunts

Stunts Left: 0

Refresh Left: 1

The Brick

The brick is big and tough and strong. She can smash through most barriers, turn enemies into red stains, and soak up huge amounts of punishment with nary a flinch.



Suggested Aspects: *Living Engine of Destruction; Giant with a Gentle Soul; Monstrous Appearance; Shrug It Off; "Time to SMASH!"*

Suggested Peak Skill: Fight or Physique

Suggested Other Skills: Athletics, Provoke, Will

Power

Powerhouse: You're inhumanly strong and tough.

As long as you're using brute strength, you get a +4 to Physique rolls and a +2 to Fight rolls. You also get Armor:4 against physical attacks like punches, stabs, gunshots, and getting thrown through buildings.

POWER BREAKDOWN

- Super Strength
 - ↳ Master Super Strength
- Natural Weapon
- Super Toughness
 - ↳ Implacable

Special Effects: Area Attack, Forced Movement, Inflict Condition, Physical Recovery

Drawback: *Destructive Rage*

Collateral Damage Effect: When you choose to inflict collateral damage, you can choose one of the following: take out a nameless NPC (or more than one, if you use Area Attack), inflict a moderate physical consequence on a named NPC, attack all targets in a zone at full strength, or ignore a physical attack entirely. This effect likely occurs because you're smashing things or because the area around you gets damaged as you shrug the attack off.

Costs: 6 stunts

Stunts Left: 0

Refresh Left: 3

The Ghost

The ghost goes unnoticed. He walks through walls, turns invisible, and can even teleport when she needs to. He's the ultimate infiltrator.

Suggested Aspects: *“You won't see me coming.”; Easily Overlooked; Attachments Are Weaknesses; Troubled Past; Silence Is Golden*

Suggested Peak Skill: Stealth

Suggested Other Skills: Burglary, Contacts, Deceive, Investigate

Power

Ghost: You can turn invisible, granting you a +6 bonus to Stealth rolls to avoid visual notice. You can also use Burglary to walk through walls; the denser the material, the harder it is to walk through.

POWER BREAKDOWN

- Invisibility
 - ↳ Master Invisibility ×2
- Phasing

Special Effects: Inflict Condition, Physical Recovery

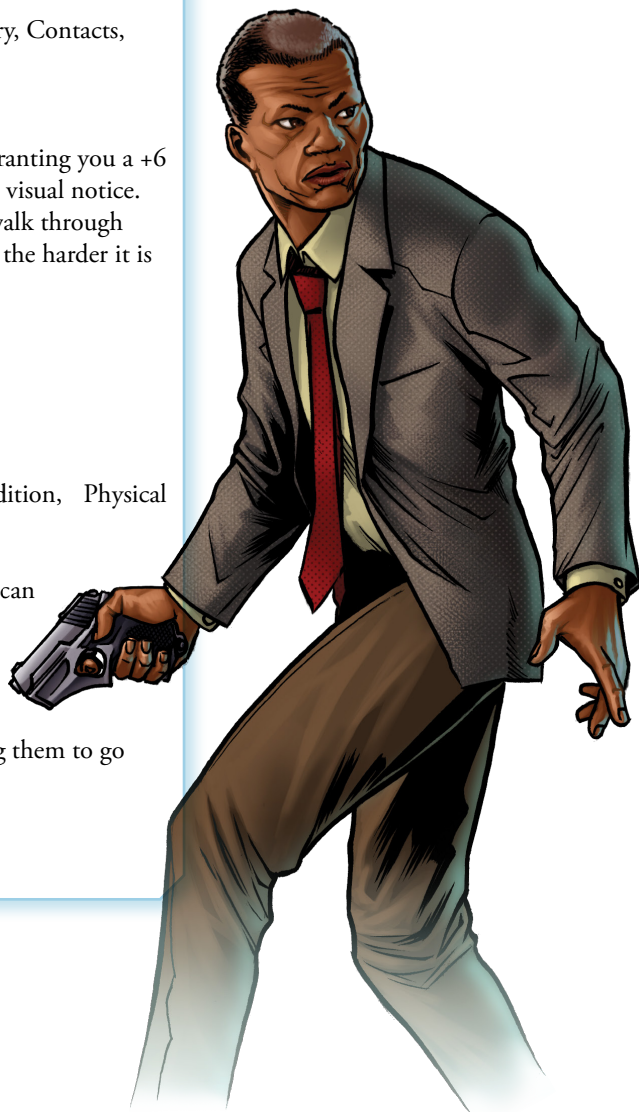
Drawback: *Exhausting*

Collateral Damage Effect: You can teleport to any location you can see or know intimately, but your arrival causes an electrostatic discharge that messes with machines, causing them to go haywire.

Costs: 4 stunts

Stunts Left: 2

Refresh Left: 3



The Speedster

The speedster doesn't just move fast, she practically flies along the ground. She's so fast that she can even move across liquids and up vertical surfaces. You don't want to get into a fistfight with her.



Suggested Aspects: *Live Fast, Leave a Pretty Corpse; Adrenaline Junkie; Now You See Me . . . ; “Hope you can keep up!”; High Risk, High Reward*

Suggested Peak Skill: Athletics

Suggested Other Skills: Fight, Notice, Physique, Provoke

Power

Super Speed: You can move really fast.

You get a +6 bonus to Athletics rolls involving moving quickly, and you can use Athletics to run up walls or across liquids. You also get a +2 to Fight rolls, provided you're up close and personal and you're fighting in a situation where superior speed would help you.

POWER BREAKDOWN

- Super Speed
 - ↳ Master Super Speed ×2
- Natural Weapon

Special Effects: Area Attack, Extra Movement

Improved Special Effect: Lots of Actions (an improved Extra Action: you can split your shifts among up to three different actions, adding +1 to each)

Drawback: *Burn Out*

Collateral Damage Effect: If you're willing to tear up the streets—shattering glass, injuring pedestrians, and such—you can travel pretty much anywhere in the same city in the span of a single exchange.

Costs: 5 stunts

Stunts Left: 1

Refresh Left: 3

The Transhuman

The transhuman has a superpower gene that just wouldn't activate, so she invested in some old-fashioned cyberware instead. She's covered with chrome, and she's a little better at just about everything.

Suggested Aspects: *More Machine than Human*; *"I just wanted to be special."*; *Unpredictable Equipment*; *Healthy Distrust for Supers*; *Lots of Money to Spend*

Suggested Peak Skill: Physique

Suggested Other Skills: Fight, Notice, Athletics, Investigate

Power

Cyberware: You've had numerous black-market enhancements grafted into your body: a new arm, an old-fashioned cybernetic eye, specially encased nerves in your legs, and aluminum-plated bones. The ultimate result of all this: You gain +2 to Physique when using pure physical strength, +2 to Investigate when using your cyber-eye, +2 to Fight when using your prosthetic arm, and Armor:2 against physical damage. Finally, because your body has been so modified, you can use your special effects whenever you succeed with style while using Athletics.

POWER BREAKDOWN

- Technology Power Theme
 - ↳ Intense Training (Athletics)
- Super Strength
- Super Senses (sight)
- Natural Weapon
- Super Toughness

Special Effects: Physical Recovery, Mental Recovery, Inflict Condition, Forced Movement, Extra Movement, Area Attack

Drawback: *Need to Recharge*

Collateral Damage Effect: You have a pop-up shoulder-mounted grenade launcher. Of course you do. You can attack every target in a zone, up to three zones away, using Shoot. This will, of course, cause a bit of collateral damage.

Cost: 7 stunts

Stunts Left: 0

Refresh Left: 2



The Chameleon

The chameleon doesn't want to be seen. He can blend in with his surroundings to the point where he becomes a part of them. When trouble brews, he runs up the wall and away.

Suggested Aspects: *Easily Overlooked; One with My Surroundings; Silent as a Breeze; "When in doubt, run away!"; A Sneaker, Not a Fighter*

Suggested Peak Skill: Stealth

Suggested Other Skills: Physique, Athletics, Deception

Power

Chameleonic Camouflage: By altering the color and patterns of your skin, you can blend into your surroundings, giving you +4 to Stealth against being seen. By rolling Physique against Fair (+2) opposition, you can actually convert your body into the substance you are mimicking, gaining the aspect *Body of [Substance]* for as long as you stay in contact with it. In addition, you have the chameleon's ability to climb up walls and even across ceilings as easily as you walk along the ground.

POWER BREAKDOWN

- Invisibility
 - ↳ Master Invisibility ×2
- Material Mimic
- Wall-Crawling

Special Effects: Extra Movement, Physical Recovery

Drawback: *Spontaneous Chameleon Reflex*

Collateral Damage Effect: If you're in a tight spot, instead of simply mimicking a surface, you can phase right through it, emerging on the other side. While it's a useful escape mechanism, it's very unpleasant and can damage the structure you're moving through in unpredictable ways.

Cost: 5 stunts

Stunts Left: 1

Refresh Left: 3

The Deity

The deity has styled herself after the Greek gods: inhuman strength, invulnerability, and the ability to toss lightning bolts at anyone who annoys her. A toga completes the look.

Suggested Aspects: *I'm Only Arrogant Because I'm Better than You; Purveyor of Ancient-Seeming Wisdom; Gods Have Short Tempers; The Center of Attention; Intimidated by High Technology*

Suggested Peak Skill: Physique

Suggested Other Skills: Shoot, Fight, Provoke, Athletics

Power

Godly Mantle: You have the powers of a god of thunder. Because you have godly invulnerability, you have Armor:4 against all physical attacks and an extra physical stress box. You gain +2 to Physique when performing feats of strength. You have domain over lightning: you can generate bolts of lightning, which you can hurl with Shoot up to six zones away. In addition, you can briefly convert yourself into lightning, allowing you to pass short distances through conductive materials.

POWER BREAKDOWN

- Super Toughness
 - ↳ Master Super Toughness
 - ↳ Implacable
- Super Strength
- Electricity Projection Power Theme
 - ↳ Conductive Trip
- Energy Blast
 - ↳ Long-Range Blaster

Special Effects: Inflict Condition, Physical Recovery

Drawback: *Don't Know My Own Strength*

Collateral Damage Effect: You can encase yourself in a shell of electrical energy, which keeps you safe while firing off random bolts of power everywhere. While in this shell, you have Armor:6 against physical assaults, and anyone who tries to attack you using Fight suffers a mild consequence as the lightning strikes them.

Cost: 7 stunts

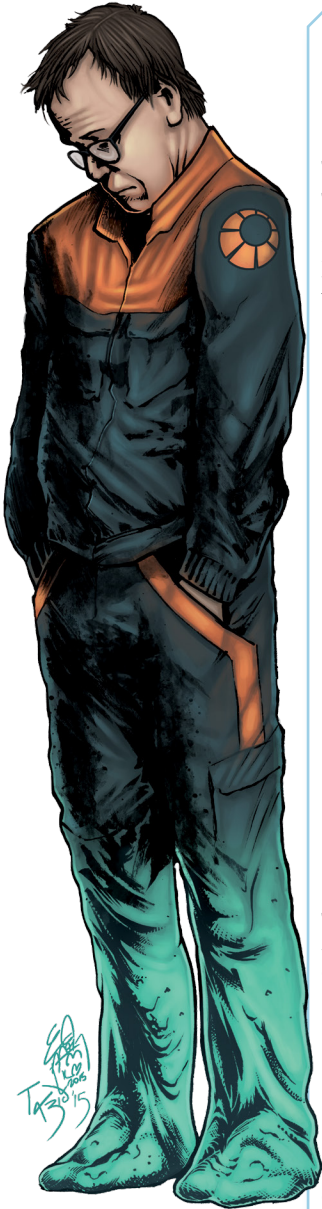
Stunts Left: 0

Refresh Left: 2



The Doppelganger

The doppelganger likes to sow chaos by pretending to be someone else. He can use this for clever spying, but it's more fun when his target is right there, and nobody knows who to trust anymore.



Suggested Aspects: *Good at Reading People; Everyone's Best Friend; Classically Trained Actor; At Home When Everyone Else Is Panicking; Learned to Pick Locks in Grade School*

Suggested Peak Skill: Investigation

Suggested Other Skills: Deceive, Rapport, Stealth, Burglary

Power

Mirror Image: As long as you've spent a few minutes observing someone closely, you can change your appearance, body shape, and voice to mimic them. While mimicking, you gain +4 to Deceive against anyone attempting to see through your disguise. You can even disguise your clothes and generate small props, although they won't be functional. In addition, you gain +2 to Investigate when trying to read the mind of a target in your zone or an adjacent zone, searching for specific memories and information you might find useful. Unfortunately, both your disguise and the memories you pick up are temporary; after about ten minutes, they fade away.

POWER BREAKDOWN

- Disguise
 - ↳ Master Disguise
 - ↳ Sartorial Deception
- Telepathy (using Investigate)
 - ↳ Master Telepathy

Special Effects: Inflict Condition, Mental Recovery

Drawback: *Short-Term Effect*

Collateral Damage Effect: You can use your telepathic powers to throw an area into chaos. You psychically link up everyone in the scene and turn their mental volume up to the max, forcing everyone to hear everyone else's thoughts shouting at them. This effectively deafens everyone in the scene, and introduces a Good (+3) obstacle to anyone who attempts a purely mental task.

Cost: 5 stunts

Stunts Left: 1

Refresh Left: 3

The Formless

The formless might have been human once, but when its power kicked in, its body collapsed into a shapeless mass of flesh. But there's still an intelligence animating that flesh, moving it and changing its shape.

Suggested Aspects: *"I was once a man!"; A Grotesque Monster; Keeps Out of Public View; No Obvious Vulnerable Spots; Would Give Anything to Turn Back*

Suggested Peak Skill: Physique

Suggested Other Skills: Fight, Athletics

Power

Morphing: As an action, you can change your shape by rolling Physique against Fair (+2) opposition. You can turn into any creature you can think of, including a human, gaining the aspect **Body of [Creature]** for the duration, although you will always be an unconvincing facsimile. Whatever your form, you have enhanced strength because you don't have bones holding you back: you gain +2 to Physique when performing feats of strength. You can also stretch and squeeze yourself; this lets you interact with objects or make Fight rolls in adjacent zones without moving, just by stretching a limb or tendril over there, and you can squeeze through enclosed spaces easily.

POWER BREAKDOWN

- Shape-Shifting
 - ↳ Master Shape-Shifting
- Super Strength
- Elasticity
- Corruption Power Theme

Special Effects: Physical Recovery, Area Attack

Drawback: *Hard to Hold Together*

Collateral Damage Effect: You can lunge up and slam down on a target, completely engulfing them. Doing so takes out nameless NPCs entirely; PCs and named NPCs cannot move or take physical actions except attempting to escape, which is a Fight roll against your Physique with a +4 bonus. You can still take action, but if you move, you release whomever you are holding.

Cost: 4 stunts

Stunts Left: 2

Refresh Left: 3



The Insect

The insect has all the advantages of a bug—walking up walls, incredible strength relative to her size, and an innate ability to sense and evade danger—without the disadvantage of being an inch long.



Suggested Aspects: *“Can’t catch me!”*; *At Home in High Places*; *My Big Mouth Gets Me In Trouble*; *Natural Gymnast*; *“I can’t stand bullies.”*

Suggested Peak Skill: Notice

Suggested Other Skills: Athletics, Fight, Provoke

Power

Insectoid: You have the powers of the insect world flowing through you. You can walk up walls and across ceilings as easily as moving along the ground, and your proportionally enhanced strength gives you +2 to Physique during feats of strength. In addition, you have an insect’s enhanced reaction time; you can use Notice with a +2 bonus to defend against all forms of physical attacks, and you always act in combat before anyone without enhanced reactions.

POWER BREAKDOWN

- Wall-Crawling
- Super Strength
- Precognition

Special Effects: Extra Movement, Extra Action

Drawback: *Small*

Collateral Damage Effect: If there’s an attack coming for you, you can bug out, leaping from the floor to a wall or a lamppost in a single bound. This lets you shrug off all physical damage from a single source, but the attack still lands wherever you were and does a mess of collateral damage.

Cost: 3 stunts

Stunts Left: 3

Refresh Left: 3

The Merc

The merc is a hired killer, and he excels at his work. He's got two powers at his disposal: a nearly supernatural skill with guns, and a decidedly supernatural ability to just not get hurt no matter what goes down.

Suggested Aspects: *No Connections to Tie Me Down; I've Outlived All My Friends; Pain Hardly Registers Anymore; Always Packing Heat; Gone a Little Bit Crazy*

Suggested Peak Skill: Shoot

Suggested Other Skills: Fight, Athletics, Provoke, Will, Physique

Power

Literally Unkillable: You cannot be killed by any means, even if you're taken out in a deadly combat. In addition, you heal at an accelerated rate; anyone attempting to start recovering one of your conditions gets +2 to their roll, and if they succeed, the condition is immediately downgraded if there's a free slot for it. Furthermore, you automatically heal a mild consequence at the end of a scene.

POWER BREAKDOWN

- Regeneration
 - ↳ Master Regeneration
 - ↳ Immortality

Special Effects: Physical Recovery, Extra Movement

Drawback: *Constant Pain*

Collateral Damage Effect: Let's not mince words here—you've wired a bomb into your chest, and if you're in dire enough straits, you'll just blow up. It hurts, but it won't kill you. You take a major consequence, but so does every PC and named NPC in your zone. PCs and named NPCs in adjacent zones take a mild consequence. Nameless NPCs caught in the blast, encompassing your zone and all adjacent zones, are killed outright.

Cost: 3 stunts

Power

Superhuman Accuracy: You are always armed with at least one pistol with which you are incredibly skilled. You can fire it up to three zones away with +4 to Shoot.

POWER BREAKDOWN

- Energy Blast
 - ↳ Master Energy Blast ×2
- Technology Power Theme

Special Effects: Inflict Condition, Extra Action

Drawback: *Limited Ammunition*

Collateral Damage Effect: You can trade accuracy for speed, firing wildly enough to strike every target in a zone within range at full strength, but at the same time striking a lot of things you don't exactly mean to.

Cost: 3 stunts

Total Cost: 6 Stunts

Stunts Left: 0

Refresh Left: 3

The Metalhead

The metalhead has an ear for machinery. She can tell them what to do, and they actually listen to her.



Suggested Aspects: *Plugged In; Born with a Wrench in My Hand; Never Far from My Motorcycle; Always Wanted to Be a Superhero; Insatiable Enthusiasm*

Suggested Peak Skill: Crafts

Suggested Other Skills: Empathy, Drive, Rapport

Power

Techno-Wizardry: You can control machines up to a zone away without physically touching them, using Empathy with a +2 bonus. Because you understand machines so well, you gain +4 to Crafts when creating or repairing machinery. Among the many devices you've invented is a handheld teleportation device, far more advanced than anything else on the market. You can use your teleporter to move up to three zones away as an action, ignoring all obstacles, as long as you can see your destination.

POWER BREAKDOWN

- Machine Control
 - ↳ Master Machine Control
- Gadgeteering
 - ↳ Master Gadgeteering
- Teleportation

Special Effects: Extra Movement, Extra Action

Drawback: *Machine Feedback*

Collateral Damage Effect: By plugging your handheld teleporter into your souped-up cycle, you can get extra distance, enough to take you anywhere in the city. Downside is, the cycle has to be moving for it to work, so you tend to arrive by smashing through walls or windows or people.

Cost: 5 stunts

Stunts Left: 1

Refresh Left: 3

The Monster

The monster isn't much to look at most of the time, but when trouble brews, she shifts from a mild-mannered human into a giant, deadly beast.

Suggested Aspects: *Gentle When I Want to Be*; *“Don't get in my way.”*; *Always Ready to Fight*; *Looks Can Be Deceiving*; *Death from Above!*

Suggested Peak Skill: Fight

Suggested Other Skills: Physique, Athletics

Power

Monstrous: You normally appear human, but you can spend an action to shift into your monstrous form. Your most obvious feature is your size—you're nearly ten feet tall, and your size gives you +1 to all of your attack rolls. In addition, your huge arms and razor-like claws grant you an additional +4 to Fight when using your bare hands, for a total of +5 with bare-handed attacks. Your senses are also enhanced, giving you +2 to both Investigate and Notice when it comes to hearing or smelling things. Your beastly body has enhanced physical agility as well; you can jump across a large street in a single bound, and gain +2 to Athletics when performing feats of agility.

POWER BREAKDOWN

- Natural Weapon
 - ↳ Master Natural Weapon
- Super Senses
 - ↳ Sensory Suite
 - ↳ Alertness
- Super Agility
- Super-Form Power Theme
 - ↳ Growth

Special Effects: Inflict Condition, Extra Action

Drawback: *Physically Hideous*

Collateral Damage Effect: If you're mad enough, you can enter into a berserk mode, making you even more deadly. You become a whirlwind of claws for a few minutes, instinctively striking everyone in your zone for 1 physical stress on each of your turns. You also gain an additional +1 to Fight.

Cost: 7 stunts

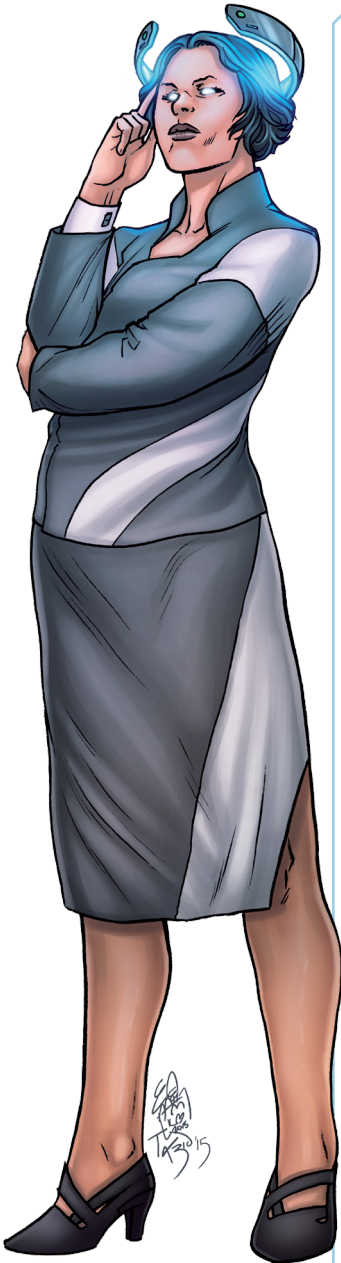
Stunts Left: 0

Refresh Left: 2



The Oracle

The oracle's mind was opened to the universe. It's given her intelligence far beyond that of most people, and even allows her to peek through the veil of time and see what the future has to hold.



Suggested Aspects: *A Walking Encyclopedia*; *"I can't be surprised anymore."*; *Insufferable Genius*; *The Universe Speaks to Me*; *Can't Shut It Out*

Suggested Peak Skill: Will

Suggested Other Skills: Notice, Investigate, Lore

Power

One With the Universe: Your mind is open to the future; once per scene, you can ask the GM a question about future events, which the GM must answer honestly. When performing a mentally absorbing task, such as solving a problem or riddle, you gain +4 to Will. Also, you can spend a fate point to treat any test of knowledge as a mentally absorbing task, rolling Will (with your +4 bonus) rather than Lore. Because you have flashes of future, you can defend using Notice against all physical attacks, and in conflicts you always act before someone without precognition.

POWER BREAKDOWN

- Precognition
 - ↳ Master Precognition
 - ↳ Visions
- Super Intelligence
 - ↳ Master Super Intelligence
 - ↳ Walking Library

Special Effects: Mental Recovery, Extra Action

Drawback: *Ever-Present Migraine*

Collateral Damage Effect: While fighting isn't normally your strong suit, you do know exactly how and when to throw the most devastating punch; you can't go halfway on this, it's tossing someone through a wall or nothing. You can throw a single hit that takes out a nameless NPC entirely, or deals a PC or named NPC a mild consequence and forces them into an adjacent zone. This does not require a Fight roll.

Cost: 6 stunts

Stunts Left: 0

Refresh Left: 3

POWERS CATALOG

Animal Control

You can walk with the animals, talk with the animals, and fight with the animals on your side.

Basic Animal Control: Choose one favored type of animal. You may communicate with favored animals of this type as if they were human NPCs, although their understanding of the world is limited. In addition, you gain a +2 bonus to Rapport when asking an animal of that type to do something for you.

“Type” is an intentionally broad category. It doesn’t necessarily line up with a taxonomic category, but rather how useful the animal is and how often you’ll see it. Only multicellular animals can be controlled; bacteria are too simple to order around. Some types of animals you might control include fish, birds, insects, rodents, and dogs.

Enhancements

Master Animal Control: You can be very convincing when talking with your animal friends. Gain an additional +2 bonus to Rapport when asking an animal to do something for you.

Zoological Polyglot: You may speak to any animal as if it were a human NPC. However, your bonus to Rapport only applies to your favored type of animal.

Animal Telepathy: You can communicate with animals of your favored type telepathically. In addition, you are aware when animals of that type are around you, even if you can’t see or otherwise sense them.

Common Power Synergies

Super Abilities: You can speak for animals and, in return, they have trained you, pushing you to the upper limits of human ability. You have Super Agility, Super Strength, Super Toughness, or Super Senses (pages 60–65).

Influence: Humans are, after all, just another type of animal, albeit ones who are a little more complex to control (page 42).

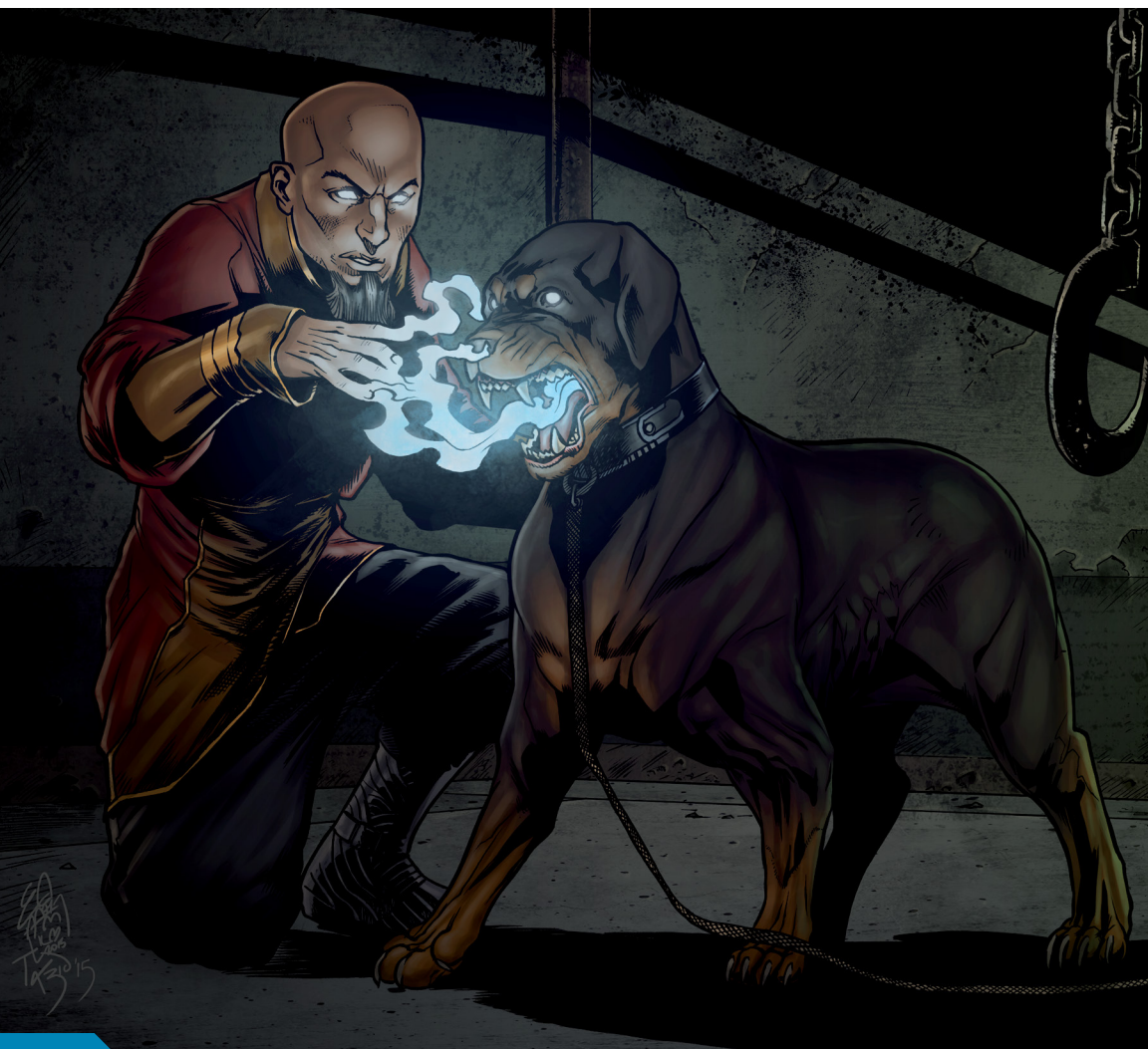
Drawbacks

- Your animal friends don’t just like you, they love you, and want to be around you all the time. You have an *Unwanted Menagerie* at all times.
- Your connection to the minds of animals works both ways: their psyches rub off on you, and you need to contend with *Overwhelming Animal Instincts*.
- You have control over an animal with certain environmental needs—say fish, or hawks—which means your powers are *Not Useful Indoors*.

Collateral Damage Effects

Come to Me! No matter where you are, the animals around you can hear your call and will come running to your side, even if they need to break down doors or walls to get there. You can summon a large group of your favored animal to your zone as an action.

Direct Control: If you can touch an animal of your favored type, you can possess it. Your body turns to smoke and pours into the animal, and you gain an aspect with the same name as the animal. This may frighten or unnerve the people who saw you disappear, or you might cause damage by maneuvering an unfamiliar body. The effect lasts until you end it or at the end of the scene. When the effect ends, you return to your original body and lose the animal aspect.



Creature Summoning

You've always got someone, or something, to watch your back.

Basic Creature Summoning: Once per scene, you can generate a creature that's under your control. You might bring forth an elemental, or something mundane like a sidekick shows up to help out. When you take this power, create a creature with one aspect to describe it and one Good (+3) skill. Your creature has two physical and mental stress boxes, and it can take mild and moderate consequences. Your creature will dissipate or wander away at the end of the scene, clearing its consequences.

Your summoned creature is not an NPC, but another character under your control. When your creature is active during a conflict, it acts on your turn. Both of you take a free movement, but only one of you can take an action.

Enhancements

Master Creature Summoning: Your summoned creature gains an additional Good (+3) skill.

Tough Little Thing: Your summoned creature gains a severe consequence slot.

Menagerie: You can now summon two other creatures, each with a different aspect and skill. When you summon your creature, you can pick any one from your stable.

Common Power Synergies

Animal Control: You can call forth hordes of animals when you want to, but one specific animal is your special companion, always by your side (page 27).

Projection: The creature you call forth is an elemental avatar of fire, frost, electricity, or shadow (pages 72–75).

Drawbacks

- The thing you summon is not quite as under your control as you'd like people to think. You can tell it what to do, but *It Has a Mind of Its Own*.
- Your little summoned buddy might be as friendly as anything, but since *It Looks Like a Living Nightmare*, people tend to freak out.
- Saying you *choose* to summon your creature isn't quite right. It's more accurate to say that you *Can't Get Rid of Your Creature*, no matter how hard you try.

Collateral Damage Effects

Dramatic Entrance: When your creature comes into the scene, it does so with gusto, possibly by breaking through a skylight or appearing in a burst of eldritch flames. However it arrives, it can show up in any zone, and it immediately attacks any one target in that zone with a +4 bonus.

Noble Sacrifice: If your creature is within one zone of you, it can leap to your defense. If you would take any physical stress, your creature moves to your zone and takes it instead. Of course, even if the creature survives the attack, it will almost certainly have knocked things around in its scramble.

Disguise

Your ability to disguise yourself as another person is uncanny. Who are you, really?

Basic Disguise: You can alter your face, build, and voice at will in order to become a completely different person. Once you spend time interacting with someone, you can imitate them near-perfectly. Gain a +2 bonus to Deception to oppose others trying to see through your disguise.

Enhancements

Master Disguise: Your mimicry is more convincing than ever. Gain an additional +2 bonus to Deception to resist being recognized.

Sartorial Doubling: Your ability to copy a person extends beyond their body. You can also change the clothes you are wearing, and even imitate guns or other props—although they are, of course, non-functional.

Close Observation: You can mimic a target without getting close; you only need to spend a few minutes observing them at a distance. You can even double a target you've only seen on video.

Common Power Synergies

Shape-Shifting: Altering your face and body is good practice for your fine detail work, but you can change your entire shape when you need to (page 57).

Illusion: You aren't actually altering your face; you're just projecting a disguise over it, using your mastery of illusions (page 41).

Drawbacks

- There's a reason you spend most or all of your time wearing someone else's face: your own is an *Inhuman Visage*.
- Too much time spent being someone else. Too many faces, too many lives. You've reached the point where you *Don't Know Who You Are Anymore*.
- You can't consciously control the way your face changes. Instead, your power is *Touch-Activated*; it only triggers when you physically touch your target.

Collateral Damage Effects

Killing Disguise: You might take a target's identity completely—not just appearance and voice, but also their mannerisms and memories, perfectly duplicated. Anyone attempting to see through your disguise faces Legendary (+8) opposition. This is an invasive procedure, and you need to physically poke around in your target's brain. You can use this effect to take out and then imitate a nameless NPC, but to imitate a named NPC or PC, you will need to kill them or otherwise access their fresh corpse.

Demonic Gaze: While you're generally limited to a human disguise, you have a face in your repertoire that's grotesque and terrifying, which you can pull out when you need to scare a crowd. Everyone who can see you must defend using Will against Great (+4) opposition or get a mild mental consequence.



Duplication

You can be an entire team, all by yourself.

Basic Duplication: Once per scene, you can create a copy of yourself up to one zone away. This copy has your aspects and skills, but it takes a -1 penalty to all rolls. The duplicate is not an NPC, but another character under your control. During a conflict, both you and your copy get a free movement, but only one of you can take an action. You may dismiss the copy at will, or it will fade away on its own at the end of the scene. Your duplicate has its own physical stress boxes and consequence slots for physical damage. If your duplicate would take mental stress, you take it instead.

Enhancements

Master Duplication: You can create a copy an additional time per scene, even while you already have a copy present.

Effective Duplication: Your duplicates do not take a penalty on rolls.

Disposable Duplicates: Your duplicates have no sense of self-preservation, so they shrug off minor injuries. They gain Armor:2 against physical attacks.

Common Power Synergies

Teleportation: By creating a duplicate some distance away and then willing away your original body, your consciousness jumps into the spare body, effectively teleporting you. There are metaphysical concerns here, but you try not to think about them (page 68).

Energy Blast: You...there's no clean way to put this. You can try to create a copy of yourself inside someone else. It's unsettling. But effectively it works like throwing a blast of energy at them (page 35).

Improved Special Effect

Duplicate Action: You can split your shifts between two different actions, each performed by a separate iteration of you. Your duplicate cannot succeed with style in this way, and the opposition to its action can't be higher than the opposition to your action.

Drawbacks

- You would think that you and your duplicate get along smashingly, but you don't. Trouble brews when you *Don't Get Along with Yourself*.
- Your duplicates are, if anything, too perfect. Sure, you don't get hurt when they do, but you do *Feel Their Pain*.
- It would be great to send duplicates off on adventures without you, but when they get a hundred yards away from you they just fall over, dead. You have *Short-Range Control*.

Collateral Damage Effects

Army of Me: It's exhausting, but you can duplicate yourself well beyond your stated limits...at the expense of your ability to control them. This creates a swarm of you-NPCs under the GM's control.

Extra Copies: You can make an extra clone of yourself, even after you've reached your limit for the scene. It's straining to create these new clones, though, so something goes wrong: they burst in knocking things around, or move sluggishly and clumsily, or just aren't right.

Elasticity

You've got a body as stretchy as rubber and twice as resilient.

Basic Elasticity: Your body stretches to incredible lengths. By stretching yourself, you can interact with objects and make melee attacks in an adjacent zone without moving. Additionally, you can contort your body into rough approximations of animals, objects, and tools, although your mass doesn't change and you still very much look like yourself.

Enhancements

Master Elasticity: You are extra stretchy. You can stretch yourself one zone further.

Eye of the Needle: You can stretch yourself thin enough to squeeze through impossibly small gaps. If there is an opening as large as a keyhole in a barrier, you can move through it as an action.

The Right Tools for the Job: You can change your hands into a functional tool, such as a crowbar, hammer, or lockpick. Scissors are about as complex a tool as you can make this way.

Common Power Synergies

Super Toughness: Your body is a shifting, inconsistent mass of vague stuff. It's hard for it to get hurt in a meaningful way (page 65).

Disguise: With a little careful manipulation, you can reshape your face, body, and even voice into convincing facsimiles of someone else's (page 30).

Natural Weapon: Your elastic arms can turn into blades, hammers, clubs...all manner of built-in weaponry (page 49).

Drawbacks

- Because all of your bones shift and slide around, you can never really bring good leverage to bear during physical tasks. You are actually quite *Weak*.
- You aren't so much "elastic" as you are a formless, shapeless horror. You might be able to put on a fairly humanoid form, but you *Need to Concentrate to Stay Solid*.

Collateral Damage Effects

Balloon: You can swell up like a balloon, large enough to completely fill your zone. This is an attack on everyone, friend and foe, in your zone, which deals 2 physical stress. Every target who takes stress is moved into an adjacent zone of your choice. Meanwhile, everything else in the zone gets moved or crushed.

Rubber Vengeance: When you bounce back, you do so with style. When someone attacks you with a projectile, you can use your body's rubbery quality to reflect it back at them. If you do, both you and your attacker must defend against your attacker's roll, and any special effects created by the attack apply to both of you. Doing this may send wayward projectiles in the direction of innocent bystanders, however.

Energy Absorption

You are a human capacitor, able to absorb pure energy into your body and release it at will.

Basic Energy Absorption: You may use Physique, with a +2 bonus, to defend against any energy-based attack and to overcome energy-based obstacles, simply by absorbing the energy into your body. Energy-based threats include electricity—such as stun guns and tasers—radiation, fire, and most super-powered blasts; in short, things that can hurt you but aren't solid objects.

Enhancements

Master Absorption: Gain an additional +2 to Physique to defend against energy-based attacks or to overcome energy-based obstacles.

Capacitance: Absorbing energy empowers you. Whenever you successfully defend or overcome an obstacle using your power, in addition to any other effects, you gain a *Filled with Energy* boost, modified to reflect the type of energy you absorbed. You may only have one such boost at a time.

Common Power Synergies

Energy Blast: The energy you absorb doesn't bleed away slowly; you release it with force. As an energy blaster, you can shoot out energy of the same type that you most recently absorbed (page 35).

Harm: People need energy to live, and you can take grim advantage of this fact by draining it out of them (page 39).

Super Toughness: Kinetic energy is energy too, after all. You can't stop a physical attack, but you can slow it enough that it doesn't hurt so bad (page 65).

Drawbacks

- The human body is not a perfect battery, which is why you've blown out a few walls without meaning to. You suffer from *Involuntary Bursts of Energy*.
- Wherever you go, lights flicker, TVs show static, and cars won't start. You tend to stay away from hospitals because you *Can't Shut It Off*.

Collateral Damage Effects

Killswitch: You can suck out basically every last joule in the area to empower yourself. This instantly shuts down anything electrically powered in your zone, but clears all your physical stress and erases a mild consequence.

Grounded Discharge: You can release all the latent energy you've stored up in one deadly burst, right through the heart of one target in your zone, dealing a moderate consequence. But it's not a perfectly accurate discharge: random bolts of energy flare around you.

Energy Blast

A classic power with innumerable variations: you can shoot stuff. Lasers from your eyes, fire from your fists, things like that.

Basic Energy Blast: You can fire a projectile of some sort, with a range of three zones, using Shoot.

Enhancements

Master Energy Blast: Your shots are especially accurate. Gain +2 to Shoot when using your power.

Long-Range Blast: Your projectile is tightly focused; you can fire up to 6 zones away.

Defensive Blasts: You throw out energy blasts quickly and accurately enough to intercept other projectiles. You can defend using Shoot against attacks from another zone that you are aware of.

Kinetic Acceleration: Anything that you can physically lift, from a playing card to a person, you can toss with all the power of an energy blast. This is an attack using Shoot. If your projectile could be harmed, it defends against your attack as well.

Common Power Synergies

Projection: What you fire isn't just a blast of undifferentiated energy; it's a specific element. Pick from Fire Projection, Electricity Projection, Frost Projection, or Shadow Projection (pages 72–75).

Item Summoning: You aren't throwing pure energy; you're just throwing stuff that you pull out of thin air (page 45).

Flight: Basic physics. Point your energy blasts down, and you go up (page 36)!

Drawbacks

- Your energy blast takes the form of lasers shooting from your eyes. This is great for sniping at a distance, but not for tracking nearby targets. You are *Inaccurate at Close Range*.
- Your blasts come with huge bursts of concussive force, which generate *Lots of Collateral Damage*.
- You don't have true control over your blasts: energy pours out of you non-stop, but you have safety equipment to hold it in check until you need to fire. You *Need a Mask to Protect Those Around You*.

Collateral Damage Effects

Rapid Fire: You can shoot every target within your zone at full strength. If you throw out that many shots, though, you can't help but hit something you don't mean to.

Charged Shot: If you take a few seconds to concentrate, you can generate a blast with enough force to blow open the door to a bank vault, destroy a reinforced wall, or otherwise eradicate an obstacle. Of course, a blast this big is slow and imprecise. It'll tear up the entire room.

Flight

For many people, flight is the reason to activate their super gene. You are one of the lucky ones, able to take to the air as easily as most citizens walk down the street.

Basic Flight: You can move vertically through the air as easily as moving along the ground. Use Athletics to overcome obstacles or create advantages related to flying.

Enhancements

Master Flight: You can fly better than most people can walk. Gain +2 to Athletics rolls while airborne.

Eagle-Eyed: You can, in fact, see your house from up there. Gain +2 to Notice and Investigate rolls that involve seeing distant things.

Supersonic Flight: Without gravity getting in your way, it's surprising how quickly you can get around. During conflicts, you may move up to two zones in an exchange, rather than one, in addition to your action.

Common Power Synergies

Super Speed: Without the ground to slow you down, you can get where you need to go in a hurry (page 63).

Improved Special Effect

Bullrush: Move yourself and a target in your zone by up to two zones. Both of you end up in the same zone.

Drawbacks

- Your ability to fly comes from the pair of great big wings sprouting out of your shoulder blades. You are *Very Noticeable*.
- You can't actually fly on your own. Instead, you have artificial assistance, whether it's a drug cocktail to stimulate your super gene or an honest-to-goodness jetpack. Your power has *Limited Fuel*.
- Humans aren't actually built to fly; without wings or a tail to act as a rudder, you find that it is *Hard to Maneuver in Flight*.

Collateral Damage Effects

Megaton Punch: By flying a few stories up and slamming yourself back into the ground at top speed, you create a shockwave. This attacks every target in a zone at the expense of the structural integrity of the zone.

Whirlwind: You fly in a tight circle at top speed, whipping up intense winds that push every other target out of the zone. You determine who is pushed into which adjacent zone.

Gadgeteering

You have special insight into how stuff works, letting you assemble incredible devices with seemingly no resources.

Basic Gadgeteering: You have an intuitive understanding of machines of all types. Just by seeing a device, you can tell what it does, at least in general. In addition, you gain +2 to Crafts when repairing or building complex devices.

Enhancements

Master Gadgeteering: You gain an additional +2 to Crafts when repairing or building complex devices.

Superior Gadgeteering: When you use an overcome action to build or repair a device and succeed with style, instead of gaining a boost you create a situation aspect with one free invoke. This aspect fades away at the end of the scene, even if you hold onto the device.

Useful Devices: You have any number of fantastically useful contraptions tucked into your utility belt. You can spend a fate point to create just about anything you could possibly carry on your person.



Common Power Synergies

Super Gadgeteering: Virtually any power can become an ability that you have thanks to a gadget you have created. You might have jetpack-powered Flight (page 36), a device which lets you Phase through walls (page 50), or a ray to create energy Shields (page 58). Even though these powers come from devices, the devices only work because of your superhuman craft, so they can be affected as standard powers can by Power Amplification, Power Nullification, and other means.

Technology: Your mechanical aptitude is superior, but it's not quite superhuman. Likewise, the devices you create aren't super-gadgets, just bleeding-edge pieces of tech (page 77).

Drawbacks

- You learned to build things out of sheer necessity, not because you like it. It turns out, despite your skills, *Machinery Tends to Fail Around You*.
- If not for your gadgeteering, you wouldn't be here today. After a horrible accident some time ago, you are *Kept Alive by Your Own Devices*.

Collateral Damage Effects

Highly Experimental Device: Once per scene, if someone is taken out (including you), you can pull a highly experimental device out of your pocket, prepared for just such an occasion. Not only does your device completely negate all the stress which would have caused the target to be taken out, it also clears your target's highest consequence. After that, your device explodes, misfires, goes rogue, or otherwise renders itself inoperable while dishing out some collateral damage.

Handmade Off Button: You've got a very useful little remote control in your pocket, which you can use to just shut off one or more devices in the scene—anything as technologically advanced as a flashlight is a viable target. You can choose what to target, but your control isn't perfect. Also, sometimes you “shut things off” by making them explode. You're trying to work that bug out.



Harm

You have a deadly touch. You don't have to hit people to hurt them; just brushing up against them can be fatal.

Basic Harm: By maintaining skin-to-skin contact with another person for a moment, you deal them 2 physical stress. Additionally, when you attack a target using your bare hands, add 2 physical stress to result.

Enhancements

Master Harm: Your touch is considerably more painful. You cause 2 additional physical stress when you use your power.

Ray of Harm: You may harm anyone in the same zone as you without touching them. If they are resisting, use Shoot.

Lasting Harm: When you cause harm, if your target does not have a mild consequence, you may instead choose to inflict a mild consequence.

Piercing Damage: Your ability ignores the target's Armor rating. Additionally, you do not have to maintain skin contact for your power to work; you can cause harm through multiple layers of clothing.

Common Power Synergies

Healing: It's not unusual for someone with your power to trade damage for healing or vice versa (page 40).

Drawbacks

- The cause harm in the form of strange, cancerous lesions all over your target's skin. Unfortunately, you show them as well, making you look *Grotesque*.
- Despite your best attempts to keep it in check, your power is always active in small ways: pencils rot in your hand, and food spoils when you touch it. You *Can't Turn It Off*.
- Your power is usually inactive, which means you aren't accidentally damaging those around you, but it means you can't always bring your ability to bear; you have to be furious at a target to harm them. Your power is *Fueled By Rage*.

Collateral Damage Effects

Mass Illness: You can emanate a wave of harm from your body that affects everyone in your zone. It kills nameless NPCs, while named NPCs and PCs must successfully defend with Physique against Fair (+2) opposition to avoid taking a moderate physical consequence.

Ravage: Instead of decaying flesh, you can use your ability to weaken metal. Every metallic object in the scene—including handcuffs, deadbolts, and weapons—either falls apart or becomes so fragile that a single hit will shatter it.

Healing

You are, invariably, the most popular person to have on hand during a fight. You make hurt people not hurt so much.

Basic Healing: You can make a Will roll against Fair (+2) opposition to clear another character's physical stress. A character may only benefit from your ability once per scene. Additionally, you can use Will to start healing any kind of physical consequence on another character.

Enhancements

Master Healing: You gain +2 to Will when you roll to start healing another character's consequence.

Fast Healing: When you cause another character's consequence to begin healing, its severity decreases by one step if the lower consequence slot is available. If it's a mild consequence, it disappears altogether.

Overhealing: When you heal a target's physical stress, they gain another physical stress box, which lasts until the end of the scene.

Common Power Synergies

Regeneration: Most doctors can't operate on themselves, but there's no reason you can't turn your power inward (page 55).

Harm: Medicine and poison are the same thing, really. It's all about the proportions (page 39).

Improved Special Effect

Healing Wave: Everyone in your zone clears their lowest physical stress box.

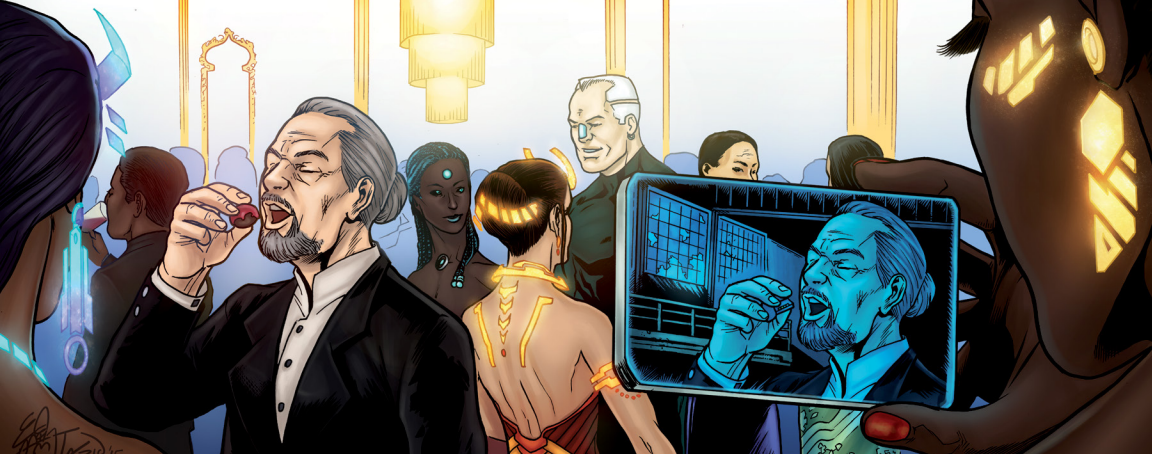
Drawbacks

- Your healing is tied to your emotional state and your ability to feel compassion for your target. No matter how pressed, you *Can't Heal Someone You Don't Like*.
- Your healing ability isn't perfect; like any healer, you've lost patients before, and like any healer, you're *Racked with Guilt* about it.
- The human body is incredibly complex, which means you *Require Complete Concentration* to heal your targets.

Collateral Damage Effects

Invulnerability Charge: If someone in your zone is attacked, you can turn the full extent of your power onto them, causing them to ignore the damage entirely. The damage still has to go somewhere, though: Bullets or energy blasts would pass right through your target, and kinetic energy from powerful punches would pour into the ground.

Pacifist Aura: You can turn up your power to such a point that it's almost physically impossible for people to get hurt in your presence. Everyone in your zone gains Armor:6 until scene ends or you end the power. However, the vital energy filling the area tends to make inanimate objects leap about in unpredictable ways.



Illusion

You can make things that aren't there...there.

Basic Illusion: You can project an illusory image, up to about human size, as far as one zone away. You can also generate sounds, including voices. You must concentrate to keep the illusion active. Others must actively try to see through your illusion. This is an overcome roll using Investigate, which you actively oppose using Deceive.

Enhancements

Master Illusion: You gain +2 to Deceive when opposing someone trying to see through your illusions.

Giant Illusions: You can create illusory images that fill up an entire zone. Instead of being limited to individual illusory objects, you can create and populate entire rooms.

Full Sensory Overload: Your illusions cover all the bases: sight, sound, smell, and even touch. That said, anyone attempting to physically push through an illusion will quickly realize it offers no actual physical resistance.

Common Power Synergies

Shielding: By combining the sensory input of your illusions with physical barriers to reinforce them, you can create incredibly convincing simulacra. You can encase the shields you generate within illusory walls (page 58).

Telepathy: While you generate your illusions in the minds of those around you, you can poke around in those minds. This is especially useful if you want to project someone's darkest secret or hidden fear (page 67).

Drawbacks

- Everyone has demons, of course. Not everyone has the latent ability to bring their subconscious thoughts into the real world when they aren't paying attention. You suffer from a *Subconscious Made Real*.
- Your illusions aren't projections; they're hallucinations you make people have. This means your *Illusions Don't Show Up on Video*.
- You spin your illusions together out of shadows. Indoors or at night they're perfectly serviceable, but your *Illusions Dissipate in Daylight*.

Collateral Damage Effects

Mass Hysteria: You can fill an entire zone with disturbing images: demons, monsters, the worst things you or anyone else can imagine. This illusory barrage stays in place until you will it away or leave the zone. Everyone who enters your zone or ends their turn in your zone must overcome a Fair (+2) obstacle with Will or gain a mild mental consequence.

Virtual Possession: By focusing on someone in your zone or an adjacent zone, you can completely control what they see, causing them to confuse friend for foe. You force your target to make one attack against another target of your choice, after which they will snap out of your influence. Unfortunately, in their confusion, your quarry will usually favor an over-the-top attack that leaves a lot of collateral damage.

Influence

You are a natural people person—whether people like it or not. You can't control minds outright, but you can make them malleable.

Basic Influence: You can use Rapport to attack, defended against with Will. If you succeed against a nameless NPC, you may give them a task, which they will then attempt to fulfill. Against a named NPC or a PC, they may follow your order or take mental stress from the attack, their choice. Anyone you give a task to will try their best to accomplish it until they succeed or the scene ends, whichever comes first. The tasks you assign are short-term objectives, such as “Give me that gun,” or “Go away.” Because even the weakest-willed are driven by self-preservation, you cannot force someone to directly harm themselves or put themselves in an inevitably fatal position, such as jumping off a building, but you can force them to take riskier actions than they would like to.



Enhancements

Master Influence: You are very convincing. Gain +2 to Rapport when using your power.

Overwhelming Voice: If you would inflict mental stress on someone using your power, you may instead inflict a mild consequence, if your target does not already have one.

Convincing: Because people tend to believe what you say, you gain +2 to Deceive when lying to someone.

Familiar Presence: Your power makes you seem vaguely familiar to everyone. As a result, as long as you don't interact with them directly, security guards and other official personnel will assume that you have the right to be wherever you are, and won't demand ID. If you draw attention to yourself, or are forced to speak to personnel—for instance, because they are guarding a door you are trying to go through—the effect will wear off.

Common Power Synergies

Telepathy: Your power already lets you rewire someone's brain. Might as well pick up some information while you're there (page 67).

Drawbacks

- Something about always being able to get everything you want has left you, well, a little dead inside. You have *No Empathy*.
- While you can direct your power, you can't turn it off. You have an incessant aura of likability, so you always wind up *Surrounded by Admirers*.

Collateral Damage Effects

“DIE!”: Normally your orders are limited to things your target might be willing to do, but if you're mad enough, you can instruct an entire zone to just die. Nameless NPCs are taken out instantly, while named NPCs and PCs must use Will to successfully overcome a Fair (+2) obstacle or take a moderate physical consequence as their own body tears itself apart.

Puppetry: You can attempt to control someone else's body entirely. They can still take actions in a conflict as normal, but on your turn you may either take an action yourself or have your target take an action. You cannot make someone attack themselves or cause themselves purposeful harm—for instance, by leaping off a rooftop when they can't fly—but you can have them target their allies and move into disadvantageous positions. Collateral damage tends to stem from the imperfect control you have over their body, or the psychological damage you cause to the both of you.

Invisibility

Sorry, who said that?

Basic Invisibility: You can completely fade from view, including your clothes and anything you're carrying. Cameras and similar devices cannot detect you at all, and you gain +2 to Stealth against being seen by living targets.

Enhancements

Master Invisibility: You gain an additional +2 bonus to Stealth against being seen.

Sharable Invisibility: You can render other objects invisible along with you. This includes other people, pieces of furniture, or even walls. You must maintain contact with the invisible object.

Precise Invisibility: You don't need to turn invisible all at once; you can make parts of yourself invisible, like your head or arms, or keep objects you're holding invisible while you can be seen.

Common Power Synergies

Phasing: When you're invisible, you're practically a ghost, able to walk through walls (page 50).

Illusion: You are the master of what is seen and unseen (page 41).

Drawbacks

- Your invisibility is not actually visual; your power works by effectively writing yourself out of the minds of those around you. Unfortunately, you still have a *Completely Visible Reflection*.
- Your power is a reflection of your personality: you were always a meek, background sort of person, even before you learned to fade from view. You are *Easily Forgotten*, even by your companions.
- Unfortunately, your invisibility is only skin deep, it *Doesn't Work on Clothes*.

Collateral Damage Effects

Hyper-Visibility: You can apply your power in reverse, turning the world dim and making you the most visible thing around for several minutes. During this time you are extremely noticeable; anyone in your zone or an adjacent zone must overcome a Great (+4) obstacle with Investigate to see anything other than you.

Perfect Evasion: If you are in a conflict, you can duck briefly out of sight and turn invisible to evade everyone's notice. On any subsequent turn of yours, you can appear in any zone. Furthermore, if you attack a target in your zone on the turn you reappear, you gain +4 to that attack. Alternately, you can just leave the conflict. Unfortunately, your sudden disappearance will make your enemies more paranoid, which may encourage them to call in reinforcements.

Item Summoning

You always have what you need close at hand.

Basic Item Summoning: You can create simple items, such as hand tools or weapons, just by willing them into existence. If you want something with no moving parts that you can hold in one hand, roll Will against Average (+1) opposition; larger or more complex items will increase that opposition. While the item you summon can have multiple parts—for instance, a sack of marbles—you can't summon electronic gadgets, explosives, or items that require precise manufacturing, like firearms. You may only summon one item at a time, but you can summon as often as you'd like. Increase the opposition by +2 for every other item summoned by you in the scene. You can cause summoned objects to dissipate at will, but they'll disappear on their own after a few minutes or the end of the scene, whichever comes first.

Enhancements

Master Item Summoning: You gain +2 to Will when attempting to summon items.

All the Things: Why would you summon one object when you can summon a whole bunch? When summoning objects, only increase the opposition by +1 for each other object you summoned in the scene.

Complex Summoning: You can summon small functional gadgets, like calculators or flashlights.

Common Power Synergies

Natural Weapon: You can summon a weapon right into your hands; you don't even need to think about it (page 49).

Shielding: By summoning small walls or just piles of junk, you can create ad hoc shields (page 58).

Drawbacks

- You aren't summoning physical objects; you're actually constructing hard-light holograms. But the light isn't that hard—your *Summons are as Fragile as Glass*.
- Your idle thoughts constantly create a stream of things. It disappears eventually, but you still *Leave a Trail of Random Stuff*.

Collateral Damage Effects

Sweet Ride: You can concentrate for a moment to summon forth a cool car. It's destructive when it appears—cracking the ground, possibly knocking down walls and scattering people—but once it arrives, you can drive it wherever you need to go.

Bad Ride: You can concentrate for a moment to summon forth a cool car, in midair, right above someone you don't like. Gravity does the rest. The car is totaled, and the target must overcome a Great (+4) obstacle. If the target ties or succeeds, they take 2 physical stress that cannot be negated by any armor; if they fail, they take an additional 3 unpreventable stress.

Plant Control

You have a green thumb and then some: plants respond to you.

Basic Plant Control: You can communicate with plants up to two zones away.

You can direct and accelerate their movements, animating them and using them to take physical actions or even make attacks. When an animated plant takes actions, you roll with Empathy to control it. Picking up objects is a Mediocre (+0) challenge, while manipulating them will be Fair (+2) or above, depending on complexity. Having plants uproot themselves and move around is a Fantastic (+6) challenge or greater.

Enhancements

Master Plant Control: You gain +2 to Empathy when animating plants.

Accelerated Growth: You can induce a plant to grow from only a seed to fully grown in just a few seconds.

Dryad Step: Your fine control over plants means that they never obstruct you.

You can walk through a tree, phasing through the trunk as if there were nothing there. Furthermore, you can phase through any objects made of plant matter, such as wooden doors.

Common Power Synergies

Slowing: No matter where you go, there's enough grass or weeds underfoot to let you tangle up an opponent (page 59).

Harm: You have a natural expertise with plant-based toxins. You might even secrete them (page 39).

Drawbacks

- Occasionally, you curse the fact that you developed your powers in the city, because you are *Not Very Useful Indoors*.
- You are part plant yourself, or too much time in their presence has caused chlorophyll to leech into your flesh. Either way, you're walking around with *Bright Green Skin*.

Collateral Damage Effects

Rapid Reforestation: You can summon forth an entire grove of trees, filling your zone. It is a Great (+4) obstacle for anyone attempting to enter or leave the zone. Of course, this revenge of nature will tear up anything on the ground.

Deadly Ivy: You can plant a little sprig of ivy at the base of a wall or any solid object. After a few seconds, the ivy covers the obstacle, extends tendrils through it, and then collapses it entirely, allowing you to pass through the barrier.

Machine Control

You have a powerful psychic bond with machines of all sorts. They do what you tell them to. You don't even need a manual.

Basic Machine Control: You can control machines up to one zone away without touching them. Most machines won't resist you at all, but something computerized will put up Fair (+2) opposition, and more complex and powerful computers will offer greater opposition; you use Empathy to overcome this opposition. You can only make a machine do something it's capable of; while you couldn't make a toaster float, for instance, you could make a car drive itself.

Enhancements

Master Machine Control: You gain +2 to Empathy when telling machines what to do.

Machine Language: You can communicate with machines psychically, although their intelligence is limited by their capabilities. For example, a toaster couldn't tell you who all has passed through the room, but it could tell you if someone has made toast recently.

Built-in Wi-Fi: Your brain is able to pick up signals of all sorts. You have a permanently active Internet connection, and you can hear both sides of nearby cell phone conversations.

Alarm Bypass: Technology has so great an affinity for you that security measures—from alarm systems to landmines—simply do not go off for you. They will, however, go off for anyone traveling with you.

Common Power Synergies

Gadgeteering: Because machines listen to you, and you to them, you can create and repair devices much better than anyone else (page 37).

Drawbacks

- Because you have a bond with machinery, it has a bond with you. In a technologically advanced city, that means *The Machines Never Stop Talking!*
- Your ability to control machinery is psychic in nature and tied into your emotional state. This can cause *Unwanted Feedback*.
- You might be able to sense machinery near you, and control it when it's away from you, but the only way to access a psychic link is by physically touching the machine you want to influence. Your power *Requires Physical Contact*.

Collateral Damage Effects

Escape Plan: Wherever you are, whatever the situation, you can summon a vehicle, such as a car or helicopter, to take you and your allies to safety. Generally speaking, this vehicle will arrive by crashing through a wall or the ceiling.

Overload: You can make any electronic device overcharge itself to the point where it violently explodes. This counts as a Fantastic (+6) attack against everyone in the same zone as the exploding device.

Material Mimic

You are what you touch.

Basic Material Mimicry: While in contact with any material—iron, stone, wood, and so on—you can alter your body to mimic that substance, turning into a living statue. To do so, create an advantage using Physique against Fair (+2) opposition. If you succeed, you gain an aspect reflecting your new state, such as *Body of Steel*. You may only have one such aspect at once, and it goes away if you break contact with the substance you're mimicking.

Enhancements

Master Mimicry: You are skilled at converting your body into esoteric stuff. You gain +2 to Physique when using your power.

Multiple Mimicry: If you concentrate, you can mimic multiple forms of matter at once, becoming, for instance, a wood-and-iron hybrid. You may have two Material Mimicry aspects at once.

Mimicry Memory: When you break contact with the substance you're mimicking, you do not lose your Material Mimicry aspect. Instead, the aspect lasts until the end of the scene or until you begin mimicking a new substance.

Common Power Synergies

Super Toughness: You can be literally made of iron at a moment's notice; of course you're hard to hurt (page 65).

Natural Weapon: When you change form, you can sharpen your hands into impressive blades or form them into a mighty warhammer (page 49).

Invisibility: Your ability to mimic the color and design of materials makes you a natural chameleon (page 44).

Drawbacks

- You can't turn into just anything you want; your power is *Limited to Organic Materials*.
- You often trigger your power without meaning to. You suffer from *Involuntary Mimicry*.

Collateral Damage Effects

Bulking Up: If you're mimicking something sufficiently massive, like a brick wall or the asphalt in the street, you can actually absorb the material. You become huge, up to eight feet tall, and gain +2 to Physique while you mimic that substance. This transformation lasts a few minutes before the extra mass begins to leech out, and the absorption does a lot of damage to whatever you stole the mass from.

Untouchably Airy: If an attack would hit you, you can take on a body of air, allowing it to pass right through you. You take no stress and can move up to two zones away before you resolidify. The attack, however, still goes somewhere and causes collateral damage.

Natural Weapon

You come pre-armed for everyone's inconvenience.

Basic Natural Weapon: You have some sort of built-in weaponry, whether it be claws or crackling energy that surrounds your fists. You gain +2 to Fight while brawling unarmed in close quarters.

Enhancements

Master Natural Weapon: Your weapon is deadlier than most. Gain an additional +2 bonus to Fight when unarmed in close combat.

Critical Hit: Whenever you cause stress using your natural weapon, you may instead cause a mild consequence, if the target doesn't already have one.

Bloody Weapon: When you attack with your natural weapon and succeed with style, give the defender the situation aspect *Bleeding* with one free invocation. If they are already *Bleeding*, add another free invocation to the aspect.

Common Power Synergies

Energy Blast: Your natural weapon is just the close-up version of a power blast, encasing your fists with energy rather than tossing it at distant foes (page 35).

Super Agility: Your favorite opening maneuver is leaping at your prey from a distance, claws first (page 60).

Drawbacks

- You don't know which came first, the retractile claws or the animal sensibilities, but you can't have one without the other. While you're armed with a natural weapon, you are also *Half-Feral*.
- Your weapon isn't as simple as jutting bone spurs; your fists generate a strange energy that you can't entirely shut off. It makes you dangerous to foes, but you're also *A Danger to Anyone Nearby*.
- Your natural weapon isn't attached to your hands, but to your elbows or knees. It's no less effective, but you're *Only Good Up Close*.

Collateral Damage Effects

Eviscerate: If you are unconcerned with the damage you cause to the city, let alone the psyches of those around you, you can dive weapons-first into action. You can instantly take out a nameless NPC, or cause a mild consequence to a named NPC or PC.

Berserk: Of course someone with knives jutting from their fists has a berserk mode! If you fall into an incomprehensible rage, you become an especially deadly combatant, gaining Armor:2 and +1 to all attacks. Because you are in a berserk rage, though, you can't stop yourself from causing collateral damage. This rage lasts until the end of the scene or you choose to end it.

Phasing

Walls are something other people have to deal with. You've always found it easier to ghost on through.

Basic Phasing: You can use Burglary to walk through walls and other physical barriers. A standard interior wooden door is a Fair (+2) obstacle, while thicker barriers of sturdier materials provide more opposition.

Enhancements

Master Phasing: You gain +2 to Burglary when attempting to move through objects.

Tunneling: If you phase through a barrier, you can keep the path you created out of phase for a few moments more, long enough to let your companions through as well.

Defensive Phasing: If you can see an attack coming, you can try to let it phase right through you. You get +2 to defense rolls against attacks that originate from your zone.

Common Power Synergies

Invisibility: When you go out of phase, everything passes through you, even light (page 44).

Material Mimic: When you pass through an object, you retain some of its properties (page 48).

Drawbacks

- Your control over your power isn't as absolute as you'd like. You can keep solid most of the time, but *Sometimes Things Drop Right Through Your Hands*.
- If you're out of phase with the world, you're out of phase with everything, even the air. You *Can't Breathe While Phasing*.

Collateral Damage Effects

Missed Me: If you aren't worried about where the shots actually end up, you can phase out as someone is attacking you. You can ignore all physical damage from a single source, because it strikes everything around you instead.

Armor Piercing: By imparting some of your intangibility to a rock or other small object and then tossing it, you can have it become solid inside a target. This will make the projectile shatter violently, sending shards ricocheting around the area, which deals a mild consequence to anyone in your zone or an adjacent zone.



Power Amplification

You don't do much on your own. But when there are other super-powered fighters around, you are vital.

Basic Power Amplification: By touching a super-powered individual, you can give them the boost *Empowered*, which they may invoke during any use of their power. You may only have one such boost in play at a time; if you generate another, the first goes away. If unused, the boost goes away at the end of the scene. Additionally, you always know who around you is super-powered and generally what their power is.

Enhancements

Master Power Amplification: You can create an additional *Empowered* boost. You may apply multiple boosts to a single target, or spread them around.

Ray of Empowerment: You can empower a target even if you cannot touch them, up to one zone away.

Lingering Power: Select any power you have, including power synergies, besides Power Amplification. Anyone with your *Empowered* boost gains access to the basic form of that power.

Common Power Synergies

Power Nullification: You can give power, and you can take it away. That makes you pretty scary in a super-powered melee (page 52).

Electricity Projection: You amplify others' powers with bolts of crackling red lightning. You're not sure how it works, but it's effective (page 72).

Drawbacks

- Your ability is less than short-range; you *Must Maintain Physical Contact* to keep someone empowered.
- When you empower an ally, they're taking some of your energy away. Your power *Leaves You Weakened* while your allies are empowered.

Collateral Damage Effects

Mass Empowerment: You can give your *Empowered* boost to every super-powered individual in the scene, friend and foe, in a single wave of energy. Outputting this much energy in a single go, however, has unpredictable effects on inanimate objects and unpowered humans; they get tossed around, thrown in the air, and might even explode.

Power Nullification

The guys who amplify powers are more popular, but you're arguably more important, if only as a jailer.

Basic Power Nullification: You can render your zone inhospitable to the use of superpowers. If someone attempts to use a power in your zone, and that power prompts opposition, increase its opposition by +2. If the power doesn't prompt opposition, they must overcome a Fair (+2) obstacle with Will to use it. This nullification field does not affect you, and you can dismiss it at will. Additionally, you always know who around you is super-powered and generally what their power is.

Enhancements

Master Power Nullification: Increase the opposition to the use of powers by +2.

Distant Power Nullification: You can create a power nullification zone up to two zones away. This zone may exist in addition to the one in your zone. You can only maintain one zone of distant power nullification at a time.

Full Nullification: By touching a target, you can temporarily strip away their power. If they resist, you can make an attack using Fight to grab them against their will. Once stripped, they cannot benefit from their superpower in any way until the end of your next turn.

Common Power Synergies

Power Amplification: You can take powers away, but you can give them back and even make them better (page 51).

Frost Projection: When your ability is active, the affected zone isn't just resistant to powers, it is a frigid and inhospitable place (page 74).

Drawbacks

- Nullifying powers requires a lot of concentration, and keeping a nullification zone active for more than a few seconds is *Exhausting*.
- Rather than strictly nullify powers, your ability causes superpowers to short out, go off randomly, and generally still work but work wrong. Your nullification zone suffers from *Unpredictable Superpower Misfires*.

Collateral Damage Effects

Super-Power Strike: By concentrating, you can unleash a burst of energy that strikes at the heart of a super-powered individual. A nameless NPC with powers gets taken out instantly, while super-powered named NPC or PCs must either take a mild consequence or lose access to their powers entirely until the end of the scene. This energy blast resonates throughout the area, causing everyone there—whether they have powers or not—to become dazed and disoriented.

Power Replication

You never need to suffer from power envy. If you can find someone with the power, you'll have it too.

Basic Power Replication: If you are touching a super-powered individual, you can mimic their power. If they resist, you may make an attack using Fight to grab them against their will. You may use one stunt's worth of effect from their power suite, but you cannot access their special effects or collateral damage effects. You can change which effect you can access, but you cannot use two effects at the same time. Additionally, you always know who around you is super-powered and generally what their power is. If you are touching someone with super powers, you know exactly how their power works.

Enhancements

Master Power Replication: When the power you are replicating requires you to roll—for instance, to attack—you gain +2 to that roll.

Lingering Power Replication: You can keep one stunt's worth of power after you let go of the person you took the power from. This power goes away at the end of the scene or if you replicate another power.

Power Vampire: While you are replicating someone's power, their ability to use superpowers is hampered. If they attempt to use any superpower, and it prompts opposition, its opposition increases by +2. If the power prompts no opposition, they must overcome a Fair (+2) obstacle with Will to use it.

Power Suite Duplication: By spending several minutes closely concentrating on a super-powered individual, you can copy most or all of their power suite. During this time, you gain one stunt's worth of effect from your target's power suite for each stunt's worth of effect you purchased in your power suite. Stunts in excess have no effect. You also gain their special effects, improved special effects, and collateral damage effects, and you lose access to all of your powers, including special effects and collateral damage effects. You keep these powers for a full scenario or until you willingly get rid of them, at which point your original powers return.

Common Power Synergies

Power Amplification and Nullification: If you know how to replicate powers, improving or hampering them should be easy (pages 51–52).

Harm: You're stealing someone's power. You're stealing a very real part of who they are. That's gonna hurt (page 39).

Drawbacks

- Too much time thinking about how powers work and how to get access to them has left you a little psychologically damaged: you are *Power-Hungry*.
- A light tap on the arm isn't enough for you to borrow someone's ability; your power-theft *Requires Sustained Physical Contact*.

Collateral Damage Effects

Replicated Collateral Damage: You can use the collateral damage effect of the person whose power you are replicating.

Precognition

You have a bit of insight into how things are going to go; mainly you know how to dodge just before a punch gets thrown.

Basic Precognition: You can see hits coming early, letting you use Notice to defend against all physical attacks. Also, during a conflict you always act before anyone who does not have Precognition.

Enhancements

Master Precognition: You gain +2 to Notice when defending against physical attacks.

Visions: Once per scene, you may ask the GM a question about future events, the likely outcomes of your actions, or any other information you can only access through seeing the future. The GM must answer as honestly as possible, but may be vague.

Common Power Synergies

Super Senses: Your senses aren't actually heightened, but you have an uncanny knack for looking in the right spot at the right time (page 62).

Telepathy: Your mind has a unique construction; it allows you to see into the future and also to read the minds of those around you (page 67).

Drawbacks

- There are so many different futures that you can half-see; it's overwhelming, leaving you with *Constant Migraines*.
- Your ability to see the near-future is so finely tuned that it eclipses your ability to stay in the now, leading you to answer questions before they're asked and dodge blows before they're thrown. You *Have Trouble Seeing the Present*.

Collateral Damage Effects

Expected Backup: At any point, you can announce that you knew there would be trouble several hours ago, so you called in a tip to local law enforcement. This law enforcement immediately arrives in force, most likely breaking through windows or kicking down doors to get there. Whether this backup means corporate police, a registered superhero, or gangsters defending their territory depends on the scene and is up to the GM.

Future Echoes: You open up your mind and fill the brains of everyone around you with visions of the near-future. This leaves everyone else in the scene confused and disoriented. Every time someone else makes an attack, they suffer a -4 penalty to the roll because they keep aiming where someone is about to be. This effect lasts a few minutes or until you dismiss it.



Regeneration

You aren't made of iron. You can get stabbed just as easily as the next guy. Difference is, once the knife gets pulled out, you're ready to fight again.

Basic Regeneration: Whenever one of your physical consequences begins to recover, it gets renamed and moved to the next lower consequence slot, if available. This clears away mild consequences immediately. Additionally, at the end of a scene, if you have any mild physical consequences—whether they are recovering or not—they get cleared away automatically.

Enhancements

Master Regeneration: It's easier for you to start the healing process. Anyone, including yourself, attempting to begin healing one of your physical consequences gets +2 to their roll.

Human Pincushion: Sometimes you got a spear sticking out of your chest, and you just gotta deal with that. Gain a mild consequence slot, which you can use for physical injuries.

Immortal: You can be taken out in combat, but nothing can make you actually die. Ever.

Quick Recovery: By spending a fate point, you can use Will to attempt to begin recovering one of your physical consequences. You can do this at any time, even as an action during combat.

Common Power Synergies

Super Toughness: It's not that you don't get hurt, it's that the things that hurt normal people just don't matter that much for you (page 65).

Harm: Part of your enhanced regenerative ability is an immune system so powerful it actually attacks anyone who gets too close to you (page 39).

Drawbacks

- You don't heal perfectly. Every time you come back from an injury, there's a scar, even if it's just a little one, and those things add up. By this point, you are *Grotesquely Scarred*.
- You are older than you look—much, much older. You may have lived several lifetimes, or spent a few decades trapped in ice before you were revived. Either way, you are *From Another Time*.

Collateral Damage Effects

Horror Show: If there is a way of breaking enemy morale that's more efficient than tearing off your own head and running, screaming, into a crowd, you don't know what it is. You can perform an act of horrifying self-mutilation in front of everyone in your zone. When you do, nameless NPCs will flee in fear, and named NPCs and PCs must roll Will against Fair (+2) difficulty to avoid taking a moderate mental consequence.

Foreign Objects: Your body is full of bullets, blades, bones, and all kinds of detritus from past battles. If you don't mind embedding all that stuff in the walls and people around you, you can force your body to eject the foreign material en masse at top speed. By doing so, you attack everyone in your zone and one adjacent zone using Shoot.



Shape-Shifting

You are what you want to be.

Basic Shape-Shifting: You can change your form into that of any creature. You can use Will to create an advantage of *Creature Form*. The opposition is generally Fair (+2), though it increases for particularly large or small shapes and for complex transformations like a swarm of bees. Your new shape persists until you decide to end it or get taken out.

Enhancements

Master Shape-Shifting: You gain +2 to Will when attempting to change your shape.

Skill-Shifting: When you change your shape, select one skill. Gain +2 to that skill as long as you remain in creature form.

Rapid Shifting: Changing your form is nearly instant; it does not take an action.

Common Power Synergies

Flight: With a little fine control over your shape-shifting ability, you can sprout wings whenever you need them (page 36).

Animal Control: Your time being an animal has taught you to think like an animal—and consequently, how to order an animal around (page 27).

Drawbacks

- Your transformations aren't perfect; whenever you return to human shape, some animal features remain. You *Don't Look Quite Human*.
- While your transformations are impressive, you can only tweak your form a little bit; you can't change it entirely. You are *Limited to Terrestrial Mammals*.

Collateral Damage Effects

T-Rex: You can turn into a giant dinosaur or similarly massive force of destruction, able to crush everything around you. You can only hold this form for a few minutes, though, and you're sure to tear up everything around you. While massive, you gain +1 to attack rolls and your attacks are Weapon:2.

Stegosaurus: You can turn yourself into an armored dinosaur or similarly unstoppable juggernaut, unfazed by anything around you. You can only hold this form for a few minutes, though, and you're sure to crush everything around you. While armored, you gain +2 to defend rolls and can knock down obstacles like thick concrete walls just by walking through them.

Shielding

You keep people safe with invisible walls of force. It's not flashy, but it's a solid defensive ability.

Basic Shielding: With a moment's concentration, you can erect a barrier between your zone and an adjacent zone, which lasts until the end of the scene or you will it away. This barrier is transparent, but no matter can pass through it. When someone attempts to attack through the barrier, or attacks the barrier itself, you intercept the attack, using Will to defend. If the attack succeeds, you may either take the shifts as mental stress or allow the barrier to shatter and take mental stress equal to half of the shifts, rounded down. You may erect multiple barriers, but each active barrier after the first reduces your Will roll to defend by one.

Enhancements

Master Shielding: You gain +2 to Will when attempting to maintain your barriers.

Opaque Shields: When you create a barrier, you can make it transparent, opaque, or anything in between.

Precision Shielding: You can create much smaller shields, surrounding a single human-sized target within your zone.

Semi-Permeable Shield: You and your allies can attack through your barriers, but at a -2 penalty.

Common Power Synergies

Telekinesis: With a little concentration, you can demonstrate finer control over your shields, letting you manipulate objects in your own zone or an adjacent zone (page 66).

Invisibility: Light doesn't pass through your shields quite cleanly; it bends a little. With practice, you've learned to get light to bend all the way around your shield, making everything within invisible to the naked eye (page 44).

Drawbacks

- Because you can throw up protective barriers with ease, you've never had to really defend yourself. As result, anyone who breaks through your shield will find that you're *Quite Frail*.
- Your barriers don't appear instantly; instead, they coalesce as the air solidifies. Your shields are *Slow to Form*.

Collateral Damage Effects

Shield Bubble: By creating a small shield around yourself and expanding it out at high speed, you can knock every target—enemies and allies—in your zone into an adjacent zone of your choice. Each pushed character takes one physical stress. Using this effect also pushes around anything else that happens to be in your zone.

Deflection: If you are aware of a projectile attack against you, you can generate a shield at a precise angle, redirecting the attack to any other target in your zone or an adjacent zone. The new target defends against the attack. Doing this makes your shield break apart, however, throwing shards of invisible force all around your environment.

Slowing

You have the ability to stop a person in their tracks.

Basic Slowing: Select a target up to one zone away and make a roll using Shoot. That target cannot move to another zone until you release them or they overcome an obstacle with opposition equal to your roll.

“Slowing” is a broad term for several different means of getting an opponent to stop in their tracks. The skill used to overcome your slowing depends on the nature of your power:

- If you are physically entangling your opponent, as with vines or webbing, they use Athletics.
- If you are encasing your target in a barrier, such as a mound of ice, they use Physique.
- If you are slowing them with a psychic force, they use Will.

Enhancements

Master Slowing: You have perfected your ability to hold people in place. Gain +2 to Shoot when slowing targets.

Slow Field: You can affect an entire zone with your power. Select a zone up to one zone away, and roll Shoot with a -2 penalty. Your power affects every target in the zone, friend and foe.

Stop: When you entangle your opponents, you entangle them completely. When slowing a target, you may choose to roll Shoot with a -2 penalty. If you do, your target cannot take any physical actions until they escape from your power.

Common Power Synergies

Super Speed: In a rather bizarre defiance of physics as we understand them, you can move so quickly that you steal speed from your opponents (page 63).

Super Toughness: You have an aura of slowness around you. You can still get hit, but punches land a little slower than they otherwise would (page 65).

Drawbacks

- You don't slow someone by force of will alone; you hit them with a bola, a sticky web, or something of that nature. Whatever the precise form, you *Require a Prop* to make it work.
- Your ability to slow others is a reflection of your own personality; you're just a *Lethargic* person.

Collateral Damage Effects

Mass Slowing: When pressed, you can apply your slowing effect on a massive scale, targeting everyone in your zone and every adjacent zone. Of course, by affecting so many targets, you're likely to damage something in the environment as well.

Timeless Zone: Your power comes from an ability to manipulate time itself. You can turn your zone into a bubble of stopped time; nobody and nothing—not even you—can enter or pass through it, and nobody within it can take any actions, until you release the effect or the scene ends. However, the border between regular and timeless space is a strange and dangerous thing, which will kick up powerful winds and potentially destroy whatever gets too close.

Super Agility

You are an acrobat without compare, a position you show off best with your graceful leaps.

Basic Super Agility: You are preternaturally graceful, and gain +2 to Athletics when leaping, balancing, or otherwise demonstrating your agility. In addition, you have a prodigious leap: leaping up to a second-story window or from rooftop to rooftop across a wide alleyway is a simple task that, without further complication, requires no Athletics roll.

Enhancements

Master Super Agility: You gain an additional +2 bonus to Athletics when demonstrating your superior agility.

Cat's Landing: You know just how to land after even the highest fall. When you fall, you land on your feet and take no damage, regardless of the height you fall from, as long as you are conscious.

Uncanny Dodge: If you can see a projectile coming, you can get out of its way with some clever gymnastics. You gain +2 to defense rolls when dodging ranged attacks.

Common Power Synergies

Super Strength: They tell you to lift with your legs, and you have strong legs indeed (page 64).

Flight: You might not have true flight, but your leaps are so superhumanly good that they are nearly indistinguishable from flying (page 36).

Drawbacks

- Your legs are perpetually coiled springs, and they don't like being still. When you aren't leaping through the air, you are *Restless*.
- While your leaps are decent enough, what actually moves you are lines of sticky webbing that work like grappling hooks. You *Need Solid Anchor Points* in order to move.
- Your leaps are amazing, but not incredibly accurate. Outside that's not a problem, but you are *Accident-Prone While Indoors*.

Collateral Damage Effects

Mighty Bound: If you put everything you have into it, you can leap incredible distances, from the ground to basically any outdoor point in the city. Of course, putting that much muscle into a jump will crack the pavement, both where you jump from and where you land.

Hair-Trigger Reaction: If you are targeted by a ranged attack from another zone, you can use your superhuman agility to not just leap out of the way, but also leap toward your attacker, landing in their zone. This causes the attack to miss you, but it will still hit something in your zone.

Super Intelligence

You are the smartest person in the room, whatever room you happen to be in.

Basic Super Intelligence: You gain +2 to Will when working through puzzles, riddles, or other mentally absorbing tasks. In addition, you can answer complicated mathematical problems instantly.

Enhancements

Master Super Intelligence: You gain an additional +2 to Will when demonstrating your mental acuity.

Walking Library: You've forgotten more than most people will ever know. By spending a fate point, you can use Will in place of Lore and gain the bonus to Will from Super Intelligence, even if it's not a mentally absorbing task.

Chessmastery: You don't just understand facts; you understand how people operate. You gain +2 to Empathy when attempting to predict someone's future actions.

Taskmastery: Once you see how someone fights, you can exploit their weaknesses. When someone deals physical stress to you in a conflict, you gain +2 to all attack rolls against them until the end of the scene.

Common Power Synergies

Precognition: Your intelligence is so far beyond the norm that you can predict the near-future with uncanny accuracy (page 54).

Influence: People are just complex systems that a clever mind can manipulate with the right words, and your clever mind always knows just what to say (page 42).

Natural Weapon: Your fists are no stronger than anyone else's, but your ability to read an opponent means you know exactly where to strike for maximum effect (page 49).

Drawbacks

- Perhaps unsurprisingly, it's sometimes difficult for the very brilliant to get along with the more normal. You *Think You're Better than Everyone*.
- Your brain just. Doesn't. Shut. Off. Because of your endlessly bubbling, productive mind, you are *Intensely Sleep-Deprived*.

Collateral Damage Effects

Pawn Interception: You can use your gift for analysis to divert an incoming attack. When an attack would hit you, you can have it instead strike a nameless NPC in your zone—they just happened to wander into the line of fire at the exact right moment. When this happens, you take no damage and the NPC is taken out.

Battle Plan: Your tactical mind has figured out exactly how a given conflict will shape up—you just need to remind your companions what to do. You can shout out a battle plan to give yourself and every ally in the scene the boost *We've Planned for This*. Unfortunately, doing so will give whomever you're fighting a little insight into your tactics.

Super Senses

Some of your senses are much more acute than is normal. It sometimes surprises you when you realize just how blind the rest of the world is.

Basic Super Senses: Pick a single sense—sight, hearing, smell, taste, or touch. You gain +2 to Investigate when using that sense. In addition, that sense cannot be impeded; for instance, you can see in darkness or hear clearly in a cacophony.

Enhancements

Master Super Senses: You gain an additional +2 to Investigate when using your superior sense.

Sensory Suit: Pick another sense for your bonus to apply to.

Alertness: Your senses are heightened even when you aren't really trying. You gain +2 to Notice against anything you could identify with your superior sense.

Common Power Synergies

Super Agility: Included among your enhanced senses is proprioception—your ability to recognize where your body is in space. That lets you pull off some superhuman gymnastics (page 60).

Precognition: Included among your enhanced senses is one we don't have a name for just yet; you can sense things before they occur (page 54).

Drawbacks

- The human brain wasn't meant to deal with this much input all at once. You are *Easily Overwhelmed*.
- You can't tune out or narrow your super senses, which makes it hard to focus on what's important at the moment. As a result, you suffer from a *Slowed Reaction Time*.

Collateral Damage Effects

Mental Map: Your senses are so finely tuned that you can create a full mental map of an entire floor of a building in an instant; all you need to do is clap your hands and listen to the echoes, or perhaps light a fire and watch the way the air currents move the smoke. Whatever the method, it gets you the layout of the building, but it'll likely attract unwanted attention.

Hyperfocus: You can focus the full power of your super sense on someone anywhere in the scene. Because of your superior focus, you gain +4 to all attack and defense rolls against your target until you end this effect or the target is taken out. However, you cannot attack anyone else while hyperfocused, and you are liable to cause collateral damage because you've stopped paying attention to your surroundings.

Super Speed

Gotta go fast, gotta go fast!

Basic Super Speed: You gain +2 to Athletics rolls that involve moving quickly. Additionally, you can move quickly enough to run across liquids or up sheer vertical surfaces—although if you slow down or stop, you'll fall.

Enhancements

Master Super Speed: You are faster than fast! Gain an additional +2 bonus to Athletics when moving quickly.

Improved Reaction Time: You can use Athletics in place of any other skill for the purpose of determining turn order.

Common Power Synergies

Phasing: By concentrating carefully, you can accelerate the molecules in your body to such a point that they no longer interact with common, unaccelerated matter (page 50).

Natural Weapon: When you fight, you might not hit harder than anyone else, but you get a whole flurry of hits in at once, which is just as good (page 49).

Super Intelligence: It's not just your body that moves quickly; your mind also operates at light speed (page 61).

Improved Special Effects

Lots of Actions: You can split your shifts among up to three different actions, adding +1 to each.

Drawbacks

- Even a super-speedster gets tired, and when your hyperactive metabolism is on the downswing, you can suffer from intense *Burnout*.
- In your world, people are moving in slow motion; they take forever to do the simplest tasks. No wonder you are so *Easily Distracted*.

Collateral Damage Effects

Quantum Tunneling: If pressed, you can run fast enough to break through time itself. You and anyone and anything you are holding onto disappear completely, reappearing in the same position in the future—as little as one exchange later, but up to a week, with no time having passed for you. The spontaneous return to the natural flow of time, however, is sudden and potentially violent.

Speed Demon: If you're willing to tear up the streets—shattering glass, injuring pedestrians, and such—you can travel pretty much anywhere in the same city in the span of a single exchange.



Super Strength

You are a powerhouse, a wall of muscle, an unstoppable force. Are you strong? Listen, bud...you really are.

Basic Super Strength: You gain +2 to Physique in all situations that require pure strength.

Enhancements

Master Super Strength: There's strong, and then there's you. Gain an additional +2 bonus to Physique in situations requiring pure strength.

Stand Fast: You aren't going to get pushed around so easily. You are immune to all forced movement.

Common Power Synergies

Natural Weapon: Who needs weapons when you can put this much muscle behind every hit (page 49)?

Super Toughness: Tough and strong, strong and tough. A natural fit (page 65).

Improved Special Effect

Hammer Toss: You can move a target of your attack up to four zones away.

Drawbacks

- Your super strength also makes you super aggressive. Sometimes you can't help but fly into a *Destructive Rage*.
- Your power isn't as supernatural as some others; it comes from having muscles on muscles on muscles. You are big and beefy but, unfortunately, *Clumsy*.
- Super strength isn't quite the gift everyone makes it out to be; just ask the trail of broken doors, shattered plates, and other chaos you leave in your wake. It's not fun when you *Don't Know Your Own Strength*.

Collateral Damage Effects

POW!: It's pretty trivial for you to just pick someone up and toss 'em through the scenery. You can take out a nameless NPC entirely, or deal a mild consequence to anyone else, at the expense of the structural integrity of the buildings around you.

SMASH!: You can raise your mighty fists and hit the ground with enough force that the whole earth seems to shake, attacking everyone in your zone with Physique.

Super Toughness

It's not that you're too strong to show that you're hurt, or that you recover especially well from being hurt. It's that you just don't get hurt.

Basic Super Toughness: You gain Armor:2 against any purely physical damage.

Enhancements

Master Super Toughness: Pain don't hurt. You gain an additional physical stress box.

Implacable: The best defense is not even noticing that someone is attacking you. You gain Armor:4 against physical damage.

Juggernaut: Running around obstacles is for people afraid of running through them. You gain +2 to any attempt to overcome an obstacle impeding your movement by smashing right through it.

Common Power Synergies

Regeneration: Wow, you are truly, deeply, impressively hard to kill (page 55).

Shielding: Your super toughness is actually an unconscious side effect of your ability to throw up energy shields (page 58).

Improved Special Effect

Shrug It Off: You immediately heal a mild consequence.

Drawbacks

- Your toughness is actually a form of armor, either literal armor that you have to put on or armor that you can encase your body in at will. Either way, it impedes your mobility, leaving you *Slow*.
- You're super tough and can't really feel pain, but that's because your entire sense of touch has been dialed down to 1. You *Can't Feel Much of Anything*.
- The source of your super toughness isn't internal; it's in the series of chitinous plates sprouting from your joints, or the shadowy clouds that always surround you, or something else similarly *Horrifying to Behold*.

Collateral Damage Effects

Bulletproof: You can, at will, shrug off any amount of physical stress from a single source—bullets simply bounce off your chest, uselessly. However, the damage is reflected into your environment; bullets gotta go somewhere, after all.

Interception: When someone, up to one zone away, is attacked, you can intervene, throwing yourself in front of them to defend for them. Leaping into action and throwing targets out of the way, however, will incur its own damage. All this assumes you are able to move there, of course.

Telekinesis

You are a genuine spoon-bending, mind-over-matter psychic, able to enforce your will on the world.

Basic Telekinesis: You can move small objects in your own or adjacent zones without physically touching them. By hurling objects around, you can attack with Will against targets in your zone.

Enhancements

Master Telekinesis: You gain +2 to Will when attacking with telekinesis.

Long-Distance Telekinesis: Your mental abilities stretch unusually far. You can move objects and make attacks up to three zones away using telekinesis.

Telekinetic Might: You can use Will to lift large objects. Lifting something human-sized is a Fair (+2) obstacle, while a car is a Great (+4) obstacle.

TK Shield: You can ward off physical attacks with the power of your mind. By erecting a telekinetic shield, you can defend with Will against physical attacks.

Common Power Synergies

Flight: You can hoist your body into the air using your power (page 36).

Shielding: You can use your telekinesis to erect shields, either generated from nearby detritus or composed of sheer psychic force (page 58).

Super Strength: By working your muscles and mind in tandem, you can deliver more power than either on its own, effectively giving you super strength (page 64).

Drawbacks

- A lifetime of pulling things toward you with your mind, rather than your arms, either led to or was a result of your own *Weak and Frail Body*.
- There's no easy way to say this, but your mental prowess is tied to your *Huge, Visible, Pulsating Brain*.

Collateral Damage Effects

Holding Pattern: By pouring everything you have into your telekinetic power, you can lift everyone and everything in your zone and adjacent zones off the ground. Lifted targets cannot move or take physical actions that require movement, such as using Fight, but they can still use Shoot or mental attacks.

Unstoppable Telekinesis: You can use your mental powers to lift something up to the size of a tank and hurl it, either to destroy a wall or similarly robust obstacle, or to attack every target in your zone or an adjacent zone.

Telepathy

You know what everyone is thinking.

Basic Telepathy: Choose one skill from Empathy, Investigate, or Notice. You can use this skill to glean information from the minds of people in your zone or adjacent zones. If your target knows or suspects you are reading their mind, they can actively oppose you with Will. Empathy can discover what someone is feeling, Investigate delves into deep thoughts and memories, and Notice picks up surface thoughts and detects unfamiliar minds. You can also project words into the minds of anyone within range.

Enhancements

Master Telepathy: You are a skilled mind reader. You gain +2 to your telepathic skills when reading minds.

Long-Distance Telepathy: You can read the minds of others regardless of distance, so long as you can see them.

Mental Blasts: You can use Will to launch mental attacks up to three zones away. If you take out someone with such an attack, you can either render them comatose or take control of their mind.

Telepathic Flexibility: You know many ways to read a mind. Choose another skill you can use to read minds.

Common Power Synergies

Influence: Not only can you read minds, but you can also tweak them. Just a little. Just to your advantage (page 42).

Animal Control: Human minds aren't the only ones worth reading; animal minds are versatile and very malleable as well (page 27).

Drawbacks

- When you can read others' thoughts but nobody's reading your own, you *Tend to Abuse Your Power*.
- Delving too deep into someone's brain is risky; their thoughts may start to resonate with yours and generate *Psychic Feedback*.

Collateral Damage Effects

Psychic Lockdown: You can mentally overwhelm everyone else in the scene, effectively freezing them. They can't take physical actions, but they can still invoke aspects and perform mental tasks. They can attempt to break out by overcoming with Will, opposed by your Will. On each of your turns, you must concentrate, using your action, to keep them frozen. The psychic brainlock will definitely have lasting effects on their brains.

Psychic Maelstrom: You open your mind, and your entire zone becomes inundated with psychic energy. Anyone who ends their turn in your zone takes 2 mental stress, and anyone who ends in a zone adjacent to yours takes 1 mental stress. This effect persists until you choose to end it or the end of the scene.



Teleportation

You go where you want, whether there's a path there or not.

Basic Teleportation: You can move up to three zones as an action, provided that you can see where you are moving to.

Enhancements

Teleportation Mastery: You can move an additional zone when you teleport.

Collective Teleportation: Normally you can only teleport yourself, but with a little effort you can teleport any human-sized target you touch. If the target resists, make an attack using Fight to grab them against their will.

Mark and Recall: By concentrating for a few minutes in a location, you can mark it. Thereafter, you can always teleport back to your marked location, regardless of distance. You may change your marked location whenever you want, but you can only have one marked location at a time.

Common Power Synergies

Energy Blast: You don't actually fire bolts of energy, but you can teleport bursts of fire, plasma, or similar nastiness directed at your foes, and that works pretty much the same (page 35).

Item Summoning: Back home you've got a big collection of useful things, which you can teleport into your hands whenever you need to (page 45).

Drawbacks

- Your teleportation fills you with energy that discharges as soon as you appear at your destination. You create an *Involuntary Energy Field*.
- When you teleport, you actually move through another dimension, one where physics works differently. The process creates *Massive Bursts of Ill-Smelling Smoke*.

Collateral Damage Effects

Wormhole: You can chain together two zones with a slightly unstable wormhole, tearing reality as you know it into little bits. Pick any two zones you can see; these zones are considered the same zone for all purposes.

Jant: You can teleport to any location in the city that you have seen before, even if just in photos. Unfortunately, this imprecise maneuver usually ends with you crashing through something important.

Wall-Crawling

Gravity is something that other people have to worry about; you just need a surface to put under your feet.

Basic Wall-Crawling: You can move along any solid surface, even upside-down, as easily as you move along the ground. In addition, you get +2 to Athletics while navigating obstacles that involve climbing.

Enhancements

Master Wall-Crawling: You gain an additional +2 bonus to Athletics when climbing.

Wall Kick: You can leap off the wall to put a little more punch into your punches. You gain +2 to Fight if you can attack someone by jumping off a wall.

Tireless Grip: If you find a comfortable spot on a wall or ceiling, you can hang there for hours if need be. You can even sleep there perfectly safely.

Common Power Synergies

Super Agility: You are made to leap from wall to wall like a flea (page 60).

Super Strength: You can pull your entire body up a sheer surface by the power of your fingertips alone. Yeah, your strength is above average (page 64).

Drawbacks

- Fact is, the ability to hang onto a wall comes from the strange, viscous substance oozing out of your hands and feet. You are *Sticky-Fingered (Literally)*.
- You can get a finger hold on even the tiniest, most insignificant nooks and crannies of a wall, but you *Can't Climb Perfectly Smooth Surfaces*.

Collateral Damage Effects

Gravity Manipulation: Your wall-crawling ability actually comes from your ability to adjust the pull of gravity on yourself so that “down” is where you want it to be, at least for a few minutes. You can expand this gravity trick to cover an entire zone, pulling everyone and everything not nailed down into the wall you’re standing on. Anyone who hasn’t braced for impact must overcome a Fair (+2) obstacle using Athletics; otherwise, they land poorly and take a mild consequence.

Hold Fast: You can bring any moving object, up to the size and speed of a train, to a complete halt, provided you can hold onto it with one hand and onto something reasonably solid, like the ground, with the other. Doing this doesn’t hurt you—your body is built to handle these forces—but it will probably damage whatever you’re trying to stop.

Weather Control

You can rain on anyone's parade.

Basic Weather Control: You can fill your zone with specific weather patterns by creating an advantage using Will. The opposition is generally Fair (+2), but increases with especially difficult weather, such as tornadoes, or especially inclement weather, such as snow during high summer. These weather patterns fade away when you will them to, when you leave the zone, or otherwise at the end of the scene.

Enhancements

Master Weather Control: You gain +2 to Will when creating a weather pattern.

Weather Precision: You can use Will to attack any target in a zone in which you've created a weather pattern.

Lingering Weather: Weather patterns you create linger while you are in an adjacent zone. In addition, you can create weather patterns in adjacent zones.

Common Power Synergies

Energy Blast: Rather than firing blasts of pure energy, you can induce winds to blow with pinpoint precision, as effectively as another super might toss a fireball (page 35).

Flight: With a few carefully choreographed updrafts, you can take to the skies (page 36).

Improved Special Effect

Dangerous Weather: Your weather pattern makes a Great (+4) attack against a single target in its zone.

Drawbacks

- Your moods tend to leech into the room's weather, no matter how hard you try. You suffer from *Sympathetic Weather Patterns*.
- The weather you create can be impressive, but it's easily overpowered by nature. That's why you're *Only Effective While Indoors*

Collateral Damage Effects

Sturm und Drang: When you need to, you can dial up your storms dangerously high. Your weather pattern attacks every target in its zone with a Great (+4) attack.

Winds of Change: Your weather pattern fills its zone with enough wind to push everyone except you into an adjacent zone of your choice. Until you end the effect, nobody can re-enter the zone.

POWER THEMES

Corruption

You are...unfortunate. Whatever turned on your superpowers did not do so nicely, and you've been rendered an almost-inhuman mess.

Basic Corruption: Your powers have a particularly disturbing aesthetic. You might be obviously mutated or disfigured, you might look like a corpse or a monster, or you might simply seem “wrong” to everyone around you on a subtle, psychological level. Regardless of the specifics, your presence is unnerving.

Enhancements

Horriifying to Behold: Something about your appearance is so unsettling that it actually hurts people to get close to you. Anyone who attacks you using Fight takes a mild mental consequence if they don't already have one.

Ongoing Mutations: Once per scene, you can spend a fate point to undergo a dramatic sudden mutation. This lets you to switch the ranks of any two skills of adjacent rank.

Obvious Target: You don't need to work hard to get someone to want you dead. You gain +2 to Provoke when attempting to make a target attack or follow you.

Common Power Synergies

Elasticity: It works like elasticity, but actually what you have are eldritch tentacles sprouting from your back, dribbling ichor on the floor (page 33).

Harm: The corruption in you can spread to others with a little physical contact (page 39).

Regeneration: You're basically falling apart already—your power just makes you good at pulling yourself together (page 55).

Drawbacks

- No explanation needed for this one: *Visibly Corrupted*.
- Your power kicked in when you were irradiated in an accident that should have been fatal. Instead, you survived, but your body is twisted and *Radioactive*.

Collateral Damage Effects

Decay: You can use your corruption to accelerate the natural decay of virtually everything in your zone. Living targets have some resistance and only take 2 physical stress, while inanimate targets are more adversely affected—virtually everything, including the walls and the floor, withers to dust.



Electricity Projection

You are filled with enough electrical potential to make Tesla blush.

Basic Electricity Projection: Your powers are electrical in nature, and you're infused with electrical energy. Whenever you use your power, you create sparks and bolts of lightning.

Enhancements

Power Generation: You can power any electrical device just by holding it. If you put your fingers to an electrical outlet, you can provide power for an entire apartment.

Conductive Trip: You can briefly convert your entire body into electricity and push through conductive material. You can use this power to pass through an otherwise impenetrable barrier, such as a door with a metal doorknob, as an action.

Stunning Blow: When you succeed with style on a melee attack, give your target the situation aspect *Stunned* with one free invocation. If they are already *Stunned*, add another free invocation to the aspect.

Common Power Synergies

Energy Blast: You can pull a lightning bolt out of nowhere and hurl it like a spear (page 35).

Machine Control: The power you create isn't just normal electricity; it's got a bit of your essence in it. It's starting a machine with your own energy that puts it under your control (page 47).

Drawbacks

- As a walking, talking nexus of electrical activity, you find that *Modern Tech Just Doesn't Like You*.
- You are filled with electrical energy, just all the time. It's like being hopped up on sugar and caffeine, only more so! You are *Hyperactive*.
- People notice that you tend to keep your superheroics indoors on rainy days. It's not your fault: *Water Shorts You Out*.

Collateral Damage Effects

Through the Grid: You can leap into any electrical outlet in the city and emerge a moment later from another one, provided you have a general idea where it is and you are willing to short out and overload electronics at your destination.



Fire Projection

You like fire. Fire likes you. It doesn't have to get more complex than that to be fun.

Basic Fire Projection: Your powers are infused with flame, creating fireballs and billowing smoke when you use them.

Enhancements

Friend to Flames: You cannot be harmed by fire of any sort, whether you generated it with your power or not.

Fire Control: In addition to generating fire, you can manipulate it, causing flames to spread where you want them to. Getting flames to spread in a specific direction requires you to overcome a Fair (+2) obstacle with *Provoke*; more complex fire maneuvers increase that opposition.

Hot Blooded: Whenever someone successfully attacks you using *Fight*, they take 1 physical stress due to the sheer heat pouring off of you.

Improved Special Effects

Flame On: You light yourself on fire. It's GREAT. You gain the situation aspect *On Fire* with one free invoke. If you are already *On Fire*, gain another free invoke and clear your highest marked physical stress box.

Common Power Synergies

Energy Blast: Fire is good. Fireballs are better (page 35).

Flight: Heat rises, right? So if you surround yourself in flames, you can coast on your own thermals (page 36).

Drawbacks

- Some personality traits just go well with the ability to summon flames. You are *Hot-Tempered*.
- You aren't wreathed in flames at all times, but you're never entirely extinguished; even if it's just a little smoke drifting from your hair, you are *Always On Fire*.
- You can induce a small flame to become huge, but you can't create fire from nothing at all. At a minimum, *You Need a Spark*.

Collateral Damage Effects

Flaming: You can surround yourself in flames that burn everything and everyone. Fires start near you, and anyone who touches you gets a mild physical consequence, or 1 physical stress if they don't have the open slot. This effect lasts until the end of the scene, but you can end it at will.

Frost Projection

You bring winter wherever you go.

Basic Frost Projection: Your power expresses itself through ice and cold. Whenever you use your power, the temperature of the room drops.

Enhancements

Temperature Reduction: You can create freezer-cold temperatures at will, rendering your zone or an adjacent zone uncomfortably chilly.

Ice Slick: As an action, you can create a patch of ice that fills your zone or an adjacent zone. You can move through the ice easily, but to friends and foes it is a Fair (+2) obstacle. The slick lasts until the beginning of your next turn.

Icy Aura: Whenever someone successfully attacks you using Fight, they take 1 physical stress from the sheer cold.

Common Power Synergies

Energy Blast: You can fire off a concentrated blast of sub-Arctic temperature (page 35).

Slowing: You can encase your opponents in ice, stopping them in their tracks (page 59).

Natural Weapon: You can freeze the moisture in the air around your fists, forming a painful set of ice knuckles (page 49).

Improved Special Effects

Ice Shield: You can encase yourself in a thin shell of ice, giving you Armor:4 against the next attack you suffer, at which point the bonus ends. Moving or taking a physical action breaks the shell, ending this bonus.

Drawbacks

- Weather that others would consider merely chilly is, to you, sweltering. You can *Only Live in the Cold*.
- You aren't just cold to the touch; you bring the temperature down all around you, whether you like it or not. You don't mind it, but you are *Always Freezing*.

Collateral Damage Effects

Blizzard: You can dial down the temperature so quickly that snow forms in your zone and every adjacent zone. You can move through the snow without a problem, but to everyone else it's a Fair (+2) obstacle that persists until the end of the scene.



Shadow Projection

You can surround yourself with shadows and use them to fuel your powers. It doesn't actually make sense as far as physics is concerned, but it works for you.

Basic Shadow Projection: Your power is expressed in the creation and manipulation of shadows; whenever you use your power, you create swathes of living darkness.

Enhancements

Dark Sight: You are built for the shadows. You can see perfectly well in any lighting, down to and including pitch blackness.

Shadow Dodge: While you're hiding in the shadows, you gain +2 to defend against ranged attacks.

Out of the Shadows: If you initiate a conflict, you always act first, ignoring any other factors that might determine turn order.

Dark Aura: Your very presence sucks the light out of rooms. Once per scene, you can create a situation aspect to reflect this, such as *Darkened Room* or *Deep Shadows*.

Common Power Synergies

Invisibility: You can wrap yourself in the shadows even in the brightest room (page 44).

Teleportation: Shadows are connected in a metaphysical way even you can't quite understand. But you can use this fact to step into one shadow and out of a distant one (page 68).

Drawbacks

- You can never actually leave the shadows—if you try to peel away, the darkness clings to you. You are *Always Shrouded in Darkness*.
- Your powers don't just create shadows; they require shadows. You work best in the dark, and you're *Weakened by Daylight*.

Collateral Damage Effects

Shadow Beast: You can summon a creature made out of darkness itself into your zone. This shadow beast has Great (+4) Physique, Fight, and Athletics, as well as the aspects *Made of Shadows* and *Bestial Fury*. The beast is an NPC who will attack nearby targets at random, although characters can use Provoke to get it going after a particular target. It will not attack you; however, there's nothing preventing it from attacking your allies. The beast will dissolve away at the end of the scene or when you dismiss it.



Super-Form

You'll be ready for action as soon as your transformation sequence finishes up.

Basic Super-Form: Your power isn't always active; instead, you need to take a moment before battle to change form. You might grow a shell of metal around your body, or charge up with cosmic energy, or just turn big and green. Converting to your super-form requires an action, but while you're not super it's impossible for anyone or anything to detect that you have a power at all.

Enhancements

Growth: You can use your super form to grow massive! While in this form, you are at least twice your normal height, and you gain +1 to all attack rolls because of your overwhelming power.

Shrinking: You can use your super form to become tiny! While in this form, you're a quarter of your normal size or less, and you gain +1 to all defense rolls because you're so hard to hit.

Cocoon: In addition to your standard super-form, you can use your ability to encase yourself in a protective shell. While in the shell you cannot move or take actions, but you have Armor:8 against all physical damage. You can only hold onto this form for a few minutes at a time.

Common Power Synergies

Super Toughness: When you enter into your super-form, you surround yourself with a layer of metal, rock, or some other material—or in some other way you create your own armor (page 65).

Natural Weapon: It takes a moment for you to unsheathe your claws, but it's worth the wait (page 49).

Drawbacks

- Your super-form is so powerful that you can't dive into it instantly; you suffer from an *Extended Transformation Sequence*.
- Your normal and super selves aren't the same person—they have distinct minds and personalities that happen to share a body. They don't hate one another, but you are still *Often Arguing with Yourself*.

Collateral Damage Effects

Hyper-Mode: You are hiding an even more powerful transformation, one so powerful that the very act of transformation does damage to your environment, and which you can only hold on to for a few minutes at a time. While in hyper-mode, you can use special effects whenever you tie or succeed on a roll while using your power, in addition to when you succeed with style.

Technology

Not everyone can take advantage of their superpower gene. Some people come by their powers honestly.

Basic Technology: Your power isn't actually a superpower in the traditional sense. Instead, it's an ability that comes from advanced technology you have access to, such as cybernetic implants. While your "power" isn't necessarily built into you, you always have access to your superior equipment and it never breaks down. In addition, powers that affect other powers (such as Power Amplification or Power Nullification) do not affect you.

Enhancements

Intense Training: Choose one skill from Athletics, Fight, Shoot, or Physique. You may add special effects to any use of this skill as if it were a part of your power suite.

Nice Toys: Your incredible tech had to come from somewhere. You gain +2 to Contacts when dealing with people who either built your tech or work in the appropriate industry.

Shiny Shiny: Sometimes just showing off your fancy equipment gets folks on your side. You can use Resources, with a +2 bonus, in place of Rapport when showing off the quality of your tech to someone would work to your advantage.

Common Power Synergies

Super Tech: Just about any power can be explained away as using bleeding-edge technology, from mental enhancement helmets (Telepathy, page 67) to a cybernetic arm with built-in sonic cannon (Energy Blast, page 35) to drugs that push your physical abilities to the human limit (Super Agility and Super Strength, pages 60 and 64).

Drawbacks

- Your tech doesn't work without power, and something this advanced doesn't run on dollar-store batteries. You have *Limited Fuel*.
- Your equipment isn't fancy. You cobbled it together in your basement with duct-tape and gumption. You've got *Shabby Equipment*.

Collateral Damage Effects

Take Up Arms: You can pass off your equipment to someone else. By doing so, they can use your power in addition to their own, but you will be powerless for the duration. Of course, being unfamiliar and untrained with your equipment, they'll likely cause a lot of collateral damage just trying to use it.

MAKING YOUR VENTURE CITY

In this chapter, we'll go over what you'll need to make your own Venture City, including the city's **issues** along with its **factions**, **places**, and **people**. You can use these to make your own adventure. You'll also find sidebars containing advice and tips for building your own adventure.

Nothing Ventured

Throughout this chapter, you'll see boxes like this. If you don't want to put together your own starting adventure, then look at these boxes. They tell you what elements of the city to use and how to use them, so that you can hit the ground running with minimal effort. If all you do is read these sidebars and the specific elements they reference, you'll have a complete adventure called *Nothing Ventured*.

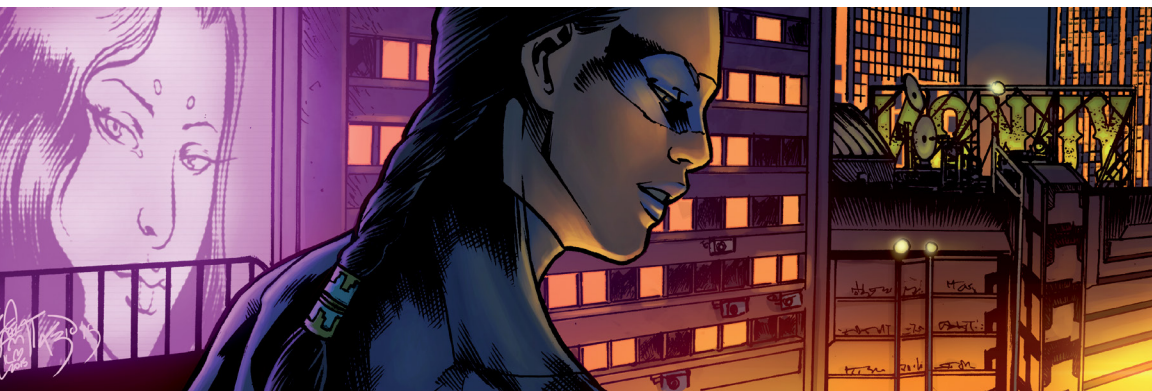
NEXT: PAGE 80

Issues

The issues you choose say a lot about what your game's going to be about. Just like in *Fate Core* (page 22), you're going to pick or come up with two issues: two current issues, two impending issues, or one of each.

Current issues in *Venture City Stories* are usually big things that the city struggles with. They color every scene set in Venture City, but it's unlikely that your PCs will resolve them over the course of a single adventure. It's good to have goals, though, and if you want your first adventure in Venture City to be the start of a longer campaign, you'll definitely want a current issue.

Impending issues are more immediate. They're threats happening *right now*, and they're great for getting started right away. If you want to direct the action a little and steer the PCs toward a particular problem or bad guy, an impending issue is a great way to do that.



If you want to run *Venture City Stories* in one adventure—often called a “one-shot”—grab two impending issues. Current issues can have their place in a one-shot, but giving the PCs two big, flashy, immediate things to tackle presents them with a hard choice, and hard choices make for great drama.

If you want to run something a little more freeform and allow the PCs to pursue their own goals over the short term while threats await them in the long term, get yourself a couple of current issues. That way the PCs will know what’s wrong with the city and what problems need fixing, but also that these issues are long-term things they have to worry about. In the near future, they can decide what’s important and exert a lot of authorship over the story.

Taking one of each will let you split the difference, which can be good for both one-shots and campaign play. A one-shot with mixed issues gives the PCs a tangible, immediate goal that they can accomplish, while the current issue sets the tone, making the city feel more like a real, living place as it looms in the background. In campaign play you’ll start off with a bang while giving your PCs long-term problems they’ll have to deal with some day.

Current Issues

- *“Crime and politics, is there a difference?”*
- *Not Safe After Dark*
- *“There’s the rich, and everybody else.”*
- *Are Supers Still Human?*

Impending Issues

- *Gangland Powderkeg*
- *The Superdrug*
- *Terrorist Bombings Rock City*
- *Citywide Blackout*



Nothing Ventured: Issues

Nothing Ventured has a current issue and an impending issue. The current issue ***Are Supers Still Human?*** is a manifestation of a question that's very much on the public's mind—according to the underground media, at least. Supers—in particular the corporate-sponsored superheroes—are viewed with significant distrust by much of the underclass and even many of the wageslaves. They stop crime, but they also do terrible things for the corporate masters. Do they have free will? Do their powers distance themselves from humanity so much that they can no longer understand or sympathize with their fellow human beings? Are they the next step in evolution, or the next big threat?

The impending issue is ***The Superdrug***, a potent pharmacological cocktail that's hit the streets recently. It gives you superpowers, but they only last as long as you keep taking the drug. Also, there are the side effects. Is it safe? Did one of the corporations make it? Did it get leaked to the street deliberately? Is this whole thing some sort of experiment? What are the long-term implications of the drug? What happens when terrorists or violent criminals get their hands on it?

Into this volatile mix come the PCs: unsanctioned supers from the underclass hired by a corporate suit as disavowable assets. Their job: find out who's flooding the streets with the superdrug.

Factions, Places, and People

Factions are major groups within Venture City. Corporations, gangs, underground super-groups, private security forces, and such—they're all factions.

Factions have two key game statistics: aspects and skills. Each faction has two aspects: a **slogan** and a **secret**. A faction's slogan summarizes its public persona, the face it presents to the rest of the world. A secret represents all the things the faction hides from outside scrutiny. They're both a bit like a high concept and a bit like a trouble.

A faction's skills are the things it's good at. If you need either passive or active opposition, or a rating for a nameless NPC, use the skill that best matches what you want. Not all factions have all faction skills; if a skill is missing from a faction's list, assume it defaults to Average (+1). The faction skills are Bureaucracy, Espionage, Resources, Security, Tech, and Violence.

Faction listings also contain places and people. **Places** each have an issue, while **people** are either supporting or main NPCs.

Nothing Ventured: Setup

In *Nothing Ventured*, the PCs are unsanctioned supers living in the sprawl. Some might be associated with the Neighborhood Watch (page 92), some with Splitstream's Crew (page 81), and some might be independent. Make sure they know each other and have reasons to work together.

Each of the PCs has heard about the superdrug, but nothing specific—just that it's out there and it's maybe not all it's cracked up to be. The drug becomes important, though, when they all get the same anonymous text:

"Need your help. High risk, high reward. Barton's. Midnight."

Barton's is a bar in Rakaru Heights (page 92). The text is from Emily Shah, a resident of the neighborhood. She's not a super and isn't much of a combatant. She *is* affiliated with the Neighborhood Watch (page 92), though, doing legal aid and fundraising; use the Watch's Resources skill for any rolls Emily makes. She's *Loyal to the Watch* but also *Repelled by Violence*. She believes in what the Watch does, but doesn't always approve of their methods.

When the PCs gather at Barton's, Emily approaches them and makes them a proposition. She's concerned with the increase in violence and crime caused by the superdrug, and she wants the PCs to find out how it's getting to the streets and to put a stop to the supply. She promises a big payday in return.

Emily's only lead is that Splitstream's Crew seems to be profiting quite a bit from the sale of the drug, and many of Splitstream's gangbangers are using.

Splitstream's Crew

Venture City is home to more than a dozen gangs. Some of them are very small, a handful of violent people trying to grab what power they can. Others are huge, sprawling organizations that control large sections of the city. Splitstream's Crew falls into the latter category.

On its face, the Crew—as they're often called—is a dangerous organized crime syndicate with a penchant for violent acts and a number of super-powered members. The Crew is more than just a gang, though. Those in the know are aware that the Crew is for hire. Splitstream runs his Crew like a gang, but he makes his money from secret mercenary contracts. What look like acts of random violence are often targeted strikes.

The Crew

Slogan: *We Control the Sprawl*

Secret: *Services Rendered to the Highest Bidder*

Skills: Espionage +2, Resources +2, Security +2,
Violence +3

The Block

Though the Crew controls about half of the sprawl proper, their base of power is a decommissioned prison that everyone just calls “the Block.” Once used to keep violent offenders off the streets, it is now a fortress that Splitstream uses to plan attacks on various organizations and people in Venture City.

Many cells have been converted into barracks, garages, server rooms, armories. At any given time, about half of the remaining cells in the Block are occupied by Splitstream’s enemies or targets, waiting to be interrogated, tortured, killed, or ransomed. The structure’s only real weakness is its age: many of its electrical and security systems are outdated and faulty.

Issue: *Outdated Systems*

PREV: PAGE 81

Nothing Ventured: Splitstream’s Involvement

Splitstream is involved in selling the drug, and he’s not the only one. Many of the gangs in Venture City are profiting from its sale, but Splitstream is making a killing. He’s also distributing it to his non-super subordinates so they can get a quick fix when the fighting starts.

Approaching Splitstream isn’t easy. He’s in the Block. He’s surrounded by his men. The PCs can fight their way in; most of Splitstream’s bangers are nameless NPCs (use the Crew’s Violence rating, page 81). A few of them have superpowers from the drug; throw in four or five nameless NPCs with one of the following stunts. Don’t worry about drawbacks or collateral damage or special effects; they’re just nameless NPCs.

- **Flight:** The gang member can fly. This functions just like running or walking, but with vertical movement.
- **Super Strength:** The gang member gets a +2 bonus on any attacks that rely on brute strength.
- **Pyrokinesis:** The gang member can make ranged fire-based attacks with a +2 bonus.
- **Teleportation:** The gang member can teleport around the battlefield, moving up to 3 zones as an action.

If the PCs choose to approach with violence, Splitstream will fight them, but he’ll concede if he takes a moderate consequence or worse. They could also talk their way in somehow or use trickery. Either approach might or might not involve a fight. Either way, they eventually get Splitstream to spill the following information:

- He gets his supply of the drugs from a man named Henry White. He’s pretty sure Henry works for Mitsuhama Spice.
- Mitsuhama’s R&D facility is known for their thriving smuggling ring.
- A woman named Shadow—the only name he has—has been paying him lots of money to distribute the drug to people in Rakaru Heights.
- He’s pretty sure the drug causes a psychotic break eventually.

NEXT: PAGE 85

Splitstream

Splitstream is a cunning gang leader and mercenary captain. His power over life and death, once he learned to control it, allowed him to shoot up through the ranks of Venture City's largest gang at a young age. Eventually, Splitstream challenged the leader of the Crew, killed him, and had his loyalists kill anyone who had supported his predecessor.

Now he has a reputation as one of the most dangerous men in Venture City. He has a tacit agreement with the Neighborhood Watch: as long as they stay out of his territory, he leaves them alone. He also holds lucrative agreements with the various corporations in Venture City. Many corporate troubleshooters hire him and his Crew as deniable assets in exchange for significant compensation and a blind eye from their security and police forces.

Splitstream

Aspects: *Brilliant Mercenary Gang Captain; Too Many Masters; "Life and death are in my hands."; Attachments Are a Weakness; Brutal and Efficient*

Skills

- Superb (+5): Rapport
- Great (+4): Fight, Provoke
- Good (+3): Contacts, Shoot, Will
- Fair (+2): Athletics, Notice, Physique, Burglary
- Average (+1): Deceive, Drive, Investigate, Resources, Stealth

Stunts

- Armor of Fear (*Fate Core*, page 120)
- Provoke Violence (*Fate Core*, page 120)
- Popular (*Fate Core*, page 121)

Powers

Life and Death: Splitstream's left hand induces rapid and aggressive cancerous growth within anyone he touches. To use this power, he must touch his enemy's skin, which is a Fight roll if they're resisting. If he succeeds, he deals +4 physical stress. If he touches someone with his right hand, he heals their wounds; make a Will roll at Fair (+2) to clear any physical stress. He can also downgrade consequences instead of clearing stress; the opposition to this roll is the shift value of the consequence he attempts to clear. While he can heal as many people as he wishes, each person can only benefit from it once per scene.

Special Effects: Inflict Condition, Physical Recovery

Drawback: *Can't Turn It Off*

Collateral Damage Clause: If Splitstream doesn't mind killing a lot of people, he can touch his hands together to emanate a wave of sickness from his body that affects everyone in his zone. The wave immediately kills any nameless NPCs, while named NPCs and PCs must make a Physique roll against a Fair (+2) difficulty to avoid taking a moderate physical consequence.

Physical Stress:

Mental Stress:

Mitsuhama Splice Corporation

Mitsuhama is the world's biggest, richest, and most influential biotech corporation. They've also got their hands in electronics, but genetic engineering is their bread and butter. They've found cures for countless diseases, cures available in hospitals the world over—as long as you can pay for them.

They're also the ones who cracked the supergene, figured out how to activate superpowers in just about anyone. That tech has since leaked out to other corporations, and most major corporations have at least one superhero on staff, but Mitsuhama is still at the bleeding edge of supergene research. Other corps may have supers, but Mitsuhama supers are just *better*. Fewer drawbacks and side effects. More control over their powers.

There's a rumor that Mitsuhama also outfits their supers—and even some of their execs and salarymen—with kill switches: genetic code designed to replicate into a system-crippling and lightning-fast cancer when it's activated remotely. But that can't be true, can it?

Mitsuhama Splice Corporation

Slogan: *Unlocking Humanity's Potential*

Secret: *Life: Cheap but Profitable*

Skills: Bureaucracy +3, Resources +3, Security +2,
Tech +3, Violence +2



Mitsuhama R&D Complex

While Venture City isn't the seat of Mitsuhama's power and authority, it *is* where most of the science gets done. The company's primary R&D complex is situated on the edge of the sprawl, and it's the size of a small town on its own. This is where the magic happens. This is where Mitsuhama scientists conduct their experiments, cure diseases, unlock the secrets of the supergene, and create their heroes.

The complex is well guarded 'round the clock, but every fortress has a weakness. In Mitsuhama's case, it's that they don't pay their security force all that well. The corp relies on other methods to inspire loyalty—or obedience—and unfortunately for them this means there are gaps in their defenses. It's a poorly guarded secret that a lot of the designer drugs that make it out to the streets are leaked by Mitsuhama security bulldogs trying to make an extra buck. The company probably knows about it, but tolerates it.

Issue: *Thriving Smuggling Operation*

Nothing Ventured:

Following a Lead at Mitsuhama

The Mitsuhama R&D complex is a good place to start looking for the truth, but the PCs won't find it there. At least, they won't find the *whole* truth there. Different people know different things.

Archard Cole knows about the superdrug. He also knows that Mitsuhama used to manufacture it, but stopped when they found out about its side effects. They had a huge quantity of the stuff, enough for millions of doses, but it was all slated for destruction more than six months ago. Cole's not stupid; he knows that the drug out on the streets is either the same drug supposed to be destroyed or is based on the formula for that drug. Without a sample he can't be sure which, but as far as he's concerned Mitsuhama is absolved of any wrongdoing in this instance. If pressed, Archard might hint that his head of security Raina Sandarian knows more.

Of course, getting in to actually talk to Cole is going to be a trick and a half. He's protected by lawyers, yes-men, bureaucrats, corporate security—the works. Use whatever faction skill seems most appropriate to keep the PCs away from him, but *don't* use it to frustrate their efforts. If they're really intent on talking to Cole and have a good idea for how to do just that, let them succeed—just don't make it easy. When they finally do talk to Cole, he feigns being cooperative but his goal is to keep himself and Mitsuhama covered against liability—in that order.

Raina Sanjarian knows more of the particulars, but doesn't let on that she does. She's easier to get access to than Cole is, but she's better at playing dumb, which she's anything but. Sanjarian knows three very important things. First, she knows that the supply of the drug *was* destroyed more than six months ago. Second, she knows that the formula was smuggled out of the complex around the same time and sold to someone. Third, she knows who Henry White is, but she won't volunteer this information unless the PCs specifically mention him by name; she doesn't understand his involvement until they do so.

If the PCs get Sanjarian talking about Henry White, she can tell them that he's a mid-level exec for Aegis Securities. She knows he's not happy being a salaryman, and she figures that he was probably the buyer for the superdrug formula. If that's the case, then either Aegis is manufacturing and distributing it, or White is doing so on the side. Either way, he should be their next stop.

One more thing: an incursion into the R&D complex, either overt or covert, is a golden opportunity to bring Solar Man into the mix, probably accompanied by a cadre of Bright Sun soldiers (use Mitsuhama's Violence rating, page 84). If the PCs approach using either violence or stealth, that's your cue to get a big superhero fight ready.



Archard Cole

Cole is Mitsuhama's headman in Venture City. His title is Vice President of Research and Development—he's effectively king of the company's R&D machine. He climbed the ranks because he's both brilliant and ruthless; he knows his science and he knows his business, and he's not afraid to get his hands a little dirty.

Being head of R&D has a few perks too. The man has an instant supply of drugs as well as the treatments to make sure those drugs don't hurt him, genetic tweaks to make him live longer and stay hale and hardy into his old age, and he's effectively free from disease. There are rumors that his supergene's active too.

Archard Cole

Aspects: *Mitsuhama R&D Headman; Owned by the Company Store; Secret Super; "Limitations are for other people."; Genetically Perfect*

Skills

Superb (+5): Resources

Great (+4): Lore, Rapport

Good (+3): Contacts, Deceive, Athletics

Fair (+2): Crafts, Empathy, Fight, Physique

Average (+1): Investigate, Notice, Provoke, Shoot, Will

Stunts

Mind Games (*Fate Core*, page 104)

Specialist (Genetics) (*Fate Core*, page 115)

Best Foot Forward (*Fate Core*, page 121)

Savvy Investor (*Fate Core*, page 123)

Powers

Wind Control: Cole can use Athletics to fly. He can also summon gusts of wind, and he gets a +2 to Athletics rolls to create advantages from doing so.

Special Effects: Forced Movement, Extra Movement

Drawback: *Hard To Use Indoors*

Collateral Damage Clause: If Cole is willing to deal collateral damage, he can fly directly through solid objects—walls, ceilings, people—without injury. If he flies through a person, treat this as an Athletics attack with a +2 bonus.

Physical Stress: **Mental Stress:**



Raina Sanjarian

Sanjarian is Cole's head of security. She oversees both the security forces for Mitsuhamas complex in Venture City and Bright Sun Security, the privatized police force that the company owns. Sanjarian is stern and ruthless, but she doesn't control her subordinates through fear. She has a strong sense of justice, which informs her decision-making and managerial style. Bright Sun is quite possibly one of the most disciplined and loyal private security companies in Venture City, due in no small part to Raina Sanjarian's leadership.

This sense of justice is at odds, of course, with the active smuggling ring within the Mitsuhamas campus security force, at least at first glance. Though Sanjarian enforces discipline and order here too, she recognizes the security force's low pay as an injustice, and turns a blind eye on the smuggling ring to help balance the scales. As long as nothing too important gets leaked, there's no problem.

Raina Sanjarian

Aspects: *Mitsuhamas Head of Security; Justice Above All; No Sense of Humor; Tactical Virtuoso; Quietly Menacing Skills*

Great (+4): Shoot, Provoke

Good (+3): Athletics, Fight, Physique

Fair (+2): Contacts, Investigate, Rapport, Will

Average (+1): Drive, Empathy, Notice, Deceit, Resources

Stunts

Lie Whisperer (*Fate Core*, page 109)

Backup Weapon (*Fate Core*, page 111)

Attention to Detail (*Fate Core*, page 113)

Tough as Nails (*Fate Core*, page 119)

Physical Stress:

Mental Stress:

Solar Man

Bright Sun's mascot—and Mitsuhamas's most popular superhero—is Solar Man. Handsome, charming, and capable of flying and controlling light, Solar Man flies around the city righting wrongs and protecting citizens. Of course, “wrongs” are defined by Mitsuhamas Splice Corporation, and “citizens” are people who pay Bright Sun.

There's a darker side to Solar Man, too. His ability to control light makes him an expert infiltrator; he can do things like shroud an area in darkness, spoof security systems, turn invisible, and more. Mitsuhamas often uses Solar Man for clandestine activities against other corporations.

In truth, Solar Man is conflicted about his identity. He *wants* to be a good guy, to help people. He doesn't like refusing help to people who aren't Bright Sun customers, and he doesn't like corporate espionage. But he *does like* his power and fame, and he knows Mitsuhamas can take both away easily. The genetic kill switch he's saddled with is also convincing.

Solar Man

Aspects: *“A bright spot in the darkness!”; Genetic Kill Switch; Wants To Be a Hero; Espionage Expert; Bright Sun Mascot*

Skills

Superb (+5): Shoot

Great (+4): Athletics, Stealth

Good (+3): Deceive, Fight, Physique

Fair (+2): Burglary, Empathy, Notice, Rapport

Average (+1): Contacts, Investigate, Provoke, Will

Stunts

Best Foot Forward (*Fate Core*, page 121)

Powers

Light Control: Solar Man can fly with Athletics and shoot lasers from his hands with Shoot. He can also wrap himself in darkness or make himself invisible by bending light, granting him a +2 to overcome rolls with Stealth when vision or light is a factor. Finally, he can spoof security systems with his light-based powers, giving him a +2 to create advantages with Burglary when dealing with electronic security systems.

Special Effects: Area Attack, Inflict Condition

Drawback: *Burns Hot*

Collateral Damage Clause: If Solar Man doesn't mind dealing a little collateral damage, he can control a swath of light the size of about a city block, flooding it in blinding light or dousing it in darkness. He can maintain this power for a whole scene.

Physical Stress:

Mental Stress:



Aegis Securities

Aegis is *the* name in private security forces in Venture City. Somewhere in the neighborhood of sixty percent of the private police in the city report to Aegis. Another twenty is Bright Sun (page 87), and the rest is divided amongst a number of minor corps.

Aegis is looking to expand their influence. They're the top dog in security contracts, but they also want to supply the military with weapons and field enhancements—oh, and they're looking to get into biotech too.

Unlike Bright Sun, Aegis pays its soldiers and supers well. They're loyal because they're treated like rock stars and because they know they're the backbone of the company. The salaried men and wageslaves, on the other hand, are a little restless.

Aegis Securities

Slogan: *Keeping You Safe*

Secret: *To the Highest Bidder*

Skills: Resources +2, Security +3, Tech +2, Violence +3

Aegis Towers

The corporation's base of operations, Aegis Towers is an impressive corporate arcology in the center of Venture City. The central of the three towers is the tallest structure in the city, and you can see both helicopters and superheroes taking off from and landing on its three helipads at any time of day.

It's also probably the most well-guarded and secure building in the city. Anybody who's ever tried to break in has been handled with finality. If the facility has a weakness, it's that the rank-and-file wageslaves are unhappy, poorly paid, and not particularly loyal. Get one alone without a security officer nearby, and you could learn all kinds of things.

Issue: *Disloyal Wageslaves*

Nothing Ventured:

Following a Lead with Henry White

Henry White isn't that hard to talk to—unless he doesn't want to talk. If the PCs approach him with a light touch, they can simply go up and talk to him during his off-hours. If they're more heavy-handed, Henry's going to get security involved. This could wind up being a temporary roadblock or it could be a fight.

In a fight, Henry attacks at first, but he runs if he takes any stress or consequences. He's not a brave man, and the adrenaline rush of using his power wears off once he sees the danger he's in.

Another option is to follow Henry into the sprawl when he goes to meet his contacts. If the PCs opt for this approach, skip to “*The Vats*” (page 93).

When the PCs get a chance to question Henry, they can learn quite a bit from him.

- Henry bought the superdrug formula from Mitsuhamama with money he got from a woman named Shadow.
- Henry bought the formula from a scientist named Roger Dynes.
- He and Shadow have been selling the superdrug to gangs all around the city, including Splitstream's Crew.
- Henry and Shadow's base of operations is an underground lab beneath Rakaru Heights.
- The superdrug works, but is volatile. The powers it creates are unstable, and it can have extreme psychological side effects.



Henry White

Henry is the quintessential disloyal wageslave. He's worked for Aegis for close to fifteen years, and in that time he's been promoted twice. He makes much less than even a low-ranking security officer, and he knows it. He's unhappy, but he's locked into a lifetime contract and can't get out.

Though he's stuck in a discouraging job, that doesn't mean he can't supplement his income elsewhere. Six months ago Henry bought the formula for the superdrug from someone at Mitsuhama, and he's partnered with some shady people to manufacture and distribute it. He's also not above sampling the wares himself; Henry wants to feel powerful, and the drug does just that.

Henry's family is worried about him. They've noticed a change in his behavior—staying out late, mood swings, coming home smelling of chemicals—and they think something's wrong. They're right.

Henry White

Aspects: *Wageslave–Turned–Drug Baron; Violent Mood Swings; Lifetime Contract; Family Man; Friends in Low Places*

Skills

Great (+4): Deceive
Good (+3): Contacts, Rapport
Fair (+2): Empathy, Lore, Shoot
Average (+1): Athletics, Crafts, Drive, Notice

Stunts

Lies upon Lies (*Fate Core*, page 104)
Nose for Trouble (*Fate Core*, page 109)

Powers

Laser Eyes: Henry can shoot lasers from his eyes, allowing him to make a Shoot attack at a +2.

Special Effects: Area Attack, Inflict Condition

Drawback: *Uncontrollable Bursts*

Collateral Damage Clause: If Henry doesn't mind inflicting some collateral damage, he can attack everyone in a zone at full strength.

Physical Stress: **Mental Stress:**

The Neighborhood Watch

Out in the sprawl, most people can't afford the premiums required to get protection from one of the private police forces. They're scraping by, living day to day, existing in a world that is, in many ways, actively hostile toward them. The police ignore them; whatever happens is what happens, right?

But that doesn't mean they're helpless or without protection. Many of the sprawlers belong to a loose-knit organization that takes care of its own. They watch each other's backs, band together when a threat appears, and make the streets a little safer. There are even some unsanctioned supers in this group; they lend much-needed clout in return for shelter from the corps. People call this group the Neighborhood Watch.

The Watch ain't perfect, though. There's plenty of crime and corruption in it. There's no central authority and no self-regulation other than what people are and aren't willing to do. As such, there are plenty of ways for you to hide your sins. Protection rackets, money laundering, drug sales, prostitution, and more exist within the Watch and sneak under its nose. The Watch needs money, and that money's got to come from somewhere.

The Neighborhood Watch

Slogan: *Safer Streets*

Secret: *Hides All Kinds of Sins*

Skills: Violence +2

Rakaru Heights

The people here have a saying: "When they talk about the mean streets, they're talking about Rakaru." Rakaru Heights used to be the most dangerous place in the sprawl. Huge, dilapidated, rife with crime—it was a microcosm of the sprawl as a whole, but even more concentrated. The Neighborhood Watch didn't make the neighborhood safer, really, it just made Rakaru Heights dangerous to different people.

The criminals no longer run Rakaru Heights, though crime still has its place in the neighborhood. The Watch—Abby Dynes, specifically—has made Rakaru a place that predators avoid, though. Rapists, muggers, drug dealers, and others who prey upon the defenseless often steer clear, because there's a price on their heads in Rakaru Heights. Don't be mistaken; it's not really safe to walk the streets at night, you're just more likely to get justice if something happens to you.

Issue: *Violence Is a Way of Life*



PREV: PAGE 90

Nothing Ventured: The Vats

The chain of clues eventually leads to the Vats, an underground lab beneath Rakaru Heights where Henry and Shadow have been manufacturing the superdrug. It's guarded by some of Shadow's most trusted and skilled operatives. There are about a dozen of them in the lab, and they all use the Neighborhood Watch's Violence rating. Worse, they're all dosed with the superdrug, making this a tough fight indeed. Use these powers for the operatives:

- **Flight:** The gang member can fly. This functions just like running or walking, but with vertical movement.
- **Super Strength:** The gang member gets a +2 bonus on any attacks that rely on brute strength.
- **Pyrokinesis:** The gang member can make fire-based attacks at range with a +2 bonus.
- **Teleportation:** The gang member can teleport around the battlefield, moving up to 3 zones as an action.

The huge vats of the superdrug are a major hazard in this fight, as the chemical is highly toxic and explosive in the quantities here. Anyone exposed to the superdrug in the vats immediately takes the severe consequence **Overcharged**. Anyone with this aspect who gets taken out will detonate, creating a Superb (+5) explosion that everyone in the lab must defend against.

If the PCs get the chance to question Shadow, they find out the following info:

- Shadow was acting without Abby Dynes' knowledge.
- Roger Dynes is Abby's brother and works for Mitsuhamma. He sold the formula without Abby's knowledge.
- Shadow was dosing Neighborhood Watch members to give them superpowers. Somewhere around twenty percent of the Watch has been dosed at this point.
- Prolonged exposure to the superdrug causes severe psychological damage. However, very few of the Watch have received enough doses for side effects to be an issue.

NEXT: PAGE 96



Abby Dynes

The Watch doesn't have any kind of centralized leadership, but it does have people who hold authority in specific parts of the city. Abby Dynes is one of those people. The Rakaru Heights neighborhood is big and rough, the poster child for places that need the Watch. Heck, the Watch probably started there. Abby's been living in Rakaru for as long as anyone can remember, and she's both respected and feared.

It's not that she's cruel or unfair. Abby does what she feels is best for Rakaru Heights, and she stands up to people when the neighborhood needs it. People look to her for guidance, counsel, leadership. She's got no patience for fools or predators. She doesn't allow people to exploit each other, and she doesn't allow people to create weaknesses that others can exploit. She'll punish both crimes with the same harsh measures: a beating, followed by expulsion from the community.

Abby Dynes

Aspects: *Vengeful Guardian of Rakaru Heights; Quick to Anger; Quick to Action; Respect of the Community; Ear to the Ground; Fiercely Protective Skills*

Great (+4): Fight

Good (+3): Contacts, Provoke

Fair (+2): Athletics, Empathy, Will

Average (+1): Investigate, Physique, Rapport, Shoot

Stunts

Ear to the Ground (*Fate Core*, page 101)

Heavy Hitter (*Fate Core*, page 111)

Powers

Stone Form: Abby can turn herself into a living statue of solid granite. When in this form, she can use Physique to defend against fists, weapons, and guns, and gets a +2 to do so. She also gets a +2 to any Fight attacks made with her bare fists.

Special Effects: Forced Movement, Physical Recovery

Drawback: *Slow and Heavy*

Collateral Damage Clause: If Abby doesn't mind letting the environment take the hit for her, she can completely ignore the effects of one attack against her.

Physical Stress:

Mental Stress:



Shadow

Shadow is Abby Dynes' spymaster. She's got a talent for subterfuge—aided by her ability to change shape—and she knows a lot of people. Shadow is unwaveringly loyal to the Neighborhood Watch, but she feels that Abby's leadership is somewhat lacking.

Shadow wants to empower the Watch so it can be a real force for good in Venture City. To that end, she thinks they need more superpowered allies, so she's concocted a plan to distribute the superdrug to those friendly to the Watch, all the better to bolster their numbers.

Shadow has little in the way of a personal life. Nobody knows her real name, and she doesn't have any family—none that anyone's aware of, at least. The Watch is her whole life.

Shadow

Aspects: *Neighborhood Watch Spymaster; Haunted by the Past; The Watch is Everything; The Ends Justify the Means; No Attachments*

Skills

Superb (+5): Deceive

Great (+4): Contacts

Good (+3): Burglary, Stealth

Fair (+2): Athletics, Fight, Physique

Average (+1): Investigate, Notice, Resources, Will

Stunts

Always a Way Out (*Fate Core*, page 99)

Ear to the Ground (*Fate Core*, page 101)

Face in the Crowd (*Fate Core*, page 126)

Powers

Shapeshifter: Shadow can disguise herself as virtually anyone, changing her features entirely, provided she gets a chance to touch them. This power grants her a +2 to Deceive rolls made to disguise herself.

Special Effects: Mental Recovery, Physical Recovery

Drawback: *Touch-Activated*

Collateral Damage Clause: If Shadow doesn't mind killing someone, she can take a person's identity entirely—appearance, mannerisms, memories, voice, accent, and anything else. Piercing her disguise requires an active attempt to find deception against a Legendary (+8) opposition.

Physical Stress:

Mental Stress:

PREV: PAGE 93

Nothing Ventured: Wrapping Up

Emily Shah is good to her word: she pays the PCs and thanks them. Abby Dynes is grateful for their involvement, and owes them a favor if they handled things well. Splitstream's likely to start gunning for the PCs for having cut off his supply of the superdrug. Mitsuhama and Aegis continue plotting against each other.

All this assumes the PCs stopped the drug problem. It's entirely possible they just took over the superdrug trade, in which case things wind up pretty different. We'll leave you to figure that out.



WARNING!!!
STASIS CRITICAL

ACTIVATE
EMERGENCY BURGE?
YES NO

WARNING
TEMPERATURE CRIT



MINI-ADVENTURES

Nothing comes easy in Venture City, not even when you're super-powered—especially if you're super-powered—and your powers have a nasty tendency to cause collateral damage.

What follows is a series of disasters, troubles, complications, and catastrophes. These are mini-adventure seeds, not meant to hold a complete campaign, but made to introduce trouble into the PCs' lives in the middle of their ongoing adventure. Specifically, these mini-adventures are made to be triggered by the collateral damage that the players unleash on the city.

How These Work

Every catastrophe here has four parts: a trigger, an aspect, a description, and an outcome.

The **trigger** is an event that kicks off the catastrophe. While you can always pull out a catastrophe whenever you want, collateral damage effects exist specifically to cause trouble for the players, which makes them ideal triggers. You should not, however, create big catastrophes every time players cause collateral damage. Falling rubble or fire is usually trouble enough. Save these for special occasions.

The **aspect** is a situation aspect. Like all situation aspects, it's temporary, lasting until it's no longer relevant. While situation aspects often disappear at the end of a scene, they can last until the end of a session. In this way, a situation aspect can work like a short-term issue, at least until the players deal with it.

The **description** is just that: an elaboration on what the aspect is already saying.

The **outcome** is the effect of ignoring the catastrophe for long enough. If the players confront their problem directly, they can clear it up and avoid this outcome, but if the situation aspect makes it to the end of the session without being cleared up somehow, then the outcome happens. It'll cause trouble for the players in the next session, and possibly for the remainder of the scenario.

The Tail

Trigger: Collateral damage takes out an unassuming building in a corporation-owned district.

Aspect: *Corporate Tail*

Description: Whatever you smashed into (or smashed someone else into) was evidently a high-priority research facility. A group of corporate police has been dispatched to follow your group around and figure out what, if anything, you found out. You didn't notice anything, but that won't stop them.

Outcome: If you can't convince your tail that you didn't see anything or that you're too dangerous to mess with, they'll slink away eventually and put the PCs' names and photos in their High Security Risk database.

The Casualty

Trigger: A collateral damage effect hits all targets in a zone, somewhere public in the sprawl.

Aspect: *Civilian Casualty*

Description: A citizen of Venture City—someone without superpowers or corporate sponsorship—got caught in the periphery. They need medical care and soon.

Outcome: If you don't help this citizen, they'll probably die. Legally, they don't matter enough for that to come back to hurt you, but it is a hit to your reputation; whoever runs the Neighborhood Watch or equivalent organization in this area won't want to work with you or your friends.

The Tower

Trigger: Collateral damage occurs inside a structure—be it a corporate tower, a private residence, an underground lab, or anywhere else.

Aspect: *Slowly Collapsing*

Description: You hit a load-bearing pillar, and the space you're in is going to collapse soon.

Outcome: There's not much you can do to save the building. If you don't get out, and soon, the building will collapse around you, trapping you all.

The Mob

Trigger: Someone unleashes a collateral damage effect that causes mental stress or consequences, or otherwise targets peoples' psyches.

Aspect: *Rioting Mob*

Description: The psychic backlash you set off got out of control and started a panic; soon the whole district is thrown into chaos. Some people are running scared, others are just taking advantage of the chaos to break windows. It's a dang warzone.

Outcome: You can try to calm people down or scare them into submission—either way will help keep the peace. If you don't, overzealous law enforcement will keep the peace by locking down the district and establishing a curfew.

The Press

Trigger: Collateral damage causes something disturbing, perhaps a terrifying transformation, demonic-looking energy, or an instantly killed NPC.

Aspect: *Hounded by Journalists*

Description: Your antics have caught the eye of the media, unfortunately. They're calling you the Terror of Venture City, following you around, interviewing bystanders, and basically running with the worst excesses of baseless journalistic hit-pieces.

Outcome: You can try to convince your followers to stop their story, either by not being interesting or by pointing them at an even juicier target. If you don't, then their character assassination makes the nightly news. People will recognize that it's sensationalist bunk, but there'll still be rumors attached to your name for weeks.

The Blackout

Trigger: Someone causes collateral damage that's electrical or affects the city's electrical grid in some way.

Aspect: *Blackout!*

Description: Something overloaded, somewhere in the old and inconsistently maintained infrastructure of Venture City. Nearly the entire city has been plunged into darkness.

Outcome: You might be able to fix the problem, or even jump-start the system if you have the right powerset. If nothing else, you can direct a repair crew to the point where the problem started, which should speed up repairs. If you don't, the power will come back eventually, but hospitals and other emergency services will be dealing with the fallout for a while.

The Nemesis

Trigger: A named NPC concedes a conflict because of a PC's collateral damage effect.

Aspect: *[NPC name] Is Out for Revenge*

Description: You didn't kill this person, and you might not have even hurt them badly, but you embarrassed them, and you made them run. They're going to make your life hell, just out of spite. Whatever power and connections they can bring to bear, they will. If they can rile up a gang to take you out, they'll try it. And you know they'll go after your friends and family.

Outcome: You can put an end to this by confronting your nemesis and letting the fight end decisively. Or you can ignore them, and eventually they'll give up...but only after they've killed or otherwise taken out one of your trusted NPC allies.