

THE SCALE

Level	Adjective	Description
1	Weak	Weak, minimum human
2	Poor	Below average human
3	Average	Average human
4	Fair	Above average human
5	Good	Exceptional human
6	Great	Extraordinary human
7	Incredible	Low superhuman
8	Amazing	Superhuman
9	Fantastic	High superhuman
10	Supreme	Godlike, maximum superhuman

TESTS

$$\text{Effort (Acting Ability + d6)} - \text{Difficulty (Opposing Ability +d6)} = \text{Outcome}$$

OUTCOMES

Outcome	Degree
-5 or less	Massive Failure: The effort fails spectacularly.
-3 to -4	Major Failure: The effort fails by a significant margin.
-1 to -2	Moderate Failure: The effort fails by a small margin.
0	Marginal Success: The effort barely succeeds.
1 to 2	Moderate Success: The effort succeeds by a small margin.
3 to 4	Major Success. The effort succeeds significantly.
5 or more	Massive Success: The effort succeeds spectacularly.

BENCHMARKS

Level	Weight	Material	Distance	Speed
1	Brick	Leather	A couple of yards	Spring
2	Child	Plastic	Across a street	Dolphin, horse
3	Heavy sack	Brick	A city block	Car, cheetah, falcon
4	Person	Aluminum	Several city blocks	Fast race car
5	Motorcycle	Concrete	Ten to twenty blocks	Fast helicopter
6	Car	Stone	A few miles	Passenger jet
7	Tank or bus	Iron	Tens of miles	Speed of sound
8	Jet or train	Steel	Hundreds of miles	Supersonic
9	Building	Diamond	Thousands of miles	Escape velocity
10	Mountain	Unobtainium	Virtually anywhere	Near light-speed

DICE PROBABILITIES

Result	Chance of Exact Result	Chance of Result or Higher
+5	2.77%	2.77%
+4	5.55%	8.33%
+3	8.33%	16.66%
+2	11.11%	27.77%
+1	13.88%	41.66%
0	16.66%	58.33%
-1	13.88%	72.22%
-2	11.11%	83.33%
-3	8.33%	91.66%
-4	5.55%	97.22%
-5	2.77%	100%

ORIGIN

2d6 Roll	Origin
2-4	Trained: The hero is a highly skilled human; any “powers” actually come from superior training or specialized equipment. The character gains two additional specialties, and can choose to trade a power for two more specialties.
5-6	Transformed: The hero was a normal human but became superhuman through some outside agency, often an accident or experiment. One of the character’s abilities (attribute or power, your choice) is increased by +2 to a maximum of 10.
7	Birthright: The hero was born with or destined to develop superhuman powers. The character gains your choice of one additional power—which should be innate, and not a device—or +2 to a rolled power level to a maximum of 10.
8-9	Gimmick: The character’s powers all come from devices of some kind. One of the character’s mental attributes (your choice) is increased by +2 to a maximum of 10.
10	Artificial: The character is a robot or some other kind of construct, such as a golem. The character’s Strength is increased by +2 and has the Life Support power in addition to any rolled powers; roll Life Support level normally, or trade a rolled power to increase it to 10.
11-12	Unearthly: The character is an alien, elemental, angel, devil, or even deity—a being from another world or dimension. Increase two of the character’s abilities (attributes or powers, your choice) by +2. Alternately, roll twice on this table, ignoring duplicates and results of 11-12. The character gets the effects of both origins. Apply the modifiers of the rolled origins rather than the Unearthly modifiers.

LEVEL DETERMINATION

2d6 roll	Level
2	1
3	2
4	3
5-6	4
7-8	5
9-10	6
11	7
12	8

POWERS & SPECIALTIES

2d6 roll	Number of Powers
2-4	2
5-7	3
8-10	4
11-12	5

2d6 roll	Number of Specialties
2-4	1
5-7	2
8-10	3
11-12	4

POWER TYPE

2d6 Roll	Power Type	Next Step
2-3	Mental	Roll on the Mental Powers table
4-5	Control	Roll on the Control Powers table
6	Defensive	Roll on the Defensive Powers table
7	Offensive	Roll on the Offensive Powers table
8	Movement	Roll on the Movement Powers table
9-10	Alteration	Roll on the Alteration Powers table
11-12	Sensory	Roll on the Sensory Powers table

ALTERATION POWERS

First d6	Second d6	Power
1-2	1	Ability Boost (group)
	2	Ability Increase (group)
	3	Alter Ego
	4	Alternate Form (group)
	5	Aquatic
	6	Density
3-4	1	Duplication
	2	Extra Body Parts (group)
	3	Growth
	4	Invisibility
	5	Phasing
	6	Shrinking
5-6	1	Animal Mimicry
	2	Material Mimicry
	3	Plant Mimicry
	4	Power Mimicry
	5	Stretching
	6	Transformation

DEFENSIVE POWERS

First d6	Second d6	Power
1-2	1-2	Absorption
	3	Adaptation
	4-6	Force Field
3-4	1	Immortality
	2-4	Life Support
	5-6	Reflection
5-6	1-2	Regeneration
	3-6	Resistance (group)

CONTROL POWERS

First d6	Second d6	Power	
1-2	1-2	Alteration Ray (group)	
	3-4	Element Control (group)	
	5	Probability Control	
	6	Time Control	
	3-4	1-2	Energy Control (group)
		3	Healing
5-6	4-5	Telekinesis	
	6	Transmutation	
	1	Cosmic Power	
	2-3	Gadgets	
	4	Magic	
	5	Nullification	
	6	Servant	

MENTAL POWERS

First d6	Second d6	Power
1-3	1	Astral Projection
	2	Dream Control
	3-4	Emotion Control
	5	Illusion
	6	Images
	4-6	1-2
3		Mind Control
4		Mind Shield
	5-6	Telepathy

MOVEMENT POWERS

First d6	Second d6	Power
1-3	1	Burrowing
	2	Dimensional Travel
	3-4	Flight
4-6	5-6	Leaping
	1	Spinning
	2-3	Super-Speed
	4	Swinging
	5	Teleportation
	6	Wall-Crawling

OFFENSIVE POWERS

First d6	Second d6	Offensive Power
1-3	1	Affliction
	2	Binding
	3-4	Blast
	5-6	Strike
4-6	1	Aura
	2-3	Dazzle
	4	Energy Drain
	5	Fast Attack
	6	Stunning

SENSORY POWERS

First d6	Second d6	Sensory Power
1-3	1-2	Detection
	3	ESP
	4-6	Super-Senses
4-6	1-2	Danger Sense
	3	Interface
	4	Postcognition
	5-6	Precognition

SPECIALTIES

Aerial Combat	Martial Arts	Science
Art *	Medicine	Sleight of Hand
Athletics	Mental Resistance	Stealth
Business	Military	Technology
Drive	Occult	Underwater
Investigation	Performance *	Combat
Law	Pilot	Weapons *
Leadership	Power *	Wrestling
Linguistics	Psychiatry	* specialty group

Starting Determination:
6 - (Number of Powers + Extras - Limits)

	Affliction	Binding	Blast/Strike	Dazzle	Emotion Control	Mind Control
MAJOR OR MASSIVE FAILURE	No effect, Affliction ends	No effect	No effect	No effect	No effect, Determined Effort to try again	No effect, Determined Effort to try again
FAILURE	No effect, Affliction continues	No effect	No effect	No effect	No effect, Determined Effort to try again	No effect, Determined Effort to try again
MARGINAL SUCCESS	Half effect, Affliction continues	Partial hold, half Material Strength	Half effect	No effect	No effect, can try again without Determined Effort	No effect, can try again without Determined Effort
MODERATE SUCCESS	Full effect, Affliction continues	Partial hold, full Material Strength	Full effect	Dazzled one page	Add emotional quality, renew each page	Add Controlled quality, renew each page
MAJOR SUCCESS	Full effect, Affliction continues	Full hold, full Material Strength	Full effect, possible Slam	Dazzled one page per power level	Add emotional quality, renew after power level pages	Add Controlled quality, renew after power level pages
MASSIVE SUCCESS	Full effect, Affliction continues	Full hold, full Material Strength	Full effect, possible Stun	Dazzled until end of chapter	Add emotional quality for the chapter	Add Controlled quality for the chapter
	Reflection	Slam Resistance	Pre-/Postcognition	Slashing/Shooting	Stunning	Stun Resistance
MAJOR OR MASSIVE FAILURE	No reflection, attack has normal effects	No effect	Misleading or false information	No effect	No effect	No effect
FAILURE	No reflection, attack has normal effects	No effect	No information, Determined Effort to try again	No effect	No effect	No effect
MARGINAL SUCCESS	Each party takes half of attack	No effect	No information, try again without Determined Effort	Half effect	No effect	No effect
MODERATE SUCCESS	Reflect attack, make normal attack test	Target prone	Cryptic information	Full effect	Target stunned for one panel	Target stunned for one panel
MAJOR SUCCESS	Reflect attack and hit automatically	Target knocked to next range	Strong and clear but possibly incomplete information	Full effect, possible Stun	Target stunned for one panel per power level	Target at 0 Stamina and unconscious
MASSIVE SUCCESS	Reflect attack and hit automatically	Target knocked to next range	Strong and clear but possibly incomplete information	Full effect, possible Kill	Target stunned until end of chapter	Target at 0 Stamina and unconscious

SAMPLE VEHICLES

Vehicle	Handling	Speed	Structure	Armor	Notes
Car	3	3	4	—	
Bus	2	3	4	1	
Motorcycle	3	4	3	—	
Bulldozer	3	2	5	—	Strength 6 plow
Tank	3	2	7	5	Blast 7 cannon
Train	1	4	4	1	
Airliner	4	6	4	—	
Private Plane	3	5	4	—	
Fighter Jet	5	7	4	2	Blast 5 guns, missiles
WWII plane	4	4	3	1	Blast 5 guns
Flying car	4	5	3	—	
Speedboat	4	4	3	—	
Yacht	3	4	3	—	
Destroyer	3	3	5	5	Blast 7 cannons
Submarine	4	3	5	5	missiles (torpedoes)
Spaceship	5	10	5	5	Blast 8 lasers

DISTANCES

Distance	Description
Personal	Close enough to touch someone, or to have someone standing right behind you. You can communicate by whispering.
Close	Close enough to hit someone with a melee weapon or shoot them at point-blank range, or move up to them and do so in a single panel. You can communicate by speaking normally.
Extended	Out of range for close attacks, but still within range for firearms and similar ranged attacks. You can only communicate by shouting.
Visual	Out as far as the eye can see. You can make out outlines and shapes, but not individuals. You can't communicate except by visual or long-distance means (such as radio).
Beyond	As in "beyond visual range." This is a catchall for greater distances, which are usually expressed in general or real-world terms (such as "a continent across" or "100 miles"). See the Benchmarks Table for additional info.

USES OF ADVANTAGE

- **Improved Effort:** Increase the effort of your test by +2.
- **Insight:** Gain a clue or hint from the GM about a subject of your choice..
- **Push Ability:** Increase an ability (attribute or power) of your choice by 1 level for one page.
- **Recover:** Regain Stain equal to the higher of your Strength or Willpower or eliminate an ongoing effect.
- **Retcon:** Change some element of the story in an explainable way.
- **Stunt:** Perform a stunt.

RANDOM PLOT ELEMENTS

d6	d6	Element	d6	d6	Element
1-2	1	Attack	1-2	1	Rival
1-2	2	Steal	1-2	2	Creature
1-2	3	Manipulate	1-2	3	Country
1-2	4	Murder	1-2	4	People
1-2	5	Control	1-2	5	City
1-2	6	Destroy	1-2	6	Object
3-4	1	Create	3-4	1	Artifact
3-4	2	Infiltrate	3-4	2	World
3-4	3	Ransom	3-4	3	Hero (or Team)
3-4	4	Rob	3-4	4	Treasure
3-4	5	Extort	3-4	5	Loved One
3-4	6	Seize	3-4	6	Wealth
5-6	1	Escape	5-6	1	Power
5-6	2	Conquer	5-6	2	Celebrity
5-6	3	Study	5-6	3	Head of State
5-6	4	Possess	5-6	4	Invention
5-6	5	Eliminate	5-6	5	Resource
5-6	6	Capture	5-6	6	Enemy

CAUSING TROUBLE

- **Challenge:** Similar to a retcon, a challenge adds a new detail or element to the story, creating a problem or challenge for the character. It can range from a stray spark starting a fire to a rapidly weakening bridge or an unexpected visitor when you're trying to change out of your costume and preserve your secret identity.
- **Compulsion:** The character is required to act in a particular manner that page. Compulsions are usually due to strongly held beliefs, passionate goals, or deep-seated fears or hatreds, and represent the power those emotions have over people. They can also originate from outside influence.
- **Disability:** The character loses use of an ability for that page, ranging from a power suddenly going out to an injury other circumstance causing a loss of mobility, speed, a key sense like sight or hearing, or a similar disability. It can also include an ability not functioning like it should, such as a defensive power overcome by an unusual effect ("That *hurt me ... but how?*").
- **Increased Difficulty:** The character suffers a +2 increase to the difficulty of a test.
- **Lost Panel:** The character loses a panel due to distraction, momentary stunning, or the like.

DETERMINATION IS THE GAMEMASTER'S BEST FRIEND - GIVE SOME!

Remember, when you want to allow a particularly clever idea or tactic, but you feel there should be some "cost" to it, asking the player to spend a point of Determination is your best option for both encouraging and rewarding creativity, but also limiting overly effective tactics or options players might otherwise use all the time. One of the best answers you can give while running the game is, "Sure, spend a point of Determination (or create an advantage) and you can try it!" Because of this, activate the heroes' qualities to cause trouble, and give out Determination freely for good game play as often as you can.

ANIMALS	PRO	CRD	STR	INT	AWE	WIL	STA	Notes
Bear	4	3	6	1	3	3	9	Claws & bite (slashing damage 3)
Cat	2	4	—	1	3	2	2	Claws (slashing damage 1)
Cheetah	4	4	3	1	4	3	6	Claws & bite (slashing damage 3), Running Expert, also other medium-sized great cats (without Running).
Crocodile	3	2	5	1	3	2	7	Bite (slashing damage 4)
Dog	2	3	2	1	3	2	4	Bite (slashing damage 2), Medium-sized, +1 Str for larger, +1 Pro for fight-trained, use cat abilities for small dogs.
Dolphin	3	4	3	2	4	3	6	Aquatic 3, Super-Sense (Sonar)
Eagle	3	4	1	1	5	3	4	Claws (slashing damage 2), Flight 3, also falcons, hawks, and other birds of prey
Electric eel	2	3	1	—	3	2	3	Aura (Electricity) 3
Elephant	3	2	7	1	3	3	10	Tusks (slashing damage 4)
Gorilla	3	4	6	1	3	3	9	
Hippopotamus	3	2	6	1	3	2	8	Bite (slashing damage 3)
Horse	2	3	6	1	3	2	8	Running Expert
Lion	5	4	5	1	4	3	8	Claws & bite (slashing damage 4)
Monkey	3	6	*	1	4	3	3	Prehensile tail
Orca	4	3	7	1	3	3	10	Bite (slashing damage 5), Aquatic 3, Super-Sense (Sonar)
Python	4	4	4	1	4	2	6	Bite (slashing damage 3), Wrestling Expert
Rhinoceros	3	2	7	1	3	3	10	Gore (slashing damage 4)
Shark, great white	5	3	5	1	4	4	9	Aquatic 2, Bite (slashing damage 5)
Squid, giant	4	4	8	1	3	3	11	Aquatic 2
Swarm	3	4	—	—	3	—	4	Insects and other tiny creatures. Collective stings (bashing damage 1), "Gaseous" Form 3
Viper	4	5	—	1	3	2	2	Bite (0 Stamina damage but injects Affliction 2 poison)
Whale	3	2	8	2	3	3	11	Aquatic 2, Super-Sense (Sonar)
Wolf	4	4	3	1	4	3	7	Claws & bite (slashing damage 3)
Wolverine	5	3	3	1	4	4	7	Claws & bite (slashing damage 3)

CHARACTERS	PRO	CRD	STR	INT	AWE	WIL	STA	Notes
Bystander	2	3	3	3	3	3	6	One specialty related to the character's profession or hobby
Cultist	3	3	3	2	3	2	5	Occult; knife (slashing damage 6) or other weapons
Henchman	3	2	3	2	3	3	6	Pistol (shooting damage 4) or other weapons
Ninja	4	4	3	3	3	3	6	Martial Arts, Ninja Weapons, Stealth; sword (slashing damage 4), throwing stars (shooting damage 2)
Police Officer	4	3	3	3	3	3	6	Criminology, Guns, Investigation; pistol (shooting damage 4), billy club (bashing damage 4), radio, handcuffs (material strength 6)
Robot	2	2	4+	—	2	—	8	Life Support 10
Soldier	4	3	4+	3	3	3	7	Guns, Martial Arts, Military, Drive or Pilot are common; pistol (shooting damage 4) and/or rifle (shooting damage 5)
Thug	3	2	4	2	2	2	6	Pistol (shooting damage 4) or other weapons
Zombie	2	2	3	—	1	—	6	Life Support 10, Mental Resistance 10

DINOSAURS	PRO	CRD	STR	INT	AWE	WIL	STA	Notes
Apatosaurus	1	1	9	—	3	1	10	Brontosaurus, brachiosaurus, and similar herbivores.
Deinonychus	4	4	5	—	4	2	7	Bite & claws (slashing damage 4), Running
Pterodactyl	3	3	5	—	4	2	7	Beak & claws (slashing damage 4), Flight 2
Triceratops	4	2	7	—	4	2	9	Horns (slashing damage 5)
Tyrannosaurus	5	3	8	—	4	3	11	Bite (slashing damage 6), Running, also smaller carnosaurus (Str 7)





ICONS

SUPERPOWERED ROLEPLAYING



VS
LEPLAYING

